

# CAPTURE AND CONTROL

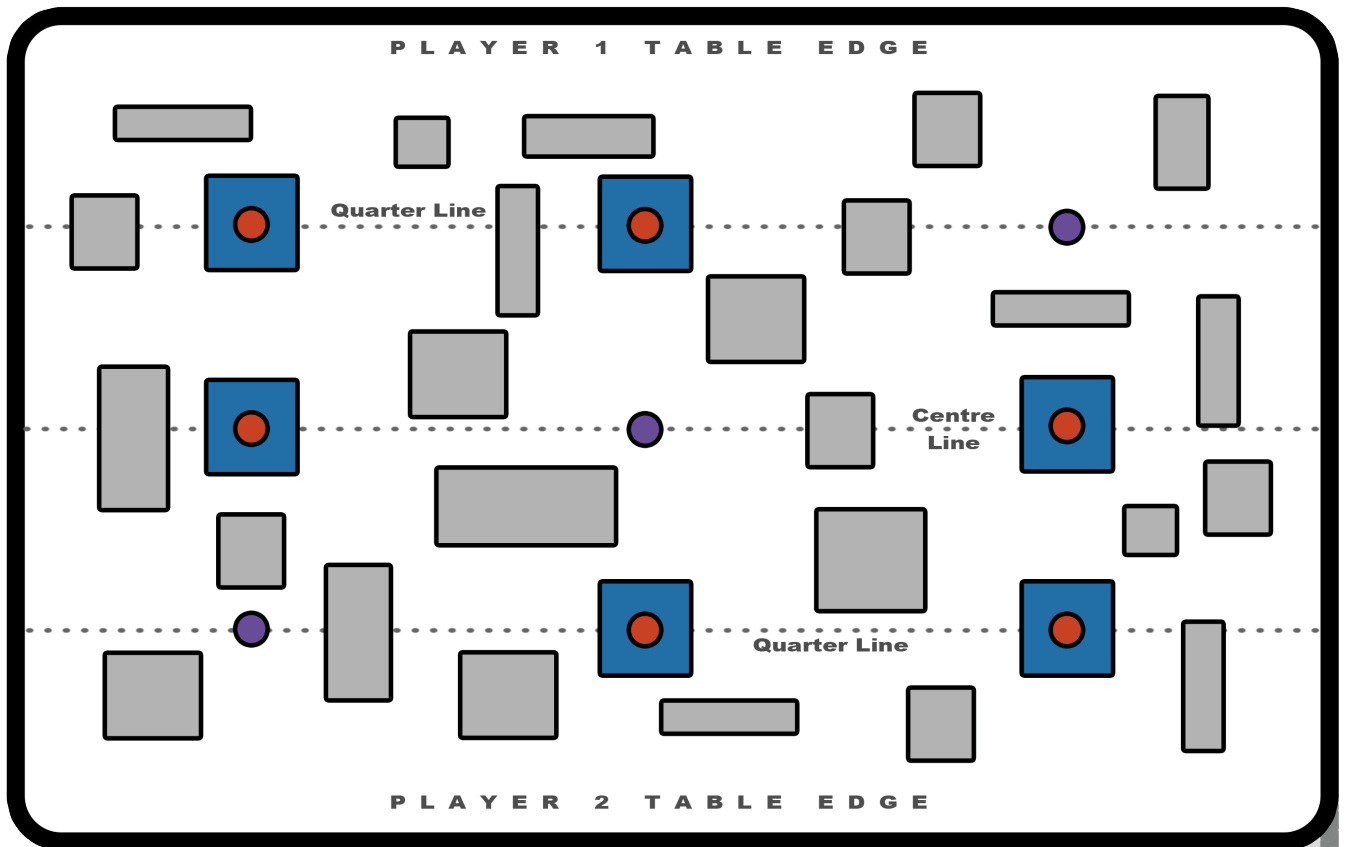





TABLE SIZE: 4' x 6' minimum

## KEY:

-  **6 Large Hardened Structures**  
Each contains **1 OBJECTIVE**  
Place in equal positions on each side, roughly where indicated
-  **3 Critical Locations**  
Place in equal positions on each side, roughly where indicated
-  **Any number of Structures of any size** (Use in Battle)  
Place evenly around battlefield

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (both players)

**DEPLOYMENT:**

All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

**DURATION:** 6 Turns

**VICTORY CONDITIONS:**

The player with the highest number of Victory Points at the end of turn 6 wins the game.

# DOMINATION

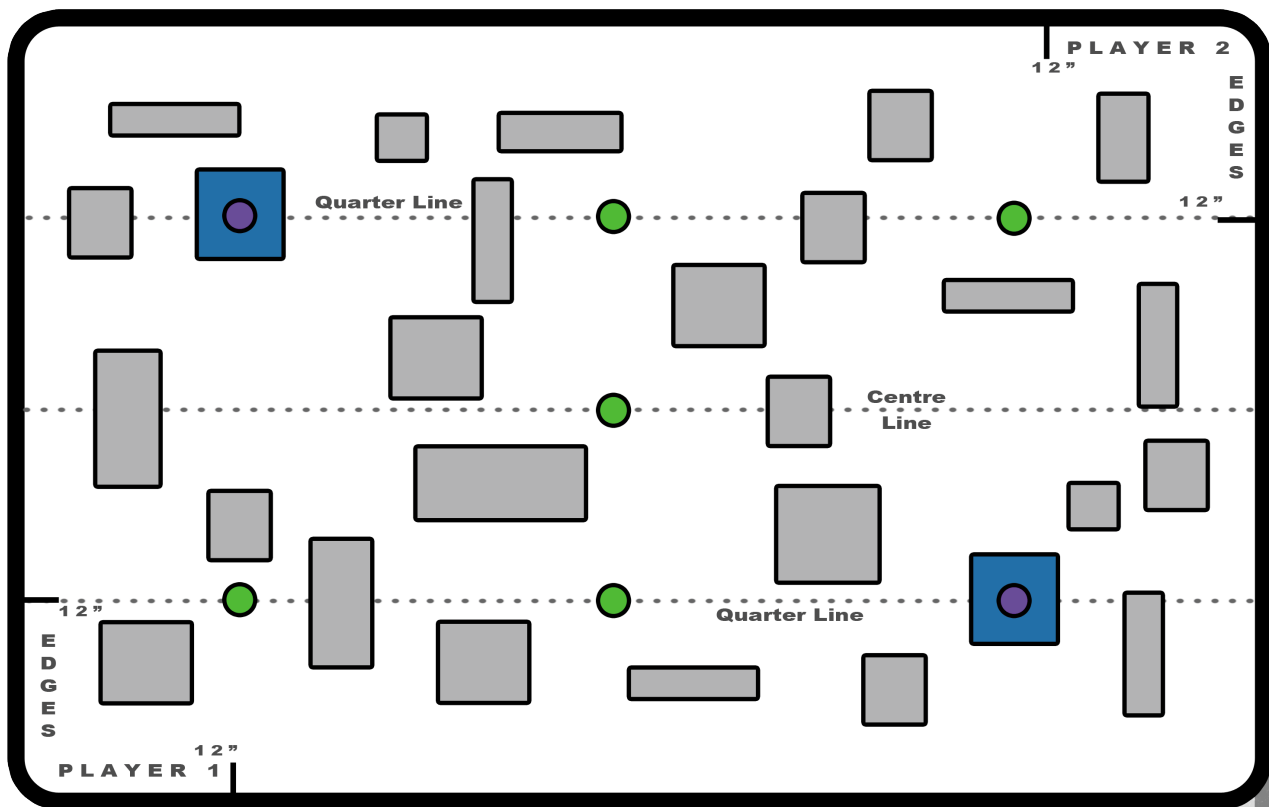





TABLE SIZE: 4' x 6' minimum

## KEY:

-  **2 Bunkers/Indestructible Structures**  
Each contains **1 Critical Location**  
Place roughly where indicated
-  **5 Focal Points**  
Place roughly where indicated
-  **Any number of Structures of any size** (Use in **Battle**)  
Place evenly around battlefield

**NUMBER OF PLAYERS:** 2

**ARMY ROSTER:** Standard (both players)

**DEPLOYMENT:**

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**DURATION:** 6 Turns

**VICTORY CONDITIONS:**

The player with the highest number of Victory Points at the end of turn 6 wins the game.

# TOURNAMENT RESULTS FORM

<b>Player Name</b>		<b>Army</b>	
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Game #	Tournament pts	Kill pts	(+/-) Bonus Tournament pts	Total Tournament pts (TP +/- Bonus TP)	Opponents Name
1					
2					
3					



# TOURNAMENT RESULTS FORM

<b>Player Name</b>		<b>Army</b>	
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