

SEVENTH SEGMENT WARS GAME/SCORE TRACKING, PLAYER-BY-PLAYER

Game: 1

Table: Attacker (60pts): Defender (60pts):

Scenario (delete as appropriate): 1 – Return to Base / 2 - Out-Manoeuvred

Scoring (max 6VP): Attacker: Defender:

Game: 2

Table: Attacker (90pts): Defender (60pts):

Scenario (delete as appropriate): 3 – Fighting Retreat/ 4 – A Hasty Defence

Scoring (max 6VP): Attacker: Defender:

Game: 3

Table: Attacker (90pts): Defender (90pts):

Scenario (delete as appropriate): 5 – Evacuation/ 6 – Refugees Run!

Refugees/Evacuees: N/A for Attacker Defender only: × 1/3 for VPs

Scoring (max 6VP): Attacker: Defender:



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