

Slaver

| — Melee — | | | — Melee — | | |
|-----------|--------|-----|-----------|-----|--|
| Move | Attack | DMG | Attack | DMG | |
| 5 | D+C+2 | C* | 2D+1 | L+2 | |

| | |
|-----------|----------|
| HP | 9 |
|-----------|----------|

| TN/ Shield | DR |
|------------|----|
| 9 | -1 |

#1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 #2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 #3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

-2 Atk -1 TN -1 Move -1 Atk

Dual weapons
 The Slaver will always attack with its whip to entangle their targets. Once a Slaver entangles a target, he will attack it with his dagger to finish him.

***Special Whip Attack:**
 This effect is always triggered if the attack is successful even if it doesn't cause any damage.
 Colored dice:
 (1-2): no effect
 (3-4): Target entangled (put a marker near an entangled unit as a reminder)
 (6): Target entangled, and in addition Trip: the Target must immediately execute a DEX(9) check. If the check fails the target is prone.

Whip, Serpent Blade
 Leather Armor

Mastiff

| — Melee — | | | — Missile — | | | | |
|-----------|--------|-----|-------------|-----|-------|------------|----|
| Move | Attack | DMG | Attack | DMG | Range | TN/ Shield | DR |
| 10 | 2D+2 | H | | | | 9 | |

| | |
|-----------|-----------|
| HP | 12 |
|-----------|-----------|

#1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 #2 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 #3 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

-2 Atk -1 TN -1 Move -1 Atk

Special rule: Blood lust
 Mastiff will always attack a wounded character if possible

| | |
|------------|----------|
| STR | 2 |
|------------|----------|

Bite

Beastmaster

| — Melee — | | | — Missile — | | | | |
|-----------|--------|-----|-------------|-----|-------|------------|----|
| Move | Attack | DMG | Attack | DMG | Range | TN/ Shield | DR |
| 5 | 3D+2 | Lx2 | | | | 10 | -2 |

| | |
|-----------|-----------|
| HP | 16 |
|-----------|-----------|

#1 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

-2 Atk -1 TN -1 Move -1 Atk

Special rule: pack Master
 If there are no Mastiff in play roll 1d6:
 (1-2): no effect
 (3-5): one Mastiff enters the game
 (6): two Mastiffs enter the game

Place the Mastiff on the edge of the map, on the point nearest to the Beastmaster. Immediately add the required activations markers to the pool.

Spiked Staff (2H)
 Heavy Leather Armor

Enemy Group

If RL is 1 or 2 use Table I
 If RL is 3 or 4 use Table II

Class A Encounter

Roll 1d6 and apply Warband modifier

| | |
|---|---|
| <h4>Table I</h4> <ul style="list-style-type: none"> (0-1): Slaver (2): Slaver, Mastiff (3-4): Slaver, Mastiff (5): Slaver (x2), Mastiff (6): Slaver, Beastmaster, Mastiff (7+): Slaver, Beastmaster, Mastiff (x2) | <h4>Table II</h4> <ul style="list-style-type: none"> (0-1): Slaver, Mastiff (2): Slaver, Mastiff (x2) (3-4): Slaver (x2), Mastiff (x2) (5-6): Slaver (x2), Beastmaster, Mastiff (7+): Slaver (x2), Beastmaster, Mastiff (x2) |
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