


Knights in the Sky - Aerodrome 1.1 Tournament Scoring	
Action	Score
Enemy Kill (Roll Off for Contested Kills)	+5
Losing a Contested Kill Roll Off	+1
For each 8 points of Damage Inflicted	+1
Winning Side of Mission	+1
Losing Side of Mission	-1
Being Shot Down	-2
Emergency Landing & Captured	-2
Emergency Landing & Escaping	-1



KitS - Aerodrome 1.1 Chips		
Chip	Points	Notes
Purple	+1/8	Damage Done
White	+1	Single Point
Black	-1	A Point Lost
Red	+5	Kill
Blue	+10	Ten Points

