

# THE HUNTED



## Mission Objectives:

Kill Points, a player gets +1 point for each unit fully destroyed.

My pray; before the game begins each player nominate unit from their opponents army. The unit may be nominated from units in reserve, but may not be chosen from HQ choices. If you destroy the unit you have nominated, the game ends immediately, you with the game.

## Line of Retreat:

Forces that are falling back do so towards their nearest deployment table edge.

## Game Length:

Normal random game length.

## Battle Point Modifiers:

**+1** – If the unit you nominated to hunt is the highest point value unit in your opponent's army.

**+1** – If you achieve Line Breaker.

**+1** – If you destroy all your opponents troop choices, by the end of the game.

**-1** – If your opponent, has the unit you nominated to hunt, in your deployment zone, by the end of the game.

**-1** – If the unit you nominated to hunt is the lowest point value unit in your opponent's army.

## Deployment:

Dawn of War and roll for sides.

Also units are deployed one at a time and alternating players after each unit is deployed. Finally deploy units in the following order: Lord of War, Heavy Support, Troops, Elites, HQ, and then Fast Attack. Do this until all units are deployed, or until a player has deployed all their units.

## Special Rules:

### Night Fight, Mysterious Objectives

**The Hunted:** The unit you nominated to hunt and the unit your opponent nominated to hunt, have the following special rules:

- Move Through Cover
- Fleet

**The Hunter:** all units have Preferred Enemy against the nominated unit in you opponent's army.

