

Skirmish Campaigns Random Events List (v1.0)

Two wild cards, one red and one black, are placed in the deck. If the red card comes up first, there is no effect. If the black card comes up first, the red card triggers a Random Event. The Event applies either specifically to the unit whose card follows the wild red card, the side the unit belongs to or both sides if specified (i.e., weather). Roll a d100 after the unit is identified, and apply any results prior to taking any normal actions. If a non-applicable result occurs, ignore the Random Event and continue with play as normal (for example, an "Infantry only" result is rolled for a tank unit.) It may assist with play to place a marker with a unit that has any ongoing special effect.

Skirmish Campaigns Russia '41 Random Events			
ROLL	EVENT	EFFECT	
		INF	VEHICLE
1	Battlefield Presence - The next unit may either attach elements from any unit in command range, or detach elements either to a new group or to any unit in command range. The leader must pass a Skill Check to carry this out. The attaching/detaching is a free action.	X	X
2	Heroic Movement - Add 50 percent to the movement rate for this turn.	X	X
3	Excellent use of Cover – The Unit gets an additional +1 for cover as long as it remains in the current location.	X	X
4	Snafu! - Skip the next card.	X	X
5	Poor Cross-terrain Movement - Subtract 50 percent from the movement rate for this turn.	X	X
6	Mechanical Check - If the next card is a vehicle, it must pass a Morale Check to prevent a random vehicle in the unit from being broken down. If a vehicle breaks down, roll a d20 to determine how many crew-actions are needed for repairs. Crew members must be outside the vehicle in base to base contact to effect repairs.	-	X
7	Radio Problems – The radio operator must pass a Skill Check to prevent radio loss for the game.	X	X
8	Tactical Artillery Not Available - If the side whose card comes up has off-board artillery, no contact roll may be made on the next turn.	X	X
9	Air Recon Arrives - The side whose card comes up next has an FO aircraft above and may apply a +4 for contacting artillery on the next contact roll, if applicable.	X	X
10	Brilliant Leader – The next card's leader gets to increase the Skill level of the leader by 1.	X	X
11	Motivated Leader – The next card's leader gets to increase Morale by 2.	X	X
12	Sick Leader – The next card's leader must decrease the Skill level by 1.	X	X
13	Demoralized Leader – The next card's leader must decrease Morale by 2.	X	X
14	Civilians on the Battlefield - Eight civilians enter the board on a road, if there are multiple roads leading off the board, roll randomly to determine where they enter. Place a card in the deck for them, they move five inches per turn, and will stay on the road seeking to exit the opposite board edge. If any are killed by the forces of either side, by any means, that side loses 1 VP for the scenario.	X	X
15	Command Indecision - The next card is not able to Leader Rally for the remainder of the game.	X	X
16	Confused Withdraw - The leader of the next card must roll a Skill Check to prevent from immediately moving his unit away from the enemy eight inches.	X	X
17	Za Rodinia!!!!!! – If the next unit is Soviet, all personnel in the unit become Heroes and cannot be broken. The Soviet player must yell, "Za Rodinia!!!"	X	X
18	Coordinated Attack - The next card's leader may roll a Skill Check to move and fire his and another unit on his card. The other unit must be within command range. The other unit's card is then ignored for this turn, if the unit has already taken it's turn, it gets one free action now.	X	X
19	Wavering Morale - The next card must pass a squad/vehicle Morale Check to prevent from moving away from the enemy by eight inches.	X	X
20	Combat Engineering Skills – Take a Skill Check, if passed this unit may place a 1"x 3" AP minefield by spending 10-man-actions. If the unit is an engineer unit, it may place 2 AP and one AT minefield by spending 7-man-actions for each.	X	-
21	Tactical Initiative - The leader of the next card takes a Skill Check, if passed, the unit gets three actions per person for this turn.	X	X
22	Bad Weather – Heavy precipitation begins, reduce visibility by 50 percent.	X	X
23	Dead Farm Animals - If the scenario is taking place in a temperate climate, the next card may place one dead cow and one dead horse which serve as +1 cover for infantry.	X	-
24	Sniper! - The side of the next card may place a sniper within six inches of the unit represented by the card. The sniper's morale and training level are equal to the best infantry leader for the side.	X	X
25	Molotov Cocktails –The next card gets d6 Molotov cocktails. Each soldier may only carry one, distribute them immediately.	X	-
26	Close Air Support - The next card gets to place a bomb from a close air support aircraft. The bomb acts as a 155mm HE round in all respects, including 2d6 deviation. The strike may be called in on any location, regardless of the proximity of friendly forces.	X	X
27	Fanatic Unit - The next unit may go Fanatic and move three actions in order to engage in a hand-to-hand combat.	X	-
28	Clogged Weapons – Lose one action to clean weapons	X	-
29	Misplaced Ammo Box – Only pistol, SMG, or rifle fire is possible during the first action as the loader recovers the ammo box.	X	-
30	Motivated Squad – All soldiers that pass a Morale Check get three actions for this turn only.	X	-

31	Excellent Cross-terrain Movement - Add 50 percent to the movement rate for this turn.	X	X
32	Tactical Artillery Available - If the side whose card comes up has off-board artillery, an artillery strike may be called in and resolved right now.	X	X
33	Air Recon - The side whose card comes up next has an FO aircraft above and may make a spotting Check anywhere on the board. Select a spot to sight, then deviate d8 for direction and d6 for distance, and report all forces within 8 inches of the spot. This is only applicable if there is a Company or Platoon HQ, or vehicles that are radio equipped.	X	X
34	Skillful Gunner - Randomly select one vehicle from the unit. Treat any fire for this vehicle for this turn as aimed and acquired.	-	X
35	Transmission Problem - Roll a Skill Check on the driver's Morale, if failed, a randomly selected vehicle from the unit is immobilized for the balance of the game.	-	X
36	Efficient Loader - If the next unit has a LMG, MMG, HMG, or LCMG, it may fire an extra action if the loader passes a Skill Check.	X	-
37	Heroic Example - The next card may take a free action of movement and then a normal turn. At the end of the unit's turn, all friendly units within command range may immediately take one free action.	X	X
38	Faltering Morale - Roll randomly to select a soldier from the next unit. The soldier must pass a regular Morale Check or instantly becomes a Craven Coward. Treat this as a Gory Death for effect on other soldiers (in addition to any other effects, such as loss of leader).	X	-
39	Overheating Engine - Roll randomly to select one vehicle from the next unit. That vehicle must remain motionless for the entire turn or risk engine failure. If the vehicle moves this turn, roll a d20 on every action of movement for the balance of the game. On a result of 14 to 20 the engine fails. Treat this as immobilized for Morale purposes.	-	X
40	Errant Artillery - Place a marker in the exact middle of the board. Deviate three cycles of d8-d6 and resolve a large template HE strike.	X	X
41	Rising Water - Several days of precipitation have swollen streams. Apply an additional +4 to all bog Checks. Infantry may only cross streams by passing a Skill Check.	X	X
42	Sucks to be Us - The opposing player may select any unit and take a free action of fire at the unit whose card comes up next, subject to all normal LOS, etc., considerations. If no unit is ready to fire, any unit that otherwise could fire may use the free action to load, unjam, etc.	X	X
43	Final Structural Failure - If any buildings on the board are either defined as damaged in the scenario set-up, or have been hit by artillery of 80mm or larger during the game, roll randomly to select a building from any buildings meeting the definition, and the building immediately collapses. Any soldiers inside must pass a Skill Check to be placed outside. Any soldier failing a Skill Check must take an unmodified roll on the "C" ring. Any soldiers inside the building that survive must pass a Skill Check on a subsequent turn to spend an entire turn crawling out of the wreckage.	X	X
44	Catastrophic Misfire - The next weapon from either side, including mortars, grenades, AT Guns, etc., that suffers a jam (or a natural 20 on a to-hit roll), suffers a catastrophic misfire (the round lodged in the barrel, or something similar). Apply the results of the round immediately to the user(s). For an infantry weapon, apply a point-blank rifle hit to a rifleman or a point-blank LMG hit to an LMG gunner, etc., apply the appropriate hit template to an artillery crew (treating AP rounds as if they are HE), and roll immediately on the Effects Chart for AFVs.	X	X
45	Redeal - Stop the turn immediately and reshuffle the deck for the next turn. If less than one-half of the total cards were played, the turn does not count toward a turn limit for scenario purposes.	X	X
46	Additional Reinforcements - The side whose card comes up next immediately makes another Variable Reinforcement roll. If it is the reinforcement already received, no additional forces are received. If it is different, the unit enters from any friendly board edge immediately and a card is placed in the deck for it. Play then continues with the next card.	X	X
47	Battalion under Duress - The battalion of the side whose card comes up next is facing a serious threat on the opposite flank. Any units received as variable reinforcements must disengage and head off a friendly board edge. This movement occurs during the unit's normal turn.	X	X
48	Adrenaline Rush - If the next unit has any soldiers that are light wounded, roll immediately on their base morale (without the -5 for the Light Wound). If they pass, they ignore the light wound, and if broken, are automatically rallied.	X	X
49	Battlefield Compassion - If the next unit has any soldiers that are light wounded and/or broken, and within eight inches of the commander, the commander uses both actions to move to and comfort the soldier. If there is more than one, he moves to the closest one. If the commander passes a Skill Check, another soldier may be dispatched in the commander's place. All other soldiers in the unit take a normal turn.	X	-
50	Providential Scrounging - The unit stumbled over a light machine gun. A soldier may spend one action picking it up. All normal modifiers for use of the weapon apply, although it is not considered "captured".	X	-
51	Give me Shelter - If the next unit defends from or attacks into +3 cover or better for the remainder of the game, apply an additional -3 to all hand to hand combat results.	X	-
52	Wait for the Ricochet - If the next unit fires during its turn, one To-hit <u>or</u> Effect roll may be ignored and immediately re-rolled.	X	X
53	Aerial Distraction - Unexpected enemy air action distracts the attention of all friendly forces for the remainder of the turn. No aimed shots may be taken, and no unit may spend more than one action moving.	X	X
54	Extra Effort - Randomly and without either side knowing the card, take one card that has already been played and shuffle it in with the remaining unplayed cards. Continue with play as normal.	X	X
55	Five Card Stud - Remove the wild cards and reshuffle all cards, played and unplayed. Continue with play as normal but only play the top five cards and then the current turn ends.	X	X
56	Motorcycle Scout - A motorcycle-sidecar combination is added to the unit. It may enter from any friendly board edge. The sidecar has a LMG and the morale ratings are equal to the ratings for the AFV crews.	-	X
57	Rolling Terrain - There are slight rolls in the terrain that give AFVs the equivalent of hull-down cover if they remain in their current positions. This cover applies to any frontal or side shots, except at point-blank range.	-	X
58	Lucky Hit - The next non-penetrating hit against an AFV that is less than 37mm automatically gets the non-penetrating effect (this applies to either side).	-	X
59	Return Throw - For the balance of the game, if the unit is attacked with thrown weapons, the targeted soldier takes a Skill Check, and if passed, may immediately take a free action and throw it back.	X	-

60	Mobile Overwatch – On any one subsequent turn, the next unit may be placed on Opportunity Fire. If the unit's card comes up prior to using the Op Fire, it may take a regular turn, but then may not also take an Op Fire.	X	X
61	Poor Maintenance – For the balance of the game, increase the jam chance for all weapons in the unit by 2.	X	X
62	Motivated Stragglers – Straggling soldiers from another unit join the next unit. Roll a d6+1 to determine the number of soldiers. Excluding the commander of the next unit, these soldiers have the weapons and morale of the next sequential soldiers in the unit. They enter from the closest board edge, ignoring any set-up and/or entry definitions.	X	-
63	Contagious Nerves – If enemy infantry is in sight, the next unit may not move, but may fire normally. At the end of the second action, compare the total of known enemy soldiers in LOS with the total number of soldiers in the unit and friendly soldiers in LOS. If the ratio of enemy to friendly is 2:1 or greater, the unit must immediately take a Morale Check. If the check fails, the unit surrenders.	X	-
64	Never Say Die! – The next unit does not take individual or unit morale checks for the balance of the game.	X	X
65	Ruptured Fuel Tank – The fuel tank has ruptured, and is spilling fuel. The vehicle has enough fuel for d4 actions of movement. If it suffers a penetrating hit for the remainder of the game, subtract two from the Effect roll.	-	X
66	Lucky 7 – If the next unit fires during this turn, any result of 7 is automatically a hit. When resolving the hit or hits from a to-hit roll of 7, subtract 5 from the Effect roll.	X	X
67	Clever Camouflage – Any time for the remainder of the game that the next unit is in +3 cover or better, opposing units may not use aimed fire against it.	X	-
68	A Bridge Too Weak – Anytime any vehicle crosses a bridge for the remainder of the game, roll a d20. On a result of 15-20 the bridge collapses. The vehicle is immobilized and if it is an AFV, the main gun is destroyed.	-	X
69	VD – Next unit has been involved with local women of the evening and is suffering from extreme cases of "crabs". Add 2 to all to hit rolls for the remainder of the game.		
70	Suicidal Rifleman – Randomly select a rifleman from the unit. He immediately becomes elite, ignores the first Light Wound, never takes full or half Gut Checks, and cannot be broken. He moves up to three actions toward known enemy infantry and engages in hand-to-hand combat, with a modifier of -2 (in addition to elite and any other modifiers).	X	-
71	Additional Armor - Randomly select two AFVs from the unit. Their crews have improvised additional protection. Add 2 to all armor values for the balance of the game.	-	X
72	Turret Gear Malfunction - Randomly select one AFV from the unit. This vehicle is experiencing problems with the turret ring mechanism. Turret movement is limited to 22.5° per action, and every time the turret is rotated, roll a d20, on a 17 to 20 the turret jams. Both effects are for the balance of the game.	-	X
73	Flat Tire – A randomly selected vehicle in the unit blew a front tire. If the last action of the unit was moving, roll immediately on the Crash Chart. The vehicle is immobilized.	-	X
74	Crazed Dog – A "shell-shocked" dog attacks a random soldier in the unit each turn until the dog is killed (result of Light Wound or above, treat as an infantry target for the to-hit roll). Each dog attack results in an "G" ring roll. Subtract 5 from the roll if the soldier is prone.	X	-
75	Battle-damaged Running Gear - Any hit into the tracks by a 37mm round or larger results in immediate immobilization to a randomly selected vehicle in the unit. All other aspects of the hit are resolved normally.	-	X
76	If any units of the next card's side are within three inches of a board edge (other than a friendly entry edge), they immediately come under attack by a 50mm mortar team. Resolve the attack with all normal rules for deviation, etc. If several units are within three inches of a board edge, roll randomly to determine which unit is attacked.	X	X
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79	Dig In! – The next card may dig foxholes by expending d4 actions per soldier.	X	-
80	Wildfire – For any scenarios set in a climate/season that would make dry conditions possible, roll a d20 for any HE hit of medium template size or larger on fields, woods, or open terrain (in addition to any normal effects resolution). On a result of 17 to 20 a fire is ignited. Roll a d8 for wind direction, a d6 to determine how far the fire has spread from the point of impact, and a d4 to determine the width of the spread (the base of the triangle, with the impact point being the top of the triangle). Every subsequent turn, roll a d6 for additional distance, and a d4 for additional width. Any infantry caught in the fire must pass a Skill Check to move out of the path, or suffer an "E" ring hit. Vehicles caught in the fire roll a d20, on an 18 to 20 the vehicle is disabled, otherwise it gets a free move to the edge of the fire. No movement is permitted through the burned zone.	X	X
81	Melt Down – If the unit has an LMG or larger automatic weapon, the weapon(s) may be fired until the barrel is warped by heat (up to five actions of fire). To do so, the gunner and loader must pass Skill Checks. If passed, the weapon may fire up to five actions of fire during the turn. On the first two actions, all fire is resolved normally, and if the weapon jams this opportunity is lost. If the weapon is not jammed at the end of the regular turn, increase the jam chance by 1 and fire three additional actions, or until the weapon jams. Either upon jamming or at the end of the third extra action of fire the weapon is rendered unusable. The three extra actions are fire only, they may not be used to aim, move, etc.	X	-
82	Extra Volley – All riflemen in the unit may either fire two shots per action for the current turn, or may take aimed shots on both actions. This applies to rifle fire only.	X	-
83	Contaminated Fuel - Fuel contaminates are causing combustion problems. All vehicles in the unit are limited to half-speed for the balance of the game.	-	X
84	Enemy Counter-battery Fire – If the side whose card comes up next have off-board artillery, it is under counter-battery fire. It always deviates three cycles of direction/distance, and may not be corrected.	X	X
85	Medic! – Invoke the Medic rule for the side whose card comes up next. Place one medic d10 inches from the highest ranking infantry officer, in a direction away from enemy units. Medic! – Invoke the Medic rule for the side whose card comes up next. Place one medic d10 inches from the highest ranking infantry officer, in a direction away from enemy units.	X	-
86	Engine Piston Ring Failure - Randomly select one vehicle in the unit, it has blown a piston ring and is making excessive smoke. Movement is not effected, but place a two inch (wide) by three inch trail of smoke behind the unit. For sighting purposes, the unit is automatically spotted by any unit that has LOS.	-	X

87	Steel Coffin – Randomly select one vehicle from the unit. The crew cannot be broken and will not bail from the vehicle under any circumstances, except fire, and may not voluntarily bail.	-	X
88	Motivated Crew – The crew may fire at the normal full crew rate, with no penalties of any kind, as long as there are at least two uninjured, unbroken crew members.	-	X
89	Grace under Pressure - Randomly select one vehicle. Regardless of the turret configuration, the vehicle will never apply the “No Commander” penalty. If the vehicle has three or more crewmen in the turret, add a –1 to the Commander’s rating.	-	X
90	Souvenir Hunter – Reduce the actions of the card by one for each soldier except the leader as soldiers gather war booty.	X	-
91	Bad Weather (Mud) – Heavy precipitation begins, reduce visibility by 50 percent, one vehicle of card is considered bogged.	-	X
92	Optics Misalignment – One vehicle in unit must roll a MC to prevent from getting a +2 to hit on all main gun direct fires.	-	X
93	Bad Weather – Heavy precipitation begins, reduce visibility by 50 percent.	X	X
94	Motivated Squad – All soldiers that pass a Morale Check get three actions for this turn only.	X	-
95	Outside Orders – Remove the next unit immediately, it has been recalled by Company command.	X	X
96	Careless Movement – Any time the next unit is fired upon in the open for the remainder of the game, apply a to-hit modifier as if it was on a paved road.	X	X
97	Mechanical Check - If the next card is a vehicle, it must pass a Morale Check to prevent a random vehicle in the unit from being broken down. If a vehicle breaks down, roll a d20 to determine how many crew-actions are needed for repairs. Crew members must be outside the vehicle in base to base contact to effect repairs.	X	X
98	Rancid Food – The next unit has been foraging in some questionable food and is suffering from extreme diarrhea. Minus –2 from all morale rolls for the rest of the game.	X	X
99	Mail-call! – The next unit has just received numerous letters from home, increase morale by 2 for the remainder of the game.	-	X
100	The Last Shall be First – The last card played this turn is automatically placed on top of the deck and is played first next turn.	X	X