Good things come in threes.

Setup   Deploy terrain. Roll off, winner places an objective marker. Markers are placed a minimum of 4" from any board edge and outside Bubble 7" of other markers. Loser of roll-off then places another objective marker, and winner places the final one, making 3 in total.

Deploy as normal, alternating deployment, placing characters at least bubble 6" from objectives and bubble 8" from enemy characters.

VALUE	TASK
2	Each player adds 1 Honour to the pool and reroll
3	Player with lower initiative roll picks an objective to secure (no enemies within PH bubble)
4	Status update - 1P per status token change you cause to enemy characters, most points wins round.
5	Repel - Character moving within B6 of an objective take a test on 1D6 at difficulty +1. If they fail, they are repelled D6 inches, moved in any direction by the opposing player. 1P per enemy character moved in this way, most points wins the round.
6	Player with higher initiative roll picks an objective to secure (no enemies within PH bubble). Roll off if initiative was a tie.
7	Control any objective
8	Player with higher initiative roll picks an objective to control (Most models within PH bubble). Roll off if initiative was a tie.
9	Honour Surge - each character ending the round within PH of an objective gains 1H. Most Honour gained this way wins the round.
10	Tag! Each *shove* action made against an enemy character and results in one or more successes scores 1P, most points wins round.
11	Player with lower initiative roll picks an objective to control (Most models within PH bubble)
12	Each player adds 2 Honour to the pool and reroll