



# ENVIRONMENTS



**ADVERSE CONDITIONS:** Some missions will call for special rules known as adverse conditions- such as bad weather.

**ENCOUNTER BLIPS:** Most hostile environments are represented by encounter blips- a mix of lurking enemies, unpredictable hazards, deadly traps, and occasional lucky finds. The encounter blips rely on an environment to dictate what effects they have, so be sure you have one of these environments in mind before running a mission that uses encounter blips!



**GOAL:** Some missions require the players to find goals. If the mission does not use goal blips, treat any GOAL found as a LOOT.



**BOGUS:** Unless the mission states otherwise, these blips are worthless and harmless- remove from play once revealed.



**LOOT:** This blip represents something valuable, worth picking up. Spend an action while adjacent to pick it up.



**TRAP:** Most traps do damage of some kind, and are then removed once they go off.



**AMBUSH:** This blip represents an enemy model that will attack as soon as it is revealed. Have the player to the left run the enemy. Typically the enemy will melee (or shoot if their melee chances are poor), then move away from the revealer. At that point, the revealer may continue their move and hopefully dispatch the troublesome enemy. If enemies are still alive on the board, give them their own turn at the end of the last player's turn. Enemies may not reveal or interact with encounter blips, and ignore all hazards.



**HAZARD:** All hazards have a 2" area unless otherwise noted. Each hazard blip has a number from 1 to 6 on it- look up the number on the environment's Hazard Chart to see what kind it is. Most hazards are persistent. You will be affected by the hazard if you are within its area when it is revealed, or if you move into its area after being revealed, or if you stay in its area for a full turn (you only have to roll for the hazard once per turn per model). Note that Vehicles will be affected by hazards unless otherwise noted. If the vehicle ignores the hazard, troops in an open vehicle (such as a truck) will still be hit by the hazard.



# URBAN DECAY

**A Necromunda underhive, decaying Space Hulk, or post-apocalyptic city**

**SCENERY SET UP:** Place lots of buildings, barricades, catwalks, and other urban terrain. Each building starts with 2 damage!

**ADVERSE CONDITION: FIRE.** Treat the whole board as in smoke (+ when defending unless at range 1" or less). Add +1 to all trap and hazard rolls.



**AMBUISH** **Rat Swarm.**  Feral, Swarm.



**TRAP** **Collapse.**  **KD.** If on an upper level, drop to the level below. Otherwise, place debris that blocks move through that area (2"), and place yourself on the far side of the debris.



**Entangled. Auto KD** (even heavy models).



**Falling Rockrete.**  vs. melee.



**Toxic Waste.**  P.



**Razor Shards.**  vs. Melee.



**Gas Leak.** Roll : on a 5 or 6, explodes!  2"B.



**Arcing Transformer.**  **KD.**



# JUNGLE DEATHWORLD

**A world teeming with deadly life forms in fierce competition for survival**

**SCENERY SET UP:** Place jungle foliage and alien plants, forming a maze of dense cover. Intersperse with rivers, lakes, or swamps. Ancient, overgrown temples or ruins are also suitable.

**SPECIAL RULES: DENSE JUNGLE-** If you try to move through a section of jungle instead of going around it, roll KD vs. Melee.

**SWAMPS-** you may move across shallow rivers, lakes or swamps at 3" per move action. However, any blips placed in the water will be revealed by anyone passing even within 3" of them. Before revealing it, move the blip to the position of the model that triggered it!

**ADVERSE CONDITIONS: DON'T WANDER OFF...** The jungle seems to deliberately attack models when they are alone. A model that is not within 3" of another model is a loner. If a "loner" makes an attack or picks up something, or if a model takes extra move, immediately roll once on the Hazard table below. The hazard is not persistent and has no area effect.



**AMBUSH**

**LIZARDMAN-** melee only, Mob-2. -OR- **SKINK-** P small.



**TRAP**

**CARNIVOROUS PLANT!** Make a 4" jump roll- if you fall, take KD vs. Melee, can't move until plant is killed. Others may attack it. Carnivorous plants will not attack vehicles. Remove the trap blip if the plant is killed.



**Lash Weeds.** KD vs. Melee.



**Face Eater.** KD.



**Spore Mold.** P.



**Ripper Vines.** KD vs Melee.



**Fire Spitter.** Burn.



**Burst Pods.** x3 times



# DESERT WASTELAND

**A barren plain of sandstorms, bleached bones and rusting debris.**

**SCENERY SET UP:** Place rocky crags, clumps of cactus and rocks, twisted rusting metal, and giant skeletons on a flat tabletop.

**ADVERSE CONDITIONS: SANDSTORM.** Add +1 to Dust Devil hazard rolls. Visibility is reduced to 8" max range, and all models are treated as in darkness. At the end of each turn, roll   KD. Any damage is treated as 3" of movement in a random direction instead (heavy ignores). Vehicles must roll once on the wipeout chart- for results that move the vehicle forward, move the vehicle BACKWARD instead.



**AMBIUSH** **Mutant-**   **Load.**



**TRAP** **LANDSLIDE.** Place a Heavy Flamer template such that the round end covers both the blip and the model revealing it, and aim the pointy end at the nearest cliff, hill, or board edge.   KD vs. each model under the template. Remove the trap blip after it goes off.



**Dust Devil.**   KD only (no damage).



**Sink Hole.** Jump 4". Fall= Trapped- cannot move until rescued! Anyone may attempt to rescue- roll for the hazard. If they don't fall, they may rescue 1 model by spending 1 action.



**Spiker Plant.**  P.



**Sand Gulper.**    KD vs Melee.



**Fire Sand.**   Burn.



**Mirage.** When you next perform an action, draw, place, and reveal a new blip at your location.



# PRIMAEVAL WORLD

Wracked by storms, primitive atmospheres, and volcanic activity.

**SCENERY SET UP:** Place black, jagged, broken terrain such as rock spires, chasms, and lava plains. Intersperse with rivers or lakes of molten lava.

**SPECIAL RULES: LAVA.** If a model or vehicle lands in or attempts to move through lava, roll P. Models that have touched lava during any part of their move may either move or take an action, not both.

**ADVERSE CONDITIONS: METEOR STORM.** At the end of each turn, each player must place one 2" Blast template anywhere on the board such that it completely covers at least one of their models. Then deviate each template D6 inches in a random direction (use deviation dice, a spinner, etc. to determine direction). They are attacked by 2"B.



**AMBUSH** Proto-form. Feral. Swarm.



**TRAP** Glass Bomb. 3"B. Remove the trap blip after it goes off.



**1** WHIPTHORNS. Vs. Melee.



**2** FISSURE. Jump 4" or fall into Lava! (see above).



**3** SULPHUR GAS. P.



**4** OBSIDIAN POOL.



**5** FIRE JET. KD.



**6** LIGHTNING. P.



# ICY WASTES

**Frozen wastelands, snowy battlefields, continental glaciers.**

**SCENERY SET UP:** Place a mix of flat snowy plains and jagged icy cliffs. Clumps of snow capped evergreen trees or barren granite outcrops are suitable too.

**SPECIAL RULES: FREEZING COLD-** Any KOed models that have not been rescued by the end of the game will die of exposure! (does not apply to models KOed on the last turn).

**ADVERSE CONDITIONS: BLIZZARD.** Treat the board as in darkness. No flying allowed. All movement is at 1/2 normal (round up).



**AMBIUSH**

**WYRM** **KD.**

**-OR-**

**CLAWED FIEND**

**Feral. Frenzy.**



**TRAP**

**AVALANCHE!** Place a Heavy Flamer template such that the round end covers both the blip and the model revealing it, and aim the pointy end at the nearest crag, slope, or board edge. For each model under the template, roll **KD.** Remove the trap blip after it goes off.



**SNOW DRIFT. Ends move.**



**THIN ICE.** **P.** Heavy models add .



**SHARD STORM.** **vs. Melee.**



**HIDDEN CREVASSE.** Make a 4" jump roll or become Trapped- may not move until another model moves adjacent, makes their jump roll, and spends an action.



# NO MAN'S LAND

**A barren, muddy maze of trenches, bunkers, tank traps, and minefields.**

**SCENERY SET UP:** Place Barbed wire, trenches, barricades, tank traps, ruins, Bunkers, etc. Place blips along choke points such as gaps in defenses, entrances to buildings, roads, etc.

**SPECIAL RULES: RAZOR WIRE.** If a foot troop or light vehicle tries to move past, the wire

 **KD** vs. melee vs. the model. **TANK TRAPS.** Vehicles may not move over or past these obstacles. **BUILDINGS.** You must force entry into any buildings, even unoccupied ones.

**SMOKE.** For an easier game, the board may be covered by smoke, providing cover to everyone on the board.

**ADVERSE CONDITIONS: DOWNPOUR.** Treat the board as in darkness. Movement is 3" per move action, not 6.



**AMBUSH** This should be a model worth roughly 3 points, suitable for the type of enemy (the most common foot soldier is appropriate).



**TRAP BOOBYTRAP.**  **2"B.**



**HIDDEN RAZORWIRE.**  **KD** vs. melee.



**MUCK.** Auto KD (even Heavy models).



**POISON GAS.**  **P.**



**SPIKE PIT.** Jump 4": if you fall, take 1 hit, and a KD result.



**MINEFIELD.** Roll , +1 for Heavy models. On a 5 or 6, mine goes off:  **2"B.**



**AUTO TURRET.**  **.**



# ANCIENT TEMPLE

**Ominous, winding passages in a Catacomb, Necropolis, or Chaos Temple**

**SCENERY SET UP:** Place Warhammer Quest tiles for underground games, or disturbing statues and temples for above ground games.

**ADVERSE CONDITIONS: EARTHQUAKE.** Occasional shaking makes exploration even more perilous. At the end of the turn, each player must roll   for each model- if they roll doubles, apply the hazard of matching number to the model!



**AMBIUSH SWARM.**    P Swarm Melee only.



**TRAP** Roll  and consult chart below.

**1-2: COLLAPSE.**   KD. Place survivors on the far side of the blip. Once set off, the 3" it was in is now impassable!

**3-4: Poison Arrows.**   P. Remove the trap blip after it goes off.

**5-6: Giant Boulder.** Boulder will roll straight towards you, and keeps rolling until it hits a wall or board edge. For each model in its path, make a 4" jump roll. Fail =    KD.



**CRAWLING FLOOR.**   P vs. Melee. If you have an area or burn weapon, you may fire it to clear a path (don't have to roll for melee).



**TRAPPED FLOOR.** Make a 4" Jump roll. If you fall, roll on the TRAP chart above.



**Poison gas.**   P



**SCYTHING BLADES.**   vs. Melee.



**JINX.** Your primary weapon fires at the nearest friendly model.



**CURSE.** Add +1 to the next die roll made against you.



# DAEMON WORLD

Unearthly hell world corrupted by Chaos

**SCENERY SET UP:** Chaos scenery, charnel piles, etc.

**SPECIAL RULES: SPIKES. Melee**   **KD** to pass. May not parry.

**ADVERSE CONDITIONS: THE FOG.** As darkness, plus any models killed by hazards or enemies turn into a **Zombie** (  Shamble, Feral, Mob-3).



**AMBIUSH CHAOS MARINE.**   **+P Armored. Rap.**



**TRAP WARP OUT.** Remove model from board. They will reappear directly on the next Hazard blip revealed.



**ENSNARED.** Beat    **Melee** to get out.



**GROUND SPASM.** Move 3" in a random direction.



**CORRUPTION CLOUD.**  **P.** Kill = turn into a Zombie (See above).



**SCREAMING SKULLS.**   **vs. Melee.**



**JINX.** Your primary weapon fires at the nearest friendly model.



**CURSE.** Add +1 to the next die roll made against you.



**LOOT**



**LOOT**



**LOOT**



**LOOT**



**LOOT**



**LOOT**



**ROGUS**



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