



EVENT GUIDE



KILLZONE: SAN DIEGO 2019 TOURNAMENT RULES

This pack includes rules and missions designed for this tournament, so as to provide players with an even playing field. These missions are designed for the game boards and scenery pieces provided at the So-Cal Open.

THE KILL TEAMS

Before the event, each player must create a command roster consisting of between 3 and 20 models, all of which must share a Faction keyword and at least one of which must be a Leader. Players must share a copy of their command roster with the Tournament Organizer before the event. Please bring at least 4 copies of your command roster to the event for data keeping purposes.

MUSTERING

Once the mission has been determined, players will muster their kill teams and choose their secondary objectives (see page 4). Players have a maximum of fifteen minutes to highlight which models they are using on a copy of their command roster, and write down (for the judges) which secondaries they have chosen. Teams must follow all the normal restrictions for Battle-forged kill teams as found on page 62 of the *Kill Team Core Manual*.

THE BATTLEFIELD

When playing a competitive play mission, do not use any environment tables when playing the missions from this pack - environment tables are not meant for organized play.

TERRAIN FEATURES

Terrain will be provided at all tables, but will have slight variances. It is likely that terrain will shift before and after matches, so players will be setting up terrain before each match.

To begin, the players roll off. Starting with the player who won the roll off, the players take it in turns to select and set up one terrain feature. Buildings and ruins must be set up before any other terrain features, following the rules below.

- Buildings must be set up on the game board surface, at least 3" away from any battlefield edges, ruins or other buildings.
- Ruins can either be set up on the game board surface or on top of any building on the battlefield that does not already have a ruin set on top of it. If set up on the game board surface, the ruin must be set up at least 3" away from any battlefield edges, buildings or other ruins. If set up on top of a building, the ruin must be placed completely on top of that building without any overhang (effectively creating a second floor of that building).

Once all buildings and ruins have been set up, the players continue to take it in turns to select and set up one of the remaining terrain features (statues, pipes, containers, etc.). These must be set up on the game board surface, but can be set up within 3" of other terrain features and battlefield edges.



SECONDARY OBJECTIVES

Each kill team is assembled for a particular purpose, and each warrior is included because they make the mission's success more likely. This means that even on the same battlefield, rival kill teams may have very different objectives, each playing to their strengths. A successful kill team must take these objectives and prioritize, focus on and achieve them while not losing sight of their ultimate goal.

USING SECONDARY OBJECTIVES

Secondary objectives provide a variety of challenging mission parameters for you to complete. Players choose which secondary objectives they have - and therefore - which feats they must accomplish - in each mission. Each secondary objective explains how it is scored, and in each mission, a player can only score a maximum of 3 victory points for each of their secondary objectives in a single game - even if a player could score more than 3 victory points by fulfilling the requirements of the secondary objective, they cannot score more than this maximum.

Each mission in this pack lists the secondary objectives that can be used in that mission. When a player musters their kill team they also choose three secondary objectives from those listed in that mission. Some missions include a bespoke secondary objective - a player can always choose this as one of their three secondary objectives when playing that mission. Once they have chosen their secondary objectives, the players record their choices on their score sheets.

If the time limit for mustering is reached and not all players have chosen three secondary objectives eligible for the mission being played, each of those players must randomly determine all of their secondary objectives by numbering each of the secondary objectives available in that mission, rolling a D6 three times and taking the corresponding secondary objectives. (re-rolling in the event of a duplicate result or any result that does not have a corresponding objective marker).

A player's secondary objectives are kept secret from their opponent (unless they are randomly determined as described above). When a player first scores a secondary objective, they must reveal that they have that secondary objective.



BOUNTY HUNTERS

When an enemy model is taken out of action, place a Kill Team token in contact with its base before removing the model from the battlefield. Score 1 victory point if a model from your kill team ends its move in contact with any of these markers, and then remove one of those markers the model is in contact with.

CUT APART

At the end of the Fight phase, score 1 victory point if one or more models from your kill team made an attack that took an enemy model out of action in that phase.

CUT OFF THE HEAD

When the enemy Leader is taken out of action, score victory points equal to 5 minus the number of the current battle round.

ENGAGE ON ALL FRONTS

Divide the battlefield into four equal rectangles, a corner of each of which meets the others in the centre of the battlefield. At the end of the battle round, score 1 victory point if there is at least one model from your kill team (other than shaken models) wholly within each of these rectangles.

ATTRITION

At the end of the battle round, score 1 victory point if more enemy models than friendly models were taken out of action in that battle round.

THIN THEIR RANKS

At the end of the battle round, score 1 victory point if two or more enemy models were taken out of action in that battle round.

HIGH-PROFILE TARGETS

When an enemy specialist (other than a Leader) is taken out of action, score 1 victory point.

DEATH FROM AFAR

When a model from your kill team makes a shooting attack at long range that takes an enemy model out of action, score 1 victory point.

PROXIMITY ALERT

At the end of the battle round, score 1 victory point if there is any enemy model within 2" of two or more models (other than shaken models) from your kill team.

RECON SWEEP

At the end of the battle round, score 1 victory point if one or more models from your kill team (other than shaken models) are wholly within the enemy deployment zone.

SCOUT THE FIELD

At the end of the battle round, score 1 victory point if there are models from your kill team (other than shaken models) within 1" of at least three different battlefield edges. Models wholly within your deployment zone do not count unless they are within 1" of a battlefield edge that does not extend beyond your deployment zone, in which case they only count for one battlefield edge.

DOMINATION

At the end of the battle round, score 1 victory point if more models from your kill team are within 3" of the centre of the battlefield than there are enemy models within 3" of the centre of the battlefield (not including shaken models).

COMPETITIVE PLAY MISSION

VITAL SUPPLIES

Valuable caches of materiel have been located in no man's land. Two kill teams, despatched by rival factions scrabbling to secure these assets, engage each other in a vicious conflict as they move to take and hold their objectives.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Secondary Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

Create the battlefield and set up terrain, following the guidance on page 3. Then set up five objective markers by dividing the battlefield into four quarters and placing one objective at the center of each quarter, and one in the center of the battlefield, as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points per round):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition this mission.

SECONDARY OBJECTIVES

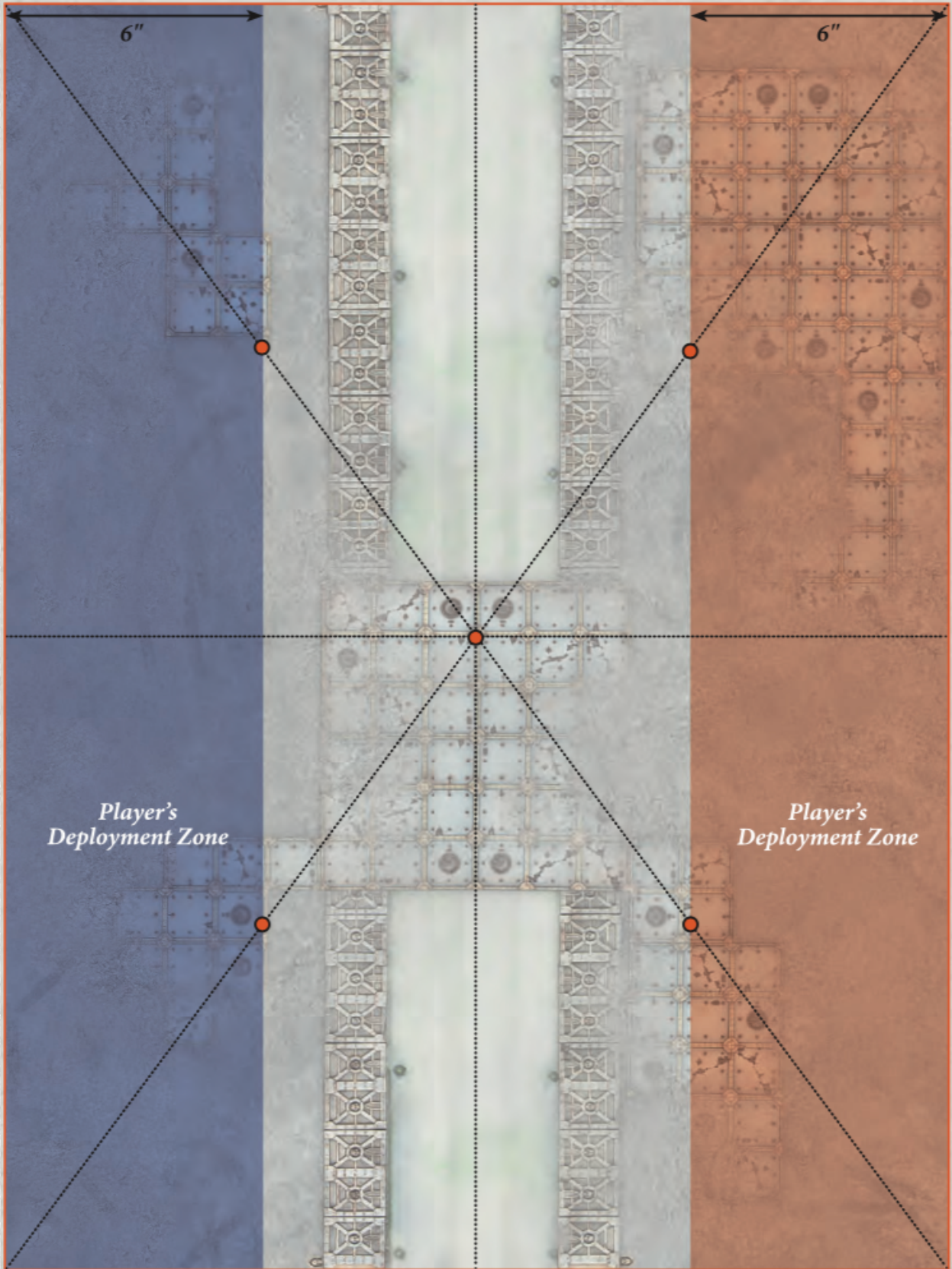
The Secondary Objectives available in this mission are:

Bounty Hunters, Cut Apart, Engage on All Fronts, Recon Sweep, Domination

Mission Critical Supplies: At the end of the battle round, score 1 victory point if you control the objective marker at the center of the battlefield.

Players can only score a maximum of 3 victory points for each Secondary Objective they choose, for a total maximum of 9 victory points for all Secondary Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



COMPETITIVE PLAY MISSION

PIVOTAL POINT

Special operatives have been tasked with eliminating a group of hostiles located in a pivotal point of the contested area. Should they emerge victorious, their forces will be able to use the site as a forward base from which they can drive a wedge into the foe's lines.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Secondary Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

Create the battlefield and set up terrain, following the guidance on page 3. Then set up six objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points per round):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition this mission.

SECONDARY OBJECTIVES

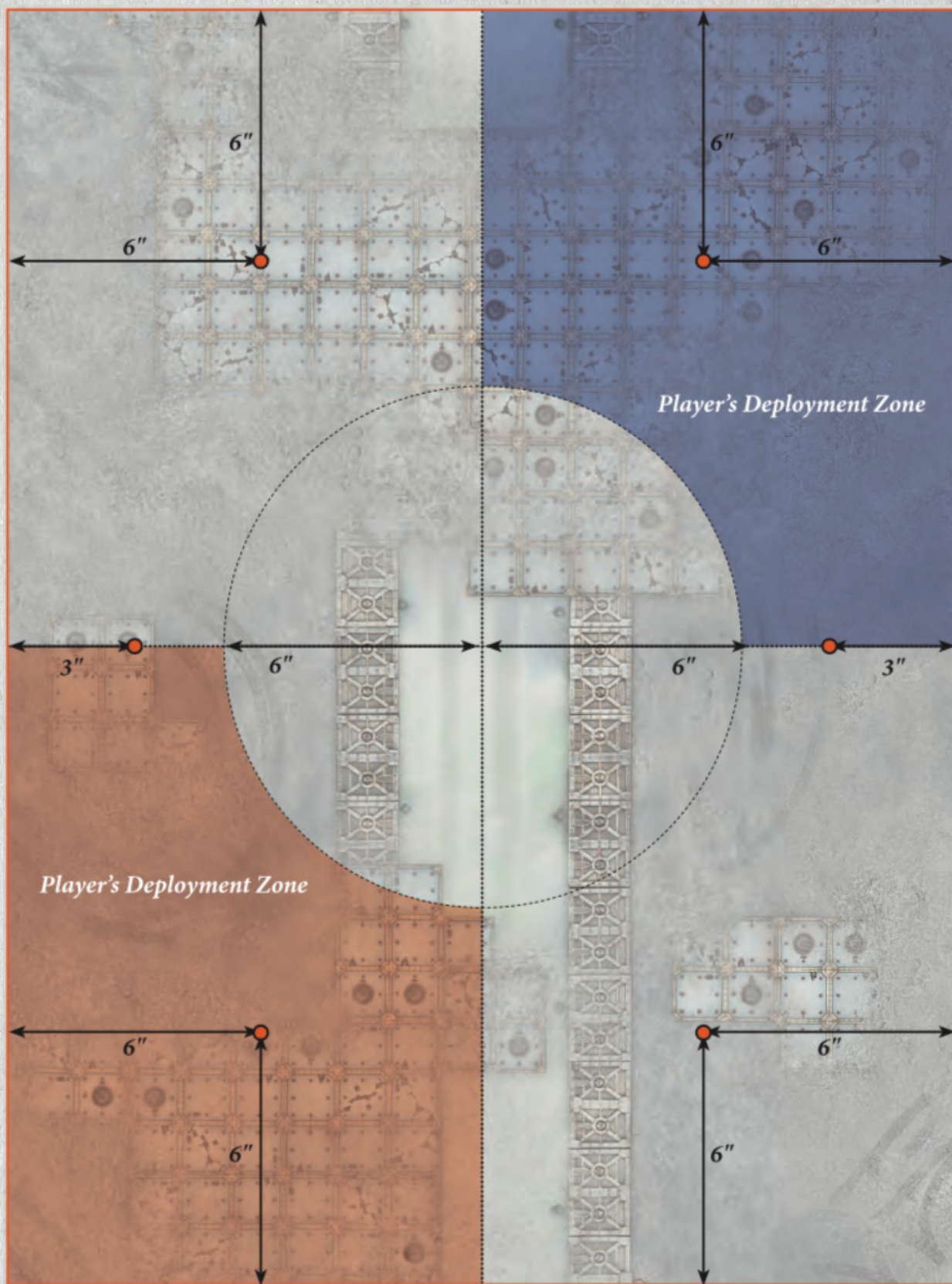
The Secondary Objectives available in this mission are:

Cut Off the Head, Attrition, Thin Their Ranks, Death From Afar, Scout the Field

Sector Cleared: At the end of the battle round, score 1 victory point if one or more models from your kill team are wholly within each of two adjacent quarters of the battlefield (i.e. not two quarters that only touch at the center of the battlefield) and there are no enemy models wholly within those table quarters.

Players can only score a maximum of 3 victory points for each Secondary Objective they choose, for a total maximum of 9 victory points for all Secondary Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



COMPETITIVE PLAY MISSION

YARD BY YARD

With the main body of the army far from this front, it falls to small teams of fighters to sweep and clear the sector, yard by yard if necessary. In doing so they must be swift and subtle, eliminating any enemy forces in such a way as to avoid drawing attention - and more adversaries - down on themselves.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Secondary Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

Create the battlefield and set up terrain, following the guidance on page 3. Then set up five objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Clear Them Out: At the end of the battle round, a player scores either 1 victory point if they control any objective markers, 3 victory points if they control more objective markers than their opponent or 5 victory points if they control all five objective markers.

A player cannot score more than 9 victory points for this victory condition this mission.

SECONDARY OBJECTIVES

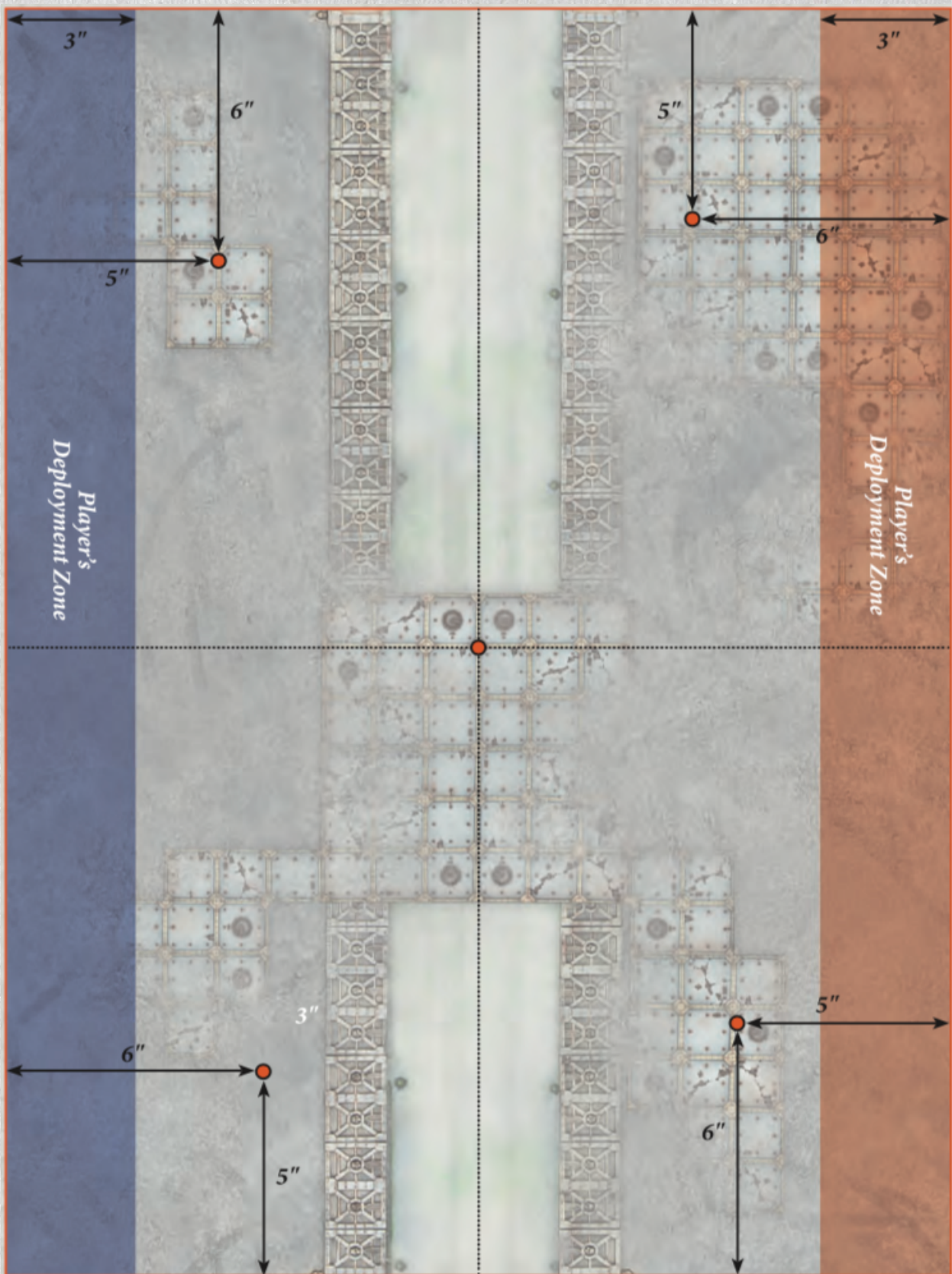
The Secondary Objectives available in this mission are:

Bounty Hunters, Thin Their Ranks, Death From Afar, Proximity Alert, Scout the Field

Swift and Subtle: At the end of the battle round, score 1 victory point if no models from your kill team made a shooting attack of any kind in that battle round.

Players can only score a maximum of 3 victory points for each Secondary Objective they choose, for a total maximum of 9 victory points for all Secondary Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



COMPETITIVE PLAY MISSION

RAZED ARCHIVE

A great repository of intelligence has fallen, its defenders scattered and its walls brought down. However, the destruction may not have been complete, so special operatives are despatched to find anything of worth to be recovered and to destroy everything else.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Secondary Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

Create the battlefield and set up terrain, following the guidance on page 3. Then set up four objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points per round):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition this mission.

SECONDARY OBJECTIVES

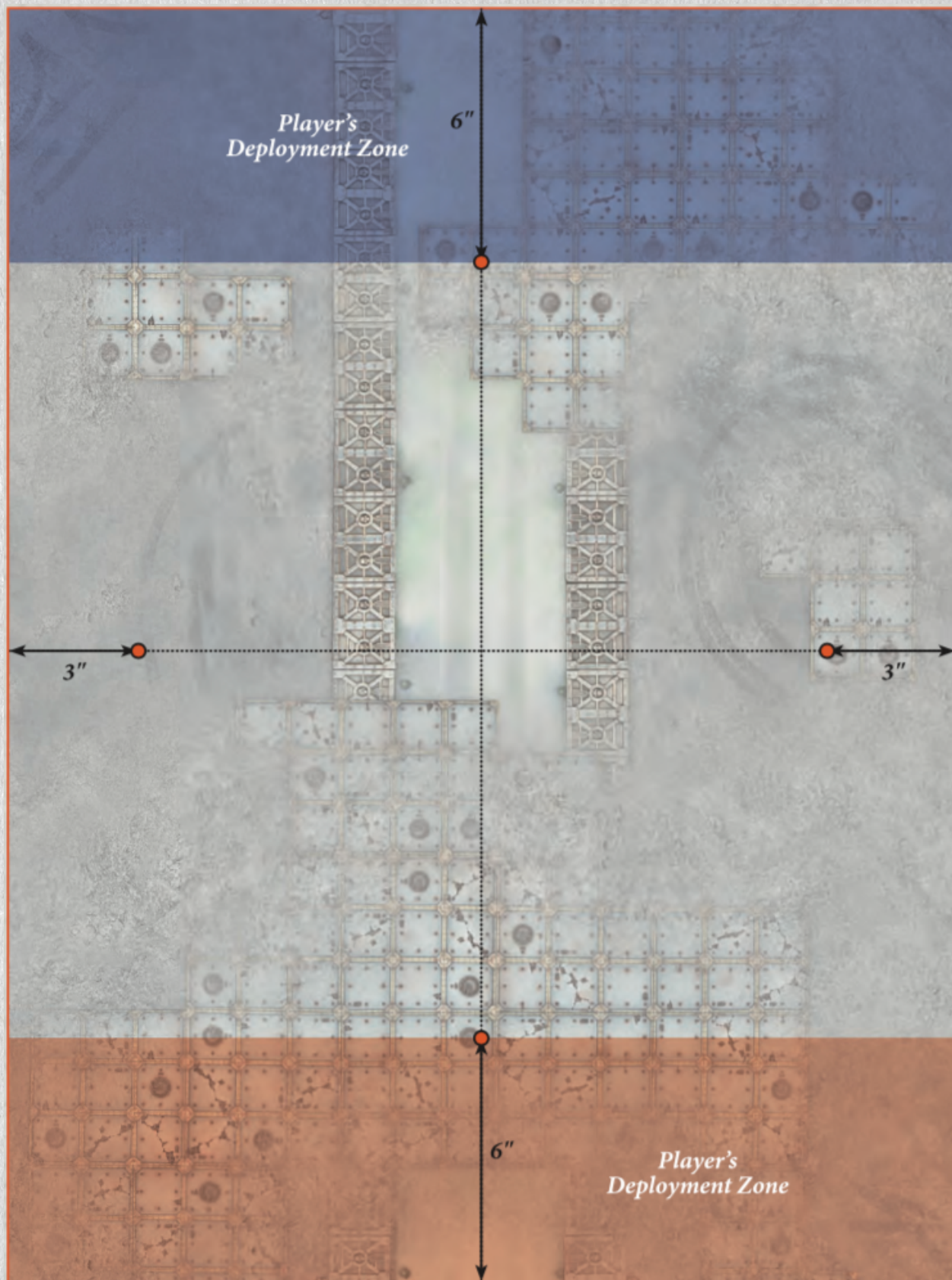
The Secondary Objectives available in this mission are:

Cut Apart, Engage on All Fronts, High-Profile Targets, Proximity Alert, Recon Sweep

Evaluate Find: At the start of the Movement phase, if you control one or more objective markers, you can choose a model from your kill team (other than a shaken model) that is within 1" of an objective marker you control and not within 1" of an enemy model. If you do so, you score 1 victory point. This model cannot be chosen to move, React, manifest psychic powers or shoot in this battle round, and can only be chosen to fight in the Fight phase if it is charged in this battle round.

Players can only score a maximum of 3 victory points for each Secondary Objective they choose, for a total maximum of 9 victory points for all Secondary Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



COMPETITIVE PLAY MISSION

CAPTURE THE STRONGHOLD

Scouts have identified the most defensible position in this sector, describing it as a prime location from which to strike out into the wasteland that surrounds it. The chances of one faction taking control of it without a fight are non-existent, however - they must take this prize by strength of arms.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Secondary Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

Create the battlefield and set up terrain, following the guidance on page 3. Then set up five objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points per round):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition this mission.

SECONDARY OBJECTIVES

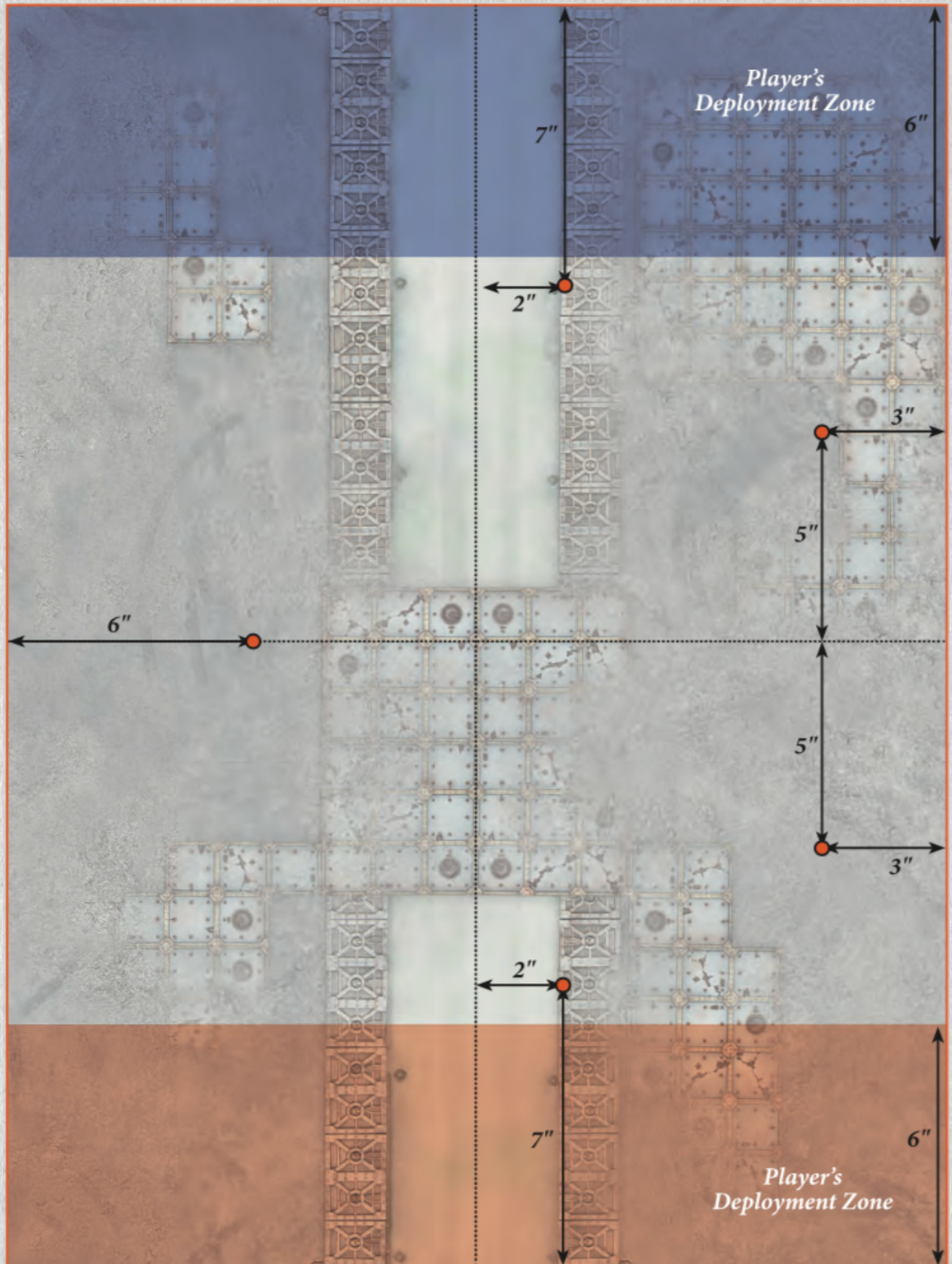
The Secondary Objectives available in this mission are:

Engage on All Fronts, Thin Their Ranks, Recon Sweep, Scout the Field, Domination

Location Secure: At the end of the battle round, score 3 victory points if you control all five objective markers.

Players can only score a maximum of 3 victory points for each Secondary Objective they choose, for a total maximum of 9 victory points for all Secondary Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



COMPETITIVE PLAY MISSION

RUNNING BATTLE

Two teams of special operatives encounter each other while conducting reconnaissance. They cannot afford to linger lest their enemies' reinforcements arrive first, so the result is a running battle as both teams attempt to conduct their mission, eliminate their hated rivals and escape in time.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Secondary Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

Create the battlefield and set up terrain, following the guidance on page 3. Then set up four objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Complete Reconnaissance: At the end of the battle round, a player scores 1 victory point if they control any objective markers, or 2 victory points if they control more objective markers than their opponent, or 3 victory points if they control the objective marker furthest from their deployment zone (whichever is greatest).

A player cannot score more than 9 victory points for this victory condition this mission.

SECONDARY OBJECTIVES

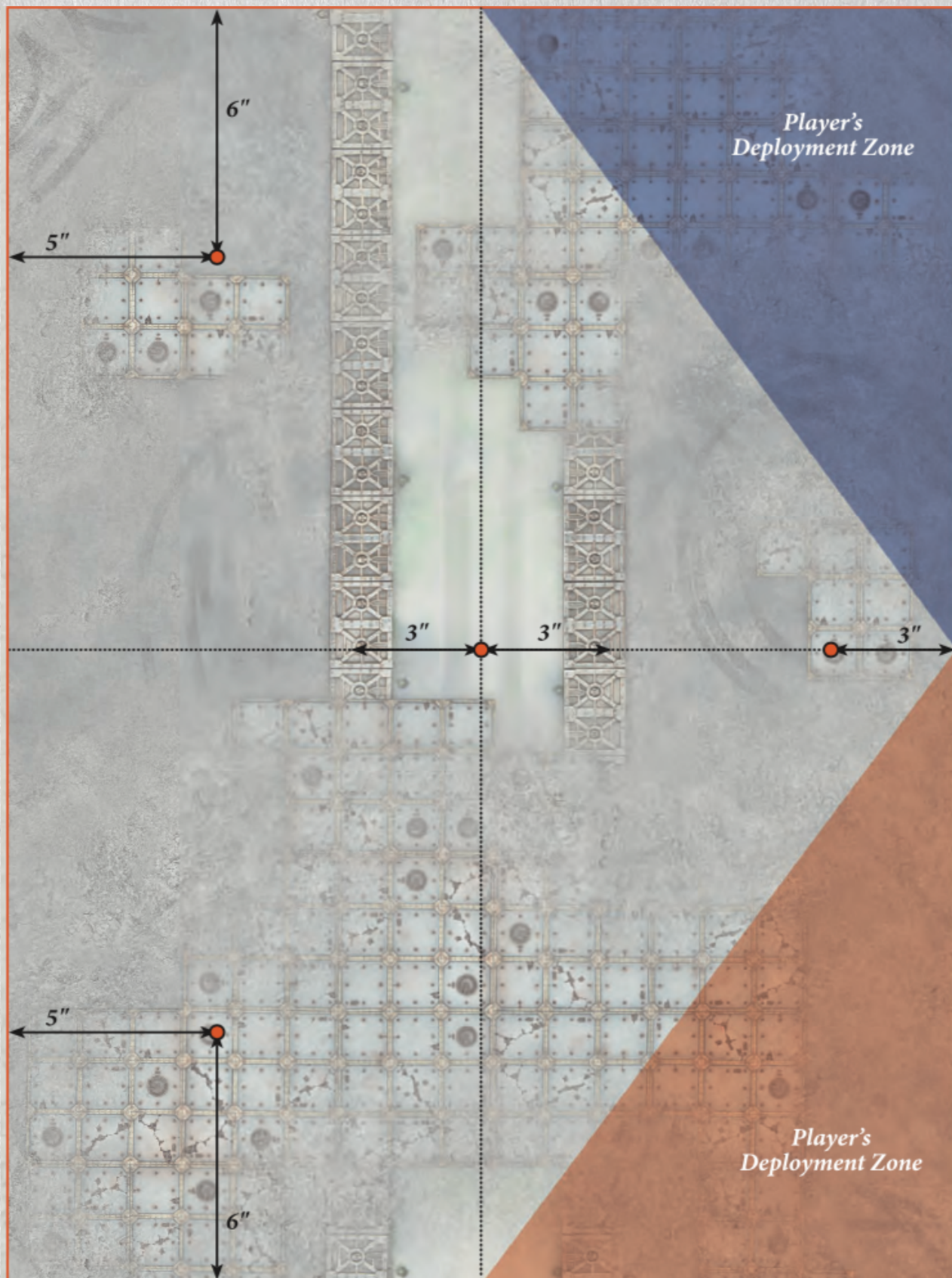
The Secondary Objectives available in this mission are:

Cut Off the Head, Engage on All Fronts, Attrition, High-Profile Targets, Proximity Alert.

Keep Moving: At the end of the battle round, score 1 victory point if no models from your kill team are even partially within the battlefield quarter that includes your deployment zone.

Players can only score a maximum of 3 victory points for each Secondary Objective they choose, for a total maximum of 9 victory points for all Secondary Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



TOURNAMENT RULES

In this section you will find the rules governing the tournament. Players may find it useful to familiarize themselves with the behaviors and practices expected of them when they participate in this competition.

TOURNAMENT STRUCTURE

REGISTRATION AND COMMAND ROSTER CHECK

Upon arrival at the event, all players must register with an official appointed by the tournament organizer. When they do so they give their name, the Faction keyword shared by all models on their command roster and a copy of their roster, which must be clearly legible. The roster will be checked by the tournament officials, but that doesn't remove the responsibility of players to ensure that it follows all the rules on page 62 of the *Kill Team Core Manual*. Once a command roster has been submitted, it may not be altered in any way, except to correct any errors. The organizer may penalize players who submit invalid command rosters.

Resources and Experience are not used for tournament play and should be ignored. Players can fill out the Mission, Background, and Squad Quirk sections if they wish, but they will not have any effect in the games that follow.

Once all players are registered, players will be paired randomly for the first round.

ROUNDS AND PAIRING

The tournament is played over five rounds, with 90 minutes afforded for each (this includes the fifteen-minute kill team mustering period before the start of each mission).

For round 1, pairings are randomly generated. If there are an odd number of players, one player (determined randomly) will play against a spare player. A spare player is one of the tournament officials or a spectator who is available to play a game should there be an odd number of players. If there is no spare player available, the randomly determined player will receive a bye. They are treated as winning the game and as having scored 13 victory points in that game.

For subsequent rounds, pairings are allocated based upon the determinations of the Best Coast Pairings app. If there are an odd number of players, the lowest-ranked player overall will play the spare player or receive a bye, as described previously. No player can play against the spare player more than once in a tournament, and if they would, the next lowest-ranked player will play against the spare player instead. Players will also not be paired with an opponent they have already faced.

Missions

Which of the missions found in this pack is played in each round is decided by the tournament organizer, and will be announced before the beginning of each round.



Scoring

When a game ends, the players record the result - including if a game ends in a draw - on their results sheets. If time runs out before the game ends, players should finish that battle round and then record the result as it stands at that point, using the same victory conditions stated in the mission and their secondary objectives. Both players must also record their victory points scored after each game, as well as the number of secondary objectives for which they scored the full 3 victory points and the number of enemy specialists (including Leaders) taken out of action - these are used as tiebreakers after each round when determining which player plays the spare player or receives a bye (if necessary), and (if necessary) for determining the final results.

After filling in their results sheets together, players should hand them in to an appointed official, who will record the results.

Ranking

Three points are scored for a match win, 1 for a match draw and 0 for a match loss. The higher a player's score, the higher they are in the rankings. If there is a tie, highest total victory points is used as a tiebreaker; if there is still a tie, the number of secondary objectives for which a team scored the full 3 victory points should be used, and if there is still a tie, the number of enemy specialists taken out of action should be used. For the purposes of final rankings, the top two to four players will compete in a final match and the winner will be considered the winner of the tournament.

BREAKS AND RESULTS

Players will have a short break between rounds while scores and the next round of matches are calculated. The pairings for the next round are then announced, and another round begins. Between the second match and third match there will be an hour designated for lunch.

After the final round of the tournament has been played, the final scores will be calculated and the results announced.

TOURNAMENT RULES

MINIATURES

Each model must be painted to meet the ITC 3-color painting and basing requirements and must completely and accurately represent its entry on your army roster (including all wargear). In cases where it is disputed, a tournament official will judge whether or not a model can be considered painted. Conversions are acceptable, as well as third party models as long as they accurately represent what the model is armed with. If a conversion is deemed to be misleading by the organizer, or if a miniature is damaged or assembled in such a way that it cannot easily be identified, the player will not be allowed to use that miniature. If the player is unable to field a legal Battle-forged kill team as a result (e.g. the damaged model is that player's only Leader), then that player must forfeit any games until they can provide a suitable alternative. Players cannot handle their opponent's miniatures. A player can waive this rule for their own miniatures if they wish, and should indicate to their opponent where this is the case.

DATA CARDS

Players should have a completed datacard for each model on their command roster that clearly shows equipment, abilities, and any specialism that model has. Players are permitted to write only the name of an ability on the datacard, rather than the whole text, but must ensure they are familiar with the ability and how it works, as well as having a copy of the Kill Team product containing that ability to hand should an opponent ask to read the ability.

TACTICS

Players can use any of the Tactics available to their kill team. To do so they must bring either the relevant Tactic card or Kill Team publication to the tournament, or a facsimile thereof that represents the tactic in question accurately from the source text. They must be able to allow their opponent to read the Tactic if they ask to. A player cannot use a Tactic that they have not brought or cannot show to an opponent.

TOKENS

Players should strive to bring sufficient Kill Team tokens, including objective markers, to their games. If a player does not have sufficient tokens to clearly display effects (Readying a model, Charging, Advancing, etc.), that player should make it clear to their opponent what effect is in place. In such an event, their opponent is permitted to place a token of their own next to the player's model.

DICE

When a player makes a dice roll, they must roll the dice in such a manner as to generate a completely random result. They may use a dice tower to do so if they wish. Dice that are rolled off the table, out of sight of the player's opponent or that do not land flat ('cocked' dice) must be re-rolled.



CONDUCT

This tournament should be held in the spirit of friendly competition. All participants, whatever their role, are expected to show good conduct throughout the tournament. They are expected to treat each other with respect and behave in a mature and considerate manner, including during disputes, and should behave in accordance with the following guidelines:

Advice

Players are not permitted to seek advice from any other person during a round. They can, however, seek rules clarifications from an official.

Timelines

Players are expected to register promptly, and to find their opponent in a timely fashion when each pairing is announced. Players who fail to do so may have to forfeit the game in question at the discretion of a judge, or be expelled from the tournament at the discretion of the organizer.

Players must not stall or deliberately play slowly so as to lengthen a game. If a player suspects that their opponent is deliberately slowing a game down, they can ask an available judge to observe their game.

Playing Area

Each player is responsible for ensuring that the playing area is clear of any clutter, and that the state of the game is clear to their opponent and to a judge. Players suspected of deliberately obscuring datacards, Tactics cards, or tokens that should be visible to both players, or otherwise obfuscating the state of the game, may be penalized.

Spectating

Players can be spectators when they are not playing a match. Spectators are not permitted to interfere in any match that is being played, including by giving any information to either of the players. They may, however, inform a judge if they suspect a player of cheating.

Cheating

Players are expected to know the rules of the game, and cannot, through either action or inaction, create a situation that is against the rules. If a player suspects that their opponent is cheating, they must inform a judge. A player found to be cheating may have to forfeit the game at the discretion of the judge, or be expelled from the tournament at the discretion of the organizer.



PRODUCED BY SHELDON STEERE IN OAKLAND

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GAME 1 SCORES

BATTLE ROUND	SECONDARY OBJECTIVE 1	SECONDARY OBJECTIVE 2	SECONDARY OBJECTIVE 3	PRIMARY OBJECTIVES	OBJECTIVES HELD	SPECIALISTS OUT OF ACTION
1						
2						
3						
4						

GAME 2 SCORES

TOTAL SCORE*

BATTLE ROUND	SECONDARY OBJECTIVE 1	SECONDARY OBJECTIVE 2	SECONDARY OBJECTIVE 3	PRIMARY OBJECTIVES	OBJECTIVES HELD	SPECIALISTS OUT OF ACTION
1						
2						
3						
4						

GAME 3 SCORES

TOTAL SCORE*

BATTLE ROUND	SECONDARY OBJECTIVE 1	SECONDARY OBJECTIVE 2	SECONDARY OBJECTIVE 3	PRIMARY OBJECTIVES	OBJECTIVES HELD	SPECIALISTS OUT OF ACTION
1						
2						
3						
4						

GAME 4 SCORES

TOTAL SCORE*

BATTLE ROUND	SECONDARY OBJECTIVE 1	SECONDARY OBJECTIVE 2	SECONDARY OBJECTIVE 3	PRIMARY OBJECTIVES	OBJECTIVES HELD	SPECIALISTS OUT OF ACTION
1						
2						
3						
4						

*TOTAL SCORE is calculated by adding all 3 Secondary Objective scores and Primary Objectives score from each round. Scores are calculated per game and do not carry over to subsequent games.

TOTAL SCORE*

COMMAND ROSTER

PLAYER NAME		RESULTS	CURRENT KILL TEAM'S FORCE	POINTS
FACTION		ROUND 1	CURRENT KILL TEAM'S NAME	
MISSION		ROUND 2		
BACKGROUND		ROUND 3		
SQUAD QUIRK		ROUND 4		

[illegible]