

TOTAL NUMBER:

Use your company's majority or largest fraction War.

Special –

Archers

Attack option: You lead with a volley of arrows, Inflicting +1 Harm. Defense option: If you defend yourself well, you stand off attackers with a volley of arrows, in addition inflicting +1 Harm.

Cavalry

Attack option: You lead with a mounted charge, Inflicting +1 Harm and driving a wedge into your enemy.

Shield Wall

Defense option: If you defend yourself well, you gain +2 Armor instead of +1.

OMPOSITION:

_____ **N**umber: _____ **W**ar: ___ Deople: O — Archers (bows or crossbows) / Cavalry (horses & lances) / Shield Wall / Other:

 Comple:
 NUMBER:
 WAR:

 O — Archers (bows or crossbows) / Cavalry (horses & lances) / Shield Wall / Other:
 Number:

Deople:

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 NUMBER:
 WAR:

 O - Archers (bows or crossbows) / Cavalry (horses & lances) / Shield Wall / Other:
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 People:
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 WAR:

 O - Archers (bows or crossbows) / Cavalry (horses & lances) / Shield Wall / Other:
 WAR:

 Comple:
 Number:
 WAR:

 Omega Archers (bows or crossbows) / Cavalry (horses & lances) / Shield Wall / Other:
 WAR:

neople:

OTABLES

AME:_____ Deople:

IN SINGLE COMBAT

I aspire to: Courage, honor, hospitality, loyalty, patience, piety, virtue.

My conscience allows me: Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.



I am strong, sure and whole. I am hurt and shaken. I seek only to survive this.

I am no more threat to anyone.

NAME: _____

Deople:



I aspire to: Courage, honor, hospitality, loyalty, patience, piety, virtue.

My conscience allows me: Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.



MEETING DEATH -

I am strong, sure and whole. I am hurt and shaken. I seek only to survive this. I am no more threat to anyone.

NAME:_____ eople:

IN SINGLE COMBAT I aspire to: Courage, honor, hospitality,

loyalty, patience, piety, virtue.

My conscience allows me: Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.



I am strong, sure and whole. I am hurt and shaken. I seek only to survive this. I am no more threat to anyone.

, osses in **B**attle ——

TARM

A rmor

JUTFIT -

mail coats.

Round shields.

Circle all represented:

Armor (+1 Armor): Hide coats,

Shields (+1 Armor, +1 Harm):

Weapons (2 Harm): Daggers,

Weapons (3 Harm): Axes, clubs,

hatchets, knives, stones.

hammers, spears, swords.

Helmets (+1 Armor): Iron, leather.

We are strong and whole. We are bloody. We are limping. We are gutted. We are butchered.

FACD WARRIOR ———

I am strong, sure and whole. I am hurt and shaken. I seek only to survive this. I am no more threat to anyone.

When you count your fallen:

Bloody: expect some no more threat to anyone, and some hurt and shaken.

Limping: expect some killed, some no more threat to anyone, and some hurt and shaken.

Gutted: expect many killed, some no more threat to anyone, and many hurt and shaken.

Butchered: expect many killed, many no more threat to anyone, some seeking only to survive this, and some hurt and shaken.