

Grab and Run

Mission Overview: You must secure the objectives to your deployment zone for pick up.

Deployment Zone: Dawn Of War (p.119)

The Battlefield:

Before deployment, but after deployment zones are chosen and any fortifications are placed. **Place 3 objective markers (evenly spaced) on the center line** of the board. At the end of the game you have secured an objective for transport if you have moved an objective(s) into your deployment zone.

Victory Conditions

Primary Objectives: Secured Objective markers for transport	3vp each
Secondary Objectives: line breaker, slay the warlord, first blood	1vp each
Tertiary Objectives: Destroyed Enemy Troop Choices	1vp each

Battle Point Modifiers:

... if you have more markers in your deployment zone than your opponent	+1
... If you have a marker closer to your long table edge than your opponent	+1
... If your opponent has less troop choices than you at the end of the game	+1
... If you claimed no Secondary Objectives	-1
... If your enemy's highest point unit is alive at the end of the game.	-1

Special Rules:

Everybody Scores....Almost

Everybody scores....Almost: Any model can move a marker (almost) Vehicles of any sort can never move a marker, they are too delicate. or units that can never be a scoring unit, their minds are too pre-occupied.

Moving Markers: To pick up a marker a model in the unit must be in base contact with it at the start of the movement phase. A unit may only carry one marker at a time. Units carrying a marker cannot move further then 12" in any turn (Movement, run, etc combined) and may embark on a transport. Units that assault or are assaulted automatically drop the marker **when the assault is declared**. A model may voluntarily drop the marker at any time during the controlling player's turn. If a model falls back off the table while carrying a marker it is considered destroyed and doesn't count.

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.

Moving Markers: Units that are falling back are too busy preserving their own life; and may Never voluntarily drop a marker. They will take it with them as they rout off the board.