

ASSASSINS

Mission Overview: You must assassinate your opponent's warlord at all costs!

Deployment Zone: Dawn Of War (p.119)

Victory Conditions

Primary Objectives: Killing opponents warlord

3vp

Secondary Objectives: Keeping your warlord alive

3vp

Tertiary Objectives: line breaker, first blood

1vp each

Battle Point Modifiers:

... If your enemy's highest point unit is destroyed	+1
... If your highest point unit is alive at the end of the game	+1
... If you claimed at least two Secondary Objectives	+1
... If you did not destroy at least half of your opponents army (925 points)	-1
... If your enemy's highest point fast attack choice is alive at the end of the game.	-1

Special Rules:

...and they shall Know no fear - Your warlord is desperate to stay alive gains the "**and they shall know no fear**" USR. If your warlord already hasand they shall know no fear – they instead gain **Stubborn!**

FAQ:

Battle Point Modifier #1: If you have multiple units that are the "highest" cost. You must declare to your opponent which unit will count as your highest point unit.

Battle Point Modifier #4: Units that are below 25% strength or less count as destroyed. **For calculating this battle point only!**