

BADZONE ENVIRONMENTS

ANCIENT MANUFACTURUM (1) A forest of rusting smoke stacks rises above a maze of ancient abandoned machinery, the rumble of dormant forges audible from somewhere far below. The battlefield should include at least 6 Industrial Terrain pieces. For the duration of the battle, effects from Industrial Terrain will be triggered on a 4+ rather than a 6. Roll twice and apply the highest result when rolling for rewards. If the scenario has no credit rewards then the victor gains D6x10 credits instead. BADZONES ENVIRONMENTS	STYGIAN DEPTHS (2) Sector Mechanicus only. Cracks run through the very foundation of the hives creating vast yawning chasms between domes, the black criss-crossed with a web of rusting gantries. The battlefield should include as many walkways and raised sections as possible. The ground level is an abyss and fighters must remain on the upper levels or some piece of terrain at ground level. When falling into the abyss, pass an Initiative check or go Out of Action. If passed, the fighter becomes a Reinforcement and may return to the battlefield in the following round. BADZONES ENVIRONMENTS	SUMP SEA (3) Sector Mechanicus only. A bubbling morass of toxic goo, the sump boils up from below, flooding entire levels with an ocean of waste and forcing fighters to take to boats or bridges to cross it. The battlefield should include as many walkways and raised sections as possible. The ground level is a Sump Sea and fighters must remain on the upper levels or some piece of terrain at ground level. When falling in: • Take no damage. • Placed where fallen. • Can't take any actions. When activated, pass a Strength check or go Out of Action. If passed, swim up to the Movement. If reaching a ladder or terrain piece, the fighter may climb to safety. Place the fighter closest to where they swam. BADZONES ENVIRONMENTS
DOME JUNGLE (4) Local flora and fungi has claimed the dome for their own, the crumbling remains of habitation completely overgrown by twisting creepers and deadly Carnivorous Plants. The battlefield should include at least 6 large areas of Carnivorous Plants terrain. The Carnivorous Plants gain +1 S and +3" range. All wounded plants heal 1 Damage in the End phase. The thick foliage and drifting spores limit vision. Shooting attacks made at Long range suffer an additional -1 to hit in addition to any other modifiers. BADZONES ENVIRONMENTS	WARP-TAINTED (5) Something terrible happened here once and the veil between reality and the Warp has worn thin, its malign energies still bleeding into the hive from the beyond. When failing a Willpower or Cool check, gain Insanity in addition to any other effects for failing the check. When taken Out of Action in Close Combat (or Coup de Grace), roll twice on the Lasting Injuries table and apply the higher result. Gain +1 XP when taking an enemy fighter Out of Action with a Melee weapon (or Coup de Grace). BADZONES ENVIRONMENTS	UNSTABLE DOME (6) An ancient war, forgotten quake or simply the march of centuries has rendered the dome unstable and ready to collapse given the slightest hint of violence. When placing a Blast marker, 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. Work out the attack's effects under both Blast markers. When going Prone on a raised platform or other piece of raised terrain, pass an Initiative or fall, as if within ½" of the edge. Doors and other structures with Toughness and Wounds gain -2 T (minimum 1). BADZONES ENVIRONMENTS
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SHUTDOWN (1) Perhaps triggered by the battle, ancient failsafes kick in and the entire dome goes into shutdown – doors lock tight, lights go out and all machinery grinds to a halt. Apply the Pitch Black rules. All terrain pieces become inert and generate no additional effects beyond standard rules. All doors seal and can only be forced open. BADZONE EVENT (4+)	CRITTER SWARM (2) In the End phase of each round, roll a D6 for all fighters. On the roll of a 1, pass a Strength check or become Prone. If already Prone while failing the Strength check, pass a save roll or suffer a Flesh Wound. If Seriously Injured while failing the save roll, go Out of Action. Dome Jungle: Fighters are attacked on the roll of a 1 or 2. Warp-tainted: Fighters attacked by a Critter Swarm must also pass a Willpower check or gain Insanity. Ancient Manufactory: When a piece of Industrial terrain activates (or is activated), all fighters within 1" are attacked. BADZONE EVENT (5+)	HOWLING WINDS (3) Apply -1 hit modifier to Long range shots. Blasts always scatter. Gas and Smoke have no effect on 4+ (roll after firing but before working the effects). When going Prone within ½" of an edge, re-roll successful Initiative checks. Stygian Depths: Apply -2 hit modifier to Long range shots. 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 2 additional Blast markers when placing a Blast marker, rather than just one. BADZONE EVENT (5+)
CHOKING CLOUDS (4) Apply -1 hit modifier to Short range shots and -2 to Long range. Blasts always scatter. Stray Shots potentially hit fighters within 2" of the fire line rather than just 1". Stygian Depths: Fighters on the highest level of terrain ignore the effects of the Choking Clouds unless they are making attacks at targets on a lower level. Sump Sea: Fighters in the sea or level with it ignore the effects of the Choking Clouds unless attacking targets on a higher level. Ancient Manufactory: When Industrial Terrain activates, until the end of the round, the area on it and within 3" of it ceases to be subject to the Choking Clouds effects. BADZONE EVENT (5+)	TOXIC DOWNPOUR (5) Roll a D6: 1-2 Chem Rain: -1 save modifier (Field Armours are not affected). 3-4 Irradiated Coolant: -1 Toughness for Toughness checks or Wound rolls. Fighters count as having Revealed markers on them (if Pitch Black are in effect). 5-6 Waste Run-off: +2 modifier when attempting to put out the flames (Blaze). Warp-tainted: +2 penalty to Willpower checks. 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. BADZONE EVENT (3+)	SPORE CLOUDS (6) After each fighter activation, roll a D6. On a 1, the fighter has attracted a swarm of spores. Roll a D6 and center the following grenade blast on the fighter: 1-2: Choke grenade. 3-4: Scare grenade. 5-6: Smoke grenade. Dome Jungle: +2" radius for spore blasts. Ancient Manufactory: When Industrial Terrain activates or is activated, 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: The grenade's effects do not use blast (only affect the fighter who triggered the spores). Smoke use 3" blast, rather than 5". BADZONE EVENT (4+)
BRAINLEAF OUTBREAK (7) Fighters rolling Seriously Injured or Out of Action for Recovery tests become a Brainleaf Zombie. At the end of the battle, fighters who became Brainleaf Zombies automatically go into Recovery, but suffer no other effects. Dome Jungle: Fighters taken Out of Action becomes a Brainleaf Zombie instead. Unstable Dome: Roll a D6 after using a blast weapon, but before removing the blast. On a 4+, the fighter who used the Blast weapon places D3 Brainleaf Zombies in contact with the Blast marker. Ancient Manufactory: Hatches and vents might conceal Brainleaf Zombies. When emerging after using a hatch, vent or ductway, the fighter becomes a Brainleaf Zombie on a 5+. BADZONE EVENT (4+)	BAD AIR (8) Double Move actions cannot be made in an activation without a respirator. -1 S to Blaze weapons (minimum 1). Fighters hit by weapons with the Blaze trait do not become subject to the Blaze condition. Stygian Depths: Ignore Bad Air on level with the abyss or within ½" of an edge. Dome Jungle: The plants are less aggressive and only make attacks from 1" away. Ancient Manufactory: When Industrial Terrain activates, the area on it and within 3" of it ceases to be subject to the Bad Air effects until the end of the round. BADZONE EVENT (4+)	SLUDGE JELLIES(9) When ending a Move action within 1" of a piece of liquid terrain or using a ductway, vent or hatch, roll a D6. On a 1, the activation ends as the Sludge Jelly attacks (after using vent, ductways or hatch normally): Pass a Toughness check or become paralysed and consumed by the Sludge Jelly. If another fighter does not assist them before the following End phase, the paralysed fighter goes Out of Action. If assisted, become Seriously Injured instead. Sump Sea: There are Sludge Jellies in the sea and fighters who fall in it will be attacked automatically. Dome Jungle: Sludge Jellies may attack within 1" of Carnivorous Plants. Warp-tainted: If passing the Toughness check from a Sludge Jelly attack, pass a Willpower check or gain Insanity. BADZONE EVENT (4+)

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GIANT RATS (10) Place D3+3 Giant Rats (starting with the gang with Priority). These rats may be placed at least 1" away from another fighter and not within any deployment areas. 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 moving up and down terrain without restriction. Once all the Giant Rats have been moved, add D3 Giant Rats (as above). Apply a -3 modifier to the Intelligence check when directing Bomb Delivery Rats within 12" of a Giant Rat. Exotic Beast must attempt to charge Giant Rats within 6" when the owner activates. Unstable Dome: Roll a D6 after using Blast weapons. On a 4+, place D3 Giant Rats in contact with the Blast. Ancient Manufactorum: When Industrial Terrain activates or is activated, place D3 Giant Rats in contact with the terrain piece. Sump Sea: When falling into the sea, place D3 Giant Rats in the sea at least 6" away. Giant Rats can move without restriction in the sea. BADZONE EVENT (5+)	LAIR OF THE BEAST (11) After deployment, but before the first activation, add three Beast's Lair markers to the battlefield (starting with the gang with Priority). They must be placed at least 12" from each other or a deployed fighter, and may not be placed in any deployment area. If a Beast's Lair marker is destroyed, the gang that destroyed it may place a new Beast's Lair (as above). Ancient Manufactorum: When 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, counting as within 6" regardless of the actual distance (unless closer). Unstable Dome: After using a Blast weapon, roll a D6. On a 5+, place a Beast's Lair marker centred on one of the Blast markers generated by the attack. BADZONE EVENT (5+)	THINGS IN THE DARK (12) Apply The Horrors in the Dark rules. -1 modifier to Long range shooting attacks (unless equipped with photo goggles or a thermal sight). Dome Jungle: Fighters will be attacked unless they are within 8" of 2 other fighters (rather than 1). Warp-tainted: When rolling on the Horrors in the Dark table, roll 2xD6 and choose the lower result. Sump Sea: Fighters in the sea must roll on the Horrors in the Dark table when they activate. BADZONE EVENT (5+)
GUNK TANK (13) Sludge and waste spurt periodically into the dome, pumped down from uphive and potentially showering fighters in disgusting goo. Before rolling for Priority, all fighters must roll 2+ or gain the Gunked condition: -1" M (minimum 1"). - don't add D3" when Charging. -1 modifier to Initiative. - Blaze trigger on 2+. Ancient Manufactorum: When Industrial Terrain activates or is activated, test against Gunked within 1". Sump Sea: Automatically become Gunked when falling into the sea. Unstable Dome: Test against Gunked when hit by Blasts. BADZONE EVENT (3+)	LABYRINTH (14) When activating without line of sight to any other fighter, pass an Intelligence check or become lost and are placed anywhere on the battlefield within 12" of their current position by their opponent. May not be placed in impassable terrain or within 1" of another fighter. Warp-tainted: Fighters who become lost gain Insanity. Dome Jungle: Can be placed within 6" of a Carnivorous Plant if becoming lost within 6" of a Carnivorous plant. Stygian Depths: When falling into the abyss, become lost, rather than going Out of Action. BADZONE EVENT (4+)	OLD CACHE (15) 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 for the rest of the battle if they fail an Ammo check, and may be reloaded in the same way as other weapons. Ancient Manufactorum: Find loot caskets on a 4+ (rather than a 6+). Warp-tainted: If failing the Scavenge action, pass a Willpower check or gain Insanity. Unstable Dome: Grenades misfires if a Hit is rolled on the Scatter dice regardless of the result of the D6 roll. BADZONE EVENT (3+)
STATIC STORM (16) Energy weapons (plasma, melta, las weapons, etc.) gain Unstable. If the weapon already is Unstable, it automatically overloads if the Ammo symbol is rolled on the Firepower dice. When moving into B2B with another fighter, both fighters suffer a Strength 1 Damage 1 hit (resolved before completing any other actions, such as Charging). Pitch Black: Become Revealed when moving. Ancient Manufactorum: When Industrial Terrain activates, or is activated, all fighters within 1" suffer S 1 D1 hit. Dome Jungle: Carnivorous Plants inflict D3 Strength 1 Damage 1 hits in addition to any other effects. Stygian Depths: Apply D3 hits (rather than 1) when moving into B2B. BADZONE EVENT (3+)	I'VE GOT A BAD FEELING ABOUT THIS... (17) +2 penalty to any Nerve tests. Broken Hired Guns and Hangers-on are removed from the battlefield (count as Out of Action without Lasting Injuries). Warp-tainted: Gain Insanity when failing any Nerve test. Dome Jungle: Make a Nerve test if starting or ending an activation within 3" of a Carnivorous Plant. Stygian Depths: Pass a Willpower check whenever a Nerve test is failed within ½" of an edge jump into the abyss. BADZONE EVENT (5+)	WITCH'S LAIR (18) One random Standing fighter from each gang is attacked by the Wyrd in the End phase. Pass a Willpower test or immediately attack the nearest fighter. Randomize a Melee/ranged weapon to use. Warp-tainted: Randomize 2 fighters to be attacked by the Wyrd rather than 1. Work out their attacks in the order they were chosen. Sump Sea: When attacked by the Wyrd, jump into the sea rather than make attacks. If the fighter cannot jump into the sea, move as close to the sea as possible. Stygian Depths: When attacked by the Wyrd, jump into the abyss rather than make attacks. If the fighter cannot jump into the abyss, move as close to the abyss as possible. BADZONE EVENT (4+)

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MUTIE TRIBE (19) In each Priority phase, roll a 2+ for each fighter that is Standing and Active, or be attacked by Muties armed with mutie bows. The ranged attack hits on 6+ with S2 Ap +1 D1 (no cover benefits). When attacked by Muties, a fighter can sacrifice the Ready status for this round and roll the Firepower dice for one of their ranged weapons (possibly making an Ammo check) to repel this attack and any other for fighters within 6". 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. Pass a Willpower to gain Insanity, or if failed, take a S5 D2 hit. Ancient Manufactorum: Mutie attacks are made with reclaimed autoguns rather than mutie bows. BADZONE EVENT (5+)	DOME COLLAPSE (20) The mighty hive shifts on its foundations, domes crashing into each other, sludge seas draining, chasms closing or opening, and entire levels falling down into the regions below. All fighters become Pinned (this may cause fighters within ½" of an edge to fall). Discard the current Environment and generate a new one. The effects of the new Environment come into play immediately. Discard this Event Immediately. BADZONE EVENT (1+)	EVENT (21) Description BADZONE EVENT (+)
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