

IMMA FIRIN' MAH LAZOR!

PEW PEW PEW PEW!

Deployment: Vanguard

Mission Type: Emperor's Will

Turn 3 Victory Condition: Your opponent doesn't control their objective at the end of the third game turn. (Both players can earn this point)

Total Victory: You control your opponent's objective at the end of the game. (Both players can earn this point)

Special Rules: Reserves, Night Fighting, Random Game Length

The Lazor: The objective placed in your table half is your Lazor, one of the most advanced weapon your techpriests/mekboyz/crpyteks can produce. Each turn at the start of your shooting phase, you must choose which ONE of the two following modes your Lazor will use (and announce this loudly to your opponent).

- Imma chargin' mah Lazor!: Put a dice on/next to your Lazor.
- Imma firin mah Lazor!: The Lazor can be fired like a Gun Emplacement, with the following profile (please note, Tyranids can fire their Lazor):

Range	Strength	AP	Type
48"	7	4	Heavy 1, PEW!

PEW!: The strength of this weapon is increased by 1 for each dice on/next to it. The AP of this weapon is decreased by 1 for each dice on/next to it. E.g. A lazor with 2 dice on/next to it will be fired at Strength 9, Ap 2