YOUR STORE'S LOGO

EVENT SHEET · ROSTER

Event

CAMPAIGN _____ DATE _____ LOCATION _____

WARBANDS	ROUNDS

ROSTER & ROUNDS

Rating changes after every battle. Write the new rating in, and play the next round with it.

			ROUND 1			ROUND 2			ROUND 3		
HERE	WARBAND · PLAYER	START	TBL	W/L/D	AFTER	TBL	W/L/D	AFTER	TBL	W/L/D	AFTER
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HOUSE RULES _____

YOUR STORE'S LOGO

Battle slips

One slip per battle. Cut along the lines, one goes to each table, and the players fill in their own half. Hand it back for the roster, then enter it in the post-battle wizard.

ROUND __ · TABLE __

SCENARIO _____

_____	*vs*	_____
	GAP ____	
RATING AT START ☐	+___	RATING AT START ☐
OOA HEROES _____	RESULT	OOA HEROES _____
XP GAINED _____	☐A ☐Draw B☐	XP GAINED _____
INJURIES _____	ROUTED	INJURIES _____
EXPLORATION ☐☐☐☐☐☐	☐A B☐	EXPLORATION ☐☐☐☐☐☐
WYRDSTONE ____ GOLD ± _____		WYRDSTONE ____ GOLD ± _____
NEW RATING ____ ☐IN THE APP		NEW RATING ____ ☐IN THE APP

CUT

ROUND __ · TABLE __

SCENARIO _____

_____	*vs*	_____
	GAP ____	
RATING AT START ☐	+___	RATING AT START ☐
OOA HEROES _____	RESULT	OOA HEROES _____
XP GAINED _____	☐A ☐Draw B☐	XP GAINED _____
INJURIES _____	ROUTED	INJURIES _____
EXPLORATION ☐☐☐☐☐☐	☐A B☐	EXPLORATION ☐☐☐☐☐☐
WYRDSTONE ____ GOLD ± _____		WYRDSTONE ____ GOLD ± _____
NEW RATING ____ ☐IN THE APP		NEW RATING ____ ☐IN THE APP

CUT

ROUND __ · TABLE __

SCENARIO _____

_____	*vs*	_____
	GAP ____	
RATING AT START ☐	+___	RATING AT START ☐
OOA HEROES _____	RESULT	OOA HEROES _____
XP GAINED _____	☐A ☐Draw B☐	XP GAINED _____
INJURIES _____	ROUTED	INJURIES _____
EXPLORATION ☐☐☐☐☐☐	☐A B☐	EXPLORATION ☐☐☐☐☐☐
WYRDSTONE ____ GOLD ± _____		WYRDSTONE ____ GOLD ± _____
NEW RATING ____ ☐IN THE APP		NEW RATING ____ ☐IN THE APP

CUT

UNDERDOG BONUS PER SURVIVING MODEL, BY RATING GAP: 0–50: 0 · 51–75: +1 · 76–100: +2 · 101–150: +3 · 151–300: +4 · 301+: +5

YOUR STORE'S LOGO

Battle slips — multiplayer

One slip per table of 3 or 4 warbands. Each player fills in their own row. Tick one Winner; tick Routed for every warband that routed.

ROUND __ · TABLE __

SCENARIO _____

UNDERDOG lowest vs next-lowest rating: **gap** ___ → **+**___ — ONE WINNER; EVERY OTHER WARBAND LOSES

A _____ RATING AT START ____ ☐ WINNER ☐ ROUTED
OOA HEROES _____ XP _____ INJURIES _____
EXPLORATION ☐☐☐☐☐☐ WYRDSTONE _____ GOLD ± _____ NEW RATING _____ ☐ IN THE APP

B _____ RATING AT START ____ ☐ WINNER ☐ ROUTED
OOA HEROES _____ XP _____ INJURIES _____
EXPLORATION ☐☐☐☐☐☐ WYRDSTONE _____ GOLD ± _____ NEW RATING _____ ☐ IN THE APP

C _____ RATING AT START ____ ☐ WINNER ☐ ROUTED
OOA HEROES _____ XP _____ INJURIES _____
EXPLORATION ☐☐☐☐☐☐ WYRDSTONE _____ GOLD ± _____ NEW RATING _____ ☐ IN THE APP

D _____ RATING AT START ____ ☐ WINNER ☐ ROUTED
OOA HEROES _____ XP _____ INJURIES _____
EXPLORATION ☐☐☐☐☐☐ WYRDSTONE _____ GOLD ± _____ NEW RATING _____ ☐ IN THE APP

NOTES _____

CUT

ROUND __ · TABLE __

SCENARIO _____

UNDERDOG lowest vs next-lowest rating: **gap** ___ → **+**___ — ONE WINNER; EVERY OTHER WARBAND LOSES

A _____ RATING AT START ____ ☐ WINNER ☐ ROUTED
OOA HEROES _____ XP _____ INJURIES _____
EXPLORATION ☐☐☐☐☐☐ WYRDSTONE _____ GOLD ± _____ NEW RATING _____ ☐ IN THE APP

B _____ RATING AT START ____ ☐ WINNER ☐ ROUTED
OOA HEROES _____ XP _____ INJURIES _____
EXPLORATION ☐☐☐☐☐☐ WYRDSTONE _____ GOLD ± _____ NEW RATING _____ ☐ IN THE APP

C _____ RATING AT START ____ ☐ WINNER ☐ ROUTED
OOA HEROES _____ XP _____ INJURIES _____
EXPLORATION ☐☐☐☐☐☐ WYRDSTONE _____ GOLD ± _____ NEW RATING _____ ☐ IN THE APP

D _____ RATING AT START ____ ☐ WINNER ☐ ROUTED
OOA HEROES _____ XP _____ INJURIES _____
EXPLORATION ☐☐☐☐☐☐ WYRDSTONE _____ GOLD ± _____ NEW RATING _____ ☐ IN THE APP

NOTES _____

CUT

UNDERDOG BONUS PER SURVIVING MODEL, BY RATING GAP: 0–50: 0 · 51–75: +1 · 76–100: +2 · 101–150: +3 · 151–300: +4 · 301+: +5

YOUR STORE'S LOGO

The campaign

STANDINGS BEFORE THE EVENT

#	WARBAND · PLAYER	W	L	D	RATING

TERRITORIES

TERRITORY	HELD BY

FOR THE CAMPAIGN LOG