BLAM! BLAM! AARGH!
THE SEARCH FOR SPUCK

BACKGROUND

The attacker launches an evacuation mission for Captain Spuck, a Special Operations Officer who has been conducting a mission behind enemy lines. Using a state of the art 'Beam Me Up' device, once Spuck is located he can be immediately transported to a friendly spaceship in orbit. The defender must prevent this.

TABLETOP LAYOUT

Both players roll a D6 on the following chart for the terrain areas they must place; more than one terrain type can be placed in an area if combining cover/blocking/difficult terrain but specify them one at a time.

No more than one of each type can be placed in a single area (you can't place cover twice in an area but you can place one cover and one difficult, for example).

Players take it in turns to place terrain, starting with the defender.

Roll	Terrain to place
1	6 cover, 1 blocking
2	4 cover, 2 blocking
3	2 cover, 2 blocking, 1 difficult
4	4 cover, 1 blocking, 1 difficult, 1 impassable
5	4 cover, 2 blocking, 2 difficult, 1 impassable
6	2 cover, 3 blocking, 3 difficult, 2 impassable

The defender has six Search Tokens (numbered 1 to 6), which they place face down in any areas on the table except for impassable areas (a maximum of one token per area).

The defender then deploys all models, and the Attacker then chooses one or two adjacent edge areas to enter from.

NEW ACTION: SEARCH OR SHUFFLE

The Search or Shuffle Action is chosen in the same way as any other, except that your opponent does not get to carry out the same Action after you: when an attacker Searches, the defender cannot take any action for 'second place', and vice versa.

The attacker uses it to Search one area with a Search Token in it where they have at least one Non-Stun Token model in the area and the defender has no Non-Stun Token models in the area. The attacker flips the Search Token and the defender reads the corresponding entry. Remove the token once it has been turned over.

The defender uses this to Shuffle two face-down Search Tokens. The defender choses any two face down Search Tokens and swaps them over. The defender may check any face down Search Tokens at any time.

Token number	Effect
1 and 2	Blank!
3	Ambush! The defender may place one model previously removed from play in this area as a reinforcement.
4	Ambush! The defender may place one to two models previously removed from play in this area as a reinforcement.
5	Back up arrives. The attacker may place one to two models previously removed from play in this area as reinforcements.
6	Spuck is located! The attacker automatically beams him up, and the game ends without any further actions.

VICTORY

- The attacker wins if Spuck is beamed up.
- The defender wins if Spuck is not beamed up.