

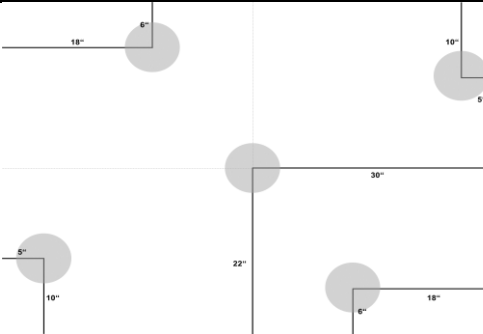
Ars Bellica Score Sheet 9.3

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: