

FORCED MARCH

Primary Event

Reposition your entire Warband up to **18** inches on the battlefield in any direction.
Ignore effects of difficult terrain features.

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

001

WARBAND MANOEUVRE

Primary Event

Your entire Warband gains a free normal or special movement action.
Immediately execute **one** action for each warrior in your Warband.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -2

002

TACTICAL MANOEUVRE

Primary Event

Roll **2D6** dice and reposition this number of warriors up to **12** inches on the battlefield in any direction.
Ignore effects of difficult terrain features.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -1

003

FLANK ATTACK

Primary Event

Immediately execute reserve rolls with a **+2** modifier for all warriors that are held in your reserve holding sector.
Move any gained reserve warriors on to the battlefield from **one** flank sector.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -1

004

FLANK MARCH

Primary Event

All warriors that are held in your reserve holding sector can immediately move on to the battlefield from **one** flank sector.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -1

005

RELEASE THE DOGS

Primary Event

Bring all your foes warriors that are held in their reserve holding sector on to the battlefield.
You immediately place them all in your foes deployment or any flank sector, but they gain no free movement on arrival.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -2

006

WETLAND BOG

Primary Event

Position anywhere on the battlefield a large Wetland Bog that is **12** inch square. It reduces all movement to a quarter and all attack and reaction rolls will suffer a **-1** penalty.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -1
Parry Roll: -3
Armour Save: -1

007

BROKEN GROUND

Primary Event

Position anywhere on the battlefield an area of Broken Ground that is **12** inch square. It reduces movement by half and gives a **+1** cover bonus.

Secondary Combat

Attack Roll: +2
Block Roll: -3
Dodge Roll: -2
Parry Roll: -1
Armour Save: -1

008

AMBUSH

Primary Event

Place any warriors that are held in your reserve holding sector in to any terrain features on the battlefield that has not yet been moved through by your foe.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -3
Parry Roll: -2
Armour Save: -2

009

POTENTIAL FLANK TREAT

Primary Event

Remove **1D6** foes that are within **one** flank sector back in to their own reserve holding sector.

Secondary Combat

Attack Roll: +1
Block Roll: -1
Dodge Roll: -2
Parry Roll: -3
Armour Save: -1

010

UNSURE COMMAND

Primary Event

Your foes Warband leader is hesitant.
Half all your foes movement actions for the present round.

Secondary Combat

Attack Roll: +1
Block Roll: -3
Dodge Roll: -1
Parry Roll: -2
Armour Save: -1

011

UNDECIDED

Primary Event

Your foe just doesn't know what to do?
No movement actions can be executed in this present action phase for your foe's warriors.

Secondary Combat

Attack Roll: +1
Block Roll: -2
Dodge Roll: -3
Parry Roll: -1
Armour Save: -2

012

SPY IN YOUR MIDST

Primary Event

Know your foes plans and gain initiative for the entire bound.
No initiative rolls are required for the remainder of the bound.

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

013

SMOKE SIGNALS

Primary Event

Know your foes plans!
Automatically gain initiative for this round.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -2

014

SURE COMMAND

Primary Event

Roll **2D6** initiative dice in each phase of initiative this bound.
Select the highest dice for your initiative roll.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -1

015

BATTLE NERVES

Primary Event

Your foe must roll a **D6** penalty dice that reduces their initiative roll this round by the resultant roll.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -1

016

SECOND CHANCE

Primary Event

Reroll your initiative dice for this phase.
The result of the reroll must be used for this phase of initiative.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -1

017

UNCERTAIN

Primary Event

Force your foe to roll their initiative dice again.
The result of the reroll must be used for this phase of initiative.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -2

018

BLIND LUCK

Primary Event

Everybody rerolls initiative for this phase any modifiers that were added are lost.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -1
Parry Roll: -3
Armour Save: -1

019

TACTICAL ADVANTAGE

Primary Event

Add **+3** to your own initiative dice roll this round.

Secondary Combat

Attack Roll: +2
Block Roll: -3
Dodge Roll: -2
Parry Roll: -1
Armour Save: -1

020

READY FOR ACTION

Primary Event

Add **+2** to your own initiative dice roll this round.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -3
Parry Roll: -2
Armour Save: -2

021

UNAWARE

Primary Event

Deduct **-3** from your foes initiative dice roll this round.

Secondary Combat

Attack Roll: +1
Block Roll: -2
Dodge Roll: -3
Parry Roll: -1
Armour Save: -2

022

READDRESS WARBAND

Primary Event

Deduct **-2** from your foes initiative dice roll this round.

Secondary Combat

Attack Roll: +1
Block Roll: -1
Dodge Roll: -2
Parry Roll: -3
Armour Save: -1

023

STRATEGIC AWARENESS

Primary Event

Understand your foes plans and be ready to counter.

Gain a **+1** bonus to all your initiative dice rolls for the remainder of the encounter.

Secondary Combat

Attack Roll: +1
Block Roll: -3
Dodge Roll: -1
Parry Roll: -2
Armour Save: -1

024

BERSERK

Primary Event

Give a single warrior a druidic rage potion to induce the berserk state.

The effect will last up to **6** rounds.

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

025

HELLS FURY

Primary Event

Give a single warrior a druidic rage potion to induce the berserk state.

The effect will last up to **3** rounds.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -2

026

RAMPANT RAGE

Primary Event

Give a single warrior a druidic rage potion to induce the berserk state.

The effect will last up to **D6** rounds.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -1

027

TRAITOR WITHIN

Primary Event

One of your foes warriors declares total allegiance to you and swaps factions.

Select **one** seasoned or any lower class warrior from your foe's Warband and also steal the relevant number of action cards for that warrior.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -1

028

GIFT OF THE GODS

Primary Event

Find a wondrously crafted double handed great sword just lying there.

Gain **+2** modifier to all attack rolls when this weapon is used.

NOT transferable between warriors.

Secondary Combat

Attack Roll: +4
Block Roll: -3
Dodge Roll: -3
Parry Roll: -3
Armour Save: -3

029

WELL TRAINED

Primary Event

All warriors that are activated this action phase will gain **one** free normal combat action.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -2

030

EXCEPTIONALLY TRAINED

Primary Event

All warriors that are activated this action phase will gain **one** free special combat action.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -1
Parry Roll: -3
Armour Save: -1

031

ASSAULT FALTERS

Primary Event

All your foes warriors that are activated this action phase cannot execute any combat actions.

Secondary Combat

Attack Roll: +2
Block Roll: -3
Dodge Roll: -2
Parry Roll: -1
Armour Save: -1

032

SIBLING COMMAND

Primary Event

Select a warrior to be your Warband Leader's brother.

He may also issue command orders for the rest of the encounter.

Gain **2** command action cards.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -3
Parry Roll: -2
Armour Save: -2

033

GAMBLING ARISE

Primary Event

All veteran warriors that can be activated this action phase will gain **one** additional free special combat action.

Secondary Combat

Attack Roll: +1
Block Roll: -2
Dodge Roll: -3
Parry Roll: -1
Armour Save: -2

034

REGULAR TRAINED

Primary Event

All seasoned warriors that can be activated this action phase will gain **one** additional free normal combat action.

Secondary Combat

Attack Roll: +1
Block Roll: -1
Dodge Roll: -2
Parry Roll: -3
Armour Save: -1

035

ARMOUR BREAKER

Primary Event

Any successful strikes against a foes' armour this action phase will cause **one** automatic wound.

No armour save is allowed.

Secondary Combat

Attack Roll: +1
Block Roll: -3
Dodge Roll: -1
Parry Roll: -2
Armour Save: -1

036

DEFEND UNTIL DEAD!

Primary Event

Gain a -2 additional cover modifier for all warriors that are defending one selected piece of cover or terrain feature.

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

037

STOUT DEFENCE

Primary Event

Gain a -1 additional cover modifier for all warriors that are defending one selected piece of cover or terrain feature.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -2

038

STATIC DEFENCE

Primary Event

All warriors will receive free block and parry reactions for the rest of the round.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -1

039

EXPECT THE WORST

Primary Event

All warriors will gain free reactions for the rest of the round.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -1

040

SHIELDED

Primary Event

All warriors with a shield will gain free block and brace reactions for the rest of the round.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -1

041

DUCK AND DIVE

Primary Event

All warriors will gain free dodge reactions for the rest of the round.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -2

042

DEFLECT

Primary Event

All warriors will gain free parry reactions for the rest of the round.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -1
Parry Roll: -3
Armour Save: -1

043

RIPOSTE

Primary Event

After executing their normal reactions.

All warriors will gain a free counterattack reaction against any successful combat attacks for the rest of the round.

Secondary Combat

Attack Roll: +2
Block Roll: -3
Dodge Roll: -2
Parry Roll: -1
Armour Save: -1

044

RANSACK

Primary Event

Find chain mail armour that is still in excellent condition, upgrade **one** warrior to chain mail armour.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -3
Parry Roll: -2
Armour Save: -2

045

SECOND TIME LUCKY

Primary Event

All warriors can reroll any failed reaction rolls for the rest of the round.

Secondary Combat

Attack Roll: +1
Block Roll: -2
Dodge Roll: -3
Parry Roll: -1
Armour Save: -2

046

MISSED

Primary Event

Force your foe to reroll all reaction dice rolls that are successful for the rest of the round.

Secondary Combat

Attack Roll: +1
Block Roll: -1
Dodge Roll: -2
Parry Roll: -3
Armour Save: -1

047

INDOMITABLE

Primary Event

All warriors that can be activated this action phase receive a +2 modifier to their armour save rolls.

Secondary Combat

Attack Roll: +1
Block Roll: -3
Dodge Roll: -1
Parry Roll: -2
Armour Save: -1

048

HESITANT COMMAND

Primary Event

Discard **two** of your foes command action cards.

For this bound only.

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

049

DISHEARTENED LEADER

Primary Event

Permanently remove **one** of your foes command action cards for the remainder of the encounter.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -2

050

RAISING SPEECH

Primary Event

Temporary gain **D6** command action cards.

For this bound only.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -1

051

SUPERIOR TACTICAL COMMANDER

Primary Event

Permanently remove **one** of your foes command action cards and place it your own command cards pile.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -1

052

WARBAND WAVERS

Primary Event

Permanently remove **8** action cards from your foes normal action cards pile for the remainder of the encounter.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -1

053

CONFUSED ACTIONS

Primary Event

Roll **2D6** dice and discard this number of action cards from your foes normal action cards pile.

For this bound only.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -2

054

WELL DRILLED WARBAND

Primary Event

Permanently gain **6** action cards to distribute **2:1** between your normal and special action cards piles.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -1
Parry Roll: -3
Armour Save: -1

055

SPECIALIST SCARCITY

Primary Event

Roll **2D6** and discard this number of special action cards from your foes special action cards pile.

For this bound only.

Secondary Combat

Attack Roll: +2
Block Roll: -3
Dodge Roll: -2
Parry Roll: -1
Armour Save: -1

056

RAID

Primary Event

Roll **2D6** dice and permanently steal this number of normal action cards from your foes normal action cards pile. Place them on your own normal action cards pile.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -3
Parry Roll: -2
Armour Save: -2

057

INCURSION

Primary Event

Roll **1D6** dice and permanently steal this number of special action cards from your foes special action cards pile. Place them on your own special action cards pile.

Secondary Combat

Attack Roll: +1
Block Roll: -2
Dodge Roll: -3
Parry Roll: -1
Armour Save: -2

058

REVIGORATED

Primary Event

Recover **1D6** fatigued warriors of your choice.

Secondary Combat

Attack Roll: +1
Block Roll: -1
Dodge Roll: -2
Parry Roll: -3
Armour Save: -1

059

SHINNING BANNER

Primary Event

Automatically pass all morale checks and recover all fatigued warriors for the rest of the round.

Secondary Combat

Attack Roll: +1
Block Roll: -3
Dodge Roll: -1
Parry Roll: -2
Armour Save: -1

060

GOOD LUCK STONE

Primary Event

A shinning white stone that gives good luck to a single warrior that holds it.

Each round **one** failed dice roll can be automatically passed.

NOT transferable between warriors.

Secondary Combat

Attack Roll: -3
Block Roll: +2
Dodge Roll: +2
Parry Roll: +2
Armour Save: +3

061

CURSED BLADE

Primary Event

A cursed is placed on a foe.

The warrior must reroll their first successful combat attack each round.

Secondary Combat

Attack Roll: -2
Block Roll: +2
Dodge Roll: +2
Parry Roll: +2
Armour Save: +2

062

SHIELD BROTHERS

Primary Event

Two warriors can stand in base to base contact and will become shield brothers with the lock shield action.

This free action can be used by the **two** selected warriors for the rest of the encounter.

Secondary Combat

Attack Roll: -2
Block Roll: +2
Dodge Roll: +2
Parry Roll: +2
Armour Save: +1

063

SPY ABROAD

Primary Event

Take a good look at your foes present Event cards.

And then steal **one**, place it with your own Events cards.

6 Event cards can be exceeded.

Secondary Combat

Attack Roll: -2
Block Roll: +1
Dodge Roll: +1
Parry Roll: +1
Armour Save: +1

064

CHANGE TACTICS

Primary Event

Swap any of your Event cards.

Select which cards are to be discarded and then take this number of new Event cards, discarding the swapped cards.

Secondary Combat

Attack Roll: -2
Block Roll: +1
Dodge Roll: +1
Parry Roll: +1
Armour Save: +1

065

HOLY RELIC

Primary Event

Carry this relic aloft and it bestows the same effects of a Warband banner.

Both can be used at the same time within an encounter.

Secondary Combat

Attack Roll: -2
Block Roll: +1
Dodge Roll: +1
Parry Roll: +1
Armour Save: +2

066

DEATH THROW

Primary Event

You might not be able to cheat death, but you go out with glory.

Gain a free **+2** modified special combat action before you depart this world.

Secondary Combat

Attack Roll: -2
Block Roll: +2
Dodge Roll: +1
Parry Roll: +3
Armour Save: +1

067

CHEAT DEATH

Primary Event

Immediately turn a fatal wound in to a **2** wound, critical wound.

If you are already critically wounded, then add **1** additional wound.

Secondary Combat

Attack Roll: -2
Block Roll: +3
Dodge Roll: +2
Parry Roll: +1
Armour Save: +1

068

FATE

Primary Event

Fates causes a successful dice roll to fail or a failed dice roll to succeed.

Secondary Combat

Attack Roll: -2
Block Roll: +1
Dodge Roll: +3
Parry Roll: +2
Armour Save: +2

069

SCOUTS

Primary Event

Add **+6** to your present scouting eyes score.

And add **+1** to your reserve rolls for the rest of the encounter.

Secondary Combat

Attack Roll: -1
Block Roll: +2
Dodge Roll: +3
Parry Roll: +1
Armour Save: +2

070

OUT SCOUTED

Primary Event

Fresh scouts report the dispositions of your opponent. Out scout your foes faction by **6** scouting eyes.

And add **+2** to your reserve rolls for the rest of the encounter.

Secondary Combat

Attack Roll: -1
Block Roll: +1
Dodge Roll: +2
Parry Roll: +3
Armour Save: +1

071

SANDS OF TIME

Primary Event

Your world is slowed to perfection.

One warrior is able to execute **3** free special combat actions in a single phase.

Secondary Combat

Attack Roll: -1
Block Roll: +3
Dodge Roll: +1
Parry Roll: +2
Armour Save: +1

072

DRUDIC MAGIC

Primary Event

A fatally wounded warrior can quaff this potion and falls into a coma instead of dying. No action cards are discarded or conquest points lost for the comatose warrior.

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

073

DRUDIC PAIN POTION

Primary Event

Quaff this potion immediately after receiving **one** normal wound. The wound is immediately disregarded.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -2

074

HERBAL HEALING BALM

Primary Event

Apply this balm to your wounds to reduce its severity by **one** level.

Critical (**2+**) becomes Wounded (**1**)
Wounded (**1**) becomes Healed (**0**).

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -2

075

WINE & HONEY DRESSING

Primary Event

Apply a dressing to your wounds and immediately remove **one** wound.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -1

076

MAGIC BERRIES

Primary Event

Consume these delicious berries and immediately remove **two** wounds.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -1

077

STARRY SKIES

Primary Event

Quaff this druidic potion and feel no pain effects from your wounds.

Ignore all wound reductions for the rest of the encounter.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -1
Parry Roll: -1
Armour Save: -2

078

SIMPLE BANDAGE

Primary Event

Apply a dressing to your wounds and immediately remove **one** wound.

Secondary Combat

Attack Roll: +2
Block Roll: -2
Dodge Roll: -1
Parry Roll: -3
Armour Save: -1

079

RADIANT BLESSING

Primary Event

On close inspection, all your wounds look superficial.

Remove all the wounds from **one** of your warriors.

Secondary Combat

Attack Roll: +2
Block Roll: -3
Dodge Roll: -2
Parry Roll: -1
Armour Save: -1

080

WEAK STRIKE

Primary Event

Your foes final strike is weak and inflicts only a glancing blow.

Ignore any wounds caused by this attack.

Secondary Combat

Attack Roll: +2
Block Roll: -1
Dodge Roll: -3
Parry Roll: -2
Armour Save: -2

081

CRITICAL BLEED**Primary Event**

Cause an already injured foe's wound to start bleeding again.

Apply **one** more wound to a warrior.

Secondary Combat

Attack Roll: +1
Block Roll: -2
Dodge Roll: -3
Parry Roll: -1
Armour Save: -2

082

ITS' WORSE THAN IT LOOKS**Primary Event**

Cause an already injured foe's wound to gush and bleed.

Apply **two** more wounds to a warrior.

Secondary Combat

Attack Roll: +1
Block Roll: -1
Dodge Roll: -2
Parry Roll: -3
Armour Save: -1

083

GOODBYE CRUEL WORLD**Primary Event**

Immediately after inflicting **one** wound cause it to rupture and bleed-out.

The warrior immediately bleeds to death.

Can't be countered with Weak Strike

Secondary Combat

Attack Roll: +1
Block Roll: -3
Dodge Roll: -1
Parry Roll: -2
Armour Save: -1

084

BLOOD BERSERKER**Primary Event**

A veteran mercenary special character joins your Warband.

Gain **6** action cards.

+1 Smite Attack, Berserk, Death Throw

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

085

EASTERN MERCENARY**Primary Event**

A veteran mercenary special character joins your Warband.

Gain **6** action cards.

2x +1 Attacks or 1 Smite Attack, -1 Block and Parry, -1 Armour Save

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

086

BRUTE WARRIOR**Primary Event**

A veteran mercenary special character joins your Warband.

Gain **6** action cards.

+3 Attack, -2 Block/Parry, -2 Armour Save

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

087

BROTHER OF GOD**Primary Event**

A blooded mercenary special character joins your Warband.

Gain **6** action cards and **2** command cards.

Encouraging Words, Godly Blessing

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

088

DRUID**Primary Event**

A tenderfoot mercenary special character joins your Warband.

Gain **8** action cards.

Healing: Wounded (6+), Critical (8+), Cheat Death (10+), Rage Potion, Woodland Passage

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

089

MYSTIC**Primary Event**

A blooded mercenary special character joins your Warband.

Gain **8** action cards.

Summoning

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

090

SOOTHSAYER

Primary Event

A blooded mercenary special character joins your Warband.

Gain **8** action cards.

Insight, Cheat Fate

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

091

SCRIBE

Primary Event

A tenderfoot mercenary special character joins your Warband.

Gain **8** action cards.

Council, Command Action or Deploy Reserve Warrior

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

092

WEAPON MASTER

Primary Event

A veteran mercenary special character joins your Warband.

Gain **6** action cards.

AC:5, Body Shield, +2 Attack, -2 Block and Parry, -2 Armour Save

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

093

CUSTODIAN

Primary Event

A seasoned mercenary special character joins your Warband.

Gain **6** action cards.

Bolster Cover, +1 All Reactions, -2 Cover Modifier

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

094

HUNTSMAN

Primary Event

A seasoned mercenary special character joins your Warband.

Gain **8** action cards.

Gain **6** Scouting Eyes.

+1 Missile Attack, 3x Hounds

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

095

SHIELDMADEN

Primary Event

A seasoned mercenary special character joins your Warband.

Gain **6** action cards.

+2 Block/Brace/Rush, +1 Attack, -1 Block and Parry, -1 Armour Save

Secondary Combat

Attack Roll: +3
Block Roll: -2
Dodge Roll: -2
Parry Roll: -2
Armour Save: -3

096

VICTORY ELUDES YOU

Primary Event

Skip the Victory Conquest phase of this bound and cause your foe to wait another bound for victory.

Secondary Combat

Attack Roll: +3
Block Roll: -3
Dodge Roll: -3
Parry Roll: -3
Armour Save: -2

097

HIDDEN TREASURE

Primary Event

Find and ransack your foe's hidden treasure trove. Steal all your foe's Event cards that are held this bound.

6 Event cards can be exceeded.

Secondary Combat

Attack Roll: +2
Block Roll: -3
Dodge Roll: -3
Parry Roll: -3
Armour Save: -3

098

ALTERNATIVE ENDING

Primary Event

At the start of any bound play this Event card and swap your Conquest Points with your foes.

Secondary Combat

Attack Roll: +4
Block Roll: -4
Dodge Roll: -4
Parry Roll: -4
Armour Save: -4

099

VICTORY BY CHALLENGE

Primary Event

Issue a personal challenge to your foe's Warband Leader. The winner claims outright victory.

If declined your foe's Warband will suffer -2 modifier on all morale rolls and no rerolls will be allowed for any reason.

Secondary Combat

Attack Roll:	+5
Block Roll:	-5
Dodge Roll:	-5
Parry Roll:	-5
Armour Save:	-5