Traitors

Mission Overview: Your must hunt and destroy the traitors!

Deployment Zone: Vanguard Strike (p.119)

Victory Conditions
Primary Objectives: Killed the traitorous unit   3vp
Secondary Objectives: Killed the enemy warlord (He knows too much)   2vp
Tertiary Objectives: destroying enemy units   1vp each

Battle Point Modifiers:
… If both units that turned traitor fought each other in close combat at any time (it amuses the gods) +1
… If your opponents traitorous unit is alive 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 – Units Charging Traitorous units
Preferred Enemy - Traitor unit only

Traitors:
At the start of turn 3, each player **randomly** picks one of their opponent's units. Units still in reserve **count but units that are falling back or immobilized vehicles do not.** This unit turns traitor and is now under the control of the opposing player. Units in reserve are treated as normal reserves for the player now in control of them. Units embarked on transports retain the transport. Any unit-specific special abilities are retained but any army-wide effects are not transferred either to or from the unit (Shrike will not make Tau fleet, Tyranids can't Waaagh, etc). The traitor unit hates their old comrades and gains **Preferred enemy**.

FAQ:
Victory conditions Primary and Secondary: You can claim both! If the warlord is randomly determined to be the traitior.

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.

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