



The Convoy



The Convoy mission uses the **Raiding Force**, **Escape**, **Security Force**, **Safe in the Rear Areas**, **Scattered Reserves** and **Time of Day** special rules.

The Convoy mission recreates the bread and butter attacks of raiding forces such as the LRDG and SAS.

Your Orders

Attacker

Intelligence has located a convoy moving through the area shortly. Infiltrate the enemy lines and destroy the convoy.

Defender

The continuing enemy raids are severely hampering our efforts to build up supplies and reinforcements for our next offensive. All convoys must be safely escorted through the danger areas and any raiders encountered destroyed.

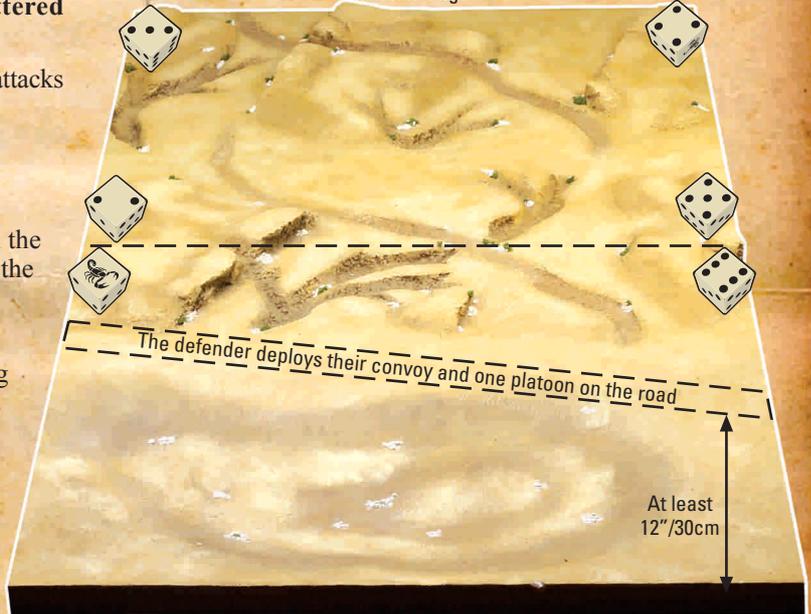
Preparing for battle

1. The attacker chooses which table end the defender will deploy in. The raiders must escape from the opposite board end after destroying the convoy to win the game.
2. The defending player then places a road across the table as the convoy route from one side of the table to the other. The road may not approach within 12"/30cm of the end of the table.
3. The defender then deploys *five* truck models on the road in the first half of its length. These trucks are additional to the players force and operate independently. They are the raiders' objectives.
4. The defender now deploys up to one platoon from their force anywhere on the road. This platoon may not contain any vehicles with fully-tracked mobility as they wear out too quickly on convoy duty. The remainder of their force starts the game in reserve.
5. The attacker then deploys their entire force anywhere on the table. All Tank, Transport, and Gun teams must be placed more than 16"/40cm away from all defending teams and all Infantry teams more than 4"/10cm away from all defending teams.
6. The attacking player decides whether they will be attacking by daylight or in darkness, or at dawn or dusk.

Beginning the battle

The attacking player has the first turn. The defending platoon has been caught flat-footed and counts as if it

The attacker must escape across this table edge



moved in its previous turn during the attacking player's first turn.

Ending the battle

The battle ends when there are no raiding platoons left.

Deciding who won

The defending player wins if the raiders fail to escape. Although valuable supplies have been lost, future raids will be curtailed.

Only platoons that have already destroyed an objective and escaped gain victory points for the attacking player.

Use the victory points table from The Raid mission to look up your victory points based on the number of objectives successfully destroyed by the platoons that escaped.

The convoy

The trucks of the convoy move independently under the defender's control in their normal Movement step. They may not initiate any combat, nor move at any other time. They may leave the table via the far end of the road as long as they do not move At the Double to do so.

The attacker can destroy the trucks in any of the normal ways. They do not need to be demolished like objectives in The Raid mission.

