

Blades of the Damned

Warband Upgrades, v1

In Blades of the Damned, your Warband is your main character, exploring the city and finding fame and glory (or infamy and destitution).

This document contains secret missions and the random upgrade table for the Warband Experience Tracker sheet.

Warband Secret Mission

Before a scenario, your warband will get a secret mission. You keep this mission until you accomplish it. You may elect to swap your mission at the beginning of the next game for a new randomly rolled mission (you may select between the two after rolling).

Roll at D6 for your warband archetype:

- **Shadows (thieves, spies, infiltrators)**
 - **1 - Pickpockets:** A member of your warband must rob a stunned model instead of taking them OOO. To do this, a model must be eligible to take a stunned model out of action in combat, but elect not to in the combat phase. Gain +2D6 GC at end of game in addition to warband XP.
 - **2 - Infiltrate:** A model from your warband must get into the enemy deployment zone- if there is no deployment zone in a scenario, then roll (in secret) a random table edge, and a model must touch it. The objective is accomplished as soon as a model does this.
 - **3 - Secret Message:** Your warband leader has a secret message and must not go OOO or stunned during the game (knocked down is ok). If successful, the leader gains +1 xp in addition to warband XP.
 - **4 - Signaling:** You must climb to the highest point on the board with any hero from your warband. Your hero must end your turn there to accomplish the mission.
 - **5 - Theft:** You must steal wyrdstone, treasure, or scenario item dropped by an OOO enemy. If there are no items in this scenario, reroll.
 - **6 - Cuthroats:** Your warband must eliminate 3 enemy heroes (OOO) in one game.
- **Cult (devotees of a god, madmen, crusaders)**
 - **1 - Sacrifice:** Your warband must lose 4 henchmen (OOO) in a game.

- **2 - Magical prowess:** Your warband must cast a spell successfully 3 times in a game. A wizard in your warband gains +1xp in addition to warband XP.
 - **3 - Fanatics:** Your warband must win a game without failing a LD check due to fear, all alone or other psychology rule.
 - **4 - Arcane lore:** You must climb to highest point on the board with any spellcaster, ending the turn there. In addition to warband XP, the spellcaster gains one automatic academic skill or spell.
 - **5 - Shield of faith-** You must finish a game without successfully passing an armor save.
 - **6 - Blood for the blood god/Purge the Witch:** Your warband must eliminate 3 enemy heroes (OOO) in one game.
 - **Assassins (cutthroats for hire, operatives, professional killers)**
 - **1 - Strike from above:** A model in your warband must perform a successful diving charge. Model (hero or henchman group) gains +1xp in addition to warband XP.
 - **2 - Bloody blades:** Your warband must eliminate 3 knocked down or stunned models in one game.
 - **3 - Head of the snake:** Your warband must take the enemy leader OOO.
 - **4 - Cutpurse:** Your warband must roll a D6 after each enemy taken OOO in close combat. On a 5-6 you have found the secret purse and accomplish this mission. +2d6 gold at end of game in addition to warband XP.
 - **5 - The larger they are, the harder they fall:** Eliminate any enemy large model (OOO). If no large model, eliminate enemy model with most XP.
 - **6 - Cutthroats:** Your warband must eliminate 3 enemy heroes (OOO) in one game.
 - **Brutes (violent thugs, barbarians, blood god devotees)**
 - **1 - Double team:** Models in your warband must take an enemy OOO in close combat when you outnumber them 2:1 odds or better (two or more models in base contact with 1 enemy model).
 - **2 - Against the odds:** A model in your warband must take an enemy OOO when facing 2:1 odds or worse (two or more enemy models in contact with one of your models).

- **3 - CHARGE/WAAGH:** Your warband must declare 5 successful charges in one turn (reach base to base contact with an enemy model).
- **4 - Kill em all:** Your warband must eliminate 5 enemy henchmen (or the enemy warband maximum). If the enemy warband has no henchmen, reroll.
- **5 - A good day to die:** Your warband must lose three heroes in one game
- **6 - Off with der 'eads:** Your warband must take out 3 enemy heroes in one game.
- **Smugglers (illicit commercial traders, 'entrepreneurs')**
 - **1 -Mercenaries:** Your warband must have a hired sword take two enemy models OOO. If you do not have a hired sword, reroll.
 - **2 - Wyrdstone hunters:** Your warband must grab 3 pieces of wyrdstone in a scenario. This is accomplished at the end of the turn if your warband holds 3 wyrdstone pieces.
 - **3 - Treasure finders:** Your warband must explore buildings with a hero as in the 'treasure hunt' scenario. Each building can be explored once. On a D6 roll of a 6, your warband has found treasure and accomplished the mission. +2D6 GC at end of game in addition to warband XP.
 - **4 - Protect the loot:** Your warband must have no heroes OOO this game.
 - **5 - The contract:** Your warband must protect its contract. A random hero has the contract. If the hero goes OOO, it is dropped- the enemy cannot interact with it but another hero can pick it up. To accomplish this mission, the contract must remain in your possession at end of game. +1xp for hero with contract at end of game in addition to warband XP.
 - **6 - Eliminate the competition:** Your warband must take out 3 enemy heroes in one game (OOO).

Warband Levelups

Whenever your warband levels up (reaches a higher Tier due to gaining XP), immediately roll below and gain the following benefit. If needed, assign to a specific hero. Be sure to mark this down on the warband roster!

- **Shadows (thieves, spies, infiltrators)**
 - **1 - Infiltrate:** One hero of your choice gains the infiltrate skill (see Skaven Warband)

- **2 - Cloaked in Shadows:** One hero of your choice gains the skill “Cloaked in darkness: When shooting at this hero, the cover modifier is -2 instead of -1”
 - **3 - Piercing shadows:** All your heroes may spot hidden with 2X initiative range.
 - **4 - Acrobatics:** All your heroes may reroll one initiative test when falling/jumping per game.
 - **5 - Climbers:** All heroes have the equipment ‘rope and hook’, permanently
 - **6 - Underway:** The warband may benefit from the ‘catacombs’ rules (see result 6666 on the exploration chart)
 - **Cult (devotees of a god, madmen, crusaders)**
 - **1 - Forbidden knowledge:** One hero gains an academic skill or spell immediately.
 - **2 - New devotees:** The warband gains one new henchman for free (you must still must pay for equipment). They can be added to an existing group or make a new group.
 - **3 - Blessing of the gods:** One of your heroes is blessed with the gods strength (+1 strength), gods cunning (+1 leadership) or gods speed (+1M) - your choice. You may not exceed your maximums.
 - **4 - Magical blessings:** Wizards in this warband may always add +1 to roll when casting spells or prayers.
 - **5 - Diving blessing:** The warband gains D3 re-rolls per game which may be used for any armor saving throw (roll for the number of rerolls at start of game).
 - **6 - And they shall know no fear:** Your warband may re-roll all failed fear and all alone tests
 - **Assassins (cutthroats for hire, operatives, professional killers)**
 - **1 - Dance of blades:** One hero gains a dexterity skill immediately.
 - **2 - Blades in the dark:** The warband gains one new henchman for free (you must still must pay for equipment). They can be added to an existing group or make a new group.

- **3 - Storm of steel:** All heroes may throw a dagger once per game, using the throwing knife rules. This dagger is unavailable until next game once thrown.
 - **4 - Combat master:** One hero gains an automatic combat skill immediately.
 - **5 - Master Assassin:** You may hire the imperial assassin hired sword for free- you must still pay the upkeep between each game to keep them. If killed or dismissed, you can rehire at half price.
 - **6 - Master poisoners and druggists:** Your warband may buy poisons at half price, your heroes may reroll any dice related to drug use effects.
 - **Brutes (violent thugs, barbarians, blood god devotees)**
 - **1 - Brute force:** one hero gains a strength skill immediately.
 - **2 - Pressgangers:** The warband gains one new henchman for free (you must still must pay for equipment). They can be added to an existing group or make a new group.
 - **3 - CHARGE!** Heroes add +D3" to their charge range, rolled after declaring charges.
 - **4 - Tough as Nails:** Heroes may reroll any toughness tests they are required to take.
 - **5 - Clubs and cudgels:** All models in warband get a free club instead of a free dagger. Existing daggers can be upgraded if desired.
 - **6 - Strength of the bull:** Your leader gains +1 strength, which may take them 1 past the maximum strength stat!
 - **Smugglers (illicit commercial traders, 'entrepreneurs')**
 - **1 - Merchants:** One hero gains an academic skill immediately.
 - **2 - Mercenaries:** Your warband may hire one hired sword for free (must continue to pay upkeep).
 - **3 - Cargo:** Each game, one hero is designated to carry a treasure counter, which functions like a wyrdstone token. It may be taken by enemies if the hero is OOO as normal. Whichever side ends up with the cargo at the end of the battle gains +2D6 gold.
 - **4 - Gambler Den:** Warband gains +D6 gold after every battle.
 - **5 - Smugglers:** Warband may get a free dose of any drug each battle. Which can be sold if desired.

- **6 - Finder extraordinaire:** One hero may pass a rarity check automatically in the purchasing phase.