

# RED VS BLUE

## THE BATTLEFIELD: Dawn of War

- Place 5 Objectives prior to deployment. As per Place Objective Markers (Page 121, 40k Rulebook).
- Roll for Warlord traits prior to deployment.
- First Turn: Player who deployed first goes first, unless your opponent can 'Seize the Initiative'.

## VICTORY CONDITIONS:

- At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points the game is a draw.
- Each Objective is worth 3 Victory Points.
- Turn 3 Battle Point: Player who controls the most objectives at the end of Turn 3. If turn 3 is not completed, then this battle point is not earned.
- Total Victory: You control all 5 objectives.

## SPECIAL RULES:

- Attacker (Red): Fast Recon (Page 129, 40k Rulebook)
- Defender (Blue): Heavy Metal (Page 128, 40k Rulebook)

## GAME LENGTH:

Variable Game Length (Page 122, 40k Rulebook)