

## *“This is heavy, Doc.”*

**Mission Overview:** The planets gravity is unstable none the less you must secure debris scattered across the battlefield.

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

### **The Battlefield:**

Before deployment, but after deployment zones are chosen and any fortifications are placed, **place six objectives**. These objectives may not be in impassable terrain or within 6" of a table edge or 12" of another objective. 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**

**Primary Objectives:** securing objective markers w/ a heavy support choice 3vp each

**Secondary Objectives:** securing an objective marker with a troop choice (or other means) 1vp each

**Tertiary Objectives:** line breaker, slay the warlord, first blood, des. Enemy hvy supp. choices 1vp each

### **Battle Point Modifiers:**

... If you claimed an objective with a heavy support	+1
... If you claimed an objective with a troop choice	+1
... If you claimed at least two Tertiary Objectives	+1
... If your enemy's highest point selection is alive at the end of the game.	-1
... If you did not destroy at least half of your opponents army (925 points)	-1

### **Special Rules:**

Heavy Metal (see page 128)

Mysterious Objectives (see page 125)

Gravitational Instability

**Gravitational Instability:** At the start of each game turn, roll 2D6+N where N is the current turn number and consult the table below:

3-10 High Gravity -D6" movement. Roll once and apply to all models, units and vehicles.

3-11 11-12 Normal Gravity no special rules apply

13+ Low Gravity +D6" movement. Roll once and apply to all models, units and vehicles.

### **FAQ:**

**Battle Point Modifier #4:** 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 #5:** Units that are below 25% strength or less count as destroyed. **For calculating this battle point only!**