

*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

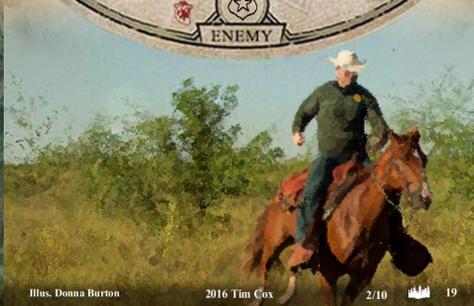
Wrotham Officer. Humanoid.

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

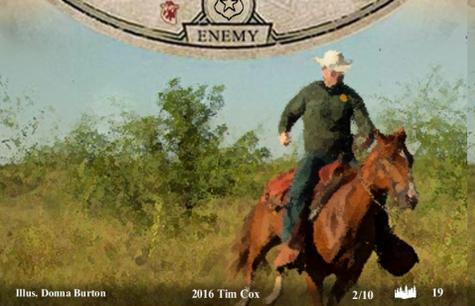
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2/10 19

Wrotham Deputy

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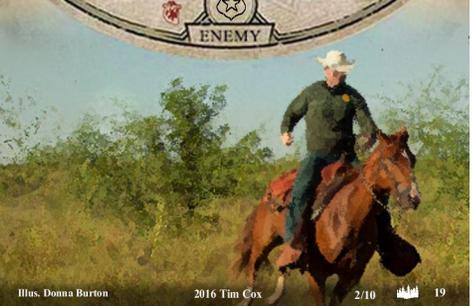
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2/10 19

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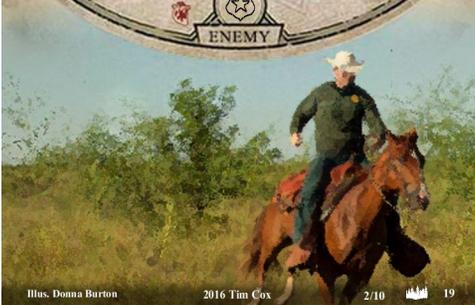
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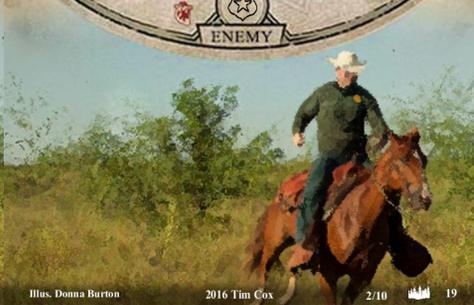
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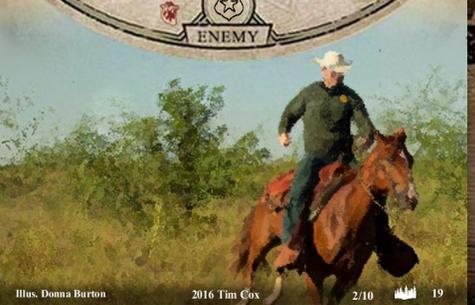
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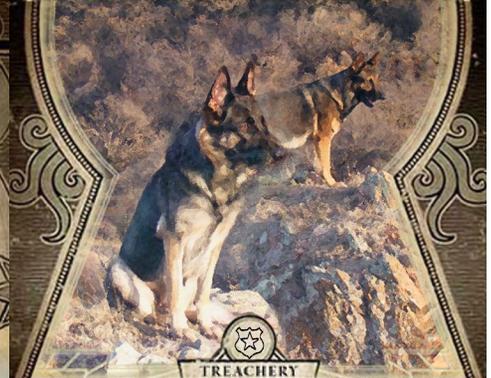
ENEMY



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.

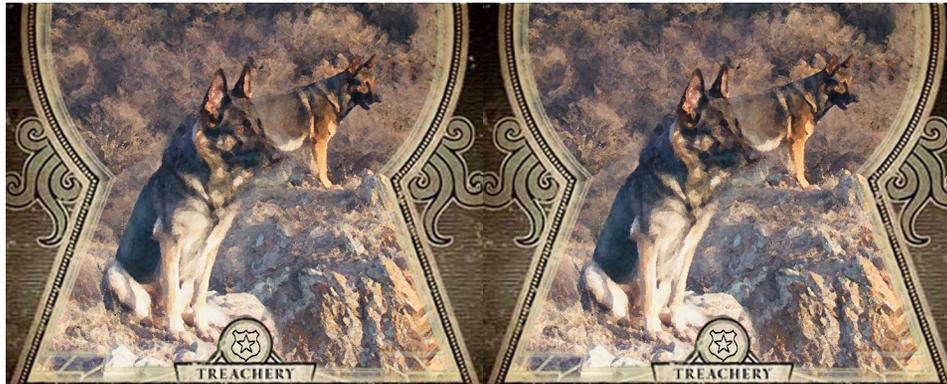
*You can hear the barking - it echos all around.
They must be getting near!*

Illus. Sablegd

2016 Tim Cox

8/10 20





Tracking Dogs

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Illus. Sableged

2016 Tim Cox

8/10  20

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