

Name of Warband: _____



THE UNREMEMBERED REALMS™ THE FUMBLECRIT WARS

 ★Blue Shield Cleric <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Skills	 Angry Peasant <input type="checkbox"/> Health <input type="checkbox"/> H Skills	 Village Idiot <input type="checkbox"/> Health <input type="checkbox"/> P Skills	 One Hit Wanderer <input type="checkbox"/> Health <input type="checkbox"/> T Skills	 Trembling Recruit <input type="checkbox"/> Health <input type="checkbox"/> I Skills
 Drig Squatter <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> P <input type="checkbox"/> I Skills	 Mudpuddle Druid <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> H <input type="checkbox"/> I Skills	 Plucky Bowman <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> H <input type="checkbox"/> T Skills	 Swatfly Archer <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> H <input type="checkbox"/> P Skills	 ★Clever Rogue <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Health
 Friendly Assassin <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> P <input type="checkbox"/> T <input type="checkbox"/> I Skills	 Gnoman Centurian <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> H <input type="checkbox"/> T <input type="checkbox"/> I Skills	 Black Willow Dwarf <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> H <input type="checkbox"/> P <input type="checkbox"/> I Skills	 Plumberhulk <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> H <input type="checkbox"/> P <input type="checkbox"/> I Skills	 Redeye Knight <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> H <input type="checkbox"/> T <input type="checkbox"/> I Skills
 Firefinger Mage <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> H <input type="checkbox"/> P <input type="checkbox"/> T <input type="checkbox"/> I Skills	 Scarbarian <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> H <input type="checkbox"/> P <input type="checkbox"/> T <input type="checkbox"/> I Skills	 Skullpounder <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> H <input type="checkbox"/> P <input type="checkbox"/> T <input type="checkbox"/> I Skills	 Elven Mob Boss <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Health <input type="checkbox"/> H <input type="checkbox"/> P <input type="checkbox"/> T <input type="checkbox"/> I Skills	 ★Warband Leader <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Health



FUMBLES

- Self Injury 1:** Attacker's warbander of choice takes an injury.
- Self Injury 2:** Attacker's warbander(s) of choice takes 2 injuries (may be divided up).
- Defender 1:** Defender chooses and injures one attacking warbander of choice.
- Defender 2:** Defender chooses and injures 2 attacking warbander(s)(may be applied to same warbander).



SKILLS

- Heal:** When injured, warbander heals one injury of a fellow living warbander.
- Poison:** Injured warbander causes one injury when attacked (attackers choice).
- Tracker:** Injured warbander tracks it's attacker, and attacks back! (defenders choice).
- Immunity:** Warbander immune to Poison and Tracker skills.



CRITS

- Bonus Attack:** Roll 3 attack dice. If you miss with all 3, you may roll another Crit die.
- Ranged Attack*:** Roll one 20-sided attack die. Add and subtract 3 from that number. Any one of these seven numbers may be chosen as the damaging number causing one injury (attacker's choice).
- Gain Skill:** Roll on Skill Chart.
- Bezerker Rage:** Cause two injuries. Defender chooses how to divide them up.

* See Rules