TEAM / CLUB	FIRST PLAYER / ATTACKER	SECOND PLAYER / DEFENDER	TEAM / CLUB

	REDRAWN TACTICAL?		INSANE BRAVERY USED?		REDRAWN TACTICAL?		INSANE BRAVERY USED?	

BATTLE ROUND	1	2	3	4	5	END OF GAME	TOTAL
PRIMARY MISSION							/ 45
SECONDARY MISSION							/ 45
VICTORY POINTS TOTAL	/ 30	/ 30	/ 30	/ 30	/ 30	/ 30	/ 90

WTC SCORE	
DIFFERENCE	RESULT
0 - 5	10 - 10
6 - 10	11 - 9
11 - 15	12 - 8
16 - 20	13 - 7
21 - 25	14 - 6
26 - 30	15 - 5
31 - 35	16 - 4
36 - 40	17 - 3
41 - 45	18 - 2
46 - 50	19 - 1
51+	20 - 0

BATTLE ROUND	1	2	3	4	5	END OF GAME	TOTAL
PRIMARY MISSION							/ 45
SECONDARY MISSION							/ 45
VICTORY POINTS TOTAL	/ 30	/ 30	/ 30	/ 30	/ 30	/ 30	/ 90

TACTICAL SECONDARY MISSIONS	DRAWN	SCORED/ DISCARDED	VP		
A GRIEVOUS BLOW ★			5		
ASSASINATION			5		
A TEMPTING TARGET			5		
BEACON			3	5	
BEHIND ENEMY LINES ★			3	5	
BRING IT DOWN ★			5		
BURDEN OF TRUST			2	4	5
CENTRE GROUND			3	5	
CLEANSE ★			2	5	
DEFEND STRONGHOLD ★			3	5	
DISPLAY OF MIGHT			2	5	
ENGAGE ON ALL FRONTS			3	5	
FORWARD POSITION ★			5		
NO PRISIONERS			2	4	5
OUTFLANK			3	5	
OVERWHELMING FORCE			3	5	
PLUNDER ★			5		
SECURE NO MAN'S LAND			5		

BATTLE READY?	
GRAND TOTAL	/ 100

FINAL SCORE	/ 20

DIFFERENTIAL

BATTLE READY?	
GRAND TOTAL	/ 100

FINAL SCORE	/ 20

TACTICAL SECONDARY MISSIONS	DRAWN	SCORED/ DISCARDED	VP		
A GRIEVOUS BLOW ★			5		
ASSASINATION			5		
A TEMPTING TARGET			5		
BEACON			3	5	
BEHIND ENEMY LINES ★			3	5	
BRING IT DOWN ★			5		
BURDEN OF TRUST			2	4	5
CENTRE GROUND			3	5	
CLEANSE ★			2	5	
DEFEND STRONGHOLD ★			3	5	
DISPLAY OF MIGHT			2	5	
ENGAGE ON ALL FRONTS			3	5	
FORWARD POSITION ★			5		
NO PRISIONERS			2	4	5
OUTFLANK			3	5	
OVERWHELMING FORCE			3	5	
PLUNDER ★			5		
SECURE NO MAN'S LAND			5		

OPPONENT PLAYS ▶ / ▼ YOU PLAY	TAKE & HOLD	PURGE THE FOE	DISRUPTION	RECON	PRIORITY ASSETS
TAKE & HOLD	BATTLEFIELD DOMINANCE	IMMOVABLE OBJECT	DETERMINED ACQUISITION	PURGE & SECURE	INESCAPABLE DOMINION
PURGE THE FOE	UNSTOPPABLE FORCE	MEATGRINDER	PUNISHMENT	CONSECRATE	DESTROYER'S WRATH
DISRUPTION	DEATH TRAP	DELAYAING ACTION	OUTMANOEUVER	SMOKE & MIRRORS	LOCATE & DENY
RECON	RECON SWEEP	TRIANGULATION	SURVEIL THE FOE	GATHER INTEL	SEARCH & SCOUR
PRIORITY ASSETS	SECURE ASSET	VITAL LINK	EXTRACT RELIC	VANGUARD OPERATION	SABOTAGE

★ = CAN OR MUST BE DISCARDED OR RESHUFFLED IN CERTAIN CONDITIONS / 🗋 = FIXED

FIXED SECONDARY MISSIONS	VP	
A GRIEVOUS BLOW 🗋	4	
ASSASINATION 🗋	4	3
BRING IT DOWN 🗋	4	
ENGAGE ON ALL FRONTS 🗋	2	4

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FIXED SECONDARY MISSIONS	VP	
A GRIEVOUS BLOW 🗋	4	
ASSASINATION 🗋	4	3
BRING IT DOWN 🗋	4	
ENGAGE ON ALL FRONTS 🗋	2	4