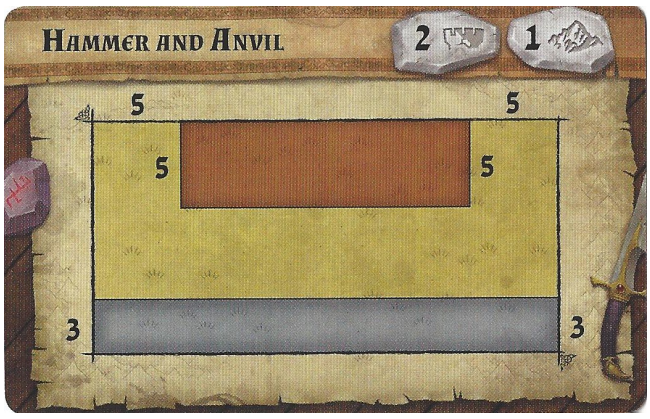
Atomic Empire
Runewars March Tournament

Deployment and Objectives

Round 1



Supply Raid — 20

SETUP

Each player takes 4 objective tokens. Then, starting with the player who did not choose this card, the players take turns placing the tokens at range 1–2 of their opponent's deployment area but beyond range 1 of terrain, other objective tokens, or the edge of the play area.

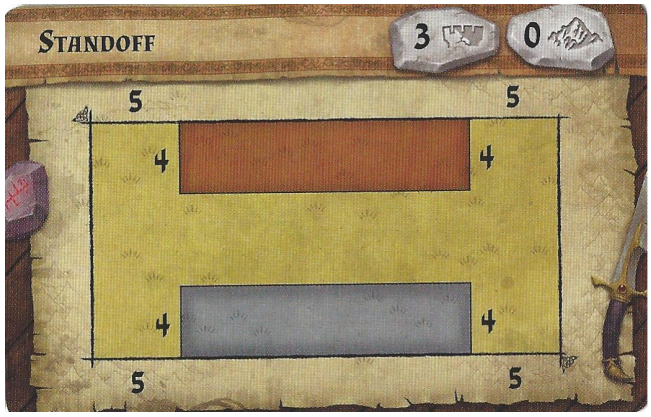
DURING PLAY

When a unit overlaps an objective token, place that token on that unit's card. When a unit is destroyed, place any objective tokens from its card on the play area in the center of where the unit's last tray was positioned.

GAME END

Score all objective tokens on your unit cards.

Round 2



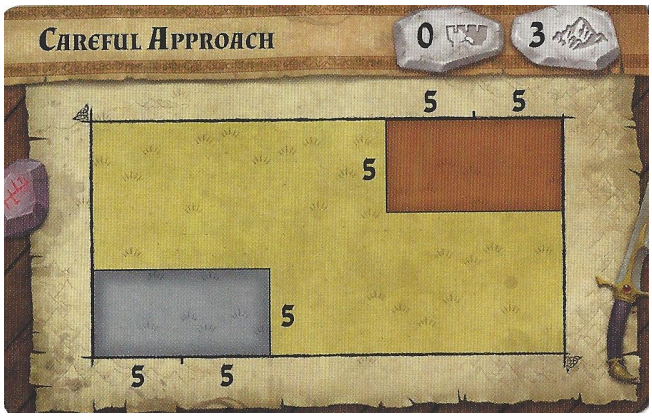
Demoralize Their Forces — 20

DURING PLAY

When 1 of your units collides with an enemy unit's side or back edge during a charge, score 1 objective token.

"Target their flanks and encircle their forces! Break apart their largest formations from behind and our victory is all but assured."

Round 3



Bounty — 75

SETUP

Starting with the player who did not choose this card, each player nominates 1 of his units and places an objective token on its unit card.

DURING PLAY

When a unit with an objective token on its card is destroyed, that unit's opponent scores that objective token.

"We need that formation wiped out down to the last warrior. There can be no survivors!"

Round Setup

1. See above to determine the deployment and objective cards used this round.
2. Players compare the point total of each army. The player with the lowest point total chooses which player starts as the first player. If both players' armies have the same point total, players must use a method to determine a player at random, such as tossing a coin. The winner decides who is first player. The player not chosen is second player. The first player takes the round counter, sets it to "1," and places it near his or her edge of the play area.
3. The second player chooses either the red or blue deployment area from the round's deployment card. The first player receives the remaining deployment area. Players measure out their respective deployment areas and mark them with deployment markers.
4. Each table has 4 terrain features, labeled with capacity value and up to 2 keywords. Starting with the first player, players alternate choosing one piece of terrain and placing the terrain in the play area. Terrain cannot be placed at range 1–2 of the edge of the play area, at range 1–2 of other terrain, or touching either deployment area. Continue this until the number of pieces placed is equal to the total number of pieces listed on the round's deployment card.
5. Players resolve any "Setup" instructions described in the round's objective. If an objective instructs "the player who chose this card" to resolve an effect, the first player resolves that effect instead.
6. If one player has more units in his or her army, that player deploys units until both players have the same number of units not yet deployed. Then starting with the first player, players take turns deploying a single unit from their armies within their respective deployment areas until all units have been deployed.

Going to Time

When time is called, finish the current game round, then calculate score.

Calculating Score

Each player calculates their score by adding together the total army point value of their opponent remaining units– including upgrade cards equipped to those units– and subtracting that number from their opponent's army's total army point value, then adding the result to any additional points earned through objectives.

If a player destroys all of his or her opponent's units, that player earns 200 army points for the purposes of calculating score, even if the opponent's total unit and upgrade cards are worth fewer army points.

Final Flurry

If both players have the same score at the end of a game, they must perform a Final Flurry to determine the winner. To perform a Final Flurry, each player adds together the printed, unmodified melee attack of his or her remaining, undestroyed units and rolls those dice. The player who rolls the highest total number of hits wins the game. If both players roll an equal number of hits, they roll again until a winner is determined.

If a game ends in mutual destruction, each player adds together the printed, unmodified melee attack of all units in his or her army and rolls those dice.

Tournament Points

Margin of Victory	Winner's Tournament Points	Loser's Tournament Points
0-29	6	5
30-69	7	4
70-109	8	3
110-149	9	2
150-200	10	1

If two or more players have the same number of tournament points, Margin of Victory is the first tiebreaker, followed by Strength of Schedule.

A bye is worth 70 Margin of Victory (and therefore 8 Tournament Points)