Warband Name: Man Eater (Beastmen) Warband Rating: 120 Rout Limit: 4 Gold Coins: 0 Shards: 0

Na	me:	Mikrix								Type: Chieftain	Level: 20
М	WS	BS	S	Т	W	1	Α	LD	Sv	Weapons:	Armour:
5	4	3	4	4	1	4	1	7	-	Dagger, Club	Helmet
Ru	les:	Leade	r								

N	ame:	Dhar								Type: Shaman Level: 11
М	WS	BS	S	Т	W	1	Α	LD	Sv	Weapons:
5	4	3	3	4	1	3	1	6	-	Dagger, Dagger
R	ules:	Wizar	d (Ey	e of	God	[7+])			

ي ا	Name:	E	Etzhqı	J							Type: Bestigor Level: 8
7	vi w	S	BS	S	Т	W	1	Α	LD	Sv	Weapons:
	5 4	1	3	4	4	1	3	1	7	-	Dagger, Club

Nar	me:	Malce	С							Type: Bestigor Level: 8
М	ws	BS	S	Т	W	T	Α	LD	Sv	Weapons:
5	4	3	4	4	1	3	1	7	-	Dagger, Club

M WS BS S T W I A LD Sv Weapons: Arm	
	our:
8 4 3 4 4 1 2 1 7 - Dagger, Club Helr	et

N	ame:	The M	larau	ders	;					Type: 3 Gors
M	WS	BS	S	Т	W	Т	Α	LD	Sv	Weapons:
5	4	3	3	4	1	3	1	6	-	Dagger, Dagger

Na	me:	The P	ack							Type: 5 Warhounds of Chaos
М	ws	BS	S	Т	W	1	Α	LD	Sv	·
9	4	0	4	3	1	3	1	5	-	
Ru	les:	Anima	al							

⁻ 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.