

# HIRELING SOLDIERS

The soldiers statted below are the hirelings from page 343. Each class of soldier also has sergeant (+1 HD, +1 to hit) and captain (+2 HD, +2 to hit) variants. Example Table

Hireling Soldiers										
Name	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Archer	1	11a	+2	Wpn+1	Wpn+1	30'	8	3	+1	15+
	<u>Longbow:</u> (100/600)			1d8+1						
	<u>Shortsword:</u>			1d6+1	3/15					
Crossbowman	1	11a	+2	Wpn+1	Wpn+1	30'	8	3	+1	15+
	<u>Crossbow:</u> (100/300)			1d10+1	-	Tags: SR				
	<u>Shortsword:</u>			1d6+1	3/15					
Heavy Cavalry	3	17as	+4	Wpn+2	Wpn+2	30'	10	2	+2	14+
	<u>Warhammer:</u>			1d8+2	3/18					
	<u>Lance:</u> When mounted, the heavy cavalryman can attack with a lance (1d10+2 dmg, 4/15 shock, 10 ft. reach). On foot the lance becomes a heavy spear (loses reach, becomes 2-handed).									
Heavy Infantry	1	16as	+2	1d8+1	3/13	30'	8	3	+1	15+
Horse Archer	2	11a	+3	Wpn+1	Wpn+1	30'	9	2	+1	14+
	<u>Shortbow:</u> (50/300)			1d6+1	-					
	<u>Shortsword:</u>			1d6+1	3/15					
Light Cavalry	2	12a	+3	Wpn+1	Wpn+1	30'	9	2	+1	14+
	<u>Light Spear:</u> (30/60)			1d6+1	3/13					
Light Infantry	1	1as	+2	1d6+1	3/13	30'	8	3	+1	15+

# MONSTER BEHAVIOR

A two-column page for additional information about creatures can be included below the main document. The paragraph before should be for describing things (if necessary) and should have 1 column.

**Monster:** Paragraphs here are in the hanging style. Any information about the creature you want can go here, but the number appearing, how and when they fight, and when they flee are useful.

## CATEGORY

Sometimes it is helpful to break monstes down by category, such as 'soldiers' or 'goblins' and so forth.

**Monster:** Simply describe each monster in this category as normal.

**Monster:** To signify the end of a category place an additional space after the final monster paragraph.