



RANDOM EVENTS

NOTE: When playing with Sartosan Random Events, it's necessary to Establish a North/South/East/West sides of the tables.

Certain events include secret events coming from those corners, and the surprise may be a blessing or a curse! It's also very important to NOT peek at the 'Secrets table until they show up... who wants to spoil a good secret?

To determine if a random encounter occurs, roll a D6 at the start of each player's turn. A result of 1 indicates a random encounter. Roll a D66 for the random encounter on the chart below to see what exactly is encountered and follow the directions. The player whose turn it is places any models that represent the encounter and they will act in each of his turns (that player doesn't control their actions though see the individual descriptions to see how the models act). This player is known as the 'Encountering Player', even though random encounters will frequently affect only his opponent or both players indiscriminately. The models that represent a random encounter must all be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group at all times. Random encounter members must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. The

Encountering Player places the models representing the random encounter, but note that they cannot initially be placed within 12" of any warband models. After being placed, many encounters will travel as quickly as possible (without running) towards the nearest warband model. For this purpose the nearest model is the model that the encounter can reach most quickly and encounter models will never climb the sides of a building to get at a warband member. What each encounter does from there is listed in its description. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. Your gaming group should agree to a limit of Random Encounters beforehand, be it one per player or one encounter total. Several of the entries below refer to game turns, this includes both players' turns.

11 Captured Slayer!

With a muffled shout, you discover a tied-up Slayer Pirate Hired Sword, who is unable to move or free himself. The Encountering Player places the Captured Slayer 12" away from the warband with the lowest rating (and at least 12" from all other warbands too.) To free the Slayer, a model must make it into base contact with him and spend both the Shooting and Combat phase doing nothing but undoing the ropes. Whichever warband frees him first, he is so grateful that he decides to help the warband out and joins them immediately. After the end of the battle, he will leave unless you pay upkeep. Even warbands that may not normally hire a Slayer Pirate may choose to keep him on. *[Note: This is a perfect opportunity to use the captive Slayer model from "The Battle for Skull Pass" set!]*

12 South West Wind

A strong wind whips through the streets and masts, ripping flags and upsetting stalls. All models that are within 1" of a ledge must make an immediate initiative test or fall off. Blows through once, then fades. The next time a Random Event is rolled, consult SECRET G.

13 Shark Infestation

The Sharks have caught the scent of blood, and are roaming in the deeps and shallows. Anytime a model enters the water and every movement phase they remain in the water, roll a D6: on a roll of 6+., they suffer a S4 hit. Sharks cannot be attacked by any means, and will remain until the end of the game.

14 Easterly Wind

A powerful wind screams through the area, wildly scattering debris and knocking down anything that is not firmly anchored to the ground. Warband members now suffer a -1 penalty to all Initiative tests (climbing, jumping, etc) and to hit rolls (close combat and shooting) for the rest of the game. In addition, the next time a 1 is rolled for Random Events, consult SECRET A.

15 Unhinged Sentry

The field of battle happens to be near a overwrought and

sleepless Swivel Gunner, guarding a small stash of cargo day and night. Pick the building near the center of the map (or fail that, ground level). At that spot are 1D3 Cargo crates, and a Swivel Gunner (see the section for the Sartosa Hired Swords for stats and rules.) He will fire at the closest model within sight, choosing randomly if there are multiple targets at the same range. He will randomly switch between Ballshot, Chainshot, and Grapeshot. If captured, you may open any number of the crates.

16 Lucky Find

One random model, on his feet and not in hand-to-hand combat or fleeing, has stumbled upon a Cargo Crate! To claim it, you must carry it off the board or keep one model within 3" for the remainder of the game, without routing. Reminder that only any models can find Cargo crates, but only non-animals may carry them. If captured, you may open the crate in addition to the normal crate you're allowed to open.

21 Ghost Captain

The spirit of a vile pirate has awakened, and is bent on revenge.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	3	1	4	1	8

Equipment: A sword, a pistol, and a dagger.

Immune to Poison, Immune to Psychology, causes fear.

Ethereal: Gives a 4+ unmodifiable save against all attacks.

May not be used with Dodge or Step Aside, and has no affect against magical attacks (Artifacts, Gromril, Ithilmar, Silver Bullets.) Also, the model may take a leadership test in order to move through any object or even walk on water, if he fails this test while standing on water he counts as being taken out of action, as he sinks to the seafloor.

22 Deadly Spark

Suddenly, one of the buildings or boats (chosen at random) bursts into flames, ignited by smoldering embers from a fire thought extinguished long ago. Any models inside/onboard may be moved by their player 2D6 inches off of the structure, even if it is not their turn. Any

warriors remaining on it at the end of the turn suffer S3 hit. For the rest of the game, the building/boat itself will cause *fear* due to the intense flames and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear*-causing enemy, and suffer a S3 hit at the end of the player's turn. Any small-medium boat coat on fire will sink completely after 1D3 rounds, any large terrain boats will sink in 1D6 turns..

23 Simian Escape

A local pet store has had an escape, and 1D6+2 Monkeys (accompanied by a few Gibbons, Chimps, and what not) are headed your way, and raring to cause mischief. Taking out monkeys gives no experience (too easy!) , but the pet store owner will give you 3gc for each monkey taken out of action. If you manage to get them all, the pet store owner will reward you with a free Parrot, or may keep a Monkey (same rules as a Wardog, using the stats and skills below).

M WS BS S T W I A Ld

5 2 2 2 2 1 5 1 4

Equipment: Fight unarmed without penalty. Also, they are very good at throwing assorted objects (treat as throwing stars).

Special Rules: Monkeys are skilled climbers, and count as having the skill 'Climb Sheer Surfaces.'

23 Collapsing Building

Sartosan buildings are each a monument to neglect and disrepair. Pick one building at random. Any models inside must pass an Initiative test or suffer a S5 hit, armour saves applying as normal, as the building collapses. Remove the building from the table (replacing with ruins if possible), and place the models back on the table where it stood. Any models climbing the sides of a building or on the roof when it collapses automatically fall from whatever height they were at.

24 Western Wind

Treat the Weather as **Dry**: If a Pirate and his powder become wet roll a D6 during your Recovery Phase: on 4+, the Powder has dried off, and can now be used as normal. All models add +1 to their Initiative when climbing or rolling to avoid falling, as their grip is greatly improved on dry surfaces. Also, the next time a hero rolls a 1 for Random Events, see SECRET B

25 Rowdy Drunks

The out of the building nearest to you, 1D3 Angry Drunks stumble out, looking for a fight. Each of your turns, another angry drunk stumbles out the door. They keep coming out until another player rolls a 1 to gain a random event.

M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Equipment: Each Drunk has one sword.

Raging Drunk: Each Drunk suffers the rules for Frenzy. They will not charge other Drunks.

Press Gang: If taken out of action, roll to see if the Drunk survives (just like a henchmen.) If so, you may immediately add him as a Swabbie to your warband and steal his sword. Warbands that cannot take Swabbies may still steal the sword.

26 Rough Waters

Choose a random boat on the map. If it is smaller than 12" in length, the boat capsizes. If it is larger, all members within 1" of the edge must take an initiative test or fall over the edge.

31 Riptide

Randomly pick a swimming model, rowboat or raft on the board. That person or vessel is sucked up by the water and pushed 2D6" from land (or if there is no land or equal distance from land on both sides, it gets swept towards the nearest water-based table edge.) If there are no swimming model or small boat in the water, the riptide effects anyone who enters the water on a D6 roll of 1 for the rest of the game.

32 Dog Pack

Pirates are seldom the most dedicated pet owners, and often forget or grow bored with their dogs. Groups of these animals have turned feral and formed into hunting packs around Sartosa. The warbands have been discovered by one such (very hungry) pack. The pack consists of 2D3 wild dogs (use the Hunting Dog stats from the Witch Hunter warband list). The dogs move as quickly as they can toward the nearest models, dividing themselves as evenly as they can between multiple targets if they are available. If members of a dog pack take a warband member *out of action*, he will be eaten if not rescued. If no friendly model comes within 6" of where the model fell by the end of that warband's next turn, the fallen member is considered lost (dog food). If a dog pack fails a Rout test, they leave without taking their 'food' with them, any warband members taken *out of action* in the last turn of the game have not been eaten and follow the normal rules for models taken *out of action*.

33-34 Street Bazaar

The market has erupted with busy shop owners and impromptu sales events. All areas within 6" of a building count as being **Crowded**: *Masses of people pass through the streets and so fighting is much harder in these conditions. All movement on ground level is counted as difficult terrain. Also, every warrior on ground level is counted as being in cover from any other warrior on ground level while the crowd remains. Line of sight is reduced to 2D6" between warriors on ground level, roll at the beginning of the player's turn. After the first attack of the battle against a target on ground level, the crowd will try to escape from the inevitable carnage. For D6 turns the crowd stampedes through the streets. At the beginning of the turns during which the crowd is stampeding, each warrior on ground level must take a toughness test or be knocked down. After the stampede the crowd disperses and it has no further effect on the scenario.*

36 South Eastern Wind

The weather condition counts as **Baking Hot**: The sun beats down from on high, and the sea reflects the glare. All warriors except Undead are at -1 to WS, BS and I for the duration of the game. Any model with wet powder immediately has it dry their next Recovery Phase. The next time a 1 is rolled for Random Events, see SECRET E

41 Perfect Spot!

A local merchant (and a stubborn one at that) has set up his cart between two buildings, and completely obscures the passage. He stops any model from climbing over, as he beats them with his cane until they fall.

42 Unguarded Barrels

You find D3 barrels, adjacent to the building closest to you. When model is within base contact with the barrels, consult SECRET H to see what they are.

44 Northern Wind

Clouds rapidly from the North, carrying with it the taint of Chaos. Thunder rocks the air, screaming out in almost intelligible noises. The clouds themselves seem to take on



the shapes of monstrous creatures and both warbands in the conflict look at each other with fear on their faces. Roll a D6 to see what the storm manifestation will bring:

D6 Result

1 Warp lightning begins to strike the ground in search of a victim. It will hit the warrior with the best armour save, attracted to the large amount of metal. That warrior takes a S5 hit, with no armour save possible. If multiple warriors all have the highest armour save, randomly determine which is struck. The warp lightning will strike for D3 turns before moving on towards another part of the city.

2. Fish suddenly fall out of the sky to pelt the area! All movement is halved for one turn (due to wet, flapping fish underfoot), but there is no other effect.

3. Wyrdstone dust has mixed with the water vapour in the area and produced the strange looking clouds from which a tainted rain begins to fall. The rain burns flesh and eats into stone and metal. Each warband member in the open takes a single S2 hit (normal armour saves apply) every turn the rain lasts until he gets under cover. The rain lasts D3 turns.

4. A magical mass of lightning forms near the ground, illuminating the area with an eerie greenish glow. It begins to move about the area, drawn to magical powers from which it feeds. Place a counter as per the normal Encounter rules to represent the mass and each turn move it 2D6" towards the highest level spell user (the one with the most spells – each turn roll a D6 if two or more spell users have the highest number of spells). If there are no magic users in the game, the mass will move towards the opposite table edge, doing nothing but blocking line of sight as it moves. If the model the mass is moving towards casts a spell, immediately move the counter another D6" towards the model. If the ball of lightning touches the target model, the model is frozen in time and cannot do anything. While frozen, the model cannot be attacked or harmed in any way – the lightning mass protects its prey! After freezing a model, the lightning will no longer move but will instead remain near its victim to feed. The lightning will feed for D3 turns on the magical energy of its victim and then flies back towards the warp clouds above, freeing the magic user. If the game ends before the feeding is done, the victim is immediately released. Victims suffer no long-term ill effects from their exposure to the lightning.

5. A rumbling is heard from overhead, as thunder erupts from the strange clouds. The thunderclaps become more intense and the heavy pulses of air bring warriors to their knees as if cannonballs of solid air had hit them. D6 randomly selected models are *knocked down* by the air bursts. If any of these models are in close combat, all other members of that melee are *knocked down* as well.

6. Tendrils of smoke drift down from the clouds, winding around the heads of members of each warband. Randomly select one Hero from each warband – these warriors have been chosen by rival storm gods as their champions. The chosen models must move towards each other every turn and get into close combat as quickly as possible. Once in combat, they will automatically pass all Leadership tests and will fight until only one remains (the combat will end when one of the models puts his rival *out of action*). If a warband does not have any Heroes left in play when the storm gods choose their champions, a random Henchman will be chosen from that warband instead.

The next time you roll a 1 for Random Event, see SECRET C.

45 Swashbuckler

A Swashbuckler (by Daniel Logee) appears further down the street. Sensing trouble brewing, he decides to seize the opportunity and offer his services to the warband with the lowest warband rating (if there are two warbands with the same rating, roll a dice to see whom he offers his help to). The warband that he offers to help must add the Hired Sword to its roster for this game. At the end of the game, the Swashbuckler demands payment for services rendered. The warband that he joined must pay his hire and upkeep fee. If the warband cannot (or will not) pay him, he leaves, but not before taking out his frustration on a random member of the warband (only roll among members of the warband who were not taken *out of action* during the game). Roll for injuries to this unfortunate member just as if he had been taken *out of action*.

46 Peddler

No matter which turn it is rolled on, this encounter happens at the end of the game. The winning warband have succeeded in impressing (or scaring spitless!) a local peddler. This traveling merchant keeps his entire stock on his back and offers to sell part of it to the warband. He has the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, book hooks, pistol, duelling pistol, rope & hook, any poison, lucky charm, whalebone charms, healing herbs, pirate banners, lantern and Mordheim map. Roll a D3 for each item to find the quantity the peddler carries.

51 Press Gang

You find your warband assault by a group of 2D3 thugs, ready to kidnap you for the addition of their crew. Any time a gang member takes one of your warband members *out of action*, they throw him in a sack and try to carry him off. The model that took him out of action will move towards the closest table edge, moving at -1 Movement (if the edge of the board is water they have a boat waiting). If attacked in hand to hand, the kidnapping ganger will drop the victim and attack back. If the Gang fails a Rout test, they leave without taking their 'recruit' with them. Any warband members taken *out of action* in the last turn of the game have not been taken and follow the normal rules for models taken *out of action*. If the kidnapped model is taken off the board or your warband routs will the victim is still being carried by a Press Ganger, the model is kidnapped. Kidnapped henchmen are immediately lost, and kidnapped Heroes miss 1D3 games and are Robbed.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Equipment: Each Thug is armed with two daggers.

Press Gang: If taken out of action, roll to see if the Gangers survive (just like a henchmen.) If so, you may immediately add him as a Swabbie to your warband and steal his daggers. Warbands that cannot take Swabbies may still steal their daggers. They will not join the Crew.

52 Beautiful Plumage

A random model of yours has attracted the eye of a passing parrot. Rather than aid you, however, it harasses you in each battle you fight today. For the rest of the battle, each first round of combat, your warrior is at -1 to hit for that round unless he can pass a Leadership test. If the model is attacking a model with a parrot, the effect is not cumulative.

53 Giant Crab

From the sea has emerged a horrific crustacean of unusual size. The Giant Crab starts at the table edge closest to your warband, and moves from that table edge to the opposite table edge, attacking any warband members that get in its



path. Models gain +3 Experience for taking it out of action.

M	WS	BS	S	T	W	I	A	Ld
5	3	0	4	5	4	2	2	10

Fearsome Beast: The Giant Crab causes *fear*.

Chitinous Hide: It has an armour save of 4+.

Crushing Claws: Any injury from a Giant Crab has +1 added to the injury roll.

54 Southern Wind

The Weather result counts as Raining. All missile and powder weapons are at -1 to hit. Those wishing to fire a Black Powder weapon must first roll 4+ on 1D6 otherwise the powder is too wet to fire. (Models with Powder Horns do not have to test.) In addition, the next time a 1 is rolled for Random Event, consult SECRET D.

55 Sirens Call

A haunting voice rings out from over the waves, luring men to their death. All non-animal members of your warband (that are not immune to psychology) must pass a leadership test or move as quickly as possible towards the nearest water edge. Once a model has passed, he does not need to roll again, but if the model fails, they will continue moving each turn until they pass, are taken out of action, or leave the table. If this movement brings them into the water, they will continue to swim in the direction of the table edge or they drown. A non-spellbound warband model may keep another model from moving toward the tree by moving into base to base contact with him or her and holding him back. Neither model may do anything else while the spellbound model attempts to move to the water and the restraining model attempts to prevent him from doing so. Both spellbound and restraining models can react normally if attacked in close combat and a restraining model can give up his attempts at any time. This encounter lasts all spellbound members are free or are taken off the board.

56 Security Measures

Whoever owns the local area where your warriors are trespassing, he does not think kindly of thieves, and has several of his seemingly normal chests booby-trapped. For the rest of the scenario, anytime a model picks up a Cargo crate or a barrel or similar, roll 1D6: on a 1 or 2 the item in mention is booby-trapped. The cargo

cannot be sold, and the model who picked it up must pass an initiative test or suffer a S4 hit. If there are any Cargo Crates being carried when this Random Event is rolled, roll to see if those crates are booby trapped immediately. Any further crates that pop up because of Random Events also have a chance of being rigged to explode too.

61 Small Mutiny

Your Warband members seem to think this venture is a foolish one, and murmur to each other disapprovingly, taking sides in whom they support.

For the rest of the scenario, all henchmen of your warband count as suffering Animosity (see the Orc Warband.) All members within 6" of your Leader are immune to this effect.

62 Manaen Smiles

Your Warband finds an abandoned rowboat nearby, which can be claimed by the first person to reach it. You may immediately place a rowboat at any location of your choosing. If you do not rout this game, you may add it to your inventory.

63 Lil' Cutpurse!

From out of nowhere, a Halfling thief pops up and grabs a random item of value from you! Randomly determine a hero, and roll below to see what was stolen. The Halfling is set up 1D6" away from the hero, and moves immediately. The Halfling will move in the opposite direction of your hero as quickly as possible. If the thief is taken out of action, the hero regains the stolen item, and an additional 1D6gc. Also, a hero that takes him out of action gains +1 Experience.

M	WS	BS	S	T	W	I	A	Ld
4	2	4	2	2	1	5	1	8

Equipment: Has two daggers and a pistol.

Stolen. If your warrior does not have the item being stolen, reroll.

- 1 - Random Hand-to-Hand Weapon
- 2 - Random Missile Weapon
- 3 - Random Helmet, Shield or Armor
- 4 - Random Miscellaneous Item
- 5 - Spare Change - 1D6 gold from the Warband Treasury
- 6 - The Company Purse! - 3D6 gold from the Warband Treasury

64 North Western Wind

A fancy hat blows through the town. It looks expensive, and might be worth stopping! It starts in the North Western corner, over land. It'll move 3D6" each round in the direction of the South Eastern corner, by the straightest line possible, floating over man-sized and 1" tall obstacles. The first model to get in contact with it catches it. If caught, see SECRET F to see what it might be.

65 Hit Contract

A piece of paper floats in front of your Captain's eyes, and he can barely believe it... it's a Wanted Poster with his face on it! Your leader (or if he's not on the battlefield, the hero with the next highest Leadership) now has a bounty on him for this game. Any hero or henchmen group that takes him out of action earns an extra point of experience, and their warband gains 1D6x10gc.

66 North Eastern Wind

The traditionally dormant volcano spits a small burp into the air, descending from the North East side of the board. Standing at the North East corner of the table, all models who are not under some cover suffer a hit. Roll a D6 for each person to see what exactly hit them.

- 1 - Flaming Rock! Deals a S3 hit, and on a 5+, the model has caught fire.
- 2-3 - Flaming Soot! Deals a S1 hit, and on a 5+, the model has caught fire.
- 4-5 - Ash - The model is temporarily blinded, and suffers -2 to all hits in combat and missiles during that player's next turn (or, if it's your turn, the current turn).
- 6 - Precious Stone - The model suffers a S2 hit... but the rock can be resold for 1D6gc after the game, if the model wasn't taken out of action.



Captain Hawthorne clutched the railing, squinting through the sudden squall. The Vindication and her vanguard had been sailing comfortably South only moments before, but when the ships moved within a league of the next archipelago they were struck by a violent storm. A mixture of hail and rain battered the ship, and the rough sea lifted the galleon and slammed it down with every wave.

The sailors quickly scaled the rigging, securing the already damaged sails. Many were struck by fist-sized hailstones and knocked screaming to the deck or the sea below. Either option meant a quick death to the Sartosan raiders.

Penn madly fought the storm, frantically steering the Vindication into the oncoming waves that would surely capsize the warship if one were caught abeam.

Hawthorne howled in impotent rage at the storm. He was not as skilled as many of his men at most of the tasks before them. His commands were lost in the savage screaming of the wind, but the men knew the consequences of failure. As the captain watched, one of the upper sails broke free of its lower moorings. One of the lines wrapped around his boatswain's chest as the man tried to take in the sail. The pirate swung away from the mast, struggling with the line. Then the sail snapped back down, smashing the man against a spar, shattering bones. When the sail pulled his body off the deck, he hung limp in the ship's embrace.

The captain rushed into the pilothouse with Penn. Screaming in the helmsman's ear "East, East! Get us back into the open sea!" Penn nodded grimly, taking the next wave two points Starboard of the prow. Still enough to avoid a dunking, but slowly turning away from the islands.

Hawthorne rushed back to the railing, grabbing a belaying pin for balance on the slippery deck. The rain lashed down, blinding him. A hailstone bounced off his chest. He slid away from the railing as the Vindication was tossed once again, and when the galleon crashed back into the sea he was thrown to the lower deck below. The captain struggled to stand, and glancing up saw a long section of an upper boom come spinning down. He rolled quickly to avoid the foot-thick wooden shaft, but the splintered end clipped the side of his head and he tumbled into the holds, streaming blood from the gash and rapidly losing consciousness.

WHAT FOLLOWS IS THE
"SECRETS" SECTION:
NO PEEKING, UNDER THREAT
OF LASHING!!!!

SECRET A

From the Eastern side, comes a Brine Witch, which has the following rules.

Brine Witch

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	4	1	7	2	8

Claws: All Attacks at -1 Armor Save, like axes

Spines: Same as Possessed mutation. Also, and may be Thrown 6", for a S3 attack that deals -1 Armor save.

Scales: Has scales, that provide a natural 5+ Armor Save, reduced as normal.

Swimmer: A Brine Witch Counts as being aquatic, and also has the Skills Sprint and Leap while in water.

Merclless: Brine Witches, by nature, prey on the weak. They will charge injured models before uninjured models, and henchmen before heroes, given equal opportunities.

Spellcaster: The Brine Witch knows the following

Spell:

"Visions of the Deep" DC Roll, 9

Make an Injury Roll on all Enemies within 6" range who are not Immune to Psychology. They must pass a Leadership test (using their own Leadership) or they immediately move 2D6" away from the Brine Witch, swimming if necessary. For the sake of combat, rallying, and charging, treat the model as if he failed an All Alone Test.

SECRET B

Small boat floats in from the Western side, carrying Cargo Crates equal to 1D3 + the number of players. The next time a player rolls a 1 on a random direction each turn. Any of these crates, if successfully captured, may be opened immediately after the game.

SECRET D

Roll 1D6: 1 A cheap but sturdy leather hat. Treat as a Helmet. 2-3 A Captain's Hat (see the Sartosa Equipment List) 4 An expensive silk hat, that can be sold for 5D6 gc. 5 An Executioner's Hood (see Mordheim Artifacts) 6 Sir Olivier Draco's Felt Hat (see Sartosa Artifacts)

Secret C

In a boat from the Northern edge of the board, comes several Khome Pirates, seeking blood. There is 1 Quartermaster and 1D6 Amoks

M	WS	BS	S	T	W	I	A	Ld
Quarter	4	4	0	4	4	1	2	7
Amok	4	2	2	4	3	1	3	1

The Amoks carry Halberds. The Quartermaster carries a Flail and an Axe (may use both). Amoks have the following rules:

Immune to Psychology: Amoks pass any Leadership test they are required to take. They cannot be promoted to Leader.

Reckless: Amoks add +1 to all Injury rolls they make. However, all opponents in hand-to-hand may add +1 to injuries made against Amoks.

SECRET F

Roll 1D6:

- 1 A cheap but sturdy leather hat. Treat as a Helmet.
- 2-3 A Captain's Hat (see the Sartosa Equipment List)
- 4 An expensive silk hat, that can be sold for 5D6 gc.
- 5 An Executioner's Hood (see Mordheim Artifacts)
- 6 Sir Olivier Draco's Felt Hat (see Sartosa Artifacts)

SECRET E

cloud moves into the South-East Corner of the board. All models under that corner are immune to the rule "Baking Hot". The next time a 1 is rolled for random event, and only the models in the North West corner are immune. The next time a 1 is rolled down, the large glass jar of poison is placed down, and the weather is treated as normal. - In addition, roll for a Random Event above as normal.

SECRET G

Roll 1D6:

1 - Ha! "Powerful warrior" indeed! You find a Beggar Hired Sword (by Daniel Logee). He will continue walking aimlessly if left alone, but any warband may hire him by coming into base contact with him or paying him 10gc or one item of food (Hard Tack, Victual).

2 - 3 A powerful Pit Fighter, having journeyed from the mainland. Sensing trouble brewing, he decides to seize the opportunity and offer his services to the warband with the lowest warband rating (if there are two warbands with the same rating, roll a dice to see whom he offers his help to). The warband that he offers to help must add the Hired Sword to its roster for this game. At the end of the game, the Pit Fighter demands payment for services rendered. The warband that he joined must pay his hire and upkeep fee. If the warband cannot (or will not) pay him, he leaves, but not before taking out his frustration on a random member of the warband (only roll among members of the warband who were not taken *out of action* during the game). Roll for injuries to this unfortunate member just as if he had been taken *out of action*.

4-6 A legendary warrior of Sartosa! Roll another 1D6 to find out who it is. That model will charge, shoot at, or cast spells at the first model within range that meets the following criteria:

- 1 Jeremiah Bane, the Devil King. Will charge the first non-Undead, Non-Daemon.
- 2 Kromwell the Black-Hearted. Will charge the first Non-Chaotic warrior.
- 3 Fleur and Estella Mab. Fleur and Estella will shoot/charge at the warband with the highest warband rating (if playing with 5 or more players, the two highest ratings).
- 4 Krush the Anchorman. Will charge the first Skaven. Fail that anytime he is within crage range, of a model, roll 1D6: on a 5+, he sees a fun target and charges!
- 5 Djin Katal, (Renegade Dark Elf Assassin- from Lutria). Will charge any target, taking preference to Dark Elves and High Elves. (If you do not have his rules handy, reroll)
- 6 Roll 1D6: on a 1-3, you are visited by the immortal wanderer Aenur (see Mordheim rulebook), who will attack any Evil warbands. On a 4-6, you meet Giovanni the Knife, Johan's Tilean descendant! (Treat as Johan, see Rulebook.) He will attack the first non-human he encounters.

SECRET H -

Roll 1D6 for all barrels:

- 1- Trash! What a STINK!
- 2- Grog! The barrels cannot be carried, but any model in your warband may drink from it this game for free, and treat as having Grog (-1WS, -1BS, pass all fear and all alone tests)
- 3- Cracker Barrels - Contains 1D3 Victuals and 1D3 Hardtack each, which your warriors may pocket immediately.
- 4-5 Cargo! Treat as cargo, with all the normal restrictions for moving them. Any of them may be opened in the Exploration Phase.
- 6 Crude Gunpowder - Any of them may be carried off the map. Each barrel successfully captured gives the warband 1 Cargo and 1 dose of Superior Gunpowder. However, they also have the following special rules.

Unstable: It possesses more power than normal black powder and is also highly unstable. If a powder keg is dropped it will explode on a D6 roll of 5+. The model that was carrying the keg takes a S6 hit causing D3 wounds (with criticals if applicable) and any other model within 3" take a single S4 hit. Furthermore any powder kegs within 3" of an exploding keg are considered to have been dropped...

Careful with that Powder Keg: Carrying a powder keg is a risky business. At the end of their move, roll a D6 for each model carrying the keg. If they moved normal distance, on a 1 they have dropped it. If they ran then they will drop it on a 1 or 2.

Oops...

Do or Die: A model carrying a barrel may choose to deliberately charge an enemy or his stash. To do so, he must first pass a Leadership test unless he is immune to psychology. When the model reaches his target, he throws the keg down adding +1 to see if it explodes. If the barrel explodes, he may take an Initiative test to avoid the full force of the blast. Even if the test is successful he still suffers damage as if within 3" of the blast. Any survivors may continue the combat as normal.

Bombs away: If a powder keg is dropped from a height the chance of it exploding will increase by +1 per 2" of fall. E.g. if it is dropped from a 4" high platform then it will explode on a 3+.

A 1 always fails.

Agile: If a warrior carrying a powder keg is shot and knocked down or stunned he must make an initiative test or he drops the keg. If he is taken Out of Action he drops it automatically. If he was shot with a black powder weapon add +1 to the roll to see if the barrel explodes.