

ACE OF SPADES

The only card I need

Objective: Take control of pivotal objectives. Luck is on your side.

Deployment: Dawn of War – Table halves (p.91).

Before choosing table halves, place 1D3+2 objective markers as per the rules for Seize Ground (p.91)

Special rules: Arcanacon Strategy Cards (see below), Deep Strike, Infiltrators, Reserves, Scouts

Strategy cards This mission uses Arcanacon Strategy Cards. Each player has six cards to use during the battle. Each card can only be used once. The cards are as follows:

Missed me: Force the opponent to re-roll a single shooting roll.

I've had worse: Force the opponent to re-roll a single 'to wound' roll.

I'm okay: Re-roll a single armour save for one of your models.

You call this difficult? Re-roll a single difficult terrain test for one of your units.

I have a cunning plan: Re-roll the D6 to choose sides, or to seize the initiative.

I don't think so: Cancel any single strategy card, including "I don't think so".

Note that this is a summary only. The full text is on each card, available here:

<http://40k.arcanacon.org/files/Arc40K-strategy-cards.pdf>

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

Victory: The player who controls the most objectives is the winner. Controlling an objective is as described in Seize Ground (p.91)

Draw: The game is a draw if both players control the same number of objectives, or if neither player controls any.