

LINE OF SIGHT



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What is Brawlmachine?

Brawlmachine is a 25 point format for Warmachine and Hordes developed by Line of Sight. It has a Field Allowance of 1, Custom Scenarios for the smaller game size, and a limited list of models that are not suitable for the format called the epic list.

Terrain, scoring, game tiebreakers, and scenario elements are described in the [Steamroller document](#), and are unchanged in Brawlmachine. Objectives. Like Steamroller, Objectives in Brawlmachine are large based, DEF 5, ARM 18, and have 15 health. Unlike Steamroller, Objectives in Brawlmachine do not have any abilities other than “Immobile” and “Objective”.

Army Composition

A Brawlmachine army has a minimum size of 21 points and a maximum size of 25 points.

Models in a Brawlmachine army have a Field Allowance of 1 regardless of theme force benefits or requisition point options. This means that Requisition options that bring multiple models not listed on page 7 only bring one of those model instead.

There are two exceptions to the FA: 1 rule. The first is that up to three of the same Weapon Attachment may be attached to one unit in a Brawlmachine army. Requisition points that allow a player to bring multiple weapon attachments are legal, so long as all weapon attachments are attached to the same unit.

Secondly, a very limited number of models are allowed at FA:2. These are listed on the FA:2 list on page 6.

Requisition options that bring more than one model not listed on the Exceptions list on Page 7 instead bring only one of that model. For example, a Requisition Option that brings 3 Gallows Groves instead only adds 1 to an army. Conversely, a Requisition Point used to bring 3 Accretion Servitors still brings 3 Accretion Servitors due to their inclusion on the exception list.

Theme Forces

Theme Forces are legal in Brawlmachine. At 25 points, Theme Forces bring one Requisition Point. Please note that any theme benefits that provide extra Field Allowance options are overridden by the FA: 1 rule of the Brawlmachine Format

Epic List

Some models cannot be constrained by a 25 point level game and are therefore suitable only for games of higher point values. To support competitive, balanced play, the following casters cannot be played in Brawlmachine tournaments and should not be played by experienced players in casual play.

Reasoning for the choices on the epic list can be found at the end of this document in the appendices .

Truly new players should be allowed to use these choices, especially if their model collection is limited.

Casters:

Dr. Arkadius (Arkadius 1)

Lord Azazello, the Castellan (Azazello 1)

Bethayne, Pride of Everblight (Bethayne 2)

The Butcher Unleashed (Butcher 3)

Falcir the Merciless (Falcir 1)

Fiona the Black (Fiona 1)

Gorten Grundback (Gorten 1)

Captain Victoria Haley (Haley 1)

Kaelyssa, the Nights' Whisper (Kaelyssa 1)

Karchev and Deathjack, Malignant Fusion (Karchev and Deathjack 2)

Mekanolyth (Lylyth 4)

Magnus the Warlord (Magnus 2)

Major Aline Benett (Benett 1)

Morvahna the Dawnshadow (Morvahna 2)

Hierarch Severius (Severius 2)

Pirate Queen Skarre (Skarre 1)

Kommander Sorscha (Sorscha 1)

Kommander Obavnik Zerkova (Zerkova 2)

Casters with Telekinesis:

Aurum Legate Lukas di Moray (Lukas 1)
Adeptis Rahn (Rahn 1)

Exulon Thexus (Thexus 1)

Krueger the Stormwrath (Krueger 2)

Lord Exhumator Scaverous (Scaverous 1)

Major Victoria Haley (Haley 2)

Sturm and Drang (Sturm and Drang 1)

Huge Based Models

Infernal Masters:

Agathon, the Voice in the Darkness

Omodamos, the Black Gate

Zaateroth, Weaver of Shadows

Units:

Asphyxious the Sanctified (Asphyxious
4)

Hellmouth

Solos:

The Hermit of Henge Hold

The Covenant of Menoth (Covenant 1)

The Living Covenant (Covenant 2)

FA: 2 List

These models all have mechanical issues on their card or constraints in their theme forces that warrant their increase in FA.

These exceptions are as follows.

Cephalyx Monstrosities (Subduer, Warden, Wrecker) - The Cephalyx theme is limited to three battlegroup models, and because their only caster - Cognifex Cyphon - has a set number of battlegroup points, this effectively means that if a player wishes to play with Cephalyx, the majority of their list building is done for them as all three heavies must be part of the battlegroup. Adding each of these to the FA:2 list allows the theme force to function with a level of flexibility similar to other themes.

Crabbits - Grymkin relies on triggering Arcana in order to function as a faction. A large part of these Arcana are triggered on hitting, killing, or missing Grymkin models, and Crabbits are the prime target as the factions' only Shield Guards. In order to make Grymkin function mechanically as they ought to, Crabbits have joined the FA: 2 list.

Blight Wasps - Blight Wasps care about being in melee with other Blight Wasps. Not being able to be in melee with other Blight Wasps in Brawlmachine effectively ignores a significant portion of their card. As such, Blight Wasps are FA:2 in Brawlmachine.

Negator - Negators have flank with only other Negators. Being able to access only one of these as part of a Brawlmachine army effectively excludes them from seeing play.

Reptile Hound - Similar to Negators, Reptile Hounds only flank with each other, and so it makes sense to allow a pair of them to run happily around the table in Brawlmachine.

Stormsmith Stormcallers - Stormcallers are another model that specifically reference other Stormcallers on their card for at least one ability. Without being able to take two, that ability is effectively useless, and therefore this solo is a worthy inclusion on the FA:2 list.

Trollblood Whelps - As one of the few fury management answers in the entire faction, and the only one present across all theme forces, Trollblood Whelps qualify for the FA: 2 list.

Multi-Model FA: 1 List

The following models are considered FA: 1 even though they bring multiple models. Each of the model sets on this list either can only be brought in a list in multiples or are Weapon Attachments. Requisition Points that bring in multiple of these models as a Requisition Point may be used to purchase them in list building.

Solos:

3 Scrap Thralls
3 Accretion Servitors
3 Attunement Servitors
3 Elimination Servitors
3 Reflex Servitors
5 Incubi Solos
2 Cask Imps

Weapon Attachments - Up to 3 so long as they are only attached to one unit:

Assault Kommandos - Flame Thrower
Crucible Guard Rocketmen - Gunner
Cultist Band - Dark Sentinel
Kriel Warrior - Caber Thrower
Mechanithrall - Brute Thrall
Revenant Crew of the Atramentous - Rifleman
Sea Dog Pirates - Rifleman
Stormblade Infantry - Gunner
Trencher Commandos - Scattergunner
Winter Guard Infantry and Riflemen - Rocketeer

Morrowan Battle Priest
Soulless Escort
Trollkin Sorcerer
Void Leech

Win Conditions

Brawlmachine games last five rounds.

A player wins a game of Brawlmachine when:

- 1) They have the only remaining Warcaster or Warlock
- 2) They have 4 or more control points more than the opposing player.
- 3) They have more control points than their opponent at the end of the fifth round of the game.

If players have the same number of control points at the end of the fifth round, tie breakers follow the guidelines outlined on page 9 of the [Steamroller document](#).

Clock

Brawlmachine Tournaments have optional Death Clock. These should be tailored to your players.

Relaxed	45 min per side
Standard	35 min per side
Hardcore	25 min per side

Sideboard

Brawlmachine has an optional sideboard variant for competitive play. **We do not recommend sideboards for new players until they are ready to expand their list.**

Construction:

A sideboard is up to 15 points of models legal for the theme which is used for the main list.

Sideboards cannot break the FA:1 rule. Additionally, Sideboards may not contain additional mercenary or minion options beyond the single slot open for the theme force if the main list already contains a model fulfilling those requirements.

Models in the sideboard that are options as requisition points in the theme force may be substituted for the requisition slot in the main list on a 1:1 basis, even if the model in the sideboard has a native point value higher than the requisition slot in the main list.

Models in the sideboard can never be free, even if they are options for requisition slots.

Sideboards cannot allow a player to maximize a unit from the main list or to minimize a unit to gain points in the sideboarding process.

Warcasters and Warlocks cannot have more than one attachment, which means that a player may not have one in the main list and another in the sideboard to swap out.

Command and Weapon Attachments that are attached to a unit cannot be attached to a different unit during the sideboarding process. Command and Weapon Attachments that are in the side board must have an explicitly stated unit that they attach to either in the side board or in the main list.

Remember, units can only have one command attachment, so having a secondary one in the sideboard is illegal.

Warjacks and Warbeasts may not change battlegroup controllers during the sideboarding process. Warjacks and Warbeasts in a sideboard must be explicitly stated for one battlegroup controller before the game begins.

Sideboard Method:

Between games but before initiative rolls in some tournament formats, players may opt to remove models from their main list and replace them with models from their sideboard.

Any changes from sideboarding are revealed simultaneously to their opponent.

The resulting list must be a legal 25 point Brawlmachine list, however the sideboard may be more or less than 15 points after sideboarding due to points differences in requisition options exchanged.

An example of sideboarding is shown in the appendices on page 18

Tournament Formats

Brawlmachine brings a unique opportunity to competitive play for multiple games per round thanks to its faster game time and sideboard options.

The rules for best of three and two game formats, as well as specialists provide some competitive benefits in the form of better Strength of Schedule, better matchup adaption and less dice variance. However, they detract from the game speed, simplicity and variety that are critical for new players. We recommend avoiding these tournament formats if your goal is to bring new players into the game. As always, Event Organizers should tailor tournaments to their players wants and needs.

Variants for all formats are the same as the [Steamroller Document](#), found on page 11. They are:

- 1 list
- 1 list, second list optional
- No sideboard
- Optional Sideboard

Best of Three

Best of Three Tournaments are run such that each round of the event is an opportunity for players to play up to 3 games. The person who first wins 2 games in a round is considered the winner of that round. This format takes about 40% longer than a Standard Steamroller event.

Each game of a round is played on the same table for each player, with the same scenario and terrain set up.

Determining initiative and table edge functions as the Steamroller packet for game 1.

For game 2, the player who lost game 1 automatically wins the initiative roll and can choose whether or not to go first, or which table edge they would prefer.

For game 3, the player who lost game 2 automatically wins the initiative.

Before game 2 and again before game 3, players may choose to sideboard if sideboards are being used in the tournament. The sideboarding process is outlined in the Sideboard section of this document, and happens before initiative is decided.

A bye round in this format awards a player 2 game wins, zero game losses, and 6 control points. Calculate win percentage of a “bye” opponent at 50% for purposes of third tiebreak.

Standings and Placement in this format function as follows:

1st Tiebreak: Rounds won.

2nd Tiebreak: Percentage of games won.

3rd Tiebreak: Average percentage of games won by opponents.

4th Tiebreak: Total Control Points

Two Game Rounds

Two Game Rounds is a hybrid format that reaches a mid ground between single game and best of three. Time for this style of tournament is approximately the same as a Steamroller event.

A popular variant of this format includes a best of three match for the top table.

Two Game Round Tournaments play two games per round, and there is no “round winner”. Individual wins are counted as the first standing check.

Each game of the round is played on the same table for each player, with the same scenario and terrain set up.

Determining initiative and table edge functions as the Steamroller packet for game 1.

For game 2, the player who lost game 1 automatically wins the initiative roll and can choose whether or not to go first, or which table edge they would prefer.

Before game 1 and again before game 2, players may sidebar as outlined in the Sidebar section of the document.

Sideboarding occurs before initiative is rolled but after determining lists.

Standings and Placement in this format functions as follows:

1st tiebreak: Number of Games Won
2nd tiebreak: Number of Games won by opponents
3rd tiebreak: Total Control Points scored
4th tiebreak: Total Army Points Destroyed

Single Game Rounds

This format functions exactly as a regular Steamroller at a much faster pace. With rounds taking on average about 1 hour, an 8 player Brawlmachine event can be completed comfortably in an afternoon.

A sidebar variant for this format allows players to sidebar before their game, before determining initiative.

Refer to the [Steamroller Document](#) for standings and placement for Single Game Rounds.

Scenario & Scoring

Scenario elements, scoring, and contesting follow the same rules as those found on page 8 of the [Steamroller Document](#).

Non-Symmetrical Brawlmachine scenarios are set up with terrain prior to initiative rolls.

Test List

As the format evolves, we want to be able to react with quarterly or semi-annual patches for balance and meta adjustment.

The following models are on our public test list, and we value feedback about them highly (see the linked Google Form below).

Ashlynn 2
The Harbinger of Menoth 1
Malakov 2
Sturgis 1
Thyra 1

Feedback

Brawlmachine is a living format, with expected quarterly or semi-annual updates and patches. If you have feedback on the format, please feel free to fill out this [Google Form](#).

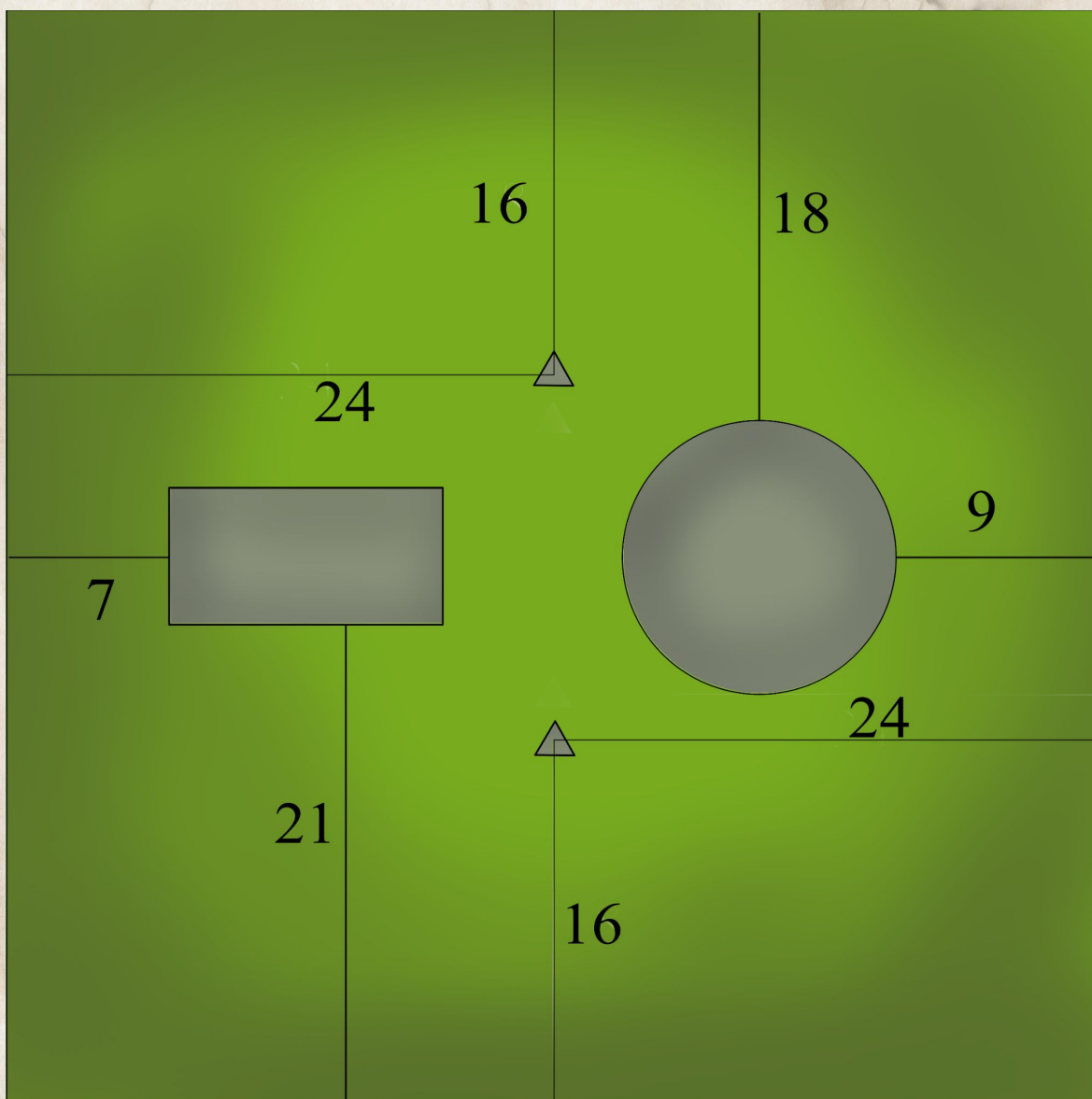
If you want to chat about the format or have an easy place to find games on wartable.online, we recommend joining the Line of Sight Discord, which can be found here: <https://discord.gg/gWYFqeD>

Scenario 1: Orbits

Place the flags and zones as shown. Killbox is 12 inches from the back edge as per the usual Steamroller document, however Killboxing yourself only gives your opponent 1 point instead of the regular 2. See the Steamroller Document for specifics regarding Killbox.

Player 1 deploys at the 7 inch mark for regular deployment and 13 inch mark for advanced deployment

Player 2 deploys at the 10 inch mark for regular deployment and 16 inch mark for advanced deployment.

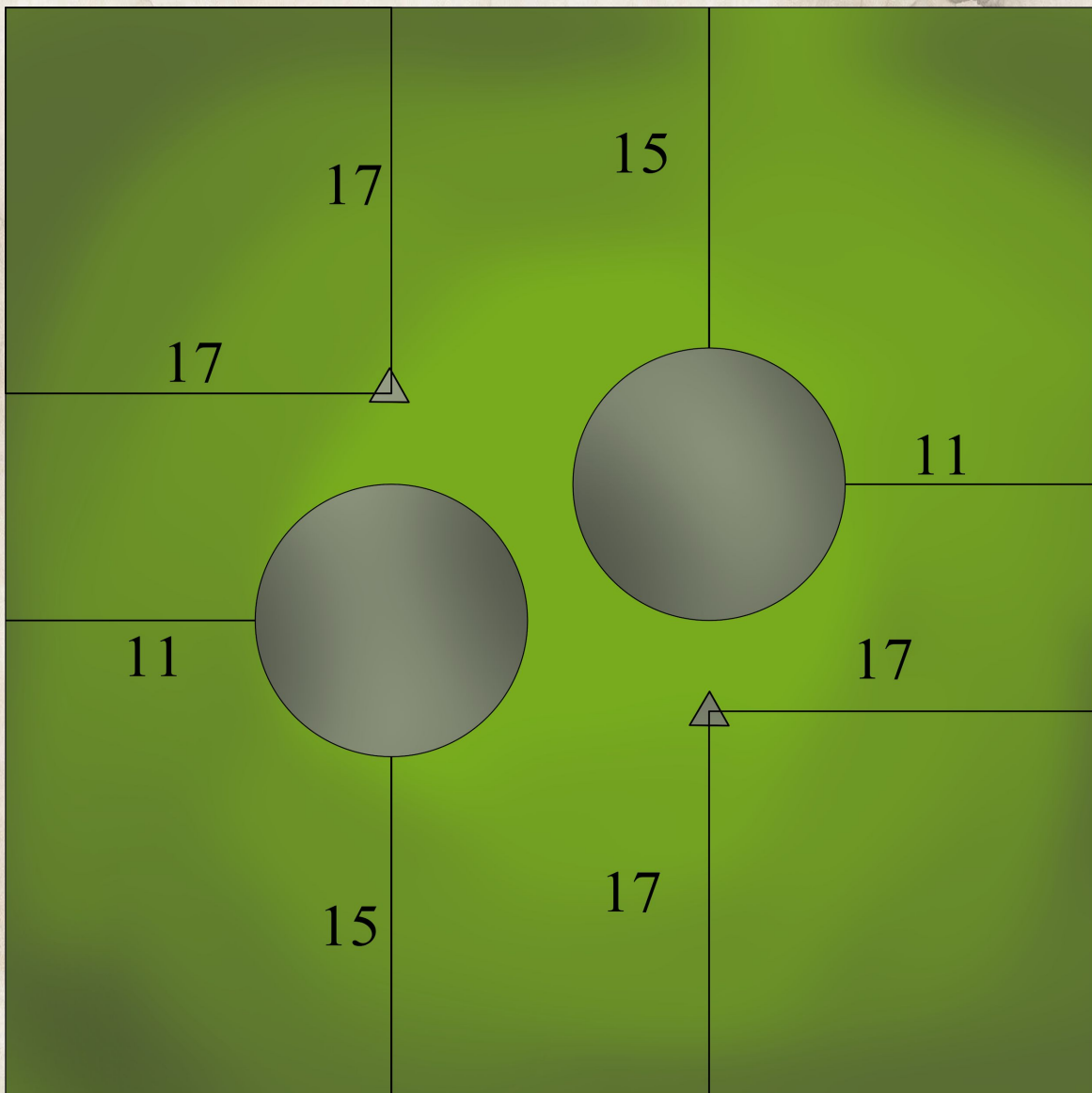


Scenario 2: Binary

Place the flags and zones as shown. Killbox is 12 inches from the back edge as per the usual Steamroller document, however Killboxing yourself only gives your opponent 1 point instead of the regular 2. See the Steamroller Document for specifics regarding Killbox.

Player 1 deploys at the 7 inch mark for regular deployment and 13 inch mark for advanced deployment

Player 2 deploys at the 10 inch mark for regular deployment and 16 inch mark for advanced deployment.

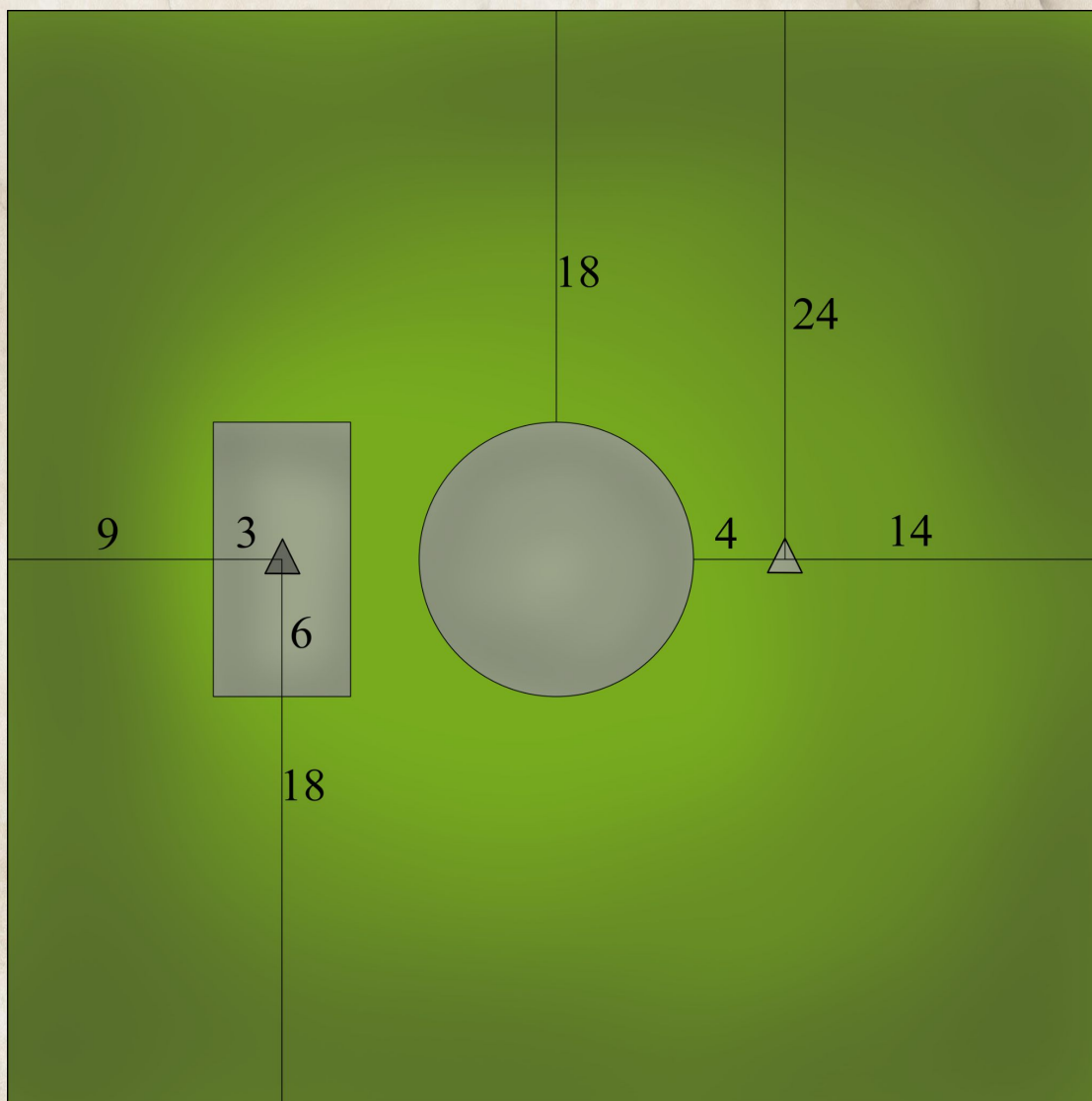


Scenario 3: Ignition 2

Place the flags and zones as shown. Killbox is 12 inches from the back edge as per the usual Steamroller document, however Killboxing yourself only gives your opponent 1 point instead of the regular 2. See the Steamroller Document for specifics regarding Killbox.

Player 1 deploys at the 7 inch mark for regular deployment and 13 inch mark for advanced deployment

Player 2 deploys at the 10 inch mark for regular deployment and 16 inch mark for advanced deployment.



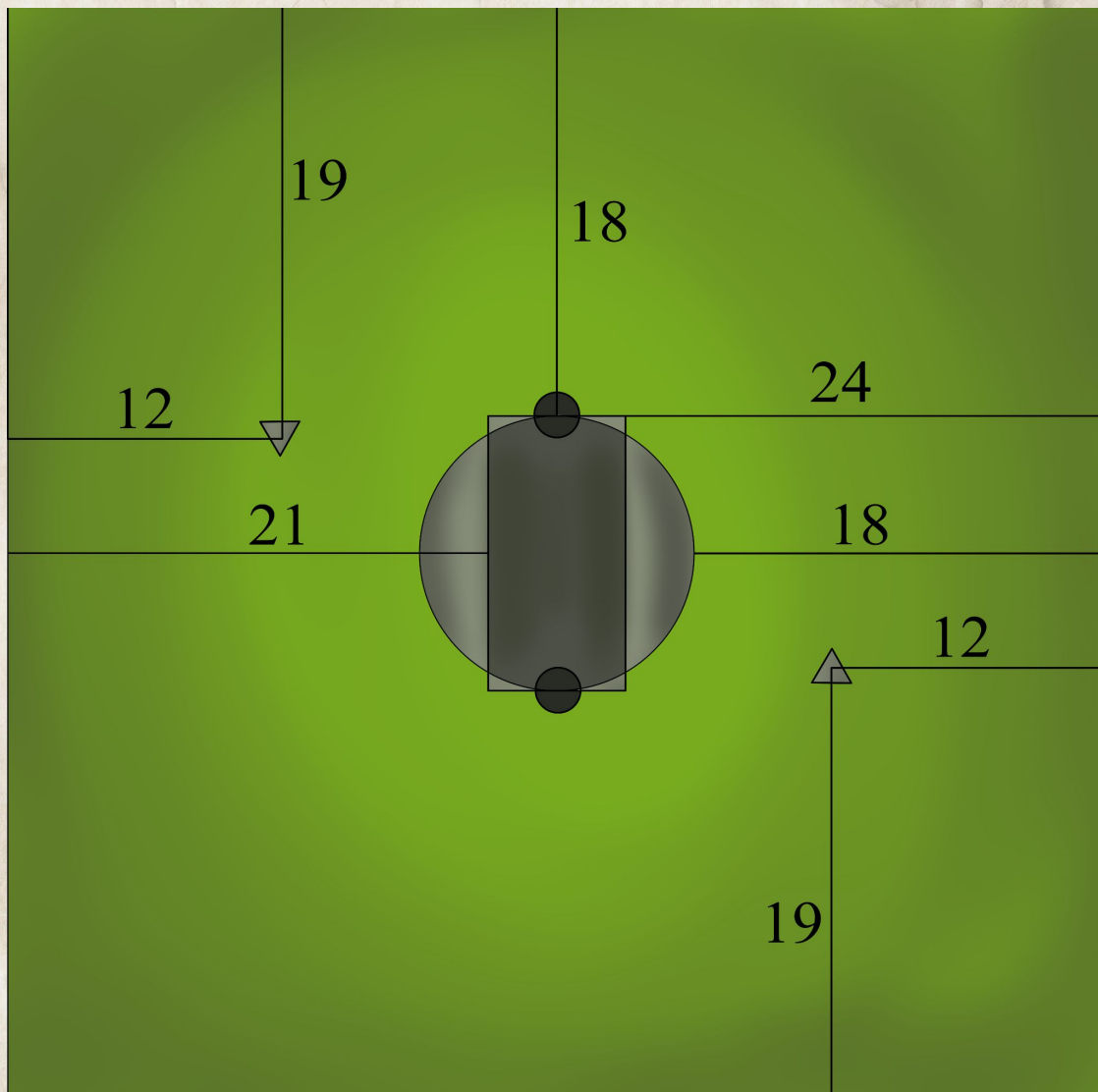
Scenario 4: Singularity

Place the flags (triangles), objectives (small circles), and zones as shown. Killbox is 12 inches from the back edge as per the usual Steamroller document, however Killboxing yourself only gives your opponent 1 point instead of the regular 2. See the Steamroller Document for specifics regarding Killbox.

A Warcaster or Warlock can control both overlapping zones if there are no models contesting them. A model can contest both zones if it is within both zones.

Player 1 deploys at the 7 inch mark for regular deployment and 13 inch mark for advanced deployment

Player 2 deploys at the 10 inch mark for regular deployment and 16 inch mark for advanced deployment.

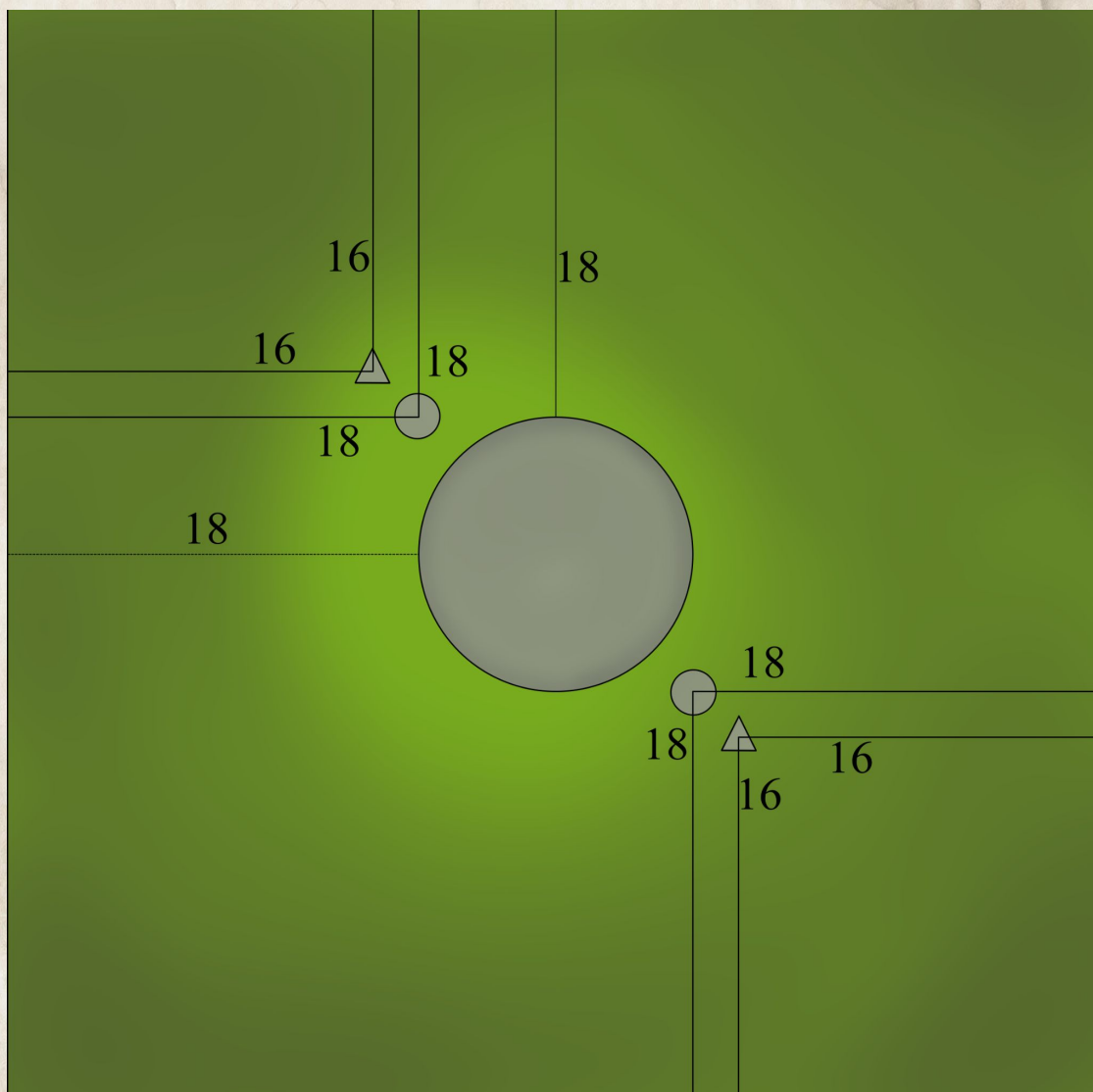


Scenario 5: Syzygy

Place the flags (triangles), objectives (small circles), and zones as shown. Killbox is 12 inches from the back edge as per the usual Steamroller document, however Killboxing yourself only gives your opponent 1 point instead of the regular 2. See the Steamroller Document for specifics regarding Killbox.

Player 1 deploys at the 7 inch mark for regular deployment and 13 inch mark for advanced deployment

Player 2 deploys at the 10 inch mark for regular deployment and 16 inch mark for advanced deployment.

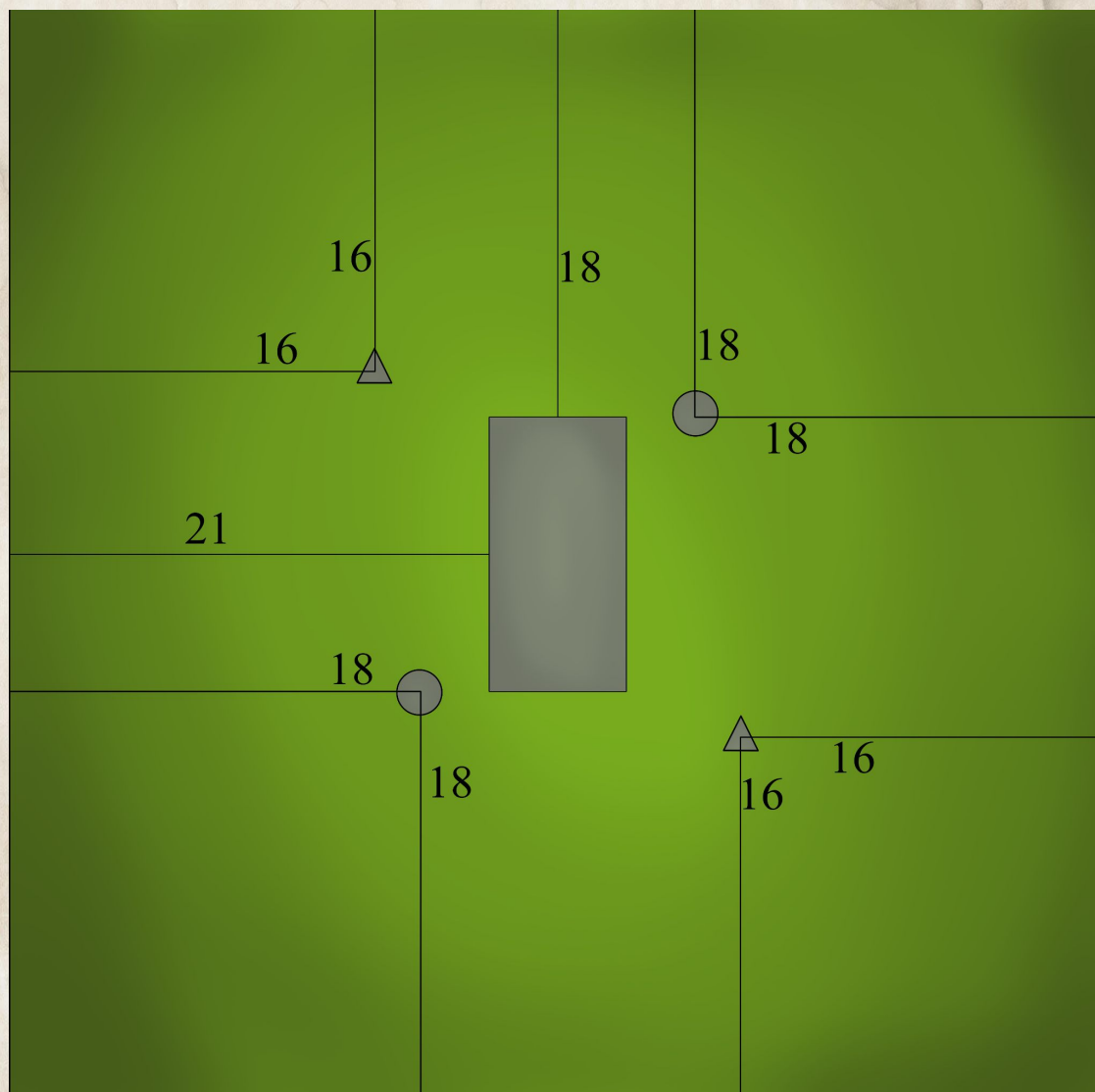


Scenario 6: Asteroids

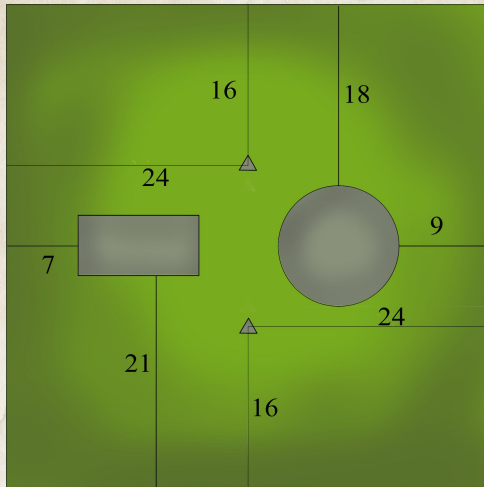
Place the flags (triangles), objectives (small circles), and zones as shown. Killbox is 12 inches from the back edge as per the usual Steamroller document, however Killboxing yourself only gives your opponent 1 point instead of the regular 2. See the Steamroller Document for specifics regarding Killbox.

Player 1 deploys at the 7 inch mark for regular deployment and 13 inch mark for advanced deployment

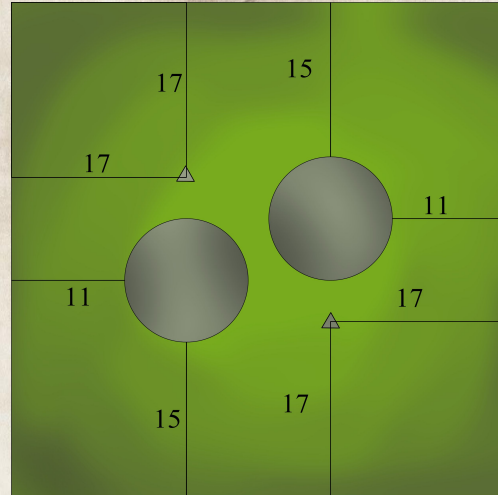
Player 2 deploys at the 10 inch mark for regular deployment and 16 inch mark for advanced deployment.



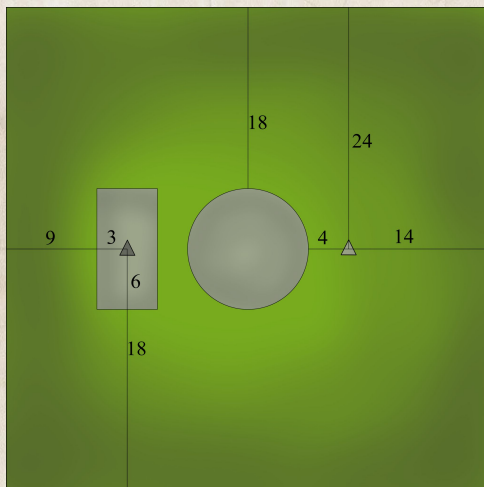
Scenario 1: Orbits



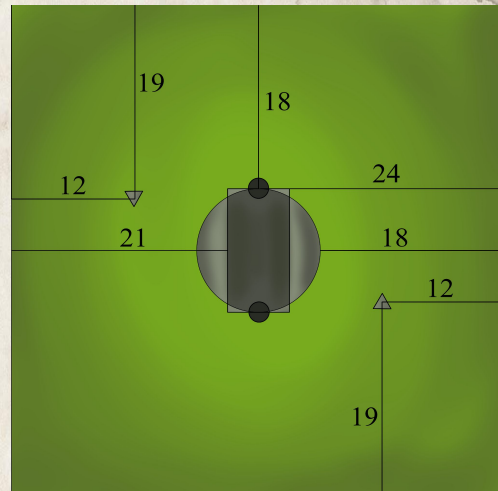
Scenario 2: Binary



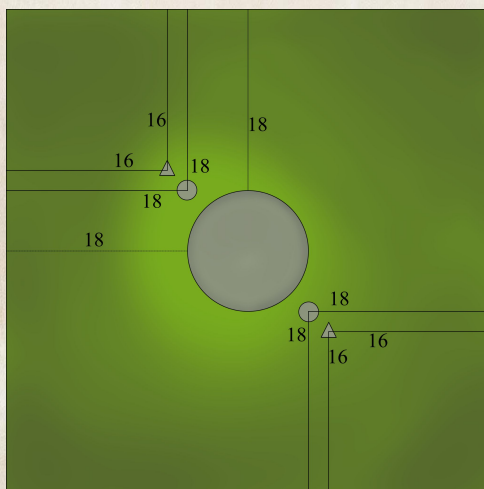
Scenario 3: Ignition 2



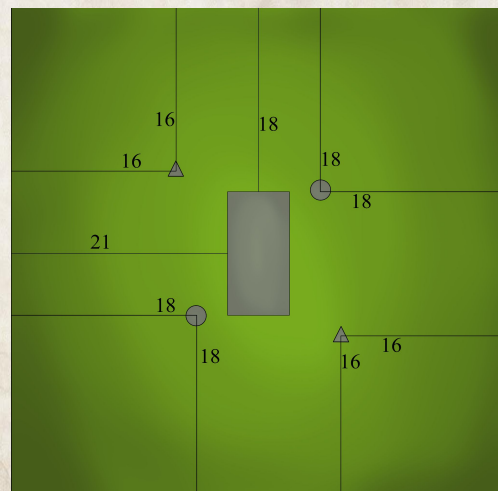
Scenario 4: Singularity 2



Scenario 5: Syzygy



Scenario 6: Asteroids 2



Appendices

Acknowledgements

We would like to thank our wives and families for their support and long suffering as we spent our free time working on our passion project.

We would like to give a huge thank you to the myriad people who participated in our many testing leagues. Your feedback and enthusiasm for this project fanned the flame into the finished format you see today.

Thanks also to the many conventions and tournaments who support Brawlmachine events. It has been truly incredible to watch this format spread across the world since its inception.

A special thank you to Jeff for the seed that would find its way into becoming the Brawlmachine format.

And finally, a huge thank you to Wartable.online for allowing us to grow this crazy format with your incredible resources you provide the community.

We couldn't have done this without any of you, thank you very much.

- The Line of Sight Team

Epic List Reasoning:

All Huge Based Models - Huge based models are complicated for new players, and are also incredibly difficult to dislodge when protected with ARM enhancers at this point level. While appropriate for 75 point games, we have elected to relegate all huge bases to higher point levels than Brawlmachine Supports.

Casters with Telekinesis - Telekinesis is an incredible spell, and at a point level where casting Telekinesis twice can move two-thirds of a list around it is beyond the curve.

Infernal Masters - Summoning is a very potent ability that is difficult for new players to play into. While strong and engaging at 75 points, we have found that the ability to create heavies every turn is impossible to overcome attritionally at 25 points. Please note: Hearts of Darkness is still allowed in this format.

Arkadius 1 - The combination of all of Arkadius' potent abilities makes him an extreme outlier on the power curve. His heavies already trade two for one at 75 points, and with the theme benefit of Overtake in Will Work for Food he can mulch infantry easily as well.

Azazello 1 - Azazello's synergies with the huge variety of powerful minion solos released since Brawlmachine 1.0 and his inclusion in the Vengeance of Dhunia theme force have pushed him over the edge of the epic list. His personal survivability and output on top of these make him a fantastic candidate for play at higher points.

Bethayne 2 - With a feat that can make her entire army impossible to engage with and a spell list that any caster would envy, combined with personal output on par with many dedicated melee powerhouses, Bethayne is simply too epic to contain at 25 points.

Benett 1 - Bennett's ability to bring in a fast, hard hitting, flying unit in addition to an excellent combat solo makes her an excellent example of a model too epic for this 25 point format.

Butcher 3 - Many Warcasters and Warlocks have the damage output to rival Butcher 3, but no other contenders can pull enemy models in from 5 inches away, kill well over half of a list, and then be on full camp and unchargeable.

Falcir 1 - Between a resource free source of excellent control effects, personal survivability in the elite range, and the ability to solo hunt any heavy or warcaster, Falcir brings a bit too much to the table for Brawlmachine.

Fiona 1 - Fiona has one of the most potent defensive feats and offensive spell lists in the game. Befuddle with her ability to leverage it from anywhere on the table combined with her offensive debuffs and incredible control feat make her too powerful at 25 points.

Gorten 1 - Gorten's ability to instantly win on scenario with little to no interaction when you only have to get four extra points places him firmly on the epic list.

Haley 1 - The spell *Temporal Barrier* is a monstrous spell, capable of preventing enemy models from utilizing their whole movement from up to 16 inches away with the inclusion of the Cygnar Squire. With how active Brawlmachine scenarios are and with a feat that doubles that output of her army, Haley makes some factions literally unable to play the game with any meaning, and therefore belongs in higher point games where slower scenarios and more meaningful assassination threats keep her in check.

Kaelyssa 1 - Kaelyssa is capable of hunting down any solo, unit leader, or caster on the table with no positional counterplay and from extreme distances before retreating to safety with either *Refuge* or her feat. This level of safety is unacceptable for a model that can nearly single handedly tear the enemy army apart at 25 points over multiple turns, and therefore Kaelyssa belongs on the epic list.

Karchev and Deathjack 2 - Karchev and Deathjack present a unique blend of consistent, army wide high threat range pressure, intense damage output, and army wide survivability that alone would be quite potent. Couple that with an above average durability for a heavy Warjack, and we find a model that belongs in higher point games.

Lylyth 4 - Similarly to, though distinct from Kaelyssa, Lylyth hunts down enemy casters with intense prejudice while simultaneously supporting a gunline that can level enemy armies. She has firmly earned a place on the epic list.

Magnus 2 - In this format, you win if you score four more points than your opponent. Magnus makes this incredibly easy with his feat, and his presence in the format would be far too warping.

Morvahna 2 - A feat that lets you bring back your entire army is fairly outside the power curve of Brawlmachine, to say nothing of her ability to let her army reroll attack and damage rolls passively. Morvahna 2 is a great caster to move up to in higher point games.

Skarre 1 - Skarre 1 has an incredible defensive and offensive feat all wrapped into one, as well as the ability to do a huge amount of damage in her own right. She is too powerful in this format, and has been removed.

Severius 2 - The ability to feat and delete every solo and possibly unit attachment on the table is a little too spicy for this format, especially when coupled with *Oracular Vision* in a place where attacks are at a premium. This, combined with his extremely efficient spell list, have earned Severius 2 a place on the epic list.

Sorscha 1 - This is a caster that has very little counterplay other than distance, and distance in Brawlmachine is extremely difficult to utilize without losing on scenario very quickly. With an almost completely non-interactive game plan coupled with extremely powerful pieces such as *Doom Reavers* and *Void Archons*, Sorscha 1 has to go.

Zerkova 2 - The tempo, scenario, attrition, and assassination threat of this Warcaster combined with Greylord Outriders is too strong for this format.

Asphyxious 4 - Very few models have the damage output, survivability, and control that Asphyxious 4 has, and he can be taken in many many themes. We don't want the format to turn into Asphyxious with a bunch of different Warcasters, so we're just taking him off the roster.

Hellmouth - This unit is a guaranteed "not lose on scenario" piece with its ability to contest virtually every element of the Brawlmachine Scenarios. Couple that with the ability to strongly dictate opponent positioning as well as the likelihood of being functionally immortal given reasonable terrain, this unit is deserving of the epic list.

Covenant 1 - The Covenant, like the Hermit of Henge Hold, requires a huge investment of attacks to remove while also removing a lot of counterplay to popular Protectorate options such as the Initiates of the Wall and Menite Archon.

Covenant 2 - The second iteration of the Covenant has all the survivability of the first, while bringing a new suite of extremely potent abilities to bear that are inappropriate for the Brawlmachine format.

The Hermit of Henge Hold - It's not the ARM debuff, it's the combination of Ancient Shroud and his mini-feat to keep a crucial model alive. It takes 6 attacks to clear this model out of a zone, and frankly, there aren't that many attacks in Brawlmachine to begin with.

Example of Sideboarding

Main List:

Crucible Guard
[Theme] Magnum Opus

[Gearhart 1] Marshal General Baldwin
Gearhart [+30]
- Retaliator [7]
- Suppressor [13]
- Vindicator [15]
Ascendant Mentalist [0(4)]
Crucible Guard Mechanik [1]
Rocketman Ace [3]
Assault Troopers (min) [8]
Failed Experiments (min) [8]

Sideboard:

Aurum Adeptus Alyce [4]
Rocketman Stinger [4]
Trancer [3]
Dragon's Breath Rocket [4]

After losing the first game, I notice that my opponent is playing a lot of infantry and that they do not have many ranged attacks. Further, most of the table is using non-rough terrain.

With that in mind, I choose to remove the Ascendant Mentalist, Rocketman Ace, and Crucible Guard Mechanik from the list. This leaves me with four points unspent and a requisition option for the list I will play in game two.

Looking at my sideboarding options, I opt to use my Requisition point on the Rocketman Stinger I have brought.

This leaves me with four remaining points, and I choose to spend them on the Dragon's Breath Rocket.

The resulting list is a legal 25 point list - that is to say it is at least 21 points and no more than 25 points - and my sideboard does stayed the same amount of points as well.

Note that the sideboard could be a different amount of points between game. An example of this is removing a requisition that is 5 points and using that slot for a 4 point model, thus increasing the total point cost of the sideboard by 1.

Once all sideboarding changes have been finalized, I present my list to my opponent and we begin the second game.

For matches played with only one game or two games, TOs may direct players to sideboard before their first game as well as between games. In this case, sideboarding is done before rolling for initiative happens in the first game.

Background image can be found [here](#), used with permission.