

interested in is the effect it has on the Warband, The lowest roll is taken away from the highest to give a result of between 0 and 5.

0 – favourable winds or Roman roads, fair skies and plenty of food combine to make it the perfect journey. Not only do they get there in fantastic time the player gets to choose the scenario which means they can 'Raze the Base'.

1-3 – the journey though harsh, was met with stout hearts. The warband does not suffer any adverse effects. In fact the player can choose (before the roll) whether to add or subtract one from the scenario roll.

4 – bad weather, lack of supplies and illness conspired to have an adverse effect on the Warband. The opposing player can choose (before the roll) whether to add or subtract one from the scenario roll.

5 – the omens were bad, the journey was hideous. A number of the Warband have been waylaid. The opposition chooses the scenario and one unit of the aggressors force (decided at random after the force has been put into units) will not arrive on the table until the end of the second move when they appear anywhere on the players long edge.

After the battle – herbs and sacrifices

Units – Any figure who was injured (removed from the table) during the course of the game must roll a d6 after the game. On a roll of a 1 their injuries are severe enough to need them to spend some time getting back to fighting fitness. They must miss the next game and can not be included in the Warband number (force pool) for the following game. This may cause deployment problems for the Warlord, if there is not enough of a certain troop type to form a unit of at least 4 (say if you have only 3 Hearthguard in the Warband number). In these cases the figures can be used in a lower class of troops' unit. This does not have any benefit other than helping with numbers however.

If a unit is destroyed and has a Warrior Arm Ring (see later) then that Arm Ring is lost forever.

Warlord – If one's Warlord has been injured (removed from the table) the player must roll a d6. On anything but a one the Warlord's loyal

troops managed to drag him off the battlefield and the shaman's herbs or the priest's prayers did the rest.

On a '1' however the Warlord must roll on the injury table below:

Roll 2d6:

2 – The Warlord dies of his wounds. His heir takes his place (roll on the Heir table).

3* - The Warlord is captured by the enemy. The next campaign game the Warband plays against the same player must be won or else the Warlord is humiliated and

then killed. If they win the Warlord is back in charge. Until this happens his heir takes control of the Warband (roll on the Heir table).

4* – Warlord loses a hand. May not use a two handed weapon and their armour is always at -1 from now on.

5 – The Warlord loses an eye, they lose an attack die.

6-8 – The Warlord sustains a serious leg injury. From now on they can only move a SHORT.

9 – The Warlord suffers multiple non chronic injuries. For the next game only they move a SHORT and do not have their 'resistance'. In other words they can be taken out with one hit.

10 - The Warlord fractures his ribs, in the following game they only have 4 attack dice.

11- The Warlord sustained multiple injuries and for the next game only they sustain twice the amount of fatigue as normal.

12 – The Warlord dies of his wounds but from now on the Warband have a blood feud against the opposing player. When they play that player the Warband will gain one free activation per turn for a unit of their choice. This activation will not cause fatigue.

* if the Warlord suffers the same result again they are deemed to be dead.

