

Arcane Missile Barrage!

Roll a dice for every unit in selected target. On a 5+, the unit takes D3 Mortal Wounds. On a 1, the unit heals D3 Wounds, which can bring models back to the unit if no models in the unit are wounded and the unit has lost models.

*One Army: 10 coins
Two Armies: 20 coins
Three Armies: 30 coins
All Armies: 10 coins*

Out-of-Pocket Expenses

Pick a unit from your army. Roll a D3 and heal that much damage from the unit. Models can be brought back, if all models are at full Wounds and the unit has lost models.

1 D3 of Healing: 3 coins

The Innominate Mask of Fawkes

-Limit 1-

Give this artefact to your General. When enemy units within 12" take battleshock, they count as losing a minimum number of models equal to their Bravery. If a unit is immune to battleshock, this artefact removes that immunity, and battleshock is taken normally. This artefact returns to Wizard Fawkes if the hero holding this artefact is slain.

Cost: 40 coins

Fickle Winds

Pick a unit and roll a dice. On a 2+ remove it from the table, then place it anywhere on the battlefield, entirely outside of 9" from units not from the same army. On a 1, the General of the unit you chose gets move the unit using the same rules. If you rolled a 1 after selecting your own unit, the player to your left gets to move the unit using the same rules.

*Enemy Unit: 5 coins per 5 models
Allied Unit: 10 coins per 5 models*

Swift Rapid Haste!!

Pick a unit and roll a dice. On a 2+, add the result to the affected unit's movement next time this unit moves. If this is used to increase pile-in range, roll a D3 instead. On a 1, the affected unit got a cramp, and their movement is reduced to 0.

*1 Unit: 2 coins
Entire Army: 7 coins*

Failure Boat Ahoy!!

-Limit 1-

Choose one opponent and give them an Arkanaut Frigate armed with a Heavy Sky Cannon, the SS Infalicitous, known around the Mortal Realms as the "Lead Balloon." They can place it anywhere on the battlefield, entirely outside of 9" of any unit not from their army. If this Frigate in on the battlefield at the end of the battle, the player who is currently under control of the SS Infalicitous rolls a dice and removes that many Victory Points. They also want paid for their hard work, so that player also loses 2D3 coins. Control of the Frigate may be passed to another player by paying the number of coins +5 that the previous player paid to give control to the current player.

Cost: 10 coins

Myopia, Youropia!!

Roll a dice. Reduce the range of ranged weapons for affected unit(s) until their next Shooting Phase by the amount rolled. If you roll a 1, the range of all ranged weapons become unlimited.

*1 Unit: 3 coins
Entire Army: 15 coins
All Armies: 10 coins*

Worth the Weight

Pick a unit and roll a dice. On a 2+, reduce the result from the affected unit's movement. If this is used to reduce pile-in range, roll a D3 instead. On a 1, the affected unit can run, shoot and charge on its next activation.

1 Unit: 3 coins

Golden Shower

This spell becomes available once almost all the coins has been collected. Pick a point on the battlefield, and then roll a scatter dice and 2D6. 2D3 coins are placed in the direction indicated by the scatter dice at a distance equal to the results of the 2D6 - the number of wounds dealt.

Initiation Cost: Deal 1+ Wound to any number of models or units

The Midas Exchange

Pick a unit from your army. Roll a D3 and the unit suffers that much unsavable damage. If this is purchased on the last round, roll a D6, instead.

1 coin received per D3 rolled

Wily Staff of the Fawkes

-Limit 1-

Give this artefact to one hero with the "Wizard" keyword. This hero gets +3 to all casting rolls, +3 to all unbinding rolls, +6" to all spell ranges, and can unbind from an additional 6" away. This artefact returns to Wizard Fawkes if the hero holding this artefact is slain.

Cost: 25 coins

Dwarf Invasion!!

You hire a mercenary company of Vulkite Berserkers. Immediately place them anywhere on the battlefield, entirely outside of 9" from units from other armies. If this is purchased on your turn, this counts as their movement. As long as they are under your employ, you control them entirely. They do not count as part of your army. The Vulkite Berserkers cannot hold objectives. If they end their movement within 1" of any coins, the coins are put off to the side. If they end their movement within 1" of any treasure chests, they roll to take coins from the chest. These coins are also put off to the side. If this unit is slain, all coins are placed within 3" of the last model removed. If there is not enough room, then the coins are stacked where the last model was removed from. If the unit was only purchased for one round, they are removed from the battlefield at the start of your next turn. They take any gold they collected with them.

5 Vulkite Berserkers for 1 Round: 10 coins

5 Vulkite Berserkers Permanently: 15 coins

10 Vulkite Berserkers for 1 Round: 15 coins

10 Vulkite Berserkers Permanently: 25 coins

Grudges Remembered...

You "remind" a unit of hired mercenary Vulkite Berserkers of ancient grudges against their current employer. You take control of the unit. As long as they are under your employ, you control them entirely. They do not count as part of your army. The Vulkite Berserkers cannot hold objectives. If they end their movement within 1" of any coins, the coins are put off to the side. If they end their movement within 1" of any treasure chests, they roll to take coins from the chest. These coins are also put off to the side. If this unit is slain, all coins are placed within 3" of the last model removed. If there is not enough room, then the coins are stacked where the last model was removed from. If you purchased their favor for 1 round, they return to their original employer's control on that player's next turn.

5 Vulkite Berserkers for 1 Round of Usurping: 20 coins

5 Vulkite Berserkers Permanently Usurping: 30 coins

10 Vulkite Berserkers for 1 Round of Usurping: 30 coins

10 Vulkite Berserkers Permanently Usurping: 50 coins