

# Long Way Home

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## Overview

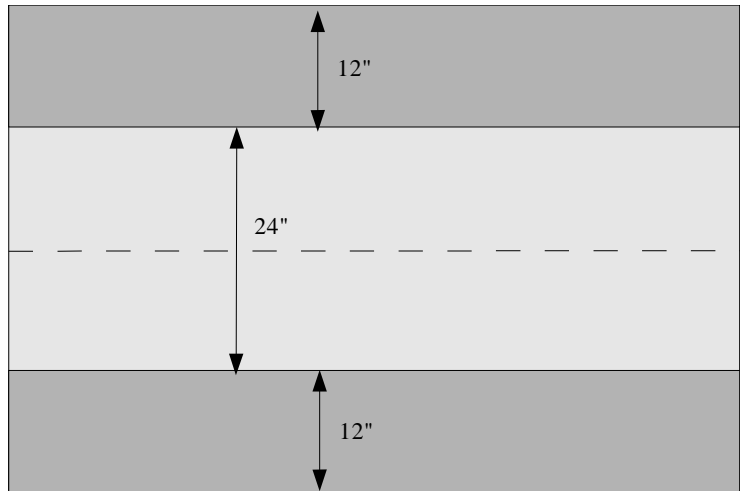
Your Patrol is too far from the lines, now there is an enemy patrol blocking your way home and they look to be in the same situation! HQ is going to hear about this, but first you have to make it home.

## Scenario Special Rules

*Victory Points, Random Game Length and Infiltrators.*

## Setup

1. Deployment zones are along the long board edges and are 12" deep. Adjust as needed to maintain a 24" No Man's Land for odd size tables.
2. Roll 1d6, winner picks deployment zone.
3. Deployment begins, players alternate placing units starting with winner. Infiltrating units may make one free move before the game starts, with players alternating each unit, winner moving first.
4. Roll 1d6, winner chooses to go first or second.



## Mission Objective

Your goal is to get the patrol home, hopefully while hurting the enemy on the way.

Each scoring unit in the enemy deployment zone at the end of the game adds its value to your Victory Points total. All members of a scoring unit must be in the enemy deployment zone to get the bonus.

## Game Length

The game lasts a variable number of turns.

## Line of Retreat

Units forced to fall back will do so towards the closest board edge of their deployment zone using the normal fallback rules.