

Escort

by Richard Irvine

The escorts stood, one on either side of the Guilder, guns at the ready. Every minute sound made them spin round, the threat of an ambush looming closer and closer. The guilder kept his head down, praying to the Emperor that his strength diminishing armor would keep the bullets at bay. The group made hardly a sound, concentrating on the task ahead, waiting for the inevitable attack on the notorious guilder. Just outside the settlement, that inevitable attack came...

TERRAIN

Terrain may be set up in any mutually agreeable manner.

GANGS

All members of both gangs may take part, with all of their equipment. One gang should elect to be the escort, one should elect to be the ambushers. Outlaws may not be the escorts.

DEPLOYMENT

The Escort can choose a side from which to enter. They may deploy anywhere on that edge, but must all deploy within 2" of each other. The ambushers may come on at any table edge except the table edge the escort comes on at. They do not have to deploy anywhere near each other.

THE GUILDER

The Escorting side must escort the Guilder from their table edge to the opposite table edge.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	4	1	8

Weapons: 2 Plasma Pistols and a Power Maul.

Equipment: Special strength diminishing armor which reduces the strength of any blow suffered. Any wounding hit on the Guilder is -2 strength. The armor gives him an automatic 4+ save.

Skills: Jump back

AMBUSH

The escorting side may not shoot until the ambushers either fire a shot from a weapon which makes a noise, or if they come within a distance twice the initiative of a defender.

DEFENDING THE GUILDER

The Escort's job is to prevent the Guilder from going out of action. Therefore they will make every effort to defend him. Firstly, if any model obstructs your view of the guilder, he counts as in full cover. Secondly, if a model is in Base to Base contact with the guilder, they may try to jump in front of the

shot. They must roll under their initiative, and if successful, the shot hits them, not the guilder.

ENDING THE GAME

The game ends when the Guilder either goes out of action or is escorted off the table edge. The Escorting side may not bottle out, although the ambushers may.

EXPERIENCE

+D6 Survives

+10 Winning Gang Leader

+5 Model used as a human shield.

+1 for per model per turn the ambushers remain undetected.

+5 Wounding hit