

# Blades of the Damned

Warband Experience Sheet, v1

- **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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## Warband XP

After each battle, before warrior levelups, warbands gain experience for:

- Winning a game (+1)
- Playing a game vs a warband with higher tier (+1)
- Losing 50% of warriors out of action (+1)
- Taking 50% of enemy warriors out of action (+1)
- Accomplishing secret objective (+1)
- Any scenario objectives

When you hit the numbered boxes in the experience track, you gain a tier!

## Game Tracker:

- **Session 1**
  - Number of enemies out of action:
  - Number of your own models out of action:
  - Number of wyrdstone shards found (in the scenario and exploring)
  - Win/Lose/Draw:
  - Notes:
- **Session 2**
  - Number of enemies out of action:
  - Number of your own models out of action:
  - Number of wyrdstone shards found (in the scenario and exploring)
  - Win/Lose/Draw:
  - Notes:
- **Session 3**
  - Number of enemies out of action:
  - Number of your own models out of action:
  - Number of wyrdstone shards found (in the scenario and exploring)

- Win/Lose/Draw:
- Notes:
  
- **Session 4**
  - Number of enemies out of action:
  - Number of your own models out of action:
  - Number of wyrdstone shards found (in the scenario and exploring)
  - Win/Lose/Draw:
  - Notes:
  
- **Session 5**
  - Number of enemies out of action:
  - Number of your own models out of action:
  - Number of wyrdstone shards found (in the scenario and exploring)
  - Win/Lose/Draw:
  - Notes:
  
- **Session 6**
  - Number of enemies out of action:
  - Number of your own models out of action:
  - Number of wyrdstone shards found (in the scenario and exploring)
  - Win/Lose/Draw:
  - Notes: