

## ASF CONQUERED SYSTEMS

## CONFEDERATED STRIKE FORCE



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

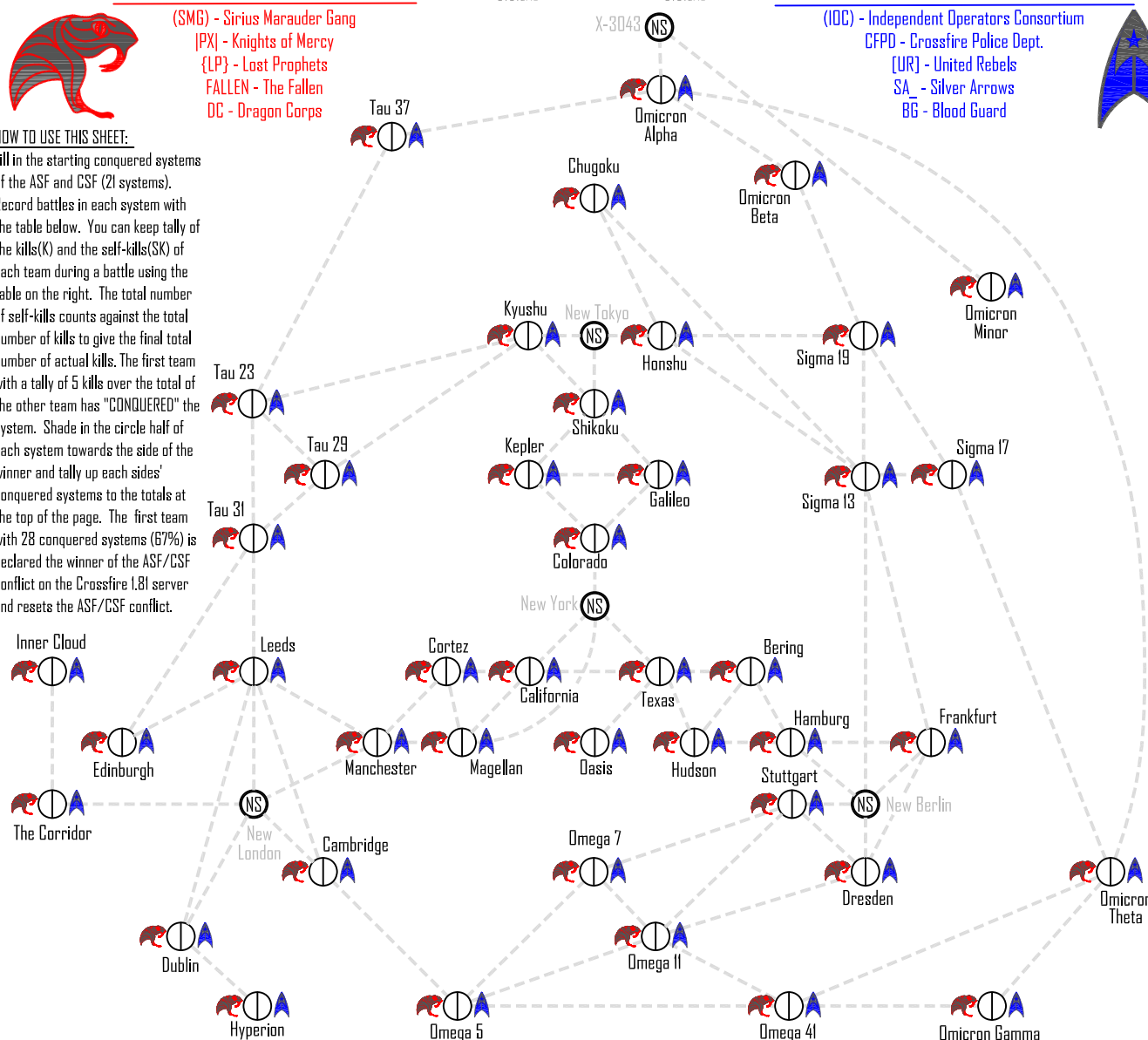
## ALLIANCE STAR FLEET

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



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. You can keep tally of the kills(X) and the self-kills(SK) of each team during a battle using the table on the right. 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.



SHIP TALLY

|      |      |
|------|------|
| CSF  | ASF  |
| K SK | K SK |

# ASF / CSF - POLITICAL MAP AND RECORD SHEET

[illegible]

### LEGEND

-  Alliance Star Fleet system
-  Confederated Strike Force system
-  Neutral System

MONTH / YEAR



**CROSSFIRE** 1.8

Cartography by: "Ryleous Arkane", callsign "ORION" of the Silver Arrows, courtesy of the Silver Arrows Command.  
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