

PLAYER	Name	Warband	Wins	Losses	PLAYER	Name	Warband	Wins	Losses				
1					2								
Heroes					Heroes								
Name	Type	Improve Attempts	Incapacitated	Treasure	Blight @Start	Blight @End	Name	Type	Improve Attempts	Incapacitated	Treasure	Blight @Start	Blight @End
			<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"/>				<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								
Number Of	Type	Improve Attempts	Incapacitated	Treasure	Blight @Start	Blight @End	Number Of	Type	Improve Attempts	Incapacitated	Treasure	Blight @Start	Blight @End
Date:						Starting Player:							
Start Deploy:						Map Type:							
Start Turn 1:						Deployment Type:							
Rout Time:						Winner:							
Event:						Event Triggerer:							