

THE RUNNING & THE SCREAMING

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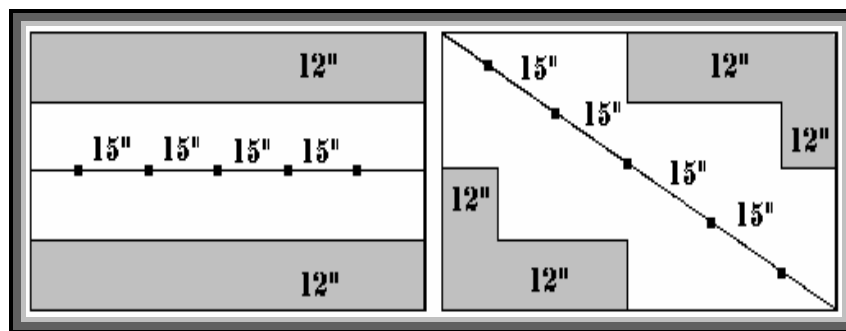
Overview: You came here for the secrets of the local inhabitants, so you had better grab yourself some .

Mission Special Rules: *The Locals.*

Set-Up:

- 1 Both players roll a die and the highest chooses a long board edge or corner to deploy in.
- 2 Place one objective counter in the centre of the table then two others in a line to each side with 15" between them (see diagram).
- 3 The player who scored lowest now deploys one unit in their deployment zone. The players then take turns deploying a unit at a time until both their forces are on the table. Units must be deployed in the following order: Heavy Support, Troops, Elites, HQ and Fast Attack.
- 4 Each player rolls a die to see who gets the first turn. The highest may choose to go first or second.

Table Map:



Special Rules:

The Locals

1 - The locals are represented by counters.

2 – At the start of each player's turn, roll D6" scatter for each counter. On a hit the counter does not move. If the counter scatters off the table re-roll the dice. If the counter moves into contact with a unit with a WS characteristic then the counter is captured by that unit.

3 – Counters are captured by moving a unit with a WS characteristic into the counter (at which point movement ceases) or by assaulting the counter. If a unit with a counter is assaulted and destroyed or forced to fall back then the counter is captured by the unit that defeated them. If the unit with the counter is destroyed or forced to fall back by shooting then the counter is left behind and moves randomly again from the next player turn.

4 Counters can not be killed, their secrets a far to valuable.

Mission Objective:

Primary - The player with the most captives to interrogate at the end of the game wins. If both players have the same number of captives then refer to Secondary Objective.

Secondary – Most scoring units left on the table, equal amount is a draw.

Game Length: Random Game Length.

Total Victory: You control all the counters.

Line of Retreat: Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.