

BIO WEAPON

Round 5

DETONATE!

Mission objective: To detonate a Bio Weapon into your opponent's Deployment zone.

Deployment: Dawn of War

Players Roll off. The winner chooses to go first or second.

If they choose to go first their opponent then chooses their deployment zone.

If they choose to go second they may choose their deployment zone.

The player going first then deploys their army, the player going second deploys their entire army next.



First Turn: The player who deployed first gets first turn. Their opponent may choose to seize the initiative.

Bio Weapon: Each player has 2 bio weapons to be deployed with your army and must begin inside your deployment zone.

- A Bio weapon works exactly like a moveable objective (You control it if you are within 3" of it) with the following restrictions:
 - Enemy units may not contest your bio weapon to stop you moving it.
 - A Bio weapon can only be moved by a non vehicle unit.
 - Bio Weapons can move a maximum 10" per turn and cannot be taken onboard transports
 - Bio Weapons may not be moved with any pre game stratagems or redeployment abilities.

You may choose to detonate your bio weapon you control at the conclusion of any Fight Phase (After all combats have been fought including after use of Strats that let you fight again)

Bio Weapon Detonation: To detonate a Bio Weapon you must be in control of it.

The Bio Weapon detonates 2D6 radius, roll a dice for every model within the blast radius, for each 3+ rolled that unit takes a mortal wound.

Battle Points will be awarded as follows:

+8BP's if you detonate a Bio Weapon/s when it is in your opponent's deployment zone

+4BP's Destroying an enemy unit using a Bio Weapon (You can only score these objectives once)

Furthermore you will be awarded BP's for the following:

+1BP First Strike

+1BP Line Breaker

+1BP Line Secure

+2BP Slay the Warlord

+3BP If you play 3 Turns

Battle Length: The Game has 6 turns

Extra Bang! 3CP

Use this stratagem when you declare you are detonating a Bio Weapon.

Add an additional D6 to the dice roll when determining the blast radius.