

POW

Round 2

RESCUE YOUR WARLORD

Mission Objective: To rescue your Warlord **while** keeping your opponent's Warlord captive.

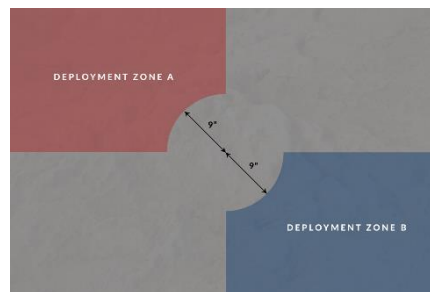
Rescuing Your Warlord: If the unit holding the Warlord is destroyed in any way (by psychic power, shooting, combat or morale test) the captive Warlord is Rescued!

Placed them on the table within 1" of the final model removed from the unit that was holding them. Once this is done, they are back to being controlled by the owning player and may participate in the next phase available to them (EG if they are freed by a psychic power, they can be activated in the shooting phase and combat phases that follow)

- **A warlord captive may not be held with a unit in reserve nor in an enemy vehicle.**
- **If a Warlord escapes, they cannot be recaptured, only killed.**

Deployment: Search and Destroy

Before deployment, each player will give up their Warlord to be held captive by the enemy!! Chose an infantry unit to hold your opponent's Warlord Captive. Secretly write down the unit will be guarding your opponent's warlord and do not tell your opponent!



The players Roll off. The winner chooses their deployment zone. The opposite deployment zone is their opponents. The players then alternate deploying their units, one at a time, starting with the play who did not pick their deployment zone.

First Turn

Players Roll off to determine who takes the first turn. The Player who finished deploying first adds +1 to their Dice Roll. The Player who rolls highest gets to decide who goes first. The player going second may attempt to seize the initiative.

Battle Points will be awarded as follows:

- +8BP if you rescue your Warlord and they are alive at the end of the game.
- +4BP if you hold your **opponent's Warlord captive** at the games end
- +1BP if you **Slay your opponent's Warlord** (Due to them escaping)

Further more you will receive BP's for the following

- +1BP First Strike
- +1BP Line Breaker
- +1BP Line Secure
- +2BP if your Warlord destroys an enemy unit.
- +3BP if you play 3 turns

Battle Length: The Game is 6 Turns

Divine Intervention – 3CP

Choose a unit that has been chosen as target in the Shooting Phase or Fight phase, but before any attacks have been made. That unit benefits from a 4+ Invulnerable save against ALL attacks made against it in this phase.