

Character Development

You may choose a single Troop model (valued up to 15pts – if you don't have any at that value then use a model up to 20pts but skip the first development roll) to promote as a Junior Elite and you will get to develop them immediately and then continue to develop them throughout the day.

You should firstly name your character and write their details on the character card. Your character immediately gains 7 experience points – cross off the experience on the track. This will allow you to make two development rolls and then immediately increase their combat and stamina by one point, as well as gaining a leadership ability and being promoted to be a "Troop – Elite".

When you get a development roll, roll a D6 and to see what sort of improvement your character gets, then usually roll a second D6 for the specific upgrade. You may choose to reroll either the first or the second roll, but must stick with the second result if you do. You may not reroll the first dice after you've rolled the second dice.

The first time you gain a stamina ability your character also gain a bonus stamina, even if they have stamina already.

If a character has already reached the max for a stat, or already has the ability then you may choose an alternative from that category.

D6 Roll	Development
1	Choose one of the following: <ul style="list-style-type: none"> Beasthandler (+1)[L] (gain a <i>skerrat</i>, no change in cost) Falconer (+1)[T] (gain a free <i>hunting garo</i>, no change in cost) Trainer (+1 Boliga, Loyalty)[T] (gain a <i>terali boliga</i> and increase this character's cost by 10pts) Favoured Allies (Delgon or Dhogu) – Loyalists only
2-3	Stat improvement. Roll a D6 1-2: Combat (max 3 for infantry/max 4 for mounted models) 3-4: Stamina (max 3) 5: Toughness (max 4+) 6: Support (max 2)
4	Combat skill. Roll a D6: 1: Combat Trained (+1)[C] (max 2) 2: Combat Discipline* [C] 3: Dodge* [C] 4: Ferocity* [C] 5: Blitz (2) [C] 6: Powerful [C]
5	Specialist skill. Roll a D6: 1: Sprint* [A] 2: Solo [T] 3: Coordinated Strike* [C] 4: Charge (+1) [A] (max 2) 5: Throwing Knives (M6, R6, C2, Accurate*) 6: Influence (+1)[T] (max 3)
6	Promotion. Roll a D6: 1-5: Empire/Dhogu: Captain (+3)[L] (max 6) Delgon: Authority (+1)[L] (max 3) 6: Commander (+2)[L] (max 4)

After each game, any Character that participated in the game gains +1xp. If they survived then they gain an additional +1xp. In some games there may be further bonuses as described in the Game Resolution scroll.