

DIRTY DEEDS

Done dirt cheap.

Objective: Carry out a covert assassination mission on multiple targets.

Dirty Deeds: Exchange army lists before the battle.

Study your opponent's army list and secretly choose at least 400 pts of complete units, vehicles and/or independent characters. You cannot nominate partial units, and you must include any transport vehicles where they have been purchased as an upgrade. The targets can be from any categories of the force selection.

Write your choices on a piece of paper. Keep your list secret, and do not reveal your choices to your opponent until the end of the battle.

These will be your major targets for the battle; you must wipe them all out to the last model to claim victory.

Deployment: Spearhead – Table quarters (p.93).

Once the first player has finished deployment, he or she must clearly identify each unit, character and vehicle to the opponent, referring back to the army list. Clearly indicate which units if any are being held in reserve. This step is important, as it helps your opponent identify the models that they have chosen as their secret targets. The second player should do likewise once they are fully deployed.

Special rules: Deep Strike, Infiltrators, Scouts, Reserves, Dirty Deeds

Game length: Between 5 and 7 turns (Ending the Game, p.90)

Victory: One player wipes out all of their secret targets to the last model.

Tie-breaker: If both players wipe out all of their secret targets, count back on total Kill Points for the whole army (Annihilation p.91). Include all units in this count, not just the target models. The player who has inflicted the most Kill Points is the winner.

Draw: Neither player successfully wipes out of all of their target models.