



ARC40K 2K18

Round 6 – GO HARD OR GO HOME!

- MISSION:** It's ALL About BATTLE POINTS
- The Battlefield:** Search and Destory (pg. 216)
- Deployment:** Before Deployment place an objective in the centre of the table, this is your Major Objective & Place 4 objective markers in the centre of each table quarter, these are your Minor Objectives
- First Turn:** Players Roll off to see who goes first. The player who finishes deploying first gets +1.
- Battle Length:** Random Battle Length (pg 194)
- Victory Conditions:** **There is no winner or loser in this game.**
- +2BP's for each Quarter held (max 8BPs)
 - +2BP's for each minor Objective held (Max 8BPs)
 - +5BP's for the Major objective
 - +3BP's if your Warlord survives the game
 - +1BP Kill Opponents Most Expensive Unit
 - +1BP if you have at least 1 Troop unit alive at the end of the game
 - +1BP Slay the Warlord
 - +1BP Line Breaker
 - +1BP First Blood
 - +1BP Unbroken Chain of Command

MAXIMUM 30 BP's available for this game

Please note any special abilities that gain extra BP's will not be in effect for this mission