

Mission #3 – Quarter Quell:

Player Name: _____

Deployment (Dawn of War):

- Standard Dawn of War deployment as described in the Warhammer 40,000 Rulebook (page 131).

Line of Retreat:

- Units that fall back do so toward the long table edge of their deployment zone via the shortest route possible as described in the Warhammer 40,000 Rulebook (pages 57 & 58).

Game Length:

- Variable Game Length (page 133)

Special Rules:

- Night Fighting: (page 135)
- Reserves: (page 135)
- **Fireballs:** At the start of each Game Turn, roll a D6 for every unit on the table. If a “6” is rolled for a unit, that unit suffers D3 Str5, AP- hits with the *Soul Blaze* special rule. Vehicles are hit on rear armour.

Primary Objective (Table Quarters):

- Control more Table Quarters than your opponent.
- To control a table quarter, each player will count up the number of Victory Points in each table quarter. A unit may only control **one** table quarter. If a unit is spread between multiple table quarters, the unit is considered to be in the table quarter containing the majority of the unit. If this is unclear, randomly determine which table quarter the unit is in.
- *Victory Points* are based off of number of points in a unit. (Example: a tactical squad of space marines is 200pts, thus it is worth 200 Victory Points). Units that are falling back or not on the board at the end of the game do not count towards Victory Points. Also, if a unit is under half strength or half of its original hull points, that unit will only give half of its total Victory Points.
- Each Table Quarter is worth **3 Battle Points** to the player who controls them.

Primary Objective Battle Points (max of 12): _____

Secondary Objectives:

- | | |
|---------------|----------------|
| • Linebreaker | 1 Battle Point |
| • First Blood | 1 Battle Point |

Bonus Objective:

- | | |
|---|----------------|
| • Claim The Warlord | 1 Battle Point |
| ○ Place an Objective Marker at the spot where the <u>first</u> Warlord to be killed is slain. | |
| ○ Control the Objective Marker | |

TOTAL BATTLE POINTS (max of 15): _____

KILL POINTS (Tie Breaker): _____