

# The Campaign Game Reference Sheet

## War! Phase

**Determine War! Dice** – Current CV of the Great Warrior plus any saved dice from the previous turn.

**Determine Order** – Rest or Forage – if Forage then visit the Council

**Visit the Council** – Roll the Great Warriors current CV or less

War! Dice Table	
Condition	Dice
Reputation	Current CV of Great Warrior
Fur Markers collected from previous battle	+1 /marker
Victory Conditions met from previous battle	Per scenario victory conditions
Opponent declared a Lost Cause	+3
Captured opponent's Key or Special Character	+2 /figure
Killed opponent's Key or Special Character	+1/figure
Rested last campaign turn	+1
Silver Tongue advantage	+1
Tongue Tied disadvantage	-1

Forage Order may Issue a Challenge.

Rest Order must choose either Train or Build.

Forage Order Players should:

- 1) Persuade the Council
- 2) Determine Initiative Order
- 3) Issue Challenges
- 4) Determine Warband Size

Persuade the Council Table	
Condition	Modifier
For each captive brought back to the tribe in the previous battle phase	+2
Opponent's Great Warrior killed in the previous Battle Phase	+1
Per War! Dice spent	+1
if the War Band rested on the previous campaign turn	+1
if the Great Warrior was wounded in the previous Battle Phase	-1
Any other Key Character in his War Band was wounded	-1
Each Stripling lost (either killed or captured) in the previous Battle Phase	-1
Lost the battle in the last Battle Phase	-1
Per continuous Campaign turn of Forage orders (starts after second consecutive Forage Order)	-1
if Foraged without consent of the Council on the previous Campaign Turn	-1
Lost any warriors to death or capture in the last tabletop battle	-2



Determine War Band Size -Add up your total dice and roll them, add total together and compare on chart.

War Band Size Table			
Roll	Add to your War Band:	25-27	7 War-bearers.
1-3	3 War-bearers.	28-30	4 War-bearers plus choice of two Special and one Key Characters.
4-6	4 War-bearers.	31-33	5 War-bearers plus choice of one Special and one Key Character.
7-10	5 War-bearers.	34-36	4 War-bearers plus choice of two Special and two Key Characters.
11-13	4 War-bearers plus choice of one Special Character.	37-40	5 War-bearers plus choice of one Special and two Key Characters.
14-18	6 War-bearers.	40-48	5 War-bearers plus choice of two Special and two Key Characters.
19-21	5 War-bearers plus choice of one Special Character.	49-56	6 War-bearers plus choice of one Special and two Key Characters.
22-24	4 War-bearers plus choice of one Special and one Key Character.	57+	7 War-bearers plus choice of one Special and two Key Characters.



## Battle Phase

Determine Scenario:

Forage vs. Forage Table	
Die Roll	Scenario
1	Challenger Ambushed
2	Blundering Into Battle
3	Blood Feud
4	Patrol
5	Non-Challenger Ambushed
6	Roll Again: 1-3: Trip to Kebec 4-6: Raid

Forage vs. Rest Table	
Die Roll	Scenario
1	Challenger Ambushed
2	Advance
3	Blood Feud
4	Patrol
5	Blundering into Battle
6	Roll Again: 1-3: Defense 4-6: Assault

Fight Tabletop Battle - determine War! Dice.

## Aftermath Phase

Survival

Promotion

Spend War! Dice - if desired

Determine Orenda Point Total for Winning the Game



Light Wound Table	
Roll	Result
1-3	The character cleans himself up, takes a day or two to recover and is good to go in the next game.
4-6	The Light Wound is a little more drastic and the character remains incapacitated for the next Campaign turn. He must either be left home to recover, or taken into battle with a -1CV modifier applied (i.e. carries the Light Wound into the next game). If he makes it through the battle unscathed, then he is considered to have recovered.

Any War! Dice not spent on Campaign Cards must be halved for use in the next turn. War Bands that Trained receive a Campaign Card for free. War Bands that Build receive a single full War! Dice to use next turn.

Orenda Points Table	
Event	Orenda Points
Each Orenda Point gained through 'Taunt' on the Tabletop	+1 OP
Winning a battle as per Scenario	+ OP by Scenario
Per Captive taken by the Great Warrior	+1 OP
Per Stripling Promoted	+1 OP
Killed or captured another Great Warrior in Personal Combat	+1 OP
Killed or drove off an Oki or Spirit Creature	+1 or +2 OP
Avenger	+2 OP
Fur Collector	+1 OP
Council Convertor	+1 OP
Great Captor	+2 OP
Blessed by the Oki	+1 OP
Gave a European Breastplate to the Council	+1 OP



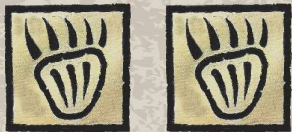
## Campaign Record Sheet

WarBand:		Player:			Date:	OP Total:	
Turn	War! Dice Total	Order	Challenge or Build/ Train	Tabletop Scenario with OP+	Wounded Warriors with results	Campaign Card Results	War! Dice Saved



# Orenda Sheet

Fly Like The Owl



Wolf Form



Call the Stone Man



Speed of the Deer



Claws of the Bear



Heart of the Moose



Summon Oki



CV 1 Oki

CV 2 Oki

CV 3 Oki

CV 4 Oki

CV 5 Oki

Spirit Creature

Banish Oki



Undecided



Roll of:

1

2, 3

4, 5, 6

Eye of the Eagle



Eye of the Hawk





## Flint and Feather Quick Reference Sheet I

Activation Roll			
Die Roll	Inspired	Standard	Demoralized
1	All groups	All groups	All groups
2	All groups	All groups	Only Groups led by Companions or Great Warriors
3	All groups	Only Groups led by Companions or Great Warriors	Only Groups led by Companions or Great Warriors
4	Only Groups led by Companions or Great Warriors	Only Groups led by Companions or Great Warriors	One group
5	Only Groups led by Companions or Great Warriors	One group	The group led by the Great Warrior
6	Medicine Roll	Medicine Roll	Medicine Roll

Observation Table	
Target in:	Spotted on:
Open	5 or less
Concealed	4 or less
Cover	3 or less
Hardest to Spot	2 or less

Observation Modifiers	
Target Running	+2
Target Walking	+1
Spotter in ambush	+1
Target in ambush	-1

Shooting Damage Modifiers	
Circumstance	Die Roll Modifier
Target has a shield and did not use a bow this turn	-1
Target in wooden chest armor	
Target in full wooden armor	-2

Shooting Modifiers	
Circumstance	CV Modifier
Target is an Easy target	+1
Target is Concealed	-1
Target is moving Cautiously	
Shooter is Moving	
Shooter is Reacting without being in Ambush	
Long Range	
Target is in Cover	-2
Light is bad (no long range)	
Shooter is in a canoe	
Shooter is Running	
Target is Fortified	-3

Missile Weapon Table				
Weapon	Short Range	Damage at Short Range	Long Range	Damage at Long Range
Bow	12"	+1	24"	0
Spear	6"	+3	12"	+1
Thrown axe/club	4"	+3	8"	+2
Thrown secondary weapon	4"	+1	8"	0
Rock (etc.)	4"	+1	8" (-1 to hit)	-1
Two Handed Rock (etc.)	3" (-1 to hit)	+5	5" (-2 to hit)	+3
Shining Wood (2 actions to reload)	12"	+5	24"	+3

Shooting Damage Table						
1	2-3	4, 5	6,7	8	9	10+
No damage	Duck Back	-1 CV	-2 CV	-3 CV	-4 CV	Gory Death
May retaliate with an immediate return shot	No damage, but target misses next Action (unless in close combat)	Stay on feet	Stay on feet if die roll is Even; Fall Down if die roll is Odd.	Fall Down	Fall Down	Obviously, messily, dead



Movement in Inches per Action		
Action	Movement	Notes
Warriors Running	3D6: 2 Highest dice.	No Shooting or Observation allowed
Warriors Walking	2D6: Higher die (minimum 2")	Shooting: -1 CV
Warriors Moving Cautiously	2D6: Lower die (maximum 3")	Shooting and Observation as normal
Women, children, heavily burdened, etc.	2D6: Lower die	Includes portaging canoes overland

## Flint and Feather Quick Reference Sheet II

Key Characters and Special Characters choose Close Combat Attack and Defense Cards.

War-bearers, Striplings and Healers have cards chosen at random.

The losing player now makes a Nerve Test. He must roll against the CV of the best warrior left standing:

Ratio less than 2-1 roll less than CV to Pass.

Ratio is 2-1 then roll less than CV - 1 to Pass.

Ratio is 3-1 then roll less than CV - 2 to Pass.

Close Combat Modifiers Table	
Situation	Modifier
Figure abilities	+/- 1 die
Terrain advantage (uphill, behind a boulder etc.)	+1 die
Each supporting figure	+1 die per figure
Attacking with the 'best' weapon for the maneuver	+1 die
Attacking with a weapon larger than your opponent's	+1 die
Fallen down	-1 die
Fists, teeth and elbows	-1 die
Armor and shield	Varies by Card

Nerve Points Chart	
Cause	Nerve Points
Wounds caused	+1/ CV loss
Opponent falls down	+1
Caused a Gory Wound	+1
Wounded, Gory Wound or knocked down opponent was a Great Warrior, Companion or Stripling	+1
Taunts	+1/OP loss caused


Nerve Test Table	
<b>Pass</b>	Both sides move their figures back 2" from the spot of the Close Combat.  Warriors who suffered a Fall Down result need a standing comrade to drag them clear or they stay where they fell, and may become a separate Group or Groups.
<b>Fail by One</b>	The losers retire one action at a Walk Action and may take their casualties with them.  Warriors who suffered a Fall Down each need a standing comrade to drag them clear or they stay at the spot of the fight and may become a separate Group or Groups.  The winners remain in place. They may recover any dropped weapons or capture enemy warriors that have suffered a Fall Down result.
<b>Fail by Two</b>	The losers retire one Action at a Walk. All Warriors who suffered a Fall Down result are left behind.  The winners remain in place. They may recover any dropped weapons or capture enemy Warriors who suffered a Fall Down result.  The winning War Band becomes Inspired.
<b>Failed by Three</b>	The losers flee one Action at a Run, and abandon all Warriors who suffered a Fall Down result. The War Band becomes Demoralized. The winners become Inspired. They have the choice of: Remain in place, recover weapons and bind prisoners; this ends their action. <b>or</b> Pursue the enemy Group at a Run. If they reach the fleeing enemy, a second round of Close Combat immediately takes place. If they do not catch the enemy, their Action is over and the turn continues.





**BASH** **AA**

+1D6  
When Using  
a Club



Counter Blow 1/1  
Leap Aside 1/3  
Jump Back 1/2  
Duck 3/1  
Parry 2/1  
Huh! 4/1

**CUT or JAB** **1A**

+1D6  
When Using  
a Knife



Counter Blow 3/1  
Leap Aside 2/1  
Jump Back 1/3  
Duck 2/1  
Parry 1/1  
Huh! 4/1

**HUHI!** **1D**

Tongue Tied Skill  
causes TAUNT  
to act as HUHI!



Counter Blow 1/4  
Leap Aside 1/3  
Jump Back No Combat  
Duck 1/2  
Parry 1/3  
Huh! No Combat

**LUNGE** **AA**

+1D6  
When Using  
a Spear



Counter Blow 2/1  
Leap Aside 1/2  
Jump Back 3/1  
Duck 1/3  
Parry 1/2  
Huh! 4/1

**SWING** **AA**


+1D6  
When Using  
an Axe



Counter Blow 1/3  
Leap Aside 3/1  
Jump Back 1/2  
Duck 1/1  
Parry 2/1  
Huh! 4/1

**TAUNT** **1A**

Clever Tongue  
Skill  
Doubles  
RP Losses



Counter Blow 1/3  
Leap Aside 1/2  
Jump Back No Combat  
Duck 1/2  
Parry 1/2  
Huh! No Combat

+2OP  
+3OP  
+3OP  
+1OP  
+1OP

## Attack Close Combat Cards

Permission is granted to photocopy and cut up these images for use in playing the Flint and Feather Game.



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# LEAP ASIDE 1D



-1D6  
When  
Wearing  
Armour

Swing	3/1
Cut of Jab	2/1
Lunge	1/2
Bash	1/3
Taunt	1/2
Huh!	1/3

+2OP

# DUCK

## 1D



Swing	1/1
Cut or Jab	2/1
Lunge	1/3
Bash	3/1
Taunt	1/2
Huh!	1/2

+30P



## RECOVERY

Hold Card: Play now or play as a reaction later!



One of your own warriors with an existing wound recovers one lost wound:

Roll 1D6:  
1-4, You pick the figure  
5-6, Your opponent does

## THE MADNESS OF YOUTH



Any Stripling within 12" of the enemy rushes forward 2D6 to attack his nearest opponent. Roll against CV for any other Basic characters within 3"; any that fail the test also Change. Any key character within 6" of the Stripling can try to stop him. Roll 2D6 to run forward; if the distance rolled is greater than that rolled by the Stripling, the boy is wrestled to the ground at the halfway point (and likely saved).

## YOUR TOTEM APPEARS



Your War Band's Inspiration Level is raised to Inspired and they ignore the next downturn.

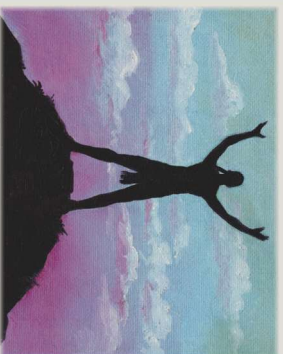
The Totem fights one turn with CV5, 4 dice.

## Heavy Rain



18" Visibility  
CV-1 For All Shooting  
Shining Wood Cannot Fire

## DEATH SONG



The War Band's Inspiration Level goes up to Inspired. They will ignore the next downturn.

## I Dreamed I was a Great Warrior



Randomly select a figure. For the rest of the game he/she counts as a Key Character with a CV of 5. He/she also disregards Light Wound and Wound results but can still die from his wounds.

## Who Ordered That?



One of your groups makes an immediate retreat (one action at 'moving' speed).

Roll 1D6: 1-5 - You choose the group  
6 - Your opponent chooses

## Exhaustion



Hold Card: Play now or play as a Reaction later!  
An enemy warrior with an existing wound is exhausted, counting as an extra CV loss. Roll 1-3 you pick the victim, 4-6 your opponent does.



## ABANDONED CANOE!



Choose a figure with line of sight to the shore. He spots a canoe left behind by ... someone. You may search the canoe, taking two actions & rolling 1D6.

- 4-6: Nothing is found
- 3: Dead body with 1 fur
- 2: Trade goods! 5 furs worth
- 1: Find a cooking pot, iron tomahawk & 10 furs worth of trade goods

## A FRIENDLY OKI EASES YOUR PATH



All of your figures may add 2" per action to their Movement for this turn.

## WOLF ATTACK!



Choose a figure. Test against CV to spot the attacking wolf and take a CV-1 shot at it. If the wolf is not hit it has one attack at CV3, 1D6. It will fight until it is wounded or killed. If it kills or wounds it's victim, it will drag the them off to feed the pack and leaves the scene.

## FLYING HEAD APPEARS!



Roll a random board edge to enter. Roll a random target:.

Flying Head: CV:5, Armour:3, Attacks:3

Attributes:

- Fly (Open Ground: highest of 2D6, Trees: lowest of 2D6)
- Random Combat Maneuvers
- susceptible to Fire
- Terrifying

## IMPENETRABLE THICKET



Lay out a six inch circle to represent an area of tangled forest anywhere on the table.

Half movement distance, no running or shooting, visibility 3" when within the marked area.

## THE WANDERER

Hold Card: Play now or play as a reaction later!



A enemy warrior strays off into the woods. Roll a random non-key character figure and move it 6" in a random direction. We are not sure why...

Roll 1D6: 1-4 You pick the victim and where he goes. : 5-6 Your opponent does.

## SNAKE!



Choose a figure. Test against CV to kill the figure. If the roll fails the figure takes a Light Wound -1CV, roll of 6: Wound -2CV.

## WEATHER CLEARS UP!



Bad weather passes. If you have been playing in Rain or Fog, it clears and no longer affects the game. (Unless you pull another card in which case return this card to the deck.)



### BROKEN WEAPON



The opposing player picks one of your figure's weapons. This weapon is out of action until the end of your next turn.

### SUDDEN COURAGE!



Whichever group you plan on activating this turn is very brave indeed and will charge any group within 12" of it. They are also considered to pass all Nerve tests this turn.

### "WE'RE FRIENDS!"



One of your groups misidentifies a friendly group as enemies. (Both are chosen by your opponent). Use an action to shoot once at that target group.

### TORRENTIAL RAIN



12" visibility. CV-2 from all throwing. No Bow or Shining Wood Shooting. Half Movement.

### MUDDY GROUND!



Lay out a 6" circle to represent an area of Thick Mud. Half Movement, no running.

### GREAT HORNED SERPENT APPEARS



Roll a random water feature or area. Roll a random Target. CV:5/4 Armour:2 Attacks:1 Attributes: Move Open Ground: Highest of 2D6 Trees: Lowest of 2D6 Hypnotic Gaze-12" Hit then Nerve Test with -1 or be paralyzed. Terrifying.

### HIDDEN DITCH



Choose one of your figures at the front of his group. Your opponent lays an obstacle within 3" of that figure. 1" across by 6" wide. It takes one action to cross this.

### HE IS NOT DEAD!



If a warrior has fallen with a Wound or Mortal Wound in the previous turn, he/she stands and returns to action, recovering completely. (This applies to one figure only, starting with the most serious Wound. Roll to decide if there are two or more candidates.)



### SLEEPING BEAR!



The bear will awake on a roll of 1-4 and attack the nearest figure. It attacks as CV4, two dice. It fights until wounded or killed. If it kills or wounds its victim, it will attack another within 3". Once two figures are attacked, it will leave. If it does not wake, mark the bear's location and roll again if any warrior comes within 6"

### HORNET'S NEST!



Choose a Group. Test against the CV of the foremost figure to spot and avoid the nest. Failure: all figures in the group roll on the shooting Damage table with a -2 modifier on the die roll.

### THE LEGEND OF THE STIFF LEGGED BEAR



Roll a random board edge to enter. Roll a second board edge that the creature will exit. If any warriors come within 8" of the creature it will charge the warriors. Stiff Legged Bear: CV:3, Armour:1 Attacks:4, Charge:8, Move:1D6+3"

### FALL INTO SWAMP



Choose a figure. Test against CV to spot the sucking ground. Pass: No action this turn while climbing out. Fail: Begin to sink. If a friendly figure comes to help, rescue takes one action. If not rescued, the figure sinks at the end of its next turn and is dead.

### BUNCHING UP



Choose one of your enemy's groups and move all figures to within 1" of one another. Count as a +1CV to any warriors shooting at them during their next turn.

### HIDDEN DITCH



Choose one of your figures at the front of his group. Your opponent lays an obstacle within 3" of that figure, 1" across by 6" wide. It takes one action to cross this.

### GREAT HUNTER



Choose a Warrior: He/she takes one free shot at the nearest enemy, counting as if stationary, CV5 (even if he/she isn't!)

### GET YOUR HEADS DOWN!



All of your Striplings pop their heads up. If they are shot at they are a +1CV target until your next turn.



## MAGIC PIPE



Your War Chief trades for a Magic Pipe.  
Exchange 5 Furs for this pipe.  
When your War Chief is wounded in battle, roll 1D6.  
On a roll of 1-4 the pipe has no effect.  
On a roll of 5 or 6 the pipe prevents the wound.  
(Use Furs Markers collected)

## AN ADVANTAGE FOR A COMPANION OR VETERAN WARRIOR



Roll a random Attribute on the Attributes Chart. If the model was wounded on the previous campaign turn add +1 to the die roll for determining the Attribute type.  
Maximum two Advantages.

## Healer Improves



The Healer practices his art and grows in ability.  
Add +1 HV to a Healer.

## Shaman Grows in Power



The Shaman gets experience and grows in his power.  
Add +1 OV to a Shaman.

## AN ADVANTAGE FOR A WAR-BEARER



Roll a random Attribute on the Attributes Chart. If the War-bearer was wounded in the previous battle, add +1 to the die roll for determining Attribute type.  
Maximum two Advantages.

## WARBEARER GETS A CLUB



+1 Equipment Point for a Warbearer.  
Maximum 4 Equipment points for Warbearers.

## Companion Collects a Trophy



+1 Equipment Point for a Veteran or Companion.  
Maximum 5 Equipment Points for a Companion.

## AN ADVANTAGE FOR A GREAT WARRIOR, HEALER OR SHAMAN



Choose an Attribute for a Great Warrior, Shaman or Healer.



## GOOD MAIZE IS FOUND



Well fed warriors  
move faster in battle.  
Add +1" of movement to your  
warriors for the next game.

## HEALING HERBS



The figure who  
carries this item may heal one  
Hit on another figure as  
an Action.  
If a figure is dead, the model  
equipped with the herbs  
must reach them before the  
end of the turn in which  
the wound occurred.

## OKIS ARE ALIGNED



Roll a D6 before the next battle.  
Your shaman has summoned an Oki  
of this level. \* Choose the Oki and a  
terrain piece on the board after the  
next tabletop is set up.  
You must choose a random  
Medicine Card before the next battle.  
The Oki will not leave this terrain  
feature but otherwise may be  
used as normal.

\*See Summoning Oki Spell

## WARBEARER GETS A CLUB



+1 Equipment Point  
for a Warbearer.  
Maximum 4 Equipment  
points for Warbearers.

## A GIFT IS RECEIVED



+1 Equipment Point for a  
Great Warrior, Healer or  
Shaman.  
Maximum 5 Equipment Points  
for these figure classes.

## AN ADVANTAGE FOR A WAR-BEARER



Roll a random Attribute on the  
Attributes Chart. If the War-bearer  
was wounded in the previous  
battle, add +1 to the die roll  
for determining Attribute type.  
Maximum two Advantages.

## MAGIC PIPE



Your War Chief trades for  
a Magic Pipe.  
Exchange 5 Furs for this pipe.  
When your War Chief is  
wounded in battle, roll 1D6.  
On a roll of 1-4 the pipe  
has no effect.  
On a roll of 5 or 6 the pipe  
prevents the wound.  
(Use Furs Markers collected)

## STRIPLING GRABS A WEAPON



+1 Equipment Point for  
a Stripling.  
Choose a weapon to fill this  
slot from the Weapons List.  
Maximum 4 Equipment Points  
for Striplings.





## Iroquois Warband Record Sheet



Name: Grey Wolf
Warrior Type: Great Warrior
Weapons: 1. Club
2. Club
3. Knife
Attributes: 1. Powerful Swing (+1D6 for Swing attack)
2. Fleet of Foot (+1D6" movement)
Armour: Wood Chest Armour
Shield: No

5

CV



Name: Calls the Moose
Warrior Type: Vet Warrior
Weapons: 1. Bow
2. Axe
3. Knife
Attributes: 1. Clumsy (-1D6 when using Jump Back or Leap Aside)
Armour: Wood Chest Armour
Shield: No

4

CV



Name: Spring Leaf
Warrior Type: War-Bearer
Weapons: 1. Club
2. Knife
3.
Attributes: None
Armour: Yes
Shield: Yes

3

CV



Name: First Across River
Warrior Type: Companion
Weapons: 1. Spear
2. Axe
3. Knife
Attributes: 1. Fox's Guile (+1D6 for Counter Blow Def
Armour: None
Shield: No

4

CV



Name: Winter Branch
Warrior Type: War-Bearer
Weapons: 1. Club
2. Knife
3.
Attributes: None
Armour: None
Shield: Yes

3

CV



Name: Raised with Corn
Warrior Type: War-Bearer
Weapons: 1. Axe
2. Knife
3.
Attributes: None
Armour: Wood Chest
Shield: Yes

3

CV





# Huron Warband Record Sheet



Name: Two Ravens
Warrior Type: Great Warrior
Weapons: 1. Spear
2. Club
3. Knife
Attributes: 1. Serpent's Blade (+1D6 on Lunge attack)
2. Fleet of Foot (+1D6" movement)
Armour: Wood Chest Armour
Shield: Yes

5  
CV



Name: Red Bear
Warrior Type: Vet Warrior
Weapons: 1. Bow
2. Axe
3. Knife
Attributes: 1. Tangle-foot (-1D6 when using Counter-strike)

4  
CV



Name: Flies on the Wind
Warrior Type: War-Bearer
Weapons: 1. Bow
2. Knife
3.
Attributes: None
Armour: None
Shield: None

3  
CV



Name: Arrow Flies Fast
Warrior Type: Companion
Weapons: 1. Bow
2. Axe
3. Knife
Attributes: 1. Powerful Swing (+1D6 for Swing attack)

4  
CV



Name: Rain Dancer
Warrior Type: War-Bearer
Weapons: 1. Club
2. Knife
3. Knife
Attributes: None

3  
CV



Name: White Feather
Warrior Type: War-Bearer
Weapons: 1. Axe
2. Knife
3.
Attributes: None
Armour: Wood Chest
Shield: None

3  
CV





# Warband Record Sheet

Name:	
Warrior Type:	
Weapons: 1.	
2.	
3.	
Attributes: 1.	
2.	
3.	

☐ CV

Armour:	
Shield:	
Cost:	
Experience:	
Number of Fights:	

Name:	
Warrior Type:	
Weapons: 1.	
2.	
3.	
Attributes: 1.	
2.	
3.	

☐ CV

Armour:	
Shield:	
Cost:	
Experience:	
Number of Fights:	

Name:	
Warrior Type:	
Weapons: 1.	
2.	
3.	
Attributes: 1.	
2.	
3.	

☐ CV

Armour:	
Shield:	
Cost:	
Experience:	
Number of Fights:	

Name:	
Warrior Type:	
Weapons: 1.	
2.	
3.	
Attributes: 1.	
2.	
3.	

☐ CV

Armour:	
Shield:	
Cost:	
Experience:	
Number of Fights:	

Name:	
Warrior Type:	
Weapons: 1.	
2.	
3.	
Attributes: 1.	
2.	
3.	

☐ CV

Armour:	
Shield:	
Cost:	
Experience:	
Number of Fights:	

Name:	
Warrior Type:	
Weapons: 1.	
2.	
3.	
Attributes: 1.	
2.	
3.	

☐ CV

Armour:	
Shield:	
Cost:	
Experience:	
Number of Fights:	