

STRIKE FOR THE HEART

Deployment: Dawn of War

Mission: Strike for the Heart (See below)

Special Rules: Night Fighting, Reserves, Random Game Length

Strike for the Heart: Before deployment, but after deciding table sides, you must choose which heart to strike for. Keep this a secret from your opponent until the end of the game.

The Heart of the Enemy: Your objective is to have more kill points than your enemy at the end of the game.

OR

The Heart of the Battlefield: Your objective is to have more scoring units within 6" of the centre of the table at the end of the game. Units with "Objective Secured" count as two units for this purpose.

If one player achieves their objective and the other does not, they win the game. If both players, or neither player, achieves their objective, the game is a draw.

Turn 3 Victory Condition and Total Victory: All bonus points are only available in exchange for a donation to the Heart Foundation, at \$1 per point to a maximum of 5. (Larger donations are totally awesome however.)