

PRISONERS

*Cambridge City Games Club house rule.
See also RULES_Sacrifices*

Character and special figures can be captured in combat.

- ❑ Prisoners can be taken from a unit if;
 - ❑ It routs out of combat.
 - ❑ It is numerically outnumbered by the opponent unit(s) which are now unopposed.
 - ❑ The characters/specials fail any saving rolls.
- ❑ Prisoners consist of;
 - ❑ The unit's leader, champions, musicians and standard bearers.
 - ❑ Any character figures who were attached to the unit.
- ❑ In order to escort the prisoners away, an equal number of figures from the capturing unit must be detached and used to lead them away towards the prisoner pool. Regular soldiers will suffice or any armed special/characters if there are insufficient soldiers. These figures become prisoner escorts.
- ❑ Prisoner escorts follow similar rules to guards except that they move.
 - ❑ They may not attack enemy units (but may fight back if contacted).
- ❑ If there are no prisoner escorts within 10cm of the prisoners OR an enemy unit contacts the prisoners, they will escape and be removed.
- ❑ Once at the prisoner pool;
 - ❑ The figures become subject to the same rules as sacrificial prisoners.
 - ❑ The escorting figures may;
 - ❑ return to their unit.
 - ❑ join the guards.
 - ❑ if characters, return to moving freely as characters.
- ❑ Captured prisoners may be sacrificed.
 - ❑ Sacrificing a character or leader adds +1 to the sacrifice roll.