

**Mission:**

Seize Ground

**Objective:**

5 objectives

**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.

There will be 5 objectives on the table, deployed as per the rules in the 40k rulebook.

**Victory Conditions:**

Massacre: If one player holds 4 or more objectives then their opponent.

The score is 10 - 1.

Solid Victory: If one player holds 2 – 3 more objectives than their opponent.

The score is 7 - 3

Draw: If one player holds 0 – 1 more objectives than their opponent.

The score is 5 - 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 For controlling more table quarters than your opponent. To control it you must have a unit fully in the table quarter with none of your opponents' units in that quarter.

+1 Destroying one of your opponent's elite choices, if your opponent does not have an elite choice then you get this bonus automatically.

+1 For having more of your units fully in your opponent's deployment zone than they have in yours.