

JAILBREAK

It was all in the name of liberty.

Objective: Rescue your captured comrades, while guarding the enemy prisoners.

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

After table edges have been chosen but **before** deployment, exchange three basic troop models to represent captured prisoners. These models should not come from your units. Take turns placing prisoners at the front of your deployment zone. They cannot be placed within 12" of **any** board edge, but may be placed within 12" of each other if desired.

Special rules: Deep Strike, Infiltrators, Scouts, Reserves, Jailbreak

Jailbreak: *Objectives:* Your lost comrades are your objectives; you can contest (guard) enemy prisoners, but you cannot claim them towards your own victory. Prisoner models are invulnerable to all attacks and cannot be targeted. For rules purposes, it is best to think of them as "objectives with legs" rather than as troop models.

Control: Prisoners are under the control of any **scoring unit** within 3". Enemy units or friendly non-scoring units can contest (guard) a prisoner. A unit may control or contest multiple prisoners.

Escorting: A controlled prisoner can be escorted by a **scoring unit** (friend or foe), providing there is no enemy unit within 3" at the start of the movement phase. Prisoners under escort can move up to 6" in the movement phase, and can run or assault if the escorting unit does so. Prisoners can never move closer than 12" to any long board edge. Prisoners will not enter vehicles. A friendly unit can lose a prisoner by moving more than 3" away, in which case the prisoner will immediately fall back in the same movement phase as noted below.

Falling back: An untended prisoner who is not within 3" of a friendly or enemy unit falls back 2D6" directly towards their own long board edge at the start of their own movement phase. They skirt around enemies, staying 3" away during their move.

Regrouping: Prisoners immediately stop falling back once they are 12" away from their own long board edge. They also regroup within 3" of a friendly scoring unit.

Assaults: Prisoners do not make pile-in moves. If a scoring unit within 3" of a prisoner wins an assault, it can make a consolidate move with the prisoner.

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

Victory: The player who rescues the most of their **own** prisoners wins the game. A prisoner is rescued only if under the control of a friendly scoring unit at the game's end, or if regrouped within 12" of the player's own long board edge.

Draw: The players rescue the same number of prisoners, or both fail to rescue any.