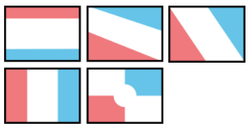
Breaking Heads

40k Scoresheet - Leviathan Mission Pack v2

Yes	PLAY BY INTENT?	DEATH CLOCK?	Yes
No			No

Player 1

Attacker | Defender | First turn?



Round #

Table #

Deploy Servo-Skulls	Purge the Foe	Priority Targets
Scorched Earth	Sites of Power	Supply Drop
Take & Hold	The Ritual	Vital Ground

Player 2

First turn? | Defender | Attacker

Primary

1	2	3	4	5	End	New Orders	New Orders	1	2	3	4	5	End
						1 unit in 6" and no en unit wholly in 3": 3VP **Area Denial** or no en unit wholly in 6" : 5VP							
						4VP per kill | Tactical: 5VP once **Assassination** Fixed							
						1 unit: 3VP, 2+ units: 4VP, 2+ units T: 5VP **Behind Enemy Lines** Fixed							
						1-10W: 2VP | 11-15W: 3VP | 16-20W: 4VP **Bring it Down** 20+W: 5VP | T: +1 but max = 8VP Fixed							
						8VP **Capture Enemy Outpost**							
						1 Obj: 2VP | 2 Obj: 4VP | Tactical: +1VP **Cleanse** Fixed							
X						3VP (not in Turn 1) **Defend Stronghold**		X					
						Center: 3VP | En Dep Zone: 4VP or T: 5VP **Deploy Teleport Homer** Fixed							
						3 Quarters: 2VP | 4 Quarters: 4VP | T:+1VP **Engage on all Fronts** Fixed							
						5 VP | if only 1 unit left: 2VP **Extend Battle Lines**							
						2 VP per corner (max = 8VP) **Investigate Signals**							
						2VP per unit killed (max = 5VP) **No Prisoners**							
						3VP per unit killed on obj (max = 5VP) **Overwhelming Force**							
						1 Obj in No Man's: 2VP | 2 Obj: 5VP **Secure No Man's Land**							
X						4VP | Tactical = +1VP (not in Turn 1) **Storm Hostile Objective** Fixed		X					
						5 VP **Tempting Target**							

Battle Ready	Total Primary	Total Secondary	Total Player 1	Total Player 2	Total Secondary	Total Primary	Battle Ready

Notes

Notes

Singles

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

Team

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