

BEHIND ENEMY LINES

OVERVIEW

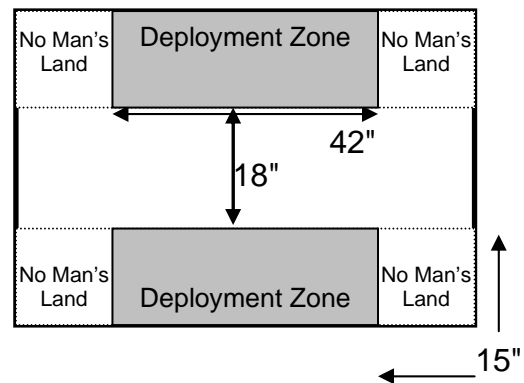
Fog is rolling in across the battlefield. Both sides send scouts forward to outflank the enemy when the fog settles, they will be able to perform sabotage missions deep behind enemy lines.

SCENARIO SPECIAL RULES

Behind Enemy Lines uses the *Concealment*, *Deep Strike*, *Infiltrate* and *Light Fog* (see below) mission special rules.

SET-UP

- Both players roll a die, the player with the highest score may choose which long board edge side to deploy along. Players deploy in a 42" x 15" zone, with a 15" x 15" No Man's Land to either side. The other player's deployment zone is the opposite side of the board.
- The player that scored lowest deploys one unit on his side of the board. His opponent then deploys a unit in his deployment zone. The players take turns deploying a unit at a time until the whole of both their forces is on the table.
- Units must be deployed within 15" of the long board edge at the start of the game. The players must deploy their units in the following order: Heavy Support first, then Troops, Elites, HQ, and finally Fast Attack units.
- If either side has any units which can infiltrate then they may deploy these units after all the other units have been placed. If both sides have Infiltrators then roll a dice; the winner may choose whether to deploy his Infiltrators before or after the enemy Infiltrators.
- Roll for who gets first turn. Highest score may choose whether to go first or second.



SPECIAL RULES

Light Fog

Light Fog rolls in on Turn 6, obscuring the ground. Vehicles, bikers, jet bikers, cavalry and jump infantry wishing to move further than 6" must each make a Dangerous Terrain test on a single dice on a roll of 1 a vehicle is immobilised, and bikers etc. rolling 1s take 1 wound (no save). Foot troop movement is not affected.

MISSION OBJECTIVE

You must outflank the enemy by moving scoring units into the 15" x 15" No Man's Land areas to either side of the enemy deployment zone. (Scoring units are defined on p.85 of the rulebook).

However, scoring units *must* be evenly distributed across both flanks. Thus, if you claim a scoring unit on the left flank, the next scoring unit must be claimed on the right flank, and so on. *e.g. If you have three scoring units on the left flank, and no scoring units on the right flank, this only counts as one scoring unit. If instead you had three on the left and one on the right, your total is three scoring units: you can claim two on the left, and one on the right.*

Scoring units in your own No Man's Land areas on your side of board do not count.

The player with the highest number of valid scoring units is the winner. If both players have the same number of scoring units, the result is a draw.

GAME LENGTH

Six turns.

TOTAL VICTORY

You win the game, and the opponent does not have any scoring units in the No Man's Land and on your side. (+1 BP)

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.