

Arch Rivals

Mission Overview: Your army must ... There are no orders. This is personal you want to kill the enemy warlord.

Deployment Zone: Vanguard Strike (p.119)

Victory Conditions

Primary Objectives: Killed the enemy warlord in a Challenge w/ your warlord	3vp
Secondary Objectives: Killed the enemy warlord	2vp
Tertiary Objectives: destroying enemy units	1vp each

Battle Point Modifiers:

... If your warlord fought the enemy warlord in assault (win or lose)	+1
... If your opponent has less troop choices than you at the end of the game	+1
... If your highest point infantry unit is still alive at the end of the game.	+1
... If you have no units at/or above 50%	-1
... If you did not destroy at least half of your opponents army (925 points)	-1

Special Rules:

Rage - (Charging Warlord Only See Below)

Preferred Enemy - (Both Warlords only in assault with other warlord)

Arch Rivals – see below

Rampage - both Warlords

Arch Rivals

Movement phase - Your Warlord must end each of his Movement Phases at least 1" closer to the enemy Warlord.

Shooting Phase - You warlord may run, but if he does so he must move closer to the enemy Warlord. (All Movement is towards your opponents Warlord) He is not, however, required to move full speed towards his rival.

Assault Phase – If a Warlord can assault his rival, he must. Once in assault Warlords will challenge each other.

The charging Warlord gains **Rage** (Enemy Warlord) - (Charging Warlord only during first round challenge w/ enemy warlord)

Both Warlords gain **preferred enemy** - Both Warlords during challenge w/ enemy warlord

Both Warlords gain **Rampage**!

FAQ:

Victory conditions Primary and Secondary: You cannot claim both you. If you kill the warlord in a challenge w/ your warlord you only get 3pts.

Secondary: If the warlord is killed by any other means. (By anyone)

Battle Point Modifier #5: Units that are below 25% strength or less count as destroyed. **For calculating this battle point only!**