

# MOAR UPGRADEZ!

## WILL YOU ROLL NEED, GREED OR PASS?

**Deployment:** Vanguard

**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 (LOOT NINJA'D!):** You win the game, and you opened the Epic Upgrade Box in your opponent's table half.

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

Before choosing deployment zones, each player will place 2 Upgrade Boxes in the same way they'd normally place objectives. Then after choosing deployment zones, each player will place 1 Epic Upgrade Box completely inside their table half, but completely outside their deployment zone.

**Upgrade Time:** If a unit controls an Upgrade Box or Epic Upgrade Box at the start of its turn, one model can open the box and grab a sick-ass upgrade. To do so the unit must not move during the movement phase. At the end of the movement phase, choose either Melee or Ranged and see below for what weapon you've found. Any box can only be opened once.

Upgrade Box	Epic Upgrade Box
Ranged: <b>Combi-Lascannon</b> Rng: 48" S:9 AP:2 Heavy 1, Once-use-only	Ranged: <b>The Vandergaffen</b> Rng: 48" S:9 AP:2 Assault 3, Once-use-only
Melee: <b>Shock Fist</b> Rng: Melee S:X AP:-, Smash, One-use-only	Melee: <b>Digistruct Sword</b> Rng: Melee S:2X AP:2, One-use-only

At the end of the game, each Upgrade Box a player controls is worth 1 VP, and each Epic Upgrade Box a player controls is worth 2VP. 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.