



Thirsty Swords

2 Carvers.

• 1  / One inflicts "armour-piercing 2".

• 1  / The other allows to regain 1HP per attack causing damage.

You decide which weapon Tarsak uses to attack.



Linked to Tarsak



Bloody Injunction

- A Kherops Captain rules his ranks with an iron fist. If he inflicts "Bleeding" on a Kherops Warrior, the latter acquires "Heroic Attack" for his next activation.
- As for a Commander, he enables the Kherops Warriors to equip themselves for 5 Kr less if they change their basic weapon.



*Linked to Kherops
Captain and Commander.*



Thunder hammer (2)


- "Dazes" in case of a successful attack and ignores up to 3 protected damage (armour, shield...).
- Armour piercing 2.




Linked to Ogodei.



Borax

• 5  / weapon: weapons forged with Borax are more resilient and break less easily, they confer "specialist attack" and "specialist defence" to "warriors" who are wearing them.

• 10  / armour: armour confers "survival instinct" to "warriors" who are wearing it.



*Linked to the
Blacksmith.*

5/10

