

BADZONES

Ancient Manufactorum



Badzones — Environment

When setting up the battlefield, try to include at least six pieces of Industrial Terrain as detailed in the Industrial Terrain section of Badzones Terrain (see p.66 of the *Book of Peril*). For the duration of the battle, effects from Industrial Terrain (see Badzones Terrain) will be triggered on a 4+ rather than a 6.

When generating credit rewards for the scenario, players may roll the results twice and choose the higher total. If the scenario has no credit rewards then the victor gains D6x10 Credits instead.

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Stygian Depths



Badzones — Environment

Zone Mortalis — discard this Environment and draw another. When setting up the battlefield, try to set up as many walkways and raised sections as possible, and allow for a path from one side of the battlefield to the other. The ground level is an abyss and fighters must remain on pieces of terrain.

If a fighter falls into the abyss, make an Initiative check for them. If they fail, they go Out of Action. If they pass, they become a Reinforcement and may return in the following round.

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Sump Sea



Badzones — Environment

Zone Mortalis — discard this Environment and draw another. When setting up the battlefield, try to set up as many walkways and raised sections as possible, and allow for a path from one side of the battlefield to the other.

The ground level is a Sump Sea and fighters must remain pieces of terrain. If a fighter falls into the Sump Sea, place them where they have fallen — falling into the Sump Sea doesn't cause any damage.

Fighters in the Sump Sea may take no actions when activated. When a fighter in the Sump Sea activates, make a Strength check for them. If they fail, they go Out of Action. If they pass, they can swim up to their Movement characteristic. If they reach a ladder or terrain piece, they may climb to safety. Place the fighter on the edge closest to where they left the Sump Sea.

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Dome Jungle



Badzones — Environment

When setting up the battlefield, try to include at least six large areas of Carnivorous Plants as detailed in Badzones Terrain (see p.66 of the *Book of Peril*). For the duration of the battle, the Strength of Carnivorous Plants is increased by 1 and the range of their attacks is increased by 3".

In addition, if using the rules for destroying Carnivorous Plants then all wounded plants heal 1 Damage point in the End phase. Shooting attacks made at Long range suffer an additional -1 to hit in addition to any other modifiers.

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Warp-tainted



Badzones — Environment

When a fighter fails a Willpower or Cool check, they gain an Insanity marker (and become subject to Insanity as detailed on p.51 of the *Necromunda Rulebook*) in addition to any other effects for failing the check.

When a fighter rolls on the Lasting Injuries table as a result of being taken Out of Action while Engaged or by a Coup de Grace action, roll twice and take the higher result. A fighter who takes an enemy fighter Out of Action with a Melee weapon or Coup de Grace action gains 1 extra Experience.

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Unstable Dome



Badzones — Environment

When a Blast marker is placed, but before working out its effects, roll a D6. On a 5+, place another Blast marker of the same size in contact with the first at a point determined by the scatter dice. Now work out the attack's effect against fighters under both Blast markers. Fighters who become Prone on a raised platform or other piece of raised terrain must make an Initiative check to see if they fall, even if they are not within 1/2" of the edge. Doors and other structures with a Toughness characteristic count it as 2 lower.

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Shutdown



Badzones — Event

The battlefield becomes subject to the Pitch Black rules, see p.120 of the *Necromunda Rulebook*. All terrain pieces become inert and generate no additional effects beyond those laid out in the core rules (i.e. counting as impassable, blocking line of sight, being climbable, etc.). All doors seal and cannot be opened normally (see p.52 of the *Necromunda Rulebook*), but may still be forced.

Discard on a 4+

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Critter Swarm



Badzones — Event

A swarm of hive critters — rats, roaches, spiders or similar — burst from vents and grates, creating a crawling and biting carpet beneath the fighter's feet.

In the End phase of each round, each player rolls a D6 for each of their fighters. On the roll of a 1, these fighters are attacked by Critter Swarms and must make a Strength check. If they fail, they become Prone. If the fighter was Prone already and they fail the Strength check, they must make a save roll or suffer a Flesh Wound, or if they

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Howling Winds



Badzones — Event

A huge ventilation fan hangs above the dome, blasting its inhabitants with a storm gale; fighters battling the wind to keep their footing and find their targets.

Shots taken at Long range suffer a -1 to hit in addition to any other modifiers and Blast markers will always scatter even if a hit is scored. Hits from weapons with the Gas or Smoke traits have no effect on a roll of 4+. Roll after firing but before working out their effects. Fighters who go Prone within 1/2" of the edge of

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Dome Collapse



Badzones — Event

The mighty hive shifts on its foundations, sludge seas draining, and entire levels falling into the regions below.

Every fighter on the battlefield becomes Pinned. Note that this may cause fighters within 1/2" of the edge of a level or platform to fall. Discard the current Environment and generate a new one. The effects of the new Environment come into play immediately.

Discard Immediately

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Critter Swarm cont'd



Badzones — Event

are Seriously Injured must make a save roll or be taken Out of Action.

Dome Jungle — fighters are attacked on the roll of a 1 or 2.

Warp-tainted — a fighter attacked by a critter swarm must also make a Willpower check or gain an Insanity marker.

Ancient Manufactorum — when a piece of Industrial Terrain activates a Critter Swarm will attack all fighters within 1" of the terrain piece.

Discard on a 5+

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Howling Winds cont'd



Badzones — Event

a platform or level must re-roll successful Initiative checks to see if they fall.

Stygian Depths — Long range shots suffer a -2 to hit and Gas or Smoke weapons have no effect on a 3+.

Dome Jungle — plants can make attacks from an additional 6" away, rather than 3".

Unstable Dome — place two additional Blast markers when placing a Blast marker, rather than just one.

Discard on a 5+

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BADZONES

Choking Clouds



Badzones — Event

Ash from the wastes or toxic fog from hive bottom fill the battlefield, making visibility more difficult and covering fighters in a layer of grimy dust.

Shooting attacks made at Short range are at -1 to hit, while shooting attacks at Long range are at -2 to hit. Blast markers will always scatter, even if a hit is scored.
 Stray Shots potentially hit fighters within 2" of the line between attacker and target, rather than just 1".

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Toxic Downpour



Badzones — Event

Foul liquid rains down from above, perhaps released from some waste facility or run-off from one of the water reclamation facilities filled with pollutants.

Toxic liquid rains down from overhead. Roll a D6 to see what kind of rain it is:
 1-2 Chem Rain — Fighters count their save as 1 worse while this Event is in effect (note Field Armours are not affected by Chem Rain).
 3-4 Irradiated Coolant — Fighters lower their Toughness by 1 when making Toughness checks

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Spore Clouds



Badzones — Event

Virulent spores fill the dome, drifting on the hive winds and making the air dangerous to breathe as they seek out new hosts for their parent plant.

After a fighter completes their activation, roll a D6. On a 1, they have attracted a swarm of spores; roll a D6 and centre a grenade on the fighter and work out its effects:
 1-2 Choke grenade
 3-4 Scare grenade
 5-6 Smoke grenade

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Choking Clouds cont'd



Badzones — Event

Stygian Depths — fighters on the highest level of terrain ignore the effects of Choking Clouds unless they are making attacks at targets on lower levels.
 Sump Sea — fighters either in the sea or level with it ignore the effects of the Choking Clouds unless they are making attacks at targets on a higher level.
 Ancient Manufactory — when a piece of Industrial Terrain activates the area on and within 3" of it ceases to be subject to the Choking Clouds effect until the end of the round.

Discard on a 5+

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Toxic Downpour cont'd



Badzones — Event

or for the purposes of Wound rolls. Fighters count as having Revealed markers on them if the Pitch Black rules are in effect.
 5-6 Waste Run-off — Fighters with a Blaze marker add 2 to the dice result if attempting to put out flames. Otherwise, the rain is harmless.
 Warp-tainted — Willpower checks are at a +2 penalty.
 Sump Sea — the sea rises when this Event comes into play. Remove any terrain level with the sea; fighters who were on this terrain are now in the sea.
 Dome Jungle — in the End phase (before removing this Event), Carnivorous Plants heal all damage dealt to them.

Discard on a 3+

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Spore Clouds cont'd



Badzones — Event

Dome Jungle — increase diameter of Blast markers by 2".
 Ancient Manufactory — whenever a piece of Industrial Terrain activates, roll a D6. On a 1, all fighters on or within 1" of the terrain piece are affected by a random grenade effect.
 Stygian Depths — choke and scare effects only affect the triggering fighter and smoke effects uses Blast(3).

Discard on a 4+

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BADZONES

Brainleaf Outbreak



Badzones — Event

The dome is home to Brainleaf growths, their questing fronds seeking out victims to dominate into doing their bidding.

When making Recovery tests for Seriously Injured fighters, if a Seriously Injured or Out of Action result is rolled, the fighter becomes a Brainleaf Zombie. At the end of the game, fighters who became Brainleaf Zombies automatically go into Recovery, though suffer no other adverse effects.

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Bad Air



Badzones — Event

The huge machines that regulate the hive's air have failed in this region and the atmosphere is stale and thin, like a tomb sealed away for centuries.

Fighters cannot make two Move actions in their turn unless they are equipped with a respirator. Weapons with the Blaze trait reduce their Strength by 1, to a minimum of 1 and fighters do not become subject to the Blaze condition when hit by weapons with the Blaze trait. Stygian Depths — fighters level with the abyss

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Sludge Jellies



Badzones — Event

Vile predatory sludges hide within the vents, drains and ducts of the battlefield, waiting to envelop and consume the unwary.

Any liquid terrain such as pools, puddles or toxic spills might hide a Sludge Jelly; vents, ductways and hatches might also hide these horrors. When a fighter ends a Move action within 1" of a piece of liquid terrain or uses a ductway, vent or hatch, roll a D6. On a 1, they have been attacked by a Sludge Jelly.

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Brainleaf Outbreak cont'd



Badzones — Event

Dome Jungle — when a fighter is taken Out of Action they immediately become a Brainleaf Zombie.

Unstable Zone — roll a D6 after a weapon with the Blast trait is used. On a 4+ the fighter who used the Blast weapon places D3 Brain Leaf Zombies in contact with the Blast Marker.

Ancient Manufactorum — if a fighter uses either a hatch, vent or ductway, roll a D6 when they would emerge from the hatch or ductway. On a 5+, place the fighter as normal — however, they are now a Brainleaf Zombie.

Discard on a 4+

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Bad Air cont'd



Badzones — Event

or within 1/2" of the edge of a platform or level ignore the effects of Bad Air.

Dome Jungle — the plants are less aggressive and can only make attacks from 1" away.

Ancient Manufactorum — when a piece of Industrial Terrain activates the area on it and within 3" ceases to be subject to the Bad Air effects until the end of round.

Discard on a 4+

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Sludge Jellies cont'd



Badzones — Event

A fighter attacked by a Sludge Jelly must make a Toughness check. If they fail, they have become paralysed and will soon be consumed.

If another fighter does not assist them (see p.73 of the *Necromunda Rulebook*) before the following End phase, the paralysed fighter goes Out of Action. If they are assisted they become Seriously Injured instead.

Sump Sea — there are Sludge Jellies in the sea and fighters who fall in are attacked automatically.

Dome Jungle — Carnivorous Plants count as liquid terrain for determining where Sludge Jellies can attack.

Warp-tainted — a fighter attacked by a Sludge Jelly that passes their Toughness check must then make a Willpower check or gain an Insanity marker.

Discard on a 4+

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BADZONES

Giant Rats



Badzones — Event

When this Event comes into play, players take turns placing D3+3 Giant Rats (see p.93 *Book of Peril*) on the battlefield. These rats may be placed anywhere, provided they are at least 1" away from fighters and not within either player's deployment area.

In the End phase (before checking to remove this Event), each Giant Rat will charge any fighter within 8", otherwise they will move 2D6" in a random direction, stopping if they come into contact with impassable terrain, but otherwise

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Lair of the Beast



Badzones — Event

A massive hive beast lairs within this dome, slumbering beneath the battlefield, its tentacles questing in its sleep until it finds prey worthy of its appetite.

After both crews have deployed but before the first fighter activates, add three Beast's Lair markers to the battlefield (see p.121 of the *Necromunda Rulebook*). Players take turns placing these, starting with the player who has Priority. Beast's Lair markers must be placed at least 12"

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Things in the Dark



Badzones — Event

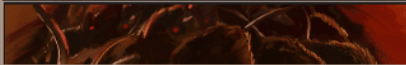
Darkness and shadows rule the underhive, though here they grow especially thick, and within their blackness foul creatures stalk, preying upon all who walk there.

While this Event is in play, use the Horrors in the Dark rule from p.139 of the *Necromunda Rulebook*. Shooting attacks made at Long range suffer a -1 to hit in addition to any other modifiers, unless a fighter is equipped with photo goggles or an infrared sight.

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Giant Rats cont'd



Badzones — Event

moving up and down terrain without restriction. Once all the Giant Rats have been moved, players add another D3 Giant Rats to the board as above. Cawdor fighters using Bomb Delivery Rats suffer a -3 to their Intelligence check to direct their Bomb Rat if there is a Giant Rat within 12" of the Bomb Rat.

If an Exotic Beast is within 6" of a Giant Rat when their owner activates then the Exotic Beast must attempt to charge it.

Unstable Dome — roll a D6 after a weapon with the Blast trait is used. On a 4+ the fighter who used the Blast weapon places D3 Giant Rats in contact with the Blast Marker.

Ancient Manufactorum — when a piece of Industrial Terrain activates, the players place D3 Giant Rats in contact with the terrain piece, taking turns placing them as above.

Sump Sea — when a fighter falls into the sea, place D3 Giant Rats in the sea at least 6" away from them, players taking turns as above. Giant Rats can move without restriction in the sea.

Discard on a 5+

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Lair of the Beast cont'd



Badzones — Event

from each other or a deployed fighter, and may not be placed in either players' deployment area. If a Beast's Lair marker is destroyed, the player who destroyed it may place a new Beast's Lair marker on the battlefield following the guidelines above.

Ancient Manufactorum — when a piece of Industrial Terrain activates or is activated, any of its hatches count as Beast's Lair markers until the end of the round.

Stygian Depths — Beast's Lair markers can be placed in the abyss and will attack fighters who pass above them. Count fighters passing over a Beast's Lair marker as being 6" from the marker, regardless of their actual distance, unless it would be closer.

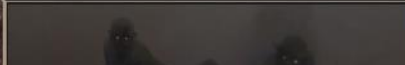
Unstable Dome — after making an attack using a weapon with the Blast Trait roll a D6. On a 5 or 6, place a Beast's Lair marker centred on one of the Blast markers generated by the attack.

Discard on a 5+

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Things in the Dark cont'd



Badzones — Event

Dome Jungle — when testing for Horrors in the Dark, fighters will be attacked unless they are within 8" of two other fighters rather than one.

Warp-tainted — when rolling on the Horrors in the Dark table, a fighter must roll two D6 and choose the lower result.

Sump Sea — fighters in the sea must roll on the Horrors in the Dark table when they activate.

Discard on a 5+

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BADZONES

Gunk Tank



Badzones — Event

Sludge and waste spurt periodically into the dome, pumped down from uphive and potentially showering fighters in disgusting goo.

In the Priority phase, before rolling for Priority, each player rolls a D6 for each of their fighters. On a 1, the fighter gains the Gunked condition. Gunked fighters reduce their Movement characteristic by 1 (to a minimum of 1) and don't add D3" to their movement when making a Charge action. In addition, their Initiative

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Labyrinth



Badzones — Event

At the best of times the underhive is a maze, though here it is especially tangled, and fighters might find themselves easily separated from their allies and alone.

When a fighter that is without line of sight to another fighter (either friend or foe) activates, they must make an Intelligence check. Fighters who fail this check become lost and are placed anywhere on the battlefield within 12" of their current position by their opponent. They may not be placed in impassable terrain or within

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Old Cache



Badzones — Event

Forgotten militia armouries, abandoned settler store-houses and lost gang caches are hidden throughout the underhive for those with the wit to find them.

Fighters can take the Scavenge (Double) action to search for loot. Roll a D6, adding 1 to the result for each other friendly fighter within 6" . On a 6+, place a loot casket in base contact with the fighter. For the duration of the battle, fighters may re-roll failed Ammo checks. Grenades do not automatically run Out of Ammo

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Gunk Tank cont'd



Badzones — Event

characteristic is reduced by 1 (i.e., Initiative 3+ becomes Initiative 4+, etc). Gunked fighters are more flammable and catch fire on a 2+, rather than a 4+, when hit by a weapon with the Blaze trait. Ancient Manufactorum — when a piece of Industrial Terrain activates or is activated, all fighters within 1" of the piece of terrain must test to see if they get Gunked. Sump Sea — fighters who fall in the sea are automatically Gunked. Unstable Dome — fighters touched by Blast markers must also test to see if they get Gunked.

Discard on a 3+

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Labyrinth cont'd



Badzones — Event

1" of another fighter. Warp-tainted — fighters who become lost gain an Insanity marker. Dome Jungle — lost fighters who become lost within 6" of a Carnivorous Plant may be placed anywhere on the battlefield provided It is within 6" of a Carnivorous Plant. Stygian Depths — fighters who fall into the abyss become lost, rather than going Out of Action.

Discard on a 4+

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Old Cache cont'd



Badzones — Event

for the rest of the game if they fail an Ammo roll, and may be reloaded just like other weapons. Ancient Manufactorum — fighters will find loot caskets on a 4+, rather than a 6+. Warp-tainted — fighters who make the Scavenge action and fail to find a loot casket must make a Willpower check or gain an Insanity marker. Unstable Dome — an attack with a grenade misfires if a Hit is rolled on the Scatter dice regardless of the result of the D6 roll.

Discard on a 3+

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BADZONES

Static Storm



Badzones — Event

Vast superconductors power entire levels of the hive, their constant motion periodically unleashing static storms into the underhive amid crackling blue arcs.

Energy weapons (plasma, melta, las weapons, etc.) gain the Unstable trait if they did not already have it. If the weapon already has the Unstable trait, it automatically overloads if the Ammo symbol is rolled on the Firepower dice. When a fighter moves into base contact with another fighter, both fighters suffer a Strength 1

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I've Got a Bad Feeling



Badzones — Event

The grind of machinery falls silent and even the local wildlife scuttle back into their holes, as if the underhive is holding its collective breath — waiting for something terrible to happen.

Fighters suffer a +2 penalty to any Nerve tests they are required to take. Hired Guns and Hangers-on who become Broken are removed from the battlefield and count as having gone Out of Action, though need not make a roll on the Lasting Injuries table.

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Witch's Lair



Badzones — Event

A Wyrd has taken up residence in the area, and is none too pleased that fighters have disturbed their solitude, bringing both violence and the chance of discovery.

In the End phase, each player randomly selects one of their fighters who is Standing. This fighter is the target of the Wyrd's attack. Make a Willpower test for the chosen fighter. If they fail, they must immediately make an attack against the nearest fighter. If they are Engaged,

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Static Storm cont'd



Badzones — Event

Damage 1 hit. Work out these hits before completing any other actions, such as the attacks that are part of a Charge action. In a scenario using the Pitch Black rules, any fighter who moves during their activation gains a Revealed marker.

Ancient Manufactorium — when a piece of Industrial Terrain activates, or is activated, all fighters within 1" of the terrain suffer a Strength 1 Damage 1 hit.

Dome Jungle — attacks against fighters made by Carnivorous Plants inflict D3 Strength 1 Damage 1 hits in addition to any other effects.

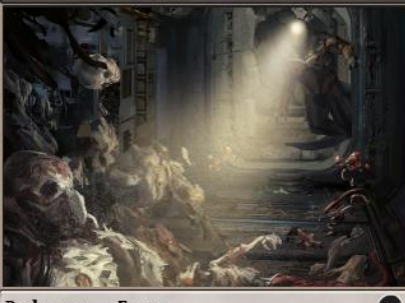
Stygian Depths — fighters suffer D3 hits rather than 1 hit when moving into base contact with another fighter.

Discard on a 3+

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I've Got a Bad Feeling cont'd



Badzones — Event

Warp-tainted — fighters who fail a Nerve test gain an Insanity marker in addition to any other effects.

Dome Jungle — fighters who begin or end their activation within 3" of a Carnivorous Plant must make a Nerve test.

Stygian Depths — fighters who fail a Nerve test while within 1/2" of the edge of a platform or level may jump. Make a Willpower check for the fighter. If they fail, they jump into the abyss.

Discard on a 5+

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Witch's Lair cont'd



Badzones — Event

randomly choose one of their Melee weapons to make the attack with. If they are Active, randomly choose one of their ranged weapons instead.

Warp-tainted — randomly choose two fighters to be attacked by the Wyrd rather than one. Work out their attacks in the order they were chosen.

Sump Sea — fighters attacked by the Wyrd will attempt to jump into the sea rather than make attacks. If they cannot jump into the sea, move them as close to the sea as possible.

Stygian Depths — fighters attacked by the Wyrd will attempt to jump into the abyss rather than make attacks. If they cannot jump into the abyss, move them as close to the abyss as possible.

Discard on a 4+

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BADZONES

Mutie Tribe

Badzones — Event

In the Priority phase of each round, each player rolls a D6 for each of their fighters that is Standing and Active. On the roll of a 1, that fighter is attacked by Muties armed with mutie bows (see below). Make shooting attacks against these fighters. These attacks are considered to be made at Long range, with a BS of 5+. Fighters do not benefit from cover against Mutie attacks.

Weapon	Rng	Acc	Str	AP	D	Am
	S	L	S	L		
Mutie Bow	9"	18"	0	-1	2	+1 1 -

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Mutie Tribe cont'd

Badzones — Event

When a fighter is attacked by Muties, they can choose to discard their Ready marker for this round and roll the Firepower dice for one of their ranged weapons (making an Ammo check if it comes up with the Ammo symbol). If they do so then ignore the effects of the Mutie attack for them and any other fighters within 6" of them.

Dome Jungle — fighters are attacked on the roll of a 1 or 2.

Warp-tainted — the first fighter selected is attacked by a Wyrd rather than a normal Mutie. Make a Willpower check for the fighter. If they fail, they take a Strength 5 Damage 2 hit. If they pass, they gain an Insanity marker instead.

Ancient Manufactorum — Mutie attacks are made with reclaimed autoguns (see p.124 of *Gangs of the Underhive*) rather than mutie bows.

Discard on a 5+

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CARD BACKS

