(7)	(8)	(1)
3D6 2D6 1D6	3D6 2D6 1D6	3D6 2D6 1D6
(6)	(END) SCORING	(2)
	ACQUIRED TARGETED	
3D6 2D6 1D6		3D6 2D6 1D6
(5)	(4)	(3)
3D6 2D6 1D6	3D6 2D6 1D6	3D6 2D6 1D6