



ALPINE CUP - 40K SCORING SHEET

ARMY

Tournament Round

Table

ARMY

PLAYER 1

TEAM

PLAYER 2

TEAM

DISPOSITION

DEPLOYMENT

PRIMARY MISSION

DISPOSITION

ATTACKER DEFENDER

FIRST TURN?

INSANE BRAVERY

ATTACKER DEFENDER

Sum (Max 15)	End of Turn	During Turn	Start of Turn	PRIMARY MISSION	Start of Turn	During Turn	End of Turn	Sum (Max 15)
				T1 <input type="text"/> FINAL <input type="text"/> (Max 45 per game)				
				T2				
				T3				
	End of Battle			T4			End of Battle	
				T5				

FACTICAL				SECONDARY MISSION					FIXED						
TOTAL	DISCARD	KEEP	T5	T4	T3	T2	T1	T1	T2	T3	T4	T5	KEEP	DISCARD	TOTAL
							5	A Grievous Blow*							
							5	A Tempting Target							
							5	Assasination*							
							3/5	Beacon							
							3/5	Behind Enemy Lines							
							5	Bring it Down*							
							5	Burden of Trust							
							3/5	Centre Ground							
							2/5	Cleanse							
							3/5	Defend Stronghold							
							2/5	Display of Might							
							3/5	Engage on All Fronts*							
							5	Forward Position							
							2/4/5	No Prisoners							
							3/5	Outflank							
							3/5	Overwhelming Force							
							5	Plunder							
							5	Secure No Man's Land							
Sum of Turn (Max 15 per turn)			Sum of Turn (Max 15 per turn)					Sum of Turn (Max 15 per turn)			Sum of Turn (Max 15 per turn)				
			FINAL												

*: Fixed Mission.

PRIMARY TOTAL	SECONDARY TOTAL	BATTLE READY	FINAL SCORE	BATTLE READY	SECONDARY TOTAL	PRIMARY TOTAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> - <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
			FINAL SCORE - FINAL SCORE			

	TAKE AND HOLD	PURGE THE FOE	DISRUPTION	RECONNAISSANCE	PRIORITY ASSETS
TAKE AND HOLD	BATTLEFIELD DOMINANCE	IMMOVABLE OBJECT	DETERMINED ACQUISITION	PURGE AND SECURE	INESCAPABLE DOMINION
PURGE THE FOE	UNSTOPPABLE FORCE	MEATGRINDER	PUNISHMENT	CONSECRATE	DESTROYER'S WRATH
DISRUPTION	DEATH TRAP	DELAYING ACTION	OUTMANOEUVRE	SMOKE AND MIRRORS	LOCATE AND DENY
RECONNAISSANCE	RECONNAISSANCE SWEEP	TRIANGULATION	SURVEIL THE FOE	GATHER INTEL	SEARCH AND SCOUR
PRIORITY ASSETS	SECURE ASSET	VITAL LINK	EXTRACT RELIC	VANGUARD OPERATION	SABOTAGE