

1. MM - Team Rumble

Timetable

Saturday

8:00 entry

8:30 welcome

9:00 start **Round 1**

12:15 Lunchbreak

13:00-16:15 **Round 2**

16:15-16:30 Break

16:30-19:45 **Round 3**

Round Scoring

60-33 Pts. - Win (2-0)

32-28 Pts. - Draw (1-1)

27-0 Pts. - Loss (0-2)

Sunday

entry 8:00

welcome 8:30

start **Round 4** 9:00

Lunchbreak 12:15

Round 5 13:00-16:15

16:30 **Ceremony**

FAQ

GW - FaQ

WYSIWYG - light

MM CoC



1. MM - Team Rumble

Round Pairing Sequence

Step 1: Teams roll of for first table choice (winning teams **Defender** gets to choose the first table)

Step 2: Each team secretly chooses thier **Defender** for the round.

Step 3: Both teams reveal the **Defender** simultaneously.

Step 4: Each team chooses 2 **Attackers** for the opponents **Defender**.

Step 5: Each **Defender** secretly selects one of the **Attackers**, the other one is rejected.

Step 6: **Attackers** and **Rejected** are revealed simultaneously and the **Defenders** each chose a table.

Step 6: The 2 **Rejected** face each other on the last remaining table.

Happy gaming!

SEARCH AND DESTROY

TABLE 1

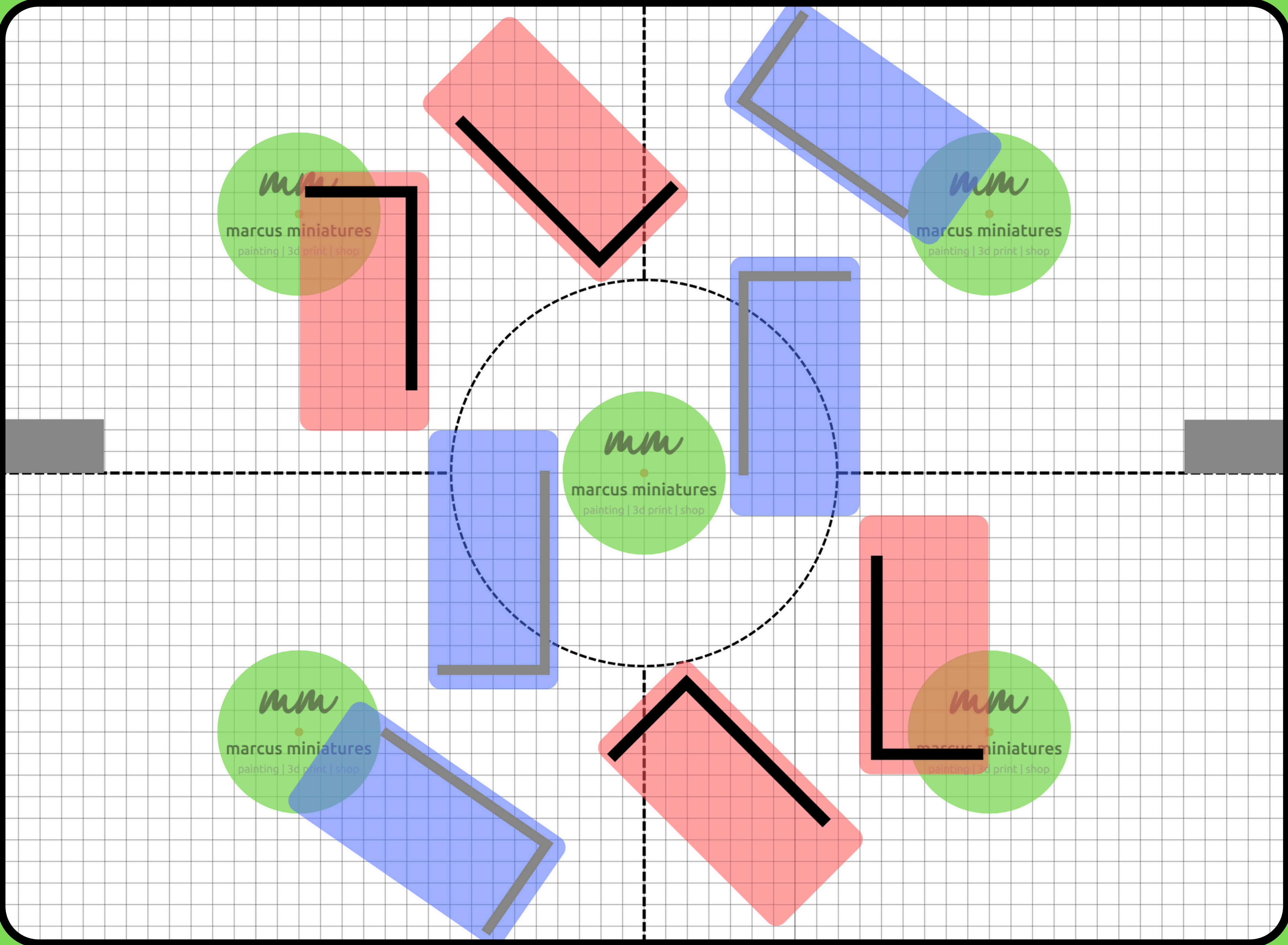


TABLE 2

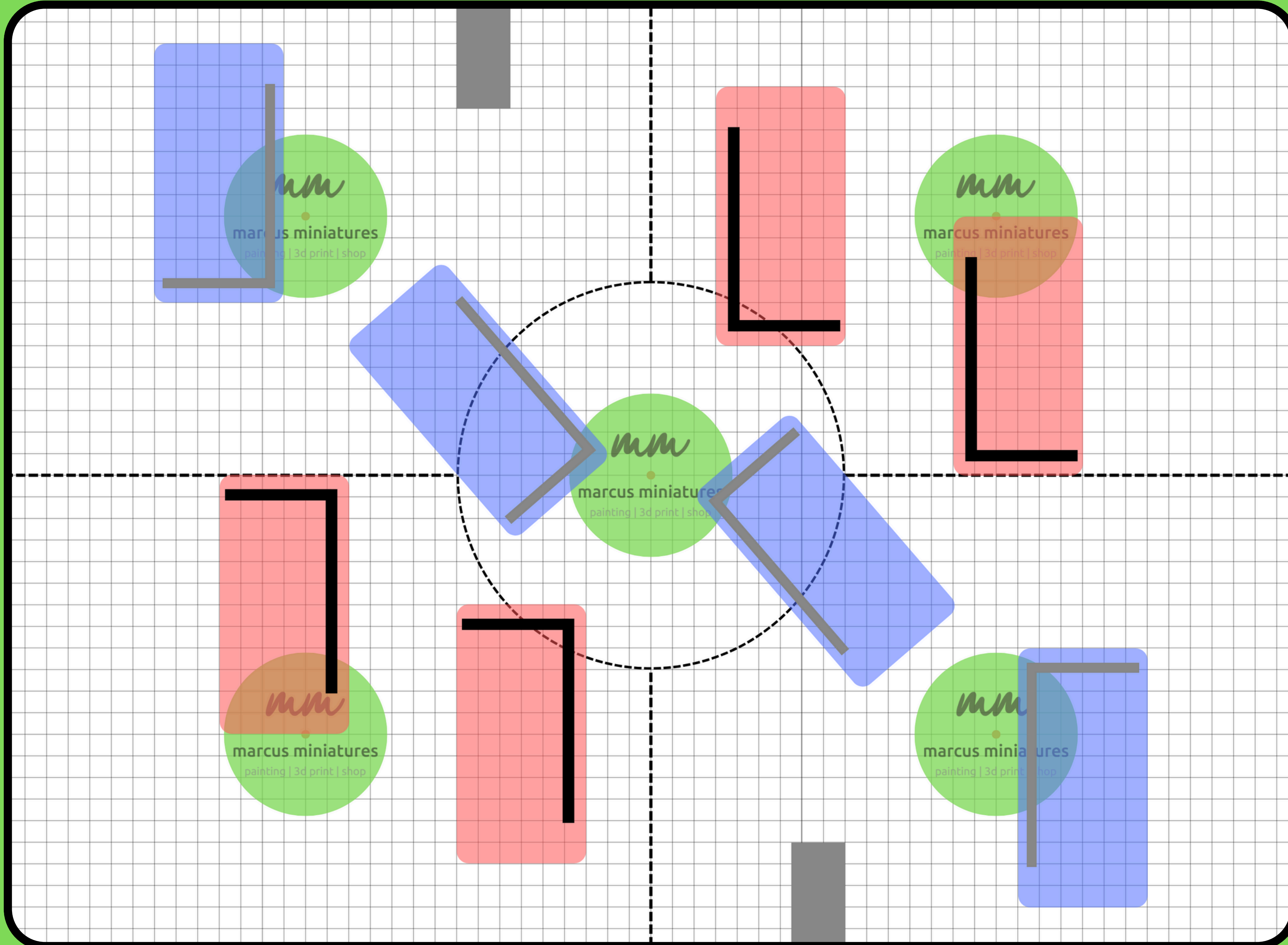
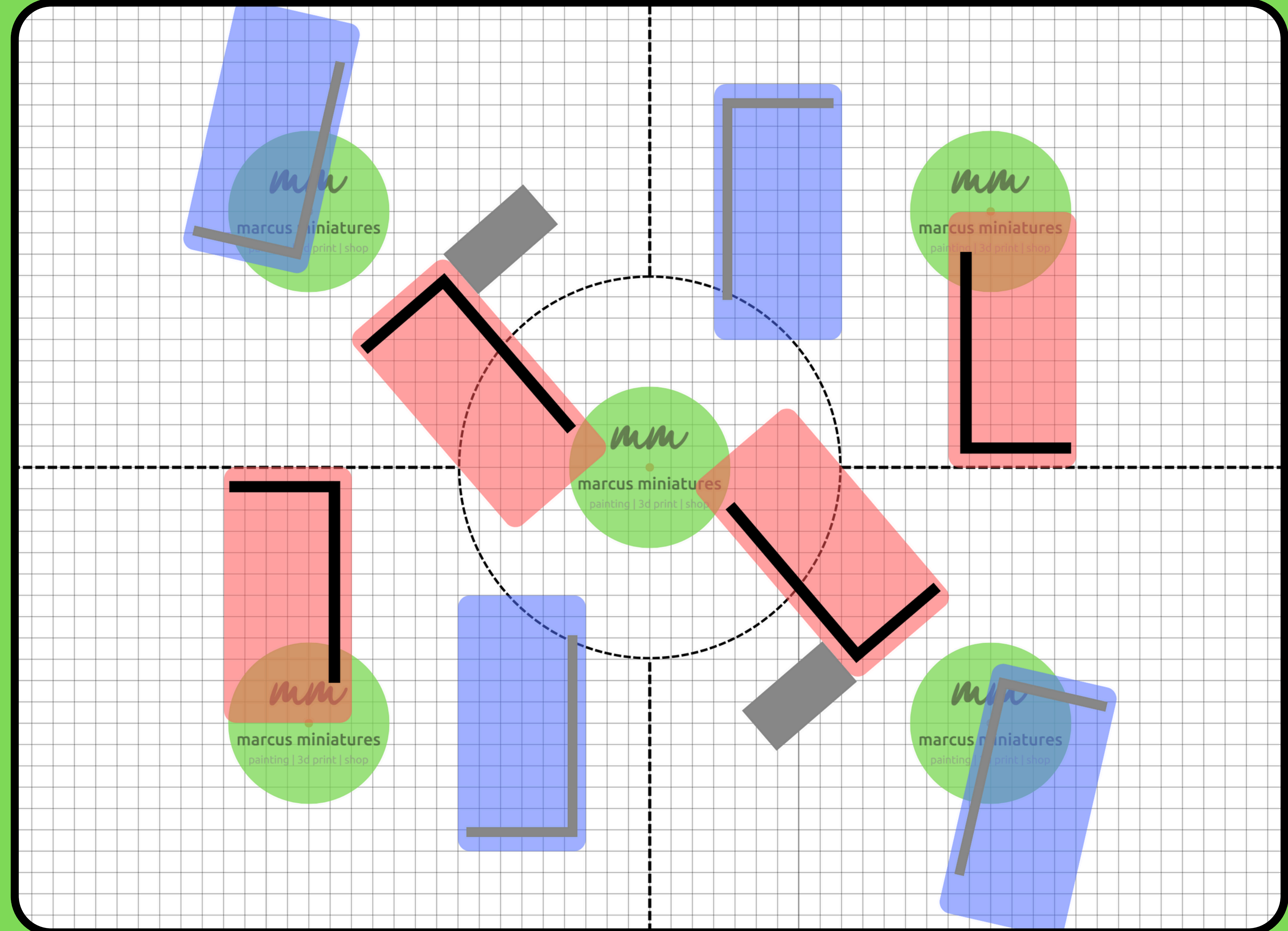




TABLE 3

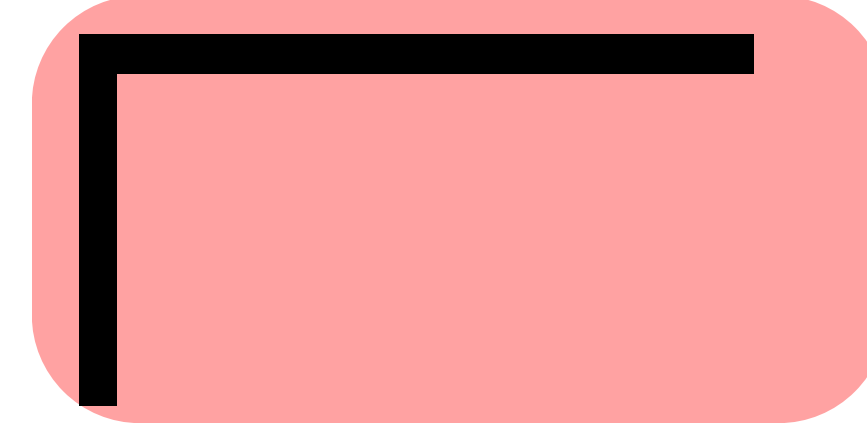





NO LINE OF SIGHT



SMALL RUIN



BIG RUIN



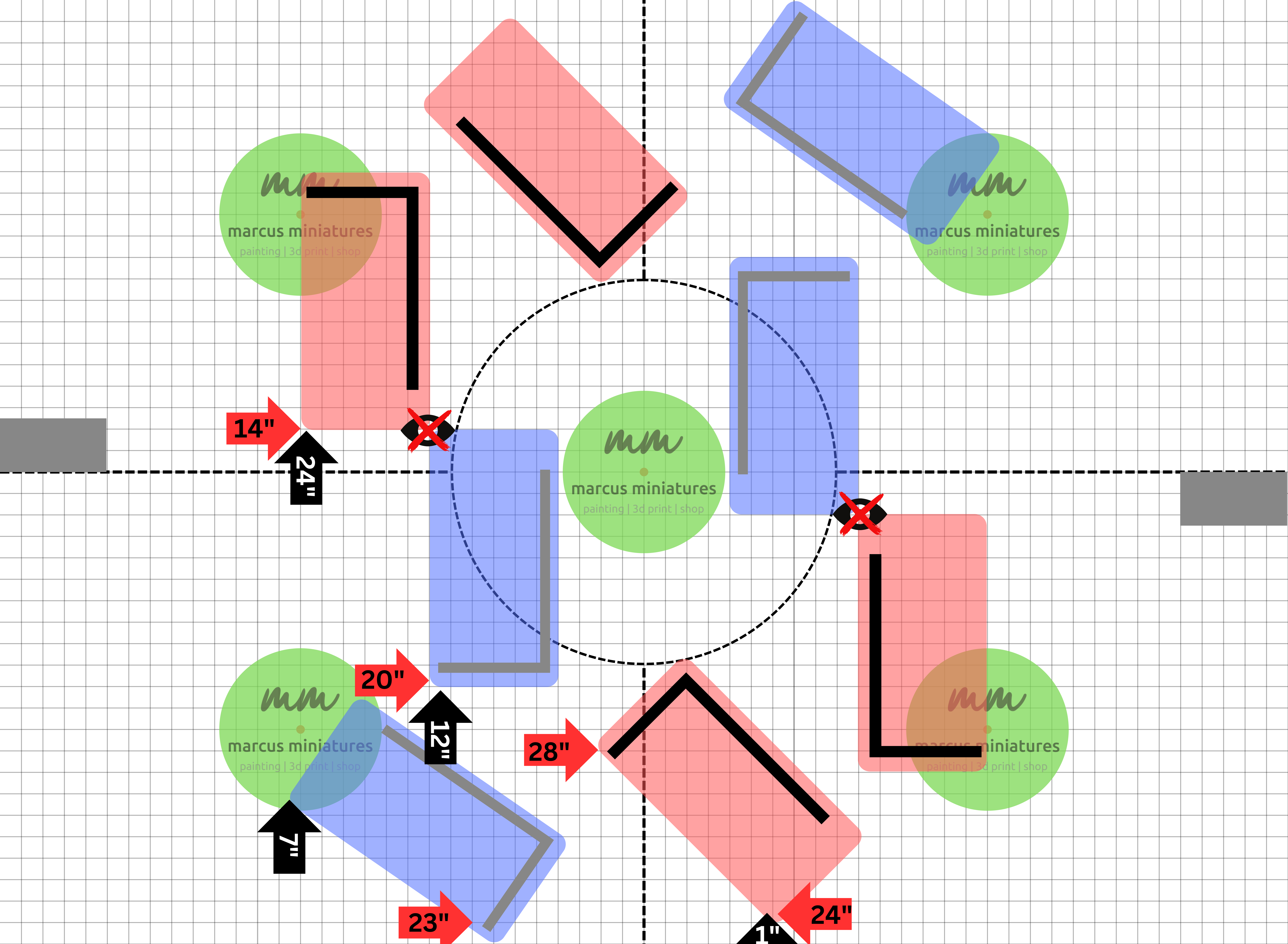
CONTAINER

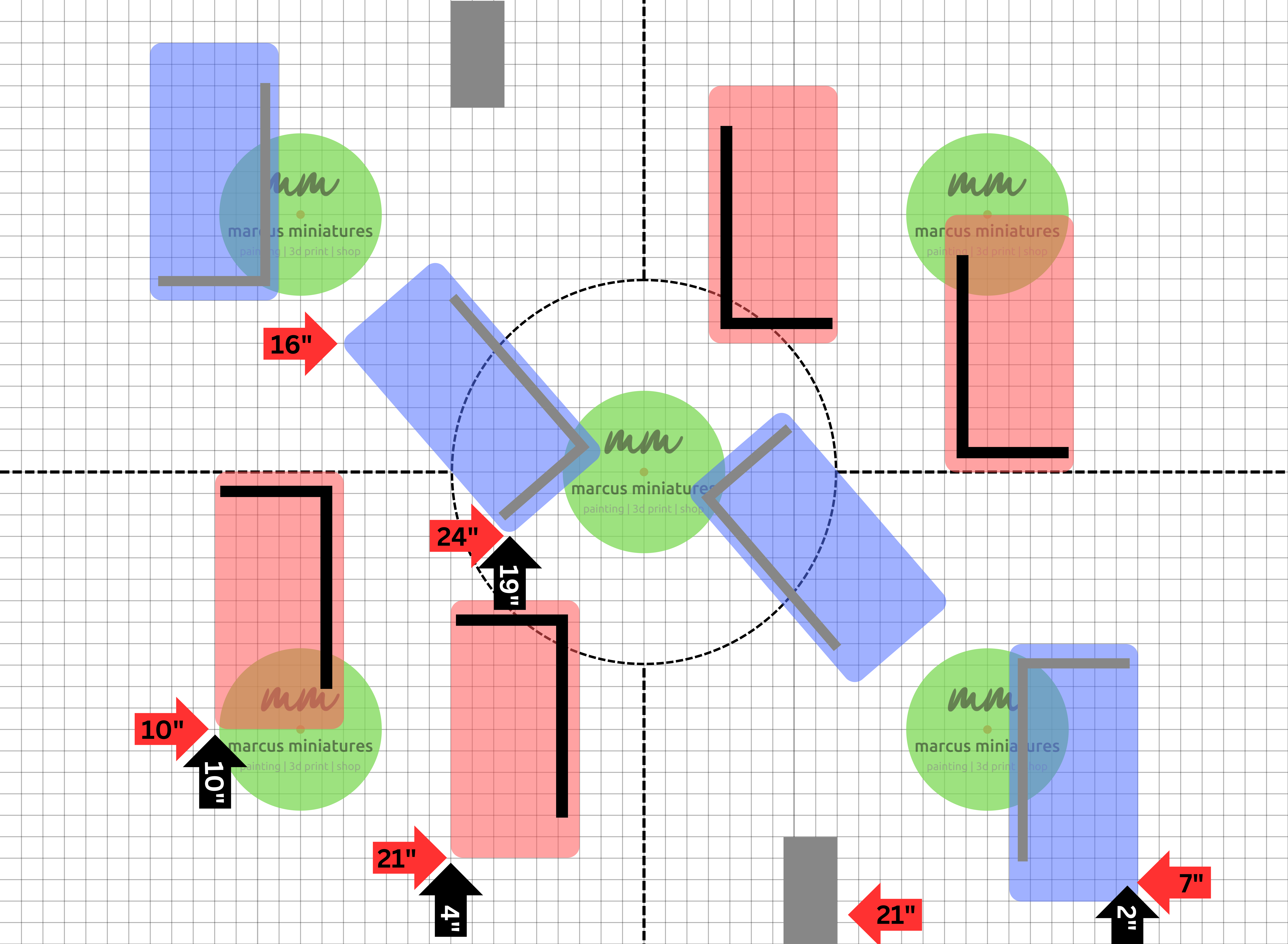
ROUND 1/5

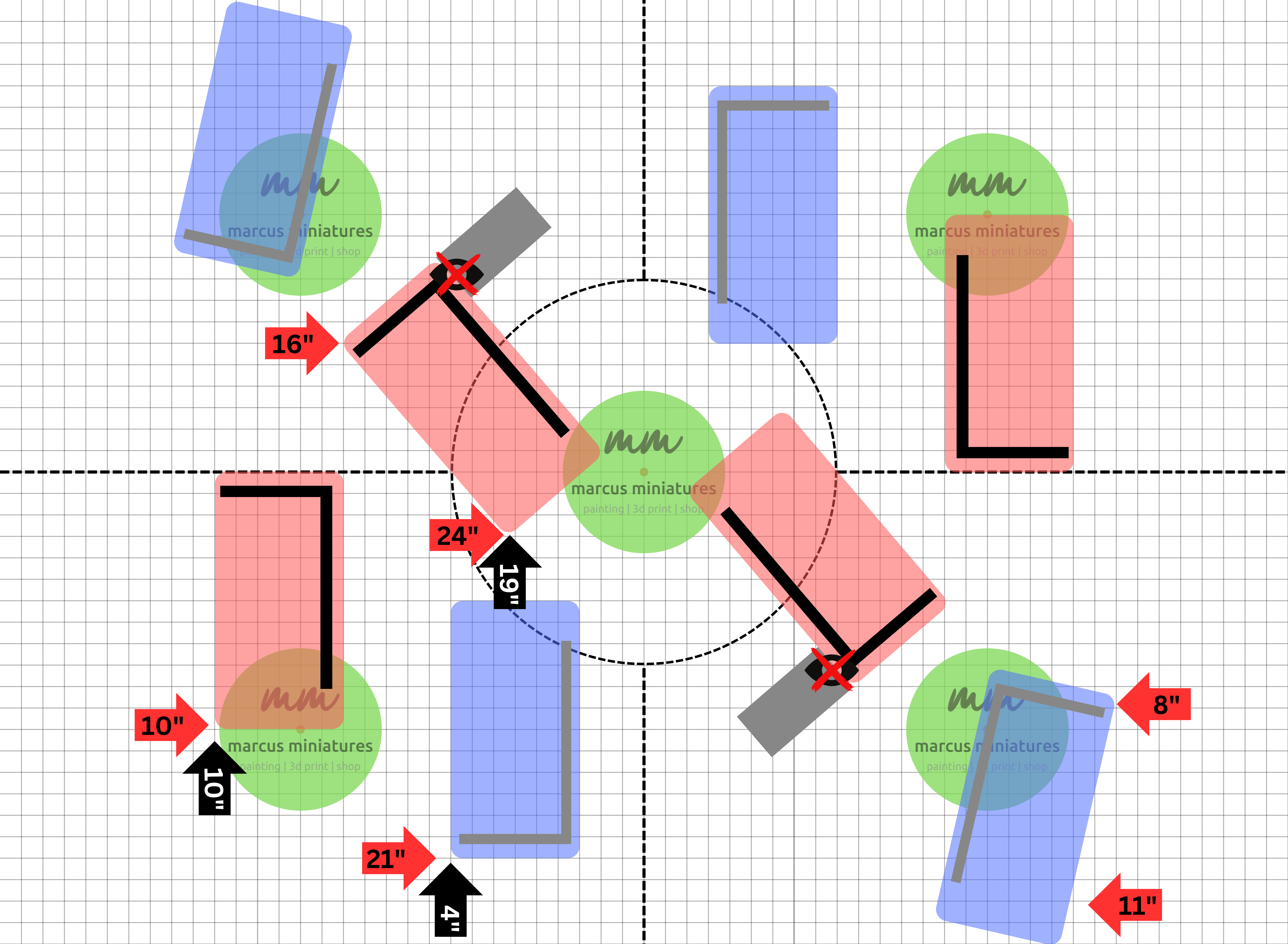
Search a. Destroy

Swift Action

Scorched Earth







CRUCIBLE OF BATTLE

TABLE 1

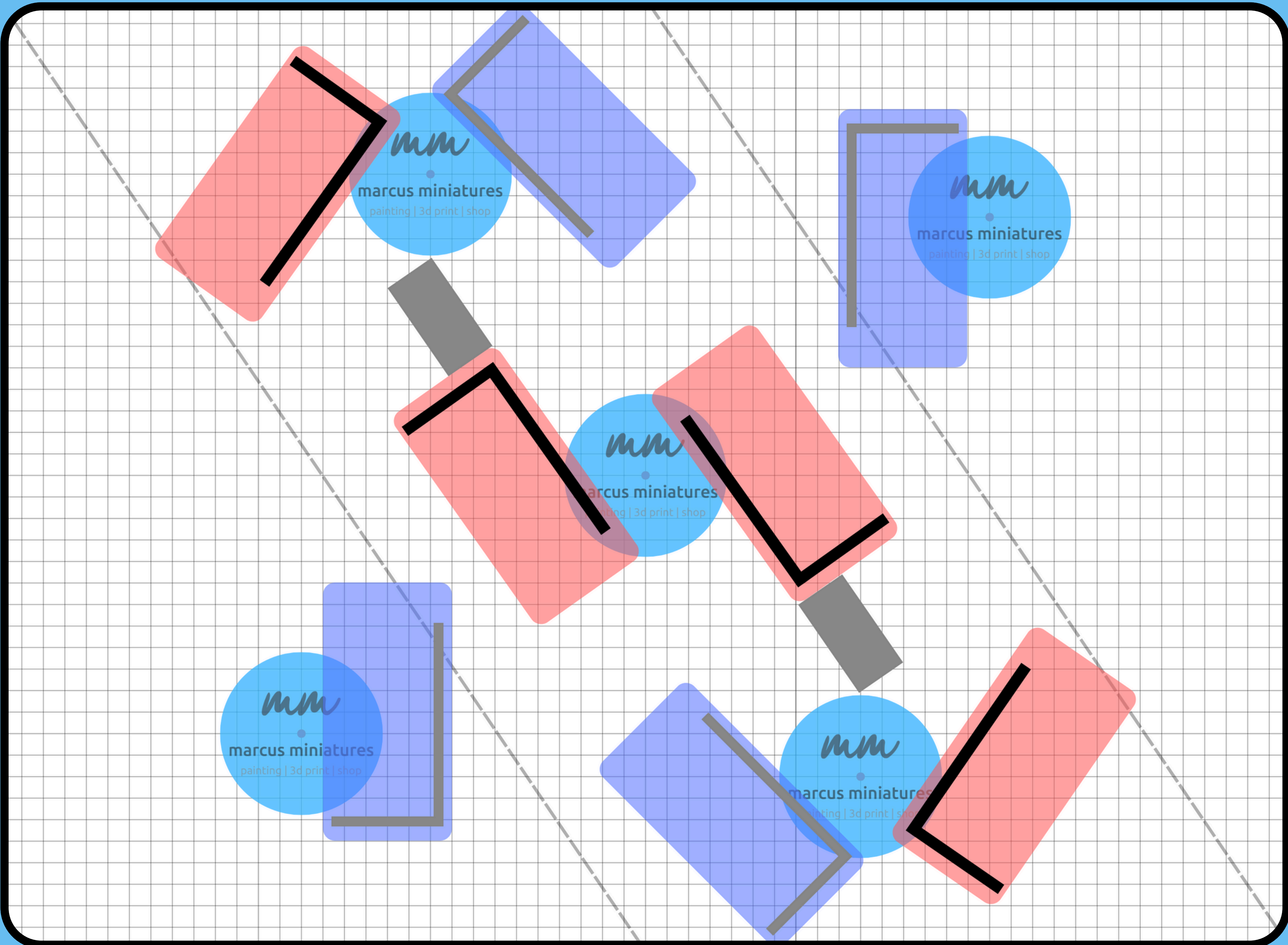


TABLE 2

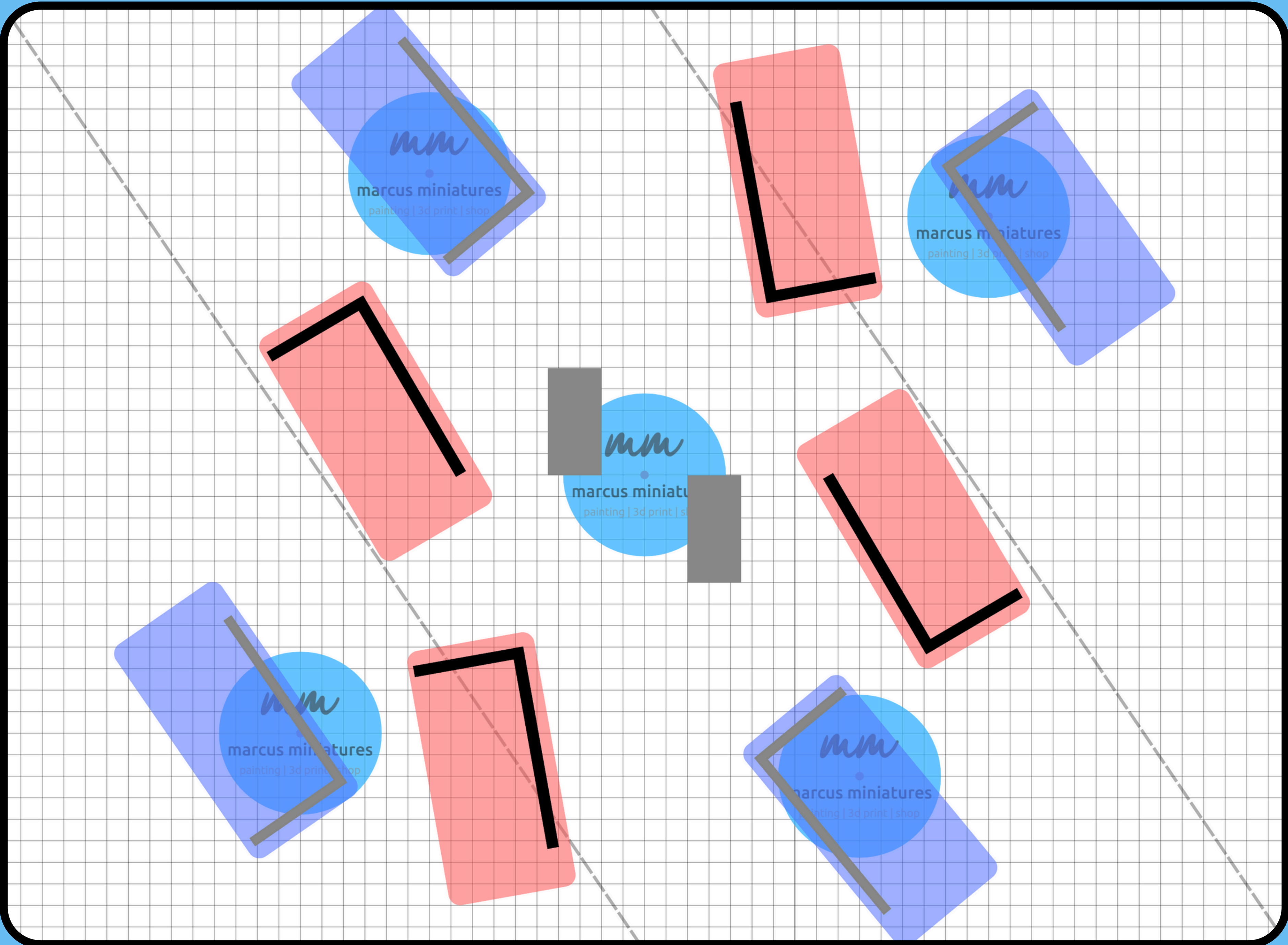
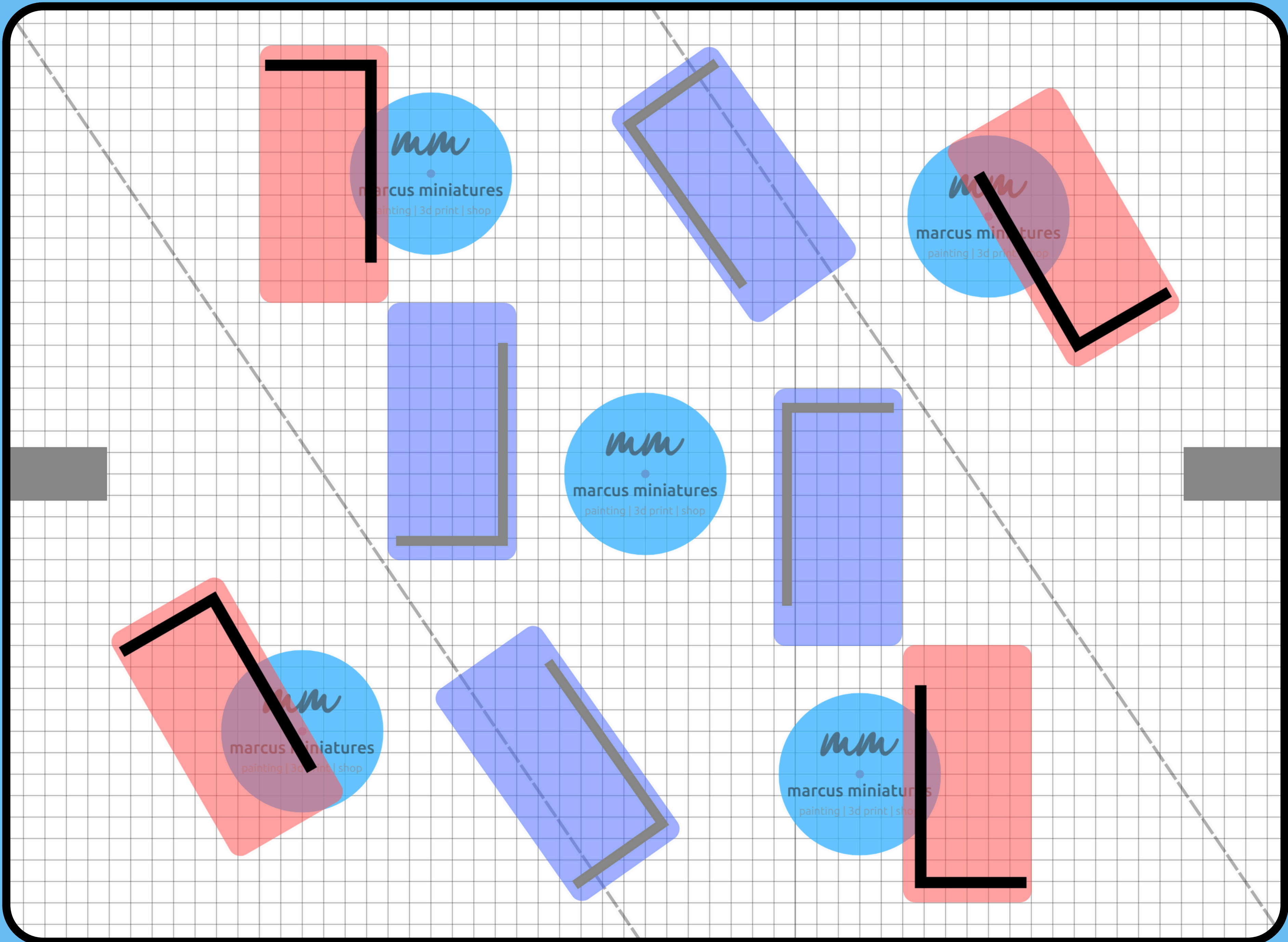




TABLE 3







NO LINE OF SIGHT



SMALL RUIN



BIG RUIN



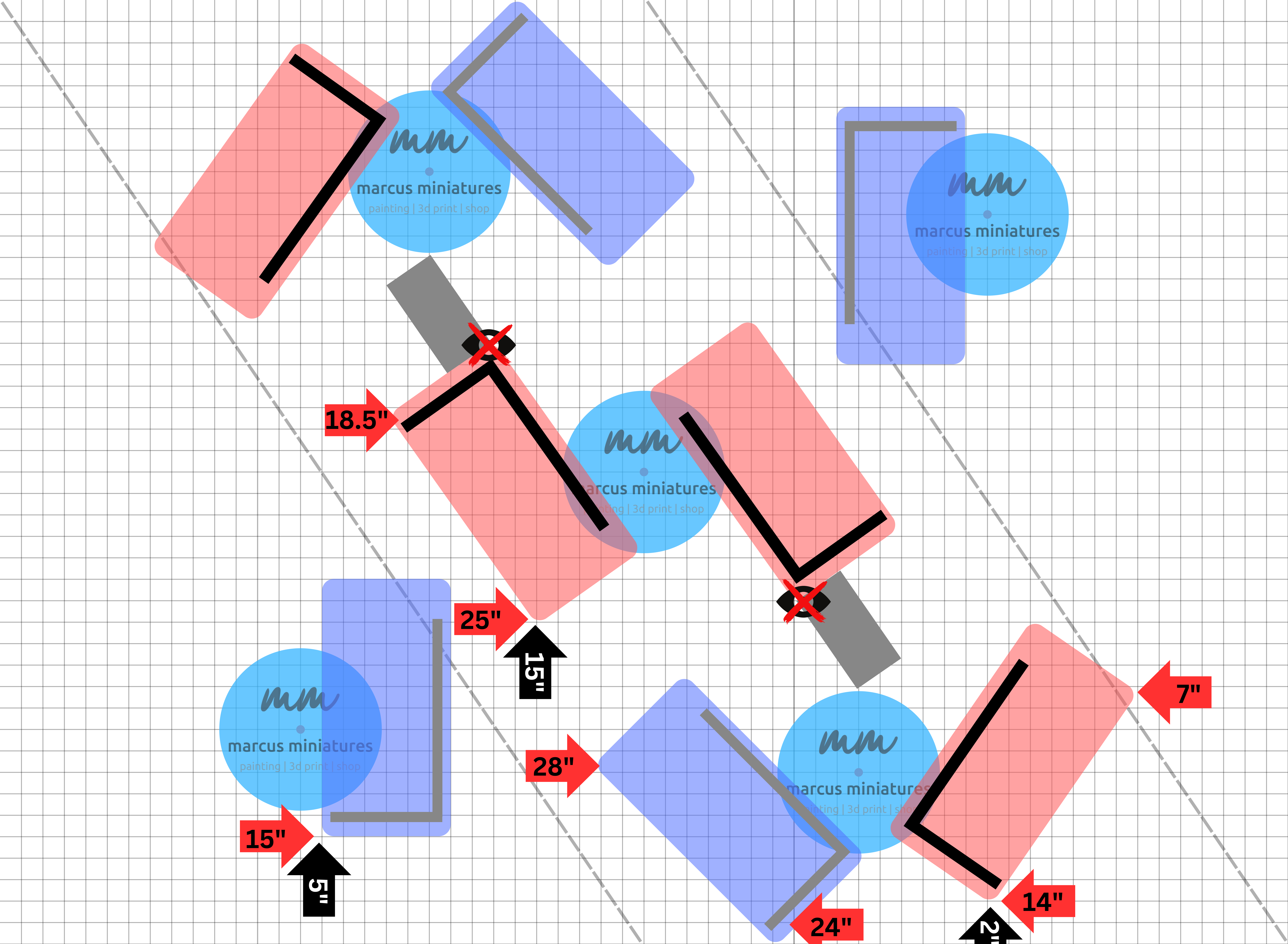
CONTAINER

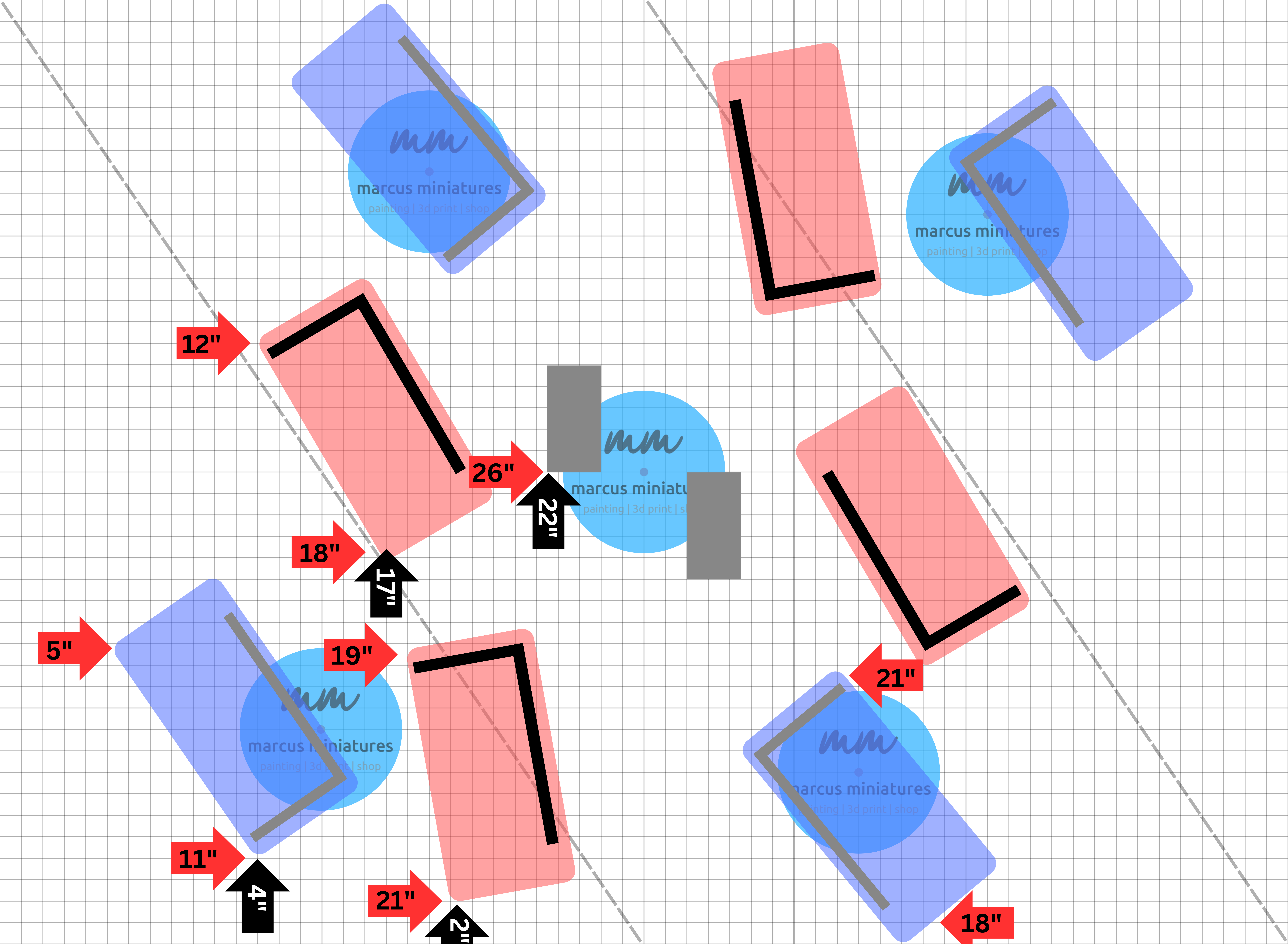
ROUND 2

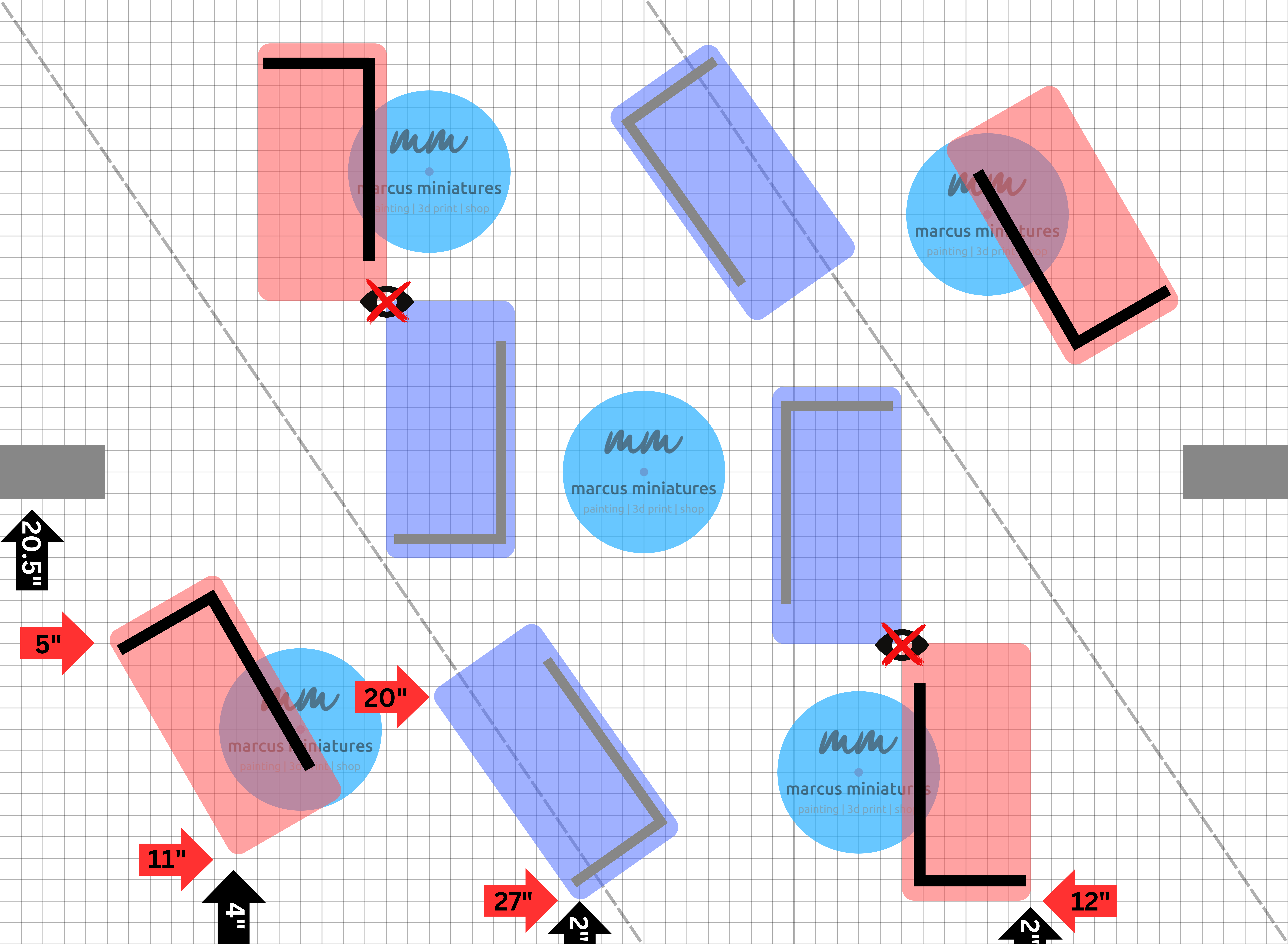
Crucible of Battle

Raise Banners

Purge the Foe







SWEEPING ENGAGEMENT

TABLE 1

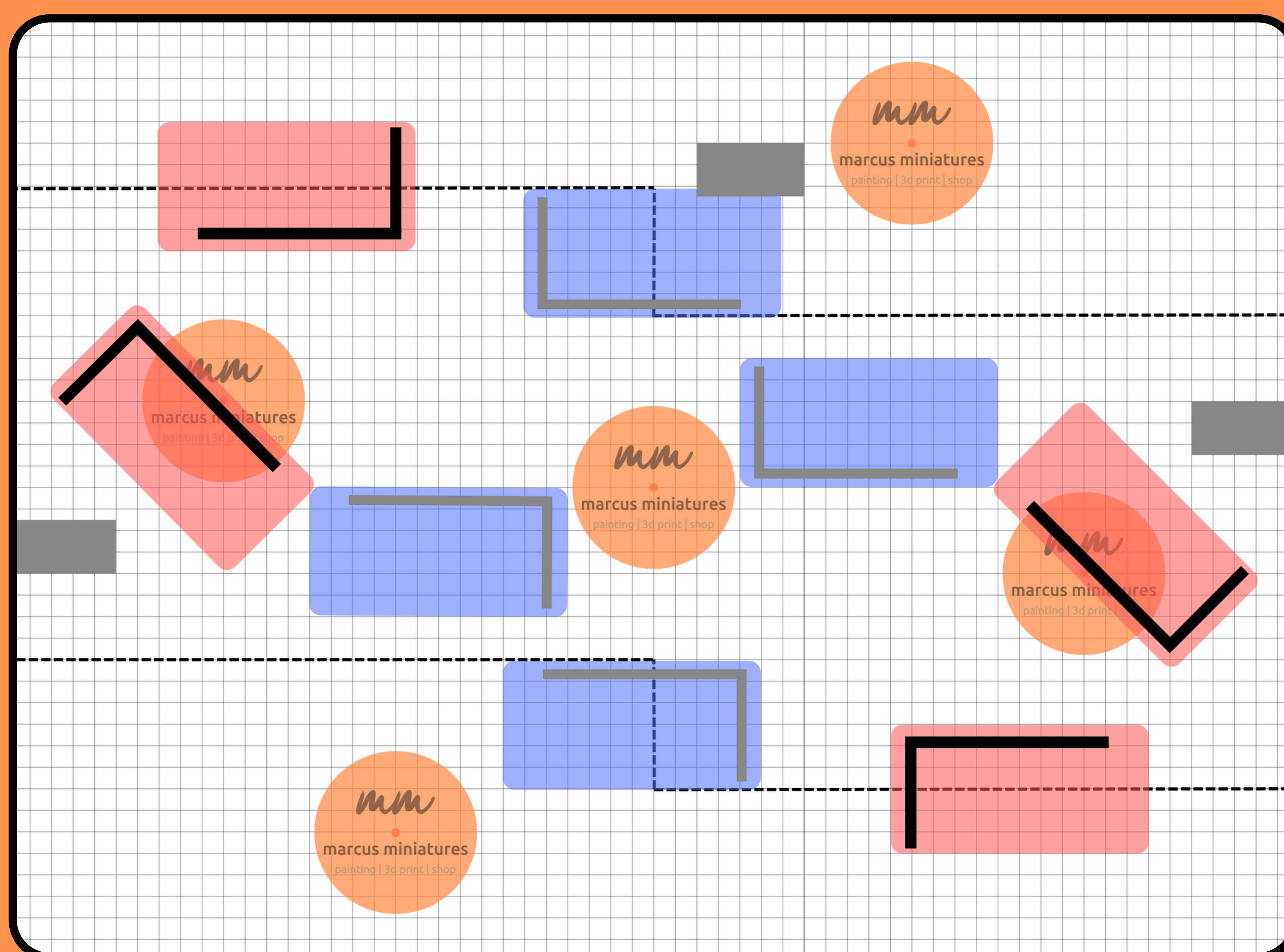


TABLE 3

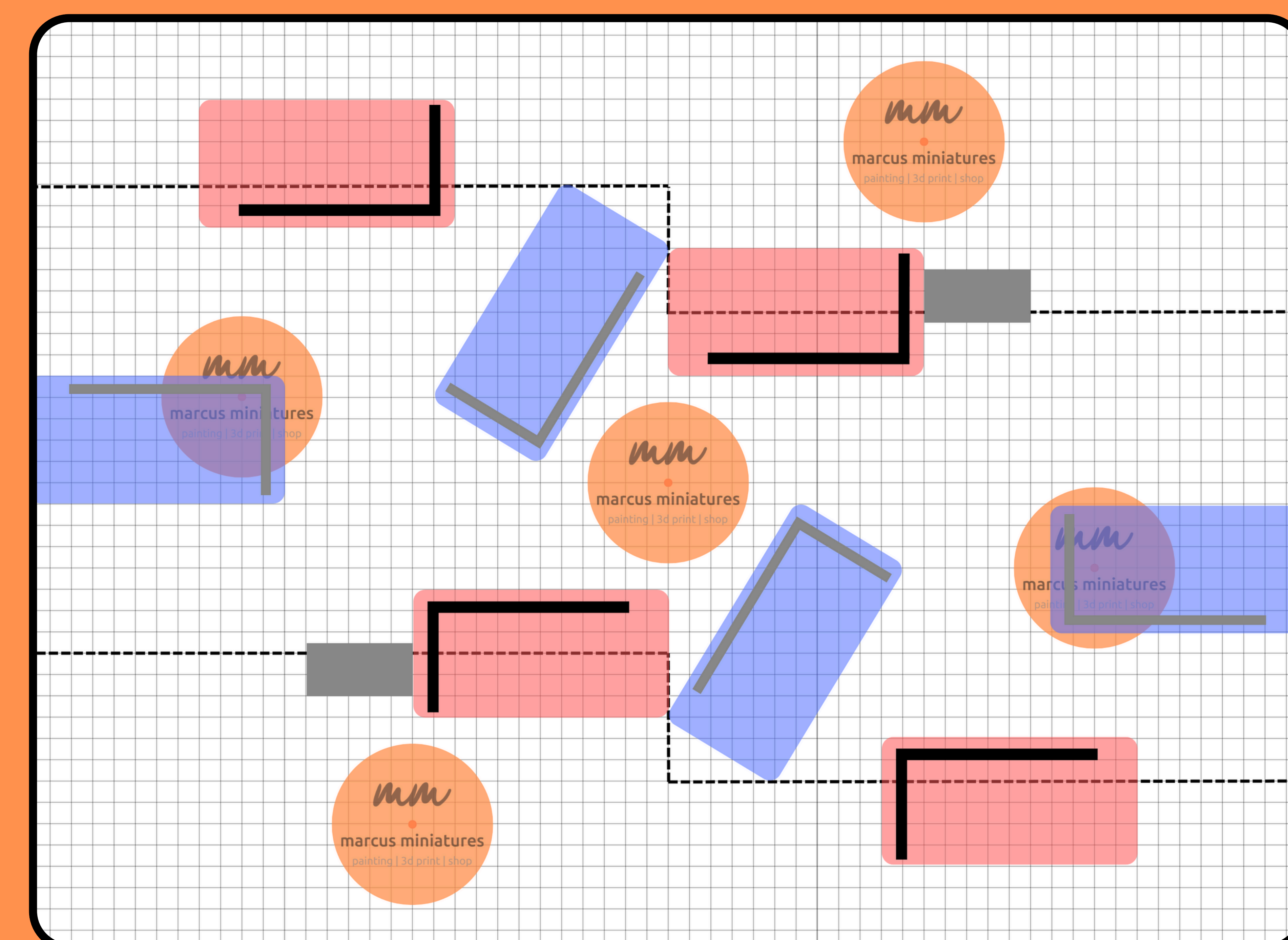
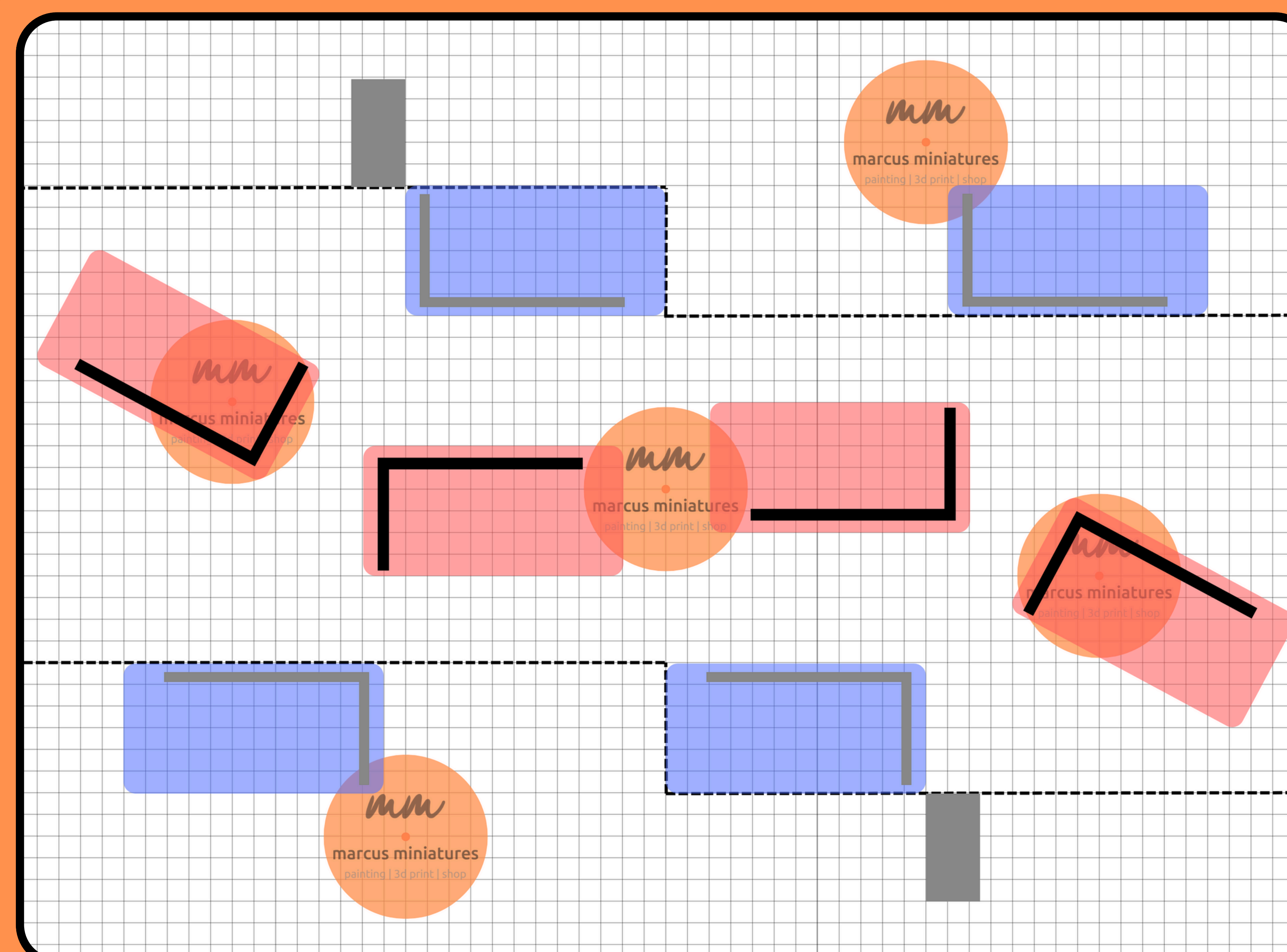


TABLE 2



NO LINE OF SIGHT



SMALL RUIN



BIG RUIN



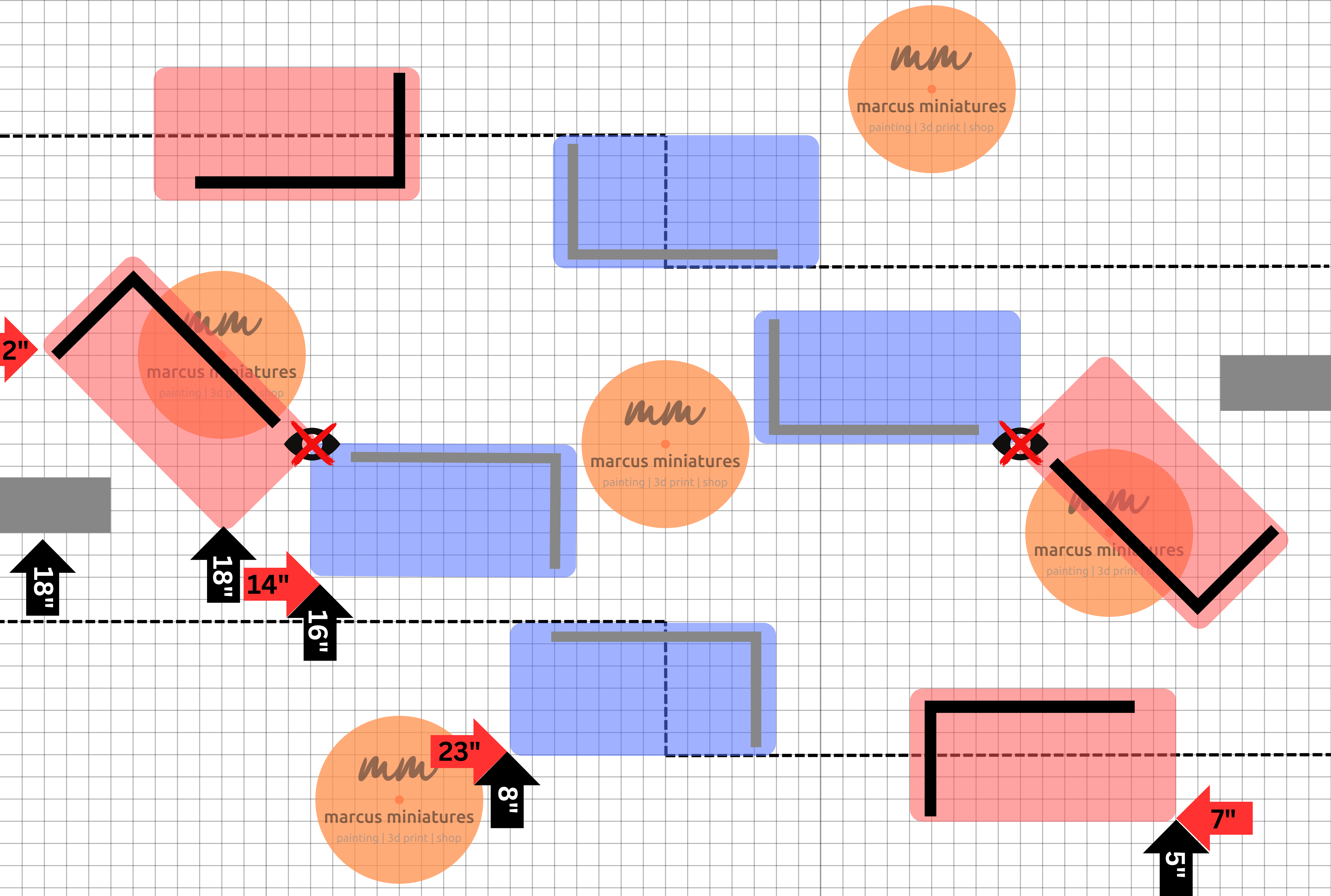
CONTAINER

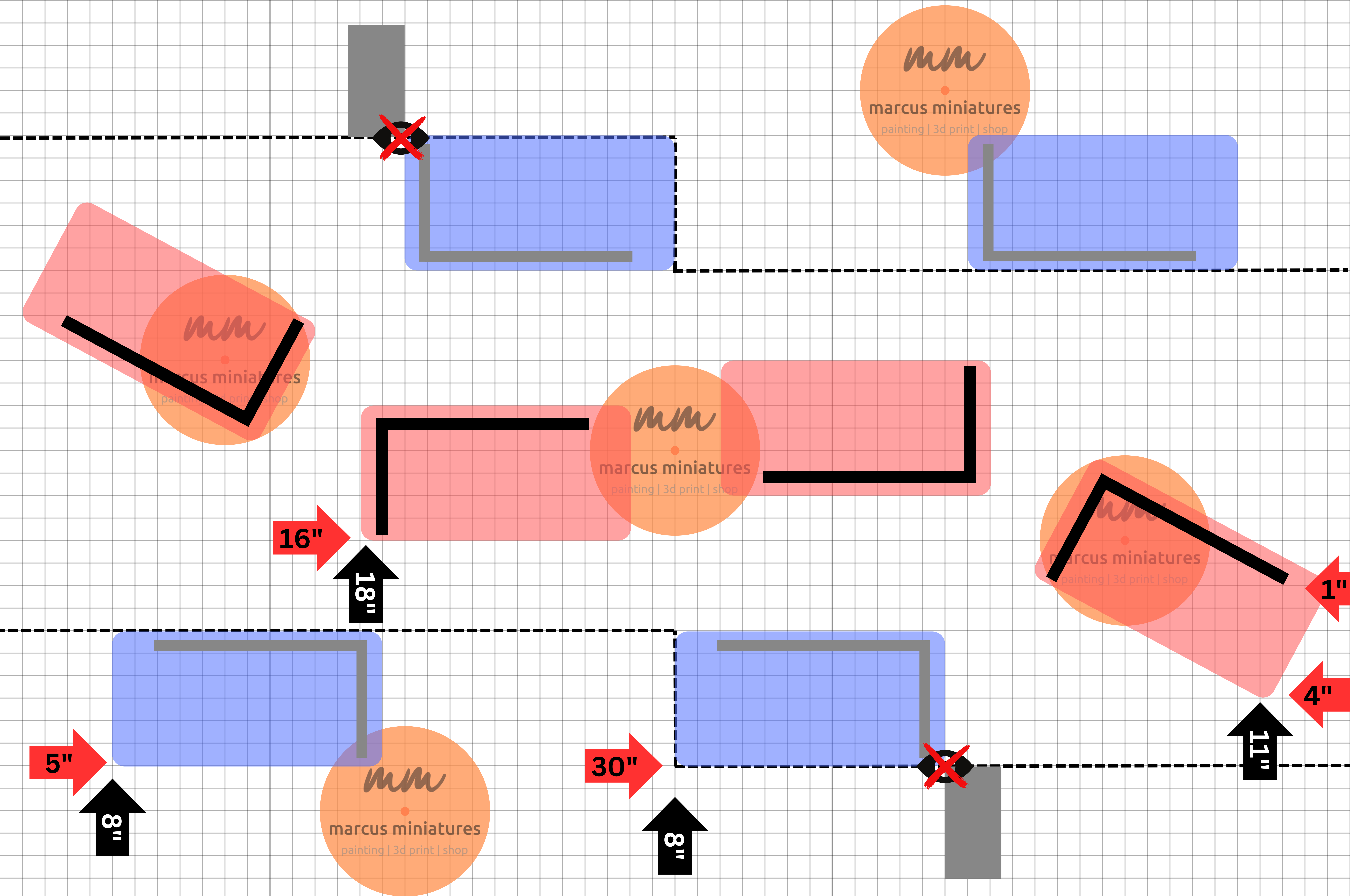
ROUND 3

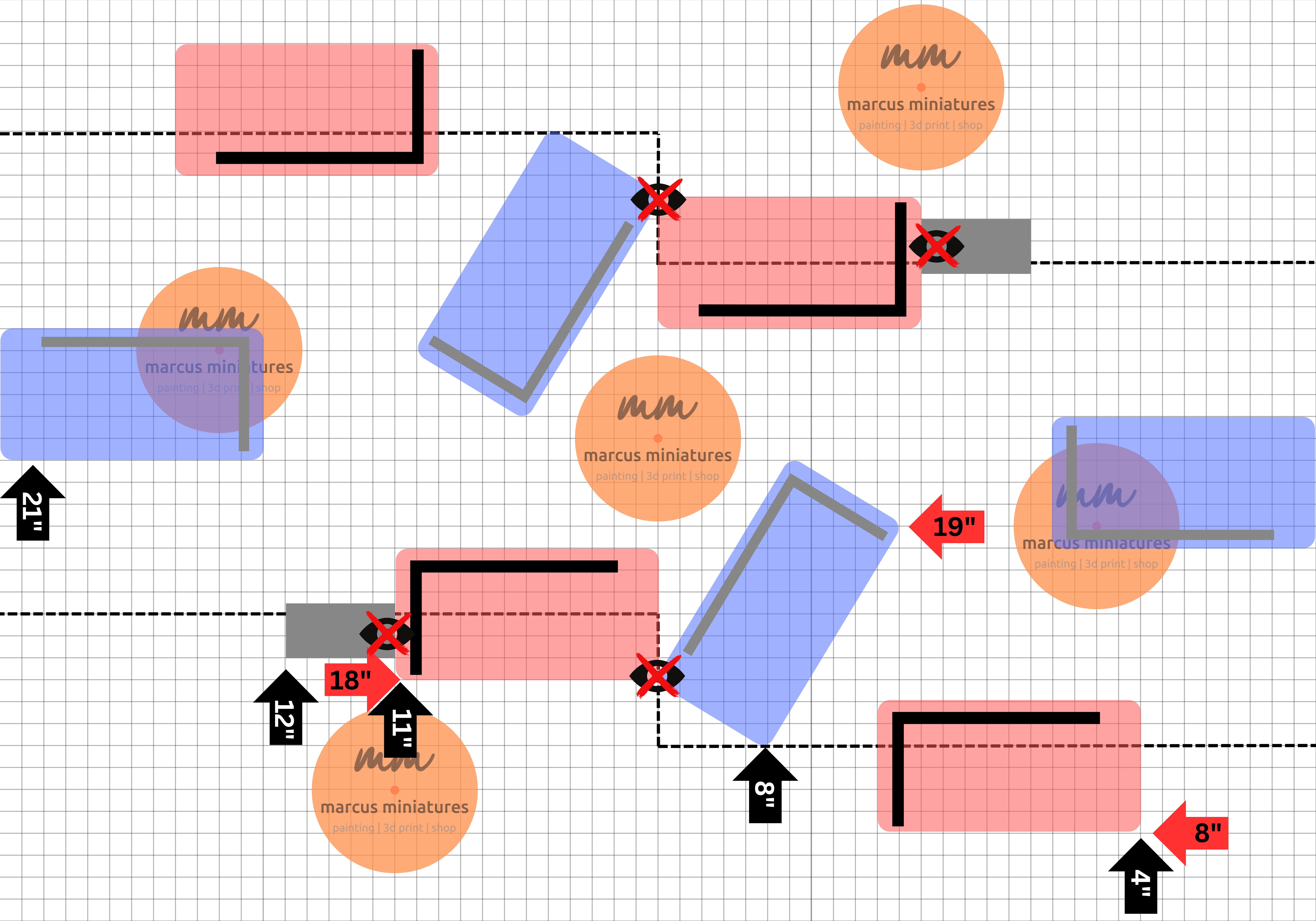
Sweeping Engage

Smoke a. Mirrors

Take a. Hold







TIPPING POINT

TABLE 1

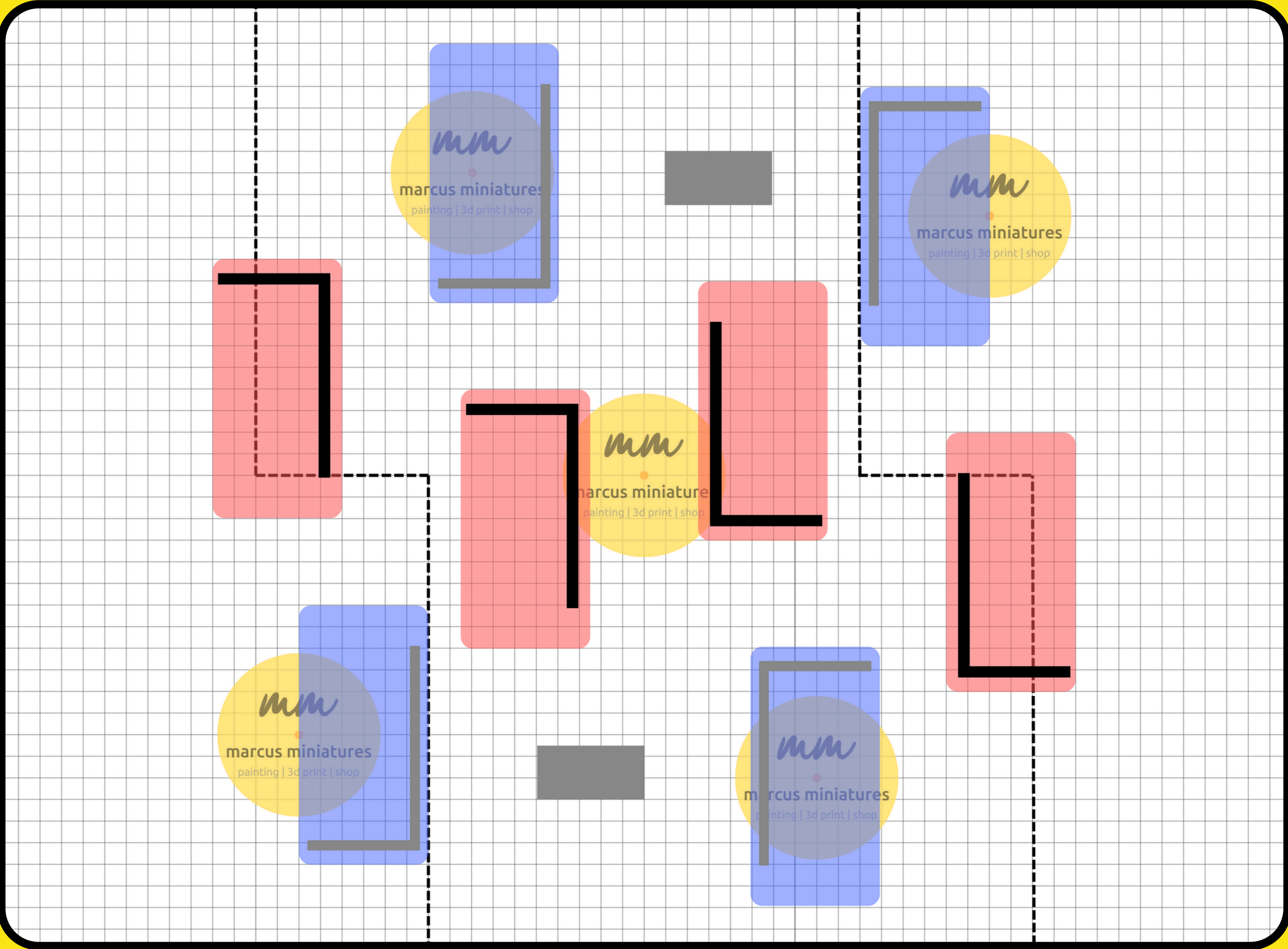


TABLE 2

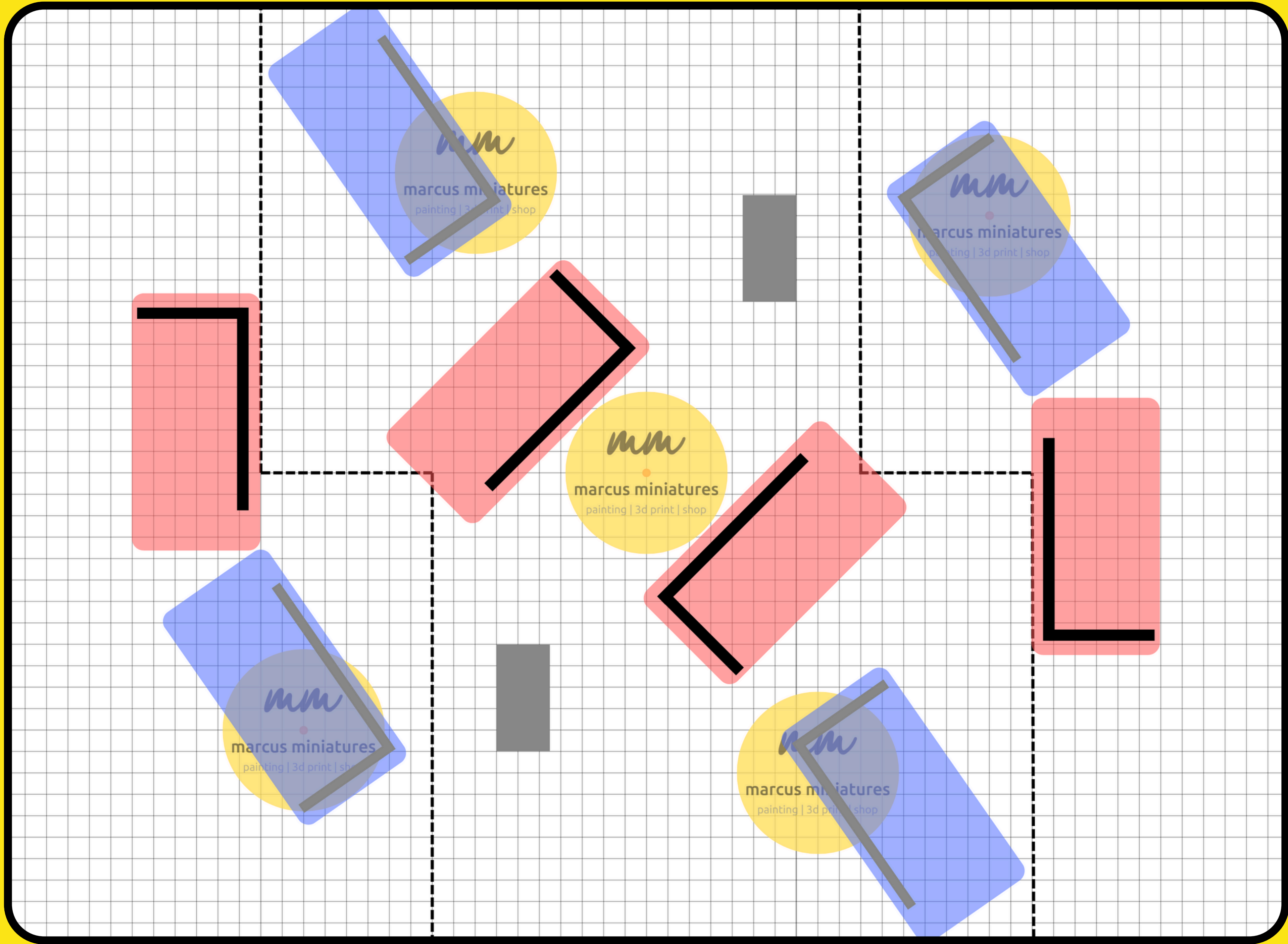
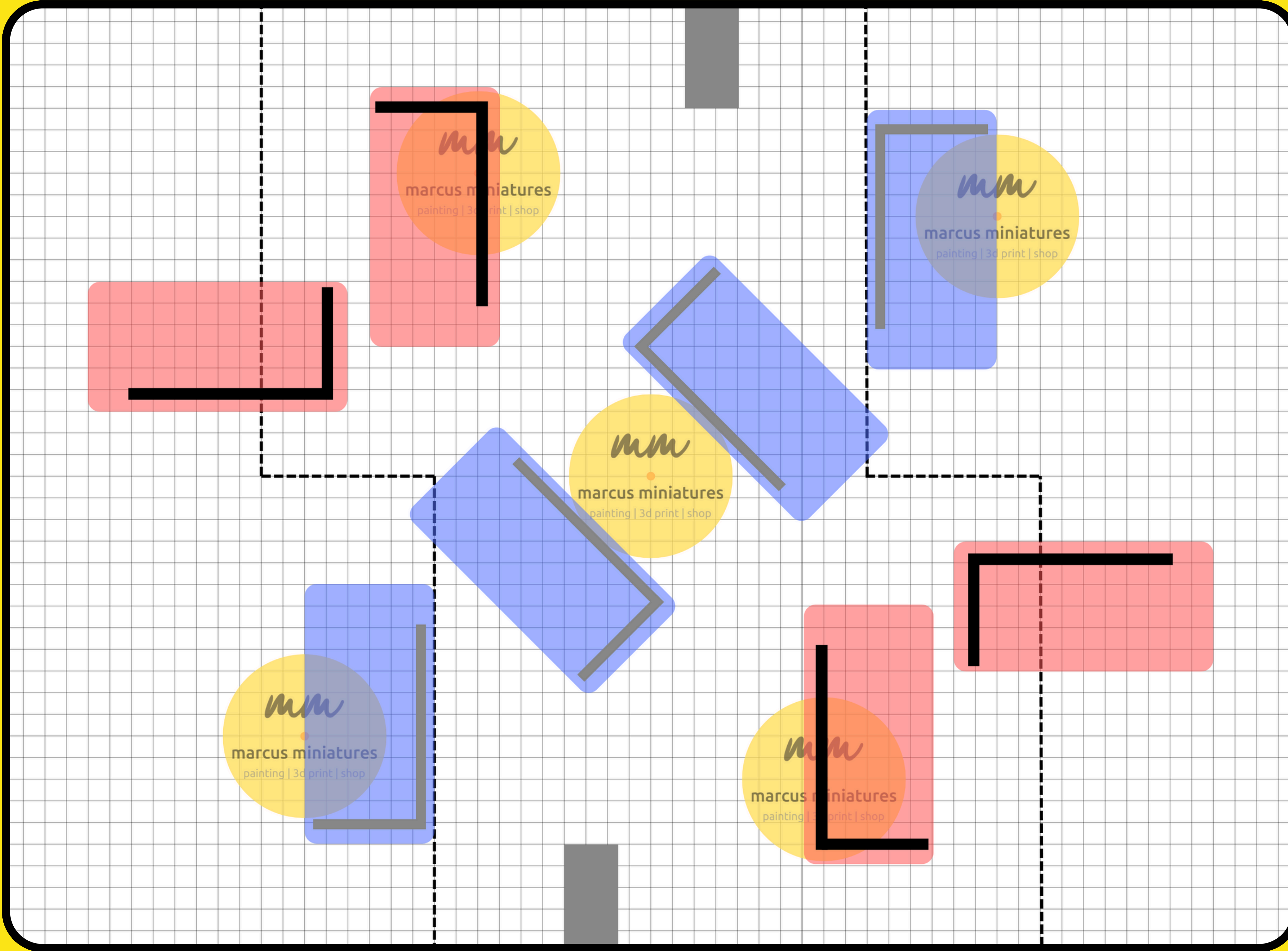


TABLE 3



ROUND 4

Tipping Point

Insp. Leadership

Burden of Trust



NO LINE OF SIGHT



SMALL RUIN



BIG RUIN



CONTAINER

