



## Mysterious Rivers

Optional list of Mysterious Rivers. Roll a D6 for each river on the battlefield before the start of the game. This is to determine whether each river is a normal river or if it is mysterious. On a 4+, a river is mysterious. When encountering a mysterious river for the first time during the game, roll on the 4D6 chart below. (4D6 means to roll (4) 6-sided dice and add the results together.) 1<sup>st</sup> unit bonuses require 1 full model in the feature. All others require the majority of the unit. If a river is within a deployment zone, the player may roll on the chart before setting up units in it.

4 – Turbulent River. Dangerous Terrain. Wound on 1.

5 – Toxic Sludge. Any unit gains Unstable for the game.

6 – River of Light. Any Unit gains +1 Ward save for the game.

7 – High Water. Units lose Flammable.

8 – Deep Torrent. Impassable Terrain.

9 – Scalding Waters. Unit takes D6 W after each Move Phase in the water. Ward save allowed but not Armor.

10 – Muddy Bottoms. All units that enter have -1 Initiative for the game.

11 – Fountain of Youth. 1<sup>st</sup> unit Regenerates D6 Wounds up to the original. Except Demons and Undead.

12 – Flesh Eating Fish. Unit Takes D6 S3 Wounds for every Movement Phase in the water.

13 – Cursed River. 1<sup>st</sup> unit only moves ½ distance on charge rolls for the game.



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- 14 – Rapids of Rust. Units take -1 Armor modifier for the game.
- 15 – River of Death. Unit takes Soulblight (Lore of Death) for 1 turn after leaving the water.
- 16 – Fathoms of Hope. Units gain +1 Leadership for game.
- 17 – Dregs of Clearwater. 1<sup>st</sup> Unit ignores choice of any 1 negative shooting modifier for the game.
- 18 – River of Vitality. 1<sup>st</sup> unit gains +1 S for the game.
- 19 – Heaven's Flow. Any Chaos or Undead unit suffers D3 Wounds when entered. Ward/Regeneration save allowed.
- 20 – Icy Flow. Units lose Frenzy for the game.
- 21 – Bloody River. 1<sup>st</sup> unit per army gains Fear for the game, or Terror if it already has Fear.
- 22 – Black River. Units that enter roll a D6, and lose that much Leadership through this and their next turn.
- 23 – Dragon's Reach. 1<sup>st</sup> unit automatically passes its next Break Test.
- 24 – Your Choice. Choose 1 from above.