

# BATON DOWN THE HATCHES

IN THE GRIM DARKNESS OF THE FAR FUTURE, THERE IS ONLY COMPETITIVE ATHLETICS

**Deployment:** Dawn of War

**Mission:** Relay for Victory

When deploying your army, one unit starts with the Baton, and this unit cannot be held in reserve. The baton is moved with the unit (use a marker to remind you of which unit is carrying the Baton). At the start of each player's turn, they can have their unit pass the Baton to a different unit within 3". The new carrier unit may immediately make a 3" move that is not slowed by difficult terrain. Units carrying the Baton may not embark on transports, nor be deployed in one (this is a running event after all). Walkers and Super-Heavy Walkers may carry the Baton, but no other type of vehicle may do so. Flying Monstrous Creatures may not enter Swooping mood while carrying the Baton. Units carrying the Baton can move a maximum of 6" in the movement phase and cannot run, Turbo-Boost or otherwise move in the shooting phase, but can act normally in the assault phase. If the carrying unit is wiped out, place a marker on the spot where the last model died. The Baton can then be picked up by moving a unit within 3" of that marker. At the end of the game, you win the game if you are the only player with a unit currently carrying the baton, and a majority of that unit is within the enemy deployment zone. If both players or neither player have such a unit, the game is a draw.

**Turn 3 Victory Point and Total Victory:**

In this mission, all 5 bonus VP's are available in exchange for your generous donation to Relay for Life