

# MARKED FOR DEATH

**MASTERS OF THE HUNT, THEY SEEK THE BLOOD OF MAN TO SPILL AT THE FOOT OF THEIR MASTER'S SKULL THRONE.**

**Deployment:** Dawn of War

**Mission:** Purge the Alien

**Turn 3 Victory Condition:** Have destroyed a unit from the part of your opponent's army that is NOT Marked for Death

**Total Victory:** Wipe out your opponent

**Special Rules:** Reserves, Night Fighting, Random Game Length

**Bullet with Your Name on It:** Before rolling for table sides, each player divides his army list into two groups. Each group must have at least one unit in it, but the two groups need not be of equal size. Both players then show these two groups to their opponent. Their opponent then selects one of the two groups to be "Marked for Death," and tells the player his choice. Units in the group Marked for Death are worth 2 VP when they are destroyed, rather than 1. Units in the other group are worth 0VP when destroyed, rather than 1.