

# ROUND 2

# X-FILES!

## THE ARC40K MISSION

**Deployment Type:** Table Quarters

At the beginning of the game, before deployment players place D3+1 objectives. No objective can be within 12" of a board edge or another objective.

**Special Rules:** Infiltrate, Deep Strike, X FILES!!

### X-FILES!

Each player is given a secret objective, in an envelope before the game begins, drawn randomly from the following list:

- Capture more Objectives than your opponent.
- Capture Table Quarters (Have more quarters occupied with scoring units than your opponent does)
- Kill all your opponent's Troops Choices
- Take and hold the centre of the table centre (have more scoring units within 6")
- Break the enemy (reduce to 25% of starting models)

At the end of Turn 5, players must reveal their objectives, prior to fighting turn 6.

**Primary Objective:** Random X-FILES Objective.

Note that although players compare their scoring unit totals for the table quarters and take and hold objectives, only a player with that mission objective can claim it as a win; a player can, however, deny the enemy the ability to claim it, if he has more scoring units in the area.

**Total Victory:** Not only do you win the game on your own objective, you also fulfil two more objectives on the list above