

Drugs

By Paul Smith

Stiff Drink: 4 gold per bottle(one bottle per person): The leader gives each of his men a stiff drink to improve their courage before the battle. This increases every member of the regiment's leadership value by 1 point. However, the alcohol has the adverse of halving their Initiative values. This effect lasts for the duration of the battle, but wears off afterward. (One Use)

Herb's and Potions

Blade Venom : 20 gold: May be applied to any edged close combat weapons. Each wound causes d3 wounds. User suffers 1 S1 hit for every fumble. One dose lasts for one battle.

Potion of Strength : 30 gold: +3 Str roll LD check each turn to see if affects wear off.

Healing Potion : 30 gold: May be used during the battle or after.

Effects : During Game: Restore 1 wound

After Game : Model ignores all results on Serious injury Chart except for Dead, Captured or Full Recovery.

Cindind : 35+D6 gold: The model may take the cindin before the start of a game. It increases the user's Initiative and WS by D3 points each. When it wears off the stats return to normal.

Duration - Roll a D6 each recovery phase and add the model's Toughness. If the score goes over 12 then the model collapses in exhaustion as the effect wears off. Treat as pinned.

Side effects - After each game where the elixir is used roll 2D6, on a 2 the model has become addicted to the cindin, once addicted the model gains no effect from it, but must still take it, otherwise they lose D3 from I and WS.

Sedative : 15 gold: The only time a sedative is likely to be used is if you are playing a rescue type mission, The defenders can feed sedative to the prisoners. The sedated models count as down and may only crawl 2" per turn. At the end of each turn roll a D6 and add the model's T. If this ever goes above 12 then the effect has worn off and the model may act as normal.

Speed Potion: 40+D6 gold:

6 - I and WS increase by D6, BS and M by D3, when it wears off he goes down for a turn, after that treat as normal

4-5 - I and M increase by 3, but T is at -1

2-3 - M and I increase by D3

1 - ineffective

Duration - Roll a D6 each recovery phase and add the model's Toughness.

Potion of Might : 40+D6 gold: At the start of the game roll a D6 to see what the result is for each stat except wounds and LD

1 - unaffected

2-3 increased by 1 for the game

4-5 increased by 2

6 - increased by 3

the model's W and LD are both doubled up to a maximum of 10 and the model may not be pinned.

Duration - Roll a D6 each recovery phase and add the model's Toughness. If the score goes over 12 then the model collapses in exhaustion as the effect wears off. Treat as pinned.

Side effects - After each game where the elixir is used roll 2D6, on a 2 the model has become addicted to the potion, once addicted the model gains no effect from it, but must still take it, otherwise they must roll on the original table but subtract them instead and W and LD are halved with a minimum of 1.