

BATTLE IN THE EYE OF TERROR



Mission Objectives:

Kill Points; you get +1 point for each enemy unit you destroy.

Line of Retreat:

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

Game Length:

6 Turns

Battle Point Modifiers:

- +1 – If you control more table quarters, by end of the game. To control a table quarter you must have a unit wholly within it and not be contested.
- +1 – If your Warlord is alive by the end of the game.
- +1 – If your highest point value unit is still at or above 50% starting strength/not immobilized, by the end of the game.
- 1 – If none of your opponent's units are destroyed, by the end of the game.
- 1 – If you control no table quarters.



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:

Night Fight, Mysterious Objectives

Currents of the Warp: At the beginning of each of your turns, before the movement phase, you may choose any number of your units to give in to the warp; if they do, they scatter 2D6". This does not count as moving and the unit may move in the movement phase as normal. You may not choose unit in reserve or falling back for this rule. If a unit using this rule was to scatter onto or within 1" of another unit, place the scattering unit into reserves instead.