

THIS IS HEAVY, DOC!



Mission Objectives:

Kill Points, as per 7th Edition.

Line of Retreat:

Forces that are falling back do so towards their nearest table edge.

Game Length:

6 turns

Battle Point Modifiers:

+1 – If you Slay the Warlord.

+1 – If your highest, points costing, unit is still alive, not falling back, gone to ground, or fled off the table, by the end of the game.

+1 – If all your opponent's Troop units are either destroyed, falling back, or below half strength, by the end of the game.

-1 – If you control no table quarters. To control a table quarter you must have a unit wholly within it and not be contested.

-1 – If you have none of your units in your opponent's deployment zone.



Deployment:

Dawn of War and roll for sides.

Also units are deployed one at a time and alternating players after each unit is deployed. Finally deploy units in the following order: Lord of War, Heavy Support, Troops, Elites, HQ, and then Fast Attack. Do this until all units are deployed or until a player has deployed all their units.

Special Rules:

Gravitational Instability: At the beginning of each game turn roll 2D6 and add the number of what game turn it is to the result, then consult the table below.

3-10 – High Gravity, all units half their movement rounding up.

11-12 – Normal Gravity, all units move as normal.

13+ - Low Gravity, all units add 3" to their movement.

This table does not affect a unit's charge.