

ARCH RIVALS



Mission Objectives:

Kill Points; a player get +1 point for each enemy unit they destroy.

Rival; a player gets +2 points if they achieve Slay the Warlord. A player gets +3 points instead, if they achieve Slay the Warlord, and their own Warlord is still alive, by the end of the game.

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 your Warlord is in your opponent's deployment zone, by the end of the game
- +1 – If you inflict at least one unsaved wound/hull point to your opponent's Warlord, by the end of the game.
- +1 – If your opponent's Warlord is falling back or has fled, by the end of the game.
- 1 – If your Warlord is in your deployment zone by the end of the game.
- 1 – If you fail to achieve Slay the Warlord.

Deployment:

Hammer & Anvil, 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

Good Form Sir!: all Warlords have, preferred enemy (Warlords).

