ARC40K 2K18

Round 4 – NIGHT FIGHT!

MISSION: Capture Table Quarters

The Battlefield: Search and Destory (pg. 216)

Deployment: Before Deployment players should see the 'Night Fight' 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.

Night Fighting: After a unit has declared a target for shooting it must check whether it can see its target or not. Roll 2D6x3 to determine if the unit has sight to the chosen enemy target. If the roll is equal or greater distance to the target it may fire as normal. If the roll is less than the needed distance the unit the unit cannot shoot the rest of the turn. (If splitting fire you roll for each group of models individually)

Battle Length: Random Battle Length (pg 194)

Victory Conditions: You hold MORE Table Quarters than your opponent. IF both players hold the same number the game is a DRAW.

Turn 3 Victory Condition:
You hold MORE Table Quarters than your opponent.

Total Victory:
You hold ALL 4 Table Quarters when the game ends.