

Ars Bellica Rules 9th Edition



Beta 9.3.0

www.ars-bellica.de

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What is Ars Bellica?

Ars Bellica is a competitive tournament format for the tabletop game Warhammer 40.000.

Our goal is to give the many enthusiastic 40k tournament players an opportunity to compete in a competitive and comparable league. At the same time, we want to offer tournament organizers a simple guide to create fair and balanced tournaments.

Ars Bellica brings the art of war back to the table. No maximized netlists from the Internet. Here the general is victorious, who has strategically built and successfully led his army.

Ars Bellica stands for a democratically organized tournament organization, which takes care of the Ars Bellica rulebook, FAQ's, and rule clarifications, as well as the organization of the league and the corresponding season finale.

The Ars Bellica tournament season takes place annually and ends with a final, in which the season's strongest players will compete. In the end, the winner not only goes home with a trophy and his title, but also finds his place in the Ars Bellica Hall of Fame.

Conduct during the game

The fair and friendly treatment of the player must always be observed. Both players contest the game together and try to finish it in a fair and friendly way. This also includes a friendly tone.

Specific questions about the rules of your own army will be answered truthfully and in full. In case of doubt, each player may insist on consulting the rules in the corresponding Codex, Rulebook, Errata, or FAQ. This includes the handing out of a correct army list before the game and at any time during the game.

The fair game is in the foreground. If the opponent forgets a unit or even a phase, you will point this out at least once. If one of the two players are accommodating and lets his opponent make up for a forgotten move, the opponent will return the gesture. If the forgetting of moves, for example, continues despite being pointed out several times, it is legitimate to stop pointing them out.

Avoid confusion by talking to your opponent. Most misunderstandings can be avoided early on by saying, for example, "I'm moving this unit within firing range of your unit". Ranges should be determined together before a decisive dice roll.

If there is a disagreement, try to resolve it among yourselves. It is not the referee's job to find a corresponding rule line from the codex and read it to you. Therefore, please read all relevant rules, such as the Codex, rulebook, FAQ, and Errata, before asking the referee for help. A decision can often be made by rolling a dice at 4+. If you do ask the referee for help, the referee's decision is binding, final and will not be challenged.

If one of the players insists on using a chess clock, the other player is obliged to use it to the best of his ability. Under no circumstances may the use of a correctly functioning chess clock be forbidden.

Under no circumstances will there be deliberate cheating in the game. Anyone who plays with loaded dice, manipulated measuring tapes, cards or rules, repositions terrain or units, or otherwise deliberately cheats in any way to his own advantage will be excluded from the tournament without exception.

Game time

Ars Bellica games are played with five rounds. The game ends automatically after the fifth round.

Every tournament participant is obliged to create his own tournament army within the scope of his playing possibilities. This means that a game over full 5 rounds within the given time must be able to be played by the player.

In principle, each player has only half the time available for the game. As proof to the tournament organizer the league management recommends the use of a chess clock.

A game starts with the official start time of the tournament organizer and must be finished within the official time limit. A game is only considered to be finished when the game result is submitted to the tournament organizer.

Any suspicion of time play, or the obvious time play of a fellow player must be reported to the tournament organizer during the game. Sanctions for time play can only be imposed if reported during the game.

It is up to the players to decide what time they give to their teammate. The league management recommends deducting the organisational time before the match, including the choice of sides, the definition of terrain, as well as the introduction of the army, etc., from the common playing time. Here 10 alternatively 20 minutes should be sufficient. However, the players should also pay attention to the timely submission of the results to the tournament organizer.

Models

All models must comply with the "What You See Is What You Get" (WYSIWYG) principle. This principle means that each model must be visibly equipped with the appropriate equipment listed on the army list. A model that has been equipped with a laser cannon on the army list must therefore also be modelled with a laser cannon. In addition, the size of the model must correspond to the size of the current original model. A Melta weapon is not a plasma launcher and a heavy bolter is not a laser cannon. Models that are not equipped according to the army list will be removed from the field as a loss. Not included in this rule are secondary armaments such as grenades, pistols, or knives.

All models of one type are without exception army wide on the same bases. The only exception are hero units, which may only be placed on reasonable larger bases. The base size may under no circumstances provide a playful advantage, such as greater range of auras or altered lines of sight.

Forgeworld models are generally allowed. Here the original models should be used. Exceptions are complex modifications.

Proxies are generally not allowed. A Tetra pack is not a Baneblade. A beer can is not a Drop Pod.

Count-As are allowed in individual cases. Models from other manufacturers, which correspond to the size of the original models and their armament can be admitted by the tournament organizer before the tournament.

Modified models that fall under the category "Modelling for Advantage" will be removed as a loss. For example, a Demon Prince with oversized wings that hides the units behind them.

The final decision about the playability of models is the responsibility of the tournament organizer.

Sanctions

Conspicuous players can be reported to the tournament organizer by their opponent. The tournament organizer has the duty to check the accusation. If the allegations are true, the tournament organizer will issue a warning. The tournament organizer is free to issue up to two warnings.

Afterwards he can resort to sanctions. These range from the redistribution of the victory points of a match to the abandonment of the match and the automatic loss by the conspicuous player. Depending on the penalty, this can result in a 70:30 game being changed to a 50:50 game or even a 0:100 game by the tournament organizer at the expense of the player who has become conspicuous.

In cases of hardship, the tournament organizers are free to exclude a conspicuous player from the tournament with immediate effect. In harder cases the tournament organizer is obliged to inform the league management of the decision. The reason for this is that the league management would like to warn other tournament organizers and in the worst case excludes the player who has become conspicuous several times from the season or the entire league.

Giving up a game is considered unsportsmanlike behaviour. For this reason, matches with a maximum score of 800 points will be scored for the winner. The giving up player receives 0 points as a sanction.

Time game

A game that is not finished within the given time frame counts as 0:0 for both players.

If half of a player's time is exceeded, the following sanctions apply:

Up to 5 minutes

100 tournament points deduction at the expense of the time player and corresponding credit for the injured party.

(*Time player 800:200 injured* becomes *Time player 700:300 injured*)

Up to 10 minutes

300 tournament points deduction at the expense of the time player and corresponding credit for the injured party.

(*Time player 800:200 injured* becomes *Time player 500:500 injured*)

More than 10 minutes

Automatic loss of the game for the time player and automatic win for the injured party.

The result can never be modified to the maximum result of 1000:0.

The tournament organizer is obliged to ensure that for reasons of comparability the rules of the time game are enforced.

Army lists and army composition

The army list must be published at least four days before the tournament in the channel provided for this purpose by the tournament organiser (e.g. thread in a forum, e-mail, etc.).

The army list follows Games Workshop's guidelines for creating a "Battle-Forged Army Roster". This can be found in the rulebook.

The army list must be formatted legibly and correctly according to the following scheme:

Name: First name "Nick name" Last name

Detachment: Patrol Detachment

Sources: Codex Chaos Space Marines, Chapter Approved

Detachment Keywords: Slannesh, Patrol, Chaos Space Marines

Warlord: Sorcerer

Pre-Game-Stratagems: -

Command Points: 6-2+2=6

Reinforcement points: 6

Total points: 694

++ Patrol Detachment +3CP (Chaos -Chaos Space Marines) [38 PL, 694pts] ++

Detachment Keywords: Slannesh, Patrol, Chaos Space Marines

Legion: Black Legion

+ HQ [6 PL, 98pts] +

01x Sorcerer [6PL,98pts]

Bolt pistol, Black Legion, Force stave [8pts], Frag & Krak grenades,
Mark of Slannesh, Prescience, Smite, Warptime

+ Troops [3 PL, 40pts] +

10x Chaos Cultists[3PL,40pts]

Mark of Slaanesh, Black Legion

09x Chaos Cultist w/ Autogun [36pts] 9x Autogun

01x Cultist Champion [4pts]: Autogun

+ Elites [19 PL, 361pts] +

19x Noise Marines[19PL,361pts]

Mark of Slaanesh, Black Legion

18x Marine Sonic blaster [342pts] 18x Bolt pistol, 18x Frag & Krak grenades, 18x Sonic Blaster
[72pts]

01x Noise Champion [19pts] Bolt pistol, Frag & Krak grenades, Sonic blaster [4pts]

+ Heavy Support [10 PL, 195pts] +

03x Obliterators[10PL,195pts]

Mark of Slaanesh, Black Legion

03x Obliterator [195pts]: 3x Fleshmetal guns

Restrictions 1500 points

- Maximum 1500 points
 - The army starts with 8 command points instead of the 12 from the rule book.
 - The army must be battle-forged.
 - Only one (1) Detachment
 - Exclusively one (1) faction e.g. Craftworlds, Astra Militarum, Space Marines.
(Ynnari get one faction in addition to the characters)
 - No Lord of War or titanic unit
 - No Supreme Commander
 - No units from Legends
 - No Army of Renown
 - No Understrength units.
 - Maximum 100 models in the list
 - No Forgeworld model that costs 230 points or more.
-
- No unit doubled from HQ, Elite, Fast Attack, Heavy Support and Aircraft
 - Maximum three times the same Troops choice
 - No more than twice the same Transport.
Exception: the faction only has access to one selection, then maximum three times the same Transport.
-
- Units with the keyword VEHICLE may contain up to 3 models in the unit at model costs including war gear of 84 or less points. For model costs including war gear of 85 or more points, these units may only contain the minimum number of models.
 - Units with the keyword MONSTER or BATTLESUIT may contain models with costs including war gear of 109 points or less up to their maximum number according to the datasheet. For model costs of 110 or more points, the unit may consist of a maximum of 2 models.

Restrictions 2000 points

- Maximum 2000 points
 - The army must be battle-forged.
 - Two (2) Detachments only
 - At most one Lord of War or Titanic unit.
 - No units from Legends
 - No Understrength units.
 - Maximum 150 models in the list
 - Maximum one Forgeworld model that costs 230 points or more.
-
- Maximum two equal selections of HQ, Elite, Fast Attack, Heavy Support and Aircraft
 - Maximum three times the same Troops choice.
 - Exception: The fraction only has access to one selection, then a maximum of six times the same standard selection.
 - A maximum of five times the same Transport.
-
- Units with the keyword VEHICLE may contain up to 3 models in the unit at model costs including war gear of 79 or less points. For model costs including war gear of 80 or more points, these units may only contain the minimum number of models.
 - Units with the keyword MONSTER or BATTLESUIT may contain models with costs including war gear of 104 points or less up to their maximum number according to the datasheet. For model costs of 105 or more points, the unit may consist of a maximum of 2 models.

Game structure

1500 league

A game lasts 150 minutes and always has 5 rounds.

The game is played with the Ars Bellica mission objective marker placement and the Ars Bellica mission set. The type of deployment is determined by the tournament organizer before the game and is valid for all tournament participants. The deployment maps are chosen from a pool of the strike force mission of the Grand Tournament Book, being the missions 11, 12, 13, 32 and 33.

2000 League

A game lasts 180 minutes and always has 5 rounds.

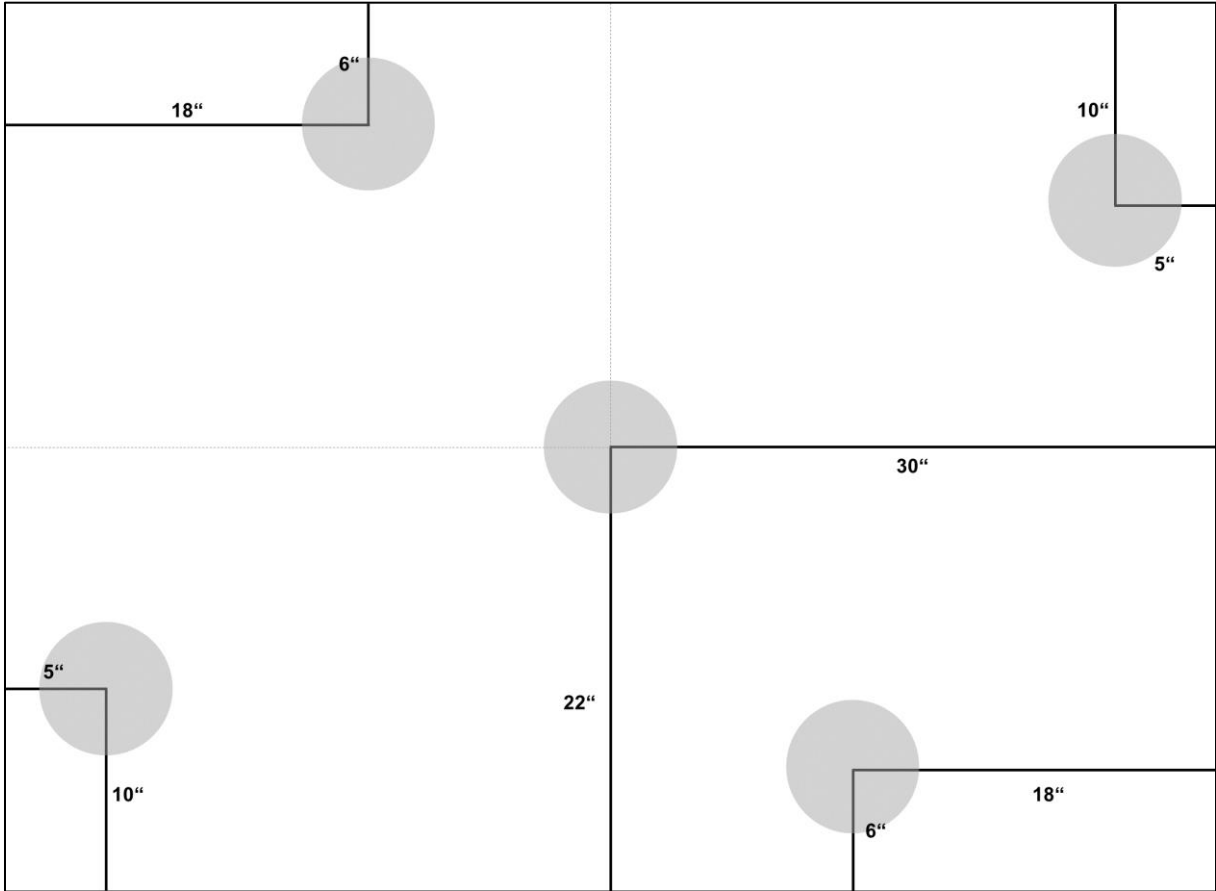
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General procedure before the start of the game:

- Exchange of the army list and presentation of the army
- Definition of the terrain, if not specified by the tournament organizer
- Each player bans a mission from his or her opponent and chooses three covert missions. (Maximum one mission from each category) Afterwards the missions are shown to the other player at the same time.
- Attacker and Defender are determined according to the basic rules.
- The defender chooses the Deployment zone.
- The Reserves and transporters are defined and communicated covertly according to the basic rules.
- Starting with the Defender, each unit is set up alternately according to the basic rules.
- The Beginner is determined according to the basic rules and skills that take place before the battle are dealt with.

Objective Placement

The placement of the markers (40 mm according to the basic ruleset) is independent of the type of deployment according to the scheme shown here. The game is played on a 60 "x44" table, regardless of the points limit.



Mission Objective markers are placed by the tournament organizer at best before the tournament. They may only be placed outside of terrain and only on the ground floor. If this is not possible due to solid terrain, they may also be placed in the terrain but only on the ground floor.

Make sure that the markers are placed correctly and that they have not slipped by moving terrain between games.

Terrain rules

The terrain rules of the basic rules of the ninth edition for ruins, craters, armoured containers, barricades and pipelines, forests, battlefield remains, industrial structures and collapsed walls apply.

In addition, the following additions apply:

A model can only be placed where it can stand independently on its base or underside. This excludes the possibility of models being jammed or leaning against each other to be placed.

Vehicles with the FLY keyword can only be placed in floors of ruins if their entire base can be placed there. This means that no part of the base may protrude above the floor.

Missions

An Ars Bellica game contains three missions that are played simultaneously. These are divided into primary mission, secondary mission, and tertiary mission.

The victory points achieved by the players are transferred into a percentage matrix (maximum score 800:200) by the tournament organizer and the result is calculated as in the following example:

Player 1 could achieve 30 victory points.

Player 2 could achieve 20 victory points.

The result is calculated:

Player 1 $[30 / (30+20)] * 1000 = 600$ tournament points

Player 2 $[20 / (30+20)] * 1000 = 400$ tournament points

In total, a maximum of 1000 tournament points can be achieved.

Primary mission

For each mission objective held by a single unit of yours at the end of your own turn, one victory point is scored. Every player turn a maximum of 5 points can be scored. After the 5th battle round every player scores one additional victory point for each mission objective they control.

A maximum of 30 points can be achieved.

Secondary mission

At the end of the game, the point cost of all destroyed units is added up. Units that have lost 50% or more of their original wounds are added at half their point cost. One victory point is scored for each full 100-point cost.

Example:

A Leman Russ (150 points) was destroyed.

A Baneblade (500 pts) has 8 LP left, therefore counts for 50% ($500/2=250$ pts).

Thus 400 points were destroyed, and 4 victory points were scored.

A maximum of 15 or 20 points can be achieved.

Tertiary Mission

The pool of tertiary missions consists of 3 selectable missions selected from one of 5 categories. Before choosing the missions, each player bans a mission from his or her opponent, which then cannot be chosen by the other player. Afterwards, both players choose their missions covertly and uncover them at the same time.

A maximum of 15 points can be achieved.

C1 – Field Control

01. Fortify our position

At the end of your Player Turn, no enemy unit is neither within nor wholly-within your Deployment zone.

At least 02 times fulfilled – 1 victory point

At least 03 times fulfilled – 3 victory points

At least 04 times fulfilled – 5 victory points

02. We need recon

*At the beginning of your Command Phase, at least one of your units is wholly-within each table quarter. (22"*30")*

At least 01 times fulfilled – 1 victory point

At least 02 times fulfilled – 3 victory points

At least 04 times fulfilled – 5 victory points

03. Dominate them

*At the end of any Battle Round, there are more friendly than enemy units wholly-within each table quarter. (22"*30")*

At least 01 times fulfilled – 5 victory points

C2 – Tactical Position

04. Total control

At the end of any Player Turn, control all Objective Markers.

At least 01 times fulfilled – 3 victory points

At least 02 times fulfilled – 5 victory points

05. Push them back

At the end of any Player Turn, control Objective Markers that the enemy controlled at the beginning of the turn.

At least 02 times fulfilled – 1 victory point

At least 03 times fulfilled – 3 victory points

At least 05 times fulfilled – 5 victory points

06. Achieve supremacy

At the end of any Player Turn, control at least 3 Objectives Markers.

At least 02 times fulfilled – 1 victory point

At least 03 times fulfilled – 3 victory points

At least 04 times fulfilled – 5 victory points

C3 – Destroy Enemies

07. Kill them all

Destroy enemy models. Count all enemy models removed from the game in any way.

At least 25 models destroyed – 1 victory point – At least 40 models destroyed (2000)

At least 55 models destroyed – 3 victory points – At least 80 models destroyed (2000)

At least 90 models destroyed – 5 victory points – At least 120 models destroyed (2000)

08. Take Aim

Destroy enemy units with ranged attacks.

At least 02 units destroyed – 1 victory point – At least 03 units destroyed (2000)

At least 05 units destroyed – 3 victory points – At least 07 units destroyed (2000)

At least 09 units destroyed – 5 victory points – At least 12 units destroyed (2000)

09. For Glory

Destroy enemy units with melee attacks.

At least 02 units destroyed – 1 victory point – At least 03 units destroyed (2000)

At least 04 units destroyed – 3 victory points – At least 06 units destroyed (2000)

At least 06 units destroyed – 5 victory points – At least 19 units destroyed (2000)

C4 – Eliminate Target

10. Bring down the beast

Destroy enemy models with 8 or more wounds. (models with 16+ wounds count double)

At least 02 models destroyed – 1 victory point – At least 03 models destroyed (2000)

At least 03 models destroyed – 3 victory points – At least 05 models destroyed (2000)

At least 05 models destroyed – 5 victory points – At least 07 models destroyed (2000)

11. Headhunter

Destroy enemy models with the keyword character. (The destroyed warlord counts double)

At least 01 models destroyed – 1 victory point – At least 02 models destroyed (2000)

At least 03 models destroyed – 3 victory points – At least 04 models destroyed (2000)

At least 05 models destroyed – 5 victory points – At least 07 models destroyed (2000)

12. Concentrate your attack

Cause wounds on models with a 3+ wounds characteristic of a multi-model unit. (Except vehicles and monsters)

At least 06 wounds caused – 1 victory point – At least 09 wounds caused (2000)

At least 12 wounds caused – 3 victory points – At least 18 wounds caused (2000)

At least 18 wounds caused – 5 victory points – At least 27 wounds caused (2000)

C5 – Take Action

13. Bring them war

*One **Infantry** unit from your army can start to perform this **Action** at the end of your movement phase while it is wholly within your opponent's deployment zone. The action ends at the end of your player turn.*

At least 01 times fulfilled – 1 victory point

At least 03 times fulfilled – 3 victory points

At least 04 times fulfilled – 5 victory points

14. Gather data

*One **Character** unit from your army can start to perform this **Action** at the end of your movement phase while it is wholly within range of an objective. The action ends at the end of your player turn. Each objective can only be targeted once for this action.*

At least 02 times fulfilled – 1 victory point

At least 03 times fulfilled – 3 victory points

At least 04 times fulfilled – 5 victory points

15. Hold this position

*Once you choose this mission, after choosing sides, nominate one unit without the **Character** keyword and one objective. You can start to perform this **Action** at the end of your movement phase if the objective is under your control. The action is completed at the end of your player turn if the nominated unit controls the selected objective.*

At least 02 times fulfilled – 1 victory point

At least 04 times fulfilled – 3 victory points

At least 05 times fulfilled – 5 victory points

Ars Bellica Mission 9.3 1500 Points

The structure of the game follows the basic rules of the 9th edition.

You ban the enemy player from one mission, then you select three missions of your own. A maximum of one mission can be selected from each category C.

C1 - Field Control				C2 - Tactical Postion				C3 - Destroy Enemies				C4 - Eliminate Target				C5 - Take Action			
01 Fortify our position				04 Total control				07 Kill them all				10 Bring down the beast				13 Bring them war			
At the end of your Player turn, no enemy unit is neither within nor wholly-within your Deployment zone.				At the end of any Player turn, you control every Objective.				Destroy enemy models. Count all enemy models removed from the game in any way.				Destroy enemy models with 8 or more Wounds. (Models with 16+ W give 2 points)				One Infantry unit from your army can start to perform this Action at the end of your movement phase while it is wholly within your opponent's deployment zone. The Action ends at the end of your player turn.			
2	3	4		-	1	2		25	55	90		2	3	5		1	3	5	
02 We need recon				05 Push them back				08 Take aim				11 Headhunter				14 Gather data			
At the beginning of your Command phase, at least one of your units is wholly-within each Table quarter. (22"*30")				At the end of any Player turn, you control Objectives that the enemy controlled at the beginning of the Player turn.				Destroy enemy units with ranged attacks.				Destroy enemy models with the Character keyword. (The destroyed warlord counts double)				One Character unit from your army can start to perform this Action at the end of your movement phase while it is wholly within range of an objective. The Action ends at the end of your player turn. Each objective can only be targeted once for this action.			
1	2	4		1	3	5		2	5	9		1	3	5		2	3	4	
03 Dominate them				06 Achieve supremacy				09 For glory				12 Concentrate your attack				15 Hold this postion			
At the end of any Battle round, there are more friendly than enemy units wholly-within each Table quarter. (22"*30")				At the end of any Player turn, control at least 3 Objectives.				Destroy enemy units with melee attacks.				Cause enemy models with 3+ Wounds characteristic of a multi-model unit to lose wounds. (Except vehicles and monsters)				Once you choose this mission, after choosing sides, nominate one unit without the Character keyword and one objective. You can start to perform this Action at the end of your movement phase if the objective is under your control. The Action is completed at the end of your player turn if the nominated unit controls the selected objective.			
-	-	1		1	3	4		2	4	6		6	12	18		2	4	5	

For completing each tertiary mission you can earn | 1 | 3 | 5 | victory points. The minimum conditions for obtaining victory points can be found under each mission.

Ars Bellica Mission Sheet 9.3 2000 Punkte

Der Spielaufbau folgt dem Grundregelbuch der 9ten Edition.

Es wird dem Mitspieler eine Mission gebannt, anschließend werden drei eigene Missionen ausgewählt. Aus jeder Kategorie K kann maximal eine Mission gewählt werden.

K1 - Field Control	K2 - Tactical Position	K3 - Destroy Enemies	K4 - Eliminate Target	K5 - Take Action
01 Fortify our position Am Ende deines Spielerzuges befindet sich keine feindliche Einheit weder teilweise noch vollständig in deiner Aufstellungszone.	04 Total control Kontrolliere am Ende eines beliebigen Spielerzuges alle Missionszielmarker.	07 Kill them all Vernichte feindliche Modelle. Alle auf jegliche Art aus dem Spiel entfernten feindlichen Modelle zählen.	10 Bring down the beast Vernichte feindliche Modelle mit 8 oder mehr Lebenspunkten. (Modelle mit 16+ LP zählen doppelt)	13 Bring them war Eine Infanterie Einheit der Armee kann diese Aktion am Ende deiner eigenen Bewegungsphase beginnen, solange sie sich vollständig in der gegnerischen Aufstellungszone befindet. Die Aktion endet am Ende deines Spielerzuges.
2 3 4	- 1 2	40 80 120	3 5 7	1 3 4
02 We need recon Zu Beginn deiner Commandphase befindet sich jeweils mindestens eine deiner Einheiten vollständig in jedem Spielfeldviertel. (22"*30")	05 Push them back Kontrolliere am Ende eines beliebigen Spielerzuges Missionsziele, die zu Beginn des Spielerzuges der Feind kontrollierte.	08 Take aim Vernichte feindliche Einheiten durch Fernkampfattacken.	11 Headhunter Vernichte feindliche Modelle mit dem Keyword Charakter . (Der vernichtete Warlord zählt doppelt)	14 Gather data Eine Einheit mit dem Schlüsselwort Charakter deiner Armee kann diese Aktion am Ende deiner Bewegungsphase durchführen, solange sie vollständig in Reichweite zu einem Missionsziel ist. Die Aktion endet am Ende deines Spielerzuges. Jedes Missionsziel kann nur einmal Ziel dieser Aktion sein
1 2 4	1 3 5	3 7 12	2 4 7	2 3 4
03 Dominate them Am Ende einer beliebigen Schlachtrunde befinden sich in jedem Spielfeldviertel vollständig mehr eigene als feindliche Einheiten. (22"*30")	06 Achieve supremacy Kontrolliere am Ende eines beliebigen Spielerzuges mindestens 3 Missionsziele.	09 For glory Vernichte feindliche Einheiten durch Nahkampfattacken.	12 Concentrate your attack Verursache Lebenspunktverluste an Modellen mit 3+ LP einer Multi-Model-Einheiten. (Ausgenommen Fahrzeuge und Monster)	15 Hold this postion Sobald du diese Mission wählst, nimmere eine Einheit ohne das Schlüsselwort Charakter aus deiner Armee. Nachdem die Seitenwahl stattgefunden hat, nimmere einen Missionszielmarker. Sofern du den nominierten Missionszielmarker kontrollierst, kann die nominierte Einheit diese Aktion am Ende deiner Bewegungsphase beginnen. Die Aktion endet am Ende deines Spielerzuges, sofern du den Missionszielmarker weiterhin kontrollierst.
- - 1	1 3 4	1 3 5	9 18 27	2 4 5

Für das Erfüllen jeder Tertiärmission kannst du | 1 | 3 | 5 | Siegpunkte erlangen. Die Mindestbedingungen zum Erreichen der Siegpunkte findest du unter jeder Mission.

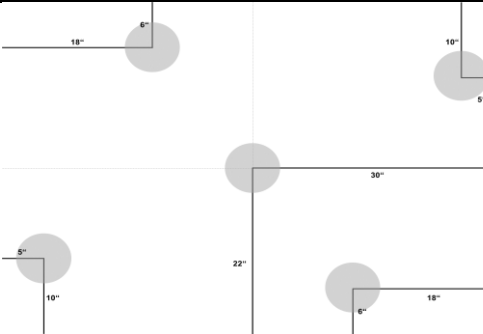
Ars Bellica Score Sheet 9.3

Game 1				
Player				
Primary Mission				
Round	Points		Points	
1				
2				
3				
4				
5				
End Game				
Overall				
Secondary Mission				
Overall				
Tertiary Mission				
Ban				
Mission 1				
Mission 2				
Mission 3				
Score 1				
Score 2				
Score 3				
Overall				
Final Score				

Game 2				
Player				
Primary Mission				
Round	Points		Points	
1				
2				
3				
4				
5				
End Game				
Overall				
Secondary Mission				
Overall				
Tertiary Mission				
Ban				
Mission 1				
Mission 2				
Mission 3				
Score 1				
Score 2				
Score 3				
Overall				
Final Score				

Game 3				
Player				
Primary Mission				
Round	Points		Points	
1				
2				
3				
4				
5				
End Game				
Overall				
Secondary Mission				
Overall				
Tertiary Mission				
Ban				
Mission 1				
Mission 2				
Mission 3				
Score 1				
Score 2				
Score 3				
Overall				
Final Score				

Placing Objectives



Objectives must be placed on ground level and outside of any terrain feature. The measurements left to right are l*w: 5"*10" / 22"*30" / 6"*18"

Missions

Primary Mission
For each mission objective held by a single unit of yours at the end of your own turn, one victory point is scored. Every player turn a maximum of 5 points can be scored. After the 5th battle round every player scores one additional victory point for each mission objective they control.

Secondary Mission
At the end of the game, the point costs of all destroyed units are added up. Units that have lost 50% or more of their original number of wounds are added at half their point cost. One victory point is scored for each full 100 point cost.

Tertiary Mission
Ban one then choose 3 missions. Each of the 3 missions must be from a different category C.

Notes: