

ANNEX B

LXG SLUGFEST 2019 SCORESHEET

| Player Name | Mech | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|------------------------|------|---------|---------|------------|---------|--------|-----------|-------------|-------|-------------|-------|
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| Last Mech Bonus | | 400/600 | 200/300 | 133.33/200 | 100/150 | 80/120 | 66.67/100 | 57.14/85.71 | 50/75 | 44.44/66.67 | 40/60 |

Record the following against each player for each turn

- **W** Damaged opponent with weapon fire (Points = number of Ws ² (max 100 points))
- **P** Damaged an opponent with a physical attack (Points = number of Ps ² x2 (max 200 points))
- **K** Killed mech (Points = 120)
- **1/x K** shared kill where x equals number of players sharing the kill (Points: ½ K = 60, 1/3 K = 40, ¼ K = 30, 1/5 K = 20)
- **D** Mech destroyed
- **F** Pilot voluntarily ejects or their mech voluntarily leaves the field of play. (TOTAL GAME POINTS = 0)

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|------------------------|--|--|--|--|--|--|--|--|--|--|--|
| Player Name | | | | | | | | | | | |
| Weapon Damage | | | | | | | | | | | |
| Physical Damage | | | | | | | | | | | |
| Kills | | | | | | | | | | | |
| Last Mech Bonus | | | | | | | | | | | |
| Total | | | | | | | | | | | |

- **Last Mech Bonus:** This is awarded only if there is only one mech left in play at the end of any turn. Points are as follows, 4 player 400/number of turns played, 6 player 600/number of turns played. This number will be calculated to 2 decimal places rounding up.