

# CHANGE FOR A FIVER?

## HEY MISTER...

**Deployment:** Dawn of War

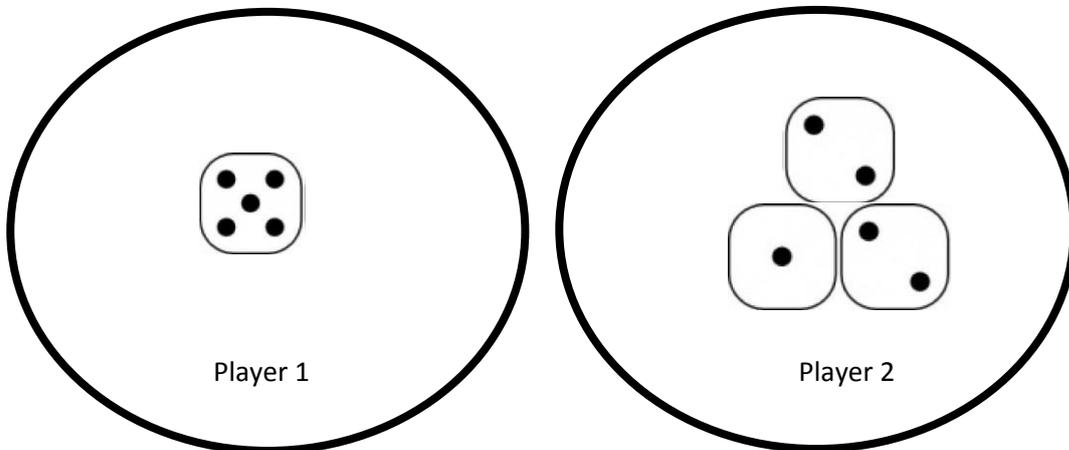
**Mission:** Custom Objective Grab

**Turn 3 Victory Condition:** You control more objectives than your opponent at the end of the third game turn.

**Total Victory:** You win the game, and you control every objective at the end of the game.

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

Before choosing deployment zones, each player will place objectives in the usual way. However, each player must first decide the number and worth of the objectives they wish to place. Each player has 5 VP worth of objectives to place, and can place them in any configuration they like. For example, one player might decide to place one objective worth 5VP, whilst his opponent might decide to place three objectives worth 2VP, 2VP and 1VP. Players should secretly place dice under their cupped hands to represent their chosen set of objectives, and then simultaneously reveal them. In the above example, the dice would look like this:



At the end of the game, count up how many VP worth of objective each player controls. The player who controls the most VP's wins the game. In the case of both players controlling the same number, the game is a draw.