

what YOU achieved among the goals

| Round | Primary Goals (3 pts each) | | | | Secondary Goals (1 pt each) | | | PLAYER NAME | | | | # Turns | Time Called | Opponent's Name | Score | Sports |
|--------------------|----------------------------|-------------|------------------|-----------------|-----------------------------|------------------|--------------|-------------|----------------|--------------|-------|---------|-------------|-----------------|-------|--------|
| | Crusade | Hold Ground | King of the Hill | Purge the Alien | First Blood | Slay the Warlord | Line Breaker | Your Score | Victory Points | Deploy First | Seize | | | | | |
| DEMO | 3 | 3 | | 3 | 1 | | 1 | 11 | | X | | 6 | X | Hugh Jass | 6 | |
| 1: Dawn of War | | | | | | | | | * | | | | | | | *** |
| 2: Vanguard | | | | | | | | | * | | | | | | | *** |
| 3: Hammer Anvil | | | | | | | | | * | | | | | | | *** |
| 4: Dawn of War | | | | | | | | | * | | | | | | | *** |
| 5: Vanguard | | | | | | | | | * | | | | | | | *** |

| Hold Ground Points Tally | | | | | | | |
|--------------------------|--------|--------|--------|--------|--------|--------|--------|
| | Turn 1 | Turn 2 | Turn 3 | Turn 4 | Turn 5 | Turn 6 | Turn 7 |
| Round 1 | | | | | | | |
| Round 2 | | | | | | | |
| Round 3 | | | | | | | |
| Round 4 | | | | | | | |
| Round 5 | | | | | | | |

SCORE SHEET NOTES:

***Victory Points:**
Victory Points only need to be calculated if there is a tie in Battle Points. The player with the most Victory Points wins. (see other side for details)

Deploy First:
If you deployed first put an 'X' in the box.

Seize:
Mark the Seize box with 'X' if you Seized first turn.

Time Called:
If time was called before rolling to end naturally then mark box with 'X'.

*****Sportsmanship:**
Sports should be completed after your last game. Grade your gaming experience A-E, with the grade of 'A' being the best. No two players can have the same rank.

Seize Initiative and Random Game Length will be used each round.

0. **Discuss Terrain** - Call over a judge for clarification, or if the pieces seem shifted.
1. **Place Objectives:** Place 6 objectives using the following guidelines. Place 4 objectives 24 inches from a short table edge and 12 inches from a long table edge. Place 2 more objectives 12 inches from each short table edge and 24 inches from each long table edge.
2. **Place King of the Hill Objective:** The King of the Hill objective is placed in the center of the table on the the lowest level if a ruin is there.
3. **Roll-off – Determine Player Deployment Zones**
4. **Place Fortifications:** (see below)
5. **Roll Night Fighting:** 4-6 Night Fight Turn 1, and 1-3 Roll on Turn 5
6. **Roll Warlord Trait:**
7. **Pre Game Rolling:** Powers, Gifts, Drugs, Grand Strategy etc...
8. **Roll-off – Deployment:** Highest chooses to Deploy first or second.
9. **Deploy.** When needed, mark your Dedicated Transport(s) (or other appropriate units) for their Force Organization category.
10. **Roll - Seize Initiative:** Player that Deployed Second can attempt to Seize.
11. **Start Turn 1**

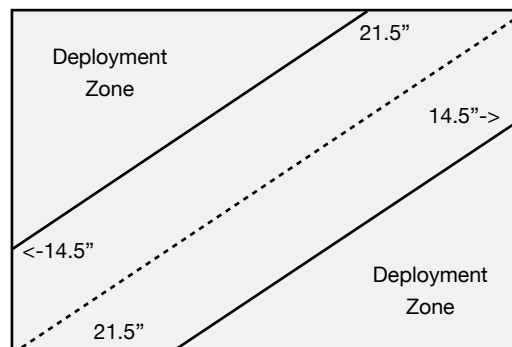
Hold Ground: Players tally Hold Ground points at the start of their turn beginning with the First Turn. The player with the most Hold Ground points tallied at the end of the game wins this goal. A tie is zero points.

King of the Hill: Determine which player controls the King of the Hill objective at the end of the game. The player controlling the King of the Hill objective wins this goal.

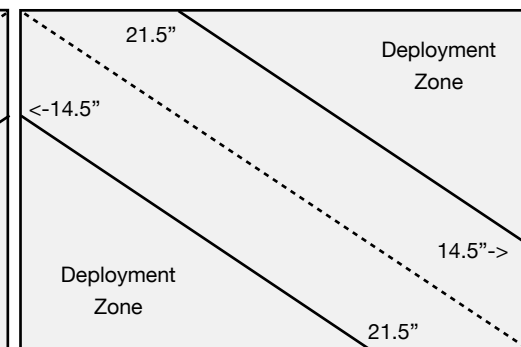
No Hard Dice Down: If a game turn is started, both players will get a player turn. If you do not consistently finish your games on time you may be penalized at the staff's discretion. If you suspect your opponent of using slow play tactics it is your responsibility to inform judges.

Dice: If you are caught using modified (cheat) dice you will be permanently banned from the current, any future CAGE Match events, and quite possibly other events. This ban is regardless of intention or circumstance.

Vanguard Deployment Option 1



Vanguard Deployment Option 2



Moral Victory in case of a draw?

The Victory Point (VP) totals of each opponent are compared. The player that has more is the victor. VPs are gained by inflicting damage on enemy units, as follows:

Units destroyed

- At the end of the game every unit that has been destroyed is worth an amount of VPs equal to its points cost (including the cost of all its extra wargear, vehicle upgrades, etc). Units that end the game falling back or off the battle field count as destroyed.
- *For example, a 260 point Land Raider would be worth 260 VPs to the opponent if he managed to destroy it by the end of the game.*

Units at half strength

At the end of the game every enemy surviving non-squadron unit that has lost half of its initial models or more is worth an amount of VPs equal to half its points cost (including the cost of all its extra wargear, vehicle upgrades, etc), rounded down. For Squadrons, consider its initial models minus any Abandoned Squadron Vehicles.

- In the case of units that start the game as a single model (independent characters, monstrous creatures, etc), they are worth half their points cost in VPs if they have lost half or more of the Wounds on their profile.
- In the case of vehicles, they are worth half their points cost in VPs if they are suffering from the effects of any Weapon Destroyed or Immobilized result at the end of the game.
- *For example, a squad of Space Marines starts the game at 10 models strong (costing 190 points) and ends the game with only 5 models left. Such a squad is worth 95 VPs to the opponent.*