

# SCORESHEET

Round: \_\_\_\_\_

Mission: \_\_\_\_\_

My Secondary Objective: \_\_\_\_\_

Opponent's: \_\_\_\_\_

Player	Victory Points				Reputation				
	Primary	Secondary	Tertiary	Total	Fame	Infamy			
_____	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	<input type="text"/>	<input type="text"/>
(you)	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	<input type="text"/>	<input type="text"/>
(opponent)	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	<input type="text"/>	<input type="text"/>

*Maximum victory points: Primary 9, Secondary 6, Tertiary 5*

*Fill out Fame and Infamy as scored, do not subtract difference*

My opponent was (check any that apply):

- ☐ Openly hostile or rude -3 pts
- ☐ Unnecessarily competitive in army list or attitude -2 pts
- ☐ Sloppy with measuring, moving, line of sight, or dice -2 pts
- ☐ Unreasonably late, overly slow play, or too inattentive -1 pts
- ☐ Overly unfamiliar with rules/made too many mistakes -1 pts
- ☐ Not prepared with clear, readable, typed army lists -1 pts

*Sportsmanship penalties apply only to the player, not their alliance*