

BUST A MOVE

Deployment: Hammer and Anvil (pg. 217)

Primary Mission: Players alternate placing the 3 Objectives on the battlefield which must be placed 18" apart.

- Each Objective is worth 9 pts.
- 3 additional points are awarded for holding all three at the end of the game.

Secondary Objectives: Score up to 5 points per round by fulfilling the below objectives. (Secondary Objectives are cumulative and max out at 5pts per player turn.) Scores are tallied at the end of each player's turn, only the player whose turn it is can score points:

- Have a unit completely in the enemy Deployment Zone- 1 pt.
- Kill two Enemy Units - 2 pts.
- Hold an Objective and kill an enemy unit 1 pt.
- Kill an Enemy model that has a wound characteristic of 7 or higher or destroy a unit with 7 or more models - 1 pt.
- Hold all 3 Objectives **May not be earned until the start of the second game turn**- 3pts.

Bonus Points:

- Kill an Enemy Unit during the first game turn - 1 pt.
- Complete Turn 6 (Both players must complete their turn) – 1pt.
- Have more units in your opponent's Deployment Zone than he has in yours. - 1 pt.

	PLAYER'S NAME	SCORE	OPPONENT'S NAME	SCORE
Turn 1				
Turn 2				
Turn 3				
Turn 4				
Turn 5				
Turn 6				
Primary Score				
Secondary Score				
Bonus Score				
Total score				

