

# *Advance & Secure*

**Mission Overview:** You have been assigned to secure the center of the battlefield at all costs.

**Deployment Zone:** Dawn Of War (p.119)

## **The Battlefield:**

Before deployment, but after deployment zones are chosen and any fortifications are placed. **Place 3 objective markers (evenly spaced) on the center line** of the board. These objectives are **Archeotech Artifacts** (see page 106) At the end of the game you control an objective if there is at least one of your scoring units, and no enemy denial unit within 3" of it.

## **Victory Conditions**

**Primary Objectives:** securing objective markers w/ a heavy support choice 3vp each

**Secondary Objectives:** securing an objective marker with a troop choice (or other means) 1vp each

**Tertiary Objectives:** line breaker, slay the warlord, first blood, des. Enemy hvy supp. choices 1vp each

## **Battle Point Modifiers:**

... If your opponent has no Heavy Support choices left at the end of the battle	+1
... If you have more troop choices left at the end of the game than your opponent.	+1
... If you claimed at least two Secondary Objectives	+1
... If you claimed no Tertiary Objectives	-1
... If your enemy's highest point unit is alive at the end of the game.	-1

## **Special Rules:**

Heavy Metal (see page 128)

Archeotech Objectives (see page 106)