

HEALING POTION

LESSER ARTEFACT

One use only.

The model carrying the potion may consume it in their Hero phase to recover up to 2 wounds allocated to them.

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



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SWIFTWIND DUST

LESSER ARTEFACT

One use only.

The model carrying the dust may use it to grant itself +1 Movement for the rest of the battle.

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



VIAL OF HEARTWOOD SAP

LESSER ARTEFACT

One use only.

The model carrying the Sap may use it to recover D3 wounds allocated to them, to their unit, or a friendly unit within 3".

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



SKIN OF FLAME-ALE

LESSER ARTEFACT

One use only.

The model carrying the flask may consume it in their Hero phase to add +1 To Wound to all their Melee Weapons (not mount) until the end of the battle.

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



ULGUAN HEX- EIDOLON

LESSER ARTEFACT

One use only.

The model carrying the doll can, during their Hero phase, pick an enemy unit within 12", and roll 12 dice. For each 6 rolled, the unit suffers a mortal wound.

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



CHRONOMANTIC DIAL

LESSER ARTEFACT

One use only.

The model carrying the dial can use it in their Hero phase. If they do so, add 1 to their Attacks (not mount) with each of their melee weapons, until the end of the battle.

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



IRONOAK SEED

LESSER ARTEFACT

One use only.

The model carrying the seed may use it during their Hero phase, to add +1 to their Save until the end of the battle.

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EQUIPMENT CARD



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GREATER HEALING POTION

LESSER ARTEFACT

One use only.

The model carrying the potion may consume it in their Hero phase to recover up to D3+1 wounds allocated to them.

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



BAUBLE OF SHADOWS

LESSER ARTEFACT

One use only.

The model carrying the bauble may activate it in their Hero phase. If they do, they gain the ability to Fly until the end of their turn.

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



FLASK OF AQUA GHYRANIS

LESSER ARTEFACT

One use only.

The model carrying the potion may consume it in their Hero phase to recover up to D6+1 wounds allocated to them.

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



UR-GOLD SIGIL

LESSER ARTEFACT

The model carrying the sigil add +1 to their save.

After the end of each battle, roll a die: on a 1-3 discard this card.

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



CARVOLAX SCALE- ANKLET

LESSER ARTEFACT

The model wearing the anklet add +1 to their Movement.

After the end of each battle, roll a die: on a 1-3 discard this card.

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



BLIGHT SERPENT VENOM

LESSER ARTEFACT

The model using the venom adds +1 to To Wound rolls of all their melee weapons (not mount).

After the end of each battle, roll a die: on a 1-3 discard this card.

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



RUNE-ETCHED VAMBRACES

LESSER ARTEFACT

The model wearing the braces rolls a die for each wound or mortal wound allocated to them. On a 6, the wound is negated.

At end of each battle, roll a die: on a 1-3 discard this card.

A HERO or Unit Champion may carry one lesser artefact, in addition to any Magical Artefact they already carry.



SHADOWSILK CLOAK

LESSER ARTEFACT

The model wearing the cloak counts as being in cover, while it is within 3" of any terrain. At end of each battle, roll a die: on a 1-3 discard this card.

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CLIMBING KIT

The model carrying this kit
move double their
movement score when
moving up vertical terrain.

*A HERO or Unit Champion
that is not mounted may
carry this piece of
equipment.*



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GAS BOMB

One Use only.
The unit carrying the bomb
may, at the beginning of the
Combat Phase, choose an
enemy unit within 6". That
unit suffers -1 to Hit until
the end of that turn.

*A HERO or Unit Champion
may carry this piece of
equipment.*



DUELLING PISTOL

The model carrying the
pistol adds the following
weapon profile to their
warscroll.

Range	Atk	Hit	Wound	Rend	Dmg
6"	2	4+	3+	-1	1

*A HERO or Unit Champion
may carry this piece of
equipment.*



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The model carrying this kit
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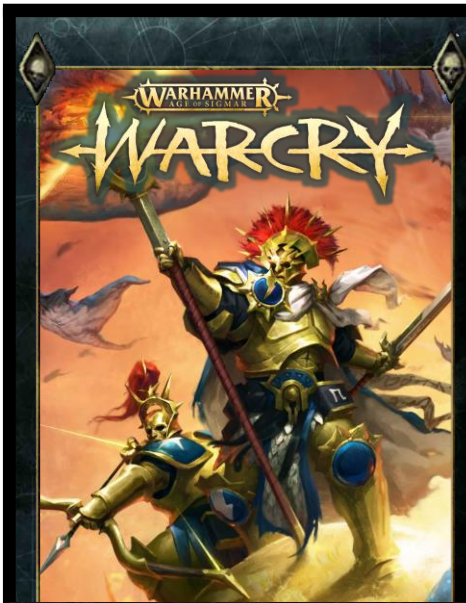


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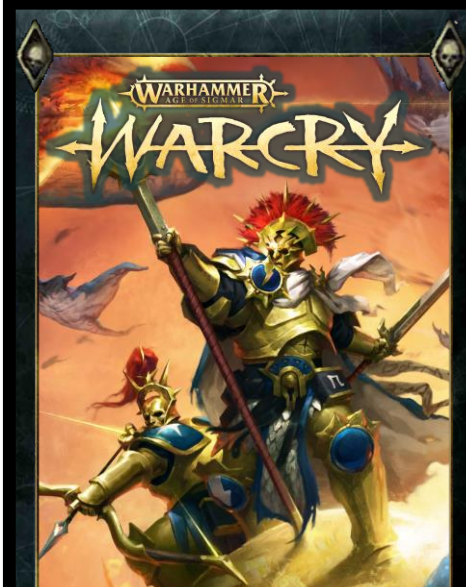
VAULT ARTEFACT



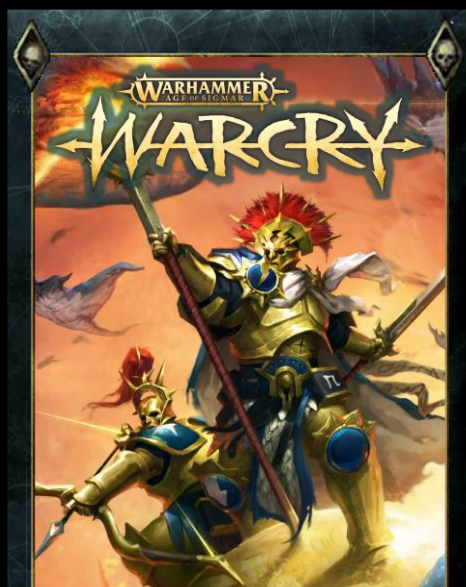
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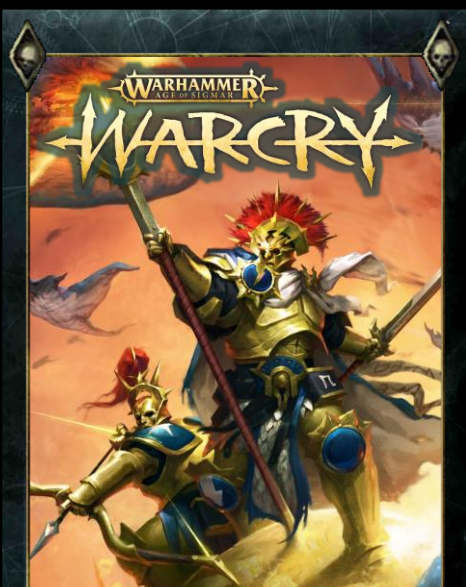
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THE TYRANT'S MANTLE

Those who don this collar of heavy-wrought pig iron find fate contorts to favour them, ensuring only the most worthy can depose them and steal this symbol of power.

If the bearer is included in the mustered warband, you begin the battle with 2 additional WILD DICE.

VAULT ARTEFACT

HELM OF DOMINION

This helm was used keep order among throngs of captured souls, sapping their conviction and compelling them to accept their grim fate. It works on warriors well enough when worn by one possessed of sufficient will.

Subtract 2 from the value of Abilities used by enemy fighters (to a minimum of 1) while they are within 12" of the bearer.

VAULT ARTEFACT

VAMPIRIC CUIRASS

This carmine cuirass will constantly heal the bearer of minor wounds, provided they indulge their urge to conquer and kill.

Each time the bearer makes an attack action that has a Range of 3 or less, and that successfully allocates damage to the enemy fighter, remove D3 damage points allocated to the bearer.

VAULT ARTEFACT

DAEMONFORGED BLADE

Within this darkling weapon lies the bound essense of a daemon of Chaos. Though the imprisoned horror no doubt rails at its confinement, those who can harness its malevolent powers swiftly come to dominate the battlefield.

Add 1 to the damage points allocated by hits and critical hits from attack actions made by the bearer that have a range of 3 or less.
In addition, add 2 to the value of abilities used by the bearer (to a max. of 6).

VAULT ARTEFACT

AETHERWIND TRANSPORTER

A magical device that shifts the aether currents, folding space to carry warriors from one place to another.

Select a fighter to carry the Transportation Contraption.

As an action, the bearer can be removed from the battlefield and then set up anywhere 9" or more from enemy fighters.
After this, the bearer cannot perform Move actions until the end of their activation.

VAULT ARTEFACT

PENDANT OF THE ANCIENTS

A relic of a lost civilization, barely restrained power crackles within this archaic medallion. Those who wear it are nearly unstoppable: by feeding upon its energies they can withstand even the mightiest of blows.

Add 1 to the Toughness characteristic of the bearer.
In addition, reduce by 1 the damage allocated to the bearer whenever they are successfully damaged by an enemy attack action.