

### **Rain of Fives-**

#### **The Armies-**

Two **1000** point armies using the **Modified Allied Detachment** force organization chart per side.

#### **The Battlefield-**

Terrain will be set up in advance. Before the game, agree with your opponent on terrain rules.

#### **Deployment-**

Players must deploy using the Standard Deployment Method. Use **Dawn of War** deployment during this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

#### **First Turn-**

The player that set up first will take the first turn, and their opponent can attempt to Seize the Initiative.

#### **Game Length-**

The mission uses Variable Game Length.

#### **Victory Conditions-**

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

#### **Primary Objectives-**

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

#### **Secondary Objectives-**

Slay the Warlord (which may be obtained twice per side) and First Strike.

#### **Mission Special Rules-**

Night Fighting, Reserves, Mysterious Objectives (if both sides agree to use them).

**Razor Hailstorm:** At the beginning of each of each of your movement phases, roll a d6 for each of your units currently on the table. On a roll of **5+**, that unit suffers **5** hits that always wound/cause a glancing hit on a **5+**. Neither Armor nor Cover saves may be taken against these hits. Units cannot take more hull points/wounds (before invulnerable saves) in a game turn from the Razor Hailstorm than there are models in the unit. These hits are assumed to hit side armor on vehicles.