

Backstab

Missions

Primary (10pts) - Traitors!

Secondary (7pts) - Kill Points

Tertiary (5pts) - Table Quarters

Quaternary (*pts) - Left Standing

Traitors!

Before deployment each player must split their forces in half, evenly, by the number of units they have in their army. Once split, an opponent chooses a half of your army, and you choose a half of your opponent's army. Your opponent and you use the half you choose in the game as if it were your own army. This may remove your armies Battle Forged status.

The player who has destroyed the most units of their traitor half 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.

Left Standing

For every Traitor unit that is still alive at the end of the game, the controlling player of the unit/units gets +1 point for each to their final score.

* 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, with the exception of the quaternary, 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

Spite

The other half of your army has the **Preferred Enemy** USR against your Traitor Half for the duration of the game.