

HIGHWAY TO HELL

I'm on my way to the promised land.

Objective: Kill the enemy and minimise your own casualties.

Deployment: Pitched Battle – Long table edges (p.92).

Special rules: Deep Strike, Infiltrators, Scouts, Reserves.

Game length: Between 5 and 7 turns (Ending the Game, p.90).

Victory: Break the enemy (reduce the opposing army to 25% or less total models remaining). If one side is completely wiped out, they lose automatically.

Tie-breaker: If both players are broken (25% or less models remaining), count back on total Kill Points for the whole army (Annihilation p.91). The player who has inflicted the most Kill Points is the winner.

Draw: The game is a draw if neither player is broken, or if both players have the same number of Kill Points after a tie-breaker.