



## Messengers!

### STRATAGEM

#### LEG IT! - 3CP

In the Movement Phase, choose a unit that is going to advance.

That unit may double the result of the dice roll to advance

If this stratagem is used the unit may NOT charge, **regardless of any army special rules.** Yes Ork players we are looking at you!



### Setup

Extraction Points:

Place the provided extraction point markers at the center point board edge and each corner of both deployment zones.

Before deployment choose **3 Troop Models** from your army (these can be any model from a troop choice in your army list, If you didn't take troops **shame on you**, choose a model from another selection, Elites, Fast or Heavy Support)

These 3 models are armed exactly as they are purchased in your army list, but change their stat profile to the following:

M	WS	BS	S	T	W	A	Ld	Sv
6	3+	4+	4	5	3	2	10	4++

They also gain the Character Keyword

They Count as **4 models** for Transport purposes.

After deployment, players roll off for first turn, the player who finished deploying first adding +1 to their roll.

### Primary Objectives (MAX 15BPs)

Extract the Intel

Your 3 messengers have vital intel that they need to escape the battlefield with. To evac your messengers, they must reach the extraction points in your opponents deployment zone, once the messenger makes it **wholly within the extraction zone** they are removed from the battlefield and considered extracted. Each Messenger that is extracted is worth 3 BP each

**ONLY ONE MESSENGER CAN ESCAPE PER EXTRACTION POINT**

Don't let them escape!

You must stop the enemy from escaping the battle with the vital intel.

Eliminate the 3 enemy messengers. Each messenger taken out will score you 2 BPs

### Secondary Objectives (MAX 10BPs)

4BPs - You have completed 4 Player Turns

2BPs - Slay the Warlord

1BP - First Strike (Destroying a unit in the 1st Turn)

1BP - Linebreaker

1BP - Precision Strike (Destroying the Most Expensive Non HQ Unit)

1BP - Line Secure - (No enemy units in your Deployment Zone)

**Game Length - 6 Turns**