

## \*Sheriff Harper

3 4 4

Wrotham Officer. Humanoid.

**Spawn** - Wrotham Jailhouse.  
Immobile.

**Forced** - While engaged with Sheriff Harper, you may not take the **move** action.

If defeated in combat, record in your Campaign Log that the investigators have "killed a Wrotham Officer".

*Sheriff Harper is grim and all business.*

Victory 1.

ENEMY



Illus. Jonathan Billinger

2016 Tim Cox

1/10

18

## Wrotham Deputy

2 2 2

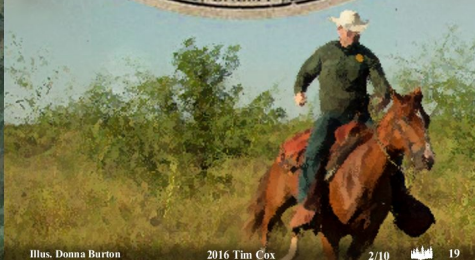
Wrotham Officer. Humanoid.

While Wrotham Deputy is ready at a location, that location gains +1 shroud. This stacks with other Wrotham Deputy modifiers.

If defeated in combat, record in your Campaign Log that the investigators have "killed a Wrotham Officer".

*It's hard to snoop around with a deputy lurking nearby.*

ENEMY



Illus. Donna Burton

2016 Tim Cox

2/10

19

## Wrotham Deputy

2 2 2

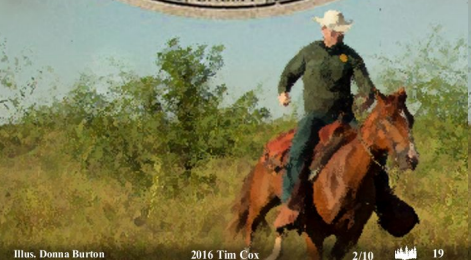
Wrotham Officer. Humanoid.

While Wrotham Deputy is ready at a location, that location gains +1 shroud. This stacks with other Wrotham Deputy modifiers.

If defeated in combat, record in your Campaign Log that the investigators have "killed a Wrotham Officer".

*It's hard to snoop around with a deputy lurking nearby.*

ENEMY



Illus. Donna Burton

2016 Tim Cox

2/10

19

## Wrotham Deputy

2 2 2

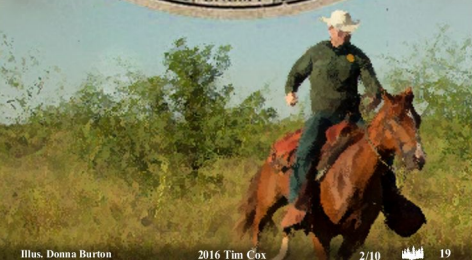
Wrotham Officer. Humanoid.

While Wrotham Deputy is ready at a location, that location gains +1 shroud. This stacks with other Wrotham Deputy modifiers.

If defeated in combat, record in your Campaign Log that the investigators have "killed a Wrotham Officer".

*It's hard to snoop around with a deputy lurking nearby.*

ENEMY



Illus. Donna Burton

2016 Tim Cox

2/10

19

## Wrotham Deputy

2 2 2

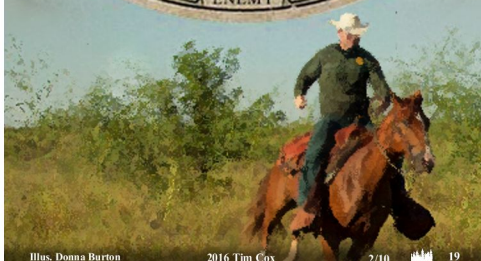
Wrotham Officer. Humanoid.

While Wrotham Deputy is ready at a location, that location gains +1 shroud. This stacks with other Wrotham Deputy modifiers.

If defeated in combat, record in your Campaign Log that the investigators have "killed a Wrotham Officer".

*It's hard to snoop around with a deputy lurking nearby.*

ENEMY



Illus. Donna Burton

2016 Tim Cox

2/10

19

## Wrotham Deputy

2 2 2

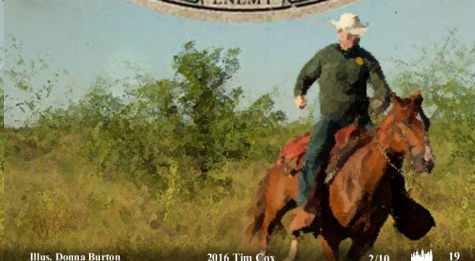
Wrotham Officer. Humanoid.

While Wrotham Deputy is ready at a location, that location gains +1 shroud. This stacks with other Wrotham Deputy modifiers.

If defeated in combat, record in your Campaign Log that the investigators have "killed a Wrotham Officer".

*It's hard to snoop around with a deputy lurking nearby.*

ENEMY



Illus. Donna Burton

2016 Tim Cox

2/10

19

## Wrotham Deputy

2 2 2

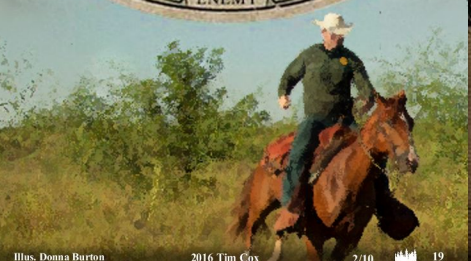
Wrotham Officer. Humanoid.

While Wrotham Deputy is ready at a location, that location gains +1 shroud. This stacks with other Wrotham Deputy modifiers.

If defeated in combat, record in your Campaign Log that the investigators have "killed a Wrotham Officer".

*It's hard to snoop around with a deputy lurking nearby.*

ENEMY



Illus. Donna Burton

2016 Tim Cox

2/10

19



TREACHERY

## Tracking Dogs

**Revelation** - Test (3). If failed, move the nearest Wrotham Deputy one location closer to you. If there are no Wrotham Deputies in play, this card gains Surge.

*You can hear the barking - it echos all around.  
They must be getting near!*

Illus. Sablegd

2016 Tim Cox

8/10

20









