



# ARC40K 2K18

## Round 1 – SABOTAGE

- MISSION:** Hold your own Objective and Sabotage your opponents
- The Battlefield:** Frontline Assault (pg. 217)
- Deployment:** Before Deployment each player places an objective anywhere in their deployment zone that is more than 6" from any board edge.
- After placing 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.
- OBJECTIVE:** Your Objective has the following stat line:  
WS-1 T-8 W-4 SV 3+  
The objectives may be shot or attacked in close combat.
- DEMO CHARGE:** One unit in your army can be given a special 1 use demo charge with the following stats  
Range 5" S-9 AP-4 D-D6 Heavy 1
- Battle Length:** Random Battle Length (pg 194)
- Victory Conditions:** You win if you destroy your opponents Objective, and hold your own.
- Turn 3 Victory Condition:**  
If your Opponent's Objective is destroyed by Turn 3.
- Total Victory:**  
You destroy your opponents Objective using your Demo Charge.