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# HAZARDOUS ENVIRONMENTS

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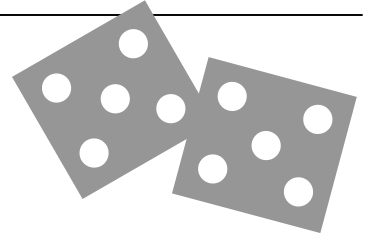
## 11-12: High Winds and Rain

Fluctuating wind speeds and driving rain make navigating the sky nearly impossible... and dangerous!

All skimmers and jump pack troops may only move a maximum of 10". In addition to this, scatter the model D6 inches in a random direction after moving (use the Scatter die). This wayward movement does not affect how many weapons a skimmer can fire, only its movement.

Jump pack troops may elect to not use their packs if they want to play it safe and just walk.

Keep in mind the difficult/impassible terrain effects when scattering skimmers and jump pack troops.



## 11 - 16

## 13-14: Acidic Rain

The atmosphere of this planet is heavily polluted and the resulting rainfall is highly corrosive. Exposed metals and armor pieces can be eaten away with frightening speed. If a vehicle is sheltered from the rain by a hangar, rocky overhang, forest, or the like, then it is protected and does not suffer from the following corrosive rain effects.

At the start of each player's turn, roll for Armor Penetration against every vehicle on the table. This counts as an S5 hit against the lowest Armor Value present on the vehicle. Open-Topped vehicles count this damage as an S6 hit instead. Glancing Hits caused in this manner will ignore results of 5 and 6. Penetrating Hits ignore results of 4,5, and 6. In both cases (glancing and penetrating) keep rolling until you get a valid result.

## 15: Meteorite Storm

The sky is alight with streaking meteorites from some celestial disturbance. The havoc these random hunks of fused space rock can cause on the battlefield is tremendous.

Randomly determine the placement of D6 meteorites at the start of each game turn. Use the small blast template for each falling meteor. Determining the placement of each meteor is completely up to you. You can designate a few "hot spots" on the table and scatter from there, throw the small blast templates at the table (not recommended, but fun), drop Styrofoam balls from a specific height, or some other method your warped mind can devise.

Once you determine where the meteor ends up, any model under the center circle of the small blast template takes an S10 AP1 hit. Models touched by the rest of template suffer an S6 AP3 hit. If you can, try representing each meteor hit with an impact crater on the tabletop!

## 16: Toxic Clouds

The very atmosphere is deadly! Pockets of various gaseous toxins drift across the battlefield sowing confusion and terror. Place a pair of large blast templates (the toxic clouds) in the center of the table after the armies are deployed. At the start of each game turn, move the clouds by rolling the Scatter die and 2D6 for distance in inches. Any models the template moves over during its travels may be affected. The toxic cloud does not hinder line-of-sight in any way.

### 1-3: Flesh Eating

This type of toxic cloud is dangerous only to exposed flesh. Cries of, "Oh no, the commander's lost his face," are pretty common in these conditions. The cloud affects a model with any skin showing on the actual model itself. This means you "Mr. I'm a Space Marine Commander, I don't need a helmet" and pretty much every unfortunate Imperial Guardsman in the galaxy. Fully enclosed models may ignore the effects of the cloud. Models touched by the cloud as it drifts suffer an S3 hit with no saving throw allowed.

### 4-5: Metallic Terror

This type of toxic cloud is dangerous to vehicles and things like Terminators and Crisis Battlesuits (use your best judgment and determine these oddball "vehicles" before the game begins). Models touched by the cloud as it drifts suffer an S5 hit against the lowest Armor Value present on the vehicle. Open-Topped vehicles count this damage as an S6 hit instead. Glancing Hits caused in this manner ignore results of 5 and 6. Penetrating Hits ignore results of 4,5, and 6. In both cases (glancing and penetrating) keep rolling until you get a valid result.

### 6: Both!

Treat the cloud as both Flesh and Metallic Terror. It's a hungry lil' toxic cloud.

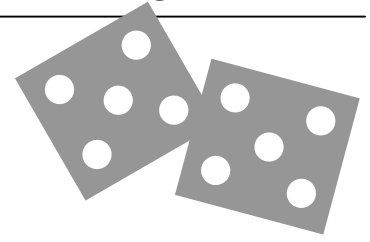
# HAZARDOUS ENVIRONMENTS

## 21-22: Rockslides

In narrow valleys, rockslides can create all sorts of problems on the battlefield. Movement is often difficult due to recent slides. Vehicles and men can disappear under tons of rock in the blink of an eye. Furthermore, powerful explosions only help to further agitate the situation!

The areas within 12" of the two short table edges are considered to be difficult terrain. If there was already normal difficult terrain in these "rock slide zones" to begin with, you can now only move a mere 1D6" in these zones. Vehicles and biker units moving through the zones will have to take difficult terrain tests each and every turn! Skimmers (but not Jump Pack troops – they have to land somewhere) are immune to this effect completely.

If an Ordnance weapon is used anywhere on the table, a rock slide will inevitably occur. In a suitable manner, randomly choose a 12" x 12" area along one of the short table edges. This is where the slide occurs. All vehicles in the area are immediately immobilized. Skimmers are destroyed as bounding rocks knock them out of the sky. Anything else in the area sustains an S5 AP6 hit.



## 21 - 26

## 23-24: Loose Footing

Expanses of sandy desert, seas of gravel, flaky or brittle rocks, and a strange geologic formation known as "crumble rock" can lead to vehicles getting stuck and troops having to move very, very cautiously.

All movement on the table is considered as if it were on difficult terrain. However, roll 3D6 instead of 2D6 for movement. If there was already normal difficult terrain on the table to begin with, you can now only move a mere 1D6" in these areas. Vehicles and biker units will have to take difficult terrain tests each and every turn! Skimmers (but not Jump Pack troops – they have to land somewhere) are immune to this effect completely.

Also, all Tallarn models may ignore these movement limitations because they like the sand.

## 25: Sinkholes

Subterranean domes and caverns lie just underfoot across the table. Heavy machinery in the wrong place at the wrong time can cause a collapse, sending the object to an early grave.

Roll 2D6 for every vehicle, bike, walker, and large creature before movement occurs. Skimmers may ignore this roll. Any rolls of 2 or 12 indicate a sinkhole has opened beneath the vehicle. Remove the model from play as it now resides deep underground! Place a suitably sized marker (paper, blast template) where the vehicle last stood. This sinkhole area is now impassable to all but skimmers and jump pack troops.

## 26: Tremors

Seismic activity can manifest on any planet at any time, though some are more susceptible to such events than others. These tremors can range in intensity and duration. Sometimes it's merely a nuisance; while other times it can be life threatening. A fun way to use these treacherous conditions in the game would be to have the tremors increase in intensity from turn to turn until an all-out Earthquake takes place.

### 1-3: Minor

Due to irregular ground movements, tracking targets is difficult. All firing from troops within vehicles, vehicles themselves, and non-vehicle Heavy Weapons (foot troopers, platforms, and batteries) suffer -1 to hit in addition to any other modifiers present. Skimmers may ignore these penalties.

### 4-5: Major

Heavier tremors continue to disrupt targeting and even begin to affect vehicle movement. All the rules for Minor Tremors apply for Major Tremors along with the following movement penalties. All vehicles and bike squads must roll a 3+ on a D6 in order to move normally. Skimmers may ignore these penalties.

If the roll is failed, the vehicle may not move and counts as having moved less than 6" for purposes of shooting. Vehicles may elect not to move, but must still pass this dice roll in order to fire all its weapons.

### 6: Earthquake!

An all-out earthquake disrupts a battle completely as the ground shudders and heaves underfoot. All shooting suffers -1 to hit in addition to any other modifiers present. Skimmers may ignore these consequences. Major Tremor rules also apply during an Earthquake as well as the Sinkhole rules.

All structures or bunkers on the table will eventually collapse given enough time. Roll a D6 for each building or bunker at the start of a player's turn. On a 6+ the structure is destroyed along with any unfortunate inhabitants.

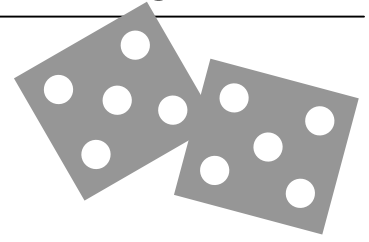
# HAZARDOUS ENVIRONMENTS

## 31-32: Intense Heat

When fighting in such an environment, all vehicle, biker, skimmer, jump pack, and walker movement is halved (rounding down). If you decide to move further, roll a D6 after the extended movement is complete. A roll of 5+ indicates the vehicle overheats and stalls. This means death for skimmers. However, all other vehicles cannot move (or use their jump pack) next turn and may only fire one weapon despite their stationary situation.

Models do not gain an extra Attack during assaults because the heat is just too draining.

All laser and Melta weapons now suffer from the **Gets Hot** special rule.



## 31 - 36

## 33-34: Frigid Cold

Troops do not fight effectively, crevasses appear, and skimmers freeze up.

Charging models do not gain an extra Attack during assaults because the cold is just too debilitating.

Hidden crevasses can appear at a moment's notice. Use the rules for Sinkholes, with the exception that affected models are merely immobilized for the rest of the battle rather than destroyed.

Intake valves tend to freeze up on skimmers in these conditions. Roll a D6 before moving a skimmer. If a 1 is rolled, the valve clogs and the skimmer drops from the sky. Consider it destroyed.

## 35: Flaming Pools

Small pools of highly flammable liquids can be found in any ash or chem wasteland, on death worlds, and hot worlds near a system star. Though only a few inches deep, the pools may ignite instantaneously.

Each flaming pool should fit within a 12"x 12" area, but no larger. Determine how many you wish to use with your opponent during set up. Colored paper could easily be used to represent a pool.

All squads and vehicles moving through or ending their movement in a flaming pool must roll 2D6. If a 7 is rolled, the pool flares up, otherwise nothing happens. Squads caught in a flare suffer 1D6 S6 hits. Armor saves are taken as normal.

For vehicles this counts as an S5 hit against the lowest Armor Value present. Open-Topped vehicles count this as an S6 hit instead.

Glancing Hits caused in this manner ignore results of 5 and 6. Penetrating Hits ignore results of 4,5, and 6. In both cases (glancing and penetrating) keep rolling until you get a valid result.

## 36: Geysers

Players take turns placing six coins (or some other suitable marker to represent a geyser spout) anywhere on the table as they see fit.

Once the markers have been placed, number them 1-6. At the start of each player's turn, roll a D6. The number rolled corresponds to the numbered marker on the tabletop. This geyser immediately erupts with one of the effects below.

### 1-3: Acidic Blast

Corrosive geysers are nasty. They spew noxious liquids that eat exposed troopers and slowly peel armor away from vehicle frames.

When an acidic geyser erupts, roll 2D6. This is the area of the acid blast effect. Any models caught within this radius take an S2 AP3 hit as the acid eats through armor rapidly. This effect will always wound on a 6, even if the target is considered to have too high a Toughness value.

Vehicles in the radius of the eruption immediately reduce their Armor Values by 1 point (all of them) for the duration of the game. This effect is cumulative. If a vehicle's armor is reduced three times, it becomes immobilized. At five times, a weapon of the opponent's choosing is destroyed. At six times, another weapon is destroyed in the same manner. At seven times the vehicle is considered destroyed.

### 4-5: Scalding Hot

When a steam vent erupts, place the Ordnance template on top of the geyser marker to represent the scalding steam cloud. Any models caught within the template or moving through it will take an immediate S3 AP6 hit. The template will stay in place on the table for a full game turn. Any shooting through the steam cloud is at -1 to hit. Weapons fired through the cloud at a vehicle count the target as Hull Down.

### 6: Deadly Microbes

Randomly determine a target squad within 12" of the erupting geyser. If only one squad is within 12", then it is the target of the attack. In terms of vehicles, Open-Topped vehicles and bikers are affected. Regular vehicles are immune to the microbes.

The targeted squad must roll equal to or higher than the targeted current number of models within the squad to avoid infection. A 12 is always a success. If the target rolls lower than the number of models present, it has become infected with the airborne flesh-eating microbes. Note that squads of 12 or more need to roll a 12 in order to avoid infection, otherwise your troops' insides start liquefying.

Mark infected squads with a counter. At the start of the infected squad's next turn and each of their turns until the end of the game, they must take D6 armor saves. Each failure is removed as a casualty. Squads that have an armor save of 6 or no save at all (use the majority save if mixed values are present) must make D6+3 armor saves instead. This effect persists until the squad is wiped out, or the game ends.

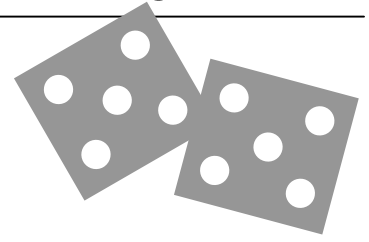
# HAZARDOUS ENVIRONMENTS

## 41: Reflective Crystals

Rare geological conditions have created strange rock formations that reflect and refract laser weaponry in a random fashion. Troopers find that when firing at enemies in cover, the shots often ricochet right back at them!

After the terrain has been set up, determine with your opponent which clumps of cover contain reflective crystals. Rock clusters, rubble heaps, and boulders are good examples of terrain that may contain crystals. The crystals only reflect laser weaponry - lasguns, lascannons, scatter lasers, star cannons, and the like. Any squad firing these weapons at targets in this type of cover has to roll 2D6 after figuring out the "to hit" results of all the shots fired. If the dice score is 8 or higher, then the shots reflect harmlessly into the sky or ground. If the result is 7 or less, then some shots have reflected right back at the squad! Roll a D6.

The firing squad immediately suffers this many hits at the Strength and AP of the weapon fired. So yes, this can bring about a situation where a single Lascannon shot refracts and reflects up to six shots right back at the gunner! In the case of the 2D6 roll to determine whether shots reflect or not coming up as boxcars (i.e., a score of 2), then 2D6 shots are reflected back at the original firing squad!



41 - 46

## 42: Blizzard

Blizzards create a large number of problems on the battlefield. Poor visibility and driving winds are just plain difficult to deal with when a combat action is taking place.

The blizzard will move 12" onto a randomly determined short table edge at the start of Turn 1. This area is affected by the conditions outlined below. At the start of Turn 2 and each following turn, the blizzard expands a further 12" onto the table until the table is completely within the storm's grasp.

All movement within the blizzard is considered to be in difficult terrain. Skimmers may only move a maximum of 10". In addition to this, the skimmer must take a difficult terrain test as if it were a normal vehicle in difficult terrain. This does not affect how many weapons a skimmer can fire, only its movement.

Accurate firing is reduced to 12". For targets beyond 12", 6's are needed to hit regardless of the shooter's BS. You could combine these Blizzard conditions with the Frigid Cold rules for a truly treacherous environment!

## 43-44: Slime Build-up

The battlefield is covered in a thin layer of mucous-like slime. This goo may be from a recent Tyranid occupation or just a natural product of the planet's fauna. However it came to be, the layer of slime has made movement very tricky. Treat all clear areas of the battlefield as normal – the slime has no effect here. However, in any areas of the table normally considered difficult terrain, the slime is a problem. Models moving through difficult terrain roll only 1D6 for movement to account for the slime. If a 1 is rolled, then roll a D6 again. If a further 1 is rolled, the squad has become tripped up or trapped by the slime. Any other result on the second D6 roll has no effect. During the next turn, the trapped squad may not move or shoot - they're stuck! However, the enemy may still assault the slimed squad, in which case the enemy gets +2 Attacks for charging instead of the standard +1! Vehicles traversing difficult terrain in these conditions have a rough time keeping control and become immobilized on the D6 roll of a 1 OR 2.

## 45-46: Lighting Limitations

Something as simple as lighting can dictate the outcome of a battle. Unprepared troops can blunder around in the dark or be blinded by intense sun flares.

### 1-3: Poor Lighting

The cover of night and poorly lit worlds lead to dim fighting conditions. Use the rules for **Night Fighting** found in the **Special Scenario Rules** section of the Warhammer 40,000 rulebook. In addition to this, all firing suffers -1 to hit, except if the target is a vehicle.

### 4-5: Intense Light

Solar activity has led to intense lighting conditions. This can cause targeter malfunctions and troopers to become temporarily blinded. Before the game, choose a short table edge. This edge represents the source of the light. All firing at targets in this direction suffer -1 to hit. Use your best judgment for determining whether a shot is penalized or not, and roll a D6 if there are any disputes!

### 6: Pitch Black

Some worlds are lightless while underground actions almost always suffer from extremely poor lighting conditions. Use the rules for **Night Fighting** found in the **Special Scenario Rules** section of the Warhammer 40,000 rulebook. However, use a multiplier of 2 instead of 3 for spotting distances. In addition, all firing is at -1 to hit.

# HAZARDOUS ENVIRONMENTS

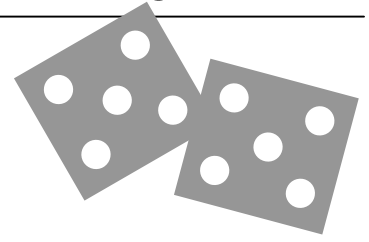
## 51: Ash Storm

Ash storms are no picnic. Choking clouds affect troops, visibility is severely reduced, and skimmers are nearly useless.

The storm will move 12" onto a randomly determined short table edge at the start of the Turn 1.

This area is affected by the conditions outlined below. At the start of Turn 2 and each subsequent turn, the storm expands a further 12" onto the table until the table is completely within the storm's grasp.

All movement within the ash storm is considered to be in difficult terrain. Skimmers may only move a maximum of 6". In addition to this, the skimmer must take a difficult terrain test as if it were a normal vehicle crossing difficult terrain. This does not affect how many weapons a skimmer can fire, only its movement. Accurate firing is reduced to 8". For targets beyond 8", 6's are needed to hit – regardless of the shooter's BS.



## 51 - 56

## 52: Electrical Storm

Powerful electrical disturbances in the vicinity of a battle can wreak havoc on vehicles and guidance systems.

The storm will move 12" onto a randomly determined short table edge at the start of the Turn 1. This area is affected by the conditions outlined below. At the start of Turn 2 and each following turn, the storm expands a further 12" onto the table until the table is completely within the storm's grasp.

Vehicles, bikers, and Crisis/Broadside Battlesuits caught within the storm face the possibility of electrical shortages and fluxes every moment the storm persists. At the start of each game turn, roll a D6 for each vehicle within the storm. A 5+ indicates that a powerful electrical surge has affected one of the vehicle's delicate systems. Roll a further D6 to see what happens. A roll of 1 means the vehicle shuts down for this turn and the next. It may not move or fire. A roll of 2-3 indicates a random weapon has been destroyed or taken offline. A roll of 5-6 will immobilize the vehicle and allow it to fire only one weapon this turn.

## 53-54: Vicious Fauna

All forms of cover on the tabletop are infested with deadly fauna. These could be strangle-vines, Venus mantraps, ash clams, spine cactus, weeping ferns, chokers, killer kudzu, poison moss, or a thousand other types of horrid plantlife. Foot troops are affected by these conditions and operate under the rules below, while vehicles are immune.

When a squad enters cover or starts its turn in cover, roll 2D6. A roll of 7 or doubles indicates something has gone wrong. Roll a further D6. A result of 1 or 2 indicates a casualty amongst the squad. Remove one model. A result of 3-6 indicates a model of the owning player's choice is struggling with the fauna and may still come out of the ordeal alive if the model passes an armor save. If the model fails, then remove it from play.

## 55-56: Xeno Swarm

Before forces are deployed, roll a D6 to determine how many swarms will be present on the table. Use small blast templates or suitably sized markers to represent the swarms. Take turns placing the swarms along the mid-line of the table that separates the two players. A swarm moves 3D6 inches in a direction determined by the Scatter die at the start of each game turn. The swarm will halt once it makes contact with the first viable target in its path. Reposition the swarm template so that it touches as many models in the unfortunate squad as possible. A swarm continues to move in this fashion every turn unless a "hit" is rolled on the Scatter die. In this case, move the swarm in the direction of the "i" in "hit," resolve any effects, and then remove it from play. The swarm has exhausted itself!

### 1-3: Flesh!

This type of swarm is dangerous only to foot troopers and bikers. The swarm will simply ignore regular vehicles. Razor sharp teeth, claws and stingers make short work of the target, no matter what type of armor they happen to be wearing. Models touched by the swarm template are enveloped by the seething mass and suffer an S2 hit with no saving throw allowed! This effect will always wound on a 6, even if the target is considered to have too high a Toughness value.

### 4-5: Tanks!

This type of swarm is dangerous only to vehicles and bikers. The swarm will simply ignore regular foot troopers. These swarms are attracted to heat, excrete acid, or carry an electric charge, making them bad news for the moving parts of a vehicle.

A vehicle touched by the swarm template will immediately become immobilized on a 5+ with a D6 as the creatures clog intakes, drive shafts, treads, and pester/devour crewmen.

### 6: Brains!

This type of swarm is dangerous only to psykers and synapse creatures. The swarm will simply ignore anything else. These strange creatures hunger for warp energy and will stop at nothing to get it!

A psyker touched by the swarm template has to fight off the warp-charged creatures or die. The psyker under attack and the swarm itself both roll 2D6. The higher roll survives the attack and stays on the table. Reroll any ties. If the swarm fails, it is removed from play. The same goes for a losing psyker.

# HAZARDOUS ENVIRONMENTS

## 61-62: Warp Rift

A visible rift in reality occasionally manifests on unstable worlds like those near the Eye of Terror. Movement and all firing through the rift are completely unpredictable. The rift runs along the center of the table, thus separating the two forces.

Roll a D6 whenever a squad or model wishes to fire across the rift along the center of the table.

On the roll of a 1, the target becomes so hard to track through the rift that any firing would be useless.

The squad or model that rolled the 1 may not fire this turn.

When the majority (more than half) of a squad or model moves across the rift, halt its movement and roll 2D6 along with the Scatter die. Move the squad or model in the direction and distance in inches indicated by the dice. For squads, place all models within 3" of this new location. Once the squad or model has been relocated, it may continue with whatever movement it had left.

If a "hit" is rolled on the Scatter die, then the squad or model may continue with its movement as normal and ignore the effects of the warp rift.

If a double comes up on the 2D6 roll and a "hit" is rolled, the squad disappears from the battlefield never to be seen again!

## 63-64: Unstable Reality

The very fabric of reality is in a constant state of flux due to rare circumstances beyond comprehension. Shots pass right through targets and tanks blink in and out of existence. All models on the table may take a 5+ invulnerable save. Vehicles may roll a special save when they receive a Glancing or Penetrating Hit – on the D6 roll of a 5+ ignore the shot completely.

## 65: Daemon Gate

Violent warp storms can saturate a planet with malignant energy and provide the powers of Chaos with an opportunity to enter the universe. The very atmosphere crackles with barely restrained power as the stuff of nightmare drops into reality from nowhere.

At the start of each player's turn, roll a D6. On the roll of a 6, a group of Daemons manifests on the battlefield. Place D6 Daemons (chosen by the player whose turn it is) in the center of the table. This player controls the newly formed Daemon unit, effectively making it part of his army!

## 66: Time Flow Disruption

Sometimes the Warp completely disrupts the flow of time, speeding things up to a blur or jumping to events that took place minutes ago. In a battle this can be beneficial or detrimental – such is the fickle nature of the Warp.

### 1-2: Speed up

All models may add +2 to their movement actions. This means that most troops now move 8" and assault 8". Vehicles may move up to 8" and still fire one weapon, while fast vehicles can move up to 14" and still fire one weapon.

In assaults, all models gain +1 Attack on top of any other modifiers like charging or having additional weapons.

### 3-4: Slow down

All models may subtract -2 from their movement actions. This means that most troops now move 4" and assault 4".

Vehicles may move up to 4" and still fire one weapon, while fast vehicles can move up to 10" and still fire one weapon.

In assaults, models do not gain +1 Attack for charging.

### 5: Mixed Time

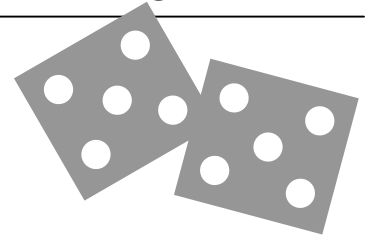
Mix the Speed up and Slow down rules into one game. At the start of each game turn, roll a D6 to see which effect takes place. 1-3 means Speed up, and 4-6 means Slow down.

### 6: Time Slip

When time loses meaning, destroyed troops return to fight again and commanders can't plan effectively since they have no idea where their troops will be in 5 minutes!

When a squad is wiped out or a model removed from play, place a numbered counter to mark the spot where they were destroyed. Write down the counter number and the squad it corresponds to on a scrap piece of paper. At the start of each player's turn, he may roll a D6 for each counter he owns. Each roll of 6 will bring the squad or model the counter represents back into play!

Also, at the start of each player's turn, the opponent chooses one squad or model currently on the battlefield and rolls a D6. If a 5+ is rolled, the squad or model blinks out of reality for the remainder of the turn. Place a counter to remind you where the squad or model used to be. It will return to play at the start of the owning player's next turn.



# 61 - 66