

| PLAYER | Name | | Warband | Wins | Losses | PLAYER | Name | | Warband | Wins | Losses |
|-----------------|------|---------------|--------------------------|--------------------------|--------------------------|------------------|------|---------------|--------------------------|--------------------------|--------------------------|
| 1 | | | | | | 2 | | | | | |
| Heroes | | | | | | Heroes | | | | | |
| Name | Type | Improve Tries | Incapacitated | Blighted | Treasure | Name | Type | Improve Tries | Incapacitated | Blighted | Treasure |
| | | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Henchman | | | | | | Henchman | | | | | |
| Count | Type | Improve Tries | Incapacitated | Blighted | Treasure | Count | Type | Improve Tries | Incapacitated | Blighted | Treasure |
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| | | | | | | | | | | | |
| Date: | | | | | | Starting Player: | | | | | |
| Start Deploy: | | | | | | Map Type: | | | | | |
| Start Turn 1: | | | | | | Deployment Type: | | | | | |
| Rout Time: | | | | | | Winner: | | | | | |