



EVENT STORM

In turn 8, 9 and 11 you may unleash a storm, due to the deadly climate and hostile planet ashen industrial beehive of Armageddon. This kind of seasonal storms are frequent. Storms of enormous size have often stopped on their positions whole faces for months.

TABLE STORM

At the beginning of turn, if the event storm is scheduled, roll a die:

1-4: no, the storm does not happen.

5-6: A violent magnetic storm and sandy sweeps the battlefield, toxic fog and strong winds in the fall:

- All actions of fire suffer an additional -1 (cumulative),
- Apart from the action, is allowed only 1 movement.
- Engage, the values of C / C and F / F are penalized by -1, up to a maximum value of 6 invariable.

Orbital Operation

During the storm the orbital operation are affected in this way:

- every scatter dice double, generally, from 2d6 to 4d6cm
- orbital barrage could scatter of 4d6 cm, but could not must, is allowed the HIT result

Air operation

During the storm the air operation are affected in this way:

- all the air formation have a -2 activation malus, cumulable with other malus
- all the effect described before at point result 5-6 of the storm table.
- AA values rest unaffected

(is supposed that the difficult to see with the flak is compensated with the manouvrrability difficult)