

Catch the Courier

Required Material

- 6 event tokens

Couriers and Decoys

After deploying all units in the game preparation phase (including *Scouts*), each company, in deployment order, chooses one unit from their company that is in their deployment zone as their **courier** and then up to two different units as **decoys** (place an event token on all three profile cards). Note down in secret which unit is the **courier**.

If a **courier** or **decoy** is removed from the battlefield by any effect it will be considered eliminated (for scoring purposes) and is no longer a **courier** or **decoy**. If a **courier** is not chosen at the start of the game, it is considered eliminated (for scoring purposes).

If the unit chosen as a **courier** or **decoy** has a joined *Character*, the **courier** or **decoy** will be considered eliminated once

the unit is destroyed, even if the *Character* survives.

Revealing the Courier

Each time one of your units ends its activation within 10 strides of an enemy unit that has an event token, your unit may stress themselves and perform a WP test. If they succeed, their rival must reveal if the unit targeted is a **courier** or a **decoy**. If it is a **decoy**, remove their event token. If it is the **courier**, remove the event tokens from the **decoys**.

Scoring

At the end of the game, each company obtains:

- **1 AP** if the rival's **courier** is not in their deployment zone.
- **1 AP** if they eliminated the rival's **courier**.
- **1 AP** if their **courier** is in the rival's half of the battlefield.
- **1 AP** if their **courier** is in the rival's deployment zone.