

TRAITOR!!!



Mission Objectives:

Kill Points; you get +1 point for each enemy unit you destroy.

Kill the Traitor; you get +3 points if you kill the traitor your opponent controls.

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 you control more table quarters, by end of the game. To control a table quarter you must have a unit wholly within it and not be contested.

+1 – If you achieve Slay the Warlord.

+1 – If none of your Troop units are destroyed, falling back, or immobilized, by the end of the game.

-1 – If none of your opponent's units are below 50% of their starting strength/immobilized, by the end of the game.

-1 – If the traitor model, you control, is in your deployment zone, by the end of the game.

Deployment:

Vanguard Strike 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

Traitor: Before deployment, both players nominate one model chosen from amongst their elite choices (if you have no elites then chose from your troop choices). Hand over your nominated model to your opponent for the game. Your opponent treats this model as an independent character for the rest of the game, with all the stats, special rules, and equipment that the model had before the swap. Ignore the ally matrix and treat this model as a brother in arms.

