

TRUE LIES

Doing whatever the task demands

Objective: Pursue multiple objectives while using counter espionage to distract the enemy.

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

Before deciding deployment zones, place a single **primary objective** (60mm) in the exact centre of the table, then determine the position of **4 secondary objectives** (40mm) as per Seize Ground (p.91). Note that the original primary objective counts also for the purposes of 12" distance between objectives.

Each player should now choose and **write down 2** of the following 5 missions:

- Kill the **enemy commander**
- Score more **kill points** than the enemy (as per Annihilation p.91)
- Control the central **primary objective** (as per Capture and Control p.91)
- Control more of the **secondary objectives** (as per Seize Ground p.91)
- Get more **messengers** into the enemy **deployment zone** with no enemy unit within 3" of the messenger model than the enemy does (as per *Running Man*).

After deployment and **before** the first game turn begins, each player should tell the other what their two missions are. If you wish, you **may lie** about **one** of them.

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

Messengers: During deployment, attach **one non-combatant model** to up to **three scoring units** (no more than one per unit). Note that these models behave as **objectives**, not as units. As such, each cannot attack, cannot be wounded, cannot be assaulted, cannot be transferred to a different unit, and is removed when the unit is destroyed. Each messenger must remain in 2" coherency of the escort unit and moves as an infantry model (6" move, can run, can make an assault move to stay within 2" of a friendly assaulting model). A messenger **can** be placed in a transport, but takes up 1 slot. See *Running Man* mission (ARC 2010) for more.

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

Victory: At the end of the game, both players should reveal their written missions. It is possible that you lied about one of your missions. The player who achieves more of their true missions is the winner.

Draw: If both players have completed the same number of missions, or if neither achieved any, the game is a draw.