

# NERF WAR

**Mission Overview:** You must wipe out your opponent, at all cost even with the atmospheric instability.

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

## Victory Conditions

**Primary Objectives:** destroying enemies troops 3vp each

**Secondary Objectives:** destroying enemy Vehicles 2vp each

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

## Battle Point Modifiers:

... If you have more troop choices left at the end of the game then you're opponent. +1

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

... If your enemy's highest point unit is destroyed +1

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

... If you claimed no Tertiary Objectives -1

## Special Rules:

**Nerf War** – All weapon ranges are doubled, but all ranged weapons are -1 strength. (Including all encamped weapons) **IE: quad guns, fortifications etc.**

Example: A Bolter has one S3 shot at 48" or two S3 shots at 24"

## FAQ:

### Nerf War:

**Psychic Abilities** - are unaffected. (Witch fire etc)

**Flamer weapons (torrent included)** - are unaffected

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