

ROUND 4

SCORCHED EARTH!

SIMPLE... OR IS IT?

Deployment Type: Vanguard

Special Rules: Reserves, Night Fighting, Random Game Length

Meltdown:

During the “Place Objective Markers” step in Fighting a Battle (p121 of the rulebook), each player takes turns placing objectives on the table using the normal rules, until each player has placed 3 objectives (for a total of 6).

At the start of each player’s turn, they **MUST** place a dice/counter next to 2 different objectives (one dice each).

If any objective should ever have 6 dice/counters on it, that objective goes into Meltdown. Centre a large blast marker over the objective. Models underneath the template suffer a S8 AP1 hit, that Ignores Cover. When rolling for Armour Penetration, these hits roll 2d6 rather than 1d6. Once these hits have been resolved, remove the objective from the table permanently.

At the end of the game, each objective is worth a number of Victory Points equal to the number of dice/counters on it. The player who controls an objective at the end of the game earns these Victory Points. The player with the most Victory Points at the end of the game is the winner. If both players have the same number of Victory Points then the game is a draw.

Primary Objective: Meltdown

Turn 3 Victory Condition: You control more objectives than your opponent at the end of the third game turn.

Total Victory: You win the game, and you control every remaining objective.