

HOSTAGE RETRIEVAL



Mission Objectives:

Before the game begins choose an Attacker and Defender.

Kill Points, a player gets +1 point for each enemy unit they destroy.

Also include the following:

-If the defender has control of the hostage and the hostage is still in the defender's deployment zone by the end of the game, the defender gets +2 points.

-If the attacker has control of the hostage and the hostage is neither in the attacker's nor defender's deployment zones by the end of the game, the attacker gets +1 point.

-If the attacker has control of the hostage and the hostage is in the attacker's deployment zone by the end of the game, the attacker gets +3 points

Don't kill the hostage, if the hostage is slain, then the player who's army killed the hostage gets -3 points.

Line of Retreat:

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

Game Length:

6 turns

Battle Point Modifiers:

+1 – If you achieve Line Breaker.

+1 – If your Warlord is alive by the end of the game.

+1 – If your highest point value unit is still alive and not falling back by the end of the game.

-1 – If you control no table quarters. To control a table quarter you must have a unit wholly within it and not be contested.

-1 – If all of your units are below 50% starting strength/immobilized.

Deployment:

Advantage, the Defender deploys in the 18" Zone, and the Attacker deploys in the 8" zone.

The Hostage is deployed 12" from the defender's table edge and centered table length wise.

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, Hostage



HOSTAGE

WS BS S T W I A Ld Sv
3 3 3 3 2 3 3 9 5+

Use a model to represent the hostage. The hostage is an independent character for all intended purposes, treat him as such. The hostage may not move until the attacker gains control of the hostage. To control the hostage you must have any model with a WS in base contact with the hostage at any point. Once controlled, the hostage stays in base contact with that model until either that model or the hostage are destroyed. The hostage may only move 6" a turn unless the model he is in base contact with is assaulting. The Hostage may not confer or gain any bonuses, leadership, or rules from or to the unit he is with. The hostage may not be the initial target of any attacks; this is for both shooting and combat. He may not make or accept a challenge. Lastly the hostage has a 5+invulnerable save, and Eternal Warrior, and no weapons or gear.