


# ASL Game Record Sheet

Date:	Location:	Opponent:
Type of Match: Friendly <input type="checkbox"/> Tournament <input type="checkbox"/> Mini-Tournament <input type="checkbox"/> Club <input type="checkbox"/> Ladder <input type="checkbox"/>		
Scenario:	Turns:	R.O.A.R. Rating:
Friendly Side:		Enemy Side:
Balance Used (yes/no):	Balance in Effect:	
Friendly SAN:	Enemy SAN:	Friendly ELR:
		Enemy ELR:

<i>Friendly Side Order of Battle</i>				
MMC Type	SW Type	Vehicle Type	Gun Type	SMC
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	<b>Fortifications</b>
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	

<i>Enemy Side Order of Battle</i>				
MMC Type	SW Type	Vehicle Type	Gun Type	SMC
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	<b>Fortifications</b>
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	
x	x	x	x	

Dice Tracking			Mapboards in Play
Roll	Prob.	Number of Rolls	N 
2	(1/36)		
3	(2/36)		
4	(3/36)		
5	(4/36)		
6	(5/36)		
7	(6/36)		
8	(5/36)		
9	(4/36)		
10	(3/36)		
11	(2/36)		
12	(1/36)		

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## Game Notes

### Pre-Game Strategy

(Friendly Strengths & Weaknesses / Enemy Strengths & Weaknesses / Overall Strategy)

### After Action Report

(Summary of Play / Technical Problems / Playability / Replay Value / Balance / Suggested Changes)

### Rules

(Learned / Relearned / To Be Looked Up)

## Victory Points Tally

VP Type	Friendly	Enemy
VPO Control		
Casualty	+	+
Exit	+	+
Other	+	+
At Mission End	=	=

Winner:	Winning Side:	Turns Completed:	Play Time:
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