



An 8th Edition Matched Play Warhammer 40,000 Event



On the pages that follow you'll find details of how this Tournament will work. Read them carefully, even if you're a tournament veteran, as there are a number of differences to regular tournament events.

HOW THE OBJECTIVE SECURED EVENT SERIES WORKS

The 2019 Objective Secured event series is a sequence of events that run during the 2019 calendar year. The series is a mix of events with some fun and quirky events, some doubles and team events as well as the more formal WA Masters event later in the year.

Welcome to Objective 2, First Blood Part 2 - ITC!

We are excited to host our first ITC event, First Blood Part 2. This event is a single day event designed to open the doors to the 40k community to play in the ITC scenarios.

Venue and Cost

First Blood is being held on Sunday March 2019 at Manning Community Hub, 2 Conochie Cres, Manning (see end of this pack for map). Tickets are \$35 per person. Note that tickets are non-refundable but are transferable to another player (get in touch with us should this be required).

TOURNAMENT STRUCTURE

You will participate in a series of games, each against a different opponent. All games are to be played using the Warhammer 40,000 8th edition rules. You will have no more than **TWO Hours per game**. The first round of the event will be drawn at random while in the following 3 rounds, players with the highest generalship points will play each other, the players with the 3rd & 4th highest scores will play each other, 5th & 6th and so on. The only exception is that you can never play the same opponent twice. Should this happen a referee will step in and sort things out so that the players face fresh opponents of a suitable standing. By matching the players in this manner, we can be sure that the winner of the tournament will have faced the toughest opposition along the way.

Each player will be record their results in Down Under Pairings via their player profile. Once you've finished your game, you must complete the score card as soon as possible. Your results will then be entered into the tournament database.

ABOUT THIS RULES PACK

This pack contains the full tournament rules for this event. All of the rules conventions and references are from UK publications. All competitors should be aware that where any rules interpretation is required, the Referee's decision will be final. Any updates or clarifications to the event will be published on the Objective Secured Facebook page and Event page.

CONTACTS

If you have any questions about the event, then either e-mail: obsec@optusnet.com.au or post your questions on the Facebook Event page and we will endeavour to respond as quickly as possible. Please also get in touch with us after the event and tell us what you thought!

Sunday 17th February 2019

7.45am – 8.00am	Earliest entry and check-in
8.00am – 8.15am	Tournament briefing
8.15am	Round #1 begins
10.15am	Round #1 ends
15 Minute Break	
10.30am	Round #2 begins
12.30pm	Round #2 ends
12.30pm – 1.15pm	Lunch Break
1.15pm	Round #3 begins
3.15pm	Round #3 ends
15 Minute Break	
3.30pm	Round #4 begins
5.30pm	Round #4 ends
5.45pm	Closing ceremony & awards

WEEKEND INFO

What to do in case of an emergency:

If for some reason you experience last minute complications (such as falling ill or missing a bus) that will result in you being late or unable to come, please call the organizers as soon as you are able. We will do our best to accommodate you, but be aware that due to the tight schedule we are running it may not always be possible.

EMERGENCY CONTACT:

0403 268 714

SPECTATORS

The event will be open for any spectators to come along and check the event. The day can be tough going however, so we will be respecting this and doing our best to ensure that there are no interruptions for the players from the general public.

Spectators (including players watching other games) must not touch anything on a table where a game is in progress, and are not to distract or offer any advice or rules commentary at all. This includes helping to settle disputes. They must also keep a respectful distance from the table edge to allow the players room to move around. Anyone failing to follow these guidelines will receive a warning, and then will be asked to leave the room if they fail to comply.

MOBILE PHONES

Pausing during gameplay to answer a call or an SMS can be annoying for your opponent. We request that all mobile phones be put on silent whilst games are in progress where possible.

The Ringer

In the event of a no-show, the organizers will take all reasonable steps to have a ringer army prepared to take their spot. This army will of course be ineligible for any awards. In the event this is not achievable, a 'bye' may be utilized to ensure smooth running of the event.

The Bye

While unlikely, in the event of a Bye round, this will be allocated to the player with the lowest Generalship points (randomly in game 1). They will automatically receive a win for this round. No player will be asked to have more than 1 Bye Round.

REMEMBER!

Remember to bring any gaming material you require to play Warhammer 40,000 including:

- Your painted army
- At least 2 copies of your army roster
- This Player Guide
- Rulebooks, Codex, dataslates as needed
- Relevant FAQ documents
- Pens and a notepad/paper
- Dice (Including special ones)
- Templates & Tape measure
- Calculator
- Super glue (for emergency repairs)
- Spending money for food and drinks

ARMY ROSTER

By NO LATER THAN Sunday 10th March - you must submit a copy of your army roster into Down Under Pairings using your player profile. If you expect to have any problems fulfilling this requirement, make sure you get in touch with the organizers before the due date. When submitting your roster, make sure you include:

- All pages of the roster itself
- Notarised break up of points values
- Codex and detachments in use

You will require a second copy of the roster, which you should keep with you when you are playing. All copies of the roster must include all of the models in your army, their points value, the points value of any equipment, and must specify which models are carrying any relics or similar that you decide to take. Please put your full name on all copies of the list.

Though the judges will be scrutinizing rosters closely and informing players of any inconsistencies in their lists before the event, we take **no** responsibility for any errors that escape our initial notice – so please make absolutely certain that the roster you hand in is correct and conforms exactly to the army you will be using. Any errors discovered during the course of the tournament will result in the culprit losing up to 5 points from the Generalship score for every game in which that army has been used.

Double-check your calculations. Make sure that every item of equipment shown on the models in your army has been paid for (remember “what you see is what you get”). If you make a mistake and it is detected during the tournament you will lose points, even if the mistake was an honest one.

ARMY SELECTION

No more than 1250 points may be spent on the army. Armies must follow the restrictions on army selection of their own codex with respect to the detachment they are part of. **Your warlord must be clearly written down on your roster at the time of submission and may not be changed for the event.**

In addition, the following points will apply for armies:

- All Warhammer 40,000 publications from Games Workshop including Black Library, White Dwarf and Forge World may be used (excluding Horus Heresy Publications) provided they are 8th edition rule. This includes all current FAQ documents and Beta Rules
- You **MUST** have a copy of any rules you wish to use for your opponent to view.
- Publications must be available at the time of list submission to be included in the above.
- Army lists **MUST** be battle forged.
- First Blood Part 2 is a Matched Play event and follows all the rules for that play format
- Your warlord must be nominated in your army list and may not be changed for the duration of the event.
- The ‘Rule of 3’ found in the FAQ update will be used.
- Chapter approved 2018 must be used for all points and rules updates
- You may select your force using up to 3 Detachments.
- You may only include a single **Titanic** model in your army regardless of detachments.
- ForgeWorld models and rules **MAY** be used following their most current rules
- ForgeWorld models conforming to the correct base size and general shape may be used to represent entries from the relevant army list
- All models must be painted and based miniatures of the appropriate type for the troops they represent. Conversions are allowed however the conversion should clearly represent the model they are converted to be
- Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in a unit. You may use converted miniatures to represent troop types that are not yet available. Remember WYSIWYG is required.
- While we would prefer the majority of models used in an army be Games Workshop models, models from other companies that clearly represent entries from the relevant codex may be used as long as they are the right size and shape with the correct weapons and war gear visible, **but must be checked by a Judge first.**
- Any models required for summoning or similar abilities must conform to the above requirements.
- Models are assumed to be used on the most current base sizes available from Games Workshop. You may use models on alternate base sizes if they were supplied with them in a past release or if you have spoken with the organisers.
- Any and all models not conforming to the restrictions above will be asked by the Judges to be removed from play.
- Psychic powers, relics and warlord traits may be selected at the start of each game as per the main rules and relevant index /codex limits.
- The ObSec Players bill of rights will be enforced at this event in regards to painting and sportsmanship. Please make yourself familiar with this document.

Please note – the Tournament Organisers reserve the right to make changes as required due to new releases or FAQ changes.

EVENT FORMAT

The tournament will consist of 4 games played over a single day. Round 1 will be randomly allocated while rounds 2 through to round 4 will see players matched against opponents who have generated similar scores in the Generalship category thus far in the event.

RECOMMENDED READING

The following rules will be used this year and are recommended reading for all competitors:

- The most recent Warhammer 40,000 Q&As and rules errata documents, available at:

<https://www.warhammer-community.com/faqs/>

SCENARIOS

Later in this pack you will find the 4 missions you will be playing for the event. These missions are taken from ITC Champions Mission pack – however, players should make themselves familiar with the objectives and scoring system for each round.

The referees will do their best to ensure that all players are matched on different tables during the course of the event though this cannot be guaranteed.

TIME KEEPING

Players will have 2 hours per round to complete their games, including setup time. Part of the challenge of the tournament is making tactical decisions under pressure, so games should be played at a reasonably quick pace. Don't wait until it's your turn to consider your next moves!

TERRAIN

Games are played on a 6'x4' table.

Scenery for each battle will have been set up by the referees and may not be moved or changed in any way. Where possible, will provide side tables for any army cases, books & gaming tools to eliminate the temptation to shift scenery around and make room for them.

SCORING

At the end of each game, both players will be required to fill in their scores on Down Under Pairings. Please complete your scores as soon as possible after the game so that the referees can keep the event running on time.

Game results:

On this part of the scorecard you will be required to note down the result and each player's total victory points for the game. Players will earn tournament Generalship points according to the ITC Format

You will earn 1000 points for a win

500 points for a draw

0 for a loss

These will be added to your VP for the round that you scored.

SPORTSMANSHIP

Players are to speak in English only and are expected to conduct themselves with proper decorum. As such, should a player be judged to be behaving inappropriately during the event, they will be initially banned from the gaming room for the remainder of the current round and will forfeit their game as a result with the maximum points going to their opponent.

Should a player be asked to leave twice, they will forfeit the remainder of the games, will be asked to not return and will be banned from future Objective Secured events.

If you have concerns about a player during or after a game – please notify a referee.

REFEREES

During each round, the event referees will be doing the rounds so ensure that games are progressing smoothly and will be available should help be needed. Remember though, that your first point of call for any question should be the rulebook, relevant army book, Q&A / errata document or this pack.

If you really need a referee to sort out a rules question, then you are free to call one over, and our referees may intervene if they see an argument brewing.

The referee's decision will be final and no discussion will be entered into during the event.

SPECIAL THANKS

Special thanks are needed for all the support the following people and organisations have provided in getting this event up and running for the players of WA.

Emma Basc – ObSec Co-Founder and all round wonder woman!

The Games Workshop Stores and Clubs of Perth for supporting and promoting the event.

All the volunteers who helped support us in this process and will do doubt help set up and pack up on the weekend.

WINNING FIRST BLOOD

GENERALSHIP

The procedure for working out the Tournament points for Generalship is quite simple. We expect you (the players) to work out the points for each battle and record them on your Tournament scorecard.

Work out your mission points as per the mission objectives, remembering to include any scenario specific bonuses. The guide for converting these to Tournament points is included in this pack. Decide what degree of victory has been attained – Generalship points are awarded depending on the degree of victory - and fill these in appropriately.

This total score will be used to determine the winner of the Generalship Award.

Count Back will be conducted on strength of schedule if needed

PAINTING

Using bought or borrowed armies:

It's not uncommon now for players to use armies that include miniatures which they haven't painted themselves. Whilst we would prefer this wasn't the case, you are permitted to do so. However, we do want to ensure that the 'Best Painted' awards go to the players who did paint their armies themselves and for this reason you'll be asked to indicate to the Judges whether you painted the entire army yourself or if someone else helped. Therefore whilst bought or borrowed armies will still allow you to compete for generalship, they will be ineligible for any painting awards.

SPORTSMANSHIP

This category is included to encourage players to take part in the tournament in the right spirit. Obviously, we deplore rude or unsporting behaviour and we hope that the award available for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner.

At the end of your last game you will have an additional score card to complete – ranking your games for the day. Your favourite game will score 2 points. Your second favourite game will score 1 point. The player with the most points for Best Game will be awarded the Sportsmanship award.

In the event of a tie, a countback will be conducted against the player's generalship scores with the highest score receiving the award. Winning while being a sporting player is a true show of sportsmanship!

Peer Judged Painting

The painting of your force as judged your peers will be done at the lunch time break. Simply check out all the great forces on display and vote for which you like the most! The player with the most votes will win the painting award.

Judging will take place during the lunch break – please ensure you set your army up during this time for voting!

AWARDS

During the closing ceremony, we will be presenting 4 major awards, as well as runners up and several minor awards. The major categories are:

- **The Blooded (Generalship)**
- **The Artist (Best Painted – Peer Vote)**
- **The Noble (Sportsmanship)**

Players will only be eligible for a single award each with priority given to Generalship, Sportsmanship & Painting (in that order).

RESULTS

Event results will be available to players on the Objective Secured website and Facebook Page shortly afterwards with the event coverage.

FIRST BLOOD Part 2 ITC 2019 - Mission Pack

Mission Guidelines

This section describes the format Guidelines for the 8th Edition ITC Champion Mission pack. In this section, you will find the rules for pre-game setup, including deployment and scoring for Primary and Secondary missions. Unless otherwise stated, all of the four missions listed below follow these steps.

Pre-Game, Deployment, & Setup

Pre-Game

Step 1: Before any dice are rolled, players adjust and define terrain on the board, then both players choose Warlord Traits, Psychic Powers, spend pre-deployment command points, free relic, and any additional Relics they wish to use. These should be written or notated clearly for reference in game.

Step 2: Players reveal the items from step 1 to each other simultaneously.

Deployment Map & Objectives

Step 1: Players roll off for deployment.

Step 2: The player who rolled higher randomly determines the deployment type from the maps on pg. 216-217 of the 40k Main Rulebook, and then chooses their deployment zone.

Step 3: Players then place objectives following scenario guidelines as listed on each mission. Instructions for placing objectives are as follows:

A: All objectives are considered to be on the ground floor and may not be placed inside of enclosed buildings. Move terrain if necessary to accommodate this requirement.

B: Distances are measured to and from models to the closest point of the objective marker when determining which models are in range to control an objective.

Step 4: Each player chooses **3** of the Secondary Mission Objectives listed below. A player may only choose each mission once. They then reveal them to their opponent simultaneously.

Step 5: The player who lost the roll-off in step 1 deploys the first unit. Deployment proceeds normally thereafter.

Determining First Turn

Step 1: Players roll off for first turn.

A: The player that finished deploying first gets a +1 modifier to the roll to go first.

Step 3: The player that wins the roll-off may choose to go first or second.

Step 4: The player that is elected to go second by their opponent may choose to roll to seize the initiative.

Game Length, Tabling & Concession Scoring

Each game lasts **6 Battle Rounds**. At the game's conclusion, the player with the **higher total score** is the winner. If one player chooses to concede before the game has come to a natural conclusion, they automatically score 0 points and their opponent is marked as the victor. At the time of concession, the victor keeps their current score and earns 4 points per remaining Battle Round towards the Primary Mission, assuming their army has enough forces to accomplish mission objectives. Additionally, the victor also earns the maximum number of possible Secondary Mission points left to them, also assuming the victor's army has the capability to accomplish the mission objectives.

Example Scenario: *If it were the end of Battle Round 3 when the losing player concedes, and the victor chose Recon for their secondary mission, but had not yet scored any points for that secondary mission. The victor would earn 3 total points for the secondary mission as they would have 3 more turns to earn those points had the game continued.*

assuming they have at least 4 units left on the table with which to fulfill the mission's scoring parameters. If they have 3 or less units left, they score no points for that Secondary Mission as it would not be possible for them to fulfill the scoring parameters even if the game had gone on to a natural conclusion.

If one player is tabled (a player has no qualifying models on the table at the end of any player turn), the tabled player keeps their points earned up until that point in the game, and their opponent earns points in the same fashion as outlined above.

If a player draws a bye due to an uneven number of players, this should go to the player with the lowest total score and that player receives a win and a score of 20 points.

Players should take careful note that tabling your opponent does not automatically score maximum points for the mission. Concession also does not automatically award max points to the victor!

Primary & Secondary Mission Scoring

Primary Mission: End of Player Turn Scoring

Each player scores points at the end of their player turn.

1. Do you hold one or more objectives?
 - a. 1 point
2. Was an enemy unit destroyed during your player turn?
 - . 1 point

Primary Mission: End of Battle Round Scoring

Each Player also scores points at the end of each Battle Round.

1. Do you hold more objectives than your opponent?
 - a. 1 point
2. Were more of your opponent's units destroyed this battle round than your own?
 - . 1 point

Secondary Missions:

Each player may score up to 4pts for each of the following Secondary Missions, for a total of 12 between the three they've chosen. These points can be scored at any time unless otherwise specified in the description.

*When scoring ***Secondary** objectives, a unit may only count towards one secondary mission objective at any time. You must select which secondary mission objective the unit will count towards when tallying the objectives. **The Reaper** is an exception to this rule as outlined below. No other exceptions exist.*

Example 1: Mortarion can grant 4 points for **Kingslayer**, but will be ineligible to score for **Headhunter**, **Big Game Hunter**, or **Slay the Warlord** etc. when destroyed.

Example 2: if you chose **Marked for Death** and **Butcher's Bill** as secondary objectives, and 'marked' an enemy Rhino, you must decide which Secondary Mission you earn a single point for when you destroy it (assuming you destroyed two enemy units that turn).

***Headhunter:** 1pt for each enemy **Character** that is destroyed.

***Kingslayer:** Choose an enemy model that is a **Character**.

- Earn 1 point for every 2 wounds of damage it loses, cumulatively.
- In the instance where a **Character** may regenerate wounds or resurrect during the course of the game, total wounds it loses over the course of the game are counted towards this mission.
- If the model selected has the **Character** and **Vehicle** or **Monster** keywords, you earn 1 point for every 4 wounds it loses instead of 1 for every 2.
- If the **Character** is also your opponent's Warlord, earn 1 additional point if it is destroyed.

- For the purposes of this mission, Celestine and her Geminae are treated as a single model. Any wounds dealt to her or her Geminae count for this mission.

***Marked for Death:** Choose 4 of your opponent's units with a Power Level of 7+. Earn 1 pt for each of these units destroyed.

- In order to score this point against a unit that splits into multiple units during the course of play, you must destroy each individual component unit. If a unit joins with another unit during the course of play, to earn this point you must destroy the entire conjoined unit.

***Big Game Hunter:** 1 point for every enemy model with the **Monster** or **Vehicle** keyword and 7+ wounds destroyed.

***Titan Slayers:** For every 8 wounds lost by enemy units with the **Titanic** keyword in total throughout the course of the game, earn 1 point. You may choose when to count wounds dealt to any one **Titanic** model but as soon as you do, that model will no longer yield points for any other non-stacking secondary mission.

***Example:** One enemy **Titanic** model loses 4 wounds turn 1, and a different enemy **Titanic** unit loses 12 wounds turn 2 for a total of 16 wounds lost in total to enemy **Titanic** models. You choose to count those wounds and earn 2pts towards this objective but neither of those **Titanic** units may give up points for other secondary missions that require destroying an enemy unit.*

The Reaper: For every 20 enemy models destroyed, earn 1 point.

- You count each model when they are destroyed. In the instance of models coming back into play after being destroyed during the course of a game, you may count them each time they are destroyed.
- **Destroyed models are allowed to accrue points for The Reaper and a * < Secondary Mission >.**

Recon: Have a unit at least partially in each table quarter at the end of your player turn. A unit may only count as being in one table quarter at a time for the purposes of this rule. 1pt per turn.

Behind Enemy Lines: If at least one of your units is wholly in the enemy Deployment Zone at the start of your turn, earn 1 Point. A unit is wholly within if every model in the unit is at least partially in the enemy Deployment Zone.

The Butcher's Bill: Destroy 2+ enemy units during a player turn to earn 1 Point.

Ground Control: Earn 1 point for each objective held at the end of the last Battle Round played.

Old School: Earn 1 point for the following:

- **First Strike:** An enemy unit is destroyed in the first Battle Round.
- **Slay the Warlord:** The enemy Warlord is destroyed at game's end.
- **Linebreaker:** Have one of your models within your opponent's deployment zone at the end of the game.
- **Last Strike:** An enemy unit is destroyed in the last Battle Round played.

Destroyed models/units counting for two secondary objectives. (Yes or No)	Headhunter	Kingslayer	Marked for Death	Big Game Hunter	The Reaper	The Butcher's Bill	Old School
Headhunter		N	N	N	Y	N	N
Kingslayer	N		N	N	Y	N	N
Marked for Death	N	N		N	Y	N	N
Big Game Hunter	N	N	N		Y	N	N
The Reaper	Y	Y	Y	Y		Y	Y
The Butcher's Bill	N	N	N	N	Y		Y
Old School	N	N	N	N	Y	Y	

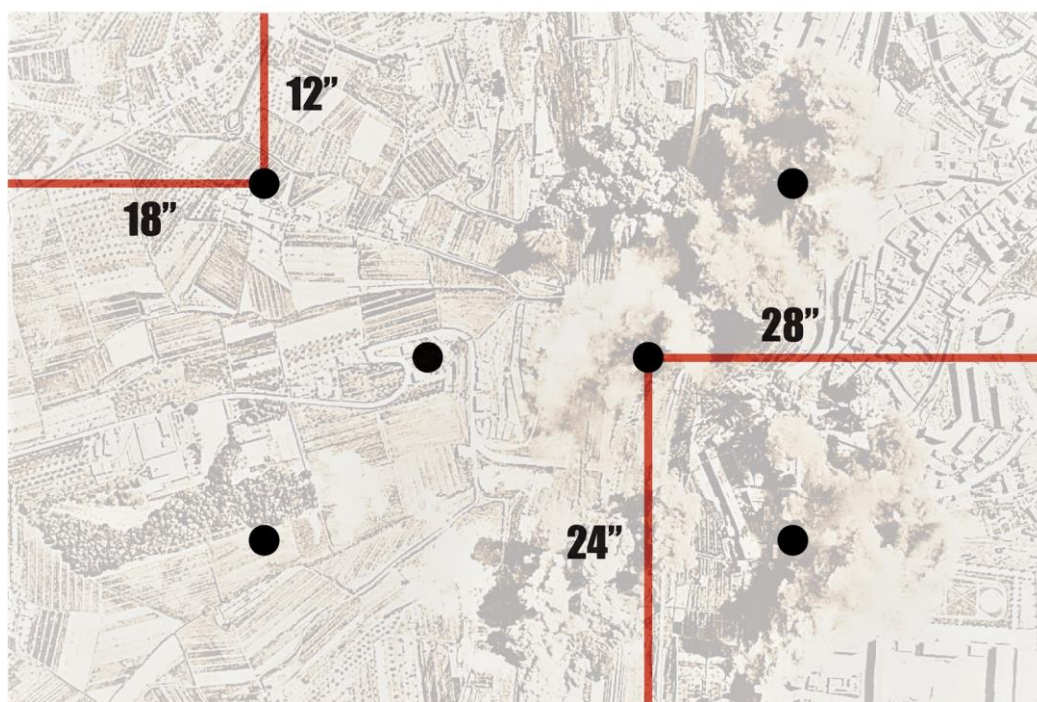
Scenarios

Scenario 1: Seize Ground

Deployment: Random

6 objectives placed as shown:

Seize Ground Bonus Point: If a player holds or contests 5 or more objectives at the end of their player turn, gain 1 point.



For an objective to be contested, both players have models within 3" of it but neither controls it. This typically occurs because both players have an equal number of models within range of the objective and either none of them are Objective Secured, or all of them are.

Scenario 1 Score Sheet

You	Opponent
PRIMARY	
BATTLE ROUND 1	
Player Turn	Player Turn
Kill 1+ Hold 1+ Bonus	Kill 1+ Hold 1+ Bonus
Battle Round End	Battle Round End
Kill More Hold More Total 0-5	Kill More Hold More Total 0-5
BATTLE ROUND 2	
Player Turn	Player Turn
Kill 1+ Hold 1+ Bonus	Kill 1+ Hold 1+ Bonus
Battle Round End	Battle Round End
Kill More Hold More Total 0-5	Kill More Hold More Total 0-5
BATTLE ROUND 3	
Player Turn	Player Turn
Kill 1+ Hold 1+ Bonus	Kill 1+ Hold 1+ Bonus
Battle Round End	Battle Round End
Kill More Hold More Total 0-5	Kill More Hold More Total 0-5
BATTLE ROUND 4	
Player Turn	Player Turn
Kill 1+ Hold 1+ Bonus	Kill 1+ Hold 1+ Bonus
Battle Round End	Battle Round End
Kill More Hold More Total 0-5	Kill More Hold More Total 0-5
BATTLE ROUND 5	
Player Turn	Player Turn
Kill 1+ Hold 1+ Bonus	Kill 1+ Hold 1+ Bonus
Battle Round End	Battle Round End
Kill More Hold More Total 0-5	Kill More Hold More Total 0-5
BATTLE ROUND 6	
Player Turn	Player Turn
Kill 1+ Hold 1+ Bonus	Kill 1+ Hold 1+ Bonus
Battle Round End	Battle Round End
Kill More Hold More Total 0-5	Kill More Hold More Total 0-5
SECONDARY	
Your Secondaries	Opponent Secondaries
Name	Name
1 2 3 4	1 2 3 4
Name	Name
1 2 3 4	1 2 3 4
Name	Name
1 2 3 4	1 2 3 4
POINT TALLY	
Yours	Opponents
1 2 3 4 5 6 7	1 2 3 4 5 6 7
8 9 10 11 12 13 14	8 9 10 11 12 13 14
15 16 17 18 19 20 21	15 16 17 18 19 20 21
22 23 24 25 26 27 28	22 23 24 25 26 27 28
29 30 31 32 33 34 35	29 30 31 32 33 34 35
36 37 38 39 40 41 42	36 37 38 39 40 41 42

Scenario 2: Cut to the Heart

Deployment: Random

3 objectives: Each player places 1 objective in their deployment zone more than 6" from a table edge and 12" from any other objective. 1 objective is placed in the middle of the table.



Cut to the Heart Bonus Point: If a player controls the center objective and their opponent's objective at the end of their player turn, they gain 1 point.

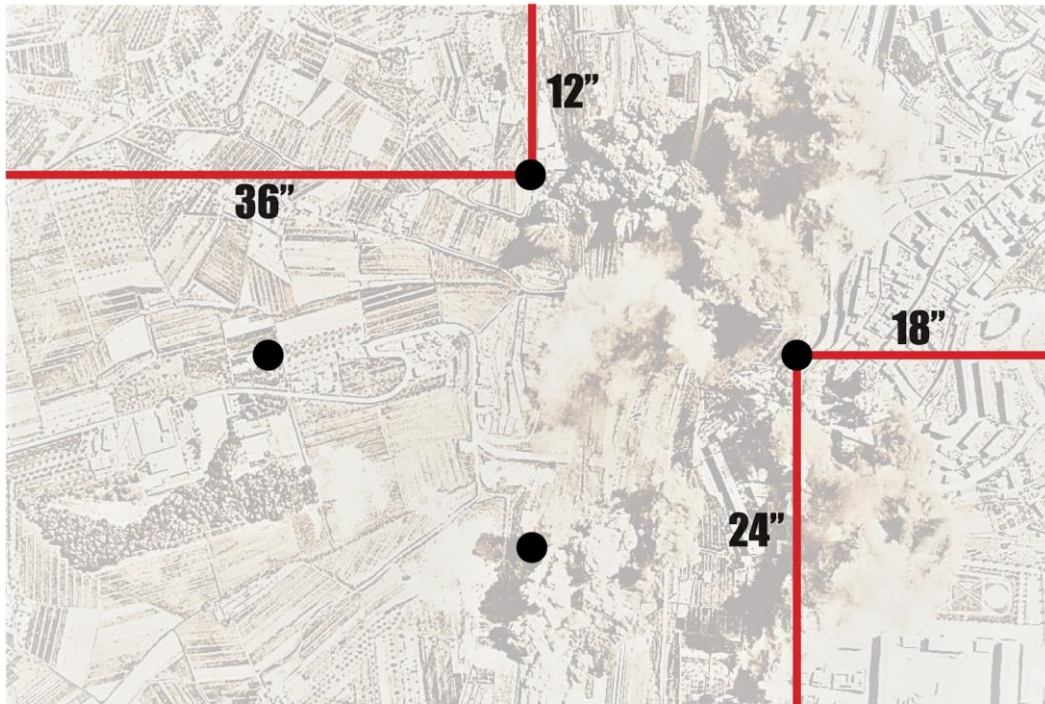
Scenario 2 Score Sheet

You	Opponent
PRIMARY	
BATTLE ROUND 1	
Player Turn	Player Turn
Kill 1+ Hold 1+ Bonus	Kill 1+ Hold 1+ Bonus
Battle Round End	Battle Round End
Kill More Hold More Total 0-5	Kill More Hold More Total 0-5
BATTLE ROUND 2	
Player Turn	Player Turn
Kill 1+ Hold 1+ Bonus	Kill 1+ Hold 1+ Bonus
Battle Round End	Battle Round End
Kill More Hold More Total 0-5	Kill More Hold More Total 0-5
BATTLE ROUND 3	
Player Turn	Player Turn
Kill 1+ Hold 1+ Bonus	Kill 1+ Hold 1+ Bonus
Battle Round End	Battle Round End
Kill More Hold More Total 0-5	Kill More Hold More Total 0-5
BATTLE ROUND 4	
Player Turn	Player Turn
Kill 1+ Hold 1+ Bonus	Kill 1+ Hold 1+ Bonus
Battle Round End	Battle Round End
Kill More Hold More Total 0-5	Kill More Hold More Total 0-5
BATTLE ROUND 5	
Player Turn	Player Turn
Kill 1+ Hold 1+ Bonus	Kill 1+ Hold 1+ Bonus
Battle Round End	Battle Round End
Kill More Hold More Total 0-5	Kill More Hold More Total 0-5
BATTLE ROUND 6	
Player Turn	Player Turn
Kill 1+ Hold 1+ Bonus	Kill 1+ Hold 1+ Bonus
Battle Round End	Battle Round End
Kill More Hold More Total 0-5	Kill More Hold More Total 0-5
SECONDARY	
Your Secondaries	Opponent Secondaries
Name	Name
1 2 3 4	1 2 3 4
Name	Name
1 2 3 4	1 2 3 4
Name	Name
1 2 3 4	1 2 3 4
POINT TALLY	
Yours	Opponents
1 2 3 4 5 6 7	1 2 3 4 5 6 7
8 9 10 11 12 13 14	8 9 10 11 12 13 14
15 16 17 18 19 20 21	15 16 17 18 19 20 21
22 23 24 25 26 27 28	22 23 24 25 26 27 28
29 30 31 32 33 34 35	29 30 31 32 33 34 35
36 37 38 39 40 41 42	36 37 38 39 40 41 42

Scenario 3: Nexus Control

Deployment: Random

4 objectives placed as shown:



Nexus Control Bonus Point: If a player holds all four objectives at the end of their player turn, they score 1 point.

Scenario 3 Score Sheet

	You		Opponent										
PRIMARY													
BATTLE ROUND 1													
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
BATTLE ROUND 2													
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
BATTLE ROUND 3													
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
BATTLE ROUND 4													
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
BATTLE ROUND 5													
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
BATTLE ROUND 6													
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
SECONDARY													
Your Secondaries		Opponent Secondaries											
Name	1 2 3 4	Name	1 2 3 4										
Name	1 2 3 4	Name	1 2 3 4										
Name	1 2 3 4	Name	1 2 3 4										
POINT TALLY													
Yours							Opponents						
1	2	3	4	5	6	7	1	2	3	4	5	6	7
8	9	10	11	12	13	14	8	9	10	11	12	13	14
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	31	32	33	34	35	29	30	31	32	33	34	35
36	37	38	39	40	41	42	36	37	38	39	40	41	42

Scenario 4: What's Yours Is Mine

Deployment: Random

5 objectives: 1 objective is placed in the middle of the table. Next, starting with the player that did not choose their deployment zone, each player places 1 objective anywhere on the table more than 6" from a table edge and 12" from another objective. They then place 1 objective in their opponent's deployment zone more than 6" from a table edge and 12" from another objective.



What's Yours Is Mine Bonus Point: If a player controls both of the objectives they placed on the table, they earn 1 point.

Scenario 4 Score Sheet

	You		Opponent										
PRIMARY													
BATTLE ROUND 1													
Player Turn	Kill 1+ Hold 1+ Bonus		Player Turn										
Battle Round End	Kill More Hold More Total 0-5		Battle Round End										
BATTLE ROUND 2													
Player Turn	Kill 1+ Hold 1+ Bonus		Player Turn										
Battle Round End	Kill More Hold More Total 0-5		Battle Round End										
BATTLE ROUND 3													
Player Turn	Kill 1+ Hold 1+ Bonus		Player Turn										
Battle Round End	Kill More Hold More Total 0-5		Battle Round End										
BATTLE ROUND 4													
Player Turn	Kill 1+ Hold 1+ Bonus		Player Turn										
Battle Round End	Kill More Hold More Total 0-5		Battle Round End										
BATTLE ROUND 5													
Player Turn	Kill 1+ Hold 1+ Bonus		Player Turn										
Battle Round End	Kill More Hold More Total 0-5		Battle Round End										
BATTLE ROUND 6													
Player Turn	Kill 1+ Hold 1+ Bonus		Player Turn										
Battle Round End	Kill More Hold More Total 0-5		Battle Round End										
SECONDARY													
Your Secondaries		Opponent Secondaries											
Name	1 2 3 4	Name	1 2 3 4										
Name	1 2 3 4	Name	1 2 3 4										
Name	1 2 3 4	Name	1 2 3 4										
POINT TALLY													
Yours							Opponents						
1	2	3	4	5	6	7	1	2	3	4	5	6	7
8	9	10	11	12	13	14	8	9	10	11	12	13	14
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	31	32	33	34	35	29	30	31	32	33	34	35
36	37	38	39	40	41	42	36	37	38	39	40	41	42

