

### 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 one flank sector, 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 into 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 into 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 action distances for this 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 initiative phase 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 resultant 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 resultant 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 foe's 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 foe's 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 strong druidic rage potion to induce the berserk state.

The effect will last for a maximum of **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 for a maximum of **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 for a random **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 a seasoned warrior or below, steal the relevant number of action cards and the warrior. Cannot be used on special characters and personalities.

#### 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 foe's 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

### GAMLING 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 foe's armour this action phase will cause **one** automatic wound.

No armour save rolls are 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 this 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 this 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 this 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 this 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 this 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 this 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 this 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 this 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 **1D3** of your foes command action cards and place them in 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 WAR BAND

#### 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 a **D6** 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

Roll a **D6** dice and recover this number of 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 this 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.

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

*The 6 event cards limit 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 special combat action with an additional **+2** modifier 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 gain 1 additional wound.

#### Secondary Combat

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

068

### FATE

#### Primary Event

Fate 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.

Also 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.

Also 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 who is removed.

#### 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 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:** -1

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.

*Berserk, Blood Lust, 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.

*Twin Weapons, Raining Blows*

#### Secondary Combat

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

086

### BRUTE WARRIOR

#### Primary Event

A seasoned mercenary special character joins your Warband.

Gain **6** action cards.

*Impact Charge, Brute Strength, Crushing Blow, Giant Amongst Men*

#### Secondary Combat

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

087

### MONK

#### Primary Event

A tenderfoot mercenary special character joins your Warband.

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

*Encouraging Words, Song of Devotion, Holy 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 **6** action cards.

*Healing, Cheat Death, 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 veteran mercenary special character joins your Warband.

Gain **6** action cards.

*Summoning: Herian the Hunter, Shadow Standards, Ancient Legions, Spirited Wind*

#### Secondary Combat

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

090

### SOOTHSAYER

#### Primary Event

A tenderfoot mercenary special character joins your Warband.

Gain 6 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 6 action cards.

*Wise Council, Upgrade Command, Call Reserves*

#### 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.

*Improved Armour, Perfected Plunge, Pilum*

#### 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, Area Defence*

#### 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 6 action cards and 6 Scouting Eyes.

*Combined Assault, Finely Crafted Bow, Wild Wolves, Bounding Contact, Pounce, Berserk*

#### 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.

*Lock Shields, Shield Strike, Shielded*

#### 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 a possible victory.

#### Secondary Combat

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

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.

*The 6 event cards limit can be exceeded.*

#### Secondary Combat

**Attack Roll: +3**  
**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

<b>Attack Roll:</b>	<b>+5</b>
<b>Block Roll:</b>	<b>-5</b>
<b>Dodge Roll:</b>	<b>-5</b>
<b>Parry Roll:</b>	<b>-5</b>
<b>Armour Save:</b>	<b>-5</b>