



# Frostgrave Soldier Sheet

**Warband Name:** Guards Guard

<b>Terry</b>	<b>Type:</b> Thug						<b>Current Health:</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>Mv</b>	<b>Ft</b>	<b>Sh</b>	<b>Ar</b>	<b>Wl</b>	<b>HI</b>	<b>Notes:</b>
	6"	+2	+0	10	+1	10	
<b>Items:</b>	Hand Weapon						

<b>Harold</b>	<b>Type:</b> Thug						<b>Current Health:</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>Mv</b>	<b>Ft</b>	<b>Sh</b>	<b>Ar</b>	<b>Wl</b>	<b>HI</b>	<b>Notes:</b>
	6"	+2	+0	10	+1	10	
<b>Items:</b>	Hand Weapon						

<b>Arthur</b>	<b>Type:</b> Thug						<b>Current Health:</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>Mv</b>	<b>Ft</b>	<b>Sh</b>	<b>Ar</b>	<b>Wl</b>	<b>HI</b>	<b>Notes:</b>
	6"	+2	+0	10	+1	10	
<b>Items:</b>	Hand Weapon						

<b>Raymond</b>	<b>Type:</b> Thug						<b>Current Health:</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>Mv</b>	<b>Ft</b>	<b>Sh</b>	<b>Ar</b>	<b>Wl</b>	<b>HI</b>	<b>Notes:</b>
	6"	+2	+0	10	+1	10	
<b>Items:</b>	Hand Weapon						

<b>Librarian</b>	<b>Type:</b> Barbarian						<b>Current Health:</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>Mv</b>	<b>Ft</b>	<b>Sh</b>	<b>Ar</b>	<b>Wl</b>	<b>HI</b>	<b>Notes:</b>
	6"	+4	+0	10	+3	14	
<b>Items:</b>	2-handed weapon, dagger						

<b>Carrot</b>	<b>Type:</b> Templar of the Tower						<b>Current Health:</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>Mv</b>	<b>Ft</b>	<b>Sh</b>	<b>Ar</b>	<b>Wl</b>	<b>HI</b>	<b>Notes:</b>
	5"	+4	+0	12	+1	11	
<b>Items:</b>	2-handed Weapon, heavy armour, +1 Fight and Damage vs Large creatures						

<b>Vimes</b>	<b>Type:</b> Knight of the Tower						<b>Current Health:</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>Mv</b>	<b>Ft</b>	<b>Sh</b>	<b>Ar</b>	<b>Wl</b>	<b>HI</b>	<b>Notes:</b>
	5"	+4	+0	13	+1	11	
<b>Items:</b>	Hand Weapon, heavy armour, shield, +1 Fight and Damage vs Large creatures						

<b>Err</b>	<b>Type:</b> War Hound						<b>Current Health:</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>Mv</b>	<b>Ft</b>	<b>Sh</b>	<b>Ar</b>	<b>Wl</b>	<b>HI</b>	<b>Notes:</b>
	8"	+1	+0	10	+2	8	
<b>Items:</b>	Animal, can't carry stuff						

ID	<b>Mv</b>	<b>Ft</b>	<b>Sh</b>	<b>Ar</b>	<b>Wl</b>	<b>HI</b>	

--

ID	<b>Mv</b>	<b>Ft</b>	<b>Sh</b>	<b>Ar</b>	<b>Wl</b>	<b>HI</b>	

--