

The Wicked GT 2019

Game 1

Scenario: Frontline Clash (Pg. 119)

Secondary: Breakthrough (Pg. 119)

At the end of each game, each player is awarded a number of Victory Points (VP) according to the rules below.

Destroyed Units -- For each enemy unit that has been removed as a casualty, you gain a number of VP equal to its Point Cost.

Fleeing Units -- For each enemy unit that is Fleeing at the end of the game, you gain a number of VP equal to half its Point Cost, rounding fractions up.

Shattered Units -- For each enemy unit that is at 25% or less of its starting Health Points (of the number taken from the Army List) at the end of the game, you gain a number of VP equal to half its Point Cost, rounding fractions up. Characters are counted separately from the units they have joined. Note that if an enemy unit is both Fleeing and Shattered, you gain a number of VP equal to the unit's total Point Cost.

Defeated General -- If the enemy General was removed as a casualty, you gain 200 VP.

Defeated Battle Standard Bearer -- If the enemy Battle Standard Bearer was removed as a casualty, you gain 200 VP.

