

SCORESHEET

Both players please complete a scoresheet at the conclusion of each match and turn in to the judge(s).
Double check your scoring conditions and points earned, and write legibly!!!

Mission #

Your Name

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Opponent's Name

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Victory Points

Record victory points earned, not the number of objectives claimed. Include as tertiary objectives any victory points earned through special objectives offered by your opponent's rules and mark here if this occurred: ☐

	Primary Objectives		Secondary Objective		Tertiary Objectives		Total
You	<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"/>

Which secondary objective did you play for? ☐ #1 ☐ #2 ☐ #3 ☐ #4

Sportsmanship

Check the appropriate box below for your experience in this match. At the end of the day, each player will additionally be asked to rank their opponents by which they enjoyed playing the most.

How much did you enjoy playing your opponent?

- ☐ (3) Best game ever—I'd invite them to my house for the rematch!
☐ (2) Pretty average game of 40K.
☐ (1) Below average game of 40K.
☐ (0) I would forfeit before playing them again.

If you checked box #0, "I would forfeit," please talk to the judge(s) about what went wrong with your match.

Painting

Armies are objectively scored for painting and craftsmanship by the judge(s). The simple requirement metrics for this are in the scoring guide. Make sure your army gets evaluated before the end of the day!

In addition, each player will be given a ballot before the dinner break to vote for their favorite army, unit, or model, whatever strikes their fancy. Make sure to have your army out on display at that point to compete, and to highlight features and marquee models to your opponents and spectators throughout the day.

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