

Mission 1 – Recon – Score Sheet

Player 1 Name	Player 2 Name
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Gather Intelligence – Primary Objective Score							
	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Turn 7	Final Primary Scores
Player 1							
Player 2							

Blood the Foe – Secondary Objective Score								
	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Turn 7	Final Secondary Scores
Player 1								
Player 2								

Additional Points (Price of Failure Etc)	
Player 1	
Player 2	

Total Victory Points	
Player 1	
Player 2	

Game Results Event Points (Out of 9)				
			Player 1	Player 2
Mighty Victory	Win by 5 Victory Points or more	9 Event Points		
Pyrrhic Victory	Win by 1 to 4 Victory Points	7 Event Points		
Draw	Equal Victory Points	5 Event Points		
Noble Loss	Lose by 1 to 4 Victory Points	3 Event Points		
Annihilation	Lose by 5 Victory Points or more	1 Event Point		

Army Theming Scores Event Points (Out of 3)	
Player 1	
Player 2	

Sports Scores Event Points (Out of 3)	
Player 1	
Player 2	

Total Event Points (Out of 15)	
Player 1	
Player 2	

Mission 2 – Escalation – Score Sheet

Player 1 Name	Player 2 Name
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Tactical Strike – Primary Objective Score			Player 1	Player 2
Rank and File	Troops	1 Point		
Rapid Response	Fast Attack	2 Points		
Fire Support	Heavy Support	2 Points		
Legion Veterans	Elites	3 Points		
Command Elements	HQ	4 Points		
Leviathan Target	LOW	4 Points		
Sons of the Emperor	Primarch and Valdor	5 Points		
Total Victory Points Scored				

Secondary Objectives Score			Player 1	Player 2
First Strike (2 Victory Points)				
Slay the Warlord (2 Victory Points)				
Totals Victory Points Scored (Out of 4 Victory Points)				

Additional Points (Price of Failure Etc)	
Player 1	
Player 2	

Total Victory Points	
Player 1	
Player 2	

Game Results Event Points (Out of 9)			Player 1	Player 2
Mighty Victory	Win by 5 Victory Points or more	9 Event Points		
Pyrrhic Victory	Win by 1 to 4 Victory Points	7 Event Points		
Draw	Equal Victory Points	5 Event Points		
Noble Loss	Lose by 1 to 4 Victory Points	3 Event Points		
Annihilation	Lose by 5 Victory Points or more	1 Event Point		

Army Theming Scores Event Points (Out of 3)	
Player 1	
Player 2	

Sports Scores Event Points (Out of 3)	
Player 1	
Player 2	

Total Event Points (Out of 15)	
Player 1	
Player 2	

Mission 3 – Supply Ambush – Score Sheet

Player 1 Name	Player 2 Name
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Severing Supply Lines – Primary Objective Score (Out of 20 Victory Points)	
Player 1 Score	
Player 2 Score	

Kill Points – Secondary Objective Score								
	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Turn 7	Final Secondary Scores
Player 1								
Player 2								

Additional Points (Price of Failure Etc)	
Player 1	
Player 2	

Total Victory Points	
Player 1	
Player 2	

Game Results Event Points (Out of 9)			Player 1	Player 2
Mighty Victory	Win by 5 Victory Points or more	9 Event Points		
Pyrrhic Victory	Win by 1 to 4 Victory Points	7 Event Points		
Draw	Equal Victory Points	5 Event Points		
Noble Loss	Lose by 1 to 4 Victory Points	3 Event Points		
Annihilation	Lose by 5 Victory Points or more	1 Event Point		

Army Theming Scores Event Points (Out of 3)	
Player 1	
Player 2	

Sports Scores Event Points (Out of 3)	
Player 1	
Player 2	

Total Event Points (Out of 15)	
Player 1	
Player 2	

Mission 4 – Maelstrom of War – Score Sheet

Player 1 Name	Player 2 Name
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The Maelstrom of War – Primary Objective Score (Out of 10 Victory Points)	
Player 1 Score	
Player 2 Score	

Secondary Objectives Score		Player 1	Player 2
Slay the Warlord (2 Victory Points)			
Last Man Standing (2 Victory Points)			
Totals Victory Points Scored (Out of 4 Victory Points)			

Additional Points (Price of Failure Etc)	
Player 1	
Player 2	

Total Victory Points	
Player 1	
Player 2	

Game Results Event Points (Out of 9)			Player 1	Player 2
Mighty Victory	Win by 5 Victory Points or more	9 Event Points		
Pyrrhic Victory	Win by 1 to 4 Victory Points	7 Event Points		
Draw	Equal Victory Points	5 Event Points		
Noble Loss	Lose by 1 to 4 Victory Points	3 Event Points		
Annihilation	Lose by 5 Victory Points or more	1 Event Point		

Army Theming Scores Event Points (Out of 3)	
Player 1	
Player 2	

Sports Scores Event Points (Out of 3)	
Player 1	
Player 2	

Total Event Points (Out of 15)	
Player 1	
Player 2	

Mission 5 – All or Nothing – Score Sheet

Player 1 Name	Player 2 Name
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Annihilation – Primary Objective Score		Player 1	Player 2
Unit Kill	1 Victory Point		
LOW/Super Heavy Vehicle/Gargantuan Creature	2 Victory Points		
Primarch or Valdor	3 Victory Points		
Total Primary Score			

Secondary Objectives Score		Player 1	Player 2
Kill Points (1 Victory Point per unit)			
Slay the Warlord (2 Victory Points)			
Last Man Standing (2 Victory Points)			
Totals Victory Points Scored			

Additional Points (Price of Failure Etc)	
Player 1	
Player 2	

Total Victory Points	
Player 1	
Player 2	

Game Results Event Points (Out of 9)			Player 1	Player 2
Mighty Victory	Win by 5 Victory Points or more	9 Event Points		
Pyrrhic Victory	Win by 1 to 4 Victory Points	7 Event Points		
Draw	Equal Victory Points	5 Event Points		
Noble Loss	Lose by 1 to 4 Victory Points	3 Event Points		
Annihilation	Lose by 5 Victory Points or more	1 Event Point		

Army Theming Scores Event Points (Out of 3)	
Player 1	
Player 2	

Sports Scores Event Points (Out of 3)	
Player 1	
Player 2	

Total Event Points (Out of 15)	
Player 1	
Player 2	