

Mission:

Capture and Control

Objective:

Control the enemy's base while at the same time maintaining control of your own

Deployment:

Dawn of War

Mission Special Rules:

Reserves, Deep Strike Infiltrate

All universal special rules will be in play

The game will last **six** turns.

Victory Conditions:

Massacre: If one player controls both objectives.

The score is 10 to 1.

Solid Victory: If one player controls one objective while the other controls none.

The score is 7 to 3.

Draw: If both players each control an objective or both players do not control an objective.

The score is 5 to 5.

Battle point modifiers:

+1 Killing the enemy general. Declare a single model from one of your HQ choices to be your general at the start of the game.

+1 Capturing your opponent's objective at the end of the game.

+1 Destroying one of your opponent's heavy choices. If your opponent does not have a heavy choice then your get this bonus automatically.

+1 For having more units with a model within 6 inches of your own objective then your opponent has units with a model within within 6 inches of your objective.