



# Fall Of Malaya - Squad Select Series #120 - Axis Scoring

AXIS	Point Value	Fr1 No.	FR1 Pts.	FR2 No.	Fr 2 Pts	FR3 No.	FR3 Pts.	FR4 No.	FR4 Pts.	FR5 No.	FR5 Pts.	VPs
<b>Aircraft Losses (ALLIED)</b>												
Hurri IIc	2.00											-
Buffalo Mk I	1.00											
Blenheim MkIV	2.00											-
Swordfish (Vildebeest sub)	0.50											-
Penalty a/c (if different from above)	0.50											
NB: AI wingmen score same as player a/c												-
<b>A/C Totals</b>		<b>0</b>	<b>0.00</b>	<b>0</b>	<b>0.00</b>	<b>0</b>	<b>0.00</b>	<b>0</b>	<b>0.00</b>	<b>0</b>	<b>0.00</b>	<b>0.00</b>
<b>Mission Results</b>												
AI Battleship/Battlecruiser (DEST1 - grey)	20.00											
Close Port/Depot	10.00											
Close LAF/MAF	10.00											-
AI Destroyer (DEST2 - tan)	5.00											-
Close Ville Base, Fortification, Artillery	5.00											
Close ArmyHQ(RDF), Radar Station fields	5.00											
Close SAF/GAF	5.00											
Static Warship (OT_Capital)	4.00											-
Close LS	2.00											
Close Dock	2.00											
<b>Frame Objectives Completed</b>												
<b>BDA &amp; Mission Totals</b>			<b>0.00</b>		<b>0.00</b>		<b>0.00</b>		<b>0.00</b>		<b>0.00</b>	<b>-</b>
<b>Enemy Pilots KIA\POW</b>												
KIA/POW	1.00											-
												-
<b>Enemy Pilot Totals</b>		<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0.00</b>
<b>Sub-Totals</b>			<b>0</b>		<b>0.00</b>		<b>0</b>		<b>0</b>		<b>0</b>	<b>0.00</b>
<b>FRAME TOTAL</b>			<b>0</b>		<b>0.00</b>		<b>0.00</b>		<b>0.00</b>		<b>0</b>	<b>0.00</b>