



Watch me explode.

- Objective:** Spread out and capture objectives in the immediate vicinity, but use caution: the enemy have concealed minefields and booby traps throughout the area.
- Deployment:** Dawn of War – Table halves (p.93)
Most terrain is treated as dangerous in this scenario (see the T.N.T. special rule below). Clarify which terrain is dangerous before choosing table halves.
Before deployment, take turns to place 1D3+2 objective markers as per the rules for Seize Ground (p.91). Objectives may not be placed in dangerous terrain, in addition to the usual 12” restriction from table edges and other markers.
Deploy sides. Note, you may not deploy within dangerous terrain for this mission.
- Special rules:** Deep Strike, Infiltrators, Scouts, Reserves, Night Fighting (Turn 1), T.N.T.
- T.N.T.:** All buildings and area terrain are dangerous terrain in this mission.
Buildings includes all structures as per the Buildings and Ruins chapter (p.77).
Area terrain (p.13) includes trees, rocks, craters and ruins.
Intervening terrain such as fences, barricades and hedges are safe. Terrain which offers no cover save are also safe, such as rivers, swamps, gentle hills, etc.
As per the usual dangerous terrain rules (p.14), any model entering, leaving or moving through dangerous terrain in the movement phase must make a roll. On a 1 the model suffers 1 wound with no save allowed. (Difficult terrain movement restrictions may also apply in addition to dangerous, depending on terrain type.)
Models must also test when making an assault into dangerous terrain (p.34).
- Game length:** Between 5 and 7 turns (Ending the Game, p.90)
- Victory:** The player who controls the most objectives is the winner. Controlling an objective is as described in Seize Ground (p.91)
- Draw:** The game is a draw if both players control the same number of objectives, or if neither player controls any.