



ARC40K 2K18

Round 5 – THE DUEL!

- MISSION:** Assassinate your Opponents Warlord.
- The Battlefield:** Dawn of War (pg. 216)
- Deployment:** Before Deployment players should see the 'Night Fight' special rule. After deploying objectives 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.
- Battle Length:** Random Battle Length (pg 194)
- Victory Conditions:** If you kill your opponents Warlord and yours is still alive you WIN.
If your Warlord is killed and your opponents survives you LOSE.
If both players Warlords survive or are both killed the game is a DRAW.
- Total Victory:**
+1 BP if you slay your opponents Warlord by the end of turn 3
+4 BPs if your Warlord Slays your Opponents Warlord
+1 BP Unbroken Chain of command