forbidden psalm

Compatible with MÖRK BORG

Miniature gaming at the end of the world

CREW ROSTER

CREW NAME

Crew XP

Credits

Wanted Level
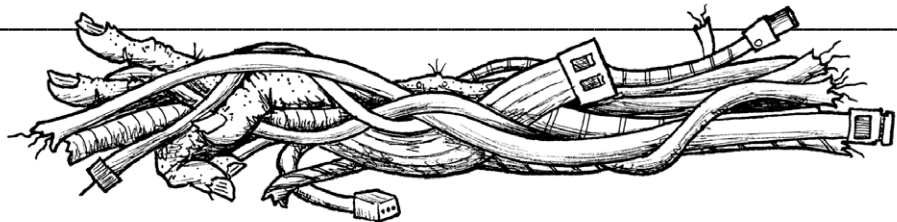
Name: _____ Handle: _____ HP:_____ ARM:_____
Special Crew Type:_____Bugs_____

Agility:_____ Flaw: _____
Knowledge:_____ Feat: _____
Presence:_____ Injury: _____/_____
Strength:_____ Mutation _____/_____
Toughness:_____ Mutation _____/_____

[Name] [Damage][Modifier][Special Condition] [Ammo] [Keywords]
Weapon: _____/_____/_____/_____/_____/_____
Weapon: _____/_____/_____/_____/_____/_____
Weapon: _____/_____/_____/_____/_____/_____

Programme: _____/_____
Programme: _____/_____

Modification: _____/_____/Condition_____
Modification: _____/_____/Condition_____
Modification: _____/_____/Condition_____

Equipment _____
_____
_____

Name: _____ Handle: _____ HP:_____ ARM:_____
Special Crew Type:_____Bugs_____

Agility:_____ Flaw: _____
Knowledge:_____ Feat: _____
Presence:_____ Injury: _____/_____
Strength:_____ Mutation _____/_____
Toughness:_____ Mutation _____/_____

[Name] [Damage][Modifier][Special Condition] [Ammo] [Keywords]
Weapon: _____/_____/_____/_____/_____/_____
Weapon: _____/_____/_____/_____/_____/_____
Weapon: _____/_____/_____/_____/_____/_____

Programme: _____/_____
Programme: _____/_____

Modification: _____/_____/Condition_____
Modification: _____/_____/Condition_____
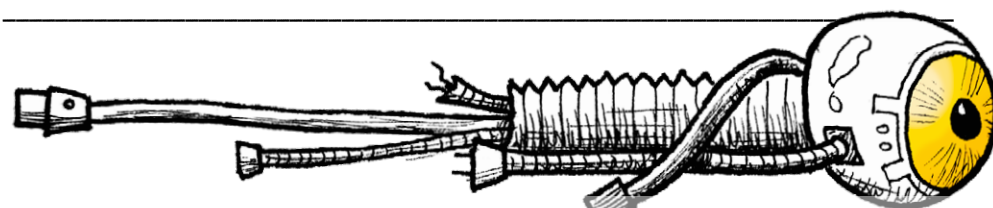Modification: _____/_____/Condition_____

Equipment _____
_____
_____
_____

DRONE   HP:_____ ARM:_____
Drone Type_____
Special Action: _____
_____
_____

Weapon: _____
Damage: _____
Modifier: _____
Special Condition: _____
Ammo: _____
Keywords: _____

DRONE   HP:_____ ARM:_____
Drone Type_____
Special Action: _____
_____
_____

Weapon: _____
Damage: _____
Modifier: _____
Special Condition: _____
Ammo: _____
Keywords: _____

Name: _____ Handle: _____ HP:_____ ARM:_____

Agility:_____ Flaw: _____

Knowledge:_____ Feat: _____

Presence:_____ Injury: _____/_____

Strength:_____ Mutation _____/_____

Toughness:_____ Mutation _____/_____

[Name] [Damage][Modifier][Special Condition] [Ammo] [Keywords]

Weapon: _____/_____/_____/_____/____/_____

Weapon: _____/_____/_____/_____/____/_____

Weapon: _____/_____/_____/_____/____/_____

Modification: _____/_____/Condition_____

Modification: _____/_____/Condition_____

Modification: _____/_____/Condition_____

Equipment _____

_____

_____

_____

Name: _____ Handle: _____ HP:_____ ARM:_____

Agility:_____ Flaw: _____

Knowledge:_____ Feat: _____

Presence:_____ Injury: _____/_____

Strength:_____ Mutation _____/_____

Toughness:_____ Mutation _____/_____

[Name] [Damage][Modifier][Special Condition] [Ammo] [Keywords]

Weapon: _____/_____/_____/_____/____/_____

Weapon: _____/_____/_____/_____/____/_____

Weapon: _____/_____/_____/_____/____/_____

Modification: _____/_____/Condition_____

Modification: _____/_____/Condition_____

Modification: _____/_____/Condition_____

Equipment _____

_____

_____

_____

Name: _____ Handle: _____ HP:_____ ARM:_____

Agility:_____ Flaw: _____

Knowledge:_____ Feat: _____

Presence:_____ Injury: _____/_____

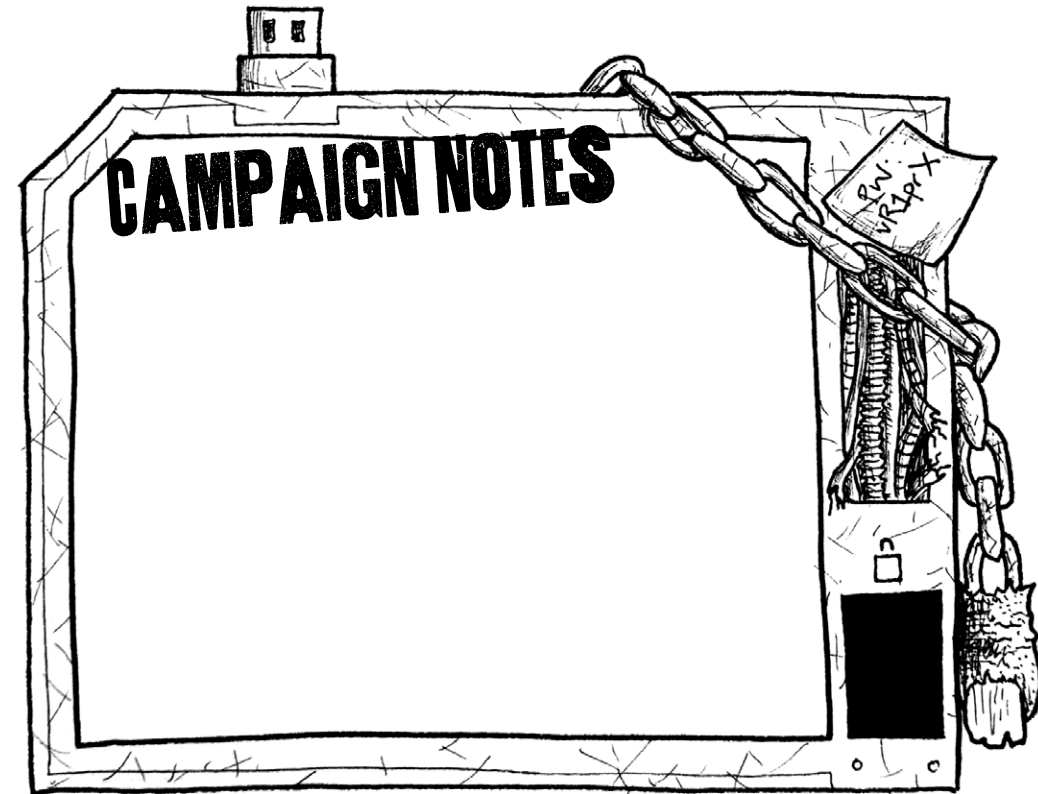Strength:_____ Mutation _____/_____

Toughness:_____ Mutation _____/_____

[Name] [Damage][Modifier][Special Condition] [Ammo] [Keywords]

Weapon: _____/_____/_____/_____/____/_____

Weapon: _____/_____/_____/_____/____/_____

Weapon: _____/_____/_____/_____/____/_____

Modification: _____/_____/Condition_____

Modification: _____/_____/Condition_____

Modification: _____/_____/Condition_____

Equipment _____

_____

_____

_____

CAMPAIGN NOTES

Crew Roster ☠

Crew Name _____ Guild _____

Crew XP _____ Crew Resources _____

Name:_____ Armor_____HP_____
Flaw_____
Feat_____
Injury_____
Mutation_____
Agility_____ Movement_____
Presence_____ Weapon 1_____ Stat_____ _D_ Ammo_____
Strength_____ Weapon 2_____ Stat_____ _D_ Ammo_____
Toughness ___Weapon 3_____ Stat_____ _D_ Ammo_____

Equipment and Notes

Manuscripts

Name:_____ Armor_____HP_____
Flaw_____
Feat_____
Injury_____
Mutation_____
Agility_____ Movement_____
Presence_____ Weapon 1_____ Stat_____ _D_ Ammo_____
Strength_____ Weapon 2_____ Stat_____ _D_ Ammo_____
Toughness ___Weapon 3_____ Stat_____ _D_ Ammo_____

Equipment and Notes

Crew Supply

Name:_____ Armor_____HP_____
Flaw_____
Feat_____
Injury_____
Mutation_____
Agility_____ Movement_____
Presence_____ Weapon 1_____ Stat_____ _D_ Ammo_____
Strength_____ Weapon 2_____ Stat_____ _D_ Ammo_____
Toughness ___Weapon 3_____ Stat_____ _D_ Ammo_____

Equipment and Notes

Name:_____ Armor_____HP_____
Flaw_____
Feat_____
Injury_____
Mutation_____
Agility_____ Movement_____
Presence_____ Weapon 1_____ Stat_____ _D_ Ammo_____
Strength_____ Weapon 2_____ Stat_____ _D_ Ammo_____
Toughness ___Weapon 3_____ Stat_____ _D_ Ammo_____

Equipment and Notes

Name:_____ Armor_____HP_____
Flaw_____
Feat_____
Injury_____
Mutation_____
Agility_____ Movement_____
Presence_____ Weapon 1_____ Stat_____ _D_ Ammo_____
Strength_____ Weapon 2_____ Stat_____ _D_ Ammo_____
Toughness ___Weapon 3_____ Stat_____ _D_ Ammo_____

Equipment and Notes

TANK ROSTER

Crew Name
Max HP/50   Current HP/   Tank Armor/

Tick when you have a component.

☐Engine   ☐☐☐☐☐☐☐☐☐Armor Plate   ☐6-Pounder Gun
☐Left Track ☐☐☐☐☐☐☐☐☐Ammo   ☐Right Track
☐Small Arms Emplacements: _____
☐Small Arms Emplacements: _____

Indicate which crew member is in which tank role.

Driver_____
Gunner_____
Gunner_____
Gunner_____
Engineer_____
Engineer_____

TANK ACTIONS

Model actions:
- When within 1 inch enter a friendly tank.
- Disembark a tank (place them within 1 inch).
- Driver: move tank 6 inches or turn the tank up to 90 degrees.
- Gunner: Fire, Reload, or Unjam a Gun.
- Engineer: repair a Component by making a Presence test.
- Engineer: Unjam a Gun.
- Push the tank.

6-POUNDER GUN
[Reload] [Explode] [Ranged20] [Strength] [2D10 Damage].

CRUSH
If a tank drives into a model that model takes 1D8 damage.

SPARE PARTS

CREW BUNKER

Every crew gets a bunker from Scenario 1 onwards.
Crews keep extra Equipment in their bunker, and between
Scenarios can upgrade the bunker for 50 Resources.
Once you purchase a bunker upgrade, tick the box to
indicate access to its benefits.

☐Extra Beds
Crew may recruit one additional member, but still deploy only
five models to a Scenario.

☐Kennel
Crew gains a free Service Animal between Scenarios if they do not
already have one recruited or their current Service Animal is
killed. Crew can still only have one Service Animal at a time.

☐Field Hospital
Nurse Nightshade operates from your bunker on occasions. Between
Scenarios you may remove one Injury from a crew member.

☐Chemist
All crew members gain a free grenade every Scenario.

☐Tank Engineers
Gain one random Tank Component (pg. 97) between Scenarios.

☐Supply runs
Gain one random Weapon (pg. 19) between Scenarios.

☐Dr West
One crew member who was killed is returned to life with a new Feat
and Flaw as follows:
Feat: Serum: model is immune to Morale, Poison, and Disease.
Flaw: Uncontrollable Temperament: if model ever Fumbles, make
a Presence test. On failure they become Hostile to all models on
the table, including other crew members. Instead of being player
controlled, they now follow Hostile rules until the end of the
Scenario. At this point they rejoin the crew.

CREW ROSTER

Crew Name

Crew XP   Crew Resources

Crew Member 1
Name_____
Flaw_____   Feat_____
HP_____   Armor_____
Injury_____
Agility_____ Movement_____
Presence____ Weapon 1_____ Stat____ _D_ Ammo_____
Strength____ Weapon 2_____ Stat____ _D_ Ammo_____
Toughness___ Weapon 3_____ Stat____ _D_ Ammo_____
Equipment

Crew Member 2
Name_____
Flaw_____   Feat_____
HP_____   Armor_____
Injury_____
Agility_____ Movement_____
Presence____ Weapon 1_____ Stat____ _D_ Ammo_____
Strength____ Weapon 2_____ Stat____ _D_ Ammo_____
Toughness___ Weapon 3_____ Stat____ _D_ Ammo_____
Equipment

Crew Member 3
Name_____
Flaw_____   Feat_____
HP_____   Armor_____
Injury_____
Agility_____ Movement_____
Presence____ Weapon 1_____ Stat____ _D_ Ammo_____
Strength____ Weapon 2_____ Stat____ _D_ Ammo_____
Toughness___ Weapon 3_____ Stat____ _D_ Ammo_____
Equipment

Crew Member 4
Name_____
Flaw_____   Feat_____
HP_____   Armor_____
Injury_____
Agility_____ Movement_____
Presence____ Weapon 1_____ Stat____ _D_ Ammo_____
Strength____ Weapon 2_____ Stat____ _D_ Ammo_____
Toughness___ Weapon 3_____ Stat____ _D_ Ammo_____
Equipment

Crew Member 5
Name_____
Flaw_____   Feat_____
HP_____   Armor_____
Injury_____
Agility_____ Movement_____
Presence____ Weapon 1_____ Stat____ _D_ Ammo_____
Strength____ Weapon 2_____ Stat____ _D_ Ammo_____
Toughness___ Weapon 3_____ Stat____ _D_ Ammo_____
Equipment

Crew Service Animal
Name_____
Flaw_____   Feat_____
HP_____   Armor_____
Injury_____
Agility_____ Movement_____
Presence____ Weapon 1_____ Stat____ _D_ Ammo_____
Strength____ Weapon 2_____ Stat____ _D_ Ammo_____
Toughness___ Weapon 3_____ Stat____ _D_ Ammo_____
Equipment

Crew Supply

Team Roster

CREW NAME   GUILD

CREW XP   CREW RESOURCES

NAME_____JERSEY NUMBER_____ ARMOR____HP_____
FLAW_____
FEAT_____
INJURY_____
AGILITY_____MOVEMENT_____
PRESENCE_____WEAPON 1_____ STAT____ _D_ AMMO____
STRENGTH_____WEAPON 2_____ STAT____ _D_ AMMO____
TOUGHNESS ____WEAPON 3_____ STAT____ _D_ AMMO____

EQUIPMENT AND NOTES

SCROLLS

NAME_____JERSEY NUMBER_____ ARMOR____HP_____
FLAW_____
FEAT_____
INJURY_____
AGILITY_____MOVEMENT_____
PRESENCE_____WEAPON 1_____ STAT____ _D_ AMMO____
STRENGTH_____WEAPON 2_____ STAT____ _D_ AMMO____
TOUGHNESS ____WEAPON 3_____ STAT____ _D_ AMMO____

EQUIPMENT AND NOTES

SCROLLS

TEAM SUPPLY

NAME_____JERSEY NUMBER_____ ARMOR____HP_____
FLAW_____
FEAT_____
INJURY_____
AGILITY_____MOVEMENT_____
PRESENCE_____WEAPON 1_____ STAT____ _D_ AMMO____
STRENGTH_____WEAPON 2_____ STAT____ _D_ AMMO____
TOUGHNESS ____WEAPON 3_____ STAT____ _D_ AMMO____

EQUIPMENT AND NOTES

NAME_____JERSEY NUMBER_____ ARMOR____HP_____
FLAW_____
FEAT_____
INJURY_____
AGILITY_____MOVEMENT_____
PRESENCE_____WEAPON 1_____ STAT____ _D_ AMMO____
STRENGTH_____WEAPON 2_____ STAT____ _D_ AMMO____
TOUGHNESS ____WEAPON 3_____ STAT____ _D_ AMMO____

EQUIPMENT AND NOTES

NAME_____JERSEY NUMBER_____ ARMOR____HP_____
FLAW_____
FEAT_____
INJURY_____
AGILITY_____MOVEMENT_____
PRESENCE_____WEAPON 1_____ STAT____ _D_ AMMO____
STRENGTH_____WEAPON 2_____ STAT____ _D_ AMMO____
TOUGHNESS ____WEAPON 3_____ STAT____ _D_ AMMO____

EQUIPMENT AND NOTES

MASCOT NAME_____ ARMOR____HP_____
SPECIAL_____
AGILITY_____MOVEMENT_____
PRESENCE_____WEAPON 1_____ STAT____ _D_ AMMO____
STRENGTH_____ TOUGHNESS ____

EQUIPMENT AND NOTES

Character 1

NAME

AG	PR	ST	TO	MOV		

AV HP

FLAWS

FEATS

INJURIES

NOTES

WEAPON

WEAPON

EQUIPMENT

Character 2

NAME

AG	PR	ST	TO	MOV		

AV HP

FLAWS

FEATS

INJURIES

NOTES

WEAPON

WEAPON

EQUIPMENT

Character 3

NAME

AG	PR	ST	TO	MOV		

HP AV

FLAWS

FEATS

INJURIES

NOTES

WEAPON

WEAPON

EQUIPMENT

Character 4

NAME

AG	PR	ST	TO	MOV		

HP AV

FLAWS

FEATS

INJURIES

NOTES

WEAPON

WEAPON

EQUIPMENT

Character 5

NAME

AG	PR	ST	TO	MOV		

HP AV

FLAWS FEATS

INJURIES SCROLLS

NOTES

WEAPON

WEAPON

EQUIPMENT

Party Stash

WARBAND NAME

PARTY STASH

XP

GOLD

PET NAME

AG	PR	ST	TO	MOV	HP
					/

ATTACK

ATTACK

AV

EQUIPMENT
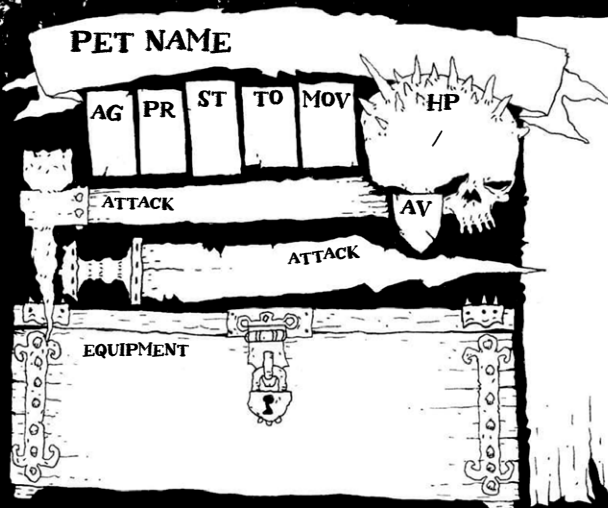
SPECIAL

INJURY

NOTES

HOGS HEAD INN UPGRADES 50 GOLD EACH

RECRUITMENT POSTER
When recruiting a new warband member they now come equipped with one random Weapon and Light Armor for free.

BEDS
You can expand your warband by one member per bed. You still only take five warband members into each Scenario. You can buy up to five additional beds. Each bed counts as 1 upgrade and costs 50 Gold.

BETTER GRUB
You can give one member of your warband +1HP. This upgrade can be purchased once per warband memberd.

RITUAL CIRCLE
You can attempt to resurrect a Dead member of your warband. Choose a surviving member to perform the ritual. They make a Presence test. On success the resurrected member replaces their Flaw with a new random Flaw. Failed rituals reduce the performing model's Toughness by 1. Fumbling the test kills the performing model.

WHITTLING KNIFE
Your warband can make 5 ammo or 1 Cannon Ball per Scenario.