



## Boxes and Barrels House Rules.

If one of your figures ends its move in contact with a set of boxes or barrels, roll 2d6 to see what they find;

Items found are added to your warbands roster and can only be distributed and used after the current game.

- 11 You disturb a sleeping mercenary champion armed with a sword and buckler. Place a figure representing the champion in base contact, the champion counts as charging, and will continue to attack anyone coming within 12" of him.
- 12 You disturb a sleeping dog. Place a figure representing the dog in base contact, the dog counts as charging, and will continue to attack moving towards the nearest figure to its current position.
- 13 You find nothing.
- 14 You find nothing.
- 15 You find nothing.
- 16 You find D6 gold.
  
- 21 You find nothing.
- 22 You find nothing.
- 23 You find D6 pieces of Garlic.
- 24 You find a Rope & Hook.
- 25 You find an Axe.
- 26 You find D6 gold.
  
- 31 You find nothing.
- 32 You find nothing.
- 33 You find D6 gold.
- 34 You find a Buckler.
- 35 You find a Shield.
- 36 You find a Lucky Charm.
  
- 41 You find nothing.
- 42 You find nothing.
- 43 You find D6 gold.
- 44 You find a Helmet.
- 45 You find a Bow.
- 46 You find a Rope & Hook.
  
- 51 You find nothing.
- 52 You find nothing.
- 53 You find 2D6 gold.
- 54 You find a Helmet.
- 55 You find a Longbow.
- 56 You find a Crossbow.
  
- 61 You find D6 gold.
- 62 You find 2D6 gold.
- 63 You find a Sword.
- 64 You find a Pistol.
- 65 You find a Suit of Light Armour.
- 66 You find a Suit of Heavy Armour.