Blessing of the Gods

Mission Overview: Your Army Has Been Blessed by the Gods! Now show your opponent how strong your God is!

Deployment Zone: Vanguard (p.119)

Victory Conditions

Primary Objectives: If your Blessed Killed your Opponents Blessed unit in CC
Secondary Objectives: If your blessed unit dies (Sacrifices Must be Made)
2vp
Tertiary Objectives: destroying enemy units
1vp each

Battle Point Modifiers:

If your Blessed unit fought the enemies Blessed Unit in assault (win or lose) If your blessed unit destroyed two or more enemy units If your highest point infantry unit is still alive at the end of the game If your blessed unit failed to destroy any enemy units.	+1		
	+1 +1 -1		
		If you did not destroy at least half of your opponents army (925 points)	-1

Special Rules:

Preferred Enemy - (opponents Blessed Unit)
Blessed Unit – see below

Blessed Unit: Before the battle great sacrifices and supplications were performed to ensure victory. In response the god(s) gave their blessing to your forces.

Before deployment, each player chooses one of his or her non-vehicle units. For the entire game that unit's **WS and BS** are improved by 1 and it receives the **Feel No Pain & Rage** special rule. Independent characters may be blessed but their blessing does not extend to any units they join. Similarly any independent character that joins a blessed unit does not receive the blessing.

Summary - +1 WS/BS, Feel No pain 5+ & Rage all of the time, Preferred Enemy: Blessed Unit

FAQ:

Victory conditions Primary and Secondary: If your blessed unit dies at the hands (whether it's by shooting, ability, assault, etc) of your opponents blessed unit you cannot claim the Secondary Objective.

- o The idea is Kill their Blessed unit then sacrifice yours to the Gods
- Or Just SLAM yours Down your opponents throat

Battle Point Modifier #5: Units that are below 25% strength or less count as destroyed. **For calculating this battle point only!**