



# **The 9<sup>th</sup> Age**

## **Grand Campaign Rules**

### **Skirmish Rules – Post-Skirmish**

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## Post-Skirmish Rules

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## Post-Skirmish Sequence

1. Injuries
2. Experience
3. Exploration
4. Trade

### Injuries

A model must roll on the Serious Injury table if it was taken Out of Action in the previous skirmish.

#### Henchman/Hired Hand Serious Injury Table

Roll a D6 for each Henchman and Hired Hand taken Out of Action, then consult the following table:

D6 Roll	Result
1-2	Warrior dies (model is removed from the party, and all their equipment is lost).
3-6	No effect (model continues as normal).



## Post-Skirmish Rules

### Hero Serious Injury Table

Note that if a warrior has both legs or both arms amputated, they retire from the party.

Roll a D66 for each Hero taken Out of Action, then consult the following table:

D66 Roll	Result
11-15	Dead – the warrior dies (model is removed from the party, and all their equipment is lost).
16-21	Multiple Injuries – the warrior must roll D6 times on this table, re-rolling 'Dead', 'Captured' and 'Multiple Injuries' rolls.
22	Leg Wound – the warrior breaks a leg. Permanent -1 M.
23	Arm Wound – Roll a D6. 1 – arm must be amputated. Can only use a single one-handed weapon from now on. 2-6 – miss the next skirmish.
24	Madness – Roll a D6. 1-3 – gains Stupidity permanently. 4-6 – gains Frenzy permanently.
25	Smashed Leg – Roll a D6. 1 – the warrior can no longer Run, but can still Charge. 2-6 – miss the next skirmish.
26	Chest Wound – Permanent -1 T.
31	Blinded in One Eye – Permanent -1 BS. If this result is rolled again, the warrior retires from the party.
32	Old Battle Wound – from now on, before any skirmish roll a D6. On a 1, the warrior cannot take part.
33	Nervous Condition – Permanent -1 I.
34	Hand Injury – Permanent -1 WS.
35	Deep Wound – miss the next D3 skirmishes.
36	Robbed – the warrior loses all equipment.
41-55	Full Recovery – no effects.
56	Bitter Enmity – Roll a D6. The warrior now has Hatred(x) 1-3 – the individual who took them Out of Action. If this was a Henchman, they Hate the party leader instead. 4 – the party leader. 5 – the entire party. 6 – all parties of that type.
61	Captured – the enemy party has captured the warrior. The enemy party gains all the warrior's equipment. The enemy party can sell the warrior for D6x5 pg, and the warrior is returned to its party. Beast Herd Raider, Dread Elf, Mutant Cult, and Corrupted Carnival parties can sacrifice the warrior for +1 Experience to their leader. Any party that can raise zombies can kill the warrior and raise them as a Zombie for their own party.
62-63	Hardened – the warrior is now Immune to Fear.
64	Horrible Scars – the warrior now causes Fear.
65	Sold to the Pits – the warrior must now fight a Gladiator (see Hired Hand – Gladiator). Roll a D6 to decide who charges. If the warrior is taken Out of Action, roll again on this table until you roll 'Dead' or an injury. If the warrior survives, they are returned to their party without their equipment. If the warrior wins the fight, they retain their equipment and gain 50pg, and get +2 Experience.
66	Survives Against the Odds – the warrior gains +1 Experience.

## Post-Skirmish Rules

### **Experience**

#### **Earning Experience**

Warriors earn Experience points for certain actions. These will be listed in the rules for the Scenario played. Heroes gain Experience points individually, while Henchmen gain Experience as a group.

In addition to these Experience points, a warrior may gain Experience if their party were under-dogs in the previous skirmish, as detailed below:

<b>Difference in party rating</b>	<b>Experience bonus to lowest party rating</b>
0-50	None
51-75	+1
76-100	+2
101-150	+3
151-300	+4
301+	+5

#### **Levelling Up**

Note that while Hired Hands gain experience in the same way as Henchman Groups, they Level up in the same way as Heroes.

Henchman Groups and Hired Hands Level Up when they reach the following Experience Point totals:

2, 5, 9, 14. A Henchman group or Hired Hand cannot gain more than 14 Experience Points.

Heroes Level Up when they reach the following Experience Point totals:

2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83, 90. A Hero cannot gain more than 90 Experience Points.

## Post-Skirmish Rules

**Henchman Level Up Table**

A model may never increase a statistic higher than the Maximum Profile shown in their Party Rules.

When a Henchman Group Levels Up, roll 2D6 and consult the following table:

<b>2D6 roll</b>	<b>Result</b>
2-4	+1 I (re-roll if this has been rolled before).
5	+1 S (re-roll if this has been rolled before).
6-7	Either +1 BS or +1 WS (choose the other option if this has been rolled before. Re-roll if this has been rolled twice before).
8	+1 A (re-roll if this has been rolled before).
9	+1 Ld (re-roll if this has been rolled before).
10-12	One Henchman model becomes a Hero, unless you have reached the maximum number of Heroes. This new Hero is still the same type as the Henchman, and starts with the same Experience that the Henchman Group had, with all characteristic increases intact. Choose two Skill types for the Hero to specialise in. The Hero may immediately make a roll on the Heroes Level Up table. The Henchman Group then rolls again on this table, re-rolling any rolls of 10-12.

## Post-Skirmish Rules

### Heroes/Hired Hands Level Up Table

A model may never increase a statistic higher than the Maximum Profile shown in their Party Rules.

When a Hero or Hired Hand Levels Up, roll 2D6 and consult the following table:

2D6 roll	Result
2-5	Choose a new skill, or randomly generate a new spell if the warrior has the Wizard special rule.
6	Roll a D6. 1-3 - +1 S. 4-6 - +1 A.
7	Choose either +1 WS or +1 BS.
8	Roll a D6. 1-3 - +1 I. 4-6 - +1 Ld.
9	Roll a D6. 1-3 - +1 W. 4-6 - +1 T.
10-12	Choose a new skill, or randomly generate a new spell if the warrior has the Wizard special rule.

### Skill Advances

A Hero and Hired Hands can only pick skills from the groups listed in their profile, which can be found in their Party Rules.

Some Heroes and Hired Hands will have access to Special Skills, which are listed in their Party Rules.

### Spell Advances

If a Hero or Hired Hand is a Wizard, they can choose to roll for a new spell instead of a skill. If they roll a spell they already know, the Difficulty of that spell is decreased by 1.



# **List of Skills**

## **Combat Skills**

### **Strike to Injure**

Add +1 to an Injury Rolls caused by this warrior in close combat.

### **Combat Master**

The warrior is Immune to All Alone tests.

The warrior gains +1 A if fighting against more than one enemy in close combat.

### **Weapons Training**

This warrior can use any close combat weapon, even those not on their equipment list.

### **Web of Steel**

The warrior gains +1 on Critical Hit table rolls in close combat.

### **Expert Swordsman**

If using a sword in close combat, the warrior can re-roll to hits in the turn they charge.

### **Step Aside**

The warrior has a 5+ Ward Save against wounds in close combat.

## Post-Skirmish Rules

### **Shooting Skills**

#### **Quick Shot**

The warrior can fire a missile weapon twice in one turn, as long as they have not moved and the weapon is not a Gunpowder weapon or a sling.

#### **Pistolier**

If the warrior is equipped with a brace of pistols of any type, they can fire both in the same shooting phase.

#### **Eagle Eyes**

The warrior adds +6" to the range of any missile weapon they are using.

#### **Weapons Expert**

The warrior can use any missile weapon, even those not on their equipment list.

#### **Nimble**

The warrior can move and fire with weapons that cannot normally be fired if the user has moved. This does not combine with Quick Shot.

#### **Trick Shooter**

The warrior ignores penalties to hit for cover.

#### **Hunter**

The warrior can fire each turn with weapons that normally can only be fired every other turn.

#### **Knife-Fighter**

The warrior can throw up to three throwing knives/stars per turn. This does not combine with Quick Shot.

## Post-Skirmish Rules

### **Academic Skills**

#### **Battle Tongue**

Increases the range of the warriors Leader special rule by 6".

#### **Sorcery**

Heroes that use Rituals only. The warrior gains +1 to casting rolls.

#### **Streetwise**

The warrior adds +2 to their Rarity rolls in the Trade phase.

#### **Haggle**

The price of one piece of equipment is reduced by 2D6 pg, once per Trade phase.

#### **Arcane Lore**

Witch Hunters, Sisters of Sonnstahl, and Warrior Priests cannot choose this skill. The warrior gains the Wizard special rule, and uses Lesser Rituals (see Hired Hand – Warlock).

#### **Weirdstone Hunter**

The warrior can re-roll one Exploration dice.

#### **Warrior Wizard**

Heroes that use Rituals only. The warrior can wear armour and cast spells.

## Post-Skirmish Rules

### **Strength Skills**

#### **Mighty Blow**

The warrior gains +1 S for attacks in close combat, excluding those from pistols.

#### **Pit Fighter**

The warrior gains +1 WS and +1 A when fighting inside a building or ruin.

#### **Resilient**

All attacks against this warrior in close combat are at -1 S.

#### **Fearsome**

The warrior causes Fear.

#### **Strongman**

The warrior ignores the Always Strikes Last special rule from using a double-handed weapon.

#### **Unstoppable Charge**

The warrior gains +1 WS in the turn they charge.

### **Speed Skills**

#### **Leap**

The warrior can move an extra D6" in the movement phase. This can be used when Running or Charging. This can be used to cross a gap, but must be rolled after such a move is declared.

#### **Sprint**

The warrior may triple their movement when Running or Charging.

#### **Acrobat**

The warrior may fall or jump from a height of up to 12" without taking damage if they pass a single I test.

The warrior may re-roll failed Diving Charge rolls, though the max diving charge height is still 6".

#### **Lightning Reflexes**

Attacks on the warrior made by a model that charged to not Strike First, and instead I values are used as normal.

#### **Jump Up**

The warrior ignores Knocked Down results when rolling for Injury, except when that Knocked Down result was due to a successful save from a helmet.

#### **Dodge**

The warrior has a 5+ Ward Save against wounds from missile weapons

#### **Scale Sheer Surfaces**

The warrior can climb up or down to a height twice their normal movement, and does not need to make I tests to do so.

## Post-Skirmish Rules

### **Exploration**

In the Exploration Phase you determine the income your party gains from loot.

To do this, follow this procedure:

1. Roll a D6 for each Hero in your party who was not taken Out of Action.
2. Roll an extra D6 if you won the skirmish.
3. Roll extra D6 awarded by other rules.
4. Pick up to 6 of these rolls. You cannot use more than 6 of them.
5. Modify the dice if you are allowed to do so.
6. If you have any doubles, triples etc., consult the relevant table.
7. Add the rolls together, and consult the table below to see how many shards of Weirdstone you have found.

### **Weirdstone**

Note that some scenarios change the way Weirdstone is awarded. Check the Scenario Rules.

Exploration dice total	Weirdstone Shards found
1-5	1
6-11	2
12-17	3
18-24	4
25-30	5
31-35	6
36+	7



## Post-Skirmish Rules

**Doubles**

<b>Roll</b>	<b>Result</b>
Ones	Well You may choose one of your Heroes to take a T test. If they pass, you gain an extra Weirdstone Shard. If they fail, they miss the next skirmish.
Twos	Shop You find D6 pg. Roll a second D6. On a 1, you also find a Lucky Charm.
Threes	Corpse Roll a D6. You find: 1-2 – D6 pg 3 – Dagger 4 – Axe 5 – Sword 6 – Light Armour
Fours	Straggler Vermin Swarm, Plague Brotherhood, Barbarian, Barbarian Explorer, Infernal Dwarf, and Bandit parties can sell the straggler to slavers for 2D6 pg. Beast Herd Raider, Dread Elf, Mutant Cult, and Corrupted Carnival parties can sacrifice the straggler for +1 Experience to their leader. Any party that can raise zombies can kill the straggler and raise them as a Zombie for their own party. Other parties can interrogate the straggler. You may roll an extra Exploration dice in the next Exploration Phase.
Fives	Overtured Cart Roll a D6. You find: 1-2 – Map 3-4 – 2D6 pg 5-6 – Jewelled Sword and Dagger. These are normal, except they can be sold for twice the normal price.
Sixes	Ruined Hovels You find D6 pg.

## Post-Skirmish Rules

**Triples**

Roll	Result
Ones	<p>Tavern</p> <p>The party leader must roll an Ld test. If passed, you gain 4D6 pg. If failed, you gain D6 pg.</p> <p>Any party who would obviously not drink the ale in the tavern pass their Ld test automatically.</p>
Twos	<p>Smithy</p> <p>Roll a D6. You find:</p> <p>1 – Sword</p> <p>2 – Double-handed weapon</p> <p>3 – Flail</p> <p>4 – D3 Halberds</p> <p>5 – Morning Star</p> <p>6 – 2D6 pg.</p>
Threes	<p>Prisoners</p> <p>Vermin Swarm, Plague Brotherhood, Barbarian, Barbarian Explorer, Infernal Dwarf, and Bandit parties can sell the prisoners to slavers for 3D6 pg.</p> <p>Beast Herd Raider, Dread Elf, Mutant Cult, and Corrupted Carnival parties can sacrifice the prisoners for +D3 Experience to their leader.</p> <p>Any party that can raise zombies can kill the prisoners and raise them as D3 Zombies for their own party.</p> <p>Other parties can free the prisoners and gain 2D6 pg. One prisoner will join the party. You may add them to a Henchman party for free, but must still pay for equipment.</p>
Fours	<p>Fletcher</p> <p>Roll a D6. You find:</p> <p>1-2 – D3 Short Bows</p> <p>3 – D3 Bows</p> <p>4 – D3 Long Bows</p> <p>5 – Hunting Arrows</p> <p>6 – D3 Crossbows</p>
Fives	<p>Market Hall</p> <p>You find 2D6 pg.</p>
Sixes	<p>An Old Friend</p> <p>You may hire a Hired Hand for free for the next skirmish. You must pay upkeep to keep the Hired Hand, as normal.</p>

## Post-Skirmish Rules

**Quadruples**

Roll	Result
Ones	<p>Gunsmith</p> <p>Roll a D6. You find:</p> <p>1 – Blunderbuss</p> <p>2 – Brace of pistols</p> <p>3 – Brace of duelling pistols</p> <p>4 – D3 Handguns</p> <p>5 – D3 portions of Superior Blackpowder</p> <p>6 – Masterwork Long Rifle</p>
Twos	<p>Shrine</p> <p>You find 3D6 pg.</p> <p>Any party with a member who uses Prayers can also bless a close combat weapon, allowing it to always wound Undead, Fallen Beasts, and Daemons on a 2+.</p>
Threes	<p>Townhouse</p> <p>You find 3D6 pg.</p>
Fours	<p>Armourer</p> <p>Roll a D6. You find:</p> <p>1-2 – D3 Shields or Bucklers (you choose)</p> <p>3 – D3 Helmets</p> <p>4 – D3 suits of Light Armour</p> <p>5 – D3 suits of Heavy Armour</p> <p>6 – Ithilmar Armour</p>
Fives	<p>Graveyard</p> <p>Your leader must make a Ld test. If passed, you gain D6x10 pg. If failed, you gain nothing.</p> <p>If your leader is Immune to Psychology, you automatically pass.</p>
Sixes	<p>Sewers</p> <p>In the next skirmish, after your opponent deploys, you can deploy up to three warriors anywhere on the table no closer than 8" to an enemy model. The model must be deployed on the ground. The model cannot have the Large Target rule.</p>

## Post-Skirmish Rules

**Quintuples**

<b>Roll</b>	<b>Result</b>
Ones	Moneylender's House You find D6x10 pg.
Twos	Alchemist's Lab You find 3D6 pg. Additionally, one of your Heroes can now choose from the Academic Skills list.
Threes	Jewelsmith Roll a D6. You find: 1-2 – D6x5 pg 3-4 – 20pg 5 – 50pg 6 – D6x15 pg
Fours	Merchant's House You find 2D6x5 pg. If you roll a double, one Hero also gains the Haggle skill, even if not normally able to do so.
Fives	Shattered Building You find D3 Weirdstone Shards. Your leader must take a Ld test. If passed, they also find a Warhound (see Equipment).
Sixes	Entrance to the Catacombs You can only discover this once, so repeats are ignored. You may now re-roll one dice every time you make Exploration rolls.

## Post-Skirmish Rules

**Sextuples**

<b>Roll</b>	<b>Result</b>
Ones	Otherworldly Portal You can choose to send a Hero to search for Weirdstone here. Roll a D6. On a 1, the Hero is killed. On a 2+, they return with D6+1 Weirdstone Shards.
Twos	Hidden Treasure Roll a D6 for each of the following items. If you make the roll, the item is found. D3 Weirdstone Shards – 4+ 5D6x5 pg – Auto Lucky Charm – 5+ Heavy Armour – 5+ D3x10 pg – 4+ Elven Cloak – 5+ Holy Tome – 5+ Magical Artefact (see below) – 5+
Threes	Dwarven Smithy Roll a D6. You find: 1 – D3 Double-handed weapons 2 – D3 suits of Heavy Armour 3 – Gromril Axe 4 – Gromril Hammer 5 – Gromril Double-handed weapon 6 – Gromril Armour
Fours	Slaughtered Party Roll a D6 for each of the following items. If you make the roll, the item is found. 3D6x5 pg – Auto D3 suits of Light Armour – 4+ Heavy Armour – 5+ D6 daggers – Auto Map – 4+ D3 Halberds – 5+ D3 Swords – 3+ D3 Shields – 2+ D3 Bows – 4+ D3 Helmets – 2+
Fives	Fighting Arena One Hero may now choose from the Combat skill list, and can increase their WS one above their normal allowed maximum.
Sixes	Noble's Villa Roll a D6. You find: 1-2 – D6x10 pg 3-4 – D6 Crimson Shade 5-6 – a Magical Artefact (see below)

## Post-Skirmish Rules

### **Magical Artefacts Table**

Note that these items are unique, and if you roll an already owned item, roll again.

Roll a D6, then consult the following:

- 1 The Boots and Rope of Dieter. A warrior wearing these boots can move on any surface (even vertical surfaces) using normal movement (i.e. they do not follow the normal rules for climbing, jumping etc.) They must still jump gaps, however.
- 2 The Dark Corsair's Dagger. This weapon is a Sword, but it Stuns on a 1-3, and puts an enemy Out of Action on a 4-6.
- 3 Kurgan's Plate. This is a suit of Gromril Armour. It makes its wearer Immune to Rituals. The wearer can move through objects. It gives the wearer +1 W, but this may not increase Wounds above their maximum.
- 4 Bow of Seeking. This is an Elven Bow that always hits on a 2+. The bow adds +1 to an Injury Roll it causes. The Bow of Seeking can be used to fire at ANY model within range, not just the closest.
- 5 Executioner's Hood. The wearer ALWAYS has the Frenzy special rule and +1 S in close combat. The warrior can attack Knocked Down or Stunned models, even if there are standing models in base contact. The wearer will always charge the closest model that is Knocked Down or Stunned if possible, even if the model is friendly. The wearer will fight this model until it is Out of Action.
- 6 The All-Seeing Eye. The wearer can see through everything (so they have Line of Sight across the entire table). The wearer can roll an extra dice in the Exploration Phase. The Eye gives +1 to the wearer's armour save. Any model with the Animal special rule gains Frenzy while in close combat with the wearer.

## Post-Skirmish Rules

### Trade

#### Selling Weirdstone

Consult the following table to determine how much Party Gold you can gain for selling your Weirdstone. Weirdstone Shards must all be sold in one go – you cannot do multiple sales of different sizes.

		Number of Party Members (not including Hired Hands and Legendary Figures)					
Number Of Shards		1-3	4-6	7-9	10-12	13-15	16+
	1	45	40	35	30	30	25
	2	60	55	50	45	40	35
	3	75	70	65	60	55	50
	4	90	80	70	65	60	55
	5	110	100	90	80	70	65
	6	120	110	100	90	80	70
	7	145	130	120	110	100	90
	8	155	140	130	120	110	100

#### Bonus Gold

At the end of a skirmish, both players will be awarded with bonus party gold for the following:

- If either player takes photos of the skirmish and provides them to the Games Master, both players receive 10 Party Gold.
- If either player writes a skirmish report and provides it to the Games Master, both players receive 15 Party Gold.
- If a player writes a short story and provides it to the Games Master, that player receives 20 Party Gold.



## Post-Skirmish Rules

### **Recruitment**

You can purchase new recruits for your party in the same way you did when you first made the party.

### **Recruiting for Existing Henchman Groups**

Before recruiting any new Henchmen, roll 2D6. You can hire as many new Henchmen as you want, as long as their combined Experience does not exceed the number rolled.

You must pay for equipment to match the rest of the group when purchasing new Henchmen.

### **Recruiting Hired Hands**

You can also purchase Hired Hands for your party.

You must pay the Hire Fee listed in the relevant Hired Hand rules. You cannot purchase equipment for a Hired Hand.

### **Recruiting Legendary Figures**

To recruit a Legendary Figure, you must first search for them. Only Heroes can search for a Legendary Figure. A Hero who has already searched for a Rare item this turn cannot search for a Legendary Figure.

Nominate how many Heroes will search. Each may make an I test. If any are passed, the Legendary Figure has been found.

You must pay the Hire Fee listed in the relevant Legendary Figure rules. You cannot purchase equipment for a Legendary Figure.

### **Paying Upkeep**

You must pay the Upkeep price for each Hired Hand and Legendary Figure in your party (see the rules for your Hired Hand or Legendary Figure) or they will, in the case of a Hired Hand, permanently leave the party. A Legendary Figure can be found again.

### **Buying Equipment**

You can purchase equipment for your party using the Equipment Price Tables rules.

A warrior can only use the regular equipment listed in their equipment list, unless a special rule says otherwise.

### **Rarity**

Whenever a Hero wishes to buy an item with a Rarity value, they must roll 2D6. After adding any relevant modifiers, the total must be equal to or more than the Rarity value of the item. If lower, the item cannot be purchased.

Only one such test can be made per Hero per Trade Phase.

### **Selling Equipment**

Items can be sold for half the purchase price. In the case of equipment with a variable price, the item can only be sold for half the non-random purchase price.

## Post-Skirmish Rules

### Surgery

Heroes can visit a “doctor” to have their injuries healed. A Hero can only visit once per Trade Phase. A visit costs 20pg.

The following Injuries cannot be healed:

- Chest Wound
- Blinded in One Eye
- Old Battle Wound
- An amputated limb

As with Serious Injuries, if a warrior has both legs or both arms amputated, they retire from the party.

If attempting to heal a Leg Wound, Smashed Leg, or Hand Injury, roll 2D6 on the following table:

2D6 roll	Result
2-3	The Hero dies from excessive blood loss.
4	The limb being treated must be amputated. If the injury being treated is a Leg Wound or Smashed Leg is being treated, the warrior's M is halved. If the injury being treated is a Hand Injury, the warrior can only use a single one-handed weapon from now on.
5-6	The surgery is a failure, and the warrior misses the next Skirmish.
7-8	The surgery was unsuccessful, but the warrior is not adversely affected any further.
9-10	The surgery is successful. The injury and its effects are removed from the warrior, but they miss the next Skirmish.
11-12	The surgery is successful. The injury and its effects are removed from the warrior.

If attempting to heal Madness or a Nervous Condition, roll 2D6 on the following table:

2D6 roll	Result
2-3	The Hero dies from extreme brain trauma.
4-5	The Hero suffers terrible brain damage. The warrior now has the Stupidity special rule. If they were attempting to cure Stupidity, they instead have a permanent -1 Ld (to a minimum of 2).
6	The Hero's personality is altered, and they rave incessantly. They now have a permanent -1 I (to a minimum of 1) and cause Fear.
7-8	The surgery is a failure, and the warrior misses the next Skirmish.
9-10	The surgery is successful. The injury and its effects are removed from the warrior, but they miss the next Skirmish.
11-12	The surgery is successful. The injury and its effects are removed from the warrior.