

Marines We Are Leaving

Mission Overview: Your army must wipe out their enemies; while preserving as much of your own army as possible. You are being redeployed!

Deployment Zone: Dawn Of War (p.119)

The Battlefield:

Both armies must deploy as much of their army (**Non Vehicles**) as possible. Units that must start in reserve will come in on turn two.

Random Game length is not in effect: There are six game turns to this battle! No need to roll.

Victory Conditions

Primary Objectives: Each of your units at/or above 50% (non-vehicle) (and were extracted) 3vp each

Secondary Objectives: destroying enemy units (Non Vehicle) 2vp each

Tertiary Objectives: slay the warlord, first blood 1vp each

Battle Point Modifiers:

... If your Warlord has made it off the board alive	+2
... If less of your units were destroyed or destroyed by Exterminatus then your opponent.	+1
... If you destroyed all of your opponents troops choices	+1
... If your Warlord is dead or has not made it off the board using Tactical Withdraw.	-1
... If none of your units made it off the board using Tactical Withdraw.	-1

Special Rules:

Tactical Withdraw (Cleared for extraction)

Tactical Withdraw – Beginning on turn 5 at the beginning of each player turn (on their player turn) rolls a leadership check for each unit they have on the table. If the unit passes their leadership check they are considered to have been **cleared for extraction**. Units that have at least 50% of a unit (holey) within 6 inches of their long board edge **and have been cleared for extraction can chose to leave the game using the tactical withdraw rule** at the end of any game turn.

At the end of the **game turn** they **can/may** be considered to have been picked up. (General may choose to keep them on the battlefield)

Remove the units/models that are cleared for **tactical withdraw** (and you chose to extract)

On turn 6: Follow the steps above, each unit gets +1 to their leadership check. At the end of turn six remove all units that have been cleared for withdraw and has at least 50% of a unit (holey) within 6 inches of their long board edge. They are considered to have been extracted using the tactical withdraw special rule.

Any (non vehicle) units not cleared for extraction or do not meet the requirements to be withdrawn are killed due to Exterminatus, are considered destroyed! (Awarding points to your opponent)

Units that are currently in ongoing reserve don't need to roll. (They are considered to have received word (and passed their Id check) from the hive mind, God, etc). They may choose to leave combat (not returning on the next turn), once they leave they **may not re-enter the game!** If they chose to reenter the battlefield, they may not leave the same turn they arrive, but are still considered clear for extraction & may fly off any board edge as normal the following turn.

FAQ:

Tactical withdraw – Vehicles, Fortification are disposable and don't count towards extraction,

Win Conditions - As long as you have had a unit "tactically withdraw" you cannot lose the game due to having no units left on the battle field.