

SIGNET RING

As the Warrior slips the ring on their finger, they feel spiritually hardened.

This Signet ring must have been worn by a great warrior and leader, as it feels as if their spirit is grafted into the ring itself. Any Warrior wearing the ring will have +2 bonus to any Willpower rolls.



VALUE
175C
Back

PLASMA GRENADE

The Warrior immediately recognises the item as a rare Eldar plasma grenade.

The Warrior may throw the Plasma Grenade up to 3 squares range. A Plasma Grenade is a very powerful weapon and causes damage as below.

1D6	1D6	1D6
1D6	2D6	1D6
1D6	1D6	1D6



VALUE
375C
Back

USE ONCE AND THEN DISCARD

LOOT



WRENCH

Underneath a pile of broken parts you find a rusty wrench. You see that it still seems to be functional and may be of some use.

Using the wrench the Warrior may attempt to disarm a mine or other trap found, roll 1D6 on a roll of 5+ the trap is disarmed, a failed roll triggers the device and rules for failing the trap save are used.



VALUE
10C
Back

WARMASTER SCROLL

Every position must be held, there must be no retirement. With our backs to the wall, and believing in the Justice of our cause, each one of us must fight on to the end.

The Warrior bearing the scrolls sends out a force that pierces the hearts of the Warriors, filling them with courage.

All of the Warriors are suddenly enthused with great bravery and each gains +1 Attack this turn.



VALUE
300C
Back

Psyker and Squat only

USE ONCE AND THEN DISCARD

LOOT



LOOT

