



ADEPTICON 2011

WARHAMMER 40K TEAM TOURNAMENT PRIMER

SCENARIO I: THE ACCLAMATION OF BONDS!

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

LINE OF RETREAT

Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

GAME LENGTH

Random Game Length - Ending the Game (pg 90)

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

DEPLOYMENT (PITCHED BATTLE)

Before deployment, place an objective marker in the exact center of the table.

The table is then divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges. The Coalitions roll-off, and the winning Coalition chooses to go first or second. The Coalition that goes first then chooses one of the long table edges to be their own table edge and places their objective marker wholly within their own starting deployment zone. Their opponents then place their objective marker wholly within the opposite deployment zone. These objective markers may not be placed in impassable terrain or within 18" of another objective.

The Coalition going first then deploys their force in their half of the table, with all models more than 12" away from the table's middle line (this is their 'deployment zone'). Their opponents then deploy in the opposite half, following all the same instructions and restrictions.

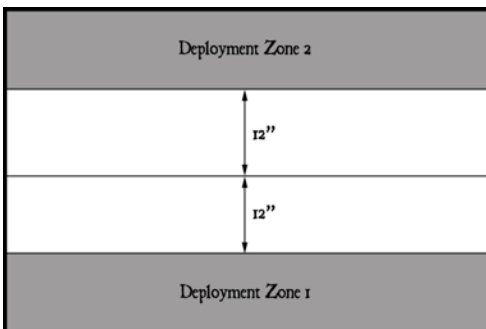
Each Coalition may also chose to place units in reserve using the **Reserves** rule. When a unit is placed in reserve, the owning Coalition must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

After deployment, each Team Member must declare if their Commander is bearing a Command Counter (see Special Rules).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Finally, alternate deploying any infiltrators and making any scout moves.

The Coalition that chose their deployment zone first starts game Turn 1 with their first player turn. The opposing Coalition may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).



SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

Command Counters: You may assign a Command Counter to your Commander (same model declared for Commander's Head scoring) at the beginning of the game. Once per game, at the beginning of one of your player (Coalition) turns, you may use your Command Counter to invoke one of the following abilities on any unit in your Coalition with at least one model within 12" of your Commander. Measure after declaring. If the unit is not within range, the ability is lost and the Command Counter is considered destroyed for the purposes of scoring. The unit will gain the ability chosen until the beginning of your next player turn. An individual unit can only ever receive a single Command Counter ability in any given player turn. Units already possessing one of the following Universal Special Rules do not benefit from the same ability twice.

Fearless
Fleet
Furious Charge

Relentless
Stealth
Tank Hunters

Once the Command Counter is invoked, the Command Counter remains in play with your Commander for the remainder of the game, but may not be used again. If your Commander is destroyed or broken at the end of the game, then your Command Counter is considered lost for the purposes of scoring.

See the Warhammer 40,000 rulebook (pg 74-76) for descriptions of these abilities.

OBJECTIVES

Primary (The Sum of Parts): This objective is achieved by scoring at least 501 victory points from each opposing Team Member's force. Use Victory Points as described in the Warhammer 40,000 rulebook (pg 300) to determine the extent of damage inflicted. Score 10 points for each army sufficiently damaged. It is possible for both Coalitions to achieve this objective. (Scoring: Scoring: 10 points per army, max 20 points)

Secondary (Capture and Control): At the end of the game, the Coalition that controls most objective markers wins. To control an objective marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game. (Scoring: Win = 5, Draw = 2, Loss = 0)

TACTICAL BONUSES

Each Tactical Bonus can only be scored one time, regardless of how many times you might fulfill the requirements.

+2	Forward to Death: Achieve the Secondary Objective by controlling the objective marker in the opposing Coalition's deployment zone.
+3*	Lead by Example: Have either Coalition Commander within 3" of the objective marker in the middle of the table at the end of the game. You can score this bonus even if the objective marker is contested.

**If applicable, see 'Wipeouts!' note in Rules Addendum.*



ADEPTICON 2011

WARHAMMER 40K TEAM TOURNAMENT PRIMER

SCENARIO 2: THOSE TREASURES WILL NEVER BEFALL YOU!

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

LINE OF RETREAT

Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

GAME LENGTH

Random Game Length - Ending the Game (pg 90)

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

DEPLOYMENT (CLEANSE)

Before deployment zones are determined, both Coalitions must declare their 'Most Costly Unit' (See Tertiary Objective).

The table is divided into two equal diagonal deployment zones (18" from opposite corners) as shown in the deployment diagram below. The Coalitions roll-off, and the winner chooses to go first or second. The Coalition that goes first then chooses one of the long table edges to be their own table edge and deploys their forces within the corresponding deployment zone. Their opponents then deploy in the opposite deployment zone.

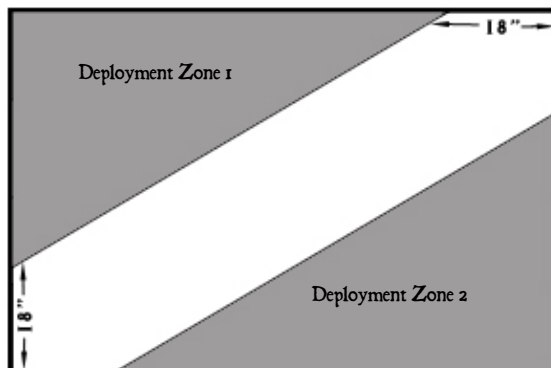
Each Coalition may also choose to place units in reserve using the **Reserves** rule. When a unit is placed in reserve, the owning Coalition must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

After deployment, each Coalition must declare which unit, if any, is bearing Command Counters (see Special Rules). Note that only one unit per Coalition may bear Command Counters during this game.

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Finally, alternate deploying any infiltrators and making any scout moves.

The Coalition that chose their deployment zone first starts game Turn 1 with their first player turn. The opposing Coalition may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).



SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

Command Counters: Independent Characters **CANNOT** be assigned a Command Counter in this mission. You may assign your Command Counters to an individual unit as normal, or you may opt to assign them both to any single unit in your Coalition. If a unit receives one (1) Command Counter, then that unit counts as a Scoring Unit regardless of what force organization category it belongs to and is eligible to score the tactical bonuses (See Tactical Bonuses below).

If a unit is bearing two (2) Command Counters, then it receives all the abilities listed above and it may control or contest a table quarter without its normal Coalition counterpart (See Primary Objective).

OBJECTIVES

Primary (Allied Table Quarters): To control a table quarter there must be a Scoring Unit from **each Coalition Team Member** in the table quarter at the end of the game and the quarter must not be contested. To contest a table quarter there must be at least one unit (any unit, whether scoring or not) belonging to **each Coalition Team Member** in the table quarter. Therefore a minimum of 2 units are needed to control or contest a quarter. The Coalition that controls the most table quarters at the end of the game is the winner of this objective.

A unit may only control or contest **ONE** table quarter at a time. If a unit is spread between multiple table quarters, the unit is considered to control or contest the table quarter containing a **MAJORITY** of that unit. If this is unclear, then randomly determine which table quarter that unit is controlling or contesting. (Scoring: Scoring: Win = 15, Draw = 7, Loss = 0)

Secondary (Annihilation): The Coalition with the most Kill Points as defined in the Warhammer 40,000 rulebook (pg 91) wins this objective. (Scoring: Win = 7, Draw = 3, Loss = 0)

Tertiary (Most Costly Unit): Destroy the opposing Coalition's Most Costly Unit. If a Coalition has two or more units costing equal points that qualify for 'Most Costly Unit' then the owning Coalition must declare which unit is the 'target' for this objective at the beginning of the game. If both Coalition's Most Costly Units are either destroyed/fleeing **OR** both still alive at the end of the game, then score this objective as a draw. (Scoring: Win = 3, Draw = 1, Loss = 0)

TACTICAL BONUSES

Each Tactical Bonus can only be scored one time, regardless of how many times you might fulfill the requirements.

+1 or +2*	In the Face of Death: Score +1 tactical bonus point for each Command Counter still in play and attached to a non-fleeing unit at the end of the game.
+3*	Orders Issued: If you control (not contest) a table quarter with a unit bearing a Command Counter at the end of the game.

* If applicable, see 'Wipeouts!' note in Rules Addendum.



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WARHAMMER 40K TEAM TOURNAMENT PRIMER

SCENARIO 3: OF STEEL AND BLOOD

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP (TURN 1 NIGHT FIGHT) ***

LINE OF RETREAT

Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

GAME LENGTH

Random Game Length - Ending the Game (pg 90)

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

DEPLOYMENT (DAWN OF WAR)

The table is divided lengthways into two halves.

The Coalitions roll-off, and the winning Coalition chooses to go first or second. The Coalition that goes first then chooses one of the long table edges to be their own table edge and places the first objective marker. Coalitions then take turns placing their Team's objective markers until a total of 4 markers (TWO from each Coalition) are on the table. Each Coalition must place both objective markers wholly within their own starting deployment zone. Objective markers must be at least 12" away from other objective markers and at least 12" from all table edges.

Starting with the Coalition going first, each Team Member then can deploy up to one unit from his Troops selections and up to one unit from his HQ selections in their half of the table (this is their 'deployment zone'). The opposing Coalition then does the same in the opposite half, but must position their units more than 18" away from enemy units.

Both Coalitions may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning Team Member must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

After deployment, each Coalition must declare which units, if any, are bearing Command Counters (see Special Rules).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Finally, alternate deploying any infiltrators and making any scout moves. Troops and HQ units that can infiltrate, can do so, as long as at the end of deployment each Team Member still has a maximum of one HQ and one Troop on the table.

All units that were not deployed, and were not declared to be in reserve during deployment, must enter the game in the Movement phase of their first player turn by moving in from their own table edge, just like units moving in from reserve.

The Coalition that chose their deployment zone first starts game Turn 1 with their first player turn. The opposing Coalition may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).

SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

Night Fight: Turn 1 is played using the Night Fight Rules (pg 95)

Command Counters: Command Counters may be assigned to any Scoring Unit, making them eligible to score points for contested objective markers (see Primary Objective below).

OBJECTIVES

Primary (Control Objective Markers): At the end of the game, Coalitions score 8 points for each enemy objective marker they control and 2 points for each of their own objective markers that they control. To control an objective marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game.

Contested objective markers **DO NOT** score any points **UNLESS** they are contested by a Scoring Unit bearing a Command Counter. Objective markers contested in this manner are worth half points (4 points for contesting an enemy objective marker and 1 point for contesting your own objective marker). (Scoring: As above - possible max of 20)

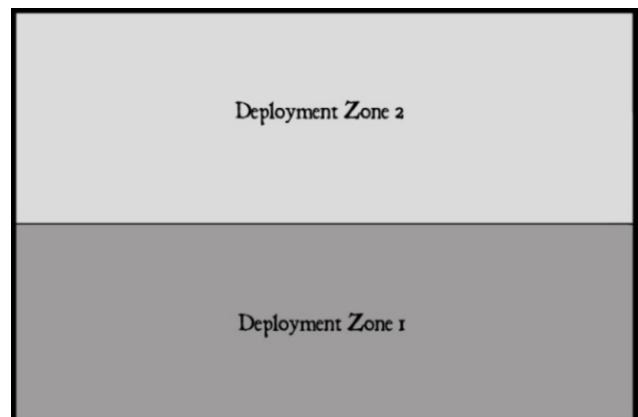
Secondary (Annihilation): The Coalition with the most Kill Points as defined in the Warhammer 40,000 rulebook (pg 91) wins this objective. (Scoring: Win = 5, Draw = 2, Loss = 0)

TACTICAL BONUSES

Each Tactical Bonus can only be scored one time, regardless of how many times you might fulfill the requirements.

+2	Area Secured: If your Coalition controls BOTH of your own objective markers at the end of the game.
+3*	Inspiring Presence: Have either Coalition Commander within 3" of an enemy objective marker at the end of the game. You can score this bonus even if the objective marker is contested.

**If applicable, see 'Wipeouts!' note in Rules Addendum.*





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WARHAMMER 40K TEAM TOURNAMENT PRIMER

SCENARIO 4: A WORLD OF BONES!

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

LINE OF RETREAT

Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

GAME LENGTH

Random Game Length - Ending the Game (pg 90)

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

DEPLOYMENT (SPEARHEAD)

Before rolling off to determine who goes first, each Coalition must declare one opposing Team Member's 1000-point force to be Marked for Death (see Special Rules).

The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the center point.

The Coalitions roll-off, and the winning Coalition chooses to go first or second. The Coalition that goes first then chooses one of the long table edges to be their own table edge. They then deploy their forces in one of the two table quarters on their side of the table, more than 12" away from the center of the table (this is their 'deployment zone'). The opposing Coalition then deploys in the diagonally opposite quarter, following the same restrictions. The remaining table quarters are considered "neutral" at the start of the game.

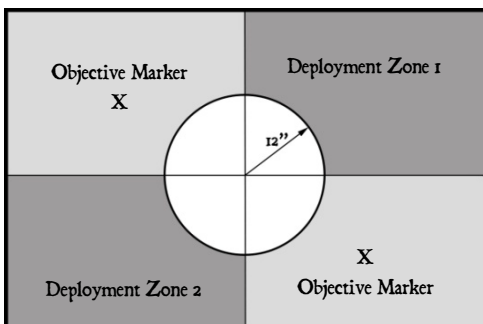
Each Coalition may also chose to place units in reserve using the **Reserves** special rule (pg 94). When a unit is placed in reserve, the owning Team Member must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

After deployment, place an objective marker in the exact center of each "neutral" table quarter. Additionally, each Coalition must declare which units, if any, are bearing Command Counters (see Special Rules).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Finally, alternate deploying any infiltrators and making any scout moves.

The Coalition that chose their deployment zone first starts game Turn 1 with their first player turn. The opposing Coalition may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).



SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

Marked for Death! At the beginning of the game, each Coalition must nominate one opposing Team Member's 1000-point force to be Marked for Death. Your Coalition only receives Kill Points from this opposing Team Member's force throughout the game towards achieving your Primary Objective. **ALL** units in the opposing Team Member's 1000-point force are considered to be Marked for Death.

Command Counters: Units that have been assigned a Command Counter count as Scoring Units regardless of what force organization category they belong to. Independent Characters and non-Walker Vehicles **CANNOT** be assigned a Command Counter in this mission.

OBJECTIVES

Primary (Annihilation/Marked for Death): Only the opposing 1000-point force that has been Marked for Death (see Special Rules) awards Kill Points towards this objective. The Coalition with the most Kill Points as defined in the Warhammer 40,000 rulebook (pg 91) wins this objective. (Scoring: Win = 15, Draw = 7, Loss = 0)

Secondary (Breakthrough): Have more Scoring Units entirely within the opposing Coalition's deployment zone (table quarter) at the end of the game then they have in yours. Units that are broken or falling back do not count towards achieving this objective. If both Coalitions have no Scoring Units in the opposing deployment zones at the end of the game, then score this objective as a draw for both Coalitions. (Scoring: Win = 7, Draw = 3, Loss = 0)

Tertiary (Objective Markers): At the end of the game, the Coalition who controls more objective markers in the "neutral" table quarters wins. To control an objective marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game. If both objective markers are absent of any Scoring Units from both Coalitions at the end of the game, then score this objective as a draw for both Coalitions. (Scoring: Win = 3, Draw = 1, Loss = 0)

TACTICAL BONUSES

+3	Outflanked*: If your Coalition controls both "neutral" table quarters at the end of the game. Individual Scoring Units may control/contest both this Tactical Bonus and the Tertiary Objective.
+2	Outnumbered*: If your Coalition controls the enemy's deployment zone (table quarter) at the end of the game. Individual Scoring Units may control/contest this Tactical Bonus as well as count towards the Secondary Objective.

** To control a table quarter, you must have a Scoring Unit inside the table quarter at the end of the game and it must not be contested by an enemy unit (any unit, whether scoring or not). A unit may only control or contest **ONE** table quarter at a time. If a unit is spread between multiple table quarters, the unit is considered to control or contest the table quarter containing a **MAJORITY** of that unit. If this is unclear, then randomly determine which table quarter that unit is controlling or contesting.*



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WARHAMMER 40K TEAM TOURNAMENT PRIMER

RESULTS FOR SCENARIO 4: A WORLD OF BONES!

YOUR TEAM NAME:

TABLE NO.

OBJECTIVE POINTS

(circle the correct result for each objective)

OBJECTIVE	WIN	DRAW	LOSS
Primary (Annihilation/Marked for Death)	15	7	0
Secondary (Breakthrough)	7	3	0
Tertiary (Objective Markers)	3	1	0



TOTAL OBJECTIVE POINTS
(add the 3 objectives from the left)

MAX: 25

+

TOTAL TACTICAL BONUS
(add the points from the left)

MAX: 5

=

TACTICAL BONUS POINTS

(circle all complete Tactical Bonus points)

+3	Outflanked: If your Coalition controls both "neutral" table quarters at the end of the game.
+2	Outnumbered: If your Coalition controls the enemy's deployment zone (table quarter) at the end of the game.



OPPONENT'S INITIALS:

(have opponent verify Total Battle Pts)

TOTAL BATTLE POINTS:

(Total Objective Points and Total Tactical Bonus)

MAX: 30

COMMANDER'S HEADS

(each circle is worth one point)

Your Surviving Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>
Killed Enemy Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>

TOTAL HEADS

COMMAND COUNTERS

Unused Counters and Surviving Units Bearing Command Counters (Max: 2)

Destroyed Enemy Units Bearing Command Counters (Max: 2)

TOTAL COUNTERS

*** STOP ***

DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN DOUBLE-CHECKED AT THE JUDGE'S BOOTH

Now, in private, rate you're the opposing Coalition's Sportsmanship by circling the appropriate mark below.
Do **NOT** share these results with your opponents.

SPORTSMANSHIP MARK

	Average Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
	Positive Fantastically Brilliant Game! Reserved for the truly special games of Warhammer. Your opponents went well beyond the call of duty, were incredibly sporting and honestly made additional effort of provide a fantastic game. These are just the type of people you would want in your local gaming club. Teams receiving the most net positives mark are eligible to win Best Sportsmanship.
	Negative Just A Terribly Awful Game! While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should NEVER be a reflection on the final results of the game.



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WARHAMMER 40K TEAM TOURNAMENT PRIMER

RESULTS FOR SCENARIO 3: OF STEEL AND BLOOD!

YOUR TEAM NAME:

TABLE NO.

OBJECTIVE POINTS

(circle the correct result for the final state of all 4 objective markers)

Primary (Objective Markers, Max: 20)	Controlled / Contesting Unit Bearing CC / None		
Your Objective Markers	2 / 1 / 0	2 / 1 / 0	
Enemy Objective Markers	8 / 4 / 0	8 / 4 / 0	
OBJECTIVE	WIN	DRAW	LOSS
Secondary (Annihilation)	5	2	0

TOTAL OBJECTIVE POINTS
(add the objectives from the left)

MAX: 25

TACTICAL BONUS POINTS

(circle all complete Tactical Bonus points)

+2	Area Secured: If your Coalition controls BOTH of your own objective markers at the end of the game.
+3*	Inspiring Presence: Have either Coalition Commander within 3" of an enemy objective marker at the end of the game. You can score this bonus even if the objective marker is contested.

TOTAL TACTICAL BONUS
(add the points from the left)

MAX: 5

* If applicable, see 'Wipeouts!' note in Rules Addendum.

OPPONENT'S INITIALS:

(have opponent verify Total Battle Pts)

TOTAL BATTLE POINTS:

(Total Objective Points and Total Tactical Bonus)

MAX: 30

COMMANDER'S HEADS

(each circle is worth one point)

Your Surviving Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>
Killed Enemy Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>

TOTAL HEADS

COMMAND COUNTERS

Unused Counters and Surviving Units Bearing Command Counters (Max: 2)

Destroyed Enemy Units Bearing Command Counters (Max: 2)

TOTAL COUNTERS




*** **STOP** ***

DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN DOUBLE-CHECKED AT THE JUDGE'S BOOTH

Now, in private, rate you're the opposing Coalition's Sportsmanship by circling the appropriate mark below.

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SPORTSMANSHIP MARK

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WARHAMMER 40K TEAM TOURNAMENT PRIMER

RESULTS FOR SCENARIO 2: THOSE TREASURES WILL NEVER BEFALL YOU!

YOUR TEAM NAME:

TABLE NO.

OBJECTIVE POINTS

(circle the correct result for each objective)

OBJECTIVE	WIN	DRAW	LOSS
Primary (Allied Table Quarters)	15	7	0
Secondary (Annihilation)	7	3	0
Tertiary (Most Costly Unit)	3	1	0



TOTAL OBJECTIVE POINTS
(add the 3 objectives from the left)

MAX: 25

+

TOTAL TACTICAL BONUS
(add the points from the left)

MAX: 5

=

TACTICAL BONUS POINTS

(circle all complete Tactical Bonus points)

+1* or +2*	In the Face of Death: Score +1 tactical bonus point for each Command Counter still in play and attached to a non-fleeing unit at the end of the game.
+3*	Orders Issued: If you control (not contest) a table quarter with a unit bearing a Command Counter at the end of the game.



OPPONENT'S INITIALS:

(have opponent verify Total Battle Pts)

TOTAL BATTLE POINTS:

(Total Objective Points and Total Tactical Bonus)

MAX: 30

COMMANDER'S HEADS

(each circle is worth one point)

Your Surviving Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>
Killed Enemy Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>

TOTAL HEADS

COMMAND COUNTERS

Unused Counters and Surviving Units Bearing Command Counters (Max: 2)

Destroyed Enemy Units Bearing Command Counters (Max: 2)

TOTAL COUNTERS

*** STOP ***

DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN DOUBLE-CHECKED AT THE JUDGE'S BOOTH

Now, in private, rate you're the opposing Coalition's Sportsmanship by circling the appropriate mark below.
Do **NOT** share these results with your opponents.

SPORTSMANSHIP MARK

	Average	Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
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RESULTS FOR SCENARIO I: THE ACCLAMATION OF BONDS!

YOUR TEAM NAME:

TABLE NO.

OBJECTIVE POINTS

(circle the correct result for each objective)

OBJECTIVE	POINTS EARNED		
	WIN	DRAW	LOSS
Primary (The Sum of Parts)	20	10	0
Secondary (Capture and Control)	5	2	0



TOTAL OBJECTIVE POINTS

(add the 2 objectives from the left)

MAX: 25

+

TACTICAL BONUS POINTS

(circle all complete Tactical Bonus points)

+2	Forward to Death: Achieve the Secondary Objective by controlling the objective marker in the opposing Coalition's deployment zone.
+3*	Lead by Example: Have either Coalition Commander within 3" of the objective marker in the middle of the table at the end of the game. You can score this bonus even if the objective marker is contested.



TOTAL TACTICAL BONUS

(add the points from the left)

MAX: 5

=

* If applicable, see 'Wipeouts!' note in Rules Addendum.

OPPONENT'S INITIALS:

(have opponent verify Total Battle Pts)

TOTAL BATTLE POINTS:

(Total Objective Points and Total Tactical Bonus)

MAX: 30

COMMANDER'S HEADS

(each circle is worth one point)

Your Surviving Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>
Killed Enemy Commanders (Max: 2)	<input type="radio"/> <input type="radio"/>

TOTAL HEADS

COMMAND COUNTERS

Unused Counters and Surviving Units Bearing Command Counters (Max: 2)

Destroyed Enemy Units Bearing Command Counters (Max: 2)

TOTAL COUNTERS

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DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN DOUBLE-CHECKED AT THE JUDGE'S BOOTH

Now, in private, rate you're the opposing Coalition's Sportsmanship by circling the appropriate mark below.

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