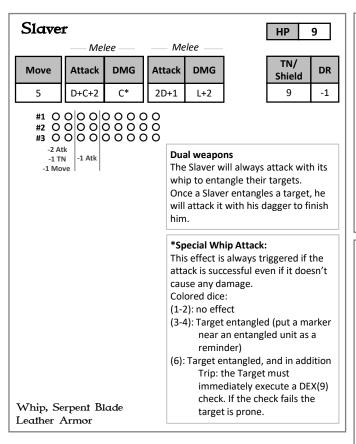
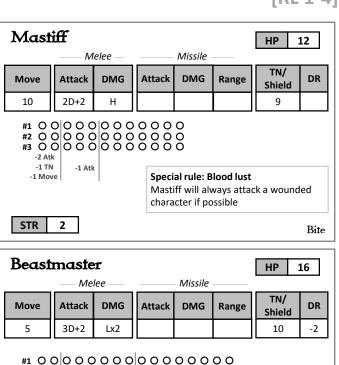
Green Island Slavers





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

Table I

(0-1): Slaver

(2): Slaver, Mastiff

(3-4): Slaver, Mastiff

(5): Slaver (x2), Mastiff

(6): Slaver, Beastmaster, Mastiff

(7+): Slaver, Beastmaster, Mastiff (x2)

Table II

(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)

Special rule: pack Master

If there are no Mastiff in play roll 1d6: (1-2): no effect

(1-2): no enect

-2 Atk

-1 TN

-1 Move

(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