

NEGROMUNDA!

Player: _____

Gang: _____

Gang Type: _____



Not for sale or resale

CHARACTER SHEETS

Gang Leader

Name												Wargear:	
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT		
Weapon			Range S L		Acc S L		Str	Ap	D	Am	Traits	Skills:	
												Injuries/bionics/adds/disadds	
Background info													

Name													Wargear:
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT		
Weapon				S ^{Range} L		S ^{Acc} L		Str	Ap	D	Am	Traits	Skills:
													Injuries/bionics/adds/disadds
Background info													

Name													Wargear:
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT		
Weapon				S ^{Range} L		S ^{Acc} L		Str	Ap	D	Am	Traits	Skills:
													Injuries/bionics/adds/disadds
Background info													

Name												Wargear:
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT	
Weapon			S ^{Range} L		S ^{Acc} L		Str	Ap	D	Am	Traits	
Background info												Skills:
												Injuries/bionics/adds/disadds

Name												Wargear:
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT	
Weapon			S ^{Range} L		S ^{Acc} L		Str	Ap	D	Am	Traits	
Background info												Skills:
												Injuries/bionics/adds/disadds

Name													Wargear:
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT		
Weapon				S ^{Range} L		S ^{Acc} L		Str	Ap	D	Am	Traits	Skills:
													Injuries/bionics/adds/disadds
Background info													

Name													Wargear:
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT		
Weapon				S ^{Range} L		S ^{Acc} L		Str	Ap	D	Am	Traits	Skills:
													Injuries/bionics/adds/disadds
Background info													

Name													Wargear:
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT		
													Skills:
Weapon	Range		Acc		Str		Ap		D		Am Traits		
Background info													Injuries/bionics/adds/disadds

Name													Wargear:
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT		
Weapon				Range		Acc		Str	Ap	D	Am	Traits	Skills:
				S	L	S	L						
													Injuries/bionics/adds/disadds
Background info													

Name												Wargear:	
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Weapon			S ^{Range} L		S ^{Acc} L		Str	Ap	D	Am	Traits		
Background info												Skills:	
												Injuries/bionics/adds/disadds	

Name												Wargear:	
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT		
Weapon			S ^{Range} L		S ^{Acc} L		Str	Ap	D	Am	Traits		
Background info												Skills:	
												Injuries/bionics/adds/disadds	

Familiars, Brutes, Hangers-on, etc....

Name												Options	
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT		
Weapon				S ^{Range} L		S ^{Acc} L		Str	Ap	D	Am	Traits	Skills
Special Rules													

Name												Options
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT	
Weapon				Range		Acc		Str	Ap	D	Am	Traits
				S	L	S	L					

Skills

Special Rules

Name												Options
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT	
Weapon			Range		Acc		Str	Ap	D	Am	Traits	Skills
			S	L	S	L						

Special Rules

Familiars, Brutes, Hangers-on, etc....

Name												Options			
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT				
Weapon			Range		Acc		Str		Ap		D		Am	Traits	Skills
													Special Rules		

Name												Options
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT	
Weapon			Range		Acc		Str	Ap	D	Am	Traits	Skills
			S	L	S	L						
Special Rules												

Name												Options
M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT	

Weapon	Range		Acc		Str	Ap	D	Am	Traits	

Special Rules										

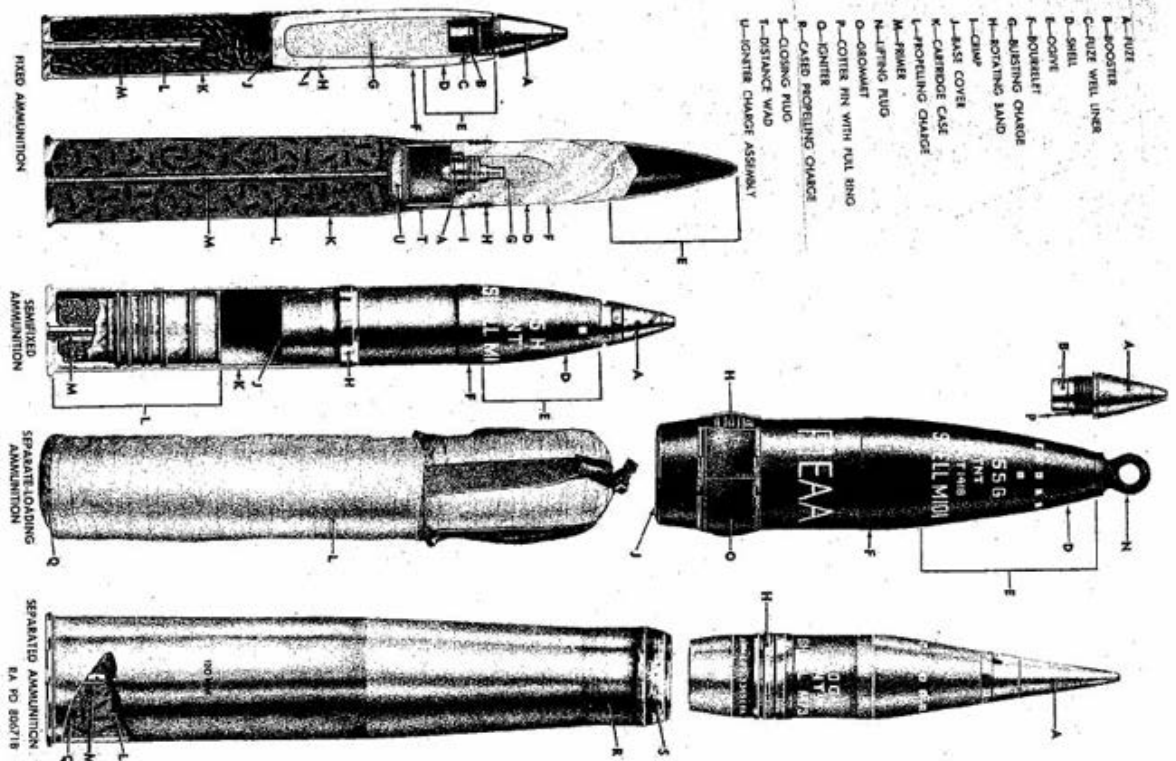


Figure 1. Ammunition terms—complete rounds.



TERRITORIES

Territory:

Date acquired:

Book reference:

Page number:

Boons

Enhanced Boons

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Territory:

Date acquired:

Book reference:

Page number:

Boons

Enhanced Boons

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Territory:

Date acquired:

Book reference:

Page number:

Boons

Enhanced Boons

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Territory:

Date acquired:

Book reference:

Page number:

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Boons

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Boons

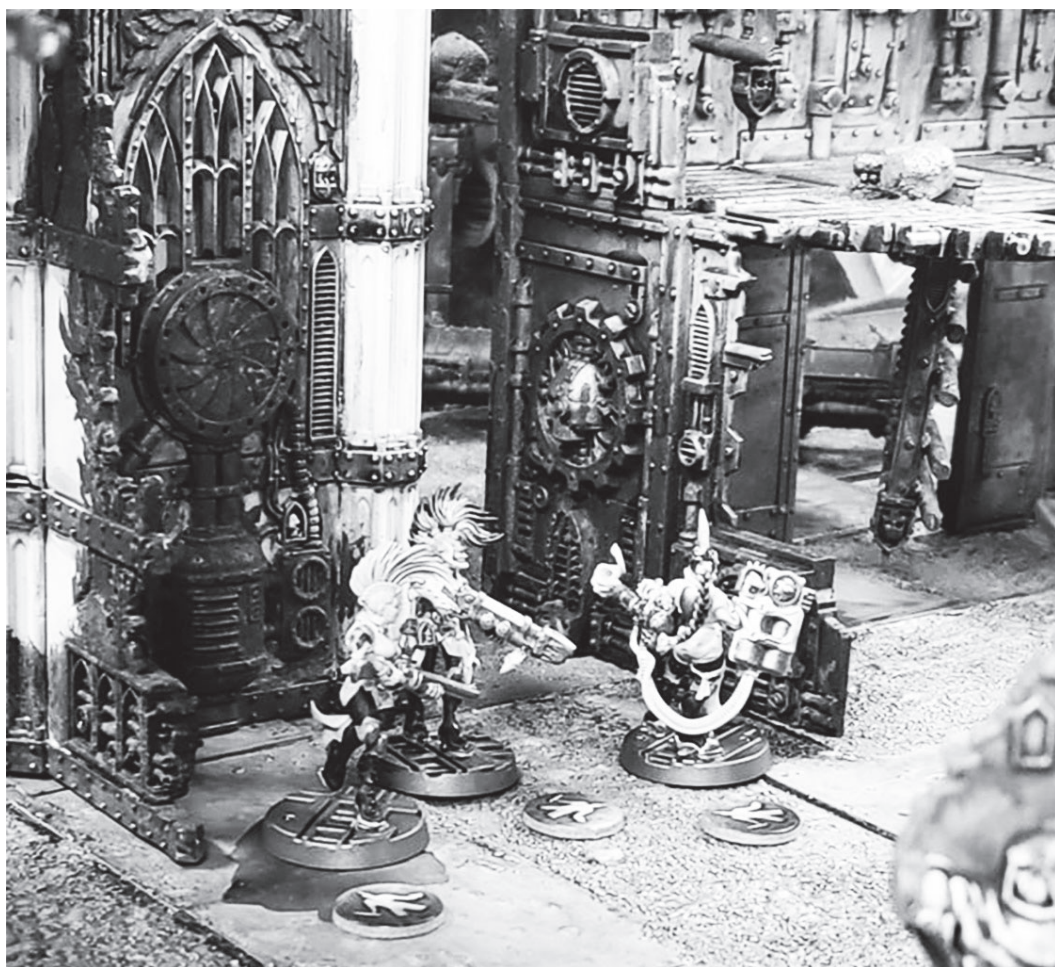
Enhanced Boons

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CAMPAIN

GAME

SWEETS



Scenario Name: _____

Date Played: _____ Attacker or Defender

Ganger List

Ganger Name	Kill Count	XP	DDA/ Result

Challenge for territory

Subplots

Tactic Cards

Territory Boons and Enhanced Boons

Reputation Gained/ Lost: _____

Money Gained/ Lost: _____

Scenario Name: _____

Date Played: _____ Attacker or Defender

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Ganger Name	Kill Count	XP	DDA/ Result

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Money Gained/ Lost: _____

