

Experience and Level Up

Heroes and Experience

1. A hero gains +1 experience each time he survives a battle, even if he was taken *out of action*.
2. A hero gains +1 experience each time he takes any enemy *out of action*.

Accidentally Out of Action

- A hero that accidentally takes a member of his own warband *out of action* (e.g. with *Spells* or *Blunderbuss*) **does not** receive experience.
- **Yes:** A hero that accidentally takes a member of an allied warband *out of action* **does** receive experience.
- **Yes:** A hero that knocks an enemy off a building, taking him *out of action* by falling damage **does** receive experience.

Heroes Levelling Up

Roll for advances whenever a hero reaches **2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83** and **90** experience.

Hero Advancement Table

2D6	Result
2-4	Skill
5	Choose S or T
6-7	Choose WS or BS
8	Choose I or Ld
9	Choose A or W
10-12	Skill

Skill

- Choose a skill from one of the lists that are available to the hero.
- Each skill can only be chosen once unless it says otherwise.
- Modifiers from skills can take a warrior above his maximum characteristics.

Henchmen and Experience

- Henchmen do **not** gain experience.
- But whenever a henchman takes an enemy hero or monster *out of action*, roll a D6:
- On a roll of **(1-5)** nothing happens, but on a roll of **(6)**, the other heroes have noticed that the lad's got talent.

“The Lad’s Got Talent!”

The henchman becomes a hero after the battle if you want him to. Note down that you have the option to promote him after the battle if you wish. If you already have the maximum number of heroes in your warband, you can fire an existing hero, or if an existing hero dies, the new hero can take his place.

- The new hero retains his weapons list and troop type. (E.g. a *Greatsword* still counts towards the 0-5 limit for *Greatswords* in the warband.)
- Warrior gains access to three skill lists of your choice. The new hero may select from any of the five basic skill lists, or from any Special Skill lists that his warband has.
- Access to special skill lists are **not** gained automatically, but count as one choice in this regard.
- The new hero may select a basic skill list (like shooting) even if no existing heroes in the warband have access to it.
- The opportunity to promote the henchman lasts until the beginning of the warband's next battle.
- (I.e. if the promotion was not used after the battle where it was gained, it is lost.)

Starting Experience

Warriors do not gain advances from their starting experience.

Henchman Advancement Table

2D6	Result
1-5	Nothing
6	Talent!