ROUND 3

THUNDERHAWK DOWN!

THE ARC40K MISSION

Deployment Type :   Dawn of War

Special Rules: Night Fighting, Infiltrate, Deepstike, Random Game Length,
Thunderhawk,

Thunderhawk:
At the beginning of turn 2 the Thunderhawk crashes onto the battlefield.
Roll a dice: 1-3 the Thunderhawk arrives from the left short board edge, 4-6 it arrives from the right.
It crashes 10D6 inches down the centre of the board from the arriving short edge.
Place a 5'' blast maker where the Thunderhawk crashes. Any model that falls under the template suffers a
S8 AP2 hit with no cover saves allowed.
After the crash scatter D3 secondary objective markers 2D6 inches from the centre of the wreckage.

Primary Objective: Capture the Wreckage
Secondary Objective: Capture the Secondary Objectives

Turn 3 Victory: You control the Thunderhawk Wreckage

Total Victory: You Control the Thunderhawk Wreckage and all of the Secondary
objectives