

Infantry Assault

Mission Overview: Your army must wipe out their enemies, at all cost. Hatred has overcome both armies as the battle seems to never end!

Deployment Zone: Dawn Of War (p.119)

Victory Conditions

Primary Objectives: destroying enemies infantry, jump/jet pack infantry (unit type) 2vp each

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

Tertiary Objectives: destroying enemy units (other than then units mentioned above) 1vp each

Battle Point Modifiers:

...if you killed more units in close combat than your opponent +1

...If you have more troop choices left at the end of the game than your opponent. +1

...If your highest point infantry unit is still alive at the end of the game. +1

...If you have no units above 50% -1

...you did not claim any Secondary Objectives -1

Special Rules:

Hatred (opponent) (pg. 37) – All units gain Hatred (Opponent)

FAQ:

Battle Point Modifier #1: Keep count.

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.