

Hero Injuries

Roll 2D6 where the first designates tens and the second ones.

- Heroes may acquire multiple instances of the same type of injury (e.g. three 'Hand Injuries' for -3 WS.) but characteristics can never be reduced below 1.
- The injuries are still there, though, and count against future level ups.
- **Heroes cannot die a warband's first two games.** Treat 'Dead' as 'Multiple Injuries'.
- Injuries are **not counted** for the purpose of racial maximum characteristics. (E.g. a human with WS 8 and a Hand Injury still counts as having WS 8.)

(11-14) Dead

The warrior is dead and his body abandoned in the dark alleyways of the accursed city.

Warrior is lost along with all weapons, armour and equipment he was carrying.

(15) Captured

The warrior regains consciousness and finds himself held captive by the enemy warband.

Warrior and all weapons, armour, and equipment he was carrying is transferred to enemy warband. See next page for details.

(16-22) Multiple Injuries

The warrior is not dead but his body has been severely mangled.

Roll 2D3 more times on this table, re-rolling *Dead*, *Captured*, *Sold to the Pits* and further *Multiple Injuries*.

(23) Chest Wound

The warrior is badly wounded in the chest.

-1 Toughness

(24) Arm Wound

-1 Strength

(25) Hand Injury

-1 Weapon Skill

(26) Eye Injury

-1 Ballistic Skill

(31-32) Nervous Condition

The warrior's nerves have deteriorated.

-1 Initiative

(33-35) Madness

The warrior's mind has succumbed.

Roll a D6: **(1-5)**: -1 Leadership **(6)**: Immune to Fear

(36-41) Robbed

The warrior survives but has been picked dry.

All weapons, armour and equipment that hero was carrying is lost.

(42-43) Smashed Leg

The warrior has trouble walking but will recover.

Warrior must miss next game. Multiple rolls of *smashed leg* do not stack.

(44) Sold to the Pits

Warrior must fight in the Pits. See next page.

(45-64) Full Recovery

(65) Bitter Enmity

The warrior survives but is embittered by hatred.

Warrior *hates* the entire enemy warband, including Hired Swords.

(66) What Does Not Kill You...

The warrior survives and learns from his mistake.

Full Recovery and additional +1 experience

Captured and Pit Fights

Captured!

Ransom: All warbands

The two players may work out a ransom for the safe exchange of the captive, with or without his equipment. If a ransom cannot be agreed upon, the captive stays with his captors. The captive is not counted as part of his original warband while he is being held captive.

Duel: All warbands

The captive must fight a hero in the warband chosen by the capturer. The capturer always counts as charging. Whoever wins gains +1 experience. Whoever is defeated rolls on the campaign injuries chart, re-rolling results of 'captured' and 'sold to the pits'. If the captive wins the duel, he is free with all his weapons, armour and equipment.

Skaven: Slavery

The captive can be sold without his equipment for his base hiring price, +1 gc for each point of experience he has, **excluding** starting experience.

For the rest of the campaign, the captive's old warband may attempt to buy him back on the slave markets for same price as the slavers paid to the capturing warband. The captive is rare 11+ and has sustained a roll of 'multiple injuries' from the hardships of slavery. (*Do not roll for multiple injuries until you have bought him back.*)

Vampire Counts: Re-Animate

The captive can be slain and re-animated as detailed under the warband's special rules.

Chaos: Sacrifice!

The captive is killed and one hero in the warband, chosen by you, gains D3+1 experience.

Witch Hunters: Burn the Witch!

The captive is killed and one hero in the warband chosen by you gains +1 experience. If the captive was a wizard, this hero also gains 1 Blessing of Sigmar skill chosen by you.

Sold to the Pits!

- The warrior must fight the Pit King. Initiative determines who charges. If equal, roll dice.
- If the warrior is a wizard or priest he may cast spells or prayers during the fight, and if he has unused 'one use only' items, he may use them.

Pit King

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	-	4	4	3	4	3	8

Weapons and Armour: Morning Star and Light Armour

SPECIAL RULES

Spiked Gauntlet Parry: The Pit King has a 6+ armour save that is negated by the strength of the attacker as normal. Combined with Light Armour, this gives him a 5+ armour save can be negated as normal.

Stubborn: May re-roll failed fear and panic tests.

Outcome: Defeated

- If the warrior is defeated, he is robbed of all weapons, armour and equipment. Then he must roll on the campaign injuries chart again, re-rolling further results of 'sold to the pits'.

Outcome: Victorious!

- If the warrior defeats the Pit King, he gains 30gc and +1 experience.
- The warrior may also declare himself the new Pit King. If he does, all future rolls of *sold to the pits* will be resolved against this warrior instead of the old pit king. The new Pit King gains +1 experience and 15gc each time he wins such a fight, but if he is defeated he is no longer the Pit King and must roll on the campaign injuries chart, re-rolling further 'sold to the pits'.
- While the warrior is the Pit King, he gains 'Stubborn', even outside the pits, and he treats his own injury rolls of *sold to the pits* as *full recovery* instead.
- Being the Pit King can cause you to fight your own warriors.