

Army of Death

Mission Overview: Your army must wipe out their enemies; endless re-enforcements are at your disposal.

Deployment Zone: Dawn Of War (p.119)

Victory Conditions

Primary Objectives: destroying enemies Troops 2vp each

Secondary Objectives: line breaker, slay the warlord, first blood 1vp each

Tertiary Objectives: destroying enemy units (other than troops) 1vp each

Battle Point Modifiers:

... If two or more of your units are in your opponents' deployment zone at the end of the game. +1

... If you have more troop choices left at the end of the game than your opponent. +1

...If your highest point infantry unit is still alive at the end of the game. (And was not killed) +1

...If you have no units above 50% -1

...If you did not claim any Secondary Objectives -1

Special Rules:

Sustained Attack

Sustained Attack – When a troop choice is destroyed it will return, **using ongoing reserves at the beginning of the owning players next turn**, from your table edge.

Units of troops that are forced to fall back and reduced to less than 25% strength in models can be removed from the table immediately and be reused as if they had been wiped out. **They do not have to fall back off the table first.**

Award the appropriate amount of victory points (2vp) to your opponent at the end of the game.

Note that this does not dedicated transport vehicles for troop units.