

GET YOUR FIX

Deployment: Hammer and Anvil

Mission: Big Guns Never Tire

Special Rules: Night Fighting, Reserves, Random Game Length, Mysterious Subjectives

Mysterious Subjectives: The objective markers are mysterious, with the exception that you roll on the table below instead of the table in the Warhammer 40,000 rulebook.

1: Homing Beacon	A unit controlling this objective receives a -1 to their cover saves.
2: Electrostatic Capacitor	A unit controlling this objective counts its ranged weapons as having the "Gets Hot" special rule.
3: Anti-Grav Wave Generator	A unit controlling this objective adds 2" to its charge distance.
4: Holy Sepulchre	A unit controlling this objective gains the Stubborn rule.
5: Targeting Cogitator	A unit controlling this objective gains the Precision Shots and Precision Strikes special rules.
6: Medicae Station	A unit controlling this objective gains the Feel No Pain (6+) special rule.

At the end of each players turn, if a player controls an objective they may attempt to "fix" it. "Fixing" an objective changes the "Mysterious Subjective" rule of that objective by one, up or down the table.

Roll a d6 whenever you try to "fix" an objective.

1-2: The objective shifts one place down the "Mysterious Subjectives" table

3-4: The objective shifts one place up the "Mysterious Subjectives" table

5-6: The objective shifts one place on the "Mysterious Subjectives" table in the direction you choose.

For the purposes of this rule, moving up from 6 results in a 1 and vice versa.

Turn 3 Victory Condition: Control more objectives than your opponent at the end of the 3rd game turn.

Total Victory: You win, and you control all objectives on the table.