CRUSADE FORCE NAME:	
CRUSADE FACTION:	
PLAYER NAME:	

BATTLE TALLY	BATTLES WON	REQUISITION POINTS
0	0	5

	CRUSADE CARDS
UNIT 1	
UNIT 2	
UNIT 3	
UNIT 4	
UNIT 5	
UNIT 6	
UNIT 7	
UNIT 8	
UNIT 9	
UNIT 10	
UNIT 11	
UNIT 12	
UNIT 13	
UNIT 14	
UNIT 15	
UNIT 16	
UNIT 17	
UNIT 18	
UNIT 19	
UNIT 20	
UNIT 21	
UNIT 22	
UNIT 23	
UNIT 24	
UNIT 25	
UNIT 26	
UNIT 27	
UNIT 28	
UNIT 29	
UNIT 30	

-		

SUPPLY LIMIT (PL)	SUPPLY USED (PL)
50	0

CRUSADE POINTS

UNIT NAME:	
BATTLEFIELD ROLE:	
CRUSADE FACTION:	
SELECTABLE KEYWORDS:	
·	
UNIT TYPE:	
EQUIPMENT:	
PSYCHIC POWERS:	
WARLORD TRAITS:	
RELICS:	
Entries below should remain blan	k when the unit is first added to your Order of Battle. Fill these entries o earned any Battle Honors or Battle Scars.
	COMBAT TALLIES
BATTLES PLAYED:	BATTLES SURV
	During This battle:
Enemy Units Destroyed	During This battle:
Enemy Units Destroyed Enemy Units Destroyed With Psychic	
Enemy Units Destroyed With Psychic	Powers
Enemy Units Destroyed With Psychic Enemy Units Destroyed With Ranged	Powers Weapons
Enemy Units Destroyed With Psychic	Powers Weapons
Enemy Units Destroyed With Psychic Enemy Units Destroyed With Ranged Enemy Units Destroyed With Melee W Agenda 1 Tally	Powers Weapons
Enemy Units Destroyed With Psychic Enemy Units Destroyed With Ranged Enemy Units Destroyed With Melee W	Powers Weapons
Enemy Units Destroyed With Psychic Enemy Units Destroyed With Ranged Enemy Units Destroyed With Melee W Agenda 1 Tally Agenda 2 Tally	Powers Weapons
Enemy Units Destroyed With Psychic Enemy Units Destroyed With Ranged Enemy Units Destroyed With Melee W Agenda 1 Tally Agenda 2 Tally	Powers Weapons
Enemy Units Destroyed With Psychic Enemy Units Destroyed With Ranged Enemy Units Destroyed With Melee W Agenda 1 Tally Agenda 2 Tally	Powers Weapons eapons
Enemy Units Destroyed With Psychic Enemy Units Destroyed With Ranged Enemy Units Destroyed With Melee W Agenda 1 Tally Agenda 2 Tally Agenda 3 Tally	Powers Weapons eapons  RANK

POWER	EXPERIENCE	CRUSADE
RATING	POINTS	POINTS
	ļ	
OTHER UPO	GRADES AND SEL	ECTABLES
		1 1 2/1
it as you play a ba	attle with the unit ar	nd when it has
VED:		
In Total:		