



# REFERENCE CHARTS

## Warrior Injury Table (D6)

- 1 — Dead** Remove Warrior from roster.
- 2-3 — Injured** Warrior must miss the next game.
- 4-6 — Full Recovery** Warrior suffers no adverse effect.

## Mount Injury Table (D6)

- 1 — Dead** Remove Mount from the Warrior's profile. You may purchase a replacement at the listed cost.
- 2-6 — Full Recovery** Mount suffers no adverse effect.

## Hero Injury Table (2D6)

- 2 — Dead**
- 3 — Lost In Battle** The Hero lies wounded on the battlefield. As soon as possible play a scenario with the Hero as the objective. He may not act or be attacked during the game. If his side wins, treat as a *Full Recovery*. If not, roll again on this table with a -2 penalty.
- 4 — Arm Wound** -1 Strength for each Arm Wound. If you have two or more Arm Wounds, the Hero may not carry a shield, two-handed weapon or second weapon anymore.

## Hero Injury Table (Cont'd)

- 5 — Leg Wound** -1" Move for each Leg Wound to a minimum of 1.
- 6-7 — Full Recovery** Hero suffers no ill effect.
- 8 — It's Just A Scratch** Hero must miss the next game or roll again. The second result will stand.
- 9 — Flesh Wound** Hero misses the next game.
- 10 — Old Battle Wound** After each game, roll a D6 for each *Old Battle Wound*. On a 1, the Hero's injury prevents him from taking part in the next battle. A Hero may have more than one *Old Battle Wound*.
- 11 — The Wounds of a Hero** The Hero's patrons are impressed with his performance. The Hero makes a *Full Recovery* and the Battle Company receives +D6 Gold.
- 12 — Protected by the Valar/Dark Powers** The Hero makes a *Full Recovery* and is healed of one previous injury (*Arm/Leg Wound*, *Old Battle Wound*) or permanently gains +1 Fate.

### Warrior Advancement Table (D6)

**1-3 — No effect**

**4-5 — Promoted** The Warrior is promoted if he is eligible. Note that Warriors may have multiple available promotions due to purchased wargear.

**6 — A Hero In The Making.** From now on, the Warrior is treated as a Hero and adds a point of *Fate* to his profile. He retains the Experience Points gained thus far and gains Experience and advances like a Hero from this point forward.

### Hero Advancement Table (D6)

**1 — Fight/Shoot** Hero's Fight or Shoot characteristic is improved by 1 to a maximum of 6/3+.

**2 — Strength/Defense** Hero's Strength or Defense is increased. Each may be improved once.

**3 — Courage/Will Point** Hero's Courage characteristic is increased by 1 to a maximum of 6, or the Hero gains a point of Will to a maximum of 3.

**4 — Attack/Wound** Hero's Attack or Wound characteristic is increased by 1 to a maximum of 3.

**5 — Skill** Roll again on either the Fighting, Shooting or Leadership Skill Tables. Alternatively, The Hero may choose to select one of the Special Rules that applies to his Battle Company instead.

**6 — Might Point** Hero gains a Might Point to a maximum of 3.

### Fighting Special Rules Table (D6)

**1 — Blade Master** Hero may re-roll one of his die per turn to determine who wins his fight.

**2 — Weapon Master** Hero may wield a two-handed weapon without the -1 penalty to his dice.

**3 — Parry** Hero may force his opponent to re-roll a single die when rolling to wound against him.

**4 — Furious Charge** Hero receives a +1 Fight bonus when he charges into combat.

**5 — Heroic Presence** Whenever this Hero calls a Heroic Combat, roll a dice. On a 4+, no Might is spent.

**6 — Might/Will Point** Hero gains either a Might or Will Point to a maximum of 3.

### Shooting Special Rules Table (D6)

**1 — Cunning Shot** Hero may re-roll either one failed In The Way or To Wound roll each turn.

**2 — Expert Shot** Hero is allowed to shoot twice in each Shoot Phase.

**3 — Rapid Fire** Hero may call a Heroic Shoot without expending a point of Might to do so.

**4 — Deadeye** If the Hero rolls a natural 6 on his To Hit roll, he does not need to take an In The Way test or roll To Wound. His target is automatically wounded.

**5 — Seasoned Archer** Hero can move at full speed and still fire once, although he will still have the -1 penalty for moving.

**6 — Might/Will Point** Hero gains either a Might or Will Point to a maximum of 3.

### Leadership Special Rules Table (D6)

- 1 — Favor of the Court** Whenever this hero participates in a battle, the Battle Company may re-roll the die when determining how much Gold is gained at the end of the game.
- 2 — Courageous Hero** Whenever the Hero tests his Courage, he may roll 3D6 and discard the lowest result.
- 3 — Master of Battle** If the Hero is within 6" of an enemy Hero calling a Heroic Action, he may immediately call an action of the same type without expending a point of Might. He may not call a Heroic Move or Shoot if he has already been engaged in combat.
- 4 — Rally to Me** The Hero's Stand Fast! range is 12" rather than 6"
- 5 — Inspiring Resolve** All friendly units within 3" automatically pass Courage tests when charging a Terror-causing model.
- 6 — Might/Will Point** The Hero gains either a Might or Will point to a maximum of 3.



### Hero Point Cost Formula

- Basic Cost** — Take the basic cost of the Warrior Type as which the Hero began.
- Might, Will & Fate** — For each point of *Might*, *Will* or *Fate*, add 5 points.
- Advances to Fight, Strength, Defense, and Courage** — For each addition to the Hero's *Fight* (count only the *Fight* value, not the *Shoot* score), *Strength*, *Defense*, and *Courage*, add 5 points.
- Advances to Wounds & Attacks** — For each addition to the Hero's *Wounds* and *Attacks*, add 10 points.
- Skills/Magic Powers** — For each *Special Rule/Magical Power* the Hero has gained, add 5 points.
- Wargear** — The cost of the Hero's war gear is determined by the number of *Wounds* and *Attacks* the Hero has. If the Hero's *Attacks* + *Wounds* is 3 or greater use the second listed cost on the Basic Wargear Cost Table.

### Basic Wargear Cost Table

- Free/Free** — Hand Weapons
- 1/5** — Spear, Pike, Two-handed Weapon, Lance, Bow, Shield, Elven Blade, Armor, etc.
- 2/5** — Throwing Weapon, Crossbow, Longbow, Elf Bow, Heavy Armor, etc.
- 6/10** — Warg/Horse, etc.
- 9/15** — Armored Horse, etc.
- (Use second value if the Hero's *Attacks* + *Wounds* is equal to or greater than 3. This list is not all-inclusive, but should serve as a guide as to what equipment should cost.)