

CSF CONQUERED SYSTEMS

28

ASF CONQUERED SYSTEMS

CONFEDERATED STRIKE FORCE



(SMG) - Sirius Marauder Gang
(PX) - Knights of Mercy
(LP) - Lost Prophets
FALLEN - The Fallen
DC - Dragon Corps

HOW TO USE THIS SHEET:

Fill in the starting conquered systems of the ASF and CSF (21 systems). Record battles in each system with the table below. Tally the kills(K) of each team and the self-kills(SK) of each team. The total number of self-kills counts against the total number of kills to give the final total number of actual kills. The first team with a tally of 5 kills over the total of the other team has "CONQUERED" the system. Shade in the circle half of each system towards the side of the winner and tally up each sides' conquered systems to the totals at the top of the page. The first team with 28 conquered systems (67%) is declared the winner of the ASF/CSF conflict on the Crossfire 1.81 server and resets the ASF/CSF conflict.

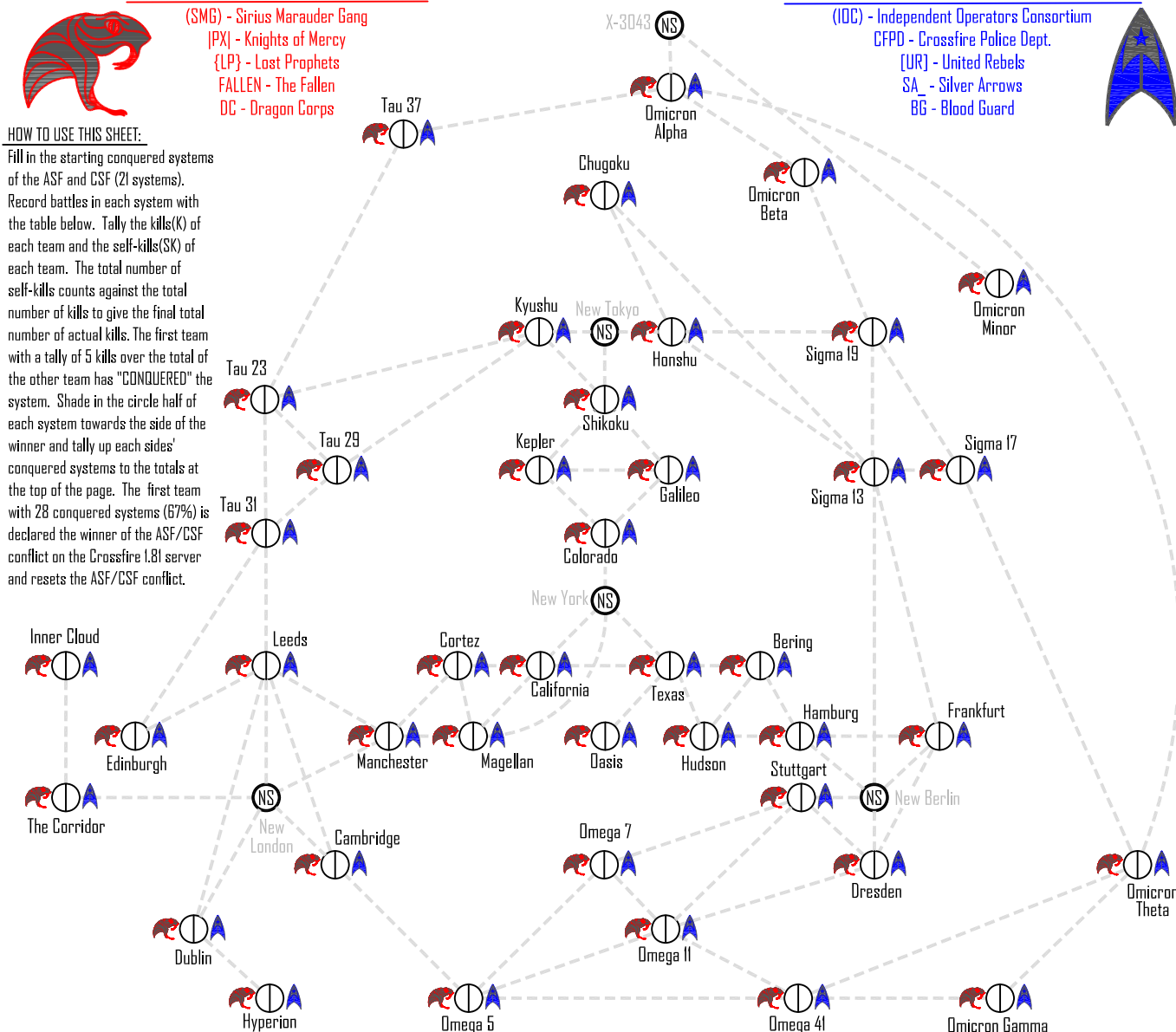
21 STARTING SYSTEMS

42 SYSTEMS TOTAL

21 STARTING SYSTEMS

ALLIANCE STAR FLEET

(IOC) - Independent Operators Consortium
CFPD - Crossfire Police Dept.
(UR) - United Rebels
SA - Silver Arrows
BG - Blood Guard



ASF / CSF - POLITICAL MAP AND RECORD SHEET

RECORD TABLE AND RESULTS

DAY	SYSTEM OF CONFLICT	ASF Ks/SKs	CSF Ks/SKs	WINNER	DAY	SYSTEM OF CONFLICT	ASF Ks/SKs	CSF Ks/SKs	WINNER

LEGEND



Alliance Star Fleet system



Confederated Strike Force system



Neutral System

MONTH / YEAR



CROSSFIRE 1.81

Cartography by: "Ryleous Arkane", callsign "ORION" of the Silver Arrows, courtesy of the Silver Arrows Command.
Base data courtesy of SWAT and OP-RBR, all respective rights observed and reserved, Silver Arrows © 2010, SWAT © 2010