

ROUND 5

THE PLAYERS AWAKEN!

A MODERN CLASSIC

Deployment Type: Dawn of War

Special Rules: Night Fighting, Reserves, Random Game Length, TRAITOR!

TRAITOR!: After deployment but before the first turn, nominate a unit in your opponents army. This unit is full of Traitors! At the end of the game when determining who controls each objective, the unit of Traitors counts as being a part of YOUR army, rather than your opponents. The Traitors can also score you Linebreaker if in your opponent's deployment zone at the end of the game.

Primary Objective: Crusade

Turn 3 Victory Condition: Control more objectives than your opponent at the end of the 3rd game turn.

Total Victory: You win, and you control all objectives on the table.

