

# MISSION IV: THE PLAYERS AWAKEN

**Deployment:** Dawn of War

**Mission:** Crusade

**Special Rules:** Night Fighting, Reserves, Random Game Length, TRAITOR!

**TRAITOR!:** After deployment but before the first turn, nominate a unit in your opponents army. This unit is full of Traitors! At the end of the game when determining who controls each objective, the unit of Traitors counts as being a part of YOUR army, rather than your opponents. The Traitors can also score you Linebreaker if in your opponent's deployment zone at the end of the game.

**Turn 3 Victory Condition:** Control more objectives than your opponent at the end of the 3<sup>rd</sup> game turn.

**Total Victory:** You win, and you control all objectives on the table.