ARC40K 2023: MISSION 6

DOUBLE OR NOTHING

MISSION BRIEFING

Some military operations require careful planning, complicated strategy or extreme cunning, This is not one of those occasions. The situation is as simple as it can be: kill or be killed. Only the annihilation of the enemy is sufficient, so show no mercy!

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is.
These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Dead Man's Hand: During the Declare Reserves and Transports step, each player secretly chooses one of their opponent's units to be their **Ace,** and secretly chooses another one of their own units to be their **Joker.** Each player notes down their choices: they will be needed later.

PRIMARY OBJECTIVES

This mission has the following primary objective:

TERMINATION

End Game Objective

KILL! MAIM! BURN! KILL! MAIM! BURN! KILL! MAIM! BURN! KILL! MAIM! BURN! KILL! MAIM! BURN!

At the end of the game, each player scores a number of VP equal to the total Power Level of the units they have destroyed, to a maximum of 45VP.

Additionally, before calculating the VP earned for this objective, both players should reveal their **Ace** and their **Joker.**

When calculating VP earned for destroying a unit chosen as a **Joker** treat that unit has having a Power Level of **ZERO.**

When calculating VP earned for destroying a unit chosen as an **Ace** double that unit's Power Level.

Note that units chosen as both a **Joker** and an **Ace** are still worth ZERO VP, as doubling zero still equals zero.

In the case of units that split up into smaller units before the battle (e.g. Combat Squads, Carnifexes, Leman Russ Battle Tanks), divide the Power Level of the entire unit as evenly as possible, rounding all fractions up.

- For example, a Carnifex unit of three models has a Power Level of 21. After deployment, each model operates as a separate unit. Destroying each Carnifex would earn a player 7VP.

- Similarly, a Space Marine Intercessor Squad of 10 models has a Power Level of 10. If that unit uses the Combat Squads rule to instead operate as two 5 -man units, then each of these smaller units would award 5VP when destroyed.

If a unit is destroyed and then subsequently resurrected or returned to the battlefield in any way, the player that destroyed it scores VP for each time it was destroyed.

If a unit is ignored for the purpose of scoring any mission objectives, such as spore mines, then players do not score VP for destroying them.

Please note that while the objective markers on the battlefield do not contribute VP for a Primary Objective, they are still placed on the table for use with any Secondary Objectives the players choose, such as Raise the Banners. If neither player chooses any Secondary Objectives that reference objective markers, or have any army special rules that reference objective markers (such as the Imperial Fists' "The Shield Unwavering" stratagem) then players should feel free to remove these markers if they wish.

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**BASED ON A MISSION
PLAYED AT ARC40K 2018**