

KILLING IN THE NAME OF

Motherfucker!

Objective: Kill the enemy in the name your righteous cause.

Deployment: Pitched Battle – Long table edges (p.92).

Special rules: Deep Strike, Infiltrators, Killing in the Name of (see below), Reserves, Scouts

Killing in the name of: Once per battle, you may invoke the name of your cause (such as "For the Emperor!" for Space Marines, "Blood for the blood god!" for Khorne, "Waaagh!" for Orks, etc.) This permits you to re-roll all hits for one unit (and any attached independent character) for the duration of the current player turn in both shooting and assault. You may make this call at any time, even after making rolls to hit.

In addition, if your battle cry can be heard by EVERYONE in the room or hall you are playing in, you may also re-roll wounds for the unit for the duration of the turn.

Note: if the unit can already re-roll hits or wounds, you do not get to reroll twice.

Game length: Between 5 and 7 turns (Ending the Game, p.90)

Victory: Kill points, as per Annihilation (p.91).

Draw: If each player has the same number of kill points, the game is a draw.