

# Engines of Vaul –Rules Packet

## Warhammer 40,000 Tournament

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Hit Point Hobbies

118 W. Main St. Aberdeen, NC 28315

October 15<sup>th</sup>, 2016

9:30 a.m.

Entry Fee: \$20.00

Point Level: 2,250

Rounds: 3

Max Time per Round: 2 hours, 50 minutes

Rule sets: As to the right, note that is a unit has a conflicting status in the chart to the right, it is not allowed.

### Standard Set-up

1. Players role off to place 1<sup>st</sup> objective, then alternate placing objectives in order . Refer to the details of the Primary Mission below.
2. Players role to determine Player 1 / who goes first.
3. Player 1 chooses deployment zone & deploys army first, followed by player 2.
4. Player 1 chooses to go first or second.
5. If player 1 chooses to go first, player two can steal the initiative. If only one opponent has a Lord of War on the field, the opposing player gets a +1 to this role.
6. All games are random game length.
7. Night Fighting and Game Length are determined as normal

### **Allowed Rules / Units**

- ✔ Codex Units
- ✔ Codex Supplements
- ✘ Unbound Armies

### **Super Heavy and Gargantuan**

- ✔ Super Heavy Vehicles
- ✔ Gargantuan Monstrous Creatures
- ✔ Escalation Warlord Traits

### **Stronghold Assault / Fortification**

- ✔ Fortifications
- ✘ Fortifications Networks
- ✘ AV 15 / D-Weapon Fortifications
- ✔ Void Shield Generators

### **Death from the Skies**

- ✔ Flier Rules
- ✘ Dogfight Phase

### **Imperial Armor / Forge World**

- ✔ 40k Units
- ✔ IA Army List / Codexes
- ✔ IA Super Heavies
- ✘ Horus Heresy / Warhammer 30k

## **Warlord Traits and Psychic Powers**

Warlord Traits and Psychic powers are rolled as normal. If only one player has a lord of war the opposing player may choose to use the warlord trait table out of the Escalation Book. The Tactical Objective Warlord Traits from the BRB is also allowed.

## Tactical Objectives

Each Player will be able to roll for two (2) Tactical Objectives at the beginning of their first round from Tactical Objective Chart #1. At the end of their player turn, any tactical objectives attained will score victory points and it is removed from play. The player may also choose to discard one tactical objective of his choice at the end of their player round. Any tactical objectives not scored or discarded will be carried through to the following rounds and are still eligible for scoring.

At the beginning of each player's turns 2 through 5, each player can role on the corresponding Tactical Objective Chart for that turn (Tactical Objective Chart 2 for round 2, Tactical Objective Chart 3 for round 3, etc) to bring the total number of objectives up to 2. No more Tactical Objectives can be obtained in round 6 or 7, although existing ones can still be scored.

## Scoring

The tournament is a Win/Loss event with a built in system to manage ties.

## Match Points

The result of each player's round will be expressed in match points. The player with the most match points at the end will be in contention to be the winner of the tournament. Match Points are rewarded as follows, based on the result of the round.

Winner: 5 Match Points

Tie: 4 Match Points

Loser: 2 Match Points

Concedes: 0 Match Points

## Victory Points

Victory Points will be used to determine which player is the winner of the match, and therefore how many match points are rewarded. Victory Points are not carried forward to determine the winner of the tournament in anyway, unless needed by a judge to break a tie in battle points. The conditions for Victory Points are listed on the score sheets.

## Battle Points

Battle Points are separate points scored during the round. While similar to the conditions used to determine victory points, these are kept and used to break ties in case one or more players get the same number of Match Points.

The software we use compares the difference between your Battle Points and your Opponents to break the tie. So the equation to determine your total battle points is (Your Battle Points for all three rounds – Your Opponent's Battle Points for all three rounds).

## Tabled Opponents and Scoring

If one opponent is tabled (having all of his units removed as casualties) or his opponent quits get the tournament organizer immediately. The round will be scored as follows:

- The player who still has pieces on the board is the automatic winner (5 match points). Victory Points have no bearing on the outcome but will be calculated.
- If the Winner's opponent lost all of his units in fair play, they receive 2 match points. If the forfeited the game they receive 0 points.
- The winner will be able to move as normal through his 7<sup>th</sup> round to claim any objectives for the final score of battle points.
- No additional Tactical Objectives are scored.

## First Grease

First Grease is a tournament specific Battle Point condition. It works just like first blood, except it applies only to vehicles. If the first unit destroyed in a round is a vehicle the player gets both First Blood and First Grease. An opponent cannot win First Grease if they did not have vehicles in their army. The condition is ignored for the round.

## FAQ & Special Considerations

The Store FAQs and General guidelines are found on the store's website off of the Warhammer 40,000 page as found under the Miniature War Games or by clicking this link (<http://hitpointhobbies.com/Games/Warhammer40k/40kFAQ.cfm>). It is a working document and it will be updated as frequently as needed. If the question is not addressed in the store FAQ, then the beta FAQ's will be consulted.

## Painting Contest

There will be a painting contest for Vehicle Units. One non-transferable entry is included in the tournament entry fee. Additional entries may be entered for \$3.00, which will be added to the prize for the tournament. Rules for the painting contest are found on the store's website off of the Warhammer 40,00 page as found under the Miniature War Games or by clicking this link (<http://hitpointhobbies.com/Games/Warhammer40k/PaintingContest.cfm>).

All entries MUST be painted by the person entering the contest.

# Engines of Vaul – Game 1

Table Deployment: Hammer and Anvil (End to End)

Mission: Purge the Alien

## Tactical Objectives

Six Tactical Objective markers are placed at the beginning of the turn. Opponents role off to see who places the first objective, and they alternated deployment, deploying them in order. Each Player Roles for up to Two Tactical Objectives per turn, on the chart labeled for each round. The charts are on the attached sheets.

**At Game's End:** Invite the tournament Organizer to the table to finalize the scores before any miniatures are removed and award end of game bonuses.

How many Rounds did the Games Last? \_\_\_\_\_

Was one of the Player's Tabled? \_\_\_\_\_

Who Won: \_\_\_\_\_

## Victory Conditions (Victory Points)

|                              | Player 1 | Player 2 |
|------------------------------|----------|----------|
| <b>Names</b>                 |          |          |
| Units Killed (1 points each) | _____    | _____    |
| Tactical Objective Points    | _____    | _____    |
| Slay the Warlord (1 point)   | _____    | _____    |
| First Blood (1 point)        | _____    | _____    |
| Line breaker (1 Point)       | _____    | _____    |
| Through Attrition, Victory   | _____    | _____    |
| <b>Total Victory Points</b>  | _____    | _____    |
| <b>Match Points</b>          | _____    | _____    |

| <b>Battle Points</b>                       | Player 1 | Player 2 |
|--|----------|----------|
| Killed the Most Units (6 points)           | _____    | _____    |
| Slay the Warlord (2 pt)                    | _____    | _____    |
| First Blood (1pt)                          | _____    | _____    |
| Line Breaker (1 pt)                        | _____    | _____    |
| First Grease (2 pts)                       | _____    | _____    |
| Opponent has no Vehicles remaining (2 pts) | _____    | _____    |
| <b>Total Battle Points</b>                 | _____    | _____    |
| Difference                                 | _____    | _____    |

# Tactical Objective Charts – Game 1

This page will be printed and supplied with all score sheets.

| Game 1 Tactical Objective Chart 1   |     |         |            |  |        |                |         |  |
|---|-----|---------|------------|--|--------|----------------|---------|--|
| Roll twice on your first turn, rerolling repeat numbers. Mark them as “Rolled”.   |     |         |            |  |        |                |         |  |
| Player 1 _____  |     |         | Objectives |  |        | Player 2 _____ |         |  |
| Rolled  | Pts | Discard | Die        | Objective  | Rolled | Pts            | Discard |  |
| ◇   | ___ | ◇       | 1          | Secure Objective 1 (1 pt)  | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 2          | Secure Objective 2 (1 pt)  | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 3          | Hold One Objective for 3 rounds (2 pts) ◇ ◇ ◇                              | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 4          | Hold one Objective (#3 - #6) with a vehicle                                | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 5          | Kill an Independent Character / Monstrous Creature or Vehicle <sup>1</sup> | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 6          | Have vehicle in enemy deployment zone <sup>2</sup>                         | ◇      | ___            | ◇       |  |
| At the end of you player turn, score points for each objective scored by writing the number of points in the “pts” column. You can discard one objective by marking it as “Discard” |     |         |            |  |        |                |         |  |
| Game 1 Tactical Objective Chart 2   |     |         |            |  |        |                |         |  |
| Roll on Round 2 to bring the total objectives up to two, rerolling repeat numbers. Mark them as “Rolled”.   |     |         |            |  |        |                |         |  |
| Player 1 _____  |     |         | Objectives |  |        | Player 2 _____ |         |  |
| Rolled  | Pts | Discard | Die        | Objective  | Rolled | Pts            | Discard |  |
| ◇   | ___ | ◇       | 1          | Secure Objective 3 (1 pt)  | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 2          | Secure Objective 4 (1 pt)  | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 3          | Move Flat Out with a Vehicle (1 pt)  | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 4          | Kill a Troop Unit (1 pt <sup>3</sup> )                                     | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 5          | Kill a unit using a tank (1 pt)  | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 6          | Contest one Objective (1 pt <sup>4</sup> )                                 | ◇      | ___            | ◇       |  |
| At the end of you player turn, score points for each objective scored by writing the number of points in the “pts” column. You can discard one objective by marking it as “Discard” |     |         |            |  |        |                |         |  |

<sup>1</sup> Score 2 points for an enemy vehicle, 1 for others

<sup>2</sup> If 3 units are in the enemy deployment zone, score D3 Points

<sup>3</sup> If 3 troop units are killed in a single turn, score D3 Points

<sup>4</sup> If 3 Objectives are contested, score D3 Points

### Game 1 Tactical Objective Chart 3

Roll on Round 3 to bring the total objectives up to two, rerolling repeat numbers. Mark them as "Rolled".

| Player 1 _____ |     |         | Objectives |  |        | Player 2 _____ |         |  |
|----------------|-----|---------|------------|--|--------|----------------|---------|--|
| Rolled         | Pts | Discard | Die        | Objective  | Rolled | Pts            | Discard |  |
| ◇              | ___ | ◇       | 1          | Secure Objective 5 (1 pt)  | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 2          | Secure Objective 6 (1 pt)  | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 3          | Block one Psychic Power (1 pt)   | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 4          | Kill an Independent Character / Monstrous Creature or Vehicle <sup>5</sup> | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 5          | Perform a Tank Shock or Ram (1 pt)   | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 6          | Secure at least one objective outside of your deployment zone (1 pt)       | ◇      | ___            | ◇       |  |

At the end of you player turn, score points for each objective scored by writing the number of points in the "pts" column. You can discard one objective by marking it as "Discard"

### Game 1 Tactical Objective Chart 4

Roll on Round 4 to bring the total objectives up to two, rerolling repeat numbers. Mark them as "Rolled".

| Rolled | Pts | Discard | Die | Objective                                 | Rolled | Pts | Discard |
|--------|-----|---------|-----|---|--------|-----|---------|
| ◇      | ___ | ◇       | 1   | Hold three objectives (2 pts)             | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 2   | Hold an Objective with a Vehicle (1 pt)   | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 3   | Vehicle in enemy deployment zone (1 pt)   | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 4   | Kill a Heavy Support or Elite Unit (1 pt) | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 5   | Kill a unit in Close Combat (1 pt)        | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 6   | Contest one Objective (1 pt)              | ◇      | ___ | ◇       |

At the end of you player turn, score points for each objective scored by writing the number of points in the "pts" column. You can discard one objective by marking it as "Discard"

### Game 1 Tactical Objective Chart 5

Roll on Round 5 to bring the total objectives up to two, rerolling repeat numbers. Mark them as "Rolled".

| Rolled | Pts |  | Die | Objective  | Rolled | Pts |  |
|--------|-----|--|-----|--|--------|-----|--|
| ◇      | ___ |  | 1   | Secure an Objective secured by your opponent at the beginning of your player turn. (2 pts) | ◇      | ___ |  |
| ◇      | ___ |  | 2   | Kill an Independent Character / Monstrous Creature or Vehicle <sup>6</sup> (1 pt)          | ◇      | ___ |  |
| ◇      | ___ |  | 3   | Kill a Heavy Support or Elite Unit (1 pt)  | ◇      | ___ |  |
| ◇      | ___ |  | 4   | Kill (or already have killed) all of the Opponents HQ units                                | ◇      | ___ |  |
| ◇      | ___ |  | 5   | Perform a Ram or a Tank Shock (1 pt)   | ◇      | ___ |  |
| ◇      | ___ |  | 6   | Contest one Objective (1 pt)   | ◇      | ___ |  |

At the end of each player turn until the end of the game, score points for each objective scored by writing the number of points in the "pts" column.

<sup>5</sup> Score 2 points for an enemy vehicle, 1 for others

<sup>6</sup> Score 2 points for an enemy vehicle, 1 for others

# Engines of Vaul – Game 2

Table Deployment: Vanguard Strike (opposite Corners)

Mission: Crusade (3 objectives) – Objective #1 is placed in the center of the board. Each player places one objective each.

## Tactical Objectives

Each Player Roles for up to Two Tactical Objectives per turn. Each Player Roles for up to Two Tactical Objectives per turn, on the chart labeled for each round. The charts are on the attached sheets.

**At Game’s End:** Invite the tournament Organizer to the table to finalize the scores before any miniatures are removed and award end of game bonuses.

How many Rounds did the Games Last? \_\_\_\_\_

Was one of the Player’s Tabled? \_\_\_\_\_

Who Won: \_\_\_\_\_

## Victory Conditions (Victory Points)

|                                       | Player 1 | Player 2 |
|---------------------------------------|----------|----------|
| <b>Names</b>                          | _____    | _____    |
| Objectives Controlled (3 points each) | _____    | _____    |
| Tactical Objective Points             | _____    | _____    |
| Slay the Warlord (1 point)            | _____    | _____    |
| First Blood (1 point)                 | _____    | _____    |
| Line breaker (1 Point)                | _____    | _____    |
| Through Attrition, Victory            | _____    | _____    |
| <b>Total Victory Points</b>           | _____    | _____    |
| <b>Match Points</b>                   | _____    | _____    |

| Battle Points                              | Player 1 | Player 2 |
|--|----------|----------|
| Objectives Controlled (3 points each)      | _____    | _____    |
| Slay the Warlord (1 pt)                    | _____    | _____    |
| First Blood (2 pt)                         | _____    | _____    |
| Line Breaker (1 pt)                        | _____    | _____    |
| First Grease (2 pt)                        | _____    | _____    |
| Opponent has no Vehicles remaining (2 pts) | _____    | _____    |
| Control Center Objective (1 pt)            | _____    | _____    |
| Total Battle Points                        | _____    | _____    |
| Difference                                 | _____    | _____    |

# Tactical Objective Charts – Game 2

This page will be printed and supplied with all score sheets.

| Game 2 Tactical Objective Chart 1   |     |         |            |  |        |                |         |  |
|---|-----|---------|------------|--|--------|----------------|---------|--|
| Roll twice on your first turn, rerolling repeat numbers. Mark them as "Rolled".   |     |         |            |  |        |                |         |  |
| Player 1 _____  |     |         | Objectives |  |        | Player 2 _____ |         |  |
| Rolled  | Pts | Discard | Die        | Objective  | Rolled | Pts            | Discard |  |
| ◇   | ___ | ◇       | 1          | Secure Objective 1 (1 pt)  | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 2          | Kill one Unit (1 pt)   | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 3          | Hold One Objective for 3 rounds (2 pts) ◇ ◇ ◇                              | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 4          | Hold one Objective (#2 or #3) with a vehicle                               | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 5          | Kill an Independent Character / Monstrous Creature or Vehicle <sup>7</sup> | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 6          | Have vehicle in enemy deployment zone <sup>8</sup>                         | ◇      | ___            | ◇       |  |
| At the end of you player turn, score points for each objective scored by writing the number of points in the "pts" column. You can discard one objective by marking it as "Discard" |     |         |            |  |        |                |         |  |
| Game 2 Tactical Objective Chart 2   |     |         |            |  |        |                |         |  |
| Roll on Round 2 to bring the total objectives up to two, rerolling repeat numbers. Mark them as "Rolled".   |     |         |            |  |        |                |         |  |
| Player 1 _____  |     |         | Objectives |  |        | Player 2 _____ |         |  |
| Rolled  | Pts | Discard | Die        | Objective  | Rolled | Pts            | Discard |  |
| ◇   | ___ | ◇       | 1          | Secure Objective 2 (1 pt)  | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 2          | Secure Objective 3 (1 pt)  | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 3          | Move Flat Out with a Vehicle (1 pt)  | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 4          | Kill a Troop Unit (1 pt <sup>9</sup> )                                     | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 5          | Kill a unit using a tank (1 pt)  | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 6          | Contest one Objective (1 pt <sup>10</sup> )                                | ◇      | ___            | ◇       |  |
| At the end of you player turn, score points for each objective scored by writing the number of points in the "pts" column. You can discard one objective by marking it as "Discard" |     |         |            |  |        |                |         |  |

<sup>7</sup> Score 2 points for an enemy vehicle, 1 for others

<sup>8</sup> If 3 units are in the enemy deployment zone, score D3 Points

<sup>9</sup> If 3 troop units are killed in a single turn, score D3 Points

<sup>10</sup> If 3 Objectives are contested, score D3 Points



### Game 2 Tactical Objective Chart 3

Roll on Round 3 to bring the total objectives up to two, rerolling repeat numbers. Mark them as "Rolled".

| Player 1 _____ |     |         | Objectives |   |        | Player 2 _____ |         |  |
|----------------|-----|---------|------------|---|--------|----------------|---------|--|
| Rolled         | Pts | Discard | Die        | Objective   | Rolled | Pts            | Discard |  |
| ◇              | ___ | ◇       | 1          | Secure Objective 1 (1 pt)   | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 2          | Secure Objective 2 (1 pt)   | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 3          | Secure Objective 3 (1 pt)   | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 4          | Kill an Independent Character / Monstrous Creature or Vehicle <sup>11</sup> | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 5          | Perform a Tank Shock or Ram (1 pt)  | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 6          | Secure at least one objective outside of your deployment zone (1 pt)        | ◇      | ___            | ◇       |  |

At the end of you player turn, score points for each objective scored by writing the number of points in the "pts" column. You can discard one objective by marking it as "Discard"

### Game 2 Tactical Objective Chart 4

Roll on Round 4 to bring the total objectives up to two, rerolling repeat numbers. Mark them as "Rolled".

| Rolled | Pts | Discard | Die | Objective                                 | Rolled | Pts | Discard |
|--------|-----|---------|-----|---|--------|-----|---------|
| ◇      | ___ | ◇       | 1   | Hold two objectives (1 pts)               | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 2   | Hold an Objective with a Vehicle (1 pt)   | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 3   | Vehicle in enemy deployment zone (1 pt)   | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 4   | Kill a Heavy Support or Elite Unit (1 pt) | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 5   | Kill a unit in Close Combat (1 pt)        | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 6   | Contest one Objective (1 pt)              | ◇      | ___ | ◇       |

At the end of you player turn, score points for each objective scored by writing the number of points in the "pts" column. You can discard one objective by marking it as "Discard"

### Game 2 Tactical Objective Chart 5

Roll on Round 5 to bring the total objectives up to two, rerolling repeat numbers. Mark them as "Rolled".

| Rolled | Pts | Discard | Die | Objective  | Rolled | Pts | Discard |
|--------|-----|---------|-----|--|--------|-----|---------|
| ◇      | ___ |         | 1   | Secure an Objective secured by your opponent at the beginning of your player turn. (2 pts) | ◇      | ___ |         |
| ◇      | ___ |         | 2   | Kill an Independent Character / Monstrous Creature or Vehicle <sup>12</sup> (1 pt)         | ◇      | ___ |         |
| ◇      | ___ |         | 3   | Kill a Heavy Support or Elite Unit (1 pt)  | ◇      | ___ |         |
| ◇      | ___ |         | 4   | Kill (or already have killed) all of the Opponents HQ units                                | ◇      | ___ |         |
| ◇      | ___ |         | 5   | Perform a Ram or a Tank Shock (1 pt)   | ◇      | ___ |         |
| ◇      | ___ |         | 6   | Contest one Objective (1 pt)   | ◇      | ___ |         |

At the end of each player turn until the end of the game, score points for each objective scored by writing the number of points in the "pts" column.

<sup>11</sup> Score 2 points for an enemy vehicle, 1 for others

<sup>12</sup> Score 2 points for an enemy vehicle, 1 for others

# Engines of Vaul – Game 3

Table Deployment: Vanguard Strike (opposite Corners)

Mission: Big Gins Never Tire (5 Objectives). – Objective #1 is placed in the center of the board. Each player places one objective in each deployment zone.

## Tactical Objectives

Each Player Roles for up to Two Tactical Objectives per turn. Each Player Roles for up to Two Tactical Objectives per turn, on the chart labeled for each round. The charts are on the attached sheets.

**At Game’s End:** Invite the tournament Organizer to the table to finalize the scores before any miniatures are removed and award end of game bonuses.

How many Rounds did the Games Last? \_\_\_\_\_

Was one of the Player’s Tabled? \_\_\_\_\_

Who Won: \_\_\_\_\_

## Victory Conditions (Victory Points)

|                                       | Player 1 | Player 2 |
|---------------------------------------|----------|----------|
| <b>Names</b>                          | _____    | _____    |
| Objectives Controlled (3 points each) | _____    | _____    |
| <b>Tactical Objective Points</b>      | _____    | _____    |
| Slay the Warlord (1 point)            | _____    | _____    |
| First Blood (1 point)                 | _____    | _____    |
| Line breaker (1 Point)                | _____    | _____    |
| Through Attrition, Victory            | _____    | _____    |
| <b>Total Victory Points</b>           | _____    | _____    |
| <b>Match Points</b>                   | _____    | _____    |

| <b>Battle Points</b>                       | Player 1 | Player 2 |
|--|----------|----------|
| Objectives Controlled (3 points each)      | _____    | _____    |
| Slay the Warlord (1 pt)                    | _____    | _____    |
| First Blood (1 pt)                         | _____    | _____    |
| Line Breaker (2 pt)                        | _____    | _____    |
| First Grease (2 pt)                        | _____    | _____    |
| Opponent has no Vehicles remaining (2 pts) | _____    | _____    |
| Opponent has no Heavy Support (3 pts)      | _____    | _____    |
| Control Center Objective (1 pt)            | _____    | _____    |
| <b>Total Battle Points</b>                 | _____    | _____    |
| <b>Difference</b>                          | _____    | _____    |

# Tactical Objective Charts – Game 3

This page will be printed and supplied with all score sheets.

| Game 3 Tactical Objective Chart 1   |     |         |            |   |        |                |         |  |
|---|-----|---------|------------|---|--------|----------------|---------|--|
| Roll twice on your first turn, rerolling repeat numbers. Mark them as “Rolled”.   |     |         |            |   |        |                |         |  |
| Player 1 _____  |     |         | Objectives |   |        | Player 2 _____ |         |  |
| Rolled  | Pts | Discard | Die        | Objective   | Rolled | Pts            | Discard |  |
| ◇   | ___ | ◇       | 1          | Secure Objective 2 (1 pt)   | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 2          | Secure Objective 3 (1 pt)   | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 3          | Hold One Objective for 3 rounds (2 pts) ◇ ◇ ◇                               | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 4          | Hold one Objective (#4 or #5) with a vehicle                                | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 5          | Kill an Independent Character / Monstrous Creature or Vehicle <sup>13</sup> | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 6          | Have vehicle in enemy deployment zone <sup>14</sup>                         | ◇      | ___            | ◇       |  |
| At the end of you player turn, score points for each objective scored by writing the number of points in the “pts” column. You can discard one objective by marking it as “Discard” |     |         |            |   |        |                |         |  |
| Game 3 Tactical Objective Chart 2   |     |         |            |   |        |                |         |  |
| Roll on Round 2 to bring the total objectives up to two, rerolling repeat numbers. Mark them as “Rolled”.   |     |         |            |   |        |                |         |  |
| Player 1 _____  |     |         | Objectives |   |        | Player 2 _____ |         |  |
| Rolled  | Pts | Discard | Die        | Objective   | Rolled | Pts            | Discard |  |
| ◇   | ___ | ◇       | 1          | Secure Objective 4 (1 pt)   | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 2          | Secure Objective 5 (1 pt)   | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 3          | Move Flat Out with a Vehicle (1 pt)   | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 4          | Kill a Troop Unit (1 pt <sup>15</sup> )                                     | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 5          | Kill a unit using a tank (1 pt)   | ◇      | ___            | ◇       |  |
| ◇   | ___ | ◇       | 6          | Contest one Objective (1 pt <sup>16</sup> )                                 | ◇      | ___            | ◇       |  |
| At the end of you player turn, score points for each objective scored by writing the number of points in the “pts” column. You can discard one objective by marking it as “Discard” |     |         |            |   |        |                |         |  |

<sup>13</sup> Score 2 points for an enemy vehicle, 1 for others

<sup>14</sup> If 3 units are in the enemy deployment zone, score D3 Points

<sup>15</sup> If 3 troop units are killed in a single turn, score D3 Points

<sup>16</sup> If 3 Objectives are contested, score D3 Points

### Game 3 Tactical Objective Chart 3

Roll on Round 3 to bring the total objectives up to two, rerolling repeat numbers. Mark them as "Rolled".

| Player 1 _____ |     |         | Objectives |   |        | Player 2 _____ |         |  |
|----------------|-----|---------|------------|---|--------|----------------|---------|--|
| Rolled         | Pts | Discard | Die        | Objective   | Rolled | Pts            | Discard |  |
| ◇              | ___ | ◇       | 1          | Secure Objective 1 (1 pt)   | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 2          | Hold one Objective (#1 or #2) with a vehicle                                | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 3          | Block one Psychic Power (1 pt)  | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 4          | Kill an Independent Character / Monstrous Creature or Vehicle <sup>17</sup> | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 5          | Perform a Tank Shock or Ram (1 pt)  | ◇      | ___            | ◇       |  |
| ◇              | ___ | ◇       | 6          | Secure at least one objective outside of your deployment zone (1 pt)        | ◇      | ___            | ◇       |  |

At the end of you player turn, score points for each objective scored by writing the number of points in the "pts" column. You can discard one objective by marking it as "Discard"

### Game 3 Tactical Objective Chart 4

Roll on Round 4 to bring the total objectives up to two, rerolling repeat numbers. Mark them as "Rolled".

| Rolled | Pts | Discard | Die | Objective                                 | Rolled | Pts | Discard |
|--------|-----|---------|-----|---|--------|-----|---------|
| ◇      | ___ | ◇       | 1   | Hold three objectives (2 pts)             | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 2   | Hold an Objective with a Vehicle (1 pt)   | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 3   | Vehicle in enemy deployment zone (1 pt)   | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 4   | Kill a Heavy Support or Elite Unit (1 pt) | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 5   | Kill a unit in Close Combat (1 pt)        | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 6   | Contest one Objective (1 pt)              | ◇      | ___ | ◇       |

At the end of you player turn, score points for each objective scored by writing the number of points in the "pts" column. You can discard one objective by marking it as "Discard"

### Game 3 Tactical Objective Chart 5

Roll on Round 5 to bring the total objectives up to two, rerolling repeat numbers. Mark them as "Rolled".

| Rolled | Pts |  | Die | Objective  | Rolled | Pts |  |
|--------|-----|--|-----|--|--------|-----|--|
| ◇      | ___ |  | 1   | Secure an Objective secured by your opponent at the beginning of your player turn. (2 pts) | ◇      | ___ |  |
| ◇      | ___ |  | 2   | Kill an Independent Character / Monstrous Creature or Vehicle <sup>18</sup> (1 pt)         | ◇      | ___ |  |
| ◇      | ___ |  | 3   | Kill a Heavy Support or Elite Unit (1 pt)  | ◇      | ___ |  |
| ◇      | ___ |  | 4   | Kill (or already have killed) all of the Opponents HQ units                                | ◇      | ___ |  |
| ◇      | ___ |  | 5   | Perform a Ram or a Tank Shock (1 pt)   | ◇      | ___ |  |
| ◇      | ___ |  | 6   | Contest one Objective (1 pt)   | ◇      | ___ |  |

At the end of each player turn until the end of the game, score points for each objective scored by writing the number of points in the "pts" column.

<sup>17</sup> Score 2 points for an enemy vehicle, 1 for others

<sup>18</sup> Score 2 points for an enemy vehicle, 1 for others