BREAKING POINT

Mission Overview: You must cripple your opponents' army.

Deployment Zone: Vanguard Strike (p.119)

Victory Conditions
Primary Objectives: Your opponents army hits the breaking point   3vp
Secondary Objectives: line breaker, slay the warlord, first blood   1vp each
Tertiary Objectives: *NONE*   0vp each

Battle Point Modifiers:
… If you achieved at least two Secondary Objectives.   +1
… If your Warlord is still alive at the end of the game.   +1
… If your highest point unit is still at or above 50% of their starting unit size and/or mobile.   +1
… If both players hit their breaking point.   -1
… If you achieved no Secondary Objectives.   -1
… If you did not achieve a Tertiary objectives (just Kidding)   -1

Special Rules:
Breaking Point

Breaking Point: Each army has a Breaking Point. To figure out an army's breaking point total up the number of units (kill points) in your army and divide it in half. (Rounding Up) This total is figured out **after** you would combat squad, combine squads, assign models from units that must/can break into and informally join (Warlocks, Wolf guard, Royal Court etc.)

FAQ:
Breaking Point: Take a few minutes before you start to make sure each player is Clear what their opponents' breaking point is. Announce combat squads, Combine squads, etc.

Battle Point Modifier #3: If you have multiple units that are the "highest" cost. You must declare to your opponent which unit will count as your highest point unit.