

Warband Name: Meneater (Beastmen)**Warband Rating:** 124**Rout Limit:** 3**Gold Coins:** 0**Shards:** 1**Name:** Mikrix**Type:** Chieftain**Level:** 23 [+1]

M	WS	BS	S	T	W	I	A	LD	Sv
4	4	3	4	4	1	4	1	7	-

Weapons:
Club, Club**Armour:**
Helmet**Rules:** Leader, Broken Leg**Name:** Dhar**Type:** Shaman**Level:** 14 [+3]

M	WS	BS	S	T	W	I	A	LD	Sv
5	5	3	3	4	1	3	1	6	-

Weapons:
Club, Club**Rules:** Wizard (Eye of God)**Name:** Etzhqu**Type:** Bestigor**Level:** 11 [+3]

M	WS	BS	S	T	W	I	A	LD	Sv
5	4	3	4	4	2	3	1	7	-

Weapons:
Club, Club**Name:** Malcec**Type:** Bestigor**Level:** 10 [+1]

M	WS	BS	S	T	W	I	A	LD	Sv
5	4	3	4	4	1	3	1	7	-

Weapons:
Club, Club**Name:** Kaazzox**Type:** Centigor**Level:** 11 [+3]

M	WS	BS	S	T	W	I	A	LD	Sv
8	4	3	4	4	2	2	1	7	-

Weapons:
Club, Club**Armour:**
Helmet**Rules:** Trample, Drunken, Lucky Charm**Name:** The Marauders**Type:** 2 Gors

M	WS	BS	S	T	W	I	A	LD	Sv
5	4	3	3	4	1	3	1	6	-

Weapons:
Dagger, Dagger**Name:** The Pack**Type:** 3 Warhounds of Chaos

M	WS	BS	S	T	W	I	A	LD	Sv
9	4	0	4	3	1	3	1	5	-

Rules: Animal**Name:** Munnus**Type:** 1 Minotaur

M	WS	BS	S	T	W	I	A	LD	Sv
6	4	3	4	4	3	4	3	8	-

Weapons:
Halberd**Rules:** Fearsome, Large, Bloodgreed

* the [+*] notation behind the level states how many level ups you need to gain an advance

- Eye of God (7+) You may use the Eye of God successfully only once per Battle. Choose a single model within 6". Roll a D6 to see the result: 1 - The Model is taken out of action immediately, but must not roll on the serious injuries chart. 2-5 - The Model gains +1 on any Characteristic for the remainder of the battle. 6 - The Model gains +1 on ALL its Characteristics for the remainder of the battle.