

playername  
clubname

Detachment, faction, sources used

HQ1: unit (cost), upgrade (cost), ... [total cost unit] [WARLORD]

HQ2: ...

Troop1: unit (cost), upgrade (cost), dedicated transport 1... [total cost unit]

Troop2: ...

Elite1: unit (cost), upgrade (cost), ... [total cost unit]

Elite2: ...

FA1 : ...

HS1 : ...

Transport 1 : unit (cost), upgrade (cost) [total cost unit]

Detachment, faction, sources used

HQ1: unit (cost), upgrade (cost), ... [total cost unit]

Troop1: unit (cost), upgrade (cost), dedicated transport 1... [total cost unit]

Transport 1 : unit (cost), upgrade (cost) [total cost unit]

TOTAL [= < 1850]