

# TERMINATOR

*I'll be back to kill you later*

**Objective:** Carry out a covert assassination mission on multiple targets.

**Targets:** Exchange army lists **before** the battle.

Study your opponent's army list and secretly choose **three** units as your targets. The target units can be from any categories of the force selection, but you **cannot** choose any unit worth **less** than 100 pts unless there are no more expensive units available. (In that case, you must choose them in order of highest value.)

Note that you are selecting units, not force organisation choices, and as such dedicated transport vehicles must be treated as separate units.

Write your targets on a piece of paper. Keep your list secret, and do not reveal to your opponent until the end of the battle.

The unit chosen worth the **most** points is your **primary target**. The others two chosen are your **secondary targets**. All remaining units are **tertiary targets**.

**Deployment:** Pitched Battle – Long table edges (p.92).

Once the first player has **finished** deployment, he or she must clearly identify each unit, character and vehicle to the opponent, referring back to the army list. Clearly indicate which units if any are being held in reserve. This step is important, as it helps your opponent identify the models that they have chosen as their secret targets and see where they are on the battlefield. The second player should do likewise once they are fully deployed.

**Special rules:** Deep Strike, Infiltrators, Scouts, Reserves

**Game length:** Between 5 and 7 turns (Ending the Game, p.90)

**Victory:** Kill points, as per Annihilation (p.91).

Your **primary target** is worth 3 kill points, and your two **secondary targets** are each worth 2 kill points. **Tertiary targets** (all other units) are worth 1 kill point each.

**Draw:** If each player has the same number of kill points, the game is a draw.