

## Triumph!

Event: \_\_\_\_\_

Player Name: \_\_\_\_\_

	<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>
Opponent	_____	_____	_____
Opponents Army	_____	_____	_____
<u>Won/Lost/Unfinished</u>	_____	_____	_____
<u>Winner Scores</u>			
+100 Points	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
+Points Killed *	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
-Points lost *	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>
<u>Loser or Unfinished Scores</u>			
Points Killed Only *	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Total Score	= <input type="text"/>	= <input type="text"/>	= <input type="text"/>

\*Destroyed Generals are worth an extra 8 points

Sacked Camps are equal to 8 point plus garrison

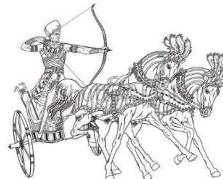
Tournament Total

Army: \_\_\_\_\_ AG / MAN: \_\_\_\_\_

Year: \_\_\_\_\_ Terrain Type: \_\_\_\_\_

Units and Battle Cards

_____	Total Army Points <input type="text"/>
_____	
_____	
_____	
_____	



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Units and Battle Cards

_____	Total Army Points <input type="text"/>
_____	
_____	
_____	
_____	