### Reference Charts

### Hero Injury Table (2D6)

| 1 — Dead | Remove Hero from the game. |
| 2 — 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. |
| 3 — 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. |
| 4 — Full Recovery | Hero suffers no adverse effect. |
| 5 — Full Recovery | Hero suffers no ill effect. |
| 6 — It's Just A Scratch | Hero must miss the next game or roll again. The second result will stand. |
| 7 — Flesh Wound | Hero misses the next game. |
| 8 — 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. |
| 10 — 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 Injury Table (D6)

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

### Reference Charts (Cont'd)
**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.

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**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.

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**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.

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**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.)