

Battle Score Sheet

Name

Name

Army

Army

WIN (10) / LOSS (0) / DRAW (5)

WIN (10) / LOSS (0) / DRAW (5)

Tactical Objectives:

	Complete three (3) successful ambushes in a single game.	
	Play the game rolling for your order instead of selecting it. (3pts)	
	Bring no weird units as part of your force.	
	Play a game against a historical enemy (Allies VS Axis).	
	Bring no armored units (damage value 7+) as part of your force.	
	Base your force on the unit composition of a historical force.	
	Suffer more casualties than your opponent.	
	Let your opponent select all your orders for a turn. (2pts)	
	Defeat an opponent with more tournament points than you.	
	Bring no anti-tank weapons as part of your force. (2pts)	
	Destroy an enemy HQ unit.	
	End your turn with a HQ unit closer to the enemy than any of your infantry units.	
	Win hand to hand combat after your unit is charged.	
	TOTAL	
	CASUALTY POINTS	

Signature

T.O. Signature

League Objectives

Your Name

Play a league game in Week 1.	
Play a league game in Week 2. (2pts)	
Play a league game in Week 3. (3pts)	
Play a league game in Week 4. (4pts)	
\$25 Bolt Action or Konflikt 47 purchase from War Room Games.	
\$50 Bolt Action or Konflikt 47 purchase from War Room Games. (2pts)	
\$100 Bolt Action or Konflikt 47 purchase from War Room Games. (5pts)	
Buy a Bolt Action or Konflikt 47 starter set from War Room Games. (6pts)	
Have a new unit painted for the week.	
Have your entire force painted.	
Paint a new armored vehicle or transport.	
Paint a unit of infantry.	
Paint a "weird" unit.	
Create a themed display board for your force. (3pts)	
Post a photo from your game to the War Room Facebook page.	
Complete three (3) or more Tactical Objectives in a single game.	
Speak in an appropriate accent for your faction while playing.	
Play a non-league game. (May be achieved up to 3 times per week.)	
TOTAL	

Signature

T.O.