

# EMISSARY ESCORT



## Mission Objectives:

*Before deployment, decide which player is the attacker and which is the defender.*

Attacker; if the emissary has been destroyed or leaves the table for any reason you get +2 points

Defender; if the emissary is alive, by the end of the game, you get +1 point.

Defender; if the emissary is within 6" of the center of the board, by the end of the game, you get +1 point.

## Line of Retreat:

Forces that are falling back do so towards their nearest deployment table edge.

## Game Length:

6 turns

## Battle Point Modifiers:

+1 – If you achieve Slay the Warlord.

+1 – If you achieve Line Breaker.

+1 – If your highest point value Troop unit is at or above 50% starting strength/not immobilized, by the end of the game.

-1 – If you fail to destroy an enemy unit by the end of the game.

-1 – If you control no table quarters, by the end of the game. To control a table quarter you must have a unit wholly within it and not be contested.

## Deployment:

Split Forces and roll for sides.

## Special Rules:

### Night Fight, Mysterious Objectives

**Emissary:** *Before deployment, the defender must use a model to represent the emissary.* The emissary has no gear or weapons. He is treated as an independent character, and units he joins may use his Ld; however, he may not use any conferred special rules from the army or units he has joined. He has the following stats.

## Emissary:

WS BS S T W I A Ld Sv

2 2 2 3 3 2 1 10 4+

The emissary is part of the defenders army, and deploys and acts as such. He must start the game joined to a unit.

