

THERMAL THUNDER

Roiling storm clouds mean the Visibility (18") rule is in effect. In addition, whenever a model activates roll a D6 – on a 1 that model suffers a Strength 5, AP -, Damage 1 hit.



SEASONS OF FLAME

SOARING TEMPERATURES

Shimmering curtains of heat mean the Visibility (24") rule is in effect. In addition, fighters without respirators treat the Move (Simple) action as a Basic action.



SEASONS OF FLAME

YELLOW SKIES

Clear(ish) yellow clouds hang over the battlefield.
No effect.



SEASONS OF FLAME

BOILING WIND

Burning hot winds blow, kicking up ash and dust and burning exposed skin. The Visibility (24") rule is in effect. In addition, fighters with a 6+ armour save or no armour save take a Strength 2, AP-, Damage 1 hit at the end of their activation.



SEASONS OF FLAME

FIRESTORM

Gouts of flame erupt from the battlefield as chemicals are ignited by the heat, meaning the Visibility (18") rule is in effect. At the start of each round, each player places two 3" Blast markers anywhere on the Battlefield Surface and then scatters them 3D6" to see where they end up. Models that begin, end or move across the markers during their activation must test to see if they are set on fire just as if they had been hit by a weapon with the Blaze trait.



SEASONS OF FLAME

ASH CYCLONE

A giant ash cyclone races across the battlefield. The Visibility (9") rule is in effect. In addition, at the start of the battle, after both sides have deployed but before the first round, place a marker in the centre of the battlefield. At the start of each End phase, before making Bottle tests, move the marker 3D6" in a random direction (stopping if it comes into contact with a battlefield edge). Fighters who start or end their activation within 12" of the marker becomes Prone and Pinned



SEASONS OF ASH

CHOKING GLOOM

The atmosphere thickens, meaning the Visibility (12") rule is in effect. In addition, fighters without respirators treat the Move (Simple) action as a Basic action



SEASONS OF ASH

ASH CLOUDS

Thick ash clouds press down upon the battlefield meaning the Visibility (18") rule is in effect.



SEASONS OF ASH

CAUSTIC WINDS

Acid rain lashes the battlefield meaning the Visibility (12") rule is in effect, and melting armour and clothing. Increase the AP of all hits models take by 1, so AP -1 becomes AP -2, etc.



SEASONS OF ASH

GREAT STORM

A great ash storm descends upon the battlefield. The rules for Pitch Black are in effect for the battle.

In addition, at the beginning of each round randomly determine a battlefield edge.

Fighters and vehicles moving toward this edge count each 1" moved as 2", while those moving away from this edge count each 2" moved as 1".

In the End phase all models are moved D6" directly away from this edge – roll separately for each model.



SEASONS OF ASH

RUST STORM

Shards of rusted metal pelt the battlefield meaning the Visibility (18") rule is in effect. In addition, fighters who end their activation outside of a vehicle or terrain piece that offers protection from the sky must make an Initiative check or become Pinned and Prone.



CHANGING SEASONS

PERPETUAL DARK

Inky darkness descends upon the battlefield as the sky presses low. For the duration of the battle, the rules for Pitch Black are in effect.



CHANGING SEASONS

BLINDING RAYS

The clouds are thin enough to let sunlight reach the wastes. Due to rays of blinding sunlight moving across the battlefield, fighters who end their activation outside of a vehicle or terrain piece that offers shade must test as if they had been hit by a weapon with the Flash trait.



CHANGING SEASONS

A YEAR IN A DAY

At the start of each round, before rolling for Initiative, the player who had Priority last round rolls a D6. On a 1-3, generate an effect from the Season of Flame. On a 4-6, generate an effect from the Season of Ash to apply for this round.



CHANGING SEASONS

RAD STORM

Radiation levels rise, turning the battlefield into a death-trap. In the End phase before making Bottle tests, all fighters who are not in a vehicle or in an enclosed structure suffer a Flesh Wound.



CHANGING SEASONS

SAND TRAPS

The Battlefield Surface is covered in shifting sand, and counts as difficult terrain for vehicles. In addition, horrors lurk beneath the dunes and fighters on the Battlefield Surface are subject to the Horrors in the Dark special scenario rule (see the Necromunda rulebook).



NEAR WASTES

BROKEN GROUND

The Battlefield Surface is covered in cracks and small fissures, and counts as difficult terrain for vehicles.



NEAR WASTES

OPEN GROUND

The Battlefield Surface is mostly hardpan and counts as open terrain.



NEAR WASTES

ROCKY FIELDS

The Battlefield Surface is littered with small rocks and stones, and counts as difficult terrain for vehicles. In addition, fighters count as being in partial cover if they do not move during their activation.



NEAR WASTES

SUNKEN RUINS

The Battlefield Surface lies over ancient ruins and counts as both difficult terrain and dangerous terrain.



NEAR WASTES

ANCIENT ROADS

The Battlefield Surface is part of an ancient road network and counts as open terrain. In addition, wheeled or tracked vehicles add 2" to their movement when travelling on the road.



DEEP WASTES

SHIFTING DUNES

The Battlefield Surface deep dunes of toxic dust and ash, and counts as difficult terrain. In addition, models that do not move during their activation suffer a Wound or lose a Hull point as they begin to sink!



DEEP WASTES

ROLLING ASH

The Battlefield Surface is baked ash flats and counts as open terrain. In addition, models that move more than 6" during their activation count as having partial cover until their next activation as they kick up great clouds of dust and ash. If using the Sentries rules, this will also Raise the Alarm.



DEEP WASTES

HIGH DUNES

The Battlefield Surface is atop a volatile and potentially explosive series of gas pockets. After a model activates, if it moved more than 6" or fired any weapons with a Strength of 5 or more, roll a D6. On a 4+, centre the 5" Blast marker on the model and deal a Strength 4, AP-, Damage 1 hit to any models touched.



DEEP WASTES

BURNING WASTES

The Battlefield Surface is covered in flammable chems. When a model fires a weapon, roll a D6. On a 6, it catches fire as if it had been hit by a weapon with the Blaze trait.



DEEP WASTES

ACID PLAINS

The Battlefield surface is highly acidic and any fighter not subject to the Mounted condition that ends their activation on it suffers an immediate Strength 3, AP -, Damage 1 hit



WILD WASTES

TOXIC RIVER

The Battlefield Surface is the crust over a toxic river and it counts as both difficult terrain and dangerous terrain. In addition, fighters and vehicles with a Toughness characteristic of 5 or more apply a -1 modifier to the Initiative or Handling checks to see if, they trigger dangerous terrain.



WILD WASTES

DEAD SEABED

The Battlefield Surface is an ancient dry seabed littered with salt flats and the bones of dead sea beasts. It counts as difficult terrain and dangerous terrain. In addition, place a Beasts Lair marker on the battlefield (see page 138).



WILD WASTES

CRYSTAL MAZE

The Battlefield Surface is part of a crystalline maze that dazes the senses and can drive the unwary to madness. Models that move more than 6" during their activation must make an Intelligence check or gain the Insane Condition.



WILD WASTES

SEA OF GLASS

The Battlefield Surface is a reflective expanse of cracked glass. Weapons with the Blast trait increase their Strength and Damage by 1. In addition, vehicles that moved more than 6" in their previous activation must move at least 3" straight ahead when they activate.



WILD WASTES