

## 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 an out of phase free normal or special movement action.

### 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

Place all warriors that are held in reserve, anywhere within one flank sector of the battlefield.

### 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 reserve gain an out of phase free normal or special movement action in one flank sector of the battlefield.

### 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 reserve on to the battlefield. You place them all in one sector of the battlefield, foes deployment or flank sector.

### 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

Position any of your warriors that are held in reserve in to any terrain 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 very hesitant, half all 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.

#### 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 total 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 for this round, 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.

#### Secondary Combat

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

016

### SECOND CHANCE

#### Primary Event

Roll 2D6 initiative dice for this phase of initiative. Select the highest dice for your initiative roll.

#### 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 re-roll must be kept.

#### Secondary Combat

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

018

## BLIND LUCK

### Primary Event

Roll your own initiative dice again and keep the result of the second roll.

### 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 WARMBAND

### 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 for 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 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 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 allegiance to you, select one warrior of the lowest class available.

#### 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 wonderfully crafted double handed great sword just lying there. Gain +2 to all attack rolls when this weapon is used.

*NOT transferable*

#### 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 can be 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 can be 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 can be 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 leaders' 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 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 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 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 that don't move this round will receive free block and parry reactions.

#### 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 that can be activated this action phase will gain free reactions

#### 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 that can be activated this action phase will gain free block, brace or shield rush reactions.

#### 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 that can be activated this action phase will gain free dodge reactions.

#### Secondary Combat

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

042

### DEFLECT

#### Primary Event

All warriors that can be activated this action phase will gain free parry reactions.

#### Secondary Combat

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

043

### RIPOSTE

#### Primary Event

All warriors that can be activated this action phase will gain free counterattack reactions against any successful combat attack.

#### 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 re-roll any failed reaction rolls in this action phase.

### 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 re-roll all reaction dice rolls that are successful for this action phase.

### 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 modifier of +2 to their armour save.

### Secondary Combat

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

048

## HESITANT COMMAND

### Primary Event

Temporary 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 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 card pile.

### 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 temporary discard this number of action cards from your foes normal action card 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 card 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 card pile.

#### 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 steal this number of normal action cards from your foes normal action card pile. Place them on your own normal action card 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 steal this number of special action cards from your foes special action card pile. Place them on your own special action card pile.

#### Secondary Combat

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

058

### REVIGORATED

#### Primary Event

Immediately 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 warrior this action phase.

#### 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*

#### 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, this causes them to re-roll their first successful combat dice 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 look at your foes present Command Event cards.

### Secondary Combat

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

064

## CHANGE TACTICS

### Primary Event

Swap any Command 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 as the 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 special combat attack before you depart the 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.

### 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.

### 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.

### 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 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

### DRUIDIC PAIN POTION

#### Primary Event

Quaff this potion immediately after receiving one normal wound token. The wound token 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 wound and immediately remove one wound token.

#### 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 wound tokens.

#### 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 wound and immediately remove one wound token.

#### Secondary Combat

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

079

### RADIANT BLESSING

#### Primary Event

On inspection, all your wounds look superficial. Remove all the wound tokens from one warrior.

#### 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 flesh wound, ignore the wound.

#### 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 token 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 wound tokens 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 a 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/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/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/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 foes' hidden treasure trove. Steal all your foes' event cards that are held this bound.

The maximum of six event cards may be exceeded with this event.

### 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 challenge to your foes' Warband leader. The winner claims outright victory. Decline and your foes' Warband will suffer -2 on all morale rolls and no re-rolls will be allowed for any reason.

### Secondary Combat

**Attack Roll: +5**

**Block Roll: -5**

**Dodge Roll: -5**

**Parry Roll: -5**

**Armour Save: -5**