

LONG WAY TO THE TOP

Getting beat up, broken-boned... it's a long way to the top.

Objective: Take command of the high ground overlooking the battlefield.

Deployment: Dawn of War – Table halves (p.93).

Before choosing table halves, place objective markers in the centre of 1D3+2 terrain pieces on the table. Choose hills as first preference. If there are no hills, use woods; if there are no woods, use ruins.

Roll to see who places an objective marker first. Keep placing objective markers in terrain of the same type (e.g. hills) before moving on to terrain of another type (thus, choose all the hills, then choose all the woods, then choose ruins, etc.)

You must initially place objectives such that they are not within 12" of a board edge or within 12" from another objective. However, if you have exhausted all other terrain pieces of the type you are selecting, then the 12" rule does not apply.

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

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

Victory: The player who controls the most objectives is the winner. Controlling an objective is as described in Seize Ground (p.91)

Draw: The game is a draw if both players control the same number of objectives, or if neither player controls any.