Scourge of Sylvania

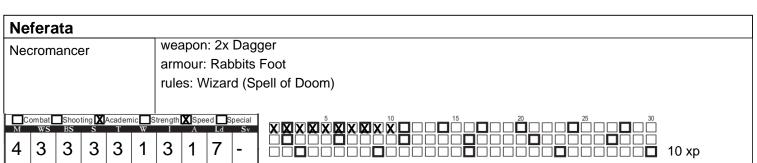
Alignment:

Warband Rating Calculator	Treasury	Stored Equipment
Hero Total Experience: 41 (+0)	Gold Crowns: 0	an D
Henchmen Total Experience: 0		
Members (14) x 5: 70	Shards: 0	
Large Creatures (0) x 20:		,
Hired Swords: (1) 11 (+5)	Treasure:	
Dramatis Personae: (0) + 0	Sell shard: 14	
Total Rating: 127	Routtest: 4 (15)	

Warband Objective
Objective:
Achievements:
Notes (Skill Descriptions, Spell Descriptions, etc.):
- Spell of Doom (9+)
Choose one enemy model within 12". The model must immediately take a Strength test. If it fails, you may roll on the Injury
table to see what happens to the unfortunate warrior.
- Fires of U'Zhul (7+)
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18" S4 Fireball.
- Silver Arrows of Arha (7+)

Can't be cast whilst in combat. D6+2 S3 arrows, 24" range. Use BS but ignore movement, range and cover penalties.

Isabella von Carstein															
Var	npire	ذ				weapon: Dagger									
٠ ۵.						arm	our:	He	avy A	rmour, Shield, Rabbits Foot					
						rules: Leader, Cause Fear, Immune to Psychology, Immune to Poison, No Pain									
X C	ombat WS	Shoo BS	ting X	Acader T	nic X S	trength	X Spe	edK	Special Sv	$\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}\mathbf{X}$					
5	4	4	4	4	2	5	2	8	3+	23 xp					



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Dreg					weapon: 2x Dagger								
Combat	Shoo	ting 🔲	Academ	ic X St	ength	Spe	ed 🌅 S	pecial					
4 2	2	3	3	1	4	1	7	- Sv	3 xp				
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Gisell	e of	Ма	rier			nog	: Gr	eat W	/eapon				
Dreg					armour: Rabbits Foot rules: Resilient								
Combat	Shoo	ting 🔲	Academ	ic X St	ength	Spe	ed 🏻 S	pecial					
4 2	2	3	3	1	3	1	7		3 xp				
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Dreg						•		eat W obits	/eapon Foot				
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4 2	2	3	3	1	3	1	7	Sv -	XX				
Lady	Meli	ssa	d'/	Araı	ıes								
Warloc					wea	pon			too of LUZhoul Cibrar Arrange of Arba)				
hired sword					rules: Wizard (Fires of U'Zhul, Silver Arrows of Arha)								
Combat	Shoo	ting 🔽	Aradem	ic 🗖 Sti	enath	Sne	ad 🎞	necial	5 10 15 20 25 30				
M WS 4 2	BS 2	3	3	1	4	А 1	8 8	Sv	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX				
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Ghoul x5	S				rules: Cause Fear								
M WS	BS	s	Т	w	ľ	A	Ld	Sv	5 10				
4 2	2	3	4	1	3	2	5	-	0 xp				
Night	Night Hunter												
Dire Wolves rules: Charge, May not Run, Cause Fear, Immune to Psychology, Immune to Poison, No								ay not Run, Cause Fear, Immune to Psychology, Immune to Poison, No Pain					
x3													
9 3	0	4	3	1	2	1	4	Sv	0 xp				
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The	Wa	lki	ng	Dea	ad					
Zom	bie					rule	es: N	/lay ı	not R	ın, Cause Fear, Immune to Psychology, Immune to Poison, No Pain
x1										
4	2	0	3	3	1	1	1	5	Sv -	0 xp