THE DOOMED WARBAND SHEET

PLAYER: _____

WARBAND: _____

FACTION: _____

LEADER AMBITIONS

○ _____
○ _____
○ _____
○ _____
○ _____
○ _____

BATTLES

List as table entry numbers (e.g. "5-3") and circle Horrors defeated and Conflicts won.
You may use the corresponding Rewards in their entries to equip your Warband.

BATTLE	1	2	3	4	5	6	7	8	9	10
HORROR	___	___	___	___	___	___	___	___	___	___
CONFLICT	___	___	___	___	___	___	___	___	___	___
EVENT	___	___	___	___	___	___	___	___	___	___
RENOWN	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○
PRESTIGE	○○	○○	○○	○○	○○	○○	○○	○○	○○	○○

BATTLE	11	12	13	14	15	16	17	18	19	CLIMAX
HORROR	___	___	___	___	___	___	___	___	___	___
CONFLICT	___	___	___	___	___	___	___	___	___	___
EVENT	___	___	___	___	___	___	___	___	___	___
RENOWN	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	○○○	SCENARIO
PRESTIGE	○○	○○	○○	○○	○○	○○	○○	○○	○○	ROLE ___

CLIMAX

At 10 Prestige, initiate the Climax (p. 158). If another Warband reaches 10 Prestige at the same time, roll off to determine who chooses. Each Warband takes the Climax's Role entry for the number of Leader Ambitions achieved (or a lower entry if they wish). The winner of the Climax wins the Campaign. If winning the Climax becomes impossible, the Doom wins.

IN THE END, WE WERE ___VICTORIOUS / DEFEATED / DOOMED___.

LEADER: _____ CLASS: _____ RENOWN: _____
SKILL: _____ QUALITY: ____ STATUS: _____
ABILITY: _____ – COST: _____
GEAR: _____

FOLLOWER: _____ CLASS: _____ – COST: _____
SKILL: _____ QUALITY: ____ STATUS: _____
ABILITY: _____
GEAR: _____

FOLLOWER: _____ CLASS: _____ – COST: _____
SKILL: _____ QUALITY: ____ STATUS: _____
ABILITY: _____
GEAR: _____

FOLLOWER: _____ CLASS: _____ – COST: _____
SKILL: _____ QUALITY: ____ STATUS: _____
ABILITY: _____
GEAR: _____

FOLLOWER: _____ CLASS: _____ – COST: _____
SKILL: _____ QUALITY: ____ STATUS: _____
ABILITY: _____
GEAR: _____

FOLLOWER: _____ CLASS: _____ – COST: _____
SKILL: _____ QUALITY: ____ STATUS: _____
ABILITY: _____
GEAR: _____

FOLLOWER: _____ CLASS: _____ – COST: _____
SKILL: _____ QUALITY: ____ STATUS: _____
ABILITY: _____
GEAR: _____

FOLLOWER: _____ CLASS: _____ – COST: _____
SKILL: _____ QUALITY: ____ STATUS: _____
ABILITY: _____
GEAR: _____

TOTAL: _____