

# RUNNING MAN

*I'm forced to run in a game for fun*

**Objective:** Escort your messengers into enemy territory, while keeping guard against theirs.

**Deployment:** Spearhead – Table quarters (p.93).

During deployment, attach **one messenger** to up to **three scoring units** (no more than one messenger per unit; if you do not have three scoring units, you may not deploy all messengers). Point the models out to your opponent as you deploy.

**Special rules:** Deep Strike, Infiltrators, Scouts, Reserves, Messengers

**Messengers:** You must escort your messengers into the enemy deployment zone.

Messengers should be depicted as non-combatant models on standard bases.

Messengers behave as **objectives**, not as troops. As such:

- Each messenger must remain in 2" coherency of the escort unit and moves as an infantry model (6" move, can run, can assault with unit)
- A messenger **can** be placed in a transport, but takes up 1 slot
- Messengers **cannot** be held in reserve. If the only scoring units available **must** be held in reserve (e.g. daemons), the messenger arrives with the unit.
- Messengers have no stat line and cannot attack
- Messengers cannot have wounds allocated to them and cannot be killed
- Messengers cannot be assaulted; an enemy unit that wishes to assault must be within assault distance of the escort unit, not the messenger
- If the escorting unit assaults, the messenger makes an assault move to remain within 2" coherency of a friendly model, but does not engage
- Messengers **cannot** be transferred to a different unit
- If the escort unit falls back, the messenger falls back with it
- If the escort unit is destroyed, the messenger is also destroyed
- This is the only way a messenger can be removed from the table

**Game length:** Between 5 and 7 turns (Ending the Game, p.90)

**Victory:** Each player must get their messenger models into the enemy deployment zone; the messenger model must not be within 3" of an enemy unit

**Draw:** Each player gets the same number of messengers into the enemy deployment zone, or game ends with messengers alive but not in deployment zones.

**Tie-breaker:** If all messengers are killed, use kill points (Annihilation p.91) to determine winner.