

ROUND 6

DOUBLE OR NOTHING!

A NEW ARC40K MISSION... WITH A TWIST

Deployment Type: Dawn of War

Special Rules: Infiltrate, Deep Strike, Night Fighting, Double or Nothin!

Double or Nothin!

Before deployment each player has to secretly choose an enemy unit and one of their own units
PLEASE WRITE DOWN YOUR CHOICES ON A PIECE OF PAPER

The enemy unit is worth double Kill Points, the Friendly unit is worth ZERO Kill Points to your opponent.
If by some chance you choose to double the KP's on the unit that your opponent has chosen to give Zero, the unit is worth ZERO Kill Points. (2 x Nothing = Nothing!)

Primary Objective: Kill Points

Turn 3 Victory: You have destroyed the double points unit chosen

Total Victory: You have double the Victory points of your opponent

FRIENDLY UNIT

ENEMY UNIT