

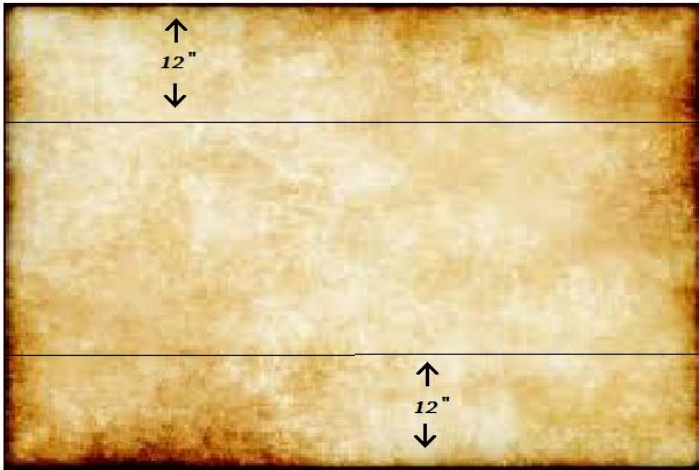


The final conflict: Mission 5

*****Read the entire scenario before starting pre-game*****

Deployment map

Dawn of War



#2a: Three objectives placed 24" up from the board edge at 18", 36", and 54" (every 1/3 of the board) one objective in each deployment zone placed in your deployment zone by your opponent.

Primary Mission: Objectives.

The center objectives are worth 4 points each at the end of the game. Your deployment zone objective is worth 2 points and your opponents deployment zone objective is worth 6 points end of game.

Secondary mission:

Progressive objectives: The center 3 objectives are worth 1 point each at the start of the turn starting on turn 2.

Lord of war: For every 3 HP or wounds to a gargantuan or super heavy you will gain +1 point

Tertiary missions:

First Strike: Destroy a unit in your first turn and score 1 point (achievable by both players)

Slay the warlord: Score 1 point for removing your opponent's warlord.

Destroy the rank and file: Destroy all of your opponent's troop selections, this is automatically awarded if your opponent has no troop choices. Score 1 point.

In game Scoring	P1:	P2:
P: objectives		
S: progressive		
S: L.O.W. bonus		
T: First strike		
T: Slay the warlord		
T:		
Total:		

Game score:

Primary max 20

Secondary, max 11

Tertiary, max 3

Transfer final score to score sheet.