

# LAST ACTION HERO

*He was full of machismo!*

**Objective:** Follow your inspirational leader forwards to kill the enemy commander.

**Deployment:** Dawn of War – Table halves (p.91).

Nominate a **HQ character** as your commander.

Your commander **must** be deployed as the single HQ unit stipulated in the Dawn of War deployment rules. The commander **cannot** be placed in reserve for this mission; he or she is a **goddam hero**, and must start on the table.

The only exception are commanders who **must** be placed in reserve (e.g. Daemons, where the commander may arrive in the first or second wave). In this case, treat any **reserve roll** involving a commander as an automatic success. (Thus, for Daemons, if the commander is not in the first wave, then he or she automatically arrives at the start of Turn 2 without needing to roll 4+).

**Special rules:** Deep Strike, Infiltrators, Night Fighting (Turn 1 only), Scouts, Reserves, Ballsy

**Ballsy:** Your commander is **ballsy**. The commander earns **double kill points** for any units he or she wipes out; to gain this bonus, he or she must strike the killing blow (i.e. kill the last model in the unit, remove the last wound on a character, destroy the vehicle, etc.)

**Game length:** Between 5 and 7 turns (Ending the Game, p.90)

**Victory:** Kill points, as per Annihilation (p.91).

Each commander is worth 5 kill points. Other units are worth 1 kill point each.

Note that if a commander kills a commander, the player earns 10 kill points, as per the double kill points rule noted above.

If both commanders kill each other at the same initiative, both earn kill 10 points.

**Draw:** If each player has the same number of kill points, the game is a draw.