

# *Hold That Objective*

**Mission Overview:** Your army must hold vital areas of the battlefield. None is more important than the center!

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

**The Battlefield:** After deployment zones are chosen but before models are placed. Place **one objective marker in the center of the battlefield**. Then each player **places one objective in their opponent's battlefield**. (For a total Of Three) These objectives may not be in impassable terrain or within 6" of a table edge or 12" of another objective. These objectives are **mysterious** (see page125) at the end of the game you control an objective if there is at least one of your scoring units, and no enemy denial unit within 3" of it.

## **Victory Conditions**

<b>Primary Objectives:</b> secure the objective in the center of the table	3vp
<b>Secondary Objectives:</b> securing the objectives placed by you or your opponent	2vp each
<b>Tertiary Objectives:</b> Destroyed enemy Heavy Support choices	1vp each

## **Battle Point Modifiers:**

... if you claimed any two objective markers (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 you destroyed all of your opponents heavy support choices	+1
... If you claimed no Objective markers	-1
... If your enemy's highest point troop selection is alive at the end of the game.	-1

## **Special Rules:**

Heavy Metal (see page 128)

Mysterious Objectives (125)

## **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.