Terrain, Weather and Environment

ARAP 2.4 : The following ideas were written for use with the 2.3 set of ARAP rules. As far as I am aware they are fully compatible with the 2.4 rule revisions. ARAP 2.4 uses low values for "to-hit" rolls. If the GM and/or players prefer probabilities such as "4+" or "on a roll of 1" can be changed to "3 or less" or "on a roll of 6".

Terrain, weather and climate can often be the key to winning or losing a battle. Russia claims that two of the greatest defenders of its nation are "General Mud" and "General Snow".

The WH40K universe is a big and varied place and often presents a fighter with challenging conditions.

On some worlds to breathe the very air is death. What appears to be rock may be frozen gas that will react violently if warmed slightly by body heat. In the past. disease usually killed more soldiers than enemy action. In the future it may be the environments themselves that are the greatest threat.

A science fiction game offers tremendous scope for combatants to be placed in a wide variety of terrain and environment types and GMs and players should use this to its full potential. Familiar scenarios can become quite different if relocated onto an airless moon, a chemical wasteland, a volcanic valley or a deathworld marsh. Artificial structures can be no less challenging. The WH40K has vehicles the size of buildings and buildings and spacecraft the size of cities. Some of these structures have spaces within them large enough for fliers and cavalry to manoeuvre.

Before we look at some of the environmental obstacles that might be encountered in the WH40K universe let us look once again at the basic terrain rules of the Gemini-ARAP system.

Normal Terrain

Normal terrain has no effect on move allowance.

Normal terrain includes:

- Brush, scrub and other vegetation
- Open woodland or dense foliage
- Debris, ruins, wreckage, loose rocks and boulders
- Small crevasses and fissures
- Stairs, ramps or steps.

Difficult Ground

Model moves at half its normal rate, rounded up if this is a fraction. Treat each 1" of difficult ground as using up 2" of move allowance. A model with a move of 4" that moves across 1½" of difficult ground uses 3" of its movement doing so, so can only move 1" more that turn.

Difficult terrain includes:

- Very thick forest and dense jungle
- Steep or treacherous slopes
- Fords, streams or shallow water
- Soft sand or thick dust
- Brush, scrub or clinging vegetation
- Very steep ramps.
- Marsh, bog and thick mud
- Inside cluttered buildings and cramped vehicles.

Very Difficult Ground

Model moves at quarter of normal rate, round up if necessary. Treat each 1" of very difficult ground as using up 4" of move allowance. Very Difficult ground is usually a combination of two kinds of difficult terrain and includes:

- Woods on treacherous slopes
- Bog and dense foliage
- Clinging vegetation and wreckage

- Almost sheer slopes that need to be climbed on hands and knees
- Tar pits and swamps
- Pools and fast following but still fordable rivers.

Impassable

Impassable ground cannot be moved over by foot. Troops may be able to use machines to fly over or tunnel under.

Dangerous Ground

Dangerous Ground is any terrain where the GM rules a model passing through it has a random risk of encountering a hazard.

Hazards vary from minor inconveniences to lethal.

Some dangerous ground may only affect certain troop types. It may be safe for infantry but dangerous to heavy vehicles or vice versa.

In most cases the likelihood of falling foul of a hazard will be in the order of 1 in 6 per turn for each model.

Passing through a minefield is a 4+ hazard unless the unit has an Energy Scanner or the area has been cleared with explosives. In such instances chances of detonating a mine are reduced to 1 in 6.

If a model is moving faster than 6" a turn then two dice are rolled rather than one and any relevant score taken.

Some dangerous ground will require passing a successful Initiative test rather than a simple D6 roll.

Some dangerous ground will also be difficult or very difficult.

Vehicles and Difficult and Dangerous Terrain

Terrain that is Difficult or Very Difficult for Infantry will not automatically be so for vehicles. Some terrain is more easily traversable by vehicles while sometimes the reverse is true and infantry can move more easily. Certain types of terrain may halve or quarter the maximum speed of vehicles but the situations where this is the case will depend on the type of vehicle. Specific examples are detailed in the page on vehicle rules.

Certain types of terrain may also require a vehicle to make a Dangerous Terrain test. There will also be situations where a vehicle will be slowed by the terrain as well as requiring a Dangerous Terrain test. A tank that is moving over a barricade will be slowed but will also stand a chance of becoming stuck.

The Standard Dangerous Terrain test for vehicles is 1 in 6. A vehicle that attempts to enter dangerous terrain is moving through it or out of it must roll a D6. If a "1" is rolled the vehicle becomes immobilized for the rest of the game (or until repaired or recovered).

If the vehicle is moving faster than 6" then two D6 are rolled. If a 1 is rolled on either dice the vehicle is immobilized. If both dice roll 1s the vehicle is automatically destroyed. Occupants react in the same way as a "Vehicle Destroyed" result on the Vehicle Damage Table.

The GM may modify the above as suits the situation. A failed Dangerous Terrain result if crossing thin ice would probably indicate that the vehicle fell through the ice and was lost rather than immobilized. Moving through a minefield without special equipment would be a 4+ chance of setting off a mine on each D6.

Variable Terrain (Optional)

As an optional rule, some Difficult can be designated as Variable terrain. Good examples of Variable Terrain would be city rubble or jungle undergrowth. Some patches can be moved through quite easily while in other places progress is very slow.

If the model is in Variable Terrain or attempting to move out of it. the model's actual move allowance for that turn is determined by dice roll.

A model that attempts to move into Variable Terrain will also have their move determined by dice roll. This may result

in the model moving a distance insufficient to actually enter the terrain.

A movement roll is normally made by rolling a pair of dice for the unit or individual and taking the score of the highest as the actual move. The score of the two dice are not added together.

Some attributes such as the "Move through Cover" ability allow an extra dice to be rolled, so three dice are rolled and the highest score taken.

Only the score of the highest scoring single dice is moved. Some special conditions may require the score of the lowest dice to be taken. Most Variable Terrain is Difficult Terrain.

If the GM rules an area of Very Difficult Terrain is variable only one dice is rolled (or two if the subject has "Move through Cover" ability.)

The type of dice rolled will depend on the model's standard move allowance.

- If M is 4 a pair of D4 are rolled.
- If M is 3 then D3 dice are used.
- If M is 5 then D5 are rolled
- If the M is 6 or higher D6 are used.

In the event of fractional move allowances due to encumbrance round down to the nearest whole. If you don't own D3 or D5 dice use D6s or D10s and halve the face value.

Modifiers for turning, crawling and moving backwards are applied after the move distance is rolled. If a unit subject to the Variable Terrain rules wishes to Charge roll the relevant dice and double the score of the highest. Ignore the effects of Variable Terrain for Rout and Pursuit.

Woods and Area Terrain

Area terrain is a generic term for woods, forest, orchards, brush land, undergrowth, building ruins etc.

Firing into Woods and Area Terrain.

Troops up to 6" inside a wood can be seen and fired at from the outside but at -1 or -2 to hit, depending on the type of cover or terrain type. They cannot be fired at if they are hiding.

Troops more than 6" inside the Area Terrain cannot be seen from outside and cannot be fired upon by direct fire.

Firing Out of Woods and Area Terrain.

Troops within 2" of the wood's edge can fire out without any penalties

Troops between 2" and 6" inside Area terrain can fire out but at a -1 or -2 to-hit penalty, depending on terrain type.

Troops more than 6" inside Area Terrain cannot fire at targets outside area terrain.

Firing within Woods and Area Terrain.

Any units in area terrain can only fire at other targets within the same area terrain at ranges of 6" or less. Essentially the intervening terrain obscures the shooter's view of targets. These shots will often be -1 or -2 to-hit penalty, depending on terrain type.

The GM may choose to vary the visibility in Area terrain. In densely grown areas such as forest edges it may be as low as 2-3" while in plantations or deep forest it may be 8-12".

When a building is treated as area terrain firing upon figures within it may be subject to line of sight restrictions through windows etc.

Water and Swimming

Most humanoids that swim move at D3+1" per action, with the D3 rolled on a D6. If a natural 1 is rolled the model drowns, is caught by an undertow or meets some other hazard that removes them from the game. Characters that roll a natural 1 may roll a D6. On a 2+ they are saved but do not move that action. If they roll another 1 they drowned. If a squad is

swimming then the player may choose to make a single D3+1" roll for the move allowance. A 1 means D6 models drown.

Models with primitive armour that gives a 5+ save or less can only swim D3". Models in 4+ or better primitive armour sink unless it can be discarded. A successful Initiative test allows a swimmer to discard any armour and then swim. Shields may be discarded without a test. Swimming models cannot usually swim with shields, spears, polearms, two-handed melee weapons or heavy weapons unless the GM rules differently. For example, a fighter might be able to swim with an Eviscerator strapped across their back if they had sufficient strength and preparation time.

Climbing out of the water into a boat or onto a jetty requires a successful Initiative roll. Make a roll for each individual model attempting this. If failed the model may try again next action. Ships moving at a speed of 6" or less may pick up swimmers that pass within 2" during the vessel's movement.

The above basic rules are modified from the **Warhammer General's Companion**. Certain aspects of the WH40K universe mean that water must sometimes be treated very differently. Many units in WH40K are equipped with some form of breathing apparatus or do not need to breathe at all. The marine's multi-lung implant allows him to breathe underwater even without his Power Armour. Hi-tech Body Armour may float. Troops or machines too heavy to float or swim may still be able to move along the bottom. Such units will undoubtedly sometimes use bodies of water for concealment and this in turn is likely to affect the tactical picture.

Treat underwater swimming or walking underwater as both swimming and hidden movement. Models that do not have to come to the surface to breathe probably can't be spotted by normal means even if within the spotting range of a model on land. A roll of a natural 1 on the dice indicates the model has become stuck or lost for the rest of the game and out of action even if they can still breathe.

Minefields

Mines in the WH40K universe can range from crude containers filled with explosive to sophisticated robotic devices. Minefields are Dangerous Ground and normally triggered on a 4+ but this will depend on fuse type and sensitivity.

Unlike other terrain types mined areas of ground are usually paid for by one player from their points allocation. Ground mined areas are brought in 2 x 2" sections and cost depends on mine and fuse type.

While a wide variety of mine types are possible the most commonly encountered are:

- Anti-personnel. S3 AP6. 2 pts per 2 x 2" section.
- Gas. S3, no armour save. Only affects models vulnerable to gas. 1 pt per 2 x 2" section.
- Anti-armour. S6 AP4. 4pts per 2 x 2" section.

Mines are assumed to be smaller than the equivalent grenade type so do not have an effect area, they only effect the model that triggered them.

- Pressure-activated mines are detonated by physical contact. Pressure fuses are included in the basic cost of a mine type so are free. A model in contact with the ground in an area of pressure-activated mines will trigger one on a roll of 4+.
- Proximity-fused mines react to objects moving nearby so are also set off by skimmers and other targets not in contact with the ground. Proximity-fuses cost +1 pt per 2 x 2" section. A model moving through a proximity mined area triggers one on a roll of 4+.

- Bio-fuses work like pressure fuses but only respond to gretchen-size or larger living creatures and cost +5pts per section.
- Electromagnetic fuses respond to metallic and electronic equipment and cost +5 pts per section. Powered armour, Vehicles and energy shields set mines off on a 3+. chainmail on a 5+. plate on a 4+. flak, mesh, non-powered shields and carapace will not set off mines.
- Timer. Adding a timer costs and additional +1 pt. A timer will detonate a field a number of turns after the start of the game or after the field is triggered by another fusing system.
- Remote. A remote trigger costs an additional 10 pts. It can be carried by a nominated individual or installed at a location. Some remotes are used to arm and disarm minefields rather than detonate them, allowing friendly units to pass over.
- IFF. "Identify, Friend or Foe" systems allow mines to ignore friendly troops. IFF must be combined with one of the fusing systems above. Friendly troops passing over a IFF enabled minefield roll a 2D6 if the field has not been deactivated. A roll of 2 or 12 means one model in the unit triggers a mine anyway.

Sensitivity of mine fuses will also vary. Examples include:

- Standard. Set off by any Size 2 or larger object: basically anything Gretchen-size or larger.
- Anti-vehicle: only activated by Size 3 or larger objects such as vehicles or Monstrous Creatures.
- Large Object: as for Anti-vehicle fusing but also set off by Large Size 2 models such as ogryn, terminators and other models on 40mm or larger bases.
- Sensitive. Mines can be set off by models smaller than Size 2. Such fields are more vulnerable to mine clearing measures. A weapon that uses a 3" diameter marker clears a 6" diameter area, a 5" marker a 10" area.

Note that Electromagnetic fuses ignore target size.

Units using an Energy Scanner reduce their chances of being hit to 1 in 6. Units cannot run while using Energy Scanners. Vehicles may also be fitted with Energy Scanners or similar mine detecting devices which reduce their chances of being hit to 1 in 6 for each D6 rolled.

Ground Mines can also be cleared by a hit by any explosive-type area weapon. This is not totally effective so reduces the chances of being hit to 1 in 6.

Mines are Pinning Weapons. Unless it is Fearless a unit that takes any casualties from Mines must pass a Leadership test or become Pinned.

Aerial minefields use suspensor and other anti-gravity technologies to make the airspace dangerous for flyers. They can be placed at Attack Altitude or High Altitude (or both). A minefield for each altitude level can cover the whole tabletop, although if the player buying the minefield wishes flight corridors and gaps in the field can be left. An aerial minefield for one altitude level costs 50 times that for a 2 x 2" ground minefield of the same type and trigger. Pressure triggers are not suitable for aerial mines. Aerial mines are virtually impossible to clear with weapons. An aircraft or flying creature with an energy scanner reduces its chance of detonating an aerial mine to 5+.

Mines can also be placed underground to deter tunnelling attacks. Underground fields can cover the whole table (or under it!) and cost 25 times the cost of a 2x2" area of ground mines with fusing. Pressure and Electromagnetic fusing will not work underground. Timer and Remote systems are also not well suited to underground minefields. Underground mines cannot be cleared by weapons fire but energy scanners can be used to help avoid them, reducing their hazard to 1 in 6. Mole

mortar rounds and tunnel torpedoes are too small to detonate underground mines.

Booby Trap

Whilst minefields are primarily for area denial, booby traps are mainly intended to inflict casualties. A booby trap is a one-use hazard. Common types include:

- Frag Trap. May use large quantities of explosive. When triggered place a 5" marker on the trap's location. Do not roll for deviation. Models within the area take S3 AP- hits.
- Gas Trap. When triggered the gas spreads a radius of 2D6". Models vulnerable to gas must pass a Toughness test or take an automatic wound, no armour save.
- Melta Trap. As Frag Trap, but S8 AP4 inflicting 3 damage points.
- Floor Trap. May use explosives or a concealed door. A section of floor disappears. Place a 5" marker. Any model within this marker falls down the chasm and is taken out of action. Models touched by the marker edge or within 1" must pass an Initiative test or fall in. The hole created is treated as a pitfall for the rest of the game.

Visibility and Night Fighting

Various factors can affect visibility and consequently LOS and the range that targets can be shot at.

Smoke and Blind grenades and certain psionic powers can block line of sight. They will also block fire from laser weapons. Mist, fog and rain can reduce the range at which targets can be seen and may also make them harder to hit.

WH40K-RT gave no rules for fighting at night. 4th and 3rd Ed (page 134) does address this and these rules expand on this slightly.

A roll is made by the GM at the start of the game. The roll is 2D6 x 3. This is the number of inches that normal humans can see. This may remain constant for the whole game or it may be ruled that the planet is cloudy, has a very variable moon etc. In such a case visibility may be re-rolled every so many turns, whenever the GM rolls a 6 at the start of a turn etc.

Troops equipped with infra-vision or have this as a racial trait can see normally at night or in smoke. Photo-visors or contacts double the distance troops can see in the dark.

Creatures that have good night vision roll a 3D6 x 3. If several different species are in action a separate roll for each may be made. If the value of 3D6 x 3 rolled is less than the 2D6 x 3 made for normal models then these creatures use the higher normal vision value.

Guess-range weapons or weapons using a firing mode that uses Guessed range can fire as normal but add D6" to their rolled scatter distance if fired at beyond visual range.

For a very variable combat environment, a unit that wishes to fire upon another unit must roll 2D6 x 3. If the enemy is within this distance they can be shot at as normal, If they are further away they could not be seen or all the shots miss etc. This roll is made whenever a new engagement between units begins or one unit moves out of visual range. These rules may be used to represent a battlefield covered by billowing chemical weapon clouds, a blizzard or a sandstorm.

Searchlights are mounted on vehicles (3 pts/vehicle) or in static positions. When a Searchlight is used a 2D6 x 4 is rolled and one enemy unit within this distance is detected and can be fired upon. Any friendly unit within this distance of the illuminated enemy can fire upon the illuminated unit as usual and can continue to do so unless one side or the other moves out of this range or LOS is broken. If a target is lost the Searchlight can roll again next SHOOTING phase.

Nightlight missiles illuminate the whole tabletop area as if it was daytime for D6+1 turns.

Smaller paraflare illumination rounds have the same effect over an area of 3D6 diameter as long as the flare is burning. Models within this area can be targeted as if in normal daylight by units both inside and outside the area of illumination if they are within range.

At the end of each player's turn after the paraflare has been launched roll a dice and add the number of times you have rolled for the missile already. If the result is a 6+ the light goes out and it is dark again.

Various devices can be used to create a more realistic night battle. A screen can be erected at the limit of the foremost units' vision range and only lowered when an enemy is within this range. This method does not work so well if there is a discrepancy in vision ranges. Hidden movement plotted on squared paper is another possibility.

Smoke

If you intend to use the smoke rules at the start of the game roll scatter dice to determine wind direction. If a Hit is rolled then the air is still. Once per game each player can request that the wind direction be rerolled.

Smoke grenades use the 5" marker but otherwise follow the usual rules for grenades. Since it is usually not practical to keep markers on the table, especially if there is a unit under them, smoke clouds can be represented by marking their boundary with string. This is a useful approach if a unit or vehicle has used several smoke bombs.

At the start of each turn roll a D6. On a 6 the Smoke stays were it is. On a 4-5 the cloud has drifted D6" in the direction of the prevailing wind. On a 1-3 the cloud has dispersed.

Since smoke blocks Line of Sight firing into a smoke cloud, through a cloud, out of a cloud or between units in a smoke cloud is treated as firing wild shooting so uses a BS of 1 irrespective of the shooter's BS.

The above rules assume that the models cannot see through the smoke. If they have infra-vision they may shoot as normal. Smoke may still have an effect on any laser weapons they are using. Blind-grenade clouds follow the same rules but models with Infra-vision cannot see through then either, so have no advantage.

Lasers with a Strength of less than 6 cannot fire through smoke at all. Lasers with a Strength of 6 or more have their Strength reduced by 2 if firing through smoke. Area weapons firing into or out of smoke treat their targets as hidden, so use guess range, no BS modifier to the scatter roll and deviate by the sum of the two highest scoring pair of three D6. If a hit is rolled the marker still scatters D6".

Close Combat in Smoke or Blind Clouds

If the units in mêlée are in a smoke cloud *(without Infra-vision)* or blind grenade cloud each model can only score hits in mêlée on a base score of 1, irrespective of WS. This may be subject to further modifiers to require a score of less than 1.

Rain Effects on Movement

Heavy Rainstorms reduce visibility to 12" except for troops with Infra-vision. This will affect the range at which shots can be made.

The GM rolls a D6 at the start of each turn. A roll of 1 increases the rain one level, a 6 reduces it one level.

Level	Effect
0	Rain Stops.
1	Visibility only 12"
2	All movement half-rate.

3	All movement quarter rate. Wheeled and Walking vehicles bog down on 5+, tracks on 6. Rivers double width. Only medium and heavy vehicles can cross, and mediums get swept away on a roll of 6 at 6" downstream per turn.
4	No movement by any unit. Vehicles sink in mud and are permanently immobilized. Laser, Flamer, Melta and Plasma fire reduced to short range only.

Environmental Features

The rest of this chapter lists a selection of environmental, terrain and climatic factors that you may choose to incorporate into your games and some suggested rules for using them. These have been drawn from a number of sources including older editions of WH40K, WHFB and Necromunda. I have attempted to adapt these to the Gemini-ARAP ruleset but I may have missed a point here and there so if a rule seems to be in conflict with ARAP rules it may be it is still referring to one of the other rulesets. Therefore use these as suggestions and have fun coming up with variations.

The following sections are divided into a brief and a more detailed section. Feel free to mix ideas from the two sections together. Many environments will have a number of different features present. Sources such as WH40K Rogue Trader and Necromunda will provide other plants and animals that may make things interesting for your players.

Woods

Woodland is treated as Difficult Terrain. It is treated as Area terrain for targeting between models.

Jungle

Temperate and Tropical Rainforest is characterised by thick undergrowth so movement rate is variable.

Visibility may also be variable.

Detritus/Debris/Rubble

A very common type of terrain on many battlefields, it is often the product of artillery or air bombardment.

It is also common in abandoned cities, scrapheaps etc. Provides cover for Infantry. Difficult terrain for Cavalry, Bikes and Vehicles.

Cropfield

Some cropfields span entire continents and are harvested by fleets of vehicles bigger than city blocks. Most are more modest and can be represented by an area no more than 12" to the side. Cropfields provide soft cover for infantry and easy hiding.

Rocks

Provide Cover for Infantry. Difficult Terrain for all types of units attempting to move over them. Very large rocks are Impassable for Vehicles.

Railings

In certain situations, a figure must pass an Initiative test or fall from a nearby ledge or into a pitfall. The presence of a railing or low wall has the effect of increasing the figure's Initiative characteristic value by 1 for tests against falling. To provide this bonus, a wall or railing must be at least ½" tall.

Overhangs

When climbing up a structure or obstacle, a figure can traverse an overhang as long as it protrudes no more than 1" out from the wall. Overhangs that protrude further than this are impassable unless the figure has climbing ropes, suction pads or other special equipment.

Ductways

There are small passageways of upto 2" through a solid terrain feature. A figure may traverse a ductway completely if they can get within 2" of the entrance and expend two action points. The model is placed within 2" of the exit.

Ash or Sand Dunes

Difficult Ground for all types of units. Very loose ash or sand dunes are variable terrain with three dice being rolled and just the highest value chosen.

Deep Snow or Mud

Variable terrain but only one die is thrown.

Muddy or Water-logged Ground

Difficult Ground or Variable terrain requiring three dice rolled and just the highest value chosen.

Craters

Craters can be created by weapons, meteors, volcanic action or various other means. Provide Cover for Infantry. Larger craters may provide cover for larger models but are difficult ground for all types of units.

Pitfalls

There is a hole and it is a long way down. If a fighter is moved into a pitfall involuntarily or is forced to go prone or knocked over while within 1" of a hole (not if they voluntarily go Prone), take an Initiative test. If the test is failed they fall into the hole and go Out of Action. If it is passed, they stop at the edge of the hole.

If a figure is hit by a ranged attack or in Close Combat when within 1" of a pitfall they must also take an Initiative test to avoid falling in. If they are hit at Strength 7 or greater, or by a shotgun-type weapon, the Initiative test is at -1.

Unstable Floor

A collapsed section of floor that features one or more large Pitfalls. If a weapon that uses a blast marker explodes in an unstable floor section take an Initiative test for each figure in that section. If the test is failed, the floor shifts and the figure is moved D3" towards the nearest Pitfall (potentially falling if they move into it).

Uneven Surface

The ground in this area is set hard into lumps, mounds and ridges, shaking and jolting models in vehicles. Any models shooting from a moving vehicle is at an additional -1 to hit. Skimmers, crawlers and walkers are unaffected.

Quicksand/Quickash

Small pockets of quickash are dotted across the area, completely Hidden from view. Roll a D6 for any model on the surface that moves (vehicles and models on foot). On a 1 they are caught in a Quickash pocket and may not move this turn as they struggle to free themselves,

Razor/Barbed Wire

Counts as difficult ground for non-vehicles and bikes. Military vehicles can drive through it without penalty but it may cause problems for lighter vehicles such as city cars and similar.

Dragon's Teeth and Other Tank Obstacles

Impassable to vehicles other than skimmers. Can be used as hard cover by infantry. Armour Value is 10 and a Penetrating hit destroys a 6" section. Glancing hits have no effect. Infantry may assault Tank Obstacle sections as though they were a stationary vehicle.

Bio-Wire/Wire Weed

Bio-wire is a plant biological weapon often deployed by missiles or stored in a special mine. When activated it grows

rapidly from seed and attacks with sharp thorns and acidic secretions. A slower growing but no less deadly variant is used in defensive hedgerows and is called Wire Weed. A number of naturally occurring plant forms have similar behaviour and capabilities and it is likely Bio-wire was derived from a Death world lifeform. Bio-wire/Wire Weed is very difficult terrain for all models and any unit moving through takes D6 S5 automatic hits. Vehicles take D6 S5 hits against their lowest armour value. At the start of each side's turn the Bio-wire area may grow a further ½" in radius on the roll of a 6. This will include growing back over paths cut through the Bio-wire. Bio-wire is very resistant to damage and fast growing so lasers and conventional edged weapons have little success cutting through. Chainswords, power axes and power swords can cut a path through and increase movement rate to half-rate but the Bio-wire will still attack them as normal. Fire and Plasma based weapons will clear an area equivalent to their effect area. Flamers have an effect area marker of radius 1½" and heavy flamers 2". hand flamers, plasma guns and pistols clear a ½" radius. Larger plasma weapons such as HPGs and portable plasma cannon clear a 1" radius.

Chemical Waste

Areas of chemical waste are a 1 in 6 hazard. Infantry, cavalry and bikes take a S4 hit. Vehicles that roll a 1 become Immobilized.

Effluent Flood

A massive effluent flood sweeps across the battlefield. Making movement a somewhat haphazard affaic. Roll 2 D6 for every model at the start of the game (on foot and vehicles), On a 1 that model may not move in its first turn.

Glacier

Glaciers are Difficult Terrain but provide cover for infantry. A glacier will contain D6 Crevasses and D6 Hidden Crevasses.

Crevasse

Crevasses are Impassable but can be flown over or jumped.

Hidden Crevasse

A hidden crevasse is covered in snow or ash. Difficult Terrain and Hazardous. On a 1 rolled on a D6 models fall through and are either immobilized or out of action, depending on the crevasse depth (and the GM).

Frozen Lake

Infantry, cavalry and bikes treat the frozen lake surface as normal terrain. Walkers and vehicles treat it as Dangerous Terrain. Roll a D6 each turn for each Immobilized vehicle. On a 1 it falls through the ice and is out of action.

Thin Ice

All units treat thin ice as Dangerous Terrain. On a D6 roll of 1 vehicles automatically fall through the ice. Infantry, Beasts and Cavalry can make an Agility roll to avoid going through the ice.

Thick Ash/Dust Covering

The whole area is covered with a thick coating of fine ash/bust like sand. This makes movement on foot very difficult; all movement by models on foot on the surface is at half rate. In addition, roll a D6 at the start of each turn for every vehicle. On a 1 the vehicle is stuck and may not move this turn, This does not affect skimmers and crawlers

Lava Crust

A thin solid crust over still-molten lava. Troops have a 1 in 6 chance of falling through each turn and will die if they fail their Armour Save. Vehicles and Heavy Items will always fall through but crew may attempt to escape.

Lava Stream

A lava flow can be crossed by some units by moving across cooler chunks floating in the flow. A lava flow is treated as

Dangerous Ground. A roll of 1 causes the model to take a S4 AP4 hit.

Boiling Mud/Tar Pits

Very Difficult Variable Ground. Roll only one die for variable move. Vehicles are automatically immobilized. Every model still in the mud/tar at the end of a turn must pass an armour save roll or be boiled alive or drown.

Furnace Floor

An open furnace is treated as a Pitfall, with the difference that figures moved into the furnace immediately go Out of Action, no Initiative test need be made for them. Figures that go Prone or are knocked over within 1" of the furnace still make an Initiative check. The heat haze of the furnace is such that any ranged attacks made across it have an additional -1 to hit modifier.

Trash Compactor

A large pit with massive grinding wheels and teeth. Similar devices may be found at mining sites for ore crushing, or in timber yards and farms to process vegetation. The compactor is treated as a Pitfall. If it is activated anyone within it or falling into it are immediately Out of Action. If the compactor had not been activated anyone falling in is trapped inside until they can climb out (or the compactor activates!). Figures in the compactor do not have line of sight to figures outside it unless they are within 1" of the edge, and vice versa. An Active figure in the compactor can use one action point to climb out. Place them 1" from the edge of the pit. A console to activate and deactivate the compactor will be somewhere in the area. This takes one action point by a figure within 2" of the console and a successful Ld/Intelligence test.

Malfunctioning Generatorium

The generators are large devices that block line of sight and may be used as hard cover. While the generators are active a figure that moves between two generators or ends an action within 3" of a generator, is zapped with D3 Strength 4 hits.

There may be a console or terminal nearby that is able to deactivate the generators. To deactivate the generators a model must be within 2" of the console and pass an Ld test or other suitable test against skill or Intelligence. Deactivation may be permanent or just last until the end of the round.

Ventilation Tunnel

The ventilation systems in some vast buildings and spacecraft are so large vehicles can pass down them. Using them as passages is not without its hazards!

If a Size One or Size Two figure ends an action within 6" of the turbine, make a Strength test. If the test is passed their turn ends as they brace against the rushing wind. If the test is failed they are moved D3" towards the centre of the turbine and their turn ends. If a fighter moves into the turbine, they are out of the game. In campaign battles, make D3 Lasting Injury rolls instead of one.

In addition, if a Scatter dice is rolled for a Blast marker whose centre is within 6" of the turbine, ignore the direction shown by the Scatter dice: instead, the marker scatters towards the centre of the turbine.

Plasma Generator or Piping

Plasma generators and piping are surrounded by a glow which illuminates everything within a 6" radius. Infravison and photo goggles provide no benefit when targeting fighters within 3" of a plasma pipe or generator.

Generators and piping are Toughness 5. If damaged by a ranged or mêlée attack, a 5" diameter marker is placed. Models within the marker that fail an Initiative test are struck as though from a plasma grenade (S5 AP4, 2 damage points).

Promethium Pipe or Reservoir

Promethium pipes or reservoirs are Toughness 5. If damaged, any figure within a 5" diameter marker that fails an Initiative test is treated as though hit by a [photon-flash flare](#).

If the damage is made by a plasma, melta, flamer or laser weapon, the chemical is ignited and the model causing damage is treated as if fired back at with a flamer.

If old and poorly maintained, a section of promethium pipe or reservoir has a 1 in 6 chance of leaking and creating a fuel slick.

Fuel Slick

Models moving or charging across fuel slicks must pass an Initiative test each turn or slip and fall over. A fallen model cannot complete a Charge.

Some slicks may be flammable and have a chance of being ignited by laser, plasma, melta or flame weapons.

Smokestack

Each area of smokestacks present has a 1 in 6 chance per turn of activating and creating a 6" radius smoke cloud.

The smoke is slightly caustic and an irritant. For creatures that breathe that lack some form of breathing protection, shooting and hand-to-hand combat has an additional -1 to-hit modifier.

In addition to all the usual effects of smoke, the cloud is also volatile. Models hit by laser, plasma or flame weapons take a hit at a Strength 1 greater than is usual for the weapon.

Chaos Shrine

A secret gathering place is found! At the start of a game turn, roll three D6, one of a different colour. Two dice determine the radius in inches of the area of effect of the shrine. The different coloured dice determines the effect for that game turn:

1. Fear. Non-chaos forces become subject to [Fear](#) for that turn. They must make a test if fired on, charged or attempting to charge.
2. Confusion. Non-Chaos forces become subject to [Confusion](#) for that turn.
3. Stupidity. The Chaos gods are fickle. All Chaos forces within range become subject to [Stupidity](#) for that turn.
4. Blessing of Chaos Spawn. One model in the Chaos forces mutates into a Chaos spawn. This behaves as and uses the profile given in the [Psionics chapter](#) and will attack any unit, including its former comrades.
5. Friendly Fire. D3 models in each non-Chaos unit open fire on the nearest friendly/allied units. If no units are in range, they fire upon their own unit members.
6. Mêlée. D6 models in each non-Chaos unit within the effect area charge and mêlée the nearest friendly/allied units. If no units are in range, they attack their own unit members and the unit is in Close Combat until one side routs or is slain.

Toxic River

Impassable to Infantry, Cavalry, Bikes and Vehicles. Fliers may cross as normal. The river may be jumped but models which land in it are out of the game.

Toxic Sludge

Variable terrain to Infantry, Cavalry and Bikes.

Shallow Water

Difficult terrain for Infantry and Cavalry.

Deep River

Variable Terrain for Infantry, Cavalry and Bikes. Infantry and Cavalry/Beasts may be able to swim. Very Difficult terrain for other units.

Hot Water!

Natural, unnatural or artificial means make the pool of water or stream very hot. Models without powered armour or similar protection take an S4 hit each turn they are in the water.

Open Sewer/Flooded Passage

The current here is strong! If a figure moves into the area, or starts an action in the area, make a Strength test to see if they maintain their footing. If the result is lower, they cannot move. If already immobile, a second failed Strength test sees them swept away by the fast-flowing current and removed from play.

Barrels O' Fun

You probably shouldn't leave those lying around like that! A typical barrel is T5 DP1. What happens to a barrel when it is shot at will depend on its contents:

If the barrel contained food, water etc, it is destroyed by any damage. There is not enough of the barrel left to provide cover to a Size Two figure.

A barrel of sand is treated like a water barrel, but has additional damage points and a 6+ save.

When an empty barrel is destroyed, it is blown D6" in a random direction. Anything in its path takes an S4 hit. The GM may rule that weapons such as lasers do not have this effect.

If a fuel barrel is destroyed, any figure within 3" takes an S5 hit and may [catch fire](). This may create a pool of fire and figures moving through this area may take damage.

If a barrel of acid or toxic sludge is destroyed, any figure within 2" takes an S4 hit. A very toxic sludge pool 4" across is created.

Larger storage tanks are treated as a collection of barrels, with the caveat that an empty tank is not thrown about if hit.

Plasma Canisters

The area contains old plasma canisters. These may be used as improvised plasma grenades, with a -2 to hit penalty.

Dust Seas

Dust fine enough to flow like a liquid. May be found in deserts or ash wastes and may even be encountered on airless moons. Treat as water. Special vehicles for sailing on the dust may be in use.

Honey Lake

Pools of thick liquid found in caves or in the open. Some are created by animal or plant action others by alien geology. Movement across shallow pools is at quarter rate, deeper pools are impassable. Some deposits are gooey enough to move across like they were jelly. If this is the case adapt the Spawn Soup or Slime rules to determine movement and potential hazards.

Spawn Soup

Spawn or eggs of some alien life-forms fill whole lakes or even seas. This can be moved over by infantry as difficult terrain. Vehicles and Heavy items will fall through and be out of action.

Jump troops using their jump packs and landing on Spawn soup will land heavily on a 5+ and sink beneath the surface, rendering them out of the game.

Pancake Amoeba

This is a creature or colony of life-forms resembling a microscopic amoeba but spread over large areas of terrain. The Pancake Amoeba can be moved over at half-rate but will attempt to eat potential food it encounters, so causes one

automatic wound to models moving over it every turn. Normal Armour Saves can be taken.

Fluff Beasts

Creatures or Plants that resemble large balls of fluff, 1 to 2" in diameter. Troops can hide behind them or use them as soft cover. Immune to normal weapon fire, hits from flamers or plasma weapons cause them to instantly rocket skyward to escape. There is a 1 in 6 chance each turn that they will move D6" with the prevailing wind.

Rubber Moss

This naturally rubbery flora can be moved across safely at a rate of 1" per turn. Faster movement will cause a model to bounce on a 4+. Bouncing models move D6" per turn in a random direction. If the model lands on some more rubber moss, then they will bounce a further D6" until they bounce out of the moss area. No damage is caused but bouncing troops or vehicles cannot do anything else while bouncing. A model that is being bounced around by rubber moss can bounce into walls, vehicles or onto hard ground. If this happens, they will take a hit with a Strength equal to half the distance that they rolled for their bounce (rounding down). A model that falls from 3" or more onto rubber moss will not be hurt but will bounce 2D6" in a random direction and may take damage if they encounter something that is not rubber moss.

Rubber moss is for practical purposes impossible to destroy without special anti-plant grenades or shells.

Perfumed Forest

The scents or spores of the local flora have an effect on anyone who breathes them in. Units within this terrain become subject to Stupidity.

Sponge Weed

This resembles normal hedges and undergrowth until rained upon. Rain initiates a frenzy of growth, each patch doubling in size each turn until a single giant mass is formed. Movement over the clumps is at half-rate. Vehicles are automatically trapped and cannot move.

Each 1" square of sponge weed is Toughness 4 with one wound.

Tangle Fungus/Tangle Weed/Trip Root/Bind Weed

A variety of plant/fungus-like life forms that have similar effects. Although not dangerous, it counts as Very Difficult terrain.

Each 1" square is Toughness 4 with one wound but can only be destroyed by Anti-plant munitions or flamers, plasma guns, meltas or other heat/flame-based weapons/powers (but not lasers).

Deathworld Marsh

Difficult and Dangerous terrain. Roll D6. On a Roll of 1 a model is sunk, drowned or eaten.

Boa Weed

Units ending movement in a patch of Boa weed take a single S5 hit on a 4+ roll. Hits on Vehicles are resolved against rear armour value.

Thermotrophic Vines

Found on many cold worlds, these plants are attracted to heat. A clump of vines sends tendrils towards any heat source within 6" and grows around it. While this rarely kills or destroys the target it will make it impossible for them to move or do anything. Models are caught on a 4+ or 5+ for moving vehicles.

Each 1" square is Toughness 4 with one wound.

Barbed Venomgorse

Any model that passes or is within 3" an area of these plants will take a Strength 3 hit if they fail an Initiative test. A hit also renders the figure immobile on a 3 or less rolled on a

D6. Immobile victims cannot move away from the plant and will continue to be attacked.. The plant is toxic, so at the end of a turn, models still within 3" who have taken any hits must pass a Strength test or reduce their Strength characteristic by 1. If Strength falls to zero the figure is out of action.

Hook Vine

Hedges of Hook vine is often employed as a decorative defence for manor houses and estates. Infantry or Cavalry trying to move into, out of or across Hook Vine get stuck on a 4+. They cannot move until they roll less than 4 and may make one attempt per turn.

Grappleweed

Grappleweed moves 2D6" per turn. At the end of a turn, it makes a WS3, Strength 4 attack against any figures within 3".

Spinethorn

Areas of Spinethorn count as difficult ground. Touching the branches causes them to move and writhe. A creature attempting to move through Spinethorn takes an automatic strength 5 hit for each turn spent in contact. A 1" square is Toughness 5 with one wound.

Shardwrack Spines

Shardwrack Spines are groves of diamond-hard blades. Each figure stopping or moving within 3" of a grove must pass an Initiative test or take a Strength 2, AP4 hit.

At the end of each turn, each grove has a 4+ chance of making a ranged attack on the nearest figure within 12". Treat as a BS 4, Strength 3 attack.

Creeper

A plant capable of animal-like movement that will attack up to 4 animals with 6" per turn. Each creature will be attacked only once a turn. Attacks are made at WS3, Initiative 3 and a hit indicates the victim is entwined. The victim must score a

wounding hit on its next turn/round to escape or be crushed to death, irrespective of size. An escaped creature may be attacked again and recaptured if it remains in range.

Creepers have a Toughness of 5 and 3 wounds. Like many predatory plants they are often overlooked amongst the background foliage until they attack.

Birnham Wood

If a unit within this wood opens fire they are in for a surprise! The trees will uproot and run away! The unit loses any cover the wood provided.

Glow Fungus Sprawl

This sprawling luminescent growth is found in many dark places and its glow and scent attract many creatures. If ending an action within 2" of glow fungus take a Toughness test. Failure, or a natural 6, results in an automatic S2 hit, no armour save. Equipment that protects against gas attacks (respirator or filter plugs) protects against the fungus spores. The fungus has no effect on creatures that do not breathe, such as robots. The glow of the fungus makes creatures within 2" of it easier to see. Add +1 to any tests to be spotted.

Gas Fungus

Gas fungus are a number of unrelated species on different worlds that have adopted a similar defence strategy. Any creature, vehicle or other source of vibration that comes within 3" of the fungus triggers the release of a 3" radius gas cloud causing an automatic S4 hit on any creature not wearing breathing apparatus. A fungus takes several hours to generate its reserve of defensive gas so will only be triggered once a game. The cloud persists around the fungus for about an hour, although in very windy conditions the GM may decide to have the cloud drift.

The gas fungus plant is T4 with 1 wound.

The gas produced by the gas fungus may instead have other effects. The gas may produce similar effects to a Hallucinogen

grenade. A gas that causes a creature to become extremely aggressive towards members of its own species or just anything that moves would be a useful defence against herd herbivore and a major problem on a battlefield.

Pyro Spores

Pyro-spores is the common name for a number of plant species, mainly, but not necessarily, found on volcanic worlds. All emit a combustible vapour that is often ignited by heat sources in the surroundings or by special organs is some variants. Effectively the plants are armed with a S3 AP6 Flamer! The plant's environment makes it resilient against heat so it is considered to have a 4+ Invulnerable save against heat-based attacks such as flamers, plasma weapons, meltas, fusion guns and pyrokinetic abilities. If destroyed the pyro spore plant explodes in a fiery ball inflicting a S4 hit to all models that were in base to base contact.

The pyro-spore plant is T4 with 1 wound and a 6+ basic save. BS3 when attacking with its flamer ability.

Rain Spores

Rain spores are a type of fungus like organism that is triggered into a frenzy of growth during rain. D6 fungus appear at random locations on the table top for each turn it is raining and immediately release a cloud of spores. The spores are poisonous and any creature within 3" of a fungus without breathing apparatus or similar protection takes an automatic S4 hit. Fungus continue to release poisonous spores for as long as it rains and D6 more will appear each turn it is raining. GMs may come up with other means that might trigger Rain Spore growth, such as the crashing of a water tanker.

Each fungus plant is T4 with 1 wound.

Venus Mantrap

Any unit moving to within 6" of the plant takes D6 S4 hits. Vehicles are attacked against the armour facing the plant. Often a Venus Mantrap will be overlooked among the other plant life

until too late so the GM may consider it a hidden hazard requiring an initiative test to discover. The plant is T7 with W4. If engaged in close combat it has a WS 6, S7, Initiative of 5 and has 6 attacks.

Strangle Vines/Spitting Cactus

Treat as Jungle but if a double is rolled for movement the unit is attacked. Unit takes D6 wounds and may take armour saves.

Mushnik Horror

A predatory plant similar to the Venus Mantrap that has shown a disturbing tendency to appear on worlds where it was thought to be unknown, and even in the more neglected parts of cities. Its attacking tendrils have a reach of 6+D6" and any edible creature within this distance may be engaged by the plant in close combat. Feeling no pain and rooted to the spot the plant cannot be routed and is immune to any other psychological effects. The plant is T6 with W3 with a 4+ Invulnerable save. In close combat it is WS5, S5 and A3. The plant is treated as having an Initiative of 10 in the first round of close combat and enemies get no +1 charge bonus if assaulting it. The musk the plant exudes causes unprotected enemies to be at Initiative -1 in close combat. If the plant rolls a 6 to wound it may have swallowed a victim whole. Roll D6 for both the plant and victim and if the plant wins the victim is eaten without a save roll. Only bulky size two or smaller creatures can be swallowed in this way.

Spiker

Spikers are a deadly plant that are often overlooked until it is too late. The Spiker will fire spines at any creature within 6" using a BS4, S4. A Spiker fires once per turn. Engaging a Spiker in close combat or coming into contact causes the model to be hit automatically in addition to any models shot with spines. A wounded model that fails an armour save will become infected. The effects may not manifest for weeks or months,

which is how the Spiker has spread to several worlds. The stress of the battlefield and combat often causes the infection to manifest sooner rather than later, however. At the start of each turn roll a D6. On a 5+ the victim loses their mind and begins to wander randomly D6" per turn. The victim cannot shoot or use other equipment but hair and spines begin to grow from their body. Any creature the victim comes into contact with will also become infected if wounded (S4) and they fail their armour save. Continue to roll for any wandering infected and also for newly infected to see if they begin to manifest. On the roll of another 5+ a wandering infected turns into a new Spiker plant capable of firing spines. Each Spiker plant is T4, W2.

Floaters

Floaters are gas filled plants or animals that move D6" per turn with the prevailing wind. If they come within 1" of a creature, vehicle or unnatural object they explode, scattering seeds, spores or eggs. Anything within 1" takes an automatic S5 hit. Floaters will also explode if hit by weapon fire. They are T1, W1. A hit from a flamer, plasma weapon, bolter, laser or any explosive or heat-based weapon cause a floater to violently explode at S8 affecting anything within 3".

In conditions where wind direction is constantly varying floaters can make things very interesting for players.

Ash/Sand Clams

The whole area is riddled with ash/samd clams, hiding just underneath the surface. Roll a D6 for each model that moves on foot. On a 2-5 nothing happens. On a 1 the model is seized by a clam and may not move until rolling under their Strength on a D6 at the start of subsequent turns.

Parasites

A recent event has stirred up a colony of microscopic parasites. Each player must roll a D6 at the start of each turn. On a roll of a 1 a randomly determined leader or character loses one Strength point for the rest of the game, as the parasites feed. Models reduced to S=0 are taken immediately out of action.

Vicious Flora or Fauna

All forms of cover on the tabletop are infested with deadly fauna and/or flora. 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 plant or animal life. 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 an automatic 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 threat and may still come out of the ordeal alive if the model passes an armour save. If the model fails, then remove it from play.

Carnivore Lair

Any unit with Size Two or smaller creatures moving to within 6" of a lair is attacked on a 4+. One model will be killed, no armour save.

Sleeping Beast's Lair

When a figure starts or ends an action within 6" of the beast's lair, they risk rousing the beast. Roll a D6. If the figure is no further from the lair than the distance rolled on the dice, they will be attacked. Treat as three Strength 6, AP 5 hits. These hits may be divided amongst eligible targets if more than one figure is within range. Only one test is made for a figure per activation. The beast and its lair are a Toughness of 4 target with 3 Wounds and are -2 to hit.

Rippy Fish

A generic term for shoals of underwater creatures that will inflict D6 S3 automatic attacks each turn to any edible unit or creature that enters a body of water they occupy. The GM should consider inventing equivalent creatures for slime pools, dust seas and other obstacles where players will not expect animal attacks when crossing.

Sludge Jellies

Sludge jellies happily live in pools of industrial waste. Crossing a pool occupied by sludge jellies inflicts D6 S3 hits. If passing within 3" of a sludge jelly occupied pool there is a 5+ chance of D6 WS3 S2 attacks. These are "glancing attacks" so while WS is used to determine results the combatants are not locked in combat and no rout tests need be made.

Lashworms

Lashworms occur in of 2 x 2" square areas or combinations of such. A model or unit entering an area will trigger D6-3 attacks per turn. The lashworms always strike first at WS3, S1. These are "glancing attacks" so while WS is used to determine results the combatants are not locked in combat and no rout tests need be made. Each lashworm only fights once but there is little point fighting them in close combat or shooting them (T3, W1) since new ones will attack in the next turn.

Xenos Nesting Chamber

Aggressive alien creatures breed here. If a figure ends an action within 1" of an egg-sac, roll a D6. On a 3 or less, they are attacked by the hatchlings and suffer D6 Strength 1 hits.

Carrion Bats

Clouds of carrion bats or similar large and dangerous creatures fly through the area at the start of the game. They whirl around fighters' heads making all but the most hardened duck and flinch. Roll a Leadership test for each model once they have been set up. If a model fails the test it is considered to have fallen down at the start of the game and may fall if it is within 1½" of the edge of a structure or walkway.

Plague of Flies

There are so many flies swarming through the air and crawling over everyone that it makes it difficult to concentrate and see other targets. All models shooting suffer a -1 to hit penalty for the whole game.

Rats

Hordes of rats (or similar creatures) charge across the battleground during the fight. Rats are particularly troublesome as they get under your feet and also give you a nasty bite. This is especially annoying when you're in hand-to-hand combat. Any models in hand-to hand combat fight at -1 to hit.

Big Rats!

These are mean and nasty. Thankfully there are not as many of them as there are of the smaller ones. Each player rolls a D6 for each of their models. On a roll of 1, the model gets attacked by a rat and suffers an automatic flesh wound. Reduce the model's BS and WS by -1 for the duration of the game.

Animal Antics

There are many other ways to make animals an environmental hazard:

A herd of herbivores might be present in the area, possibly obstructing the line of fire. The creatures may tolerate the sound of light weapons fire but explosions, flamers or ordinance weapons may be a different matter and have a chance of causing a stampede.

D3-D6 large predators such as ambull, cubbears or dinosaurs might be present in the area.

The players may disturb a nest or hive of aggressive creatures, releasing one or more deadly swarms.

Random Swarm

Horrible groups of voracious life-forms can blacken the sky on battlefields and even attack ground forces. There is a multitude of types, but generally they fall into one of three broad categories. 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," or the arrow on the reticle, resolve any effects, and then remove it from play. The swarm has exhausted itself!

Random Swarm types can be mixed if you wish to use more than one type during a game!

1-3: Flesh Eaters!

This type of swarm is dangerous only to foot troopers and bikers. Razor sharp teeth, claws and stingers make short work of the target, no matter what type of armour 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: Gremlins.

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 psychic 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. Re-roll any ties. If the swarm fails, it is removed from play. The same goes for a losing psyker.

The above rules are for generating a "Quick Swarm" as another form of environmental hazard. Swarms can also be treated like any other unit on the battlefield, allowing players to fight against them more actively.

Swarms

A swarm of creatures is treated as a single model with multiple attacks and wounds. Swarms are mounted on 40mm (1½") diameter bases although some swarms may use 50mm (2"), especially if borrowing an old model from WHFB. Often

each model on a base will represent one wound the swarm can take. Models attached with Blu-tac can easily be removed as wounds are inflicted. Each wound on a swarm is taken to kill a proportion of the swarm but does not reduce its number of Attacks accordingly.

A swarm is represented by large base, but since it composed of small creatures it counts as a standard Size Two creature when passing through openings. Swarms may find their way through openings too small for Size Two creatures.

Swarms do not have penalties for turning and are considered to have a 360° attack arc in close combat. If capable of ranged attacks the GM may rule if these are 180° or 360°. A swarm has a Melee Radius of 2".

Being made up of small creatures a swarm is -1 to-hit when shot at since many shots will pass right through.

A swarm takes no modifiers for taking wounds. It continues to fight with its full number of Attacks and full WS or BS until it is destroyed by losing all of its wounds.

Swarms are not affected by the Double Strength/Instant Death rule.

Swarms are usually immune to all psychology and never take Rout tests. They do not take extra wounds for losing a round of close combat. Swarms cannot be pinned. The GM may decide certain conditions such as repellents or fire may cause a swarm to hesitate and have the effect of pinning or suppression.

Swarms are an additional -1 to hit if in cover.

Swarms do not obstruct Line of Sight to larger targets beyond them. The GM may determine if Size Two or just Size Three targets are visible behind a swarm, depending on creature type. The GM may rule these conditions do not apply to flying swarms.

Swarms are "Vulnerable to Blasts/Templates". Each unsaved wound taken from weapons is doubled. Any part of the base covered by the Area Marker/Template is taken as a hit to the

Swarm. **Optional:** Only apply this rule for weapons of Strength 7 or greater.

In general, if there is more than one base of swarms of the same type they will form a unit and fight together. Swarms that are controlled, for example by the Tyranid hivemind or a wyrd beastmaster may behave more tactically. swarms that enter a room by different entrances may act independently until they can combine, and so on.

Types of Swarms

The GM should feel free to come up with new types of Swarm to keep the players on their toes. The following are some suggestions on how the characteristics of a Swarm may vary with different creature types.

Profile	M	WS	BS	S	T	W	I	A	Ld
Insects/Spiders	4	3	0	3	2	5	1	5	10
Scorpions	4	3	0	4	2	5	1	5	10
Serpents	3	3	0	4	2	5	1	5	10
Rats	6	3	0	3	2	5	1	5	10
Frogs	4	3	0	3	2	5	1	5	10
Lizards	4	3	0	3	2	5	1	5	10
Bats	8	3	0	3	2	5	1	5	10
Lunar Ticks	5	3	0	3	2	5	2	6	10
Hexapod Voles	6	3	0	4	2	5	3	4	10

Insect/Spider Swarm also represents centipedes, ticks or any other very small creatures the GM wishes. Because they can crawl into tiny spaces attacks from this Swarm ignore any Armour Saves unless the Armour is of a type that can be sealed. Non-armoured Sealed Suits may or may not offer some

protection, depending on the creature type. If this is the case then it will probably be a 6 or 5+.

Frog Swarms can cross water, marshy ground etc without any movement penalty. Same rule applies to Toads, Newts, Water beetles or any other swarm of amphibious creatures.

Bat Swarms can fly up to 8" in a movement action. Since they are flying they ignore penalties for difficult, very difficult or variable terrain and most types of difficult ground. They can also pass over other units and low obstacles. Their movement allowance can be used for horizontal or vertical travel, or a combination of both. A Bat Swarm could fly up 3" to enter a higher level of a building and move 5" into that level, for example. These rules can be used for most flying swarms.

Lunar Ticks, also known as Moon Spiders are arachnoid creatures that can camouflage themselves as rocks. They are found in airless and near airless environments but will happily colonize warmer and kinder environments. A model my not be aware that they are present until within 3" of a group.

Hexapod Voles are noted for being territorial and highly aggressive. They are often encountered in abandoned settlements, ghost towns, derelict space stations and space hulks.

The GM may find it prudent to cap the number of action points the player controlling a swarm can use for movement.

Magnetic Fields

Extreme Magnetic Disturbances can even affect the body's cell structure. Troops have a 1 in 6 chance of being affected, or 5+ if in Powered Armour. If affected they spend a turn inactive. Vehicles, Dreadnoughts and Robots are affected on a 4+ and make a Glancing Hit Roll.

Strong Winds or Sand Storms

Total move distance in the turn is reduced by D6". This may result in the unit not actually moving. Grenades and projectile based area weapons that deviate are affected by the wind.

Work out where they deviate to and then move an additional 2" toward the direction that the wind is blowing to. Counts as a strong wind for gas and smoke cloud behaviour.

Chemical Storms

Total move distance in the turn is reduced by D6". Models finishing a move not in cover or within shelter must make an armour save or take one wound.

High Gravity World

Roll a suitable die at the start of the game. Basic move allowance for all units is reduced by this value for the entire game/campaign on this world. Reroll any results that would give negative values or treat a negative result as an absolute (ie a result of -2 becomes 2"). This may also affect the throwing distance of grenades. Squats are used to high gravity so get their standard move allowance if not using vehicles or riding animals. This will usually be 3" per action.

Low Gravity World

Roll a D6 before the game. Basic move allowance for all battles and campaigns on this world is increased by this value. This may also affect the throwing distance of grenades.

UV Radiation

A gap in the clouds allows deadly non-ionising UV radiation through to the planet surface. Roll a D6 for every model at the start of the game. On a 1 that model takes a S3 hit. In a campaign, any model that goes out of action due to this automatically gets the 'Horrible Scars' result on the Injury table.

Baking Hot

Roll a D6 for each model at the start of a player's turn. On a 1, models on foot pass out with the heat, counting as pinned. Vehicles that roll a 1 overheat and may not move this turn.

Radiation Hotspots

Patches of high radiation levels may occur for a number of reasons. Some are even created deliberately using Rad-shells. A Rad-counter can detect patches of radiation up to 18" away and scans a nominated 5" diameter circular area with each reading. Taking a reading is one action. Hotspots caused by Rad-shells are D3" in radius and this value is kept secret until the area is entered or scanned. Other hotspots may be larger and be D6" in radius. The strength of a hotspot is D4+D6" and any vulnerable models take a hit of this strength for each turn they are within a hotspot.

High Winds and Rain

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

All skimmers and jump pack troops may only move a maximum of 10". In addition to this the model is automatically scattered D6 inches in a random direction after moving. For Jump troops this effectively means scatter is rolled twice with the second roll being "Scatter Only". 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/impassable terrain effects when scattering skimmers and jump pack troops.

Howling Winds

The winds are so powerful that no one will climb onto high places such as a gantry or walkway. The game must take place entirely on the tabletop where there is more shelter.

Blustery Conditions

Shooting is extremely difficult in such blustery conditions, especially over distances. Anyone firing a weapon at more than half range suffers an extra -1 to hit penalty. Grenades and projectile based area weapons that deviate are affected by the wind. Work out where they deviate to and then move an additional 2" toward the direction that the wind is blowing to. Counts as a strong wind for gas and smoke cloud behaviour.

Strong Winds

Movement in the wind is becoming extremely difficult. All movement on foot is reduced by -1 (e.g. models with Move 4 are now Move 3)

High Wind Gusts

High walkways, gantries and other positions above ground level are dangerous. Any model on a gantry, connecting walkway or other exposed high position must roll equal to or under their Strength on a D6 at the beginning of each of their turns to remain standing. If the roll is failed, the model is pinned and may fall if it is within 1½" of the edge of a structure or walkway.

Gale Force

Powerful, blustery winds make shooting especially difficult. Models shooting at short range suffer an extra -1 to hit penalty and models shooting at long range suffer a -2 to hit penalty. Grenades and projectile based area weapons that deviate are affected by the wind. Work out where they deviate to and then move an additional 4" toward the direction that the wind is blowing to. Counts as a very strong wind for gas and smoke cloud behaviour.

Cyclone

As enemies approach each other, a huge cyclone whips up, forcing them to retreat. Players should each roll a Ld test for their leader. The player who passes by the most wins, and may reposition his entire force, with the normal setsup rules for the scenario being played.

Toxic Shower

This comes down in thick sheets which impairs vision and stings the eyes. Vision is reduced to 24".

Acid Shower

There is a brief shower of acid rain before the battle. If inside a building or ship there has been a chemical spill somewhere above and the effect is the same as an Acid Shower. Roll a D6 for any non-vehicle models out in the open at the start of the game. On a roll of 1, the model is burned by acid and must pass a Leadership test or go out of action. The acid rain slows to a trickle as the game begins and has no further effect on play.

Acid Rain.

The Acid Shower was a mere trickle by comparison. Roll a D6 for all models at the start of the game. On a 1, models on foot must pass an Initiative test (by rolling under or equal their Initiative on a D6) or take a S3 hit. In a campaign models taken out by this automatically receive the 'Horrible Scars' serious injury; there is no need to roll for it.

Vehicles that roll a 1 must roll a further D6 afier the game. On another 1 they take permanent damage as though they had been crippled, as the acid eats through vital components.

Heavy Acidic Rain

The atmosphere of this planet is heavily polluted and the resulting rainfall is highly corrosive. Exposed metals and armour 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 Armour Penetration against every vehicle on the table. This counts as an S5 hit against the lowest Armour 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.

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 3" blast marker for each falling meteor. Drop D6 balls of rolled tissue paper onto the tabletop and replace them with markers.

Once you determine where the meteor ends up, any model under the centre circle of the small blast template takes an S10 AP1 hit. Models touched by the rest of template suffer an S6 AP3 hit. Each meteor creates a crater which is difficult ground but can provide cover.

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 5" blast markers (the toxic clouds) in the centre 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 marker moves over during its travels may be affected. The toxic cloud does not hinder line-of-sight in any way. Models that don't have respirators or filter plugs may be poisoned by toxic fog and unable to fight. Models vulnerable to the toxin take a S3 hit with no armour save. Most invulnerable saves cannot be used either.

Methane Gas

Rotting sewage, fungi and carrion can all create pockets of highly explosive methane gas just waiting for a spark (or gunshot) to trigger them. Any model in cover who shoots and rolls a 1 *(ARAP 2.4: rolls a 6)* on their dice to hit sets off a gas pocket, which promptly explodes with the same effect as a frag grenade centred on the firing model.

Models out in the open will not trigger gas pockets.

Choking Gas

Noxious, sulphurous clouds of gas rising from waste chemicals or volcanic action pervade this area, making fighters choke and cough. All players roll a D6 for each model at the start of the game. If the roll beats their Toughness (models with respirators or filter plugs get a re-roll) the model has been affected by noxious gas and stumbles around in a daze, fighting to remain conscious. Roll the Scatter dice to determine which way they stumble. Each model affected stumbles D3", if they fall they suffer damage as usual. Once the bullets start flying, fighters recover their wits sufficiently to ignore the gas so it has no further effect once the game is underway.

Chem Clouds

The whole battlefield has been blanketed by chemical weapons and only troops with special equipment can survive. Visibility is constantly changing as the billowing deadly clouds are acted upon by explosions and other factors. Visibility is rolled for each turn as 2D6 x 2". Anytime a figure takes damage, even if it is saved they must also roll an additional Strength 3 hit, no save, to represent possible contamination by the deadly atmosphere before they patched their damaged protective clothing.

Flesh-Eating Cloud

This type of toxic cloud is dangerous only to exposed flesh. Fully enclosed models may ignore the effects of the cloud. Models touched by the cloud as it drifts suffer a S3 hit with no saving throw allowed.

Metallic Terror Cloud

This type of toxic cloud is dangerous to vehicles and things like terminators and Crisis Battlesuits. Models touched by the cloud as it drifts suffer an S5 hit against the lowest Armour 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. Terminators may not use their armour save against the hit but can use their invulnerable save.

Flesh and Metal Eating Cloud

Treat the cloud as having the properties of both Flesh Eating and Metallic Terror clouds.

Pea Souper

Billowing clouds of greeny-yellow fog drift across the battle area. Vision range is reduced to a maximum of 10".

Thick Fog

Clouds of fog make the going tough. Vision range across the battlefield is reduced to a maximum of 16".

Patchy Clouds

Drifting fog hampers your fight. Vision range is reduced to a maximum of 20".

Cloud Cover

Just before battle was joined a thick orange fog descended. One side takes advantage of the situation by quickly advancing on the enemy. Both players' leaders take a Leadership test on 2D6. The player who passes by the most may set up his models again, moving his deployment area up to 12" and gets the first turn. Re-roll in the case of a draw. If both players fail their tests, they miss their chance to take advantage of the situation and proceed with the game as normal.

Blizzards

Movement in a blizzard counts as movement in either difficult or variable 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.

Shooting beyond 12" requires a minimum of 6s to hit, irrespective of BS. *(ARAP 2·4: Shooting is at BS1)*

A blizzard may arrive once a battle is already underway. The blizzard will move 12" onto a randomly determined short table edge at the start of the first turn it arrives. This area is affected by the conditions outlined above. At the start of the next and each following turn, the blizzard expands a further 2D6" onto the table until the table is completely within the storm's grasp.

Ash/Dust

The wind is blowing up great clouds of ash and dust that makes it very hard to see. Long range shooting is at an additional -1 to hit.

Heavy Ash

The wind is blowing especially thick clouds of ash and dust that gets into everything mechanical. All shooting is at an additional -1 to hit. In addition, the ash and dust is so thick it is clogging air intakes on vehicles. Vehicles must roll 4+ on a D6 to move, or be immobilised for the turn.

Ash Storm

Choking clouds affect troops, visibility is severely reduced and skimmers are nearly useless. An ash storm may arrive during a game and take over the table as described for blizzards.

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. Accurate firing is reduced to 8". For targets beyond 8", 6's are the minimum needed to hit, regardless of the shooter's BS. *(ARAP 2·4: Shooting is at BS1)*

Electrical Storm

Powerful electrical disturbances in the vicinity of a battle can wreak havoc on vehicles and guidance systems. The storm will move across the table as described for blizzards.

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.

Violent Lightning Storm

Roll 2D6 each turn. On the roll of 2 (snake eyes!), a vehicle is struck by lightning and explodes with the same effect as rolling a 6 on the Vehicle's Damage table (or engine/powerplant depending on the type of vehicle. Just apply whichever is the most damaging.) If there are no vehicles then there is no effect.

Toxic Storm

A heavily polluted storm is coming, blowing up contaminants and raining down toxins. Each player must toll a D6 ac the start of his turn. On a 1 the player may not move at all this turn as the storm forces everyone into cover.

Models may shoot or fight in close combat as normal.

Massive Electrical Discharge

Malfunctioning ancient machinery or unusual atmospheric conditions have created a massive static build-up and that charge has to go somewhere.

Roll a D6 for each model once both sides have set up. On a roll of a 1, the model is hit by a huge electrical discharge that

arcs to him from the nearest bit of metal. Any models affected take D6 S6 hits inflicting 1 wound each.

Frigid Cold

Some habitable planets are very cold. Even some deserts drop to sub-zero temperature at night, making military operations problematic. Within a city fighters may unexpectedly find themselves within a refrigerated warehouse or cryogenics installation.

Charging models do not gain an extra Attack during assaults because the cold is just too debilitating. Winged creatures not used to the temperature may find flying difficult.

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. If the GM wishes the same problem may occur with jump packs or jet packs.

Cold Environments may have other hazards such as blizzards, hidden crevasses and thin ice.

Freezing

The temperature drops so low it freezes the ground surface solid, Vehicles moving must roll a DG each turn. On a 1 they move out of control as the vehicle slips on the ice. This does not apply to skimmers or crawlers.

Intense Heat

Some environments are just very, very hot. Vehicles overheat, troopers collapse and weapons malfunction. 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 a skimmer is out of action. All other vehicles cannot move next turn and may only fire one weapon. Jump pack troops may only take one action next turn if they failed this roll.

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

All laser, Cap-Plas and melta weapons now suffer from the **Gets Hot** special rule.

Flaming Pools

Small pools of highly flammable liquids can be found in many ash or chem wastelands, on death worlds and hot worlds. Sometimes they are found on very cold worlds. Although only a few inches deep, these pools may ignite instantaneously.

Each flaming pool should fit within a 12 x 12" area, but no larger. 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 D6 S6 hits. Armour saves are taken as normal. For vehicles this counts as an S5 hit against the lowest Armour 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.

Slime Build-Up.

The battlefield is covered in a thin layer of mucous-like slime. This goo may be from pollution, chemical waste or just a natural product of the planet's fauna or flora. In areas of the battlefield normally considered to be difficult or variable terrain, the slime is a problem.

Models moving through such 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, shoot or react since they are stuck! 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 slimy difficult terrain have a rough time keeping control and become immobilized on the D6 roll of a 1 OR 2.

Sea of Goo

A thick layer of stinking black slime covers part or all of the tabletop and moving is extremely difficult in this glutinous slime. Movement is restricted to 2" per turn when wading. Models can't double their movement by running or charging in the goo, as the disgusting stuff is too thick to move fast through. Higher terrain such as rocks, gantries and walkways aren't slimy so models on them aren't affected by this rule.

Sludgy Surface

A thin layer of luminous green slime covers the tabletop. Models may move as normal but if they move more than their base movement allowance such as by running or charging in these conditions they must roll equal to or under their Initiative on a D6 or they will slip over and count as having fallen over. They cannot do anything for the rest of that turn and in their next turn they must spend an action point getting up or gathering their wits if they wish to remain prone. Gantries and walkways aren't slimy so models on them aren't affected by this rule.

Glowing Goo

For some reason the goo generates its own light. In reduced lighting conditions models in the goo will be fully visible. The GM may decide figures leaving the goo continue to glow in the dark or devise a test for attempting to clean the goo off. Glowing slimy footprints may allow a character to be easily tracked in the dark.

Rain of Goo

Overhead pipes, fissures or something in the trees is dripping sludge and some of it is in big drops.

At the start of the game set up roll a D6 for each figure. On a 4+ they get gunked and take one less action than they roll successes for when they are first activated. Gunked models therefore need to roll at least two dice to activate. If within 1½" of an edge a gunked model may be knocked over.

There is a 50% chance each reserve will not be able to deploy due to unexpected slime levels blocking their access route.

Eeeeeeeeeewwwww!

A micro-organism or other creature has created a film of slime over everything. Gantries, walkways and any other surface one may wish to move across is coated with a slick layer of slime. Any movement requires an Agility Test and the score needed can be modified subject to speed. There is a good chance that figures in high places will fall off.

This is a good condition to combine with any of the other slime-based conditions or with high winds.

Sludge Pit

Part or the entire table is taken up by a seemingly bottomless layer of sludge. The whole game must be fought on the higher ground, gantries, and walkways. A model that falls or jumps into the sludge will not take any damage no matter what the height they fell but must roll equal or less than their Strength at the start of their turn or be swallowed by the sludge. If they stay afloat, they can move 2" per action and may reach somewhere they can climb out.

Sludge Vat

Sludge vats follow the rules for Pitfalls but a model that falls into a sludge vat is not taken Out of Action. Instead, they are moved into the vat, and if it is their turn, it ends immediately.

Next time they take a turn, they must two actions climbing out of the vat. Move them the shortest distance possible and place them 1" from the vat edge. This rule assumes sludge vats at floor level. Above-ground tanks may provide cover and will be harder to fall into. Characters may still fall off overhead walkways or find other routes into the tanks, however!

Very Toxic Sludge Pool

While a figure is standing at least partially in a pool of very toxic sludge, their Toughness characteristic is treated as being one lower than normal. If the figure goes prone, attempts to crawl, move tactically, Go to Ground or for any other reason is submerged the pool is treated as dangerous ground and on the roll of a 1 they are removed from play as casualties.

Loose Footing

Expanses of sandy desert, seas of gravel, flaky or brittle rocks and other strange geologic formations can cause to vehicles get stuck and troops to move very, very cautiously.

All movement on the table is considered as if it were on variable terrain but roll 3 dice instead of 2 dice for movement. If there was already normal difficult terrain on the table to begin with, you can now only roll 1 dice in these areas.

Vehicles and biker units will have to take difficult terrain tests each and every turn! Skimmers behave as normal. Some units such as natives or experienced desert fighters may ignore these effects since they are used to such terrain.

Ash Layer

A thick layer of choking ash and clinker from industrial pollution or the use of powerful weapons covers the area. The ash layer counts as difficult ground and restricts movement on the tabletop to half its normal value. Structures, walkways and gantries are clear so they are unaffected.

Glass Plain

Glass plains are produced by intense heat, unusual mineral formations or alien plant or animal action. Vehicles and Troops move at half rate as they slip around. Models hit but not killed are knocked down and may only rise on a 4+. These areas may be concealed beneath a fine layer of dust.

Rockslides

Areas of the tabletop near the edges or on high ground can be designated rock slide zones and become variable terrain. Models in difficult terrain in these "rock slide zones" can now only move a mere one dice. Vehicles and biker units moving through the zones will have to take difficult terrain tests each and every turn! Skimmers travel as normal

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. 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 a S5 AP6 hit.

Sinkholes

Subterranean tunnels 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 do not roll. A roll of 2 or 12 indicates 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, flying and jump pack troops.

Crumble Rock

Crumble rock is either Difficult or Very Difficult terrain but provides no cover to visible targets. It can be hidden behind.

Boulders of Crumble rock will be destroyed by any area weapon hits and Crumble rock can be tunnelled through with any weapon or even bare hands. On some worlds formations of Crumble Rock crystallize and grow during dry spells and are then destroyed by rain.

Crumble rock that is Very Difficult terrain is too soft for Vehicles other than Skimmers so non-skimmers become automatically Immobilized if they enter the area.

Morpho-Rock

Morpho rock is a solid that liquefies under pressure and re-solidifies when pressure is removed. Models that move onto a surface of Morpho-rock get to make an Agility roll to move off before they sink. Boulders of Morpho-rock can be destroyed by weapons like Crumble Rock is, or moved through by troops with air supply apparatus.

Spine Crystals

Spine crystals are actually more akin to minerals than plants, but the speed of their growth makes them seem almost alive. Normally, spine crystals grow at the edges of effluent pools or discharge outlets, where the pollutants have been accumulating for a long time. It is impossible to hide amongst crystals without advanced protection since they are razor sharp and will inflict thousands of tiny cuts and scratches which will soon become festering sores due to the crystal's toxic make-up. Each 1 x 1" square of spine crystal is considered to have one Damage point and have a Strength and Toughness of 3.

Reflective Crystals

Rare geological conditions have created strange rock formations that reflect and refract laser weaponry in a random fashion. Rock clusters, rubble heaps and boulders 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 have 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 D6 shots have reflected right back at the squad! The firing squad immediately suffers this many hits at the Strength and AP of the weapon fired. A single lascannon shot may refract and reflect up to six shots right back at the gunner!

If the 2D6 roll score was 2 then 2D6 shots are reflected back at the original firing squad!

Tremors

Seismic activity can manifest on any planet at any time and can range from a nuisance to life threatening. Tremors may increase in intensity from turn to turn until an all-out Earthquake takes place. In some giant spaceships faults with the ancient machinery can cause tremor like movements.

1-3: Minor Tremor: 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 Tremor: 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 has one less action than rolled for purposes of shooting.

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 may 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.

Aftershock

A major quake occurred just before the battle. After set-up, each player rolls a D6 for each of their models. On a roll of a 1, the model was killed, wounded or separated by the quake and cannot take part in the battle. The quake will often cause all kinds of secondary problems as it throws up clouds of toxic fog, disturbs swarms of creatures, throws up sludge or lava flows and so on. Because of this generate at least one other Treacherous Conditions once the changes in forces due to the quake have been resolved.

Geysers

Players take turns placing six coins or counters to represent a geyser spout anywhere on the table as they see fit. These should be placed somewhere a geyser might occur, so not on a walkway. The geyser could be non-geothermal in origin, such as a faulty water main.

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: Scalding Hot. Scalding hot gouts of steam obscure parts of the battlefield, creating targeting problems. When a steam vent erupts, place an Ordnance marker on top of the geyser marker to represent the scalding steam cloud. Any models caught within the marker or moving through it will take an immediate S3 AP6 hit. The marker 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

4-5: Acidic Blast. 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 armour 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 Armour Values by 1 point (all of them) for the duration of the game. This effect is cumulative. If a vehicle's armour 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.

6: Deadly Microbes. Sometimes, geysers spew seemingly harmless mists of water. At other times, the mist is loaded with highly infectious, flesh-eating 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 less than their Toughness to avoid infection. 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 Toughness rolls. Failures are removed. This effect persists until the squad is wiped out or the game ends.

Storage Locker or Casket

An area may have storage lockers, caskets, supply crates. Active fighters within 1" of a potential loot source may make the following actions:

Smash Open (One Action): Typically, treat as having Toughness 2. There is a greater likelihood of damaging the contents. If randomizing what is found subtract 1 from the result rolled to a minimum of 1.

Bypass Lock (One Action): Roll against Ld, or against Intelligence or a suitable skill if the character has one. If the test is passed, the container is opened.

Some containers may be small enough for the figure to carry to another location to attempt to open later.

Gloom

Night is approaching. Vision is reduced to 16"

Poor Lighting

The interior of a structure has constant but insufficient illumination. Use the rules for **Night Fighting**. Different rooms will have different levels of illumination so roll dice for visibility in each. In addition to this, all firing suffers -1 to hit, except if the target is a vehicle or something large like a vehicle.

Where is the Lightswitch?

Sometimes the problem will simply be that a corridor, building section or ship interior is just too dark!

Perhaps there is something in the area that can produce a little light? Of course, some creatures like the dark!

Intense Light

Solar activity or malfunctioning environmental systems has led to intense lighting conditions. This can cause targeter malfunctions and troopers to become temporarily dazzled. Before the game choose a 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!

Pitch Black

Some worlds are lightless while underground actions almost always suffer from extremely poor lighting conditions. Use the rules for **Night Fighting,** however, use a multiplier of 2 instead of 3 for spotting distances. In addition, all firing is at -1 to hit.

Grim Darkness

This badly lit area means targets are only visible within 16" without Infra-vision or Photo visors.

Gloom and Doom

Basic visibility is only 8". Any attempt to move faster than basic move allowance has a 5+ chance of the model tripping and falling down. They can do no more that turn and next turn must spend an action getting up again or staying prone and pulling themselves together. Figures with Photo-visors or contacts only trip on a 6 while those with Infra-vision will never trip.

Long Shadows

Plenty of hiding places amongst the long shadows enables all players to run and hide in the same turn.

Fear the Dark

It is the dead of night and actually quite spooky. Vision is reduced to 8". All Ld is act -1.

Warp World Terrain

There are places where the barrier between our universe and warpspace is thin or non-existent. The warp-worlds of the Eye of Terror are by no means the only place where this occurs. Where the warp and realspace are interwoven the laws of nature and physics become twisted in ways that deify reason and sanity.

Blood Forest

Using a psionic power or firing weapons while in the forest causes the trees to become active and inflict D6 Strength 4 hits on each unit within the forest. There is also a 1 in 6 chance of the forest activating without stimulus. Once the forest has attacked any occupants the trees will move 2D6" in a random direction, avoiding intervening and impassable terrain. The

surviving occupants of the forest may find themselves no longer in a forest as the trees get up and walk away.

River of Blood

Any unit that passes over or leaves the river of blood will cause fear in their following turn due to their horrifically gory appearance.

Necrotic Ooze

The pus and slime count as 1 in 6 dangerous terrains. Models that survive this count their close combat attacks as poisoned (2+) while in the slime or for a turn after leaving it.

Warp Rift

A visible rift in reality occasionally manifests on unstable worlds such as those near the Eye of Terror. Movement and all firing through the rift are completely unpredictable. The rift runs along the table, probably separating the two forces. Roll a D6 whenever a squad or model wishes to fire across the rift. 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 and wasted that action. 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 battle never to be seen for it duration, if ever again!

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 an 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.

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 or generated randomly) in the centre of the table. This player controls the newly formed Daemon unit, effectively making it part of his army. Alternately D3 Chaos Spawn come under the player's control.

This option needs to be used in the correct context since many factions of the WH40K universe are unlikely to use Daemons in this way. This is best saved for a battle between Chaos forces or between Chaos and a Xanthist Inquisitor.

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.

1-2: Speed up.

All models may add +2" to their movement actions.

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.
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. If you prefer, 1-2 Speed Up, 3-4 Slow and 5-6 Normal.

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.

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