**CATASTROPHIC DAMAGE CHART**

If all low locations are damaged with at least 1 fire burning after completing the fire checks roll 1 die on the following chart;

1. The fire reaches the magazines / magical stores / etc. SHIP EXPLODES. All ships within 3” of the blast take 1 random hit with flaming wreckage. If standard save is failed place a fire marker on that location.
2. Take 2 BELOW THE WATER LINE HITS as the fires burn through major structural beams.
3. Take 1 BELOW THE WATER LINE HIT as above.
4. The crew begin to abandon ship or are being consumed by the fires. LOSE 1 CREW COUNTER.
5. No Effect.
6. Put out 1 fire. Replace with damage marker.

NOTE: Fire always seems to play a prominent part in our games. It didn’t make sense to have ships burning from stem to stern, with regular fire checks have areas go out and then re-ignite, that there would be no further effect on the ship in question.

**CHAOS TERRAIN**

**Major rule change:** Chaos terrain movement is determined using the deviation dicefor direction with a hit result meaning no movement. Roll the deviation dice and 1D6 to determine movement (if a 6 is rolled for distance roll a 2nd D6 for a total movement of 2D6). All Chaos terrain moves with the exception of The Grinding Rocks of Doom. Clouds, Mists, Fog, and Seas will pass over and around other terrain with no effect. The Iron Crags (and other solid terrain) will come to a stop against the terrain and move away on the following turn (roll the deviation dice until a clear movement is possible).

Chaos vessels have a saving throw of 5+ against the terrain of their Chaos God otherwise Chaos Terrain has the same effect on them as other vessels. If the Chaos Terrain is of an opposing power (Khorne / Slaanesh or Nurgle / Tzeentch) then there is a -1 to the save or any other die roll. Unaffiliated Chaos Terrain affects all vessels.

Chaos Terrain is picked at random using a D8 or as agreed by the players.

**1.The Sea of Change (Tzeentch):** No change, except as noted in major rule change.

**2.The Sea of Blood (Khorne):** No change, except as noted in major rule change.

**3.The Boiling Mists (Slaanesh):** No change, except as noted in major rule change.

**4.The Sea of Corruption (Nurgle):** Place a Nurgle’s Rot counter on any ship which comes in contact with the Sea of Corruption. This will affect Nurgle ships if they fail the saving throw as shown in the major rules change. If a ship is immobilized or chooses to remain in the Sea of Corruption add an additional Nurgle’s Rot counter on 5+.

**5.The Sea of Fire:** Change to (ships nr of BTW hits)D6 attacks. Randomize high/low attacks with standard saving throws. Failed saves result in a blaze marker for that location. Ships immobilized or that remain in the Sea of Fire will suffer these attacks at the start of each movement phase until the ship is destroyed or the Sea of Fire moves away.

**6.The Iron Crags:** No change, except as noted in major rule change.

**7.The Grinding Rocks of Doom:** No change.

**8.The Chaos Fog: (credit and apologies to John McWalters)** (A template similar in size to the Sea of Blood or Boiling Mists, covered with Styrofoam rocks and cotton wool.) Ranged attacks in and through the Fog are restricted to Short. To fire weapons or to board an enemy vessel a D6 roll of 4+ is needed or the Fog has obscured the target. Any ship in contact or partially covered by the Fog is considered to be entirely covered by the Fog. Once a ship has entered or is enveloped by the Fog any future attempt to move requires a D6 roll on the following chart;

1-2 Collision – The ship has run into rocks concealed by the Fog. Roll as per the Obstruction rules in the MOW rule book.

3-4 The ship cannot move. It may fire and fight boarding actions as above.

5-6 The ship moves normally.

When a ship leaves the Fog, the Fog will follow the ship up to 2”.

 NOTES: We found Chaos Terrain to be too consistent and too easy to avoid since it only moved by the cardinal points of the compass or with the wind, in other words, not very Chaotic. If the above is not Chaotic enough try the following charts for the 4 major powers;

**Sea of Corruption (Nurgle):**

1-2 Nurgle’s Rot + lose 1 crew counter

3-4 Nurgle’s Rot counter

5 Heal 1 damaged location as slime and filth pour into the damaged location and congeals.

6 As 5, or gain 1 (2 if Nurgle ship) random Chaos crew counter (or standard crew as appropriate).

**The Boiling Mists (Slaanesh):**

1 Lose 2 crew counters as they jump overboard and are lost in the mists

2-3 Lose 1 crew counter as above

4-5 Ship can do nothing (except defend against boarding) as the crew cowers in terror from the sounds and sights in the mists.

6 Gain 1 (2 if Slaanesh ship) random Chaos crew counter (or standard crew as appropriate).

**The Sea of Change (Tzeentch):**

1. The ship vanishes into the warp. Count the ship as destroyed for victory purposes.

2-3. The ship is trapped by the Sea of Change and can do nothing (except defend against boarding) until it rolls a 5+ in it’s movement phase to escape the Sea.

* 1. The ship can move again and repair 1 damaged location (not on fire).
1. All damage is repaired and fires extinguished (replace with damage markers).

**The Sea of Blood (Khorne):**

Half movement rate applies in the Sea of Blood

1. Lose 2 crew counters to the noxious fumes
2. Lose 1 crew counter as above
3. The ship is mired. No movement until a 4+ is rolled to escape.
4. As above
5. Heal 1 damaged (not blaze) location as the blood flows into the damaged area and congeals.
6. A large wave of blood washes over ship. All blazes are replaced with damage markers. On a D6 roll of 1 or 2 lose one crew counter as they are washed off the ship. (Ship cannot be reduced to 0 crew by this result).