NECROMUNDA SKIRMISH RECORD

| ATTACKER | | DEFENDER |

ATTACKER

Gang:
Rating:

# / Role	Name	XP	Out of Action?	Lasting Injury D66

DEFENDER

Gang:
Rating:

# / Role	Name	XP	Out of Action?	Lasting Injury D66

SCENARIO INFORMATION

Scenario & Territory at stake:		**Battlefield:** SM / ZM	**Loot Caskets:** _____	**Special Scenario Rules?**

XP/ REP / Creds / Pts	Objective / Goal / Condition	
1 XP	*Take part in the battle (1 XP per fighter)*	1
1 ~ 2 XP	*Directly cause another fighter to go out of action (+1 XP for champion/leader)*	2
1 XP	*Rally and get back in the fight (Recover from the Broken condition)*	3
		4
		5

Post Battle Sequence

0. Recovering fighters Recover > 1. Roll for S.I. fighters > 2. Roll for Captured fighters > 3. Collect rewards / territory > 4. Generate territory income > 5. Post-battle Actions > 6. Update Roster > 7. Report results

Attacker		Defender	
FIghters Captured (By who?):		**FIghters Captured (By who?):**	
Credits Earned from battle:		**Credits Earned from battle:**	
Reputation earned/lost:		**Reputation earned/lost:**	
Earnings from territories:		**Earnings from territories:**	
Post-Battle Actions (Leaders and Champions)	1 2 3	**Post-Battle Actions (Leaders and Champions)**	1 2 3
Roster changes (Delete Dead/Retiring > Trading post> Gain Boons > Distribute EQ> Update Rating)		**Roster changes** (Delete Dead/Retiring > Trading post> Gain Boons > Distribute EQ> Update Rating)	