

Blades of the Damned

Warband Sheet

- **Warband Name:**

- **Warband lore:**

- **Warband Archetype (circle one, this will give you secret missions and random themed level-ups for your warband!)**
 - Shadows (thieves, spies, infiltrators)
 - Cult (devotees of a god, madmen, crusaders)
 - Assassins (cutthroats for hire, operatives, professional killers)
 - Brutes (violent thugs, barbarians, blood god devotees)
 - Smugglers (illicit commercial traders, 'entrepreneurs')
- **Starting warband starting turf (circle one):**
 - Cutthroat's den - 5GC more when selling wyrdstone (to your total, not per wyrdstone)
 - Sigmars Haven - Heroes only die on results of 11-14, Multiple injuries is 15-21
 - Black Pit Settlement - When exploring and you roll a double (e.g. 11) you may choose either the double or triple location's effect (e.g. 11 or 111)
 - Brigandburg - 2D6+2 XP available when hiring henchmen post-game, and may reroll one rarity search result (both dice)

- **Warband Turf:**

- **Warband levelups:**

			1				2				3				4				5
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- **Week 1**

- Number of enemies out of action:
- Number of your own models out of action:
- Number of wyrdstone shards from scenario:
- Win/Lose/Draw:
- Number of Permanent Dead:
- Number of hired swords:
- Wyrystone found exploring:

- **Week 2**

- Number of enemies out of action:
- Number of your own models out of action:
- Scenario objectives:
- Secret objective
- Win/Lose/Draw:
- Number of Permanent Dead:
- Number of hired swords:
- Wyrystone found exploring: