

Configuration de table	2S (rouge)	3S (bleu)	Container	Proto ruin	Light	Medium	Heavy	Complète	Important
Hammer and anvil - 1	4	6	4	0			●	●	
Hammer and anvil - 2	4	6	4	0			●	●	
Hammer and anvil - 3	6	4	4	0		●		●	
Hammer and anvil - 4	6	4	4	0		●		●	
Hammer and anvil - 5	6	4	4	0		●		●	
Hammer and anvil - 6	6	4	4	0		●		●	
Hammer and anvil - 7	8	2	4	0	●			●	
Hammer and anvil - 8	8	2	4	0	●			●	
Crucible of battle - 1	4	6	4	0			●	●	
Crucible of battle - 2	4	6	4	0			●	●	
Crucible of battle - 3	6	4	4	0		●		●	
Crucible of battle - 4	6	4	4	0		●		●	
Crucible of battle - 5	6	4	4	0		●		●	
Crucible of battle - 6	6	4	4	0		●		●	
Crucible of battle - 7	8	2	4	0	●			●	
Crucible of battle - 8	8	2	4	0	●			●	
Search and destroy - 1	4	6	4	0			●	●	
Search and destroy - 2	4	6	4	0			●	●	
Search and destroy - 3	6	4	4	0		●		●	
Search and destroy - 4	6	4	4	0		●		●	
Search and destroy - 5	6	4	4	0		●		●	
Search and destroy - 6	6	4	4	0		●		●	
Search and destroy - 7	8	2	4	0	●			●	
Search and destroy - 8	8	2	4	0	●			●	
Tipping point - 1	4	6	4	0			●	●	
Tipping point - 2	4	6	4	0			●	●	
Tipping point - 3	6	4	4	0		●		●	
Tipping point - 4	6	4	4	0		●		●	
Tipping point - 5	6	4	4	0		●		●	
Tipping point - 6	8	2	4	0				●	
Tipping point - 7	8	2	4	0				●	
Dawn of war - 1	4	4	8	0		●	●	●	Prévoir une unité l'article "Conterneur (lot de 4)"
Dawn of war - 2	2	6	8	0			●	●	Prévoir une unité l'article "Conterneur (lot de 4)"
Dawn of war - 3	6	2	8	0		●		●	Prévoir une unité l'article "Conterneur (lot de 4)"
Dawn of war - 4	4	4	4	2			●	●	
Dawn of war - 5	2	6	4	2			●	●	
Dawn of war - 6	6	2	4	2	●	●		●	
Sweeping engagement - 1	4	4	8	0		●	●	●	Prévoir une unité l'article "Conterneur (lot de 4)"
Sweeping engagement - 2	2	6	8	0			●	●	Prévoir une unité l'article "Conterneur (lot de 4)"
Sweeping engagement - 3	6	2	8	0		●		●	Prévoir une unité l'article "Conterneur (lot de 4)"
Sweeping engagement - 4	4	4	4	2		●	●	●	
Sweeping engagement - 5	2	6	4	2			●	●	
Sweeping engagement - 6	6	2	4	2	●			●	