

# BTB campaign postsequence cheat sheet

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## Table of Content

<b>1.</b>	<b>Injuries</b>	<b>2</b>
1.1	Henchmen Injuries	2
1.2	Hero Injuries	2
<b>2.</b>	<b>Experience</b>	<b>2</b>
2.1	Henchmen Advances	2
2.2	Hero Advances	3
<b>3.</b>	<b>Exploration</b>	<b>4</b>
3.1	Wyrdstones	4
3.2	Additional Rewards	4
<b>4.</b>	<b>Sell Wyrdstones</b>	<b>6</b>
<b>5.</b>	<b>Check available veterans</b>	<b>6</b>
<b>6.</b>	<b>Make rarity rolls</b>	<b>6</b>
<b>7.</b>	<b>Look for Dramatis Personae</b>	<b>6</b>
<b>8.</b>	<b>Trading &amp; Hiring</b>	<b>6</b>

## 1. Injuries

### 1.1 Henchmen Injuries

Roll a D6 for every henchman taken out of action:	
1 – 2	Dead. Remove from warband roster.
3 – 6	Survived.

### 1.2 Hero Injuries

Roll a D66 for every hero taken out of action:															
11 – 15 Dead	Remove from warband roster.														
16 – 21 Multiple Injuries	Roll a D6. Roll on this table that many times, re-rolling ‘dead’, ‘captured’ and ‘multiple injuries’.														
22 Leg Wound	-1 Movement.														
23 Arm Wound	Roll a D6. 1: Amputate left arm. 2-6: Miss next game.														
24 Madness	Roll a D6. 1-3: Gain Stupidity. 4-6: Gain Frenzy.														
25 Smashed Leg	Roll a D6. 1: May not run anymore. 2-6: Miss next game.														
26 Chest Wound	-1 Toughness														
31 Blind in one Eye	-1 Ballistic Skill														
32 Old Battle Wound	Roll a D6 before every battle. 1: Miss this game.														
33 Nervous Condition	-1 Initiative														
34 Hand Injury	-1 Weapon Skill														
35 Deep Wound	Miss next D3 games.														
36 Robbed	Hero loses weapons, armour and equipment.														
41 – 55 Full Recovery	No Effect.														
56 Bitter Enemy	Gains ‘Hatred’. Roll D6 to see who he hates. 1-3: the enemy model. 4: the enemy warband leader. 5: the enemy warband. 6: all warbands of the enemy type.														
61 Captured	Exchange the Hero for a price or sell for D6 x 5gc to a slaver. Weaponry is kept when sold.														
62 – 63 Hardened	Gain ‘Immune to Fear’.														
64 Horrible Scars	Gain ‘Fearsome’.														
65 Get in the Ring	Duel with <div><div>Warrior of Chaos</div><table><tr><td>WS</td><td>S</td><td>T</td><td>W</td><td>I</td><td>A</td><td>Sv</td></tr><tr><td>5</td><td>4</td><td>4</td><td>1</td><td>5</td><td>2</td><td>3+</td></tr></table><p>Equipment: Sword, Shield, Chaos armour, Helmet</p></div> <p>On loss, roll a D6. 1-3 dead, 4-6 lose weapons and armour. On win, gain ‘Blackblood mutation’, +2 Experience and +1 CP.</p>	WS	S	T	W	I	A	Sv	5	4	4	1	5	2	3+
WS	S	T	W	I	A	Sv									
5	4	4	1	5	2	3+									
66 Against all odds	Gain +1 experience.														

## 2. Experience

### 2.1 Henchmen Advances

Roll 2D6 for every henchman that got an advance:	
2 - 4	+1 Initiative

<b>5</b>	+1 Initiative or +1 Strength
<b>6 - 7</b>	+1 Ballistic Skill or +1 Weapon Skill
<b>8</b>	+1 Ballistic Skill or +1 Attack
<b>9</b>	+1 Leadership
<b>10 - 12</b>	Lads got Talent. If you already have the maximum number of Heroes, roll again. Choose two skill lists available to Heroes in your Warband. Immediately roll on the Heros Advance table for the new Hero. The remaining members of the Henchmen group, if any, roll again for the advance that they have earned, re-rolling any results of 10-12.

## 2.2 Hero Advances

Roll 2D6 for every hero that got an advance:	
<b>2 - 5</b>	Select one of the Skill tables available to the Hero and pick a skill. If he is a wizard he may choose to randomly generate a new spell instead of a skill.
<b>6</b>	Roll a D6. 1 – 3: +1 Initiative or +1 Strength. 4 – 6: +1 Ballistic Skill or +1 Attack
<b>7</b>	+1 Ballistic Skill or +1 Weapon Skill
<b>8</b>	Roll a D6. 1 – 3: +1 Initiative 4 – 6: +1 Leadership
<b>9</b>	Roll a D6. 1 – 3: +1 Wound 4 – 6: +1 Toughness
<b>10 - 12</b>	Pick a skill as described in 2-5

### 3. Exploration

Roll one D6 for every hero that was not taken out of action.

Add another D6 if you won the scenario.

#### 3.1 Wyrdstones

Check the table below to see how many wyrdstones you get for your exploration roll:

# Wyrdstone shards found	
Dice Result	Shards found
1 - 5	1
6 - 11	2
12 - 17	3
18 - 24	4
25 - 30	5
31 - 35	6
36+	7

#### 3.2 Additional Rewards

Check if you rolled any multiples (doubles, triples, etc.) and gain the reward stated in the following table:

Doubles	
11	D6 GC
22	2D6 GC and a wheelbarrow
33	2D6 GC
44	2D6 GC and one Victuals
55	An Axe and a Lucky Charm
66	A rain coat, a net, 2 garlic cloves and D6 GC

Triples	
111	One Cathayan Silk Cloak
222	Beastmen: Leader gains +1 xp. Humans: gain a free henchman, if you can afford his equipment. Others: Gain 2D6.
333	<b>EITHER:</b> 3D6 GC, a Dagger, a Sword, a Crossbow and D3 vials of Crimson Shade. <b>OR:</b> Pay 30 + 2D6 GC and play 'The Heist' special scenario as Defender next.
444	<b>Chaotic Warbands:</b> Gain D6 GC. <b>Others:</b> You may choose the upcoming scenario
555	2D6 GC, D6 daggers, a sword and a war horn
666	<b>Chaotic Warbands:</b> +D3 CP. <b>Others:</b> +1 xp for the warband leader and any one other hero.

Quadruples	
<b>1111</b>	D3 swords, a light armour, D6 daggers, D3 spears, D6 shields and 2D6 GC. Roll a D6: on 4+ gain a Map of Cathay
<b>2222</b>	4D6x2 gold crowns, D3 swords, D6 daggers and D6 * 10 GC. Roll a D6: 5+ gain a Wyrystone.
<b>3333</b>	Roll a D6 for every Hero in the warband. On a 1 he gains 'Chaos Frenzy'. At the start of every game roll another D6. On a 1 remove the Hero from the roster sheet. On a 6, the frenzy ends.
<b>4444</b>	Roll injuries for every member of your warband. Gain 3D6x3 gold crowns, D6 daggers, D3 axes, D3 maces, D3 bows, D3 spears, D3 helmets, D6 winter clothes, D3 war horses and 2D6 * 10 GC.
<b>5555</b>	You may choose the upcoming scenario and also choose 'The Lost Caravans'
<b>6666</b>	Your leader gains an academic skill.

Quintuples	
<b>11111</b>	D3 Swords, D3 Helmets, D3 light armours, D3 Cathayan Silk Cloaks and D3 Crossbow Pistols. Aaron: you may restore the trade post for 150 + D6 * 25 GC
<b>22222</b>	<b>Chaotic Warbands:</b> D6 gold crowns, D6 spears, D6 daggers, D3 XP (distribute among heros), two Victuals. Roll a D6 for each member of the warband – on a roll of 1-2 roll for Serious Injuries. <b>Others:</b> One Victuals
<b>33333</b>	<b>Chaotic Warbands:</b> Roll a D6: On 4+, any hero in the warband gains an academic skill. <b>Others:</b> Leader gains +1 XP.
<b>44444</b>	Select a Hero. Roll a D6: 1-3 the hero gains a random mutation. 4-6 the hero gains D3 re-rolls in the upcoming scenario
<b>55555</b>	You may from now on choose 'Ghartok's Tomb' as a scenario.
<b>66666</b>	<b>Satchel of Maps:</b> From now on the leader may take a Leadership test after each battle in which he was not taken out of action. On success he may modify one exploration dice by +1/-1.

Sextuples	
<b>111111</b>	May hire <b>Maglah Khan</b> and two Hobgoblin Boyz for the next battle at no cost.
<b>222222</b>	3D6x5 gold crowns, D6 Daggers. Roll a D6 for each of the following items: D3 Helmets (2+), D3 Shields (2+), D3 Swords (3+), D3 Bows (4+), Map of Cathay (4+) D3 Light Armors (4+), Heavy Armor (5+), D3 Halberds (5+), Lesser Artefact (5+)
<b>333333</b>	<b>Chaotic Warbands:</b> Pay 10 GC. Roll a D6. On a 1-3, one of the warband's Heroes (randomly chosen) is immediately taken out of action, roll for Serious Injury as usual. If he survives the Injury roll, he gains a single Academic skill. On a 4-6, the warband receives +D3 XP (distributed randomly on Heroes and Henchman groups) and +D3 CP. <b>Others:</b> Leader gains +2 XP, gain D6 Wyrdstones.
<b>444444</b>	D3+2 Wyrdstones. Roll a D6: On 5+ gain a Lesser Artefact.
<b>555555</b>	Roll a D6 for every warband member: on a 1-2 removed from the roster. Afterwards the warband gets +D6 XP (distribute amongst Heroes and Henchmen). Roll a D6 for a special Cathayan map: 1 "Belandysh comes!" 2-3 "Ghartok's Tomb" 4-6 "Chaos Dragon Hunt"
<b>666666</b>	Roll a D6 for every Hero and Henchman in the warband. On a 1 remove them from the roster sheet. Every Hero that survives gains +D3 XP, every Henchman group +1 XP.

#### 4. Sell Wyrdstones

Selling Wyrdstone Shards							
# of Warriors in Warband							
# Shards sold		1 - 3	4 - 6	7 - 9	10 - 12	13 - 15	16+
	1	45	40	35	30	30	25
	2	60	55	50	45	40	35
	3	75	70	65	60	55	50
	4	90	80	70	65	60	55
	5	110	100	90	80	70	65
	6	120	110	100	90	80	70
	7	145	130	120	110	100	90
	8+	155	140	130	120	110	100

#### 5. Check available veterans

Roll 2D6.

This is the maximum experience for which henchmen can be hired (in total!)

#### 6. Make rarity rolls

Roll 2D6 for each hero that was not taken out of action and check if the result is higher than the rarity value of the item you wish to acquire.

#### 7. Look for Dramatis Personae

#### 8. Trading & Hiring

You may hire any number of hired swords and/or henchman (remember exp from step 5!).

Also in this step you may buy any number of common items and rearrange equipment as you see fit.