

TOURNAMENT SCORING SHEET

WAR ZONE: NACHMUND

ROUND

Player's Name

Player's Name

Starting CP

Attacker

Starting CP

Took the first turn

PRIMARY OBJECTIVE SCORING

Take and Hold Domination

				Mission
Battle Round 1				<input type="text"/>
Battle Round 2	<input type="text" value="4"/>	<input type="text" value="8"/>	<input type="text" value="12"/>	<input type="text"/>
Battle Round 3	<input type="text" value="4"/>	<input type="text" value="8"/>	<input type="text" value="12"/>	<input type="text"/>
Battle Round 4	<input type="text" value="4"/>	<input type="text" value="8"/>	<input type="text" value="12"/>	<input type="text"/>
Battle Round 5	<input type="text" value="4"/>	<input type="text" value="8"/>	<input type="text" value="12"/>	<input type="text"/>

				Mission
Battle Round 1				<input type="text"/>
Battle Round 2	<input type="text" value="4"/>	<input type="text" value="8"/>	<input type="text" value="12"/>	<input type="text"/>
Battle Round 3	<input type="text" value="4"/>	<input type="text" value="8"/>	<input type="text" value="12"/>	<input type="text"/>
Battle Round 4	<input type="text" value="4"/>	<input type="text" value="8"/>	<input type="text" value="12"/>	<input type="text"/>
Battle Round 5	<input type="text" value="4"/>	<input type="text" value="8"/>	<input type="text" value="12"/>	<input type="text"/>

SECONDARY OBJECTIVE SCORING

SECONDARY OBJECTIVE

<input type="text"/>					
SCORING BY ROUND					
<input type="text" value="1"/>	<input type="text" value="2"/>	<input type="text" value="3"/>	<input type="text" value="4"/>	<input type="text" value="5"/>	<input type="text" value="TOTAL"/>

SECONDARY OBJECTIVE

<input type="text"/>					
SCORING BY ROUND					
<input type="text" value="1"/>	<input type="text" value="2"/>	<input type="text" value="3"/>	<input type="text" value="4"/>	<input type="text" value="5"/>	<input type="text" value="TOTAL"/>

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SECONDARY OBJECTIVE

<input type="text"/>					
SCORING BY ROUND					
<input type="text" value="1"/>	<input type="text" value="2"/>	<input type="text" value="3"/>	<input type="text" value="4"/>	<input type="text" value="5"/>	<input type="text" value="TOTAL"/>

FINAL SCORING

<input type="text"/>	Primary Objectives
<input type="text"/>	Secondary Objectives
<input type="text" value="10"/>	Battle-Ready Bonus
<input type="text"/>	TOTAL

<input type="text"/>	Primary Objectives
<input type="text"/>	Secondary Objectives
<input type="text" value="10"/>	Battle-Ready Bonus
<input type="text"/>	TOTAL