

# TWILIGHT

**Mission Overview:** War waits for no one! Secure as much of the neutral zone as possible, destroying anything that gets in your way.

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

## The Battlefield:

Before deployment, but after deployment zones are chosen and any fortifications are placed, place **D3+2 objectives markers**. These objectives are **mysterious** (see page 125) 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

3vp each

**Secondary Objectives:** Destroyed enemy units

2vp each

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

1vp each

## Battle Point Modifiers:

... if your claimed at least one objective	+1
... If you have more troop choices left at the end of the game then you're opponent.	+1
... If you claimed at least two Tertiary Objectives	+1
... If you claimed no Primary Objectives	-1
... If your enemy's highest point unit is alive at the end of the game.	-1

## Special Rules:

Mysterious Objectives (see page 125)

Night Fight: Begins on Turn 4 and last until the end of the game.

FAQ:

**Battle Point Modifier #5:** 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.