



Darkness in Glücksheim

Weather has been affected by the appearance of the Dark Spot. Roll a D66 before each battle to determine if special weather conditions occur.

D66 Result

11-26. No Effect.

31-32. Heavy Rainstorm. Visibility 16". Slippery: Models that run or charge must make a Initiative test or become pinned. Ranged weapons suffer a -1 to hit.

33-34. Light Rain. Visibility 24".

35-36. Slippery. The recent rain makes footing tenuous. Models that run or charge must make a Initiative test or become pinned.

41. Howling Winds. All combat must take place on ground level. No creature may fly. All ranged combat suffers an additional -1 to hit.

42-43. Blustery. Its windy outside. Ranged weapons suffer an additional -1 to hit at long range. Shooting skills may not be used.

44-45. Driving Wind. The wind sweeps up dirt and debris making visibility difficult. Range is limited to 24" All shooting counts as -1 at short range and -2 at long.

46. Thick Fog. Visibility 10" Shooting skills may not be used.

51-52. Light Mist. Visibility 20"

53. New Moon. It is pitch black outside. Visibility is limited to 8". Torch adds 6"

54-61. Night. A Blanket of Darkness covers the land. Visibility is limited to 16". Torch adds 6"

62. Long Shadows. The Sun has just slipped below the horizon leaving many long shadows. Warriors may run and hide in their turn.

63. Dusk. The Sun is beginning to set. Randomly determine one table edge to be "West" : any firing in that direction suffers -2 as the firer is blinded by the setting sun.

64-65. Heat Wave. The intense heat makes even breathing difficult. Models may not run, but may charge as normal.

66. Severe Lightning Storm. Lightning tears across the sky. Roll 1D6. On a result of a "1", a random member of your warband is taken and must roll on the Serious Injury Chart on a D6 roll of 4+.