

The Wicked GT 2020

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.

Removed as a Casualty – 100% of point cost.

Fleeing – 50% of point cost.

Shattered – 50% of point cost

Shattered and Fleeing – 100% of point cost.

General and BSB removed as casualties – 100% of point cost plus 200 VP each.

Shattered: units at 25% or less of their starting number of HPs at the end of the game. Characters are counted separately from the units they joined.

Battle Points

Victory Point Difference

Battle Points

Percentage of (if playing with
Army Points 4500 Army Points)

		Winner	Loser
0–5%	0–225	10	10
>5–10%	226–450	11	9
>10–20%	451–900	12	8
>20–30%	901–1350	13	7
>30–40%	1351–1800	14	6
>40–50%	1801–2250	15	5
>50–70%	2251–3150	16	4
>70%	>3150	17	3

Winning Secondary Objective +3 –3

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Game 2

Scenario: Refused Flank (Pg. 119)

Secondary: Capture the Flags (Pg. 119)

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

Removed as a Casualty – 100% of point cost.

Fleeing – 50% of point cost.

Shattered – 50% of point cost

Shattered and Fleeing – 100% of point cost.

General and BSB removed as casualties – 100% of point cost plus 200 VP each.

Shattered: units at 25% or less of their starting number of HPs at the end of the game. Characters are counted separately from the units they joined.

Battle Points

Victory Point Difference

Battle Points

Percentage of (if playing with
Army Points 4500 Army Points)

		Winner	Loser
0–5%	0–225	10	10
>5–10%	226–450	11	9
>10–20%	451–900	12	8
>20–30%	901–1350	13	7
>30–40%	1351–1800	14	6
>40–50%	1801–2250	15	5
>50–70%	2251–3150	16	4
>70%	>3150	17	3

Winning Secondary Objective +3 –3

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Game 3

Scenario: Dawn Assault (Pg. 119)

Secondary: Spoils of War (Pg. 119)

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

Removed as a Casualty – 100% of point cost.

Fleeing – 50% of point cost.

Shattered – 50% of point cost

Shattered and Fleeing – 100% of point cost.

General and BSB removed as casualties – 100% of point cost plus 200 VP each.

Shattered: units at 25% or less of their starting number of HPs at the end of the game. Characters are counted separately from the units they joined.

Battle Points

Victory Point Difference

Battle Points

Percentage of (if playing with
Army Points 4500 Army Points)

		Winner	Loser
0–5%	0–225	10	10
>5–10%	226–450	11	9
>10–20%	451–900	12	8
>20–30%	901–1350	13	7
>30–40%	1351–1800	14	6
>40–50%	1801–2250	15	5
>50–70%	2251–3150	16	4
>70%	>3150	17	3

Winning Secondary Objective +3 –3

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Game 4

Scenario: Marching Columns (Pg. 119)

Secondary: King of the Hill (Pg. 119)

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

Removed as a Casualty – 100% of point cost.

Fleeing – 50% of point cost.

Shattered – 50% of point cost

Shattered and Fleeing – 100% of point cost.

General and BSB removed as casualties – 100% of point cost plus 200 VP each.

Shattered: units at 25% or less of their starting number of HPs at the end of the game. Characters are counted separately from the units they joined.

Battle Points

Victory Point Difference

Battle Points

Percentage of (if playing with
Army Points 4500 Army Points)

		Winner	Loser
0–5%	0–225	10	10
>5–10%	226–450	11	9
>10–20%	451–900	12	8
>20–30%	901–1350	13	7
>30–40%	1351–1800	14	6
>40–50%	1801–2250	15	5
>50–70%	2251–3150	16	4
>70%	>3150	17	3

Winning Secondary Objective +3 –3

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Game 5

Scenario: Counterthrust (Pg. 119)

Secondary: Hold the Ground (Pg. 119)

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

Removed as a Casualty – 100% of point cost.

Fleeing – 50% of point cost.

Shattered – 50% of point cost

Shattered and Fleeing – 100% of point cost.

General and BSB removed as casualties – 100% of point cost plus 200 VP each.

Shattered: units at 25% or less of their starting number of HPs at the end of the game. Characters are counted separately from the units they joined.

Battle Points

Victory Point Difference

Battle Points

Percentage of (if playing with
Army Points 4500 Army Points)

		Winner	Loser
0–5%	0–225	10	10
>5–10%	226–450	11	9
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>30–40%	1351–1800	14	6
>40–50%	1801–2250	15	5
>50–70%	2251–3150	16	4
>70%	>3150	17	3

Winning Secondary Objective +3 –3