Round 2 – Double or Nothin!

MISSION:	Kill Points
The Battlefield:	Dawn of War (pg. 216)
Deployment:	Before Deployment each player must choose one of their own units, and one of their opponents units in the boxes below. (READ THE DOUBLE OR NOTHING RULE).
	After choosing units, players roll off, whichever player rolls highest deploys first.
First Turn:	Players Roll off to see who goes first. The player who finishes deploying first gets +1.
Double or Nothin!	Before deployment each player has to secretly choose an enemy unit and one of their own units PLEASE WRITE DOWN YOUR CHOICES IN THE SQUARES BELOW. The enemy unit is worth double Kill Points, the Friendly unit is worth ZERO Kill Points to your opponent. If by some chance you choose to double the KP's on the unit that your opponent has chosen to give Zero, the unit is worth ZERO Kill Points. (2 x Nothing = Nothing!)
Battle Length:	Random Battle Length (pg 194)
Victory Conditions:	You win if you destroy your opponents
	Turn 3 Victory Condition: You have destroyed the double points unit chosen.
	Total Victory: You have DOUBLE the Victory points of your opponent.

FRIENDLY UNIT	ENEMY UNIT