

WATT THE F**K?

THIS IS NOT THE GREATEST MISSION IN THE WORLD; THIS IS JUST A TRIBUTE

Deployment: Dawn of War

Mission Type: Crusade

Turn 3 Victory Condition: Control more objectives than your opponent at the end of Game Turn 3

Total Victory: Your opponent controls no objectives at the end of the game.

Special Rules: Reserves, Night Fighting, Random Game Length, Mysterious Objectives

Battles of Arcanacons Past: At the beginning of each game turn, roll a D6 and consult the table below. The effects listed are in duration for the whole game turn.

1. Hope you locked your car...	This battle is taking place on the backwater world of Collingwood Prime, and the local hooligans are out to cause trouble. Any unit in which any model remains stationary during its movement phase will suffer d6 S4 AP- hits at the end of the movement phase. These hits have the "Ignores Cover" special rule. Vehicles are hit on their rear armour. The owning player allocates any wounds these hits cause.
2. What the heck is air conditioning?	The stifling heat of this planet's sun is taking its toll on man and machine alike, causing dehydration, fatigue and engines to overheat and seize. The entire battlefield is treated as difficult terrain this turn.
3. Who dropped a Great Unclean One?	The local populace have clearly been involved in some debased ritual to Nurgle, as what else could cause such an awful smell. The air is rank with pestilence, and even the smallest inhalation could prove a nasty end. Armour saves that roll a "6" must be rerolled this turn.
4. The roleplayers are coming! Get 'em!	Your army harbours a grudge against roleplayers, and are convinced that the enemy army are actually nerds dressed as Space Marines/ Tyranids/Wizards. All infantry gain the Counterattack Special rule. Units that already have this rule automatically pass the Counterattack Leadership test.
5. Haven't slept in four days	Well you did it! Sure, you've gone so long without sleep that you've started hallucinating, but your army is painted! And aren't they proud of their swanky new paint jobs? All units gain +1 Leadership this turn, and this modifier is applied AFTER all others.
6. Warhammer Fantasy	This turn sucks, but has no other in-game effect.

Theme Songs: At the start of the round, before selecting table sides but after perusing your opponent's list, select one of the following to be your army's theme song (in secret), and tick the relevant box. Then, once both players have selected their song, they reveal their choice to their opponent. You may play your theme song at the start of any player turn, and the effects last for that player turn only. Note: The player whose turn it is decides whether or not to use their song first.

- Enter Sandman: "Exit Light, Enter Night!" – This turn is played under the Night Fighting rule.
- Killing in the Name Of - One unit of your choice gains +1 Strength this turn, applied AFTER all other modifiers.
- Shoot to Thrill – One unit of your choice gains +1 BS this turn, applied in the normal order.
- Fuel: "Burning hard, loose and clean!" – One unit of your choice treats its ranged weapons as having the "Ignores Cover" special rule
- Refuse/Resist – One unit of your choice gains the Feel No Pain (5+) Special rule