

# SCORESHEET

Round: \_\_\_\_\_

Mission: \_\_\_\_\_

My Secondary Objective: \_\_\_\_\_

Opponent's: \_\_\_\_\_

Player	Victory Points				Reputation	
	Primary	Secondary	Tertiary	Total	Fame	Infamy
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
(you)	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>
(opponent)	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>	<input type="text"/>	<input type="text"/>

*Maximum victory points: Primary 9, Secondary 6, Tertiary 5*

*Fill out Fame and Infamy as scored, do not subtract difference*

My opponent was (check any that apply):

- ☐ Openly hostile or rude -3 pts
- ☐ Unnecessarily competitive in army list or attitude -2 pts
- ☐ Sloppy with measuring, moving, line of sight, or dice -2 pts
- ☐ Unreasonably late, overly slow play, or too inattentive -1 pts
- ☐ Overly unfamiliar with rules/made too many mistakes -1 pts
- ☐ Not prepared with clear, readable, typed army lists -1 pts

*Sportsmanship penalties apply only to the player, not their alliance*

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(you)	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	<input type="text"/>	<input type="text"/>
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# TACTICAL OBJECTIVES

#	In Play	Achieved	Value	Title	Requirement
1-1	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 1</b>	Control marker #1.
1-2	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 2</b>	Control marker #2.
1-3	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 3</b>	Control marker #3.
1-4	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 4</b>	Control marker #4.
1-5	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 5</b>	Control marker #5.
1-6	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 6</b>	Control marker #6.

2-1	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 1</b>	Control marker #1.
2-2	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 2</b>	Control marker #2.
2-3	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 3</b>	Control marker #3.
2-4	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 4</b>	Control marker #4.
2-5	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 5</b>	Control marker #5.
2-6	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 6</b>	Control marker #6.

3-1	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Advance</b>	Control a marker outside both deployment zones.
3-2	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Advance</b>	Control a marker outside both deployment zones.
3-3	<input type="checkbox"/>	<input type="checkbox"/>	2	<b>Storm</b>	Control a marker in your opponent's deployment zone.
3-4	<input type="checkbox"/>	<input type="checkbox"/>	2	<b>Storm</b>	Control a marker in your opponent's deployment zone.
3-5	<input type="checkbox"/>	<input type="checkbox"/>	2	<b>Defend</b>	Control all markers in your deployment zone; cannot claim Turn 1.
3-6	<input type="checkbox"/>	<input type="checkbox"/>	2	<b>Defend</b>	Control all markers in your deployment zone; cannot claim Turn 1.

4-1	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Take The Center</b>	Have a non-vehicle scoring unit wholly within 6" of table center while your opponent has no scoring units even partially in the same.
4-2	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Stand The Wall</b>	At least 3 of your scoring units are within 12" of your table edge and your opponent does not have any in the same; cannot claim Turn 1.
4-3	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Break-through</b>	At least 2 of your scoring units are within 12" of your opponent's table edge; cannot claim Turn 1.
4-4	<input type="checkbox"/>	<input type="checkbox"/>	2	<b>Secure The Perimeter</b>	Have a non-vehicle scoring unit in a table quarter in which your opponent does not; cannot claim Turn 1.
4-5	<input type="checkbox"/>	<input type="checkbox"/>	2	<b>Seize Momentum</b>	Control at least two more markers than your opponent.
4-6	<input type="checkbox"/>	<input type="checkbox"/>	3	<b>Clear A Path</b>	Control at least one marker in both deployment zones and at least one marker outside both.

Tactical objectives with a value of X may be kept in play as long as you wish. At the end of your turn they may be removed from play, without counting against your discard, and scored as indicated.

Markers cannot be nominated or chosen for a tactical objective marked with a † that have already been chosen for a † objective you have in play.

Multiple tactical objectives with the exact same title cannot be achieved at the same time using the same markers or opposing units.

#	In Play	Achieved	Value	Title	Requirement
5-1	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Frontfield</b> †	When first put in play, choose a marker in your opponent's deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value:</i> 1 tactical point for each marked box.
5-2	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Midfield</b> †	When first put in play, choose a marker in neither deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value:</i> 1 tactical point for each marked box.
5-3	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Backfield</b> †	When first put in play, choose a marker in your deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value:</i> 1 tactical point for each marked box.
5-4	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Conqueror</b> †	When first put in play, your opponent nominates two different markers, of which you choose one. At the end of your turns while in play, mark a box if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value:</i> 1 tactical point for each marked box.
5-5	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Warrior</b> †	When first put in play, you nominate a marker, your opponent another, and then select one of them randomly. At the end of your turns while in play, mark a box if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value:</i> 1 tactical point for each marked box.
5-6	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Defender</b> †	When first put in play, you nominate two different markers, of which your opponent chooses one. At the end of your turns while in play, mark a box if you control the chosen objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value:</i> 1 tactical point for each marked box.

6-1	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Butcher</b>	While in play, mark one of these boxes each time an opposing non-vehicle, originally multi-model unit is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value:</i> 1 tactical point for each marked box.
6-2	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Hunter</b>	While in play, mark one of these boxes each time an opposing vehicle or monstrous creature is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value:</i> 1 tactical point for each marked box.
6-3	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Purifier</b>	While in play, mark one of these boxes each time an opposing unit with the Psyker, Psychic Pilot, or Brotherhood of Psykers/Sorcerers special rule is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value:</i> 1 tactical point for each marked box.
6-4	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Assassin</b>	While in play, mark one of these boxes each time an opposing character is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value:</i> 1 tactical point for each marked box.
6-5	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Harasser</b>	Contest or claim as many markers as possible; cannot claim Turn 1. <i>Value:</i> 4 tactical points minus the number of markers controlled by your opponent, to a minimum of 0.
6-6	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Commander</b>	Claim as many markers as possible; cannot claim Turn 1. <i>Value:</i> 1 tactical point for each marker you control.

Immediately reroll any objectives provably impossible to achieve.

No aspect of these tactical objectives is to be kept secret.

# TACTICAL OBJECTIVES

#	In Play	Achieved	Value	Title	Requirement
1-1	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 1</b>	Control marker #1.
1-2	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 2</b>	Control marker #2.
1-3	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 3</b>	Control marker #3.
1-4	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 4</b>	Control marker #4.
1-5	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 5</b>	Control marker #5.
1-6	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 6</b>	Control marker #6.

2-1	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 1</b>	Control marker #1.
2-2	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 2</b>	Control marker #2.
2-3	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 3</b>	Control marker #3.
2-4	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 4</b>	Control marker #4.
2-5	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 5</b>	Control marker #5.
2-6	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Capture 6</b>	Control marker #6.

3-1	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Advance</b>	Control a marker outside both deployment zones.
3-2	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Advance</b>	Control a marker outside both deployment zones.
3-3	<input type="checkbox"/>	<input type="checkbox"/>	2	<b>Storm</b>	Control a marker in your opponent's deployment zone.
3-4	<input type="checkbox"/>	<input type="checkbox"/>	2	<b>Storm</b>	Control a marker in your opponent's deployment zone.
3-5	<input type="checkbox"/>	<input type="checkbox"/>	2	<b>Defend</b>	Control all markers in your deployment zone; cannot claim Turn 1.
3-6	<input type="checkbox"/>	<input type="checkbox"/>	2	<b>Defend</b>	Control all markers in your deployment zone; cannot claim Turn 1.

4-1	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Take The Center</b>	Have a non-vehicle scoring unit wholly within 6" of table center while your opponent has no scoring units even partially in the same.
4-2	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Stand The Wall</b>	At least 3 of your scoring units are within 12" of your table edge and your opponent does not have any in the same; cannot claim Turn 1.
4-3	<input type="checkbox"/>	<input type="checkbox"/>	1	<b>Break-through</b>	At least 2 of your scoring units are within 12" of your opponent's table edge; cannot claim Turn 1.
4-4	<input type="checkbox"/>	<input type="checkbox"/>	2	<b>Secure The Perimeter</b>	Have a non-vehicle scoring unit in a table quarter in which your opponent does not; cannot claim Turn 1.
4-5	<input type="checkbox"/>	<input type="checkbox"/>	2	<b>Seize Momentum</b>	Control at least two more markers than your opponent.
4-6	<input type="checkbox"/>	<input type="checkbox"/>	3	<b>Clear A Path</b>	Control at least one marker in both deployment zones and at least one marker outside both.

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5-2	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Midfield</b> †	When first put in play, choose a marker in neither deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
5-3	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Backfield</b> †	When first put in play, choose a marker in your deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
5-4	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Conqueror</b> †	When first put in play, your opponent nominates two different markers, of which you choose one. At the end of your turns while in play, mark a box if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
5-5	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Warrior</b> †	When first put in play, you nominate a marker, your opponent another, and then select one of them randomly. At the end of your turns while in play, mark a box if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
5-6	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Defender</b> †	When first put in play, you nominate two different markers, of which your opponent chooses one. At the end of your turns while in play, mark a box if you control the chosen objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>

6-1	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Butcher</b>	While in play, mark one of these boxes each time an opposing non-vehicle, originally multi-model unit is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
6-2	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Hunter</b>	While in play, mark one of these boxes each time an opposing vehicle or monstrous creature is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
6-3	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Purifier</b>	While in play, mark one of these boxes each time an opposing unit with the Psyker, Psychic Pilot, or Brotherhood of Psykers/Sorcerers special rule is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
6-4	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Assassin</b>	While in play, mark one of these boxes each time an opposing character is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
6-5	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Harasser</b>	Contest or claim as many markers as possible; cannot claim Turn 1. <i>Value: 4 tactical points minus the number of markers controlled by your opponent, to a minimum of 0.</i>
6-6	<input type="checkbox"/>	<input type="checkbox"/>	X	<b>Commander</b>	Claim as many markers as possible; cannot claim Turn 1. <i>Value: 1 tactical point for each marker you control.</i>

Immediately reroll any objectives provably impossible to achieve.

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