

The Long Haul v2.1.0

Missions

Primary (15pts) – Objectives (see below)

Secondary (10pts) – Behind the Lines (see below)

Tertiary (5pts) – Lead by Example (see below)

Quaternary (+1pt) – For each of the enemy's elite and/or fast attack units you destroy.

Objectives

Use the standard rules for placing objectives (pg. 121), and place two objectives but they must be placed in the 24" dead zone. Standard rules for capturing objectives (pg. 123).

Behind the Lines

For each unit at or above 50% starting strength, ICs and single model units (IE: Carnifex), with half or more of their wounds left and mobile vehicles that end the game in the enemy's deployment zone you gain 1 point. The player with the most points wins this mission.

Lead by Example

Keep track of how many kills your Warlord gets and the Warlord with the most kills wins this mission. This includes destroying vehicles.

NOTE: This is for individual models the Warlord kills. If a Warlord kill 2 models in close combat then he gets 2pts. Color code your Warlord's dice when shooting and assaulting to track this more easily.

* All objectives are completely impassable. They cannot be moved upon by anything whatsoever, no exceptions.

** If a mission is tied or neither player achieve it, with the exception of the quaternary, then both players split the points for that mission rounding up. Also, If you table your opponent (destroy his/her entire army), then you may use the remaining turns, if there are any left, to achieve the missions. Tabling your opponent is not an automatic win, you still need to accomplish the missions.

Deployment

Hammer and Anvil (pg. 119)

Game Length

Standard game length (pg. 122), or time, whichever comes first.

Special Rules

Night Fighting (pg. 124), Reserves (pg. 124)