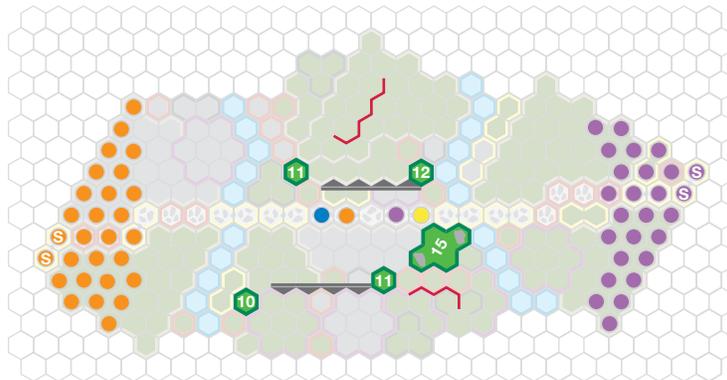




# WSR2: A Simple Prisoner Exchange



## MASTER GAME – A Simple Prisoner Exchange

**Required sets:** Master Set and Road to the Forgotten Forest Set (2 Players)

Even between deadly enemies, there are times of reason. You and your foe have met to parley and to exchange prisoners, but something went awry. Now you are now admist a large battle to rescue your enemies' prisoner and bring him home safely.

**Goal:** Players must rescue their opponents Prisoner and bring them back to their Safety Zone.

**Setup:** Each player brings a premade 520-point army. At least one single based hero must be selected.

The player that has rolled the highest die for placement selects a single based hero to be his Prisoner from the other players army. The player who rolled the lowest die for placement then picks a single based hero to be his Prisoner from the other players army. The picking of Prisoners place before placing both armies.

Player 1 starts in the purple zone and places his Prisoner in the yellow starting zone. Player 2 starts in the orange zone and places his Prisoner in the blue starting zone.

## Special Rules:

**Moving a Prisoner:**

- Before moving any one figure you control, you may choose an adjacent unengaged Prisoner to carry. After you move the figure that is carrying the prisoner, place the chosen Prisoner adjacent to the carrying figure.
- A Prisoner can be carried by either player.
- Order markers can not be placed on Prisoner cards. You can not attack, or receive disengagement attacks from them.

Player 1's Safety Zone are marked - 

Player 2's Safety Zone are marked - 

**Victory:** To win, a players must meet one of three victory conditions below-

- 1) The other player has no figures left on the board (not including Prisoners.)
- 2) A player has carried their opponent's Prisoner back to their Safety Zone.
- 3) A player has the most points left on the board (not including the Prisoner) after round 10.

ROUND  
MARKER  
TRACK

