

Battle sheet for

HEROES



ATTRIBUTES

| attribute | Abr. | start | → | | | | | | | |
|--------------|------|-------|---|--|--|--|--|--|--|--|
| Strength | SV | | | | | | | | | |
| Agility | AV | | | | | | | | | |
| Intellect | IQ | | | | | | | | | |
| Personality | PV | | | | | | | | | |
| Appearance | PA | | | | | | | | | |
| Berserker | BP | | | | | | | | | |
| Missile | MA | | | | | | | | | |
| Shooting | CV | | | | | | | | | |
| Health | HF | | | | | | | | | |
| Constitution | Con | | | | | | | | | |
| Luck | Luck | | | | | | | | | |

| Special Knowledge | | |
|-------------------|--------|--|
| skill | levels | |
| military | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

MELEE WEAPONS & ARMOUR

| weapon | impact | status |
|--------|--------|--------|
| | | |
| | | |
| | | |
| | | |

| armour | covers | status |
|--------|--------|--------|
| | | |
| | | |
| | | |
| | | |

MISSILE WEAPONS

| weapon | Range in inches | | | Shots/turn | impact | | |
|--------|-----------------|-----------|------|------------|--------|-----------|------|
| | close | effective | long | | close | effective | long |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

| | | | | | | | | | | | | | | | | | | |
|--------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| arrows | 36 | 35 | 34 | 33 | 32 | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 |
| /shot | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |

MOVEMENT

| Foot | normal | double | evade | flee | pursue |
|---------|--------|--------|-------|------|--------|
| mounted | | | | | |

WOUNDS:

| Wound | Notes | | | | | | | | | | | | | | | | | | | Con |
|------------|-------|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|-----|
| 1 | | | | | | | | | | | | | | | | | | | | |
| 2 | | | | | | | | | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | | | | | | | | | |
| 5 | | | | | | | | | | | | | | | | | | | | |
| 6 | | | | | | | | | | | | | | | | | | | | |
| Wound pts. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

| MOUNT | CV | AV | Con | | | | | | | | | | | | | | | | | |
|------------|----|----|-----|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|
| Wound pts. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |