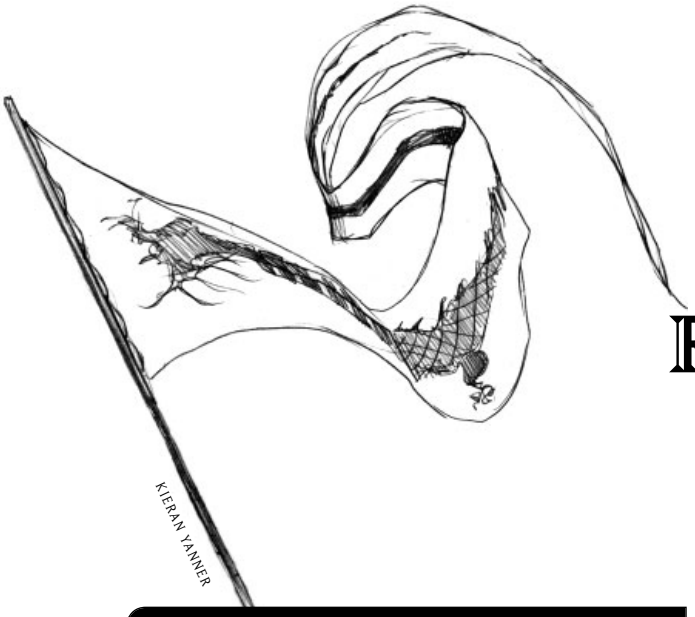


CRY HAVOC
UNIT RECORD SHEET
(HOBGOBLINS)

UNIT INFORMATION

Units: Hobgoblin Archers

Number of Units: 3
Troops per Unit: 10

Commander-in-Chief: Unrae
Subcommander: Malaga

Unit Face: 50 feet across

Unit Hit Dice: 10
Creature Hit Dice: 1
Unit Damage Factors: 10
Creature Lost Every: 1 factor

Creature Reach: 5 feet

Creature Base Attack: +1
Unit Base Attack: +1

Creature Attacks: +1 melee (longsword)
+2 ranged (longbow)

Unit Attacks: +1 melee
+2 ranged (range increment 100')

Average Damage: 5.5 (longsword)
4.5 (longbow)

Creature Armor Class: 15
Unit Armor Class: 15

Creature Speed: 30 feet
Unit Speed: 300 feet
Unit Morale Bonus: +1
Unit Saves: Fort +3, Ref +1, Will +0

DAMAGE TRACK

	❑ = 1 Damage Factor	Soldier's Name
Unit 1	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
Unit 2	❑ ❑ ❑ ❑ ❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
Unit 3	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____

CRY HAVOC
UNIT RECORD SHEET
(ELVES)

Units: Elf Troopers

Number of Units: 5
Troops per Unit: 10

Commander-in-Chief: 7th-level PC
Subcommander: n/a

Unit Face: 50 feet across

Unit Hit Dice: 10
Creature Hit Dice: 1
Unit Damage Factors: 10
Creature Lost Every: 1 factor

Creature Reach: 5 feet

Creature Base Attack: +1
Unit Base Attack: +1

Creature Attacks: +1 melee (longsword)
+3 ranged (longbow)

Unit Attacks: +1 melee
+3 ranged (range increment 100')

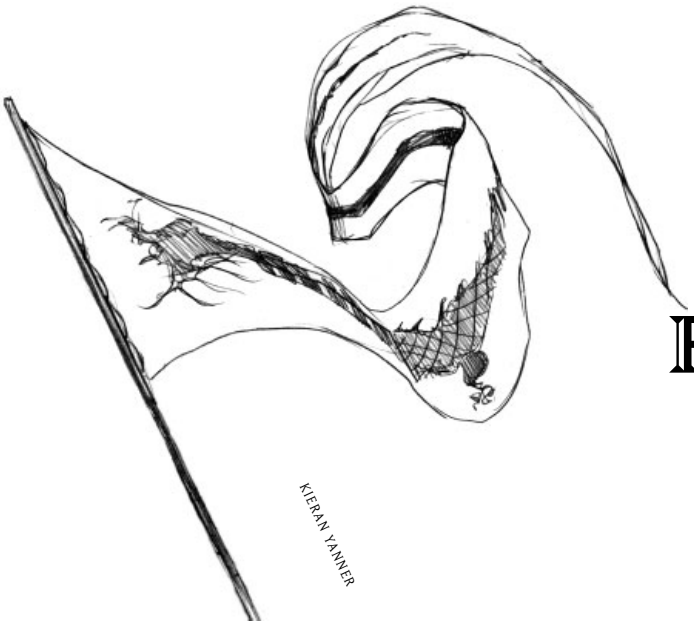
Average Damage: 5.5 (longsword)
4.5 ranged (longbow)

Creature Armor Class: 15
Unit Armor Class: 15

Creature Speed: 30 feet
Unit Speed: 300 feet
Unit Morale Bonus: +2
Unit Saves: Fort +1, Ref +1, Will +0

DAMAGE TRACK

	❑ = 1 Damage Factor	Soldier's Name
Unit 1	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
Unit 2	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
Unit 3	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
Unit 4	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
Unit 5	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____
	❑	_____



CRY HAVOC
UNIT RECORD SHEET
(DWARF VETERANS)

Units: Dwarf Veterans

Number of Units: 3
Troops per Unit: 10

Commander-in-Chief: 7th-level PC
Subcommander: 7th-level PC

Unit Face: 50 feet across

Unit Hit Dice: 30
Creature Hit Dice: 3
Unit Damage Factors: 60
Creature Lost Every: 6 factors

Creature Reach: 5 feet

Creature Base Attack: +3
Unit Base Attack: +3

Creature Attacks: +7 melee (dwarf waraxe)
+5 ranged (composite longbow)

Unit Attacks: +8 melee (greatclub)
+6 ranged (range incrment 110')

Average Damage: 7.5 (waraxe)
4.5 ranged (composite longbow)

Creature Armor Class: 21
Unit Armor Class: 21

Creature Speed: 15 feet
Unit Speed: 150 feet
Unit Morale Bonus: +4
Unit Saves: Fort +7, Ref +2, Will +2

DAMAGE TRACK

	❑ = 1 Damage Factor	Soldier's Name
Unit 1	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
Unit 2	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
Unit 3	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____
	❑ ❑ ❑ ❑ ❑ ❑	_____

CRY HAVOC

UNIT RECORD SHEET

(ELF VETERANS)

Units: Elf Veterans

Number of Units: 3
Troops per Unit: 10

Commander-in-Chief: 7th-level PC
Subcommander: n/a

Unit Face: 50 feet across

Unit Hit Dice: 30
Creature Hit Dice: 3
Unit Damage Factors: 10
Creature Lost Every: 5 factors

Creature Reach: 5 feet

Creature Base Attack: +3
Unit Base Attack: +3

Creature Attacks: +4 melee (longsword)
+5 ranged (longbow)

Unit Attacks: +4 melee
+5 ranged (ramge increment 100')

Average Damage: 5.5 (longsword)
4.5 (longbow)

Creature Armor Class: 17
Unit Armor Class: 17

Creature Speed: 30 feet
Unit Speed: 300 feet
Unit Morale Bonus: +4
Unit Saves: Fort +4, Ref +3, Will +2

DAMAGE TRACK

❑ = 1 Damage Factor

						Soldier's Name
Unit 1	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
Unit 2	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
Unit 3	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____
	❑	❑	❑	❑	❑	_____