

## COMPRESSED AIR

The Warriors are suddenly hit by a burst pocket of compressed air, the force of this sudden blast of air is enough to push the Warriors over.

Carry out a Strength 6, Strength test for each Warrior. Rolling 1D6 and adding the Warriors Strength.

If the Warrior is successful, they manage to remain standing, but are pushed 2 squares backwards.

If the Warrior is unsuccessful, the force of the air burst pushes them clean off of their feet. The Warrior takes 1D6 wounds with no modifiers as they crash into the ground and walls, and are pushed 5 squares backwards.

Draw another event card immediately

NO EQUIPMENT CARD FOR COMPLETING EVENT

## NOXIOUS GAS

You enter an area where noxious gas as leaked from a nearby extraction system.

Roll 1D6 for each Warrior. On a score of 4, 5 or 6 the Warrior manages to hold their breath. On a roll of 1, 2 or 3, the Warrior is affected by the gas. Roll 1D6 on the following table:

- 1 - Your Warrior's Toughness is at -1 for D6 turns
- 2 - Your Warrior's to hit roll is at -1 for D6 turns
- 3 - Your Warriors Strength is at -1 for D6 turns
- 4 - Your Warrior loses 2 wounds with no modifiers
- 5 - Your Warrior loses 1 wound with no modifiers
- 6 - Your Warrior is stunned for 1 turn

Roll 1D6 on a roll of 1, 2 or 3, take another event card immediately

NO EQUIPMENT CARD FOR COMPLETING EVENT

## EVENT



## EVENT



## BLIND SEER

The Warriors stumble across a mysterious figure in the darkness. The stranger is a blind seer. They offer to foresee the Warriors future, for a small fee of 15 Credits.

If the Warriors agree to pay the price, agree or randomly choose a Warrior to pay and Roll 1D6 on the following table. If you do not pay the blind seer wanders away.

- 1 - You have been tricked the seer is not blind, takes your credits and slips away through a pre-planned escape route.
- 2 - 3 - The blind seer tells you of your path ahead, you may turn over the next event card, and discard it, if you choose
- 4 - 5 - The blind seer tells you of riches you will find on your adventure. When asked to next take an equipment card, turn over 3 and choose any one
- 6 - The blind seer tells you of battles yet to come. You may ignore any wounds inflicted in 1 turn.

NO EQUIPMENT CARD FOR COMPLETING EVENT

## DEAD NOBLE

The Warriors find the body of a dead noble civilian. Clutched tightly to their chest is a velvet bag. A Warrior may choose to explore the bags contents.

Roll 1D6 for the Warrior investigating the bag.

- 1 - Poisons Needle! You reach in and prick your hand on a sharp object that pierces through a soft area of your armour. Take 1D3 wounds with no modifiers
- 2 - 3 - The bag is empty
- 4 - 5 - The bag contains a number of credits Roll 1D6 and multiply this by 10 for the number of credits retrieved
- 6 - The bag hides a piece of equipment draw an equipment card immediately

NO EQUIPMENT CARD FOR COMPLETING EVENT

## EVENT



## EVENT

