

SCORING SHEET



BATTLE TACTICS

Points Limit	2000	Game		Battleplan:	
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Attacker's Name:		Faction:	
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Attacker's Grand Strategy:	
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Battle Round	Battle Tactic	Battle Tactic Completed?	Scored Victory points with Controlled Objectives	Monster Slain?	Victory Points Scored	Cumulative Victory Points
1		<input type="checkbox"/>		<input type="checkbox"/>		
2		<input type="checkbox"/>		<input type="checkbox"/>		
3		<input type="checkbox"/>		<input type="checkbox"/>		
4		<input type="checkbox"/>		<input type="checkbox"/>		
5		<input type="checkbox"/>		<input type="checkbox"/>		
Grand Strategy Completed?		<input type="checkbox"/>	Victory Points Total			

Defender's Name		Faction:	
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Defender's Grand Strategy:	
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Battle Round	Battle Tactic	Battle Tactic Completed?	Scored Victory points with Controlled Objectives	Monster Slain?	Victory Points Scored	Cumulative Victory Points
1		<input type="checkbox"/>		<input type="checkbox"/>		
2		<input type="checkbox"/>		<input type="checkbox"/>		
3		<input type="checkbox"/>		<input type="checkbox"/>		
4		<input type="checkbox"/>		<input type="checkbox"/>		
5		<input type="checkbox"/>		<input type="checkbox"/>		
Grand Strategy Completed?		<input type="checkbox"/>	Victory Points Total			

- Broken Ranks** (Ihre Reihen zerschmettern): Pick BL and destroy it. Extra VP for Monsters
- Conquer** (Erobern): Pick Opponents Objective and gain control
- Slay the Warlord** (Den Kriegsherrn töten): Kill opponents General. Extra VP for Monsters
- Ferocious Advance** (Entschlossener Vorstoß): Run with 3 Units and end their move in 3". Extra VP for Monsters
- Aggressive Expansion** (Aggressive Expansion): Take 2 Objectives not wholly in your deployment zone
- Savage Spearhead** (Wilde Speerspitze): End with 2 units wholly in opponents deployment zone. Extra VP for Monsters
- Bring it Down** (Bring es zur Strecke): Pick enemy Monster and kill it. Extra VP for Monsters
- Monstrous Takeover** (Monströse Übernahme): Contest with own Monster for an Objective without enemy Monster

Notes:

Result

Attacker Victory	<input type="checkbox"/>	Defender Victory	<input type="checkbox"/>	Draw	<input type="checkbox"/>
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Attacker Kill Points		Defender Kill Points	
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