

Participant Name: _____

Titan					Ht 6	
Sp	Me +	Unit Size 1	US 1	Att	Ne /	Pts
Ra +	De +					
Special Rules						

Round 1 - Pillage		
Damage Dealt:	Objective Markers Controlled:	Your Monster Routed? ☐
Win ☐ Loss ☐ Draw ☐	Total Additional Points Earned:	Enemy Monster Routed? ☐
New Upgrades Purchased:		

Round 2 - Fool's Gold		
Damage Dealt:	Bluff Counters Controlled: 2- 1-	Your Monster Routed? ☐
Win ☐ Loss ☐ Draw ☐	Total Additional Points Earned:	Enemy Monster Routed? ☐
New Upgrades Purchased:		Injury Sustained:

Round 3 - Dominate	
Win ☐ Loss ☐ Draw ☐	Your Monster Routed? ☐ Enemy Monster Routed? ☐

Upgrades		
Movement: - Speed 7 for +15 pts - Speed 8 for +30 pts - Speed 9 for +40 pts - Speed 10 for +50 pts - Fly for +10 pts - Nimble for +15 pts - Fly and Nimble for +20 pts - Pathfinder for +10 pts - Strider for +10 pts - Wild Charge (1) for +5 pts - Wild Charge (D3) for +10pts	Defensive Upgrades: - De 3+ for +10 pts - De 4+ for +25 pts - De 5+ for +40 pts - De 6+ for +65 pts - Rout for +5 pts (per up to a max of 22) - Waver for +5 pts (per up to a max of 22 - If the Waver value is equal to the Rout value then the unit is Fearless)	General Combat Upgrades: 5 Attacks for +15 pts 7 Attacks for +30 pts 10 Attacks for +50 pts 12 Attacks for +65 pts 15 Attacks for +75 pts +D6 Attacks for +20 pts - Elite for +15 pts - Vicious for +15 pts
Ranged Combat: - Must select one - Ra 5+ for +10 pts - Ra 4+ for +20 pts - Must select one 12" for +5 pts 18" for +10 pts 24" for +15 pts - Piercing (1) for +15 pts - Piercing (2) for +30 pts - Indirect Fire for -10 pts - Elite (Ranged) for +10 pts - Vicious (Ranged) for +10 pts - Shattering for +10 pts - Steady Aim for +10 pts	Melee Combat: - Me 4+ for +15 pts - Me 3+ for +30 pts - Crushing Strength (1) for +15 pts - Crushing Strength (2) for +30 pts - Crushing Strength (3) for +45 pts - Crushing Strength (4) for +55 pts - Crushing Strength (5) for +60 pts - Thunderous Charge (1) for +10 pts - Thunderous Charge (2) for +20 pts - Thunderous Charge (3) for +30 pts - Thunderous Charge (4) for +35 pts - Elite (Melee) for +10 pts - Vicious (Melee) for +10 pts	Other Special Rules: - Big Shield for +25 pts - Brutal (1) for +5 pts - Brutal (2) for +15 pts - Brutal (3) for +30 pts - Cloak of Death for +35 pts - Dread for +15 pts - Ensnare for +5 x De value (i.e. +10 pts for De 2+, +30 pts for De 6+) - Fury for +5 pts - Headstrong for +5 pts - Inspiring for +15 pts - Iron Resolve for +10 pts - Mind Thirst for +5 pts - Radiance of Life for +20 pts - Regeneration (5+) for +15 pts - Regeneration (4+) for +25 pts - Shambling: Sp 6 or under for -10 pts, Sp 7 or over for free - Stealthy for +10 pts - Very Inspiring for +20 pts

Vengeful Forest Spirit					Ht 6	
Titan						
Sp 6	Me 4+	Unit Size 1	US 1	Att 5	Ne -18	Pts 170
Ra +	De 5+					
Special Rules Brutal (1), Crushing Strength (1), Shambling, Vicious (Melee)						

