Heroes

NAME

TYPE Vampire

M	WS	BS	S	T	W	I	A	Ld
6	4	4	4	4	2	5(6)	3	8

EQUIPMENT
LTHILMAR SWORD (+1 I)
HEAVY ARMOUR (5+, 50 gc)
DAGGER

SKILLS, INJURIES, ETC
LEADER 6"
FEAR
PSYCHOLOGY
IMMUNE TO POISON
NO PAIN

Experience:

NAME

TYPE Necromancer

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

EQUIPMENT
DAGGER
STAFF

SKILLS, INJURIES, ETC
WIZARD
SPELL: SPELL OF DOOM

Experience:

NAME

TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SKILLS, INJURIES, ETC

Experience:

NAME

TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SKILLS, INJURIES, ETC

Experience:

NAME

TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SKILLS, INJURIES, ETC

Experience:

NAME

TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SKILLS, INJURIES, ETC

Experience:

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Henchmen

WARBAND NAME:	WARBAND TYPE: UNDEAD

TREASURY:	WARBAND RATING:	STORED EQUIPMENT
Gold crowns: 107	Total experience: 30	2-HANDED SWORD
Wyrdstone shards:	Members (15) x 5: 75	
	Rating: 105	

NAME

NUMBER 12 **TYPE** ZOMBIE

M	WS	BS	S	T	W	I	A	Ld
4	2	0	3	3	1	1	1	5

EQUIPMENT – None

SPECIAL RULES
FEAR
NO RUN
PSYCHOLOGY
IMMUNE: POISON
NO PAIN, NO BRAIN

Group experience:

NAME DIRE

NUMBER 0 **TYPE** DIRE WOLVES

M	WS	BS	S	T	W	I	A	Ld
9	3	0	4	3	1	2	1	4

EQUIPMENT – None

SPECIAL RULES NO PAIN
CHARGE
NO RUN
FEAR
PSYCHOLOGY
IMMUNE TO POISON
UNLIVING

Group experience:

NAME

NUMBER **TYPE**

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SPECIAL RULES

Group experience:

NAME

NUMBER **TYPE**

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SPECIAL RULES

Group experience:

NAME

NUMBER **TYPE**

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SPECIAL RULES

Group experience:

NAME

NUMBER **TYPE**

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT

SPECIAL RULES

Group experience:

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