

# SHOOT OUT

## THE BATTLEFIELD: **Hammer & Anvil**

- Roll for Warlord traits prior to deployment.
- First Turn: Player who deployed first goes first, unless your opponent can 'Seize the Initiative'.

## VICTORY CONDITIONS:

- Straight up Kill Points, player with the most KP's when the game ends.
- Turn 3 Battle Point: You have more Kill Points at the end of turn 3 than your opponent. If Turn 3 is not completed, then this battle point is not earned.
- Total Victory: You score twice as many Kill Points as your opponent.

## SPECIAL RULES:

- SHOOT OUT: Elite choices are worth 2 Kill Points.

## GAME LENGTH:

Variable Game Length (Page 122, 40k Rulebook)