

Escalating Engagement

Mission Overview: This battle has to take place in stages. You will have limited resources available; re-enforcements will be at your disposal as they are available.

Deployment Zone: Dawn of War (p.119)

The Battlefield/Deployment: See below (Limited Resources)

Victory Conditions

Primary Objectives: destroying enemies Hq Units, Or Elite Choices 2vp each

Secondary Objectives: destroying all other enemy units 1vp each

Tertiary Objectives: line breaker, first blood 1vp each

Battle Point Modifiers:

... If two or more of your units is 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 then you're 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

Special Rules:

Limited Resources

Reserves: are always Ongoing! See below for restriction/Alterations (see page 125)

Limited Resources:

Deployment: You can deploy all fortifications & up to 25% of your army. On Turn 2 an additional 25% of your army will become available. On Turn three the rest of your army will become available.

Dividing your Army: Divide By units rounding up, Example: you have 12 units and one fortification (total 13) You would deploy the fortification and 3 units, turn two you would bring in 3 more units, turn three you would bring in the remaining 6 units.

FAQ:

Battle Point Modifier #3: 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.