Perilous Phenomenon

These are a selection of random happenings. They are similar to those which can be found in the Mordheim Annual.

At the start of each player's turn, roll a D6. If the result is 1 then roll a D66 to determine which event takes place. Once an event has occurred, no further happenings take place so don't make any more rolls.

Some happenings take place in a forest or swamp. If there is no terrain feature of this type simply roll again on the chart.

monster encounter tables

The following tables are used to determine what kind of monsters a warband might encounter during random happenings, results on the exploration charts or for other purposes. Roll 2D6 on the corresponding table for the region your warband is in. Rules for the monsters can be found in the Bestiary of the supplement.

northern wastes

2D6	Result
2	Daemon Prince
3-4	D3 Servants of Chaos. Roll a D6: 1-2 Possessed, 3 Horror, 4 Daemonette, 5 Plague Bearer, 6 Bloodletter
5-6	D3 Ice Bears (see Bear)
7	1 Warrior of Chaos, 2D3 Chaos Marauders
8-9	D3 +1 Ymirs
10-11	Norse Shaman (Hired Sword)
12	Chaos Spawn

the steppes

2D6	Result
2	Chaos Ogre
3-4	D3 Chaos Centaurs (Hired Sword)
5-6	D3 Gors, D3 Ungors
7	D3 Hobgoblin Scouts (Hired Sword)
8-9	2D3 Chaos Marauders
10-11	Troll. Roll a D6: 1-3 Troll (see Annual 2002, page 11), 4-6 Chaos Troll
12	Hydra
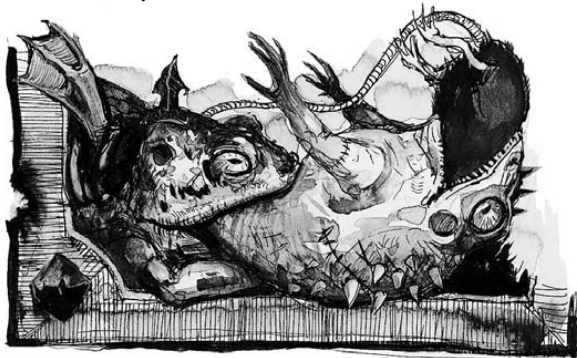
mountains of mourn

2D6	Result
2	Giant
3-4	D3 Ogres
5-6	D3 Orcs, D3 Goblins
7	D3 Hobgoblin Scouts (Hired Sword)
8-9	D3 Sabretusks (see Maneaters warband)
10-11	Rhinox (see Spoils of War)
12	Dragon Ogre

cathayan borderlands

2D6	Result
2	Pyromaniac (Hired Sword)
3-4	D3+1 Terracotta Soldiers
5-6	D3 Bears
7	D3 Wild Boars
8-9	D3+1 Chaos Marauders
10-11	D3+1 Monkey Warriors
12	Temple Dog (see Spoils of War)

random encounters chart

D66	Result

11-15 Is it some kind of a monster?
Someone or something draws near!

Roll on one of the four Monster encounter tables to see what the warbands run into. Place the encountered non-player model(s) as described in the Bestiary. The non-player models will always attack the nearest model that's not been generated by this random encounter. If the attacked model is already engaged in close combat, the non-player model will attack both close combat participants dividing any attacks evenly among opposing models if possible.

16 Desertion
All this gallivanting around in foreign lands has finally taken its toll on the less heroic warriors.

One randomly determined non-animal henchman from each warband must pass an immediate Ld test or be removed from the players roster.

21 Earthquake

Powerful magical energies from the Northern Wastes shake the local landscape. The ground heaves and buckles violently and warriors find it hard to keep their footing.

Roll a D3 to determine how many turns of the game the earthquake lasts. While the shaking persists, all movement is halved, all Initiative tests (climbing, etc) suffer a -2 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

22 Scandalmonger

An informant is selling a chart that reveals the whereabouts of the Chaos Dragon's lair.

The chart can be bought for D3x25 gold crowns. If paid, roll a D6: 1-2 the information was lies and is useless, 3+ from now on the warband may choose to play the "Chaos Dragon Hunt" scenario. If the scenario has already been played, ignore this event and roll again.

23 Greedy Find

The life of the average henchman is fraught with daily dilemmas.

One of the warbands' henchmen chances upon a precious gem embedded in a monument. Determine which warband makes the find, and then randomly select the henchman who prized it free. On a successful Ld test the gem is handed over to the leader and 2D6+10 gold crowns are added to their stash. On a failed test the henchman embezzles the fruits of his find and is relieved of duty before the next battle for his folly. Strike him from the warband's roster.

24 Swamp Flies

The local swamps are infested with bugs and flies!

Every model standing in a swamp section suffers a –1 to hit modifier in close combat, and –1 to hit in ranged combat. Note that these modifiers are not cumulative with any skills or mutations that are based on flies that distract other models.

25 Butchered Bodies

A discovery of horribly mutilated corpses is made. They look more undead than human.

Every model in a randomly determined swamp section that is not *immune to fear*, has to pass an *all alone* test, or flees from the swamp section with full speed to the closest board edge. Once the model passes its rally test, it can re-enter the section if it wants to. Every model who wishes to enter the section has to take a test too, if failed it will end its turn in front of the swamp. Mark the section.

26 Maddened Sow

A wise Cathayan farmer once said, 'never cross paths with a wild sow, protecting its litter!'

A model standing in a forest section and 8" away from another model is attacked. Use the rules for Boars from the Bestiary. Due to its rage the animal is *immune to fear*. The sow counts as charging.

If an animal or ghoul kills the boar, it will spend D3 turns feeding on the corpse.

31 Curious Bloom

An unusual specimen of vegetation catches a warrior's eye in the heat of battle.

A random hero model standing within 2" of a forest section, who is not subjected to *frenzy* or *stupidity*, neither *knocked down* nor *stunned* and not engaged in close combat, must roll on the following table.

D6	Result
1	**Haunted Oak:** Place a man-eating oak in base contact with the model. See Bestiary for further rules.
2	**Flesh Vines:** Place a carnivorous plant in base contact with the model. See Bestiary for further rules.
3	**Poisonous Fruit:** Ld test or roll D6: 1 *knocked down*, 2-5 *stunned*, 6 *out of action*.
4	**Strange Plants** Ld test if not *immune to psychology* or roll a D6. If succeed may choose to roll though. 1 stunned, 2 knocked down, 3-5 nothing happens, 6 gains one Healing Herbs
5	**Spider Spittle:** The Hero finds small animal carcasses bearing D3 doses of the poison toxin.
6	**Bed of Fungus:** The Hero finds D3 –1 portions of Mad Cap Mushrooms.

32 Mutated Trees

Trees are starting to grow evil faces on their bark! Their branches are starting to move, and they laugh with a grim voice. Every model standing in a random forest section are getting a single S3 hit immediately and at the beginning of their recovery phase, as long as they are standing inside the forest section. Because the models are shaken by fear (and those who are not, just want to get out of it) may ignore the rule of difficult terrain, and move with normal speed out of the forest section.

33 Old Well

The leftovers of an old well, surprises a passer by.

A random (not *large*) model takes a single S3 hit. Down the well he finds the equipment of his unlucky predecessor who broke his neck. If the model was not taken *out of action* due to the fall, roll a D6 to determine what it finds.

D6	Item
1	a rusty sword - worth nothing!
2	2 daggers
3	a wallet filled with 10 gc
4	a sword and a shield
5	a long bow
6	a light armour

Luckily the well is filled with ivy. The model can try to escape from the well by climbing at the beginning of its next turn. It has to pass a single Initiative test. If it fails, it will stay another round in the well. If it passes, it escapes from the well and can move no further this turn, however it can use magic.

Note that a player can decide to let the model stay in the well if he wishes. A model remaining in the well cannot be attacked or affected by any spell or ranged weapon. It is completely out of sight. It cannot perform any action in the well except for climbing.

34 Bog Octopus

Slime encrusted tentacles burst from the murky waters.

The model standing closest to the largest swamp or water feature is attacked by a Bog Octopus. Re-roll this result if there is no appropriate scenery. If the victim fails a strength test, the model is dragged under any available water. It is considered drowned taken and will be taken *out of action*. The player will need to roll for injuries at the end of the game.

35 Hot Hail!

Suddenly piercing hailstones falls from the sky.

The hailstorm lasts D3 rounds. See Forces of Nature for details.

36 Sling Trap

A careless warrior has fallen victim to a perfectly concealed sling trap.

One randomly determined model (roll again for mounted models) standing in a forest section is pulled up a tree, but manages to untie itself. Unless the model has learned the *Acrobat* skill it is automatically *knocked down*, even if any rules prevent the model from being so.

If an animal fell victim to the trap, it cannot untie itself, and is considered to be taken *out of action* and at the end of the battle, it only survives on a 4+ instead of 3+. The 4+ chance demonstrates that the animal is not found by its warband, but by the hunter who set the trap.

41 Contamination

A diseased wolf pounces upon an unwary individual who do their best to fend off the contagious animal.

See Wolf, Bestiary. Randomly determine which model is attacked.

Contagion: If a model is wounded it must make an immediate test on its Toughness stat unless it is *immune to poison*. If the test is failed, the model counts as being infected with Manticore Spoor (see Spoils of War). It must roll a D6 at the beginning of its turn: On a roll of 1 the poisoned model loses one wound. On a roll of 6 the poison's effect ends and the model has to test no more.

42-43 Belandysh comes!

Belandysh, the Condemned Champion of Tchar, enters the battlefield.

Use the Warhammer scatter dice to determine a random point at one side where Belandysh is placed. He follows the rules for non-player models described in the Bestiary. If any model is already in possession of the Chaos Broadsword of Damnation, re-roll on this chart.

If any model is already in possession of the Greatsword of Damnation, re-roll this event.

44 Storm/Blizzard
A storm arises.

For the next D3 turns apply the following weather conditions: *Gale* and *Tempest*. In addition, roll a D6: on a score of 4+ apply also *Thunder and Lightning*. Note that for scenarios in the Northern Wastes *Tempest* is replaced with *Blizzard*.

45 Ooops!
The ground here is uneven causing folk to stumble.

A random model that is not engaged in close combat is *knocked down* if it fails an Initiative test. However, it may make a Ld test to identify the obstacle as a healing herb. If the test is successfully passed, add one healing herb to either the warband's stash (in case of a Henchman model) or to his equipment (in case of a Hero).

46 Lava Tunnels
The ground shakes and molten rock bursts from the earth all across the region.

For the rest of the battle each player rolls a D6 at the beginning oh his or her turn. On a score of 1 the earth splits beneath one of the player's random models and they are sprayed with lava. They must pass an Initiative test or is hit with a Strength of 4. If the model is wounded roll another D6: on a score of 4+ it is *set on fire*.

51 Blaze!
Suddenly, a landmark bursts into flames, ignited by smouldering embers from a fire thought extinguished long ago.

One of the pieces of terrain (building, forest, etc.) chosen at random is affected. Any models inside take a Strength 3 hit unless they move outside in the same turn and any models within 2" of the terrain's edges take a Strength 2 hit from the smoke and heat unless they move further away as well. For the rest of the game, the terrain piece itself will cause *fear* due to the intense flames and anyone who wishes to enter it must first pass a test exactly as if they wished to charge an enemy causing *fear*.

52 Fountain of Blood
The Chaos-infested area itself seems to weep as even more blood is shed on the ground.

For the rest of the game, whenever a model is taken *out of action* in close combat, the model that did the deed must take a Strength test or be *knocked down* as he is hit by a torrent of blood pouring from the ground. If there were others involved in the combat they are not affected, as the steaming liquid seems to be directed only at those who have called it into being by their bloodthirsty actions.

53 Screaming Trees
Faces appear in the walls and the trees.

One randomly determined piece of terrain starts to emit a piercing shriek. Any warband members within 8" of the piece take a S1 hit (no armour saves allowed) and are at -1 on all to hit rolls (close combat and shooting) while the screaming lasts. Wizards and Priests are even more sensitive to the noise than others and so no spells or prayers may be cast from within this radius. Roll a D3 to determine how many turns of the game the screaming lasts.
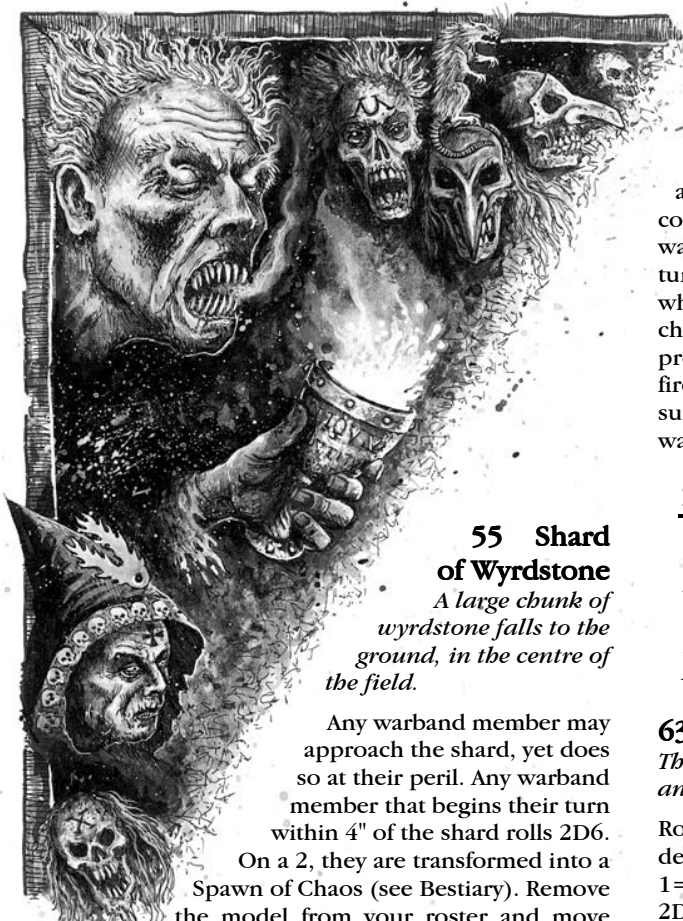
54 Daemonic Steed
A wild daemonic horse is loose in these wilds.

At the end of each turn, it moves 8" in a random direction. If a Hero can move adjacent to the daemonic steed and passes both Strength and Leadership tests, he can break the horse and claim it for his own.
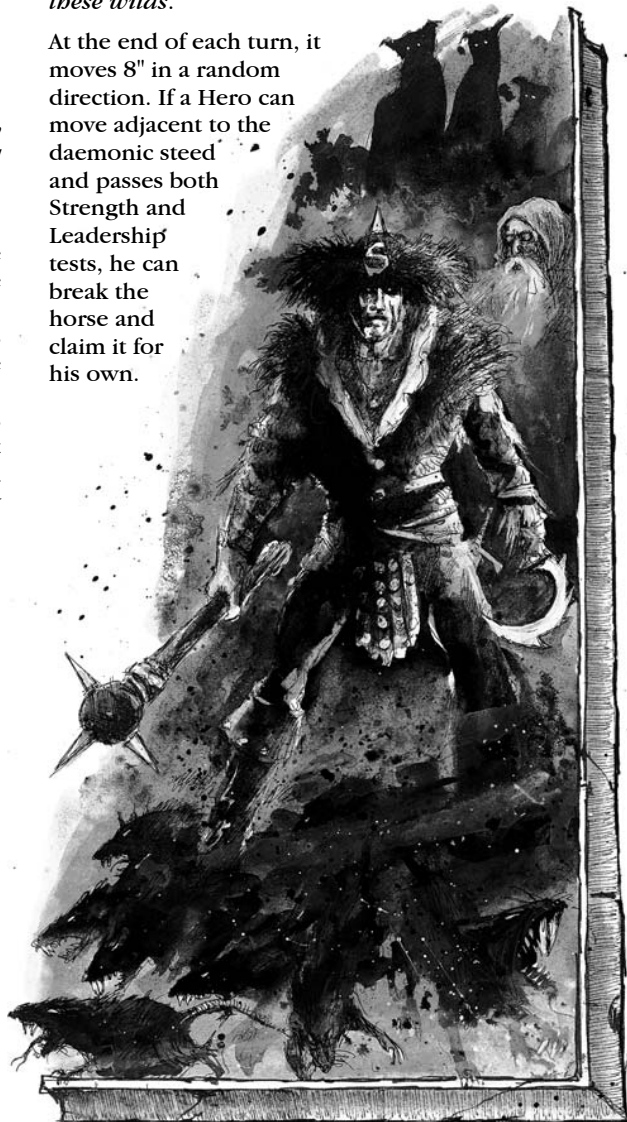
55 Shard of Wyrdstone

A large chunk of wyrdstone falls to the ground, in the centre of the field.

Any warband member may approach the shard, yet does so at their peril. Any warband member that begins their turn within 4" of the shard rolls 2D6. On a 2, they are transformed into a Spawn of Chaos (see Bestiary). Remove the model from your roster and move the spawn at random. On a 12 they permanently gain a random mutation (see page 76 of the Mordheim rulebook). Any warband member that can reach the wyrdstone may spend a turn chipping D3 shards from it. Due to its volatile nature, no warband member will stay long enough to make more than one roll.

56 The Old Crone

A withered looking old hag is stumbling around on her crook.

Randomly determine which terrain feature she inhabits. For 3D6 gold crowns she will work a miracle or a malediction once per turn. If paid by a Hero, roll a D6 to determine which she chooses.

D6	Result
1	**Cursed:** The approaching model is cursed instead! The warrior decreases a randomly determined characteristic by -1 permanently from the curse.
2-3	**Hex:** The crone places her malady on a Hero chosen from another warband. Treat it in the same way as a curse given above.
4+	**Miracle:** By using magical means the hag is able to lift any curse, heal any lost wounds, cure any mutation or remove a serious injury from a Hero of your choice.

61 Plane of Chaos

The land swirls about and swallows itself.

D3 random terrain pieces are removed. Any warband member on such a terrain piece must pass an Initiative test or be swallowed up with the terrain. This counts as being taken *out of action*.

62 Runaway Wagon

A blazing caravan wagon comes barrelling through.

The wagon appears from a random table edge. The horses are frantic and will run in random directions at the end of each turn. Any warband can gain control of the flaming wagon by boarding it with a warrior. It takes at least two warband members a full turn to put out the fire. At the end of the game, whoever is in control of the wagon may roll on the chart below if the fire had been put out. The different probabilities represent the merchandise catching on fire. Note that human warbands also get to keep any surviving draft horses and may use them either for the wagon or as riding horses.

D6	Result
5+	D3 Cathayan Silk Cloaks
5+	Tome of Magic
4+	D3 Longbows and D3 quivers of Hunting Arrows
3+	D3 Swords
Auto	Wagon

63 War of the Gods

The eternal battle between the Ruinous Powers rage and two old rivals descend upon this very battlefield.

Roll a D6 twice, ignoring 5-6 and duplicates, to determine which gods are involved in this battle: 1=Khorne, 2=Slaanesh, 3=Nurgle, 4=Tzeentch. Roll 2D6 for each leader of a warband affiliated with those gods. On a 3+ he gains the following until the end of the game: Khorne=+1 Strength, Nurgle=+1 Toughness, Tzeentch=+1 Leadership, Slaanesh=+1 Attacks, as well as *hatred* towards the opposing god. On a 2 he mutates terribly and becomes a Spawn of Chaos under his player's control permanently. If the warband does not already include a Spawn, they may keep it, otherwise it is abandoned after the battle.

Note: Although usually technically irrelevant, Norse Beastmen and Possessed may pick a God beforehand.

64 Blessings of Father Nurgle

A wave of nurglings comes swarming onto the battlefield. Prancing and cavorting, these little devils jaunt about dropping presents at the feet of their victims.

Each Hero in a warband may immediately elect to open one such present, and if so, rolls on the table below:

D6	Result
1	**Sickness:** -1 to all characteristics (except Wounds) for the remainder of the game.
2	**Fatigue:** -1 Movement, may not run (but can still charge) for the remainder of the game.
3	**Sweets:** Nothing but candy, enjoy!
4	**Treats:** D3 pieces of treasure/wyrdstone.
5	**Tricks:** The warrior permanently gains a random mutation (see page 76 of the Mordheim rulebook).
6	**Blessing:** The Fly Lord's attention has been drawn to this Hero. Choose one of the Blessings of Nurgle (see page 66 of the Empire in Flames supplement).

65 Suffocating Heat

An unnatural heat arises making the use of armour almost unbearable.

All models wearing light or heavy armour (including Ithilmar, Gromril, Cathayan Plate, etc.) suffer a penalty of -1 on their Movement and –1 Leadership. Undead and other models that are *immune to psychology* are not affected by the heat either. The heat lasts for D6 turns.

66 A Time When Man Became Beast and Beast Became Man…

A corruptive wave of pure Chaos power sweeps across the battlefield.

Roll 2D6 for every warrior (not including animals, large or gigantic models) on the table. On a roll of 2 or 12, they transform into a Gor. If the transforming model was carrying any ranged weapons, it loses them. Their profile remains the same, except for that their Movement is set to 5 and their maximum stats equal those of a Gor (see Mordheim rulebook). If any stats are above this, they are lowered immediately.

Roll a D6 for every animal on the table. A roll of 1-2 transforms them into Warhounds of Chaos (see Bestiary).

Undead (Vampires, Liches, Grave Guards, Wights, Zombies, Skeletons, Dire Wolves, etc.) are immune to this effect and will never transform.

Any warband members transformed into Gors or Warhounds will continue to serve a Chaotic warband (Marauders of Chaos, Beastmen, Norse Explorers, Carnival of Chaos, Cult of the Possessed, etc.). Otherwise they count as non-player models for the rest of the game.

After the battle every Hero gets one attempt to recover from the transformation by passing a Leadership test. If the test is failed, the model remains a Gor and either leaves the warband or stays if it is a Chaotic warband. If the test is passed successfully the warrior can maintain his humanity but is forever tainted with the influence of Chaos. Roll on the following table to determine the mutation's enduring effect.

D6	Result
1	**Stupidity:** The warrior suffers from *stupidity*. See the Psychology section for details
2-3	**Resilient:** The warrior resists the effects.
4	**Cloven hoofs:** The warrior gains +1 Movement.
5	**Hideous:** The warrior cause *fear*. See the Psychology section for details.
6	**Daemon soul:** A daemon lives within the mutant's soul. This gives him a 4+ save against the effects of spells or prayers.

Members of Witch Hunters, Sisters of Sigmar or similar fanatical warbands will be immediately abandoned by their warband, if not burnt! The other results can be kept secret by the marked warrior and they may stay.