

Bolt Action- Double Agent: Rescue or Capture

Forces

1250 pts of axis

1250 pts of Allied

Deployment

12" Deployment - Dawn of War (Long table Edges)

7 turns

Allied Intelligence has recruited your forces for an urgent mission. In a small village within enemy territory there is a wounded double agent. The vital information this spy carries needs to be brought back to Command. Your mission is to rescue Captain Joe Smith and return him home.

Axis Command & the Gestapo have figured out who was leaking information to the Allies. Your forces have been on the search/chase of this individual. Intelligence has found out that the Officer in question is Hauptmann Kurt Heinz Ewers if that is his real name and he is carrying vital information. Command Knows he is wounded and hiding in the area. Your mission is to capture him and return him for interaction and execution.

Primary Mission:

Both players' goal is to rescue/capture the wounded spy. There are a number of different points on the table that he may be hiding in marked with objective tokens.

When a unit controls an objective marker there is a chance of finding the spy. Roll a d6, on a roll of 6 you have found him. Whichever player holds him at the end of the game scores 10pts and wins.

Injured Spy. - while a unit is escorting the spy to their lines they can only move at an advance.

Secondary Mission: Engage and Destroy

Every unit destroyed is worth 1pt. These are scored at the end of the game.

Mission Special Rules: Night Operation

- Both forces have set out for night operations. Units suffer an additional -1 for shooting at targets.
- Tracers - if a unit fires their position is known and any enemy unit firing at that target doesn't suffer the night time negative
- Fubar Results: Friendly Fire range is increased to 18" instead of 12"

Victory Condition: Whichever player has control of the objective (spy) at the end of the game is the winner. If no one has control of the objective (Spy) Whomever has the most Secondary pts wins.

