

The Wicked GT 2018

Game 1

Scenario: Frontline Clash (Pg. 19)

Secondary: Breakthrough (Pg. 21)

Game Length: The game will last 2 hours and 30 minutes or 6 game turns, whichever occurs first.

Scoring Victory Points:

Dead Units – For each enemy unit that has been removed as a casualty (including Fled the Battlefield), you gain a number of **VP equal to its points value**.

Fleeing Unit – For each enemy unit that is Fleeing on the Battlefield at the end of the game, you gain a number of **VP equal to half its point value (rounding up)**.

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

Dead General – If the enemy General was killed or has Fled the Battlefield, you gain **200 VP**.

Dead Battle Standard Bearer – If the enemy Battle Standard Bearer was killed or has Fled the Battlefield, you gain **200 VP**.

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Game 2

Scenario: Refused Flank (Pg. 20)

Secondary: Capture the Flags (Pg. 21)

Game Length: The game will last 2 hours and 30 minutes or 6 game turns, whichever occurs first.

Scoring Victory Points:

Dead Units – For each enemy unit that has been removed as a casualty (including Fled the Battlefield), you gain a number of **VP equal to its points value**.

Fleeing Unit – For each enemy unit that is Fleeing on the Battlefield at the end of the game, you gain a number of **VP equal to half its point value (rounding up)**.

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

Dead General – If the enemy General was killed or has Fled the Battlefield, you gain **200 VP**.

Dead Battle Standard Bearer – If the enemy Battle Standard Bearer was killed or has Fled the Battlefield, you gain **200 VP**.

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Game 3

Scenario: Encircle (Pg. 20)

Secondary: Spoils of War (Pg. 21)

Game Length: The game will last 2 hours and 30 minutes or 6 game turns, whichever occurs first.

Scoring Victory Points:

Dead Units – For each enemy unit that has been removed as a casualty (including Fled the Battlefield), you gain a number of **VP equal to its points value**.

Fleeing Unit – For each enemy unit that is Fleeing on the Battlefield at the end of the game, you gain a number of **VP equal to half its point value (rounding up)**.

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

Dead General – If the enemy General was killed or has Fled the Battlefield, you gain **200 VP**.

Dead Battle Standard Bearer – If the enemy Battle Standard Bearer was killed or has Fled the Battlefield, you gain **200 VP**.

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Game 4

Scenario: Marching Columns (Pg. 20)

Secondary: King of the Hill (Pg. 21)

Game Length: The game will last 2 hours and 30 minutes or 6 game turns, whichever occurs first.

Scoring Victory Points:

Dead Units – For each enemy unit that has been removed as a casualty (including Fled the Battlefield), you gain a number of **VP equal to its points value**.

Fleeing Unit – For each enemy unit that is Fleeing on the Battlefield at the end of the game, you gain a number of **VP equal to half its point value (rounding up)**.

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

Dead General – If the enemy General was killed or has Fled the Battlefield, you gain **200 VP**.

Dead Battle Standard Bearer – If the enemy Battle Standard Bearer was killed or has Fled the Battlefield, you gain **200 VP**.

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Game 5

Scenario: Frontline Clash (Pg. 19)

Secondary: Hold the Ground (Pg. 21)

Game Length: The game will last 2 hours and 30 minutes or 6 game turns, whichever occurs first.

Scoring Victory Points:

Dead Units – For each enemy unit that has been removed as a casualty (including Fled the Battlefield), you gain a number of **VP equal to its points value**.

Fleeing Unit – For each enemy unit that is Fleeing on the Battlefield at the end of the game, you gain a number of **VP equal to half its point value (rounding up)**.

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

Dead General – If the enemy General was killed or has Fled the Battlefield, you gain **200 VP**.

Dead Battle Standard Bearer – If the enemy Battle Standard Bearer was killed or has Fled the Battlefield, you gain **200 VP**.