



Mission Guidelines

This section describes the format Guidelines for the North China Open. 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 five missions listed below follow these steps.

任务指南

本章节描述了华北公开赛的竞赛赛制。在本章中，您将读到游戏对局前准备相关的规则，包括部署方式，以及主要和次要任务的计分规则。

除非专门指出，默认下述五个任务均按下列步骤进行。

Pre-Game, Deployment, & Setup

对局前准备，部署与设置部队

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.

游戏前准备

步骤1：在掷任何骰子之前，对局双方玩家可调整对战桌面上地形的摆放，并应对各地形所用的规则达成一致；随后双方玩家应确定对战选用的主将特性（Warlord Traits）、灵能、对局前使用的战略能力、免费的宝物（relic）、欲额外购买的宝物等项目。这些项目应书写于纸上，或用其他方式明确标注，以供游戏中查询。

步骤2：双方玩家将步骤1中所确认的选项，同时向对方进行展示。

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 2 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.

部署区域图与任务目标点

步骤1：双方玩家掷骰子拼点。

步骤2：骰子点数较大的玩家，从40K主规则书216-217页所示的部署区域图中，随机选取一种用于本场对局，并选择一个部署区域（另一位玩家则使用另一个部署区域）。

步骤3：双方玩家根据本轮比赛所规定的任务场景要求，放置任务目标点（objectives）。目标点放置要求如下：

A- 所有目标点视为放置于“一楼”，且不得放置于封闭建筑的内部。如果必要，可微调桌上地形的的位置，以确保目标点能够放置；

B- 判断模型是否在目标点的控制范围内时，从目标点上距离该模型最近的一点处起（止）进行距离测量。

步骤4：每位玩家从下述次要任务目标中，选取2项。每位玩家只能选择某个任务目标至多1次。双方玩家同时向对方展示自己所选取的结果。

步骤5：在步骤1中掷得骰子点数较小的玩家，首先部署1个单位，随后双方玩家交替部署单位。

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.

决定先后手

步骤1：双方玩家掷骰子拼点。

步骤2A：先完成所有单位部署的玩家，点数结果+1。

步骤3：点数结果较大的玩家，可以选择先手或后手开始游戏对局。

步骤4：被对手选定为后手的玩家，可以选择掷骰子“夺取主动权（seize the initiative）”。

Game Length, Tabling & Concession Scoring

游戏长度，清盘与认输的计分

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.

每轮游戏对局包含6个对战回合（每个对战回合包含2个玩家回合）。对局结束时，总得分更高的一方玩家获得胜利。如果一位玩家在游戏正常结束之前决定认输，则其本轮得分自动记为0分，其对手获得本轮胜利。当一位玩家认输时，记录获胜玩家当时的得分，对局每剩余一个完整的对战回合，该玩家再得4分（假定剩余的兵力足以完成任务目标）。进一步地，获胜玩家将得到次要任务目标中，尚有可能完成的最高分数（亦假设获胜玩家剩余的兵力足以完成任务目标）。

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.*

情景示例：如果在第3对战回合结束时一位玩家认输，且获胜玩家选定了<侦查>作为次要任务目标，但还未获得此项次要任务分数。获胜玩家若此时在战场上还拥有至少4个单位，则其可得到3分，因对局还有3个回合可供其得到此项分数。获胜玩家若此时仅拥有3个或更少单位，则其在此项次要任务上不能得分，因为若游戏继续正常进行至结束，该玩家已经不具备得到此项分数的条件。

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.

如果一位玩家被清盘（在任一玩家回合结束时，战场上已没有任何该玩家操控的模型），被清盘的玩家记录其当时的得分作为本轮得分，而其对手按上述方式计算本轮的总得分。

如果因赛事中当前总玩家数为奇数而需使一位玩家轮空，则由当前各轮总得分最低的玩家获得此轮轮空，记该玩家本轮获胜，得20分。

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!

玩家应切记，将对手清盘并不一定自动使你获得最高的任务分数。认输也不一定自动使对手获得最高的分数。

Primary & Secondary Mission Scoring

主要任务与次要任务计分

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?
 - a. 1 point

主要任务：玩家回合末计分

每位玩家在每个自己的玩家回合末记录此项得分

1. 是否控制至少一个任务目标点？是则得1分
2. 是否在你的这一个玩家回合中消灭了至少1个敌方单位？是则得1分

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?
 - a. 1 point

主要任务：对战回合末计分

每位玩家在每个对战回合末各自记录此项得分

1. 是否比对手玩家控制更多的任务目标点？是则得1分
2. 在这一个对战回合中，你消灭敌方单位的数量，是否比对手玩家消灭你的单位的数量更多？是则得1分

Secondary Missions:

Each player may score up to 4pts for each of the following Secondary Missions, for a total of 8 between the two they've chosen. These points can be scored at any time unless otherwise specified in the description.

次要任务

每位玩家可从下述每个次要任务中最多得到4分，即从两个所选的次要任务中最多得到8分。除非专门指出，所述这些得分没有时机限制。

*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).

当达成*号标注的次要任务目标时，一个单位任何时候只能计入一项次要任务的得分。当达成任务目标时，您必须选择将该单位计入哪一个次要任务的得分。<死神>不受此条限制，具体见下文。其他情况均不作例外。

示例1：莫塔利安 若在游戏对局中被消灭，可在<猎头者>任务中计1分，但若得分玩家如此作，则消灭莫塔利安不能再在<王牌猎人><击杀主将>等任务项目中得分。

示例2：若您选取<死亡标记>与<屠夫账单>为次要任务，且在<死亡标记>任务中选择了1辆敌方的犀牛，则当您消灭该犀牛时，假定您在该回合恰好消灭了2个敌方单位，则您必须决定是在哪一个次要任务中计得分。

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

***猎头者：**每消灭1个敌方角色（具有角色**Character**关键词的单位），得1分。

***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.

*死亡标记：从对手玩家军表中，选择4个强度等级（Power Level）大于或等于7的单位。每有一个所选单位被消灭，得1分。

如果在游戏过程中，所选单位分拆成多个单位，则需将分拆出的每一个单位均消灭，方可获得该单位对应的分数。如果所选单位与其他单位合并，则需将合并后的单位完全消灭，方可获得该单位对应的分数。

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

王牌猎人：每消灭一个具有巨兽（Monster）或车辆（Vehicle）且w（wounds）值大于等于7的敌方模型，得1分。

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 >.

死神：每消灭20个敌方模型，得1分。

每个模型被消灭时予以计数。对于游戏过程中，被消灭的模型返回场上的情况，这些模型每次被消灭时均予以计数。

被消灭的模型可以同时用于<死神>次要任务和带*号标注的次要任务的计分。

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.

深入敌后：在你的玩家回合开始时，若你至少有1个单位完全处于敌方部署区域，得1分。单位“完全处于敌方部署区域”指单位中的每个模型均至少部分处于敌方部署区域内。

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

屠夫账单：在同一个玩家回合内，若消灭2个或更多敌方单位，得1分。

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

地面控制：在最后一个对战回合结束时，每控制1个任务目标点，得1分。

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.

老派：每完成下述一项，得1分：

先发制人-在第1个对战回合消灭一个敌方单位

击杀主将-在对局结束时，对手的主将被消灭

突破阵线-在对局结束时，至少1个你操控的模型位于对手玩家部署区域内

最后一击-在最后一个对战回合消灭一个敌方单位

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 任务场景

Scenario 1: Seize Ground

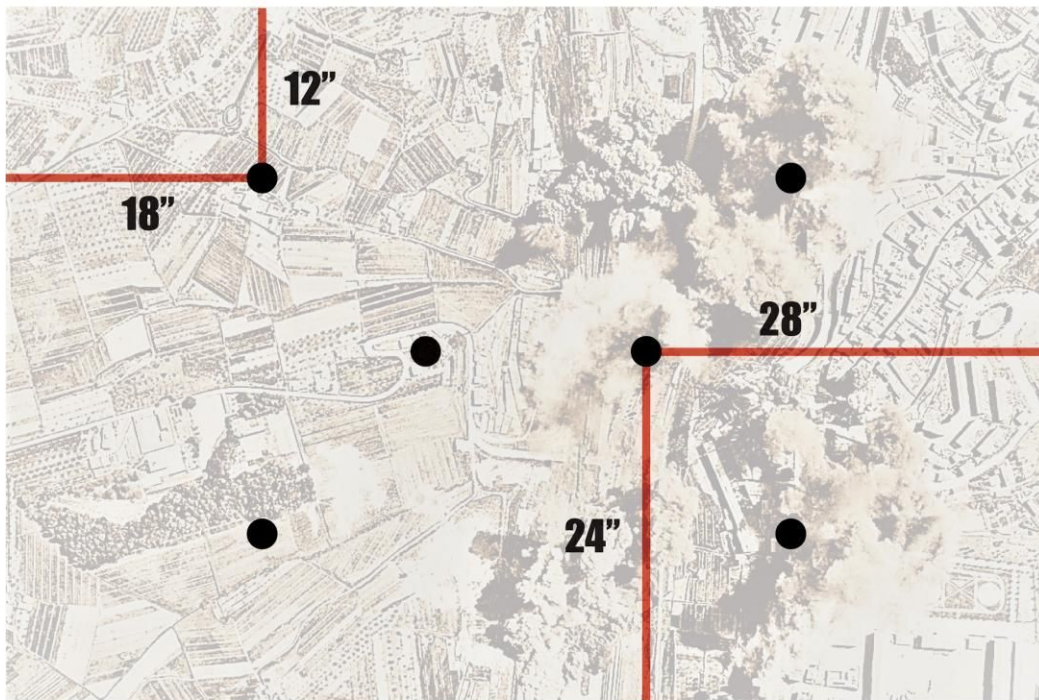
Deployment: Random

6 objectives placed as shown:

任务场景1：夺取地盘

部署方式：随机决定（见第8版战锤40K主规则书216-217页，下同）

依下图所示，放置6个任务目标点



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.

<夺取地盘>额外得分：若一位玩家在其玩家回合结束时，控制或争夺5个或更多的目标点，则得1分。“争夺”目标点，指对局双方都有模型进入目标点3寸以内，但均未控制该目标

点。此类情况通常出现在双方玩家在目标点周围有相同数量的模型，且均具有或均不具有占点相关规则。

Scenario 1 Score Sheet

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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.

任务场景2：直刺心脏

部署方式：随机决定

任务目标点：共3个目标点。每位玩家在其部署区内，距离桌边6寸以上，距离其他目标点12寸以上的任意位置，各放置1个目标点；战场正中心放置1个目标点。



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.

<直刺心脏>额外得分：若一位玩家在其玩家回合结束时，同时控制中心目标点和对手玩家部署区内的目标点，该玩家得1分。

Scenario 2 Score Sheet

You				Opponent									
PRIMARY													
BATTLE ROUND 1													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 2													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 3													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 4													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 5													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 6													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	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 3: Nexus Control

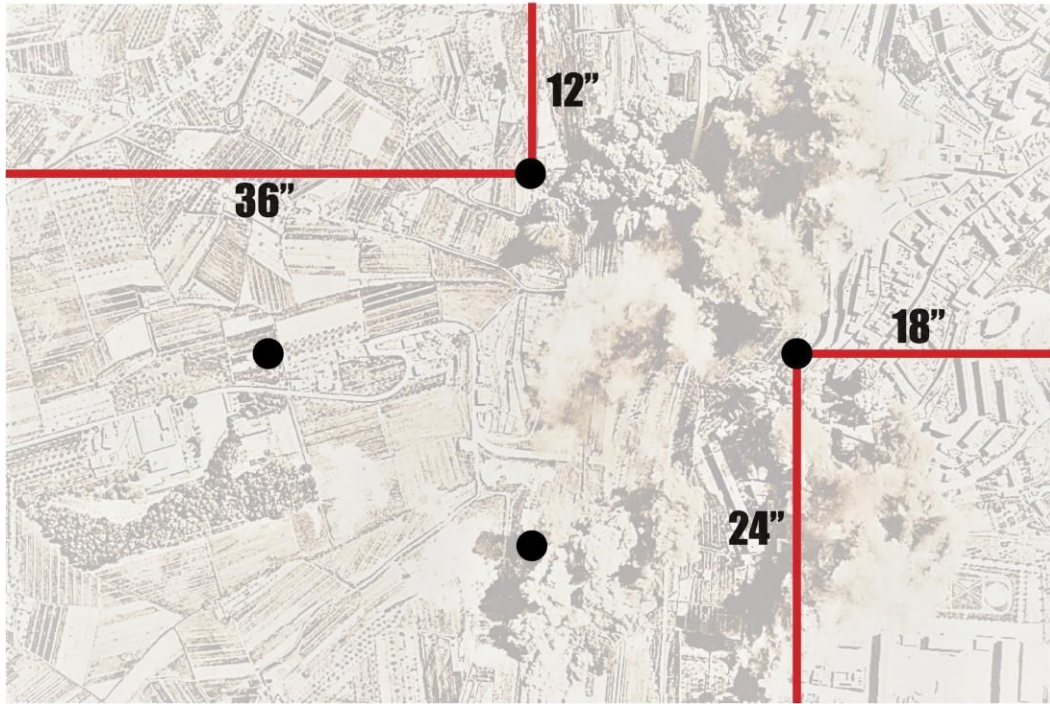
Deployment: Random

4 objectives placed as shown:

任务场景3：节点控制

部署方式：随机决定

任务目标点：依下图所示，放置4个目标点。



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

<节点控制>额外得分：若一位玩家在其玩家回合结束时，同时控制全部4个目标点，该玩家得1分。

Scenario 3 Score Sheet

You				Opponent									
PRIMARY													
BATTLE ROUND 1													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 2													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 3													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 4													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 5													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 6													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	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: Precious Cargo

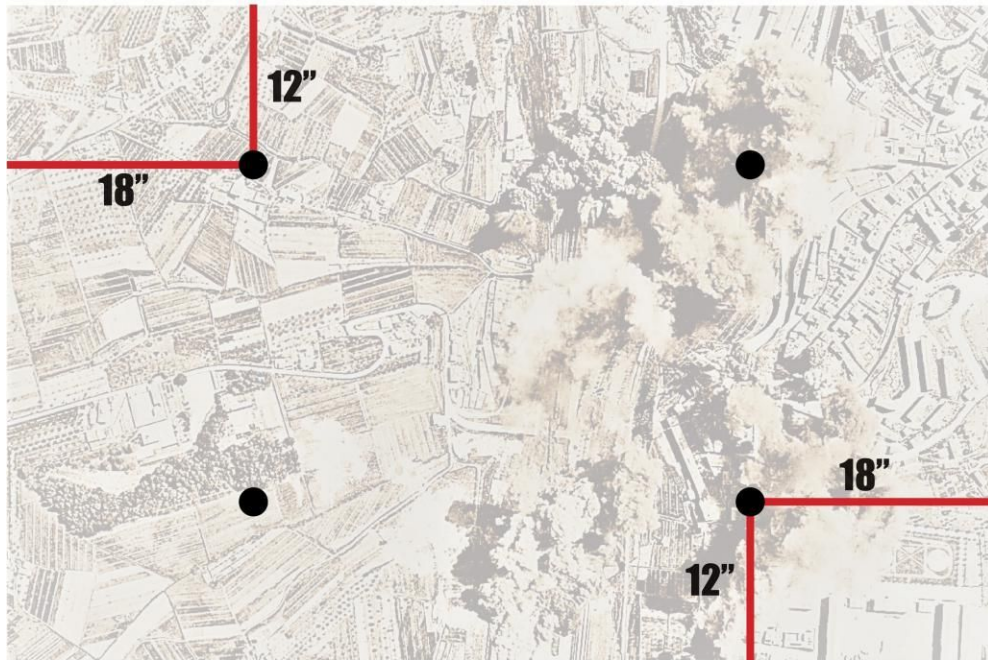
Deployment: Random

4 objectives placed as shown:

任务场景4：珍贵货物

部署方式：随机决定

任务目标点：依下图所示，放置4个目标点。



Precious Cargo Bonus Point: Before the game begins, each player chooses a separate objective--their *Priority Objective*--to defend starting with the player that chose their deployment zone first. After deployment zones have been determined but before deployment, each player may move their *Priority Objective* in any direction up to 6" from it's original position so long as it is more than 6" from a table edge and 12" from another objective.

If a player holds their opponent's *Priority Objective* at the end of their player turn, score 1 point.

<珍贵货物>额外得分：对局开始前，每位玩家选择一个目标点作为其首要目标点，由选择部署区域图的那位玩家先开始选择，且每位玩家需选择不同的目标点。在部署区域图选定后，单位部署之前，每位玩家可以移动他们的首要目标点，离开初始位置至多6寸，且应距战场边缘6寸以上，距其他目标点12寸以上。

若一位玩家在其玩家回合结束时，控制了对手玩家的首要目标点，则得1分。

Scenario 4 Score Sheet

You				Opponent									
PRIMARY													
BATTLE ROUND 1													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 2													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 3													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 4													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 5													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 6													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	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 5: Crucible of Champions

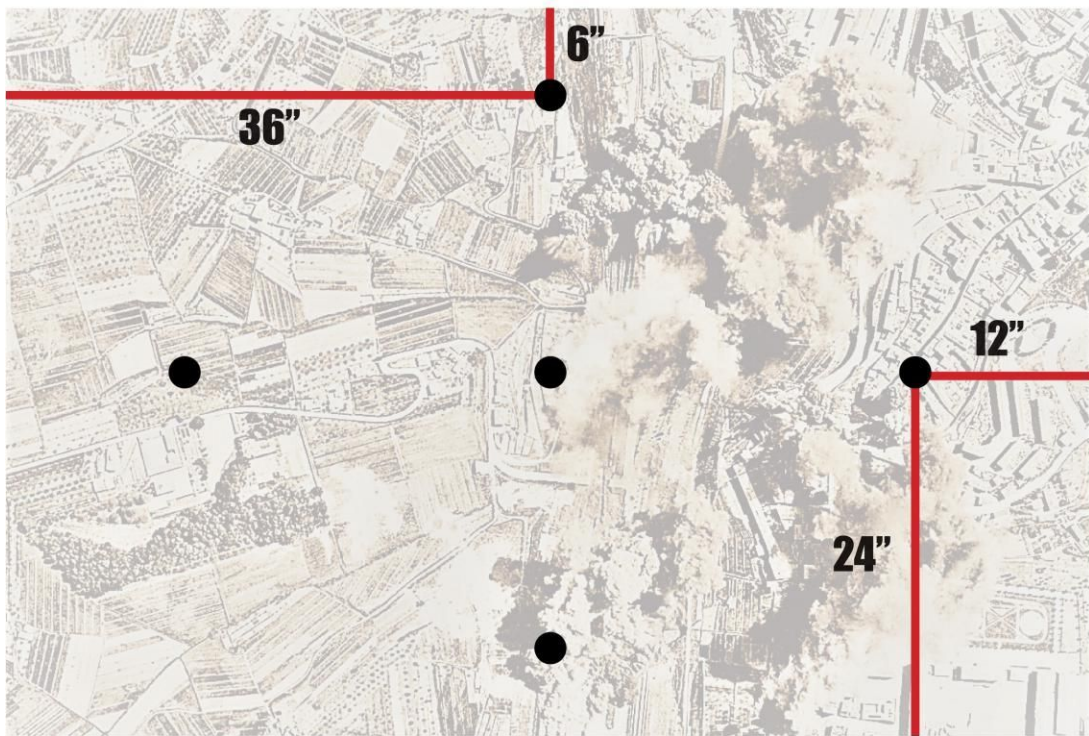
Deployment: Random

5 objectives placed as shown:

任务场景5：冠军试炼

部署方式：随机决定

任务目标点：依下图所示，放置5个目标点。



Crucible of Champions Bonus Point: If a player has three models with the character keyword in scoring range of three different objectives at the end of their player turn, they score 1 point.

<冠军试炼>额外得分：若一位玩家在其玩家回合结束时，在3个不同的目标点控制范围内有3个具有角色关键词的模型，则得1分。

Scenario 5 Score Sheet

You				Opponent									
PRIMARY													
BATTLE ROUND 1													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 2													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 3													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 4													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 5													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 6													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	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