

## Heroes Serious injury chart

| D66     | Result             | Effect   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
|---------|--------------------|--|---------|---|----|----|---|---|----|---|---|----|--------|---|---|---|---|---|---|---|---|---|
| 11-13   | Dead               | All the weapons and equipment he carried are lost. Remove him from the warband's roster.   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 14-21   | Plague             | Consult the <i>Plague Effects Table</i> below.   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 22      | Leg Wound          | <b>Movement -1</b>   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 23      | Arm Wound          | Roll a D6:<br><b>1</b> = The warrior loses the arm and may only use a single one-handed weapon from now on.<br><b>2-5</b> = The warrior must miss the next game. <b>6</b> = Consult the <i>Plague Effects Table</i> below.   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 24      | Madness            | Roll a D6: <b>1-3</b> = Gains <i>Stupidity</i> . <b>4-6</b> = Gains <i>Frenzy</i> .  |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 25      | Smashed Leg        | Roll a D6:<br><b>1</b> = The warrior may not run any more. <b>2-5</b> = The warrior misses the next game.  |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 26      | Chest Wound        | <b>Toughness -1.</b>   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 31      | Blinded in one Eye | <b>Ballistic Skill -1</b><br>If the warrior is subsequently blinded in his remaining good eye he must retire from the warband.   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 32      | Old Battle Wound   | The warrior must roll a D6 at the start of any battle and misses the battle on a roll of 1.  |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 33      | Nervous Condition  | <b>Initiative -1.</b>  |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 34      | Hand Injury        | Roll a D6: <b>1-5</b> = Weapon Skill -1. <b>6</b> = Consult the <i>Plague Effects Table</i> below.   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 35      | Deep Wound         | The warrior must miss the next game.   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 36      | Robbed             | All equipment, weapons and armor the warrior was wearing are lost.   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 41—55   | Full Recovery      | The warrior makes a full recovery.   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 56      | Bitter Enemy       | From now on the warrior gains <i>Hatred</i> against the following (roll a D6):<br><b>1-3</b> = The individual who caused the injury (The enemy leader if it was a Henchman)<br><b>4</b> = The leader of the warband that caused the injury.<br><b>5</b> = The entire warband of the warrior responsible for the injury.<br><b>6</b> = All warbands of that type.   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 61      | Captured           | The warrior may be ransomed at a price set by the captor or exchanged for one of their warband.<br>Captives who are exchanged or ransomed retain all their weapons, armour and equipment.<br>Captives may be sold to slavers at a price of D6 x 5 gc. If so, their weaponry, etc. is retained by their captors.  |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 62      | Hardened           | The warrior from now on is <i>Immune to Fear</i> .   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 63      | Horrible Scars     | The warrior gains the <i>Fearsome</i> skill from the Strength skill list.  |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 64      | Duel               | The warrior must fight against a Knight. <table><tr><th>Profile</th><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th></tr><tr><td>Knight</td><td>4</td><td>4</td><td>4</td><td>4</td><td>4</td><td>1</td><td>4</td><td>3</td><td>8</td></tr></table> The Knight is equipped with a <b>Heavy Armour</b> , <b>Helmet</b> and <b>Shield</b> and has the <b>Combat Charge</b> , <b>Swordmaster</b> and <b>Armour Specialist</b> special skills (see Knights Errants warband).<br>Roll to see which side charges, and fight the battle as normal. If the warrior loses, roll to see whether he is dead or injured (i.e., a D66 roll of 11-35). If he is not dead, he is free to re-join his warband.<br>If the warrior wins he gains 50 gc, +2 Experience and is free to re-join his warband. | Profile | M | WS | BS | S | T | W  | I | A | Ld | Knight | 4 | 4 | 4 | 4 | 4 | 1 | 4 | 3 | 8 |
| Profile | M                  | WS   | BS      | S | T  | W  | I | A | Ld |   |   |    |        |   |   |   |   |   |   |   |   |   |
| Knight  | 4                  | 4  | 4       | 4 | 4  | 1  | 4 | 3 | 8  |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 65      | Against all odds   | The warrior gains +1 Experience  |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |
| 66      | Immunity!          | Ignore the Plague Effects Table and treat it as full recovery instead.   |         |   |    |    |   |   |    |   |   |    |        |   |   |   |   |   |   |   |   |   |

## Plague Effects Table

| 2D6 | Result         | Effect  |
|-----|----------------|---|
| 2-3 | Dead           | All the weapons and equipment he carried are lost. Remove him from the warband's roster.  |
| 4   | Infectious     | The warrior must roll again on this table. In addition, one other hero, randomly determined, must roll on this table. It is possible for a warrior to infect more than one person at a time, so further results of Infectious apply.  |
| 5   | Weakened       | Roll a D6: <b>1 - 3</b> Strength -1 <b>4 - 6</b> Toughness -1   |
| 6—7 | Recovering     | The warrior misses the next game.   |
| 8   | Fight on       | The warrior may either miss the next battle, in which case he is fully recovered by the game after, or he may participate as normal.<br>If he joins in the game, the warrior must roll a D6 at the start of each of his turns.<br>On the result of a 1, the warrior succumbs to the plague and immediately goes OOA.<br>After the game, treat the roll as 'Plague', and roll again on this table. |
| 9   | Full Recovery  | The warrior makes a full recovery.  |
| 10  | Hardened       | The warrior from now on is <i>Immune to Fear</i> .  |
| 11  | Horrible Scars | The warrior gains the <i>Fearsome</i> skill from the Strength skill list.   |
| 12  | Immunity!      | Ignore the Plague Effects Table and treat it as full recovery instead.  |

## HARBORMASTER'S LAMENT

|                        |   |
|------------------------|---|
| <b>Battlefield</b>     | On a 4x4 area 18" of one side is water with docks and rotting ships. In the center of landward edge of the dock is a tower. The rest of the area are buildings in various stages of decay.  |
| <b>Deployment</b>      | Place D3 +2 crate counters on the wharfs within 2D6" of the tower. Each player rolls D6, with the highest result choosing who deploys first on either landward corner.  |
| <b>Who Goes First?</b> | Roll D6, high roll goes first.  |
| <b>Ending the Game</b> | When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win. Any warrior solely in base contact with a crate at the end, claims it for their warband, win or lose  |
| <b>Special Rules</b>   | <p><b>Harbormaster's Rage:</b> The tower is home to the Harbormaster of The Main Wharf. He will fire his crossbow (BS 4) at any warrior coming within 15" of the tower. The Harbormaster cannot be attacked.</p> <p><b>Slippery:</b> Any model running or charging on the wharfs must pass an Ini test or risk slipping. If a warrior slips roll D6 on a 1-5 they are knocked down, on 6 the warrior falls into the sea. Any model falling into the debris strewn water will drown on a D6 roll of 1-2. Searching for bodies is impossible. Falling from the dock due to combat is also possible.</p> |
| <b>Experience</b>      | <p>+1 <b>Survives:</b> If a Hero survives, they gain +1 XP.</p> <p>+1 <b>Winning Leader:</b> The leader of the winning warband gains +1 XP.</p> <p>+1 <b>Per Enemy Out Of Action:</b> Any Hero earns +1 Experience for each enemy model he puts OOA.</p> <p>+1 <b>Getting hit by the Harbormaster</b></p> <p>+1 <b>claiming a Cargo Crate</b></p>   |
| <b>Reward</b>          | Roll on the Cargo chart below for every crate claimed.  |

| 4D6     | Result  |
|---------|---|
| 4       | Tarot cards + 100 gc + a Fence that can be sold for 40 gc or worn to gain +1 on rarity rolls.   |
| 5       | Blunderbuss   |
| 6       | D6 doses of Healing Herbs. Can be used instead to re-roll on the Heroes Serious Injury Chart (other than Duel, Captured, etc.)  |
| 7       | Heavy Armour  |
| 8       | Elven Cloak   |
| 9       | D3 swords and shields   |
| 10 - 11 | 2D6 gc + Roll a D6. On a roll of 6, gain 1 Bugman's ale   |
| 12 - 16 | <p>D6 gc and Garlic for each warband member. Roll a D6. On a 6, roll another D6:</p> <p>1-2 Dark Venom (1 dose)</p> <p>3-4 Black Lotus (1 dose)</p> <p>5-6 Crimson Shade (1 dose)</p> |
| 17 - 18 | 2D6 gc + D3 Toughened Leathers  |
| 19      | 4D6 gc + Roll a D6. 1-3: Wyrdstone Pendulum 4-6: Cathayan Silks   |
| 20      | 5D6 gc + 1 Superior Blackpowder   |
| 21      | D3 Crossbows (with Hunting Bolts for one game)  |
| 22      | D3 Elven Bows   |
| 23      | Hunting Rifle   |
| 24      | Gromril Armour  |

## BLACK LILY

|                        |   |
|------------------------|---|
| <b>Battlefield</b>     | 4x4 area with large buildings in various states of decay, overgrown gardens, vacant walled off menageries, empty fountains, and other terrain found in the Palace District.   |
| <b>Deployment</b>      | Divide the board into quadrants. Each alliance rolls D6 with high roll deciding to deploy first or second. The first alliance to deploy picks their quadrant. opponents deploy in the opposite quadrant.  |
| <b>Who Goes First?</b> | Roll D6, high roll goes first.  |
| <b>Ending the Game</b> | The game ends when the after one warband routs. No voluntary routs until the 6th turn.  |
| <b>Special Rules</b>   | <p><b>Allies:</b> When playing with 3 players, each player rolls 2d6. The 2 players with the highest score form an alliance for this battle. The other player is assisted by a warband of Blood Dragons.</p> <p><b>Chivalric Code:</b> Any Heroes taken OOA by a Blood Dragon model does not have to roll for Serious Injuries and treat it as a Full Recovery.</p> |
| <b>Experience</b>      | <p>+1 <b>Survives:</b> If a Hero survives, they gain +1 XP.</p> <p>+1 <b>Winning Leader:</b> The leader of the winning warband gains +1 XP.</p> <p>+1 <b>Per Enemy Out Of Action:</b> Any Hero earns +1 Experience for each enemy model he puts OOA.</p> <p>+1 <b>Putting the Blood Dragon Leader OOA.</b></p>  |
| <b>Reward</b>          | The blood dragons stash is either given to the ally when they win, or taken by the opponents when they lose. Each warband of the winning side may roll a D6 and consult the chart below:  |

| D6    | Result  |
|-------|---|
| 1     | Take a strength test. When failed, roll on the <b>Heroes Serious Injury chart</b> |
| 2 - 3 | Gain 2D6 gc   |
| 4     | Roll a D6. 1-3: gain a Lucky Charm 4-6: gain a Rabbit's Foot                      |
| 5     | Light Armour  |
| 6     | Heavy Armour  |