

Covert Escort

OVERVIEW

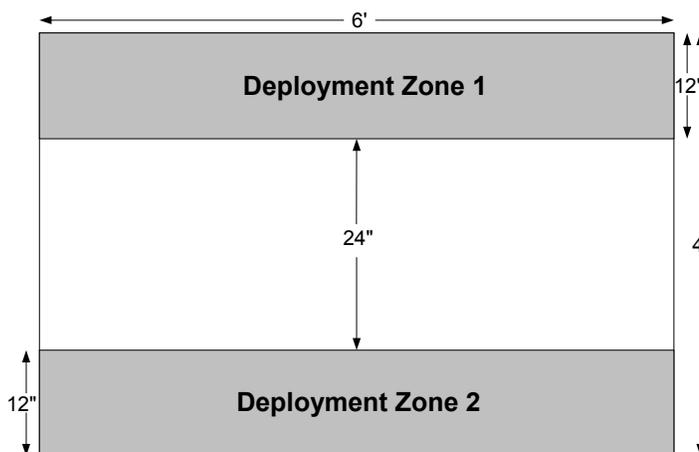
Two opposing forces are attempting to plant a spy in each other's camps. Each force is seeking to outmaneuver the other and escort their spy to the enemy territory while working to assassinate the counter spy. Will your spy make it to the other side to go into deep cover, or will he be searched out and eliminated by the enemy?

SCENARIO SPECIAL RULES

Covert Escort uses the *Infiltrators*, *Reserves* and *Deep Strike* special rules.

- 1. Table Set-Up:** The table measures 4' X 6'. Players may set up a maximum of four items of terrain each.
- Players roll a D6; the higher scoring player gets to choose his deployment zone. The opponent sets up in the opposite zone.
- Players roll a D6; the higher scoring player can choose to deploy first or second. Players deploy their forces in the following order: Heavy Support, Troops, Elite, HQ and Fast Attack; then the spy.
- Players using Reserve units may bring them on from their board edge if they become available beginning in turn two. They will enter the battle from the player's board edge and may be placed up to 3" in from the edge of the board. Units that can Deep Strike use the normal Deep Strike rules. The spy can not Deep Strike and can not be held in Reserve.

SET-UP



Each player takes an unused model (an extra from the army easily differentiated from others) to act as the spy. The Spy has the following profile: WS2 BS2 S2 T3 W2 I2 A1 LD9 Sv4+(invulnerable), no shooting weapon and a basic hand weapon. The spy is deployed last. He is treated as an independent character and may lead other units if he joins. He may ride in transports of a unit he joins only if there is room in the transport for him to fit. He has none of the special rules for the army he is a part of. If he starts the game inside a transport, the owning player must declare which transport he is in to the opponent before the game starts (see optional rule below).

Optional rule: Players can decide before the game, prior to deployment, whether the spy's location must be declared if he is riding inside a transport.

- Players roll dice equal to their strategy rating and may choose the highest roll. The higher scoring player may choose to go first or second.

MISSION OBJECTIVE

Primary Objective: Move your forces into position to deploy and protect the spy. To deploy the spy, you must move him into the enemy deployment zone. He must live until the end of the game. If he is alive at the end of the game and inside the opponent's deployment zone, you receive 300 points.

Secondary Objective: Relay vital information back to command. If your spy makes it into the enemy deployment zone but is later killed, you receive 200 points (instead of the 300 above) for stealing vital info.

Tertiary Objective: If you are able to assassinate the enemy's spy, you receive an additional 100 points.

Victory Conditions:

The winner is the player with the highest point total.

RESERVES

Reserve forces arrive from the player's board edge or may be deployed using the normal Deep Strike rules.

GAME LENGTH

The game lasts for six turns or when the 2.5 hour time limit expires.

LINE OF RETREAT

Units that are forced to fall back will do so towards their starting board edge, using the normal fall back rules.