

# Triage

## Missions

Primary (10pts) - Triage

Secondary (7pts) - Kill Points

Tertiary (5pts) - Table Quarters

Quaternary (3pts) - Hit Them Where It Hurts

## Triage

This is as victory point style mission. Units that are fully destroyed are place to the side. At the end of the game both players remove 1/3 (rounding down) the units of their choice that have been destroyed. Add the point value of the remaining units together. The player with the most victory points wins the Primary.

## Kill Points

A player gets 1 victory point for each unit they fully destroy. The player who has the most victory points at the end of the game wins the Secondary.

## Table Quarters

A player, who has an uncontested scoring unit wholly in the table quarter, captures that table quarter. The player who controls the most table quarters wins the Tertiary objective.

## Hit Them Where It Hurts

Keep track of every unsaved wounds/hull points you have cause to your opponent. The player who causes the most unsaved wounds/hull points to their opponents' army wins the Quaternary.

\* All objectives are completely impassable. They cannot be moved upon by anything whatsoever, no exceptions.

\*\* If a mission is tied or neither player achieves it, then both players split the points for that mission rounding up. Also, If you table your opponent (destroy his/her entire army), then you may use the remaining turns, if there are any left, to achieve the missions. Tabling your opponent is not an automatic win; you still need to accomplish the missions.

Deployment: Vanguard

Game Length: Standard Game Length

Special Rules: Night Fighting, Reserves, Spite