

Battle Report - Dominion Campaign (____/____/18) – v1.0

Name A: _____ value: _____ VS Name B: _____ value: _____

Pre-battle (p156)

1/ **challenge/stake territory:** Choose one free, or attack/defend (____), or rescue mission (____).

2/ **buy advancement and recruit hired guns:** if any ganger is at 6xp it must roll (p152)

3/ **determine scenario:** agree, or roll 2D6 (4/5: border dispute, 6/7: standoff, 8/9: sabotage)

Playing : _____

4/ **set up the battlefield** 5/ **tactics cards** 6/ **Announce territory boons** : deployment bonus, etc

7/ **choose crews according to scenario** 8/ **deployment according to scenario and boons/skills**

In-battle

Record who goes OOA, takes someone OOA, or more generally makes a scenario action. Any noteworthy action may also be written here for posterity :)

0/ Ganger XXX shot juve YYY who went OOA, serious injury roll is 66 (spectacular death)

1/ _____

2/ _____

3/ _____

4/ _____

5/ _____

6/ _____

7/ _____

8/ _____

9/ _____

10/ _____

11/ _____

12/ _____

13/ _____

14/ _____

15/ _____

16/ _____

17/ _____

18/ _____

19/ _____

20/ _____

Post-battle (p159)

1a/ **how the battle ended:** _____

1b/ **wrap up:** Roll for each seriously injured, on a 1-2 OOA (+roll lasting), add to list above

1c/ **wrap up:** Roll for capture, 2D6+OOA >= 13, add to list above + if rescue attempt or deal.

2/ **assign/reassign territories:** winner get territory (____), draw gets nothing.

3a/ **receive scenario rewards:** cash : A: _____ B: _____

3b/ **receive scenario rewards:** reputation : (1st battle (____), bottled (A/ B), scenario (list above

3c/ **receive scenario rewards** : XP _____

4/ **collect income from territories:** cash : A: _____ B: _____

5/ **post battle actions:** Trading post, medical escort, territory special actions, ...

A/ _____

B/ _____

6/ **update roster:** dead fighters, trading post purchases, boons from territories

A/ _____

B/ _____