

### KNOCK OUT BLOW

#### Primary Event

After a successful combat hit, your strike also causes the warrior to be rendered unconscious.

#### Secondary Combat

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

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### ROUNDHOUSE KICK

#### Primary Event

A warrior that is in combat twists around so fast that he catches his foe with a solid kick to the head, the foe is pushed sideways and becomes stunned; see unarmed combat.

#### Secondary Combat

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

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### UPLIFTING CHARGE

#### Primary Event

A warrior may execute a free charge with a shield rush that automatically causes a pushback of 4 inches, the foe is winded and may fall; execute a trip and fall action before the combat attack dice roll.

#### Secondary Combat

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

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### HARMLESS ATTACK

#### Primary Event

Not really, a successful combat attack servers your foes arm, determine which by the hexside the attack is through. He suffers three wounds and is stunned by the amputation.

#### Secondary Combat

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

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### FUMBLE AND STUMBLE

#### Primary Event

Your foe either fumbles his missile action or stumbles while executing a combat action. Immediately modify your foes attack dice roll and replace it with a natural double one.

#### Secondary Combat

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

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### GLIMÁ FIGHTER

#### Primary Event

A warrior is trained in the Scandinavian wrestling art of Glimá, add a +2 modifier to all unarmed combat actions.

#### Secondary Combat

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

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### HUNTING DOGS

#### Primary Event

A warrior brings his hunting dogs to the fight. The warrior gains the *Hound Master* trait from the Gaelic Irish and a free base of hounds.

#### Secondary Combat

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

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### BIRD OF PRAY

#### Primary Event

A warrior has a hunting bird, treat him as having a free missile action with a range of 12 inches. Use the warrior's skill factor, but randomly determine the hexside the bird attacks, with a D6 dice.

#### Secondary Combat

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

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### RUNESMITH

#### Primary Event

Accomplished in futhorc runecraft, this warrior can cast his rune stones in the faith renewal phase and gain 2 fate tokens, see the Soothsayer ability of *cheat death*.

#### Secondary Combat

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

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### RAVEN WARRIOR

#### Primary Event

A large black raven accompanies this warrior, all foes treat it as an ill omen from their god. Any warrior that charges this warrior must first pass a morale test before doing so.

#### Secondary Combat

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

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### POULTICE BANDAGES

#### Primary Event

A healer has already prepared some poultice bandages, recover one wound from D6 warriors; it cannot heal the wound that causes a warrior to become critically wounded.

#### Secondary Combat

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

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### TRAPPIST MEAD

#### Primary Event

A strong brewed monastic mead is quaffed by a warrior, he now suffers no penalties from his wounds, and he gains a +2 modifier to his morale, but he suffers a -1 penalty to any missile or combat actions

#### Secondary Combat

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

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### WILLOW

#### Primary Event

A warrior uses ground willow powder to relieve the pain of his wounds, remove D3 wounds that have been inflicted on a single warrior.

#### Secondary Combat

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

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### CLOSE SHAVE

#### Primary Event

A warrior that suffers a fatal wound, can thank his lucky stars that he moved at the last moment, the wound is only critical. Place two wound markers on the warrior, if already critical, inflict one wound.

#### Secondary Combat

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

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### DEEP LACERATION

#### Primary Event

When inflicting one wound on a foe, inflict three wounds instead with a deep gash to his body.

#### Secondary Combat

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

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### TREASURE POT

#### Primary Event

Mercenary warriors find a treasure pot of 20 gold shillings, they must immediately execute a retention roll as per end of bound retention phase. If they fail, the mercenaries leave the battle with their loot.

#### Secondary Combat

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

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### PLUNDER STRUCK

#### Primary Event

Mercenary warriors find a treasure trove of 50 gold shillings, they must immediately execute a retention roll as per end of bound retention phase. If they fail, the mercenaries leave the battle with their loot.

#### Secondary Combat

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

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### BETTER OFFER

#### Primary Event

A foe mercenary special character decides that fighting for you pays better, receive the character and their action cards. In a continuance of encounter their retainer is 20 gold shillings per encounter.

#### Secondary Combat

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

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## AFFILIATION

### Primary Event

Select a mercenary special character, they are now affiliated to your faction, immediately receive any special abilities and the capability to be influenced by your lords and their banner.

### Secondary Combat

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

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## NOBLE BIRTH

### Primary Event

One warrior is hiding his heritage, give him one noble action card for being of a lesser noble birth.

### Secondary Combat

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

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## AGILE

### Primary Event

Select a warrior who becomes very agile in his move actions, he receives a +3 modifier to all his dodge reaction rolls and he can now dodge attacks through his rear two hexsides.

### Secondary Combat

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

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## NIMBLE

### Primary Event

Select an unarmoured warrior, he becomes very quick on his feet. He will never become fatigued when performing a run, retire or retreat move and his overall movement rate is increased by 2 inches.

### Secondary Combat

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

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## FORTITUDE

### Primary Event

A selected warrior can now endure three wounds, before he becomes critically wounded on the fourth inflicted wound. He suffers no wound penalties until he becomes critically wounded.

### Secondary Combat

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

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## PERCEPTION

### Primary Event

A selected warrior becomes very perceptive and can perceive offensive actions quicker than other warriors can, because of this he gains a +2 modifier to all his reaction rolls.

### Secondary Combat

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

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## MIGHT

### Primary Event

Select a warrior who receives exceptional strength, he gains a +2 modifier to all combat attack dice rolls and his foes suffer a -2 penalty on any armour saves.

### Secondary Combat

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

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## PIOUS WARRIOR

### Primary Event

A critically wounded warrior has a close shave with death, the experience transforms him in to a pious warrior; see faith.

### Secondary Combat

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

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## DEVINE TOUCH

### Primary Event

In the heat of battle, a warrior feels the cool soothing touch of his god, the experience gives him a pious conviction; see faith.

### Secondary Combat

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

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### HEALING PRAYER

#### Primary Event

A warrior prays to his god and suddenly he feels better, remove one wound.

#### Secondary Combat

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

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### PROTECTIVE TALISMAN

#### Primary Event

A shining sapphire gemstone is encased in a fine golden locket, it hangs from a sturdy silver chain and an inner light is caught within. The talisman continually negates the effects of a hex curse when worn.

#### Secondary Combat

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

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### HEX CURSE

#### Primary Event

Your warrior finds and opens an ornate wooden box, inside there is a severed hand that is pointing at him with its black fingernail. The warrior believes it to be hex cursed and suffers a -2 penalty to all attack and morale dice rolls.

#### Secondary Combat

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

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### WOODS-MYTH

#### Primary Event

This fabled warrior has produced a master-rafterd shield of the type carried. It bestows a +2 modifier to any block and shield rush rolls; it also incurs no shield penalties on dodge rolls

#### Secondary Combat

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

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### WOODSMITH

#### 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:** -3

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### WOODCUTTER

#### Primary Event

A warrior armed with a two-handed axe is your woodcutter. He can execute the *cleave*, *sweep* or *hook* special combat actions for the expenditure of a normal action card.

#### Secondary Combat

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

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### BLACKSMITH

#### Primary Event

Your warrior is a renown blacksmith, his right arm is so strong that he can execute the crush combat action with any weapon and receive a +1 modifier to the attack dice roll.

#### Secondary Combat

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

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### FLETCHER

#### Primary Event

Your warrior is a renown fletcher, his arrows are perfection, extend the modifiers for short range to medium range.

#### Secondary Combat

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

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### WEAPON SPECIALIST

#### Primary Event

This self-trained warrior has honed his weapon technique, he becomes a weapon specialist; he can execute any special combat action for his weapon type and only expend a normal action card.

#### Secondary Combat

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

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### BATTLEFIELD PROMOTION

#### Primary Event

After a warrior fatally wounds its foe increase its warrior class by one category, its gained experience value goes to the minimum required for the new level.

#### Secondary Combat

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

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### RENOWN WARRIOR

#### Primary Event

After a warrior fatally wounds its foe with a natural double six critical hit, he gains a class advancement to renown veteran

#### Secondary Combat

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

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### LORDSHIP

#### Primary Event

A selected warrior is given a hide of land for aiding his lord in battle, the warrior now becomes a ceorl with arousing presence and 3 command action cards are gained.

#### Secondary Combat

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

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### KINGSTHEGN

#### Primary Event

The King requires your service, promote a thegn to a kingsthegn; gain 2 additional command action cards and 1 noble action card.

#### Secondary Combat

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

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### STORM FRONT

#### Primary Event :Play Immediately

A storm rolls in over the battlefield, then suddenly chain lightning strikes. Roll 2D6 for each warrior on the battlefield, a warrior is hit by a lightning bolt if the roll is 12 or more; add a +1 modifier if the warrior is wearing chainmail.

**Lightning Bolt:** Roll an attack dice roll with a +3 modifier, a warrior is always hit and receives on wound, but if the resultant roll is successful the warrior is also knocked unconscious, if the result is 12 or more the warrior is fatally wounded.

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### DRIZZLE

#### Primary Event :Play Immediately

A light rain falls over the battlefield, all missile attacks with a bow will receive a -2 penalty on their attack dice rolls, all other ranged attacks receive a -1 penalty.

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### CLOUD BURST

#### Primary Event :Play Immediately

Heavy rain pours down and the ground becomes soft and boggy; movement is reduced by -1 inch and warriors that run, retire or retreat must execute a trip and fall minor action with their fatigue roll. All missile ranged bow attacks will receive a -4 penalty on their attack dice rolls, all other ranged attacks receive a -2 penalty. The missiles maximum range is now its medium range, due to the poorer visibility caused by the heavy cloud burst.

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### THUNDER BOLT

#### Primary Event :Play Immediately

Black clouds roll in from the distance, there's a rumble of thunder, and then a boom so loud that Thor himself could have smote his anvil. Randomly throw a dice onto the battlefield, all horses will scatter randomly 3D6 inches away from this point, if they leave the battlefield then they are lost for this encounter. Any warriors that are within 6 inches of the dice will go prone and if they are within 12 inches, they must execute a trip and fall action.

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### HIGH NOON

#### Primary Event :Play Immediately

High in the sky the sun is blazing, it is extremely hot, even for this time of year. All warriors must execute a fatigue roll as per run action, when they perform any special actions, impact charges or smite actions.

Warriors will also receive a +2 situational modifier on any combat exhaustion rolls.

No rerolls allowed.

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### VALLEY FOG

#### Primary Event :Play Immediately

Rising slowly out of the valleys, a thick white fog appears, wispy at first, but then as thick as pea soup. The visibility for all warriors is reduced to 3 inches, no charges are allowed unless they start within this distance. The influence of a banner and lords is also affected and is reduced to 3 inches. Surprisingly a signaller personalities range of influence is increased by another 6 inches; 1 extra D6 dice.

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### FANATIC

#### Primary Event

A seasoned mercenary special character joins your Warband.

Gain 6 action cards.

*No Fear of Death, Pious Faith, Fanatical Charge, Fanatical Action*

#### Secondary Combat

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

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### WAYFARER

#### Primary Event

A renown veteran mercenary special character joins your Warband.

Gain 6 action cards and 6 scouting eyes.

*Known Paths, Secret Ways, Prepared Ambush*

#### Secondary Combat

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

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### FOLK HEALER

#### Primary Event

A tenderfoot mercenary special character joins your Warband.

Gain 6 action cards.

*Poultice Bandage, Protective Amulet*

#### Secondary Combat

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

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### CHIEFTAIN MERCENARY LEADER

#### Primary Event

A veteran mercenary special character joins your Warband.

Gain 6 action cards and 2 command action cards.

*Lordly Command, Overseer, Encircle*

#### Secondary Combat

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

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