

# Recovery v2.1.1

## Missions

Primary (15pts) – Recovery (see below)

Secondary (10pts) – Kill Points (see below)

Tertiary (5pts) – Have more denial units (pg. 123), in the enemy's deployment zone than the enemy has in your deployment zone.

Quaternary (+1pt) – Nominate a force organization slot and for each of these units at or above 50% starting strength, ICs and single model units (IE: Carnifex), with half or more of their wounds left and your vehicles that are mobile in your deployment zone. This only counts for units taken as part of your roster, IE: not spawned units.

## Recovery

Three objectives are to be placed using normal objective rules (pg. 121), but will use the rules for The Relic found on pg. 131 regarding the use of them.

## Kill Points

For each enemy unit destroyed you get 1 KP (kill point). ICs and dedicated transports are also worth a KP. Units that have fled off the board, or are fleeing at the end of the game, are worth KP. Also any units in ongoing reserves at the end of the game are also worth KP.

\* If a mission is tied or neither player achieve 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 Strike (pg. 119)

## Game Length

Standard game length (pg. 122), or time, whichever comes first.

## Special Rules

Night Fighting (pg. 124), Reserves (pg. 124)