Cyber-Altered Task Unit

Mission Overview: Your army must wipe out their enemies; but there is a Cyber Altered Task Unit. roaming the battlefield. It is believed that this device is cursed!

Deployment Zone: Vanguard Strike (p.119)

The Battlefield: The C.A.T. starts the game in the center of the table. (The C.A.T. is the Anti-Objective)

Victory Conditions
Primary Objectives: If **your opponent is in control** of the C.A.T.   4vp (ouch)
Secondary Objectives: destroying enemy units   1vp each
Tertiary Objectives: line breaker, slay the warlord, first blood   1vp each

Battle Point Modifiers:
… If two or more of your units are in your opponents' deployment zone at the end of the game.   +1
… If you killed more units than your opponent   +1
… If your highest point infantry unit is still alive at the end of the game.   +1
… If all of your troop Choices were wiped out   -1
… If you did not claim any Tertiary Objectives   -1

Special Rules:
Runaway C.A.T.

Runaway C.A.T: The C.A.T. starts the game in the center of the table. **After deployment is complete but before the start of turn one** the C.A.T will move 3D6" in a random direction. At the beginning of each subsequent **game** turn, if the **C.A.T is not within 3"** of a non-vehicle unit that is not engaged in Close Combat, the C.A.T. will move 4D6 **towards the closest non-vehicle, non-engaged unit.**

FAQ:
C.A.T.
➢ It will attach to any non Vehicle Unit.
➢ The C.A.T. Can attach to a Flying Monstrous Creature! (If it is in Swooping Mode) It will Leave the Battle field with you and return with you. Etc. If the game ends and the **C.A.T is attached to a flying monstrous creature** that is off of the table. You still have control of it.
➢ The only way to lose the C.A.T is too be engaged in Close Combat or Die, if you can't show it attention it will go elsewhere.
➢ The C.A.T cannot die.
➢ If a unit Retreats off the Table with the C.A.T attached to it. The C.A.T. will stop at the board edge.

Battle Point Modifier #3: If you have multiple units that are the "highest" cost. You must declare to your opponent which unit will count as your highest point unit.