KING ARTHUR Pendragon™

GAMEMASTER'S BATTLE RECORD

Date _____ Opponent _____

Battle _____ Victor _____

Enemy Army Commander _____

Player Army Commander _____

Player Unit Commander _____

Battle Skill

Round	Battle Size	Starting Conditions	Battle Events	Battle Intensity	Terrain	Battle Zone	Unit Cohesion	First Charge Intensity	First Charge Bonus	Enemy Unit	Unit Results	Final Battle Intensity
First Charge												

Battle Intensity — Unit Intensity — Results

Round	Last Round	Battle Events	Battle Intensity	Terrain	Battle Zone	Unit Cohesion	Unit Intensity	Maneuver	Enemy Unit	Unit Results	Final Battle Intensity

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