RUNC FOR SHEET

NAME: COMBAT SCORES SOAK: Type: INIT ATK DFN DAC hit Points: Score Score Score Score Threat: WOUND THRESHOLD: **Marea** ADJUSTS: IMPAIRMENT AND INVIGORATION WOUNDS Move: **MISSILE** $\Omega_{\rm IX}$: SPECIAL: -2 -1 O +1 +2 MIGhT: SELF WILL? (V/N) COST: Name: SOAK: COMBAT SCORES Type: INIT ATK DFN DAM hit Points: Score. Score. Score. Score Threat: WOUND Threshold: **Weree** ADJUSTS: IMPAIRMENT AND INVIGORATION WOUNDS MISSILE! Move: $\mathfrak{Q}_{\mathrm{IX}}$: SPECIAL: -2 -1 0 +1 +2 -1 -2 -3 -4 -5 MIGhT: Self Will? (∇/N) Cost: NAME: SOAK: COMBAT SCORES INIT DFN DAC Type: DIT POINTS: ATK Score. Score Score. Score WOUND THRESHOLD: Threat: **Marea** Adjusts: IMPHIRMENT AND INVIGORATION WOUNDS **MISSILE** Move: mix: SPECIAL: -1 0 +1 +2 MIGhT: SELF WILL? (∇/N) Cost: Name: SOAK: COMBAT SCORES Type: INIT ATK DFN DAM hit Points: Score Score Score Score Threat: WOUND THRESHOLD: \mathfrak{M} ered ADJUSTS: IMPAIRMENT AND INVIGORATION WOUNDS MISSILE Move: ω_{ix} : SPECIAL: -1 O +1 +2 MIGhT: SELF WILL? (V/N) COST:

NO DISSILE WEAPONS:
(Only if at least half have the F Icon)

ENCOUNTER POINTS SPENT/GAINED: