| Morphis Warband Name: | Lichanul | lebs Night Reapers War | | band Type: Blood Dragon Knights | |
|------------------------------------------------------------|-----------------------|---------------------------------------------|----------|--------------------------------------------------|--|
| Treasury | | Warband Rating | | Stored Equipment | |
| Gold Crowns: 5 | | tal Experience: 40 5 (11) x 5: 55 + 25 | | | |
| Treasure: | | eatures (0) x 20: | | | |
| | Hired Sw | ords: 0 | | | |
| | | Personae: + 0 | | | |
| | Rating: | 120 | | | |
| Name: Lichanuleb Crypth | eart | Equipment: | | Skills & Spells: Leader, Fear, No Pain, | |
| Type: Vampire | | 2x Sword, Toughened Leather | | Immune to Poison & Psychology | |
| ☐ Combat ☐ Shooting ☐ Academic ☐ Strength ☐ S | | | | , , , | |
| | A Ld Sv | Injuries: | | 20 25 30 Total | |
| 6 4 4 4 4 2 5 2 | 9 6 | 5 10 15 X X X X X X X X X X X X X X X X X X | | X X Experience | |
| HERO ▲ Racial Maximums ▲ E | xperience | | | 20 | |
| Name Markus of Orania | | Equipment: | | Skills & Spells: | |
| Name: Markus of Orania | | 2x Axe | | Fear, No Pain, | |
| Type: Wight ☐ Combat ☐ Shooting ☐ Academic ☐ Strength ☐ S | | | | Immune to Poison & Psychology, | |
| | A Ld Sv | Injuries: | | Killing Blow, No Deal | |
| 4 4 3 4 4 1 3 1 | | 5 10 15 | 5 | 20 25 30 Total | |
| | | | | Experience O | |
| HERO A Racial Maximums A | xperience 🕨 | | | 9 | |
| Name: Ivan the Brace | | Equipment: | | Skills & Spells: | |
| Type: Wight | | 2x Axe | | Fear, No Pain, Immune to Poison & Psychology, | |
| ☐ Combat ☐ Shooting ☐ Academic ☐ Strength ☐ S | need □ Special | | | Killing Blow, No Deal | |
| | Ld Sv | Injuries: | <u> </u> | Milling Blow, 110 Boa. | |
| 4 4 3 4 4 1 3 1 | . 8 | 5 10 15 X X X X X X X X X X X X X X X X X X | 5 | 20 25 30 Total Experience | |
| A Pooist Maximums A | | | | 8 | |
| HERO ▲ Racial Maximums ▲ | xperience > | | | | |
| Name: Igor | | Equipment: | | Skills & Spells: | |
| Type: Bondsman | | 2x Dagger | | Squire, Living, Bell Ringer | |
| ☐ Combat ☐ Shooting ☐ Academic ☐ Strength ☐ S | | | | | |
| M WS BS S T W I A | | Injuries: | | | |
| 4 2 2 3 3 1 2 1 | . 5 | 5 10 15 | | 20 25 30 Total Experience | |
| A Racial Maximums A E | xperience | | | 2 | |
| | | Equipment: | | Skills & Spells: | |
| Name: Waldemar | | 2x Dagger | | Living | |
| Type: Bondsman | . = 0 | ZX Dagger | | ŭ | |
| ☐ Combat ☐ Shooting ☐ Academic ☐ Strength ☐ S | | Injuries: | | | |
| 4 2 2 3 3 1 2 1 | | 51015 | 5 | | |
| | + _ | | | 20 25 30 Total Experience | |
| HERO ▲ Racial Maximums ▲ E | xperience > | | | | |
| Name: Vladimir | | Equipment: | | Skills & Spells: | |
| Type: Bondsman | | 2x Dagger | | Living | |
| ☐ Combat ☐ Shooting ☐ Academic ☐ Strength ☐ S | peed Special | | | | |
| M WS BS S T W I A | | Injuries: | | | |
| 4 2 2 3 3 1 2 1 | . 5 | | 5 | 20 25 30 Total Experience | |
| HERO ▲ Racial Maximums ▲ | xperience | | | | |

| Name: Cursed Archers | | | | | 3 | | | | Equipment: | Special Rules & Skills: | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|------------|-----|------|----------|-------|-------|---------|-----------------------------------------------|--------------------------------------------------|---------------------------------------------|
| Type: Skeleton Bowman Number: 3x | | | | | Nun | nber | ::3x | | Long Bow | Fear, No Pain, Immune to Poison & Psychology, | |
| M | | BS | S | Ī | W | | A | | Sv | | Slow, Cursed Arrows, No Brain |
| 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 5 | _ | Experience 5 10 G | roup Experience: |
| Name: Hunting Pack | | | | | | | | | | Equipment: | Special Rules & Skills: |
| Name: Hunting Pack Type: Hell Hounds Number: 2x | | | | | Nun | nber | :2x | | | Fear, No Pain, | |
| M | M WS BS S T W I A Ld Sv | | | | | | Sv | | Immune to Poison & Psychology, Slow, No Brain | | |
| 6 | 4 | 0 | 4 | 3 | 1 | 2 | 1 | 5 | - | Experience 5 10 G | · · · · · · · · · · · · · · · · · · · |
| 늗 | <u> </u> | | | | <u> </u> | | | | | Equipment: | roup Experience: Special Rules & Skills: |
| | ame | : | | | | Nicon | - l " | | | Equipment | Special Rules & Skills: |
| Тур | oe: WS | BS | s | - | W | Nun | | : Ld | Sv | | |
| | | | | | | | | | | Experience 5 10 | |
| | | | | | | | | | | | roup Experience: |
| Na | me | : | | | | | | | | Equipment: | Special Rules & Skills: |
| Тур | | | | | | Nun | | | | | |
| M | WS | BS | S | Т | W | | Α | Ld | Sv | | |
| | | | | | | | | | | Experience 5 10 G | roup Experience: |
| Na | me | | | | _ | | | | | Equipment: | Special Rules & Skills: |
| Тур | | • | | | | Nun | her | | | | |
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| | | | | | | | | | | | roup Experience: |
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| IVI | ws | ьэ | S | | W | | Α | La | Sv | Experience 5 10 | |
| | | | | | | | | | | | roup Experience: |
| Na | me | : | | | | | | | | Equipment: | Special Rules & Skills: |
| Тур | oe: | | | | | Nun | nber | : | | | |
| | ws | BS | S | Т | W | П | A | Ld | Sv | | |
| | <u> </u> | | | | | | | | | Experience 5 10 G | roup Experience: |
| _ | 1 | | | I | <u> </u> | | | | | | en Total Experience: 0 |
| _ | | | | | | | | | | Henchmo | en iotal Experience: |
| Sw | Notes (Skill Descriptions, Spell Descriptions, etc.): Sword: Once per combat phase the model may try to parry an incoming blow. | | | | | | | | | | |
| To parry roll a D6. If the score is higher than the number your opponent rolled to hit, the hit is ignored. | | | | | | | | | | | |
| Add +1 to the roll if your WS is twice or more than that of your opponent. Models armed with two weapons that both grant parry adds +1 to the parry roll results. | | | | | | | | | | | |
| If your opponent scored several hits, the parry roll has to beat the highest roll. | | | | | | | | | | | |
| If a model is fighting against several opponents, it may choose whose attacks it wishes to parry. Attacks made with a Strength with at least twice the value of the models own Strength and attacks | | | | | | | | | | | |
| which scored a 6 on the to hit roll cannot be parried (this includes multiple hits where at least one scored a 6) | | | | | | | | | | | |
| Ax | Axe: Enemy save modifier -1 (Cutting Edge) | | | | | | | | | | |
| Da | Dagger: -1 to hit when used as an offhand weapon, Enemy save modifier +1. If it has none, it gets a 6+ AS | | | | | | | | | | |
| | Long Bow: Range 30", S3 Toughened Leathers: 6+ AS | | | | | | | | | | |
| | uahe | | ulf | eatn | ers | r | A٦ | | | | |