

Anzahl	Einzel-HG	Name	Teil-EP	Teil-HG
Gesamt				

Name der Begegnung

Ort der Begegnung

Anzahl der Spieler

Stufe Spieler 1

Stufe Spieler 2

Stufe Spieler 3

Stufe Spieler 4

Stufe Spieler 5

Stufe Spieler 6

Gruppenstufe (DGS)

EP pro Spieler



Vor dem Kampf

Taktik

Beute/Schätze

Schwierigkeit	HG entspricht
Einfach	DGS -1
Durchschnittlich	DGS
Herausfordernd	DGS +1
Hart	DGS +2
Episch	DGS +3

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