

Secondary prize goes to the player with most moral points at end of tournament.
Moral points are independent of the real point system for the tournament.

You gain moral points in the following way:

- are darkelf, +1 per tournament
- you have a grunt in your army, +1 per tournament
- you have flying Zeppelins in you army, +1 per tournament
- you have a mechanical owl, +1 per tournament
- most tokens on one unit at end of game during tournament, +2 (friendly), +4 (enemy)
- discover the beauty of crew damage, +3 per tournament
- kill a tank with crew damage, +3 per tournament
- Having the most fun, +5 per tournament
- Winning the tournament, -100 per tournament
- Wrath of Hans Sverre ± 10 per tournament :)
- you end the game with more units than you started with +1 per game
- experimental death rays explodes by firing the gun +1 per game
- you kill an enemy round ONE, +2 per game
- if the grunt does anything usefull, +2 per game
- if all enemy biological units have poison before last endphases, +2 per game
- you kill an undamaged unit in one strike, +4 per game
- Destroy a tank with a weapon not better than a standard musket (damage, d6-2, ap=2), +2 per game
- Loose a game but end up with more than 144 points, +2 per game

You must claim the points to get them. Claim at end of matches.