



ARC40K 2K18

Round 3 – Scorched Earth

- MISSION:** Capture Objectives (Victory Points)
- The Battlefield:** Vanguard (pg. 216)
- Deployment:** Before Deployment players should see the 'Meltdown' 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.
- Meltdown:** During the "Place Objective Markers" step in Fighting a Battle (p121 of the rulebook), each player takes turns placing objectives on the table using the normal rules, until each player has placed 3 objectives (for a total of 6).
At the start of each player's turn, they **MUST** place a dice/counter next to 2 different objectives (one dice each).
If any objective should ever have 6 dice/counters on it, that objective goes into meltdown. Centre the large blast marker over the objectives. Models underneath the template suffer a S8 AP1 hit, that Ignores Cover. When rolling for Armour Penetration, these hits roll 2d6. Once these hits have been resolved, remove the objective from the table permanently.
- Battle Length:** Random Battle Length (pg 194)
- Victory Conditions:** You hold Objectives worth MORE points than your opponent.
- Turn 3 Victory Condition:** You hold Objectives worth MORE points than your opponent.
- Total Victory:** You hold Objectives worth DOUBLE the Victory points of your opponent.