







Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Vimes	3+	+4	+2	+0	Shoot 12 / Fight 12	77
	Traits		Equipment			
	Hero (3points) Leadership +2 Face many foes (<i>Enemies do not get outnumbering bonus and cannot use mobbing rule.</i>) Fearless (<i>Ignore terrifying & dreadful</i>) Tough (+1 to destiny rolls from fighting & shooting) Sundering (<i>May attempt to destroy enemies shield. See 3.4.8</i>)		Mail Shirt, Helmet Sword, 2HW +4/DM-2 (<i>Sundering</i>) Dagger			
Captain, The Guard						


Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Terry	5+	+1	+1	+0	Shoot 10 / Fight 10	22
	Traits		Equipment			
	Disarming <i>May make Disarm attack (3.4.5)if armed with 'disarming' weapon receives +2 bonus</i>		Brigadine Shirt Spear, +1/DM-1 Short Sword, +2/DM-1			
Watchman, The Guard						

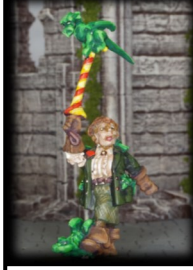
Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Harold	5+	+1	+1	+0	Shoot 10 / Fight 10	22
	Traits		Equipment			
	Disarming <i>May make Disarm attack (3.4.5)if armed with 'disarming' weapon receives +2 bonus</i>		Brigadine Shirt Spear, +1/DM-1 Short Sword, +2/DM-1			
Watchman, The Guard						


Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Arthur	5+	+1	+1	+0	Shoot 10 / Fight 10	22
	Traits		Equipment			
	Disarming <i>May make Disarm attack (3.4.5)if armed with 'disarming' weapon receives +2 bonus</i>		Brigadine Shirt Spear, +1/DM-1 Short Sword, +2/DM-1			
Watchman, The Guard						


Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Raymond	5+	+1	+1	+0	Shoot 10 / Fight 10	22
	Traits		Equipment			
	Disarming <i>May make Disarm attack (3.4.5)if armed with 'disarming' weapon receives +2 bonus</i>		Brigadine Shirt Spear, +1/DM-1 Short Sword, +2/DM-1			
Watchman, The Guard						

Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Sergeant Colon	4+	+2	+1	+0	Shoot 10 / Fight 10	38
	Traits		Equipment			
	Sundering: <i>May attempt to destroy enemies shield. See 3.4.8</i>		Brigadine Shirt Polearm, +3/DM-2 (<i>Sundering</i>) Short Sword, +2/DM-1			
Watch Leader, The Guard						


Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Corporal Nobbs	4+	+2	+1	+0	Shoot 10 / Fight 10	43
	Traits		Equipment			
	Sundering: <i>May attempt to destroy enemies shield. See 3.4.8</i>		Brigadine Shirt Axe 2HW, +4/DM-2 (<i>Sundering</i>) Short Sword, +2/DM-1			
Corporal, The Guard						


Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Lady Sybil	4+	+1	+1	+0	Shoot 9 / Fight 9	40
	Traits		Equipment			
	Born of Fire: <i>Immune to fire attacks and effects</i> Strong: <i>May wield 2HW in 1 hand. DM of unarmed attacks 1 better. May make sundering attacks against structures and transport but not shields.</i> Will of Iron: <i>+2 on destiny rolls to resist terror (3.2.5), immune to possession (8.3) and Uearthly Beauty trait</i>		Leather Tunic, Improv Weapon (Large) +0/DM 0			
Dragon Expert						


Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Biology	4+	+1	+2	+0	Shoot 7/ Fight 7	56
	Traits		Equipment			
Wizard: Chair of Grotesque Biology	Hero 2 points Leadership +1 Fireball: Shoot 12" Instant. <i>Fire attack 2" radius. Each target rolls separately.</i> <i>Firers SV /DM-1 p.73</i> Globe of Protection: M/S/F Self / until eot/ Friendly figures within 3" gain +2 destiny rolls against magical powers (p70) Thunderclap DM-1: Shooting 18" Instant. Figures within 5" must pass destiny roll -1 or be knocked down (p74)		Quarterstaff +3/DM 0 Focus			


Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Gimlet/Modo	5+	+1	+1	+0	Shoot 8/ Fight 9	18
	Traits		Equipment			
Gnome	Tough: (+1 to destiny rolls from fighting & shooting)		Padded tunic One handed axe +3 /DM-1			


Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Porter	5+	+1	+1	+0	Shoot 9/ Fight 9	17
	Traits		Equipment			
	Will of Iron: +2 on destiny rolls to resist terror (3.2.5), immune to possession (8.3) and Uearthly Beauty trait		Quarterstaff +3/DM 0			


Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Igor	3+	0	0	+0	Shoot 7/ Fight 7	20
	Traits		Equipment			
	Numb: First time hit, destiny roll as automatically passed Healer: Help knocked down figures, reverse 'taken out of game' see 3.5.4 Immortal: Figure can not die as result of post game survival check, see 3.7.3 Not affected by walking dead magical powers 8.3		Dagger +1 / DM -1			


Name	Destiny	FV	SV	Speed	Armour Ratings	Points
The Librarian	3+	4	0	0	Shoot 9 / Fight 9	50
	Traits		Equipment			
9/4" move,	Terrifying: Other figures must make a destiny roll to move into contact with this figure or to stand their ground against it Strong: May wield 2HW in 1 hand. DM of unarmed attacks 1 better. May make sundering attacks against structures and transport but not shields. Acrobatic: (can move over obstacles and cross gaps without penalty)		Martial Arts Advanced +2 / DM -2 (because Strong)			


Name	Destiny	FV	SV	Speed	Armour Ratings	Points
The Bursar	4+	1	2	2	Shoot 7 / Fight 7	56
	Traits		Equipment			
Wizard	Hero 1 Point Leadership +1 Bless: Shooting/Fighting 3" Until EOT. Advantage 2D10 See the Unseen: Move / Touch / Until EOT. Interact normally with figures with invisibility. Cancels Disguise power. Light: Move/Shoot/Fight 9" Until EOT. Light 6" radius Bolt of Fire: Shoot / 12" Instant +0 / DM +0		Quarterstaff +3 / DM 0 (focus)			


Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Captain Carrot	3+	3	2	0	Shoot 11 / Fight 11	48
	Traits		Equipment			
Captain, The Guard	Hero 1 Point Leadership +2 Inspirational: +1 to destiny rolls of followers within 12" and LOS Strong: May wield 2HW in 1 hand. DM of unarmed attacks 1 better. May make sundering attacks against structures and transport but not shields. Uearthly beauty: Attacker must pass destiny roll to shoot or fight or pick another target.		Mail Shirt Longsword +3 / DM-1 Dagger +1 / DM-1			

Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Rincewind	4+	1	2	2	Shoot 7 / Fight 7	56
	Traits		Equipment			
Wizard	Hero 2 Points Leadership +1 Bless: Shooting/Fighting 3" Until EOT. Advantage 2D10 Bolt of Fire: Shoot / 12" Instant +0 / DM +0		Quarterstaff +3 / DM 0 (focus)			

Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Ridcully	3+	2	3	0	Shoot 7 / Fight 7	119
 Wizard Hero 3 Points Leadership +2 Magical Talent—Master DM-2	Traits Shock: Fight / Touch / Instant Unarmed attack: Attackers FV +0 / DM +0 Ignores targets armour Firestorm: Storm of flames 4" radius from caster. Casters SV / DM -2 P.75 Petrify: DM+2 DM + 2 Shoot 6" until broken. Target turned to stone. Page 75 move no more than 3" Impede: DM +1 Move 9" Until EOT. Target pass destiny check DM-1 or move no more than 3"		Equipment Quarterstaff +3 / DM 0 Heavy XBow +3 / DM-2 Impede: DM +1 Move 9" Until EOT. Target pass destiny check DM-1 or move no more than 3" Fearless: (Ignore terrifying & dreadful) Inspirational: +1 to destiny rolls of followers within 12" and LOS			

Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Err	4+	2	0	0	Shoot 8 / Fight 8	30
 Baby Dragon	Traits Magical talent Fireball: Shoot 12" Instant. Fire attack 2" radius. Each target rolls separately. Firers SV /DM-1		Equipment			

Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Greater Denizen	2+	4	4	2	Shoot 12/ Fight 12	120
 Terrifying: Other figures must make a destiny roll to move into contact with this figure or to stand their ground against it	Traits Invulnerable: Figures may only be knocked down by attacks unless from Magical attacks or Blessed weapons Magical Talent: Adept +1 DM Bolt of Fire: Shoot 12" Immediate. Make a fire attack using users SV. Attack bonus 0, destiny mod) Curse: Fight / Shoot 6" EOT. Cursed figures roll 2D10 and choose worst.		Equipment See the Unseen: Move Touch EOT. Ignore invisibility Tangle: Shoot 12" Immediate. Make an entangle attack using users SV. Attack bonus 0, destiny mod) Ferocious Visage: Move Self EOT. Fireball: Shoot 12" Immediate. Venom: Fight Self EOP. Horrifying Visage: Move Touch EOT Page 68+			

Name	Destiny	FV	SV	Speed	Armour Ratings	Points
Lesser Denizen	3+	3	2	1	Shoot 10/ Fight 10	68
 Terrifying: Other figures must make a destiny roll to move into contact with this figure or to stand their ground against it	Traits Invulnerable: Figures may only be knocked down by attacks unless from Magical attacks or Blessed weapons Magical Talent: Novice Bolt of Fire: Shoot 12" Immediate. Make a fire attack using users SV. Attack bonus 0, destiny mod) Curse: Fight / Shoot 6" EOT. Cursed figures roll 2D10 and choose worst.		Equipment See the Unseen: Move Touch EOT. Ignore invisibility Tangle: Shoot 12" Immediate. Make an entangle attack using users SV. Attack bonus 0, destiny mod) Ferocious Visage: Move Self EOT. Caster become Terrifying			