

# SCENARIO SPECIAL RULES

**Cometh the Storm:** At the beginning of the first player turn, roll a D6 and consult the following chart to see what effects the harsh winter weather has. The effects last until the weather changes (see below) and affect all units on the battlefield:

## WINTER WEATHER TABLE D6 Effects

**1 Darkstorm Tornado:** All units suffer a -1 Movement penalty unless they have the Fly or Swiftstride special rules. Units with the Fly special rule cannot march. Roll a scatter dice in the middle of the table and trace a line to the table edge in the direction indicated. A Darkstorm Tornado (use a large round template to represent this) moves 3D6" onto the battlefield from that point on the table edge towards the centre of the board. Any model under or moved over by the template must pass a Strength test or be removed as a casualty. Leave the template in place until the next roll for Winter Weather is made. If the weather conditions do not change in subsequent turns, do not roll to see where another Darkstorm Tornado arrives; instead, roll for scatter and move the Darkstorm Tornado already in play 3D6" in the direction indicated.

Units cannot voluntarily move through the Darkstorm Tornado. Units that begin their Movement phase under the template must attempt to move in their subsequent Movement phase to ensure they are no longer under the template. If forced to move through the Darkstorm Tornado for any other reason, units suffer the effects described above. Units cannot draw line of sight, shoot, or cast spells through the Darkstorm Tornado.

**2 Lightning Murderstorm:** Roll a D6 for every unit on the battlefield. On the roll of a 1, that unit has been struck by lightning and immediately suffers D3 Strength 6 hits. Units with an armour save of 4+ or better, or that have the Fly special rule, are hit on the roll of a 1 or 2 instead.

**3 Iceshard Blizzard:** All units suffer a -1 modifier to all To Hit rolls (both shooting and close combat) and to their Leadership. Shooting attacks that do not use Ballistic Skill must roll a 4+ on a D6 before firing, or the shot(s) is lost.

**4 Torrential Downpour:** Any shooting attacks suffer a -1 To Hit modifier. All pistols, handguns, jezzails, rifles, blunderbusses and cannons of any kind cannot fire. All Flaming Attacks count as normal attacks instead (though spells still count as magical attacks).

**5 Icy Winds:** Any shooting attacks that target enemy units at a range of more than 12" suffer a -1 modifier To Hit.

**6 Clear Skies:** Though bitterly cold, the weather is bearable – for the moment at least...

At the beginning of each player turn after the first, roll a D6:

- On the roll of a 1 or 2, the weather worsens – the current result on the Winter Weather Table is lowered by 1 (for example, Clear Skies becomes Icy Winds).

- On the roll of a 3 or 4, the weather conditions do not change – the current result on the Winter Weather Table remains in effect.

- On the roll of a 5 or 6, the weather improves – the current result on the Winter Weather Table is raised by 1 (for example, Darkstorm Tornado becomes Lightning Murderstorm).

- If, after rolling, the weather effects cannot be raised or lowered any further, the current result on the Winter Weather Table remains in effect instead.