

DANGER ZONE

THE BATTLEFIELD: Dawn of War

- Roll for Warlord traits prior to deployment.
 - After deciding deployment zones but before deployment each player places one objective marker in their deployment zone. (The player who chose his deployment zone places first.
 - 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.

SPECIAL RULES:

- **TOP GUNS:** Before either player deploys, each player nominates any number of whole units, whose combined points costs total no more than 200 points. These units are your Top Guns. Both players tell their opponents which units are their Top Guns. Top Guns don't deploy with the rest of your army. Instead, they take the highway to the danger zone. Once you have picked your Top Guns, in secret, each player draws a basic map of the tabletop, making sure to label each player's deployment zone. They then clearly mark a point on any table edge. Top guns must be held in reserve, and when they become available from reserves, they enter from this point following the normal rules for reserve.

GAME LENGTH:

Variable Game Length (Page 122, 40k Rulebook)