

Warband Name:	Meneater (Beastmen)	Warband Rating:	127	Rout Limit:	4	Gold Coins:	55	Shards:	0
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Name: Mikrix										Type: Chieftain		Level: 21	
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:	Armour:		
4	4	3	4	4	1	4	1	7	-	Club, Club	Helmet		
Rules: Leader, Broken Leg													

Name: Dhar										Type: Shaman										Level: 12																																																																																									
M										WS										BS										S										T										W										I										A										LD										Sv										Weapons:									
5										4										3										3										4										1										3										1										6										-										Dagger, Dagger									
Rules:										Wizard (Eye of God [7+])																																																																																																			

Name: Etzhqu										Type: Bestigor		Level: 10	
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:			
5	4	3	4	4	1	3	1	7	-	Club, Club			

Name: Malcec										Type: Bestigor		Level: 9	
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:			
5	4	3	4	4	1	3	1	7	-	Club, Club			

Name: Kaazzox										Type: Centigor		Level: 10	
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:		Armour:	
8	4	3	4	4	1	2	1	7	-	Club, Club		Helmet	
Rules:		Trample, Drunken											

Name: The Marauders										Type: 3 Gors	
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:	
5	4	3	3	4	1	3	1	6	-	Dagger, Dagger	

Name: The Pack										Type: 5 Warhounds of Chaos									
M	WS	BS	S	T	W	I	A	LD	Sv										
9	4	0	4	3	1	3	1	5	-										
Rules: Animal																			

- 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.