



# TOP SECRET

===== *TOURNAMENT EDITION* =====

Enemy fighters have shot down one of our light transport aircraft. Your men must locate the crash site and retrieve the briefcase of the high ranking staff officer who was on board. This briefcase contains secret documents and it is imperative that you get it before the enemy. Whatever happens, these documents must not fall into the enemy hands.

## SET UP

Both players roll a die. The highest scorer picks a table side.

No units are set up on the table at the start of the game. All units on both sides are left in *reserve*. (see Reserves on page 119 of the Bolt Action rulebook).

## OBJECTIVE

Both sides must seize the objective marker and carry it off their own edge of the table. See reverse side for rules about transporting the objective marker.

## FIRST TURN

During turn 1, you can attempt to bring in your reserves as if it was turn 2 as described in the rules for reserves. Play then continues as normal.

## GAME DURATION

Note that games in this tournament are limited to two (2) hours. Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn. Regardless of the turn number, if you cannot complete a turn within the two hour time limit, do not start another turn.

## VICTORY

The side that carries the objective marker off the table before the end of the game wins. Otherwise the result is a draw.

(Rules for carrying and moving with the marker are on the reverse side of this sheet.)

At the conclusion of the game, complete your score sheets and turn them in to the tournament organizer.



## SEIZING AND CARRYING THE OBJECTIVE

To seize the marker, an **infantry unit** must advance or run and end its move with at least one model touching the objective. From the following turn the unit will carry the marker as it moves. Always leave the marker in contact with one of the models in the unit. If that unit moves as close as it is permitted to a friendly infantry unit, it can immediately transfer the marker to any of the models in the other unit.

Infantry units inside transports must disembark in order to claim the objective. Once the objective is claimed, the unit can remount the transport as normal. Units inside a transport cannot transfer the marker - to transfer the objective marker to another unit, the unit in the transport must disembark first.

If the model carrying the marker is killed, the marker can be transferred to any other model in the unit. If the entire unit is killed or removed from play, the marker is left on the ground for someone else to pick up later.

If the unit carrying the marker is destroyed in an assault, the enemy unit that destroyed it can immediately claim the marker and place it next to one of their models before they make their regroup move.