

Late Arrivals

Mission Overview: Your army must wipe out their enemies, even under the most undesirable of circumstances.

Deployment Zone: Dawn Of War (p.119)

Victory Conditions

Primary Objectives: destroying enemies Troops 2vp each

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

Tertiary Objectives: destroying enemy units (other than troops) 1vp each

Battle Point Modifiers:

... If you achieved at least two Secondary Objectives +1

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

... If you killed your opponents last unit to arrive from reserve +1

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

... If you did not destroy at least half of your opponents army (925 points) -1

Special Rules:

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Game Length: Minimum 6 turns!

Late Arrivals – Things don't always see to go as planned and war waits for no-one! Each player must hold at least 50% of their army in reserves (50% of their units) Units that can combat squad etc. do so after you have decided what will be held in reserve, Attached units (non-dedicated transports, independent characters, etc.) may wait for/with them to get off their duff or be deployed as normal. Units that must start in reserve **CAN** count towards this total. **The units that were chosen to be held in reserve will enter from reserve no later than turn 3! (They will arrive automatically at the beginning of turn 3)**

FAQ:

Battle Point Modifier #2: 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.

Battle point modifier #3: the last unit they place when they arrive from reserve, if multiple units arrive on the same turn. If it is a unit in a transport (dedicated or non) Both/all models must be destroyed

Battle Point Modifier #5: Units that are below 25% strength or less count as destroyed. **For calculating this battle point only!**

Late Arrivals: Can – Owning players' choice!