

# EMISSARY ESCORT

## Mission Overview:

You must assassinate the emissary He's a SPY! He has vital knowledge of your battle plans.

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

## The Battlefield:

Before deployment, each player places an emissary in the center of their opponent's deployment zone. (6 inches from the long edge and 3ft from each short edge) Your opponent now has control of that model!

## Victory Conditions

**Primary Objectives:** Kill your emissary (the model that started in your opponents Dep. Zone) 3vp

**Secondary Objectives:** Keep your opp. emissary alive (the model that started in your Dep. Zone) 3vp

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

## Battle Point Modifiers:

... If you achieved at least two Secondary Objectives	+1
... If you killed the emissary to achieve first blood	+1
... If you have at least destroyed all of opponents infantry models	+1
... If you claimed no Tertiary Objectives	-1
... If your enemy's highest point selection is alive at the end of the game.	-1

## Special Rules:

Emissary

Each player has an Emissary to protect/kill. Use a model from their army (use a basic Troop model pulled from a squad) of the owning players choice.

Each emissary is controlled by their opponent! (Movement, etc...)

(The model loses all special rules, stats and equipment) See profile below

The Emissary is armed only with one close combat weapon. He is treated as an independent character and may lead units if he joins them. He may ride in the Transport of a unit he joins only if there is enough room for him to fit. The emissary may never be challenged or initiate a challenge.

EMISSARY ( <i>Independent Character, Eternal Warrior, Fearless</i> )								
WS	BS	S	T	W	I	A	Ld	Sv.
3	3	2	3	2	3	2	9	3+Inv

## FAQ:

**Battle Point Modifier #5:** 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.