

BEEF & WING BRAWL 2019

40K TOURNAMENT PACKET

FORMAT:

- 2,000 Point Army List
- Battle Forged
- Maximum of 3 Detachments
- All GW FAQ's In Effect
- GW Beta FAQ in Effect
- Forge World Units and Rules Are Allowed
- ITC Missions are being used

EXTRA CHANGES

- Understrength units will not be allowed. Minimum squad sizes must be reached.
- The first floor of a ruin blocks lines of sight. This is a change used by ITC that will be used at this event.

30 DAY RULE

- Any books, white dwarfs, or any other datasheets/rules released within 30 days of the event will not be used.

GW FAQ's will be using their most recent versions up until the day before the event. The exception are FAQ's that alter force organization or point changes, These will not be used if released within 30 days before an event.

WHAT TO BRING

You will be required to bring the following items in order to play in this event:

- Your Army * You really need this*
- Your 8th edition rule book
- 6 copies of your army list
- Dice, measuring tape, wound counters, and other gaming aides
- Any codexes / army books needed for army. We recommend you also bring FAQ's that correspond with your codexes.
- A positive attitude

CHESS CLOCKS

This year we will be using the ITC rules for chess clocks. That being if someone requests a chess clock you will use one. Please note we will not be providing chess clocks to anyone. With the only exception to the top 6 tables games 4-5 upon request. We recommend players to bring their own if they have one available

We recommend you practice your time usage before this event as the rounds will be 3.0 hours long.

ITINERARY

Saturday, June 8

Registration • 8:00am - 9:00am
Game 1 • 9:00am - 12:00pm
Lunch Break • 12:00pm - 1:00pm
Game 2 • 1:00pm - 4:00pm
Game 3 • 4:15pm - 7:15pm

Sunday, June 9

Top 8 painted armies • 8:00am - 9:00am
Game 4 • 9:00am - 12:00pm
Lunch Break • 12:00pm - 1:00pm
Game 5 • 1:00pm - 4:00pm
Awards 4:30pm

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MODEL POLICY

FORGEWORLD MODELS

Models that are readily available from ForgeWorld must be represented by the actual model.

We are aware that many models in the ForgeWorld Indexes do not have models or that specific kits are no longer produced by the manufacturer. To remedy this, players are welcome to create models to reflect these unit entries.

IMPORTANT: These models must be to the size and dimensions of entries they represent.

Example: When modeling a Earthshaker Platform Battery, the earthshaker platform must have the same profile and characteristics of its ForgeWorld counterpart. This includes the positioning of the model, such as its support struts.

Also, there is a difference between a platform battery and a carriage battery. We hope you know the difference because we most certainly do!

THE POWER OF EFFORT

We encourage conversions, scratch builds, and use of 3rd party bits and models. Models that fall under this must be of a similar size and shape. It is imperative that these efforts are noticeable in trying to represent the models in the game you are playing.

Example: Using Victoria Lamb models to represent Infantry squads and cultists is a perfect reflection in scale.

Converting a Skaven-Guard army is fine, but models should be of relative height of a normal Guardsmen (add height to the base to counteract being too short!).

WYSIWYG

What You See is What You Get! Weapon and wargear upgrades must be modeled properly on their miniatures. Pistols in holsters are fine when representing wargear. We reserve the right to pull models that we feel do not meet the correct standard.

BASE SIZES

Models must be on their respective base sizes. In instances where players are using “count as” models, they must have the base size of the unit they are representing.

Example: Players using Kairic Acolyte models as Chaos Cultists must be modeled to fit on 25mm bases, and not the 32mm bases they are provided with.

BREAKING THE RULES

If a player is found to not follow these rules, judges are free to remove those models at any point during the event. If the player in question has made egregious breaches to these policies, they could even be subjected to ejection from the event.

EXCEPTION TO THE RULES

If you have a really cool conversion to represent an existing or out of print model, send us an email:
TheBrawl@beefandwing.com

If we approve it you may bring the model to play. Let's see some amazing re-imaginings.

Lying about this to an opponent is a grave offense; guilty parties will be immediately ejected from the event.

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PAINT POLICY + HOBBY RUBRIC

PAINTING RUBRIC

On the following page you will find our painting rubric. This rubric covers your hobby score, which is a combination of painting, modeling, theme, and army display.

3 COLOR MINIMUM

Every year our event loves to celebrate and showcase the hard work of players who spend countless hours painting and converting their models. As an organization that works hard to create armies and model collections, we value the hobby as much as the game itself.

We encourage you to please have your army painted to a 3 colors minimum on all of your models. This is not a requirement, but you will break our hearts if we see grey and pewter models.

COMMISSION PAINTED

We understand that not everyone is psyched about painting and modeling; some are just here for the game. If your army is commission painted you will not be penalized for having someone else paint your models.

We do, however, hope you will tell us who painted said models. We'd like to give these talented painters the attention they deserve.

MAKE IT CONVINCING

Some techniques are harder than others and thus take more practice to take form. The technique must be convincing to score points (IE: dry brushing may not be enough to exhibit glowing).

MAJORITY RULES

When deciding if your army receives specific points on our rubric, our judges will be making these decisions based on the majority of the models in your army.

If only a handful of your models display a technique, points will not be received for it.

Example: An Imperial Guard army of 100 models only has 20 infantry models that have weathering and highlights. Since many of the models did not receive these treatments, the points for weathering and highlights will not be awarded on the rubric.

The only exception to this rule are advanced freehand details that would be found on banners, on tanks, etc.

SUBJECTIVE JUDGING

Be aware that our paint judges vary in personal skill and hobby knowledge. One judge may score differently than another.

There will be multiple paint judges scoring your army. We do this to provide a better experience with the subjective nature of paint scoring. Your paint score will be a collective average from all paint judges.

Help our judges by pointing out conversions and things that they might miss on your display board. Be honest though about decals and specific conversions/sculpts. We'd hate to catch you lying to our judges....

TOP 8 PAINTED ARMIES

The top 8 armies will be asked to set up their armies for further judging day 2 during our scheduled lunch break. Best of luck to all of our hobbyists!

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HOBBY RUBRIC

PAINTING Each worth 2 points

- Models contain at least 3 colors (Primer doesn't count!)
- **Tier 1 techniques** - washes, dry brushing
- **Tier 2 techniques** - highlights, eyeballs, weathering
- **Tier 3 techniques** - basic glow effects / freehand
- **Tier 4 techniques** - non metal metallics, gemming, fire effects
- **Tier 5 techniques** - advanced glow effects / source lighting / freehand detail

BASING Each worth 1 point

- Bases are painted (Primer doesn't count!)
 - Bases contains rock / sand / texture / scenic premade bases
 - Bases contain, rocks, grasses, and other interesting details *
 - Models have diorama bases
- * You must have made the effort to add something to your base!*

MODELING Each worth 1 point

- Models are assembled and properly represented.
 - Your army contains kit bashed models.
 - Your army exhibits some sculpting / plasti-card usage.
 - Army contains models with large portions of the model sculpted* / LEDs
- * Really well made scratch builds will be considered.*

DISPLAY Each worth 1 point

- Models have something they can be carried on. Bust out those food trays!
 - Display board matches your army - bases match the ground!
 - Display board contains interesting features - rocks, grass, multiple tiers
 - Portions of the board are dioramic / contain Interesting effects*
- * LED's, moving parts, sound, dispenses alcohol, shoots actual lasers...*

THEME Each worth 1 point

- Army feels like a functional fighting force. IE: not 3 fire raptors + Guilliman. Like, really?
- Paint style for army is harmonious / exhibits a consistent look
- Theme closely follows existing fiction of a specific chapter/regiment/craftworld/etc.
- Army has supporting fan-fiction/ cosplay / banners / etc.

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PRE-GAME, SETUP + MORE

PRE-GAME

Step 1: Before any dice are rolled, players adjust and define terrain on the board, then both players choose Warlord Traits, Psychic Powers, spend pre-deployment command points, and any additional Relics they will use. These should be written or notated clearly for reference in game.

Step 2: Players reveal the items from step 1 to each other simultaneously.

DEPLOYMENT + OBJECTIVES

Step 1: Players roll off for deployment.

Step 2: The player who rolled higher randomly determines the deployment type from the maps on pg. 216-217 of the 40k Main Rulebook, and then chooses their deployment zone.

Step 3: Players then place objectives following scenario guidelines as listed on each mission. Instructions for placing objectives are as follows:

A: All objectives are considered to be on the ground floor, and may not be placed inside of enclosed buildings. Move terrain if necessary to accommodate this requirement.

B: Distances are measured to and from models to the closest point of the objective marker when determining which models are in range to control an objective.

Step 4: Each player chooses 3 of the Secondary Mission Objectives listed below. A player may only choose each mission once. They then reveal them to their opponent simultaneously.

Step 5: The player who lost the roll-off in step 1 deploys the first unit. Deployment proceeds normally thereafter.

DETERMINING FIRST TURN

Step 1: Players roll off for first turn.

A: The player that finished deploying first gets a +1 modifier to the roll to go first.

Step 2: The player that wins the roll-off may choose to go first or second.

Step 3: The player that goes second may choose to roll to seize the initiative.

Missions 2 and 4 follow different rules for going first. Please review the mission to make sure you take note.

GAME LENGTH

Each game lasts 6 Battle Rounds.

CONCESSION

If one player chooses to concede before the game has come to a natural conclusion, they automatically score 0 points and their opponent is marked as the victor. At the time of concession, the victor keeps their current score and earns 4 points per remaining Battle Round towards the Primary Mission. Additionally, the victor also earns the maximum number of possible Secondary Mission points left to them. These points are awarded assuming the victor's army has the capability to accomplish the mission objectives still.

TABLING

If one player is tabled (a player has no qualifying models on the table at the end of any player turn), the tabled player keeps their points earned up until that point in the game, and their opponent earns points in the same fashion as outlined above.

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MISSION SCORING

PRIMARY SCORING: PLAYER TURN

Each player scores points at the end of their player turn.

- 1 point if an enemy unit destroyed during your player turn.
- 1 point if you hold one or more objectives at the end of your player turn.

PRIMARY SCORING: GAME TURN

Each player scores points at the end of the battle round.

- 1 point if you have destroyed more enemy units than your opponent.
- 1 point if you You hold more objectives than your opponent.

PRIMARY SCORING: BONUS POINTS

These points are scored based on the mission you are playing. Consult the mission map page to see what the bonus objective is.

CONTESTING

For an objective to be contested, both players have models within 3" of it but neither controls it. This typically occurs because both players have an equal number of models within range of the objective and either none of them are Objective Secured, or all of them are.

SECONDARY SCORING:

Each player may score up to 4pts for each of the following Secondary Missions, for a total of 12 between the three they've chosen.

These points can be scored at any time unless otherwise specified in the description.

STACKING SECONDARY OBJECTIVES

It's important to know that certain secondary objectives can not be achieved simultaneously. Be it to accomplish multiple secondaries to kill things, are holding ground, here is a chart to help navigate what can and cannot be scored simultaneously with each other.

	HEAD HUNTER	KINGSLAYER	MARKED	BIG GAME	REAPER	BUTCHER	OLD SCHOOL
HEAD HUNTER	-	N	N	N	Y	N	N
KINGSLAYER	N	-	N	N	Y	N	N
MARKED	N	N	-	N	N	N	N
BIG GAME	N	N	N	-	Y	N	N
REAPER	Y	Y	N	Y	-	Y	Y
BUTCHER	N	N	N	N	Y	-	Y
OLD SCHOOL	N	N	N	N	Y	Y	-

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SECONDARY MISSION CHOICES 1/2

Headhunter: 1pt for each enemy Character that is destroyed.

Kingslayer: Choose an enemy model that is a Character.

- Earn 1 point for every 2 wounds of damage it loses, cumulatively.
- In the instance where a Character may regenerate wounds or resurrect during the course of the game, total wounds it loses over the course of the game are counted towards this mission.
- If the model selected has the Character and Vehicle or Monster keywords, you earn 1 point for every 4 wounds it loses instead of 1 for every 2.
- If the Character is also your opponent's Warlord, earn 1 additional point (to a maximum of 4 total) if it is destroyed.

Marked For Death: Choose 4 of your opponent's units with a Power Level of 7+. Earn 1 pt for each of these units destroyed.

In order to score this point against a unit that splits into multiple units during the course of play, you must destroy each individual component unit.

If a unit joins with another unit during the course of play, to earn this point you must destroy the entire conjoined unit.

Gang Busters: For every 6 wounds inflicted on a unit that contains more than 1 model with 3 or more wounds, score 1 point. *Units with the SWARM keyword do not count towards this mission.*

Big Game Hunters: 1 point for every enemy model with the Monster or Vehicle keyword and 7+ wounds destroyed.

Pick Your Poison: Pick up to four keywords from the following list: psyker, fly, biker, vehicle, monster, titanic. You cannot pick a keyword more than once. For each keyword you pick, nominate an enemy unit with that keyword, you cannot nominate a unit for more than 1 keyword. Score 1 point for each nominated unit that is destroyed.

The Butcher's Bill: Destroy 2+ enemy units during a player turn to earn 1 Point.

***The Reaper:** For every 20 enemy models destroyed, earn 1 point.

- You count each model when they are destroyed. In the instance of models coming back into play after being destroyed during the course of a game, you may count them each time they are destroyed.

Destroyed models are allowed to accrue points for The Reaper and any other < Secondary Mission > regardless of asterisk, except Marked for Death.

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SECONDARY MISSION CHOICES 2/2

Old School: Earn 1 point for each of the following:

- **First Strike:** An enemy unit is destroyed in the first Battle Round.
- **Slay the Warlord:** The enemy Warlord is destroyed at game's end.
- **Linebreaker:** Have one of your models within your opponent's deployment zone at the end of the game.
- **Last Strike:** An enemy unit is destroyed in the last Battle Round played.

***Recon:** Have a unit at least partially in each table quarter at the end of your player turn. *A unit may only count as being in one table quarter at a time for the purposes of this rule.* 1pt per turn.

***Behind Enemy Lines:** If at least one of your units is entirely in the enemy Deployment Zone at the start of your turn, earn 1 Point. A unit is entirely within if every model in the unit is at least partially in the enemy Deployment Zone.

***Ground Control:** Earn 1 point for each objective held at the end of the last Battle Round played (IE: OF THE LAST TURN).

***King of the Hill:** At the end of the Battle Round the player who chose this secondary scores 1 point if they have two non-character, multi-model, units wholly within 6 inches of the center of the table. *Units that score King of the Hill cannot score Recon, Ground Control, or Engineers. Multi-model in this instance means a unit that began the game with more than 1 model.*

***Engineers:** Select two non-character/non-fortification units from your army to be Engineers. Starting from Battle Round 2, if either of these units starts and ends your turn within 3" of an objective marker you control, and it did not make any attacks or manifest any psychic powers during your turn, earn 1 point at the end of that turn.

These units may not score this objective if they join other units during the course of play or split into multiple units. Units chosen to be Engineers may never benefit from a rule that keeps them from being the target of attacks, Cloud of Flies, for example. They can benefit from terrain blocking Line of Sight to them.

Titan Slayers: For every 8 wounds lost by enemy units with the **Titanic** keyword in total throughout the course of the game, earn 1 point regardless of wounds being "healed" or "regenerated" etc.

You may choose when to count wounds dealt to any one Titanic model but as soon as you do, that model will no longer yield points for any other non-stacking secondary mission.

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GAME ONE – SEIZE GROUND

DEPLOYMENT

Random deployment

NUMBER OF TURNS

The game will go for 6 game turns.
Yes, this means there is no random
game length.

OBJECTIVE PLACEMENT

Consult the diagram for placement of the
6 objectives.

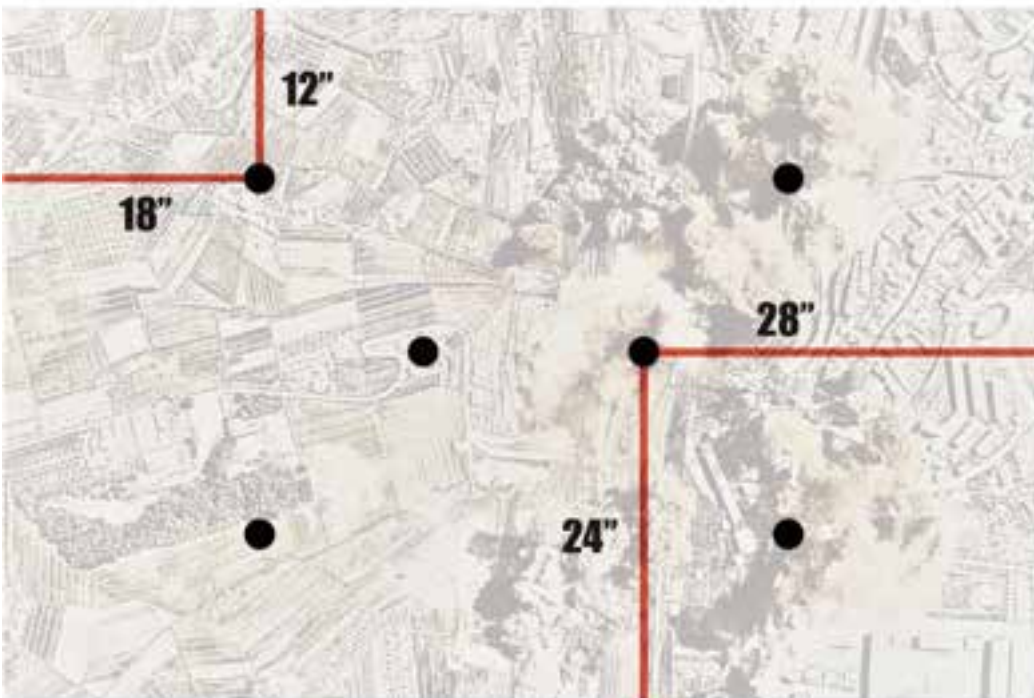
BONUS OBJECTIVE

If a player holds or contests 5 or more
objectives at the end of their player turn,
gain 1 point.

CONTESTING

For an objective to be contested, both
players have models within 3” of it but
neither controls it. This typically occurs
because both players have an equal
number of models within range of the
objective and either none of them are
Objective Secured, or all of them are.

DEPLOYMENT MAP



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SCORE SHEET - GAME 1

You				Opponent					
PRIMARY									
BATTLE ROUND 1									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 2									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 3									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 4									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 5									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 6									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
SECONDARY									
Your Secondaries				Opponent Secondaries					
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4

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GAME TWO – CUT TO THE HEART

DEPLOYMENT

Random deployment

The players roll off and the winner randomly determines which of the standard deployment maps is used in the battle and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then chooses to deploy their entire army first or second.

NUMBER OF TURNS

The game will go for 6 game turns. Yes, this means there is no random game length.

OBJECTIVE PLACEMENT

3 objectives: Each player places 1 objective in their deployment zone more than 6” from a table edge and 12” from any other objective. 1 objective is placed in the middle of the table.

BONUS OBJECTIVE

If a player controls the center objective and their opponent’s objective at the end of their player turn, they gain 1 point.

GOING FIRST

The player who finishes deploying their army first goes first, unless their opponent seizes.

DEPLOYMENT MAP



BEEF & WING BRAWL 2019

SCORE SHEET - GAME 2

You				Opponent					
PRIMARY									
BATTLE ROUND 1									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 2									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 3									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 4									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 5									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 6									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
SECONDARY									
Your Secondaries				Opponent Secondaries					
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4

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GAME THREE - NEXUS CONTROL

DEPLOYMENT

Random deployment

NUMBER OF TURNS

The game will go for 6 game turns.
Yes, this means there is no random
game length.

OBJECTIVE PLACEMENT

Consult the diagram for placement of the
4 objectives.

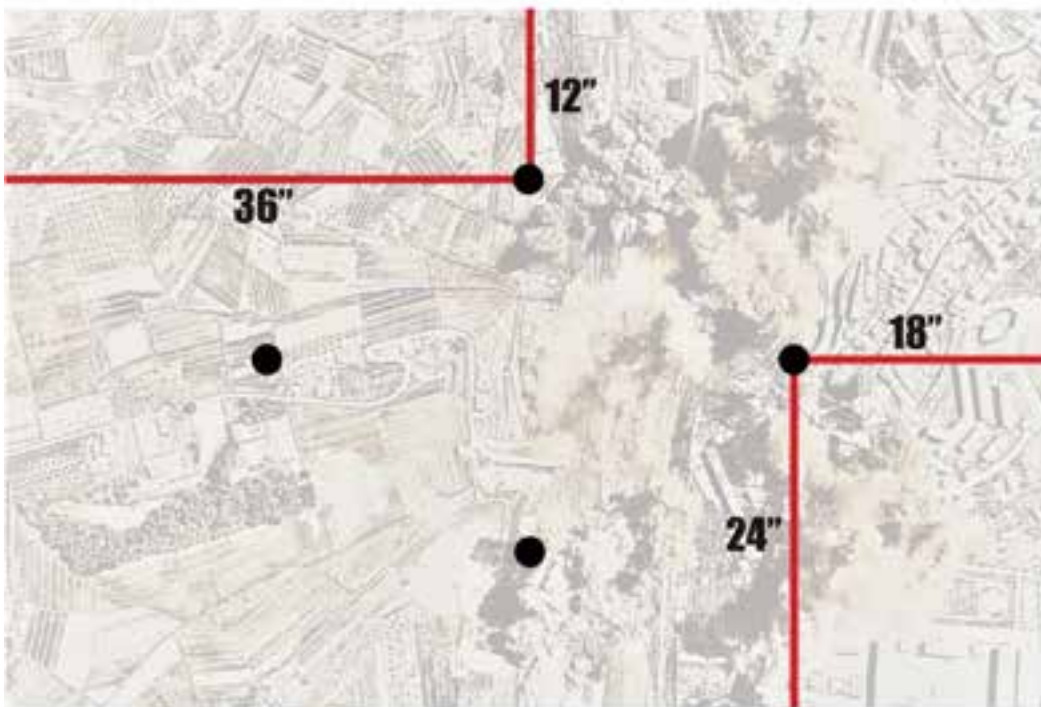
BONUS OBJECTIVE

If a player holds all four objectives at
the end of their player turn, they
score 1 point.

CONTESTING

For an objective to be contested, both
players have models within 3" of it but
neither controls it. This typically occurs
because both players have an equal
number of models within range of the
objective and either none of them are
Objective Secured, or all of them are.

DEPLOYMENT MAP



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SCORE SHEET - GAME 3

You				Opponent					
PRIMARY									
BATTLE ROUND 1									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 2									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 3									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 4									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 5									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 6									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
SECONDARY									
Your Secondaries				Opponent Secondaries					
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4

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GAME FOUR – WHAT’S YOURS IS MINE

DEPLOYMENT

Random deployment

The players roll off and the winner randomly determines which of the standard deployment maps is used in the battle and picks one of the deployment zones for their army. Their opponent uses the other deployment zone.

The player who did not pick their deployment zone then chooses to deploy their entire army first or second.

NUMBER OF TURNS

The game will go for 6 game turns. Yes, this means there is no random game length.

BONUS OBJECTIVE

The player that deployed first goes first unless the player that deployed second seizes the initiative.

OBJECTIVE PLACEMENT

5 objectives: 1 objective is placed in the center. Starting with the player that did not choose their deployment zone, each player places 1 objective anywhere on the table more than 6” from a table edge and 12” from another objective. Each player then places 1 objective in their opponent’s deployment zone more than 6” from a table edge and 12” from another objective.

GOING FIRST

The player who finishes deploying their army first goes first, unless their opponent seizes.

DEPLOYMENT MAP



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SCORE SHEET - GAME 4

You				Opponent					
PRIMARY									
BATTLE ROUND 1									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 2									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 3									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 4									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 5									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 6									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
SECONDARY									
Your Secondaries				Opponent Secondaries					
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4

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GAME FIVE – PRECIOUS CARGO

DEPLOYMENT

Random deployment

NUMBER OF TURNS

The game will go for 6 game turns. Yes, this means there is no random game length.

BONUS OBJECTIVE

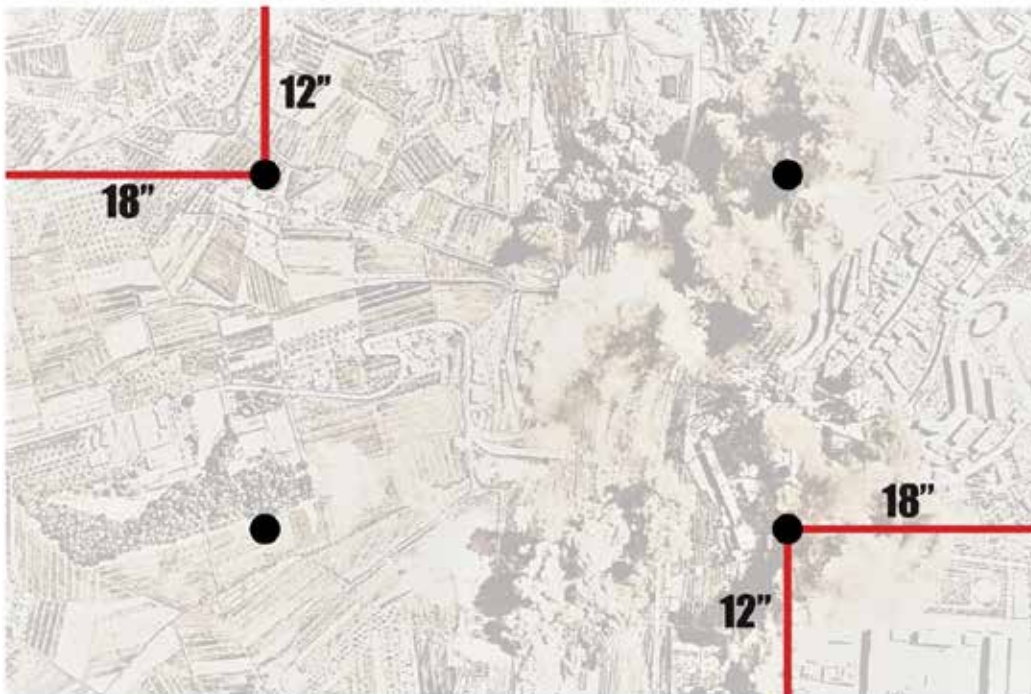
If a player holds their opponent's Priority Objective at the end of their player turn, score 1 bonus point.

OBJECTIVE PLACEMENT

Consult the diagram for placement of the 4 objectives.

Before the game begins, each player chooses a separate objective--their Priority Objective--to defend starting with the player that chose their deployment zone first. After deployment zones have been determined but before deployment, each player may move their Priority Objective in any direction up to 6" from its original position so long as it is more than 6" from a table edge and 12" from another objective.

DEPLOYMENT MAP



BEEF & WING BRAWL 2019

SCORE SHEET - GAME 5

You				Opponent					
PRIMARY									
BATTLE ROUND 1									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 2									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 3									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 4									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 5									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 6									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
SECONDARY									
Your Secondaries				Opponent Secondaries					
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4

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SPORTSMANSHIP SCORING

**** It's important to note that if players start tossing sportsmanship scores of 1, we may have to ask why this occurred. Rarely do we ever see games that deserve this score. If multiple games consist of 1's a player could be punished by ejection, loss of prize support, or loss of ITC points.*

PLAYER NAME:

GAME 3 OPPONENT NAME:

①

I didn't know players were this horrible to play against.

②

Had a few bumps, but otherwise was a decent person to play.

③

④

⑤

The best opponent I've ever had the honor of playing.

PLAYER NAME:

GAME 2 OPPONENT NAME:

①

I didn't know players were this horrible to play against.

②

Had a few bumps, but otherwise was a decent person to play.

③

④

⑤

The best opponent I've ever had the honor of playing.

PLAYER NAME:

GAME 1 OPPONENT NAME:

①

I didn't know players were this horrible to play against.

②

Had a few bumps, but otherwise was a decent person to play.

③

④

⑤

The best opponent I've ever had the honor of playing.

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SPORTSMANSHIP SCORING

**** It's important to note that if players start tossing sportsmanship scores of 1, we may have to ask why this occurred. Rarely do we ever see games that deserve this score. If multiple games consist of 1's a player could be punished by ejection, loss of prize support, or loss of ITC points.*

PLAYER NAME:

GAME 5 OPPONENT NAME:

①

I didn't know players were this horrible to play against.

②

③

Had a few bumps, but otherwise was a decent person to play.

④

⑤

The best opponent I've ever had the honor of playing.

PLAYER NAME:

GAME 4 OPPONENT NAME:

①

I didn't know players were this horrible to play against.

②

③

Had a few bumps, but otherwise was a decent person to play.

④

⑤

The best opponent I've ever had the honor of playing.