



CRAPLOAD REMOVED

**TERRAIN AND
BATTLEZONES**

Battlefield Terrain3

Craters.....	3
Barricades.....	3
Galvanic Servohauler.....	3
Woods.....	4
Ruins.....	4
Munitorum Armoured Containers.....	4
Thermic Plasma Conduits.....	5
Haemotropic Reactors.....	5
Obstacles.....	5
Sector Mechanicus.....	6
Imperial Statuary.....	6
Thermic Plasma Regulators.....	6
Fuel Pipes.....	7
Battlescape.....	7
Hills.....	8
Death World Forests.....	9
Grapple Weed.....	10
Shardwrack Spine.....	10
Eldritch Ruin.....	10
Barbed Venomgorse.....	10

Battlezones11

Battlezone: Night Fight.....	11
Battlezone: Fire and Fury.....	12
Battlezone: Psychic Maelstrom.....	12
Battlezone: Industrial Worlds.....	13
Battlezone: Empyric Storms.....	14
Battlezone: Wasteland Dust Storm.....	19
Battlezone: Tundric Blizzard.....	20
Battlezone: Warquake.....	21
Battlezone: Geothermal Eruption.....	22
Battlezone: Spirescape.....	23
Battlezone: Genestealer Infestation.....	24

Further works of a heretical Data-Magos have been uncovered. Once again information originally spread across numerous holy technical manuals has been compiled into a single datastore. This compilation appears to be an attempt to index all known battlefield features and conditions in a concise fashion.

In an effort to prevent further blasphemies against sacred texts, all individuals with knowledge of this volume are to be routinely lobotomized and re-purposed as Kataphron Battle Servitors. Upon completion of reading, please report to the nearest Kataphron Manufactory for your exciting new life.

All material presented here was created by Games Workshop. This document contains no original content and serves only to update and consolidate the core rules of Warhammer 40,000 Matched Play into a single electronic document for use by players who have purchased the Core Rules, Chapter Approved 2017, Chapter Approved 2018, Imperium Nihilus: Vigilus Defiant, and the appropriate Datacards.



BATTLEFIELD TERRAIN

In this section you will find expanded terrain rules, including rules for recently released terrain features. If rules for a terrain feature that has rules in the *Warhammer 40,000* rulebook appear here, they update and replace those in the rulebook.



CRATERS

Many worlds bear the scars of heavy, sustained bombardment.

INFANTRY units that are entirely within a crater receive the benefit of cover.

Models are slowed when charging across craters. If, when a unit charges, one or more of its models move across a crater, you must subtract 2" from the unit's charge distance.



BARRICADES

Makeshift barricades make excellent defensive positions.

When a model targets an enemy **INFANTRY** unit that has all of its models within 1" of a barricade, the target unit receives the benefit of cover if the shooting model is closer to the barricade than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, enemy units can Fight across a barricade, even though the physical distance is sometimes more than 1". When resolving Fights between units on opposite sides of a barricade, units can be chosen to Fight and can make their attacks if the enemy is within 2" instead of the normal 1".



GALVANIC SERVOHAULERS

These hydraulic machines litter the industrial zones of the Imperium.

When a model targets an enemy **INFANTRY** unit that has all of its models within 3" of a Galvanic Servohauler, the target unit receives the benefit of cover if the shooting model is closer to the Galvanic Servohauler than it is to the target and the target is at least partially obscured from the point of view of the shooting model.

WOODS

Twisted woodlands grow on many a corpse-strewn battlefield.

INFANTRY units that are entirely on the base of a wood receive the benefit of cover. If your wood is not on a base, discuss with your opponent what the boundary of the wood is before the battle begins. Other units only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.

Models are slowed when charging through woods. If, when a unit charges, one or more of its models move across a wood's base, you must subtract 2" from the unit's charge distance.



RUINS

The galaxy is littered with the remains of once-proud cities.

Only **INFANTRY**, **BEASTS**, **SWARMS** and units that can **FLY** can be set up or end their move on the upper floors of ruins (any unit can do so on the ground floor). **INFANTRY** are assumed to be able to scale walls and traverse through windows, doors and portals readily. These models can therefore move through the floors and walls of a ruin without further impediment.

INFANTRY units that are entirely on or within a ruin receive the benefit of cover. Other units that are entirely on or within a ruin only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.



MUNITORUM ARMoured CONTAINERS

These vast steel containers are sometimes fitted with defensive weapons to protect the cargo within.

Units do not receive the benefit of cover when they are on top of a Munitorum Armoured Container – their position is too exposed.

If an **INFANTRY** unit is on top of a Munitorum Armoured Container that has one or more storm bolters, up to two models in that unit can each fire them each time their unit shoots instead of firing any of their own weapons. Storm bolters are Rapid Fire 2 weapons, with a Range of 24", a Strength of 4, AP0 and Damage 1.





THERMIC PLASMA CONDUITS

These conduits channel hot plasma and make for dangerous cover.

Thermic Plasma Conduits follow all the rules for Barricades, but they also have the Hazardous Cover ability (see Haemotrope Reactors).



HAEMOTROPE REACTORS

These reactors are objects of cover for the brave only.

When a model targets an enemy unit that has all of its models within 3" of a Haemotrope Reactor, the target unit receives the benefit of cover if at least 25% of every model is obscured by it from the point of view of the shooting model.

Hazardous Cover: Roll a D6 each time you make a saving throw of 7+ (such as a roll of 6, plus 1 for being in cover) for a model within 3" of any terrain features with this ability in the Shooting phase. On a 1, the model's unit suffers 1 mortal wound.



OBSTACLES

The advance of many armies has been thwarted by obstacles.

There are two kinds of obstacles: tank traps, which are obstacles to **VEHICLES** and **MONSTERS**, and tanglewire, which is an obstacle to everything else. Units are slowed when they attempt to move over obstacles. If, when a unit Advances or charges, one or more of its models move over an obstacle, you must halve the unit's Advance or charge distance, as appropriate (rounding up). **TITANIC** models are not slowed by obstacles.

SECTOR MECHANICUS

Sectors Mechanicus are a common sight throughout the galaxy, their gantries and girders thrumming with automated industry.

Sector Mechanicus structures follow all the rules for ruins with the following difference:

Unless they can FLY, INFANTRY, BEASTS and SWARMS must scale ladders, girders or walls to ascend or descend between the different levels of a Sector Mechanicus structure. INFANTRY are also assumed to be able to traverse around girders, buttresses and hanging chains, and so move through them without impediment.



IMPERIAL STATUARY

The heroes of the Imperium are immortalised in stone effigies.

When a model targets an enemy INFANTRY unit that has all of its models within 3" of Imperial Statuary, the target unit receives the benefit of cover if the shooting model is closer to the Imperial Statuary than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, IMPERIUM units add 1 to their Leadership characteristic whilst they are within 3" of any Imperial Statuary.

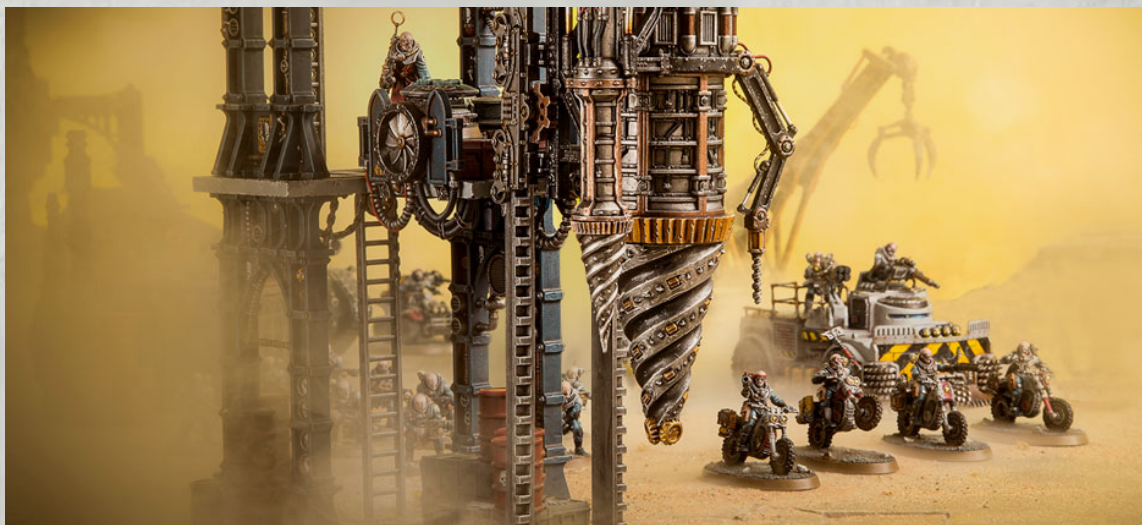


THERMIC PLASMA REGULATORS

These ancient machines thrum with lethal plasma energy.

Thermic Plasma Regulators follow all the rules for Sector Mechanicus structures, but they also have the Hazardous Cover ability (see Haemotrope Reactors).





FUEL PIPES

Promethium and other explosive fuels are pumped across many worlds in armoured pipes.

Fuel pipes follow all the rules for barricades, with the following addition:

Roll a dice each time you make a saving throw of 7+ (usually a roll of 6, plus 1 for being in cover) for a model within 1" of a fuel pipe in the Shooting phase. On a 1, that shot has ruptured the pipe and caused a small explosion; the model's unit suffers a mortal wound.



BATTLESCAPE

The smoking hulls of tanks and the blasted remains of trees speak of the presence of mines or other, more dangerous, traps.

Battlescapes follow all the rules for woods, with the following addition:

Roll a dice each time a model Advances or charges across a battlescape; on a roll of 1, that model has triggered a mine and its unit suffers a mortal wound. Models that can FLY can still trigger mines, but only if they charge across battlescape.

HILLS

Hills and elevated positions are often key tactical locations.

Hills, whether free-standing or modelled into the battlefield itself, are raised areas that offer troops on top of them commanding views and fields of fire. Hills are always considered to be part of the battlefield rather than a terrain feature, and so models on top of them do not receive the benefits of cover. Some particularly large hills may block a model's visibility to a target unit, however, so get a model's-eye-view to see if this is ever the case.



SCRATCH-BUILT TERRAIN

Many hobbyists enjoy making their own terrain features from scratch (thus the term 'scratch-built terrain'). If you wish to incorporate such terrain features into your battlefields, you and your opponent will need to devise your own rules for them. Don't worry – this is very easy to do, especially if you use the rules presented on these pages as examples and inspiration. You could, for example, model your ruins on a scenic base, and agree that the base itself is simply an extension of the ruins and follows all the same rules. Perhaps you will create a river (presumably a

fantastical one filled with lava or acid) with entirely new rules, agreeing that the only models that can cross it safely are those that can FLY. Some players prefer to say that certain terrain features, such as giant rock formations or imposing sealed buildings, are simply impassable to any models – creating obstacles on the battlefield for armies to manoeuvre around. You could make up some truly exotic rules for your terrain, such as creating a portal to the warp through which Daemons can materialise throughout your battle. Anything goes, so long as all players agree that it sounds like fun!

DEATH WORLD FORESTS

Razor-sharp walls of crystalline growths, remnants of ancient civilisations long since overgrown and sentient flora that ensnare and consume the unwary are but a few of the dangers that can be found lurking in the perilous alien forests of the galaxy.

A Death World Forest consists of one or more of the following terrain pieces in any combination: Shardwrack Spines, Eldritch Ruins, Barbed Venomgorse or Grapple Weeds. Each piece of Death World Forest terrain is a separate model.

When a model targets an enemy **INFANTRY** unit that has all of its models within 1" of a Death World Forest terrain piece, the target unit receives the benefit of cover if the shooting model is closer to the terrain piece

than it is to the target and the target is at least partially obscured from the point of view of the shooting model. In addition, subtract 1 from hit rolls for models that make close combat attacks within 3" of a Death World Forest terrain piece – this represents limbs being entangled by sentient roots or minds being fogged by eldritch energies.

Each of the four Death World Forest terrain pieces has an additional ability, as described opposite.



GRAPPLE WEED

These lethal plants uproot themselves to seek out their prey.

Roll a D6 each time a model moves within 3" of any Grapple Weed terrain pieces whilst Advancing or charging – on a roll of 1, that model's unit suffers D3 mortal wounds. In addition, at the start of each battle round, each Grapple Weed terrain piece moves 2D6" in a straight line towards the nearest visible unit, provided there are any within 12". If two or more units are equidistant, roll off to see which one it moves towards. When moving a Grapple Weed terrain piece, it will stop 1" away from any units or any other battlefield terrain. After all Grapple Weed terrain pieces have moved, roll a D6 for each unit within 3" of one or more of them. On a 4+, that unit suffers 1 mortal wound.

SHARDWRACK SPINE

This deadly flora shoots piercing spines at its prey.

Roll a D6 each time a model moves within 6" of any Shardwrack Spine terrain piece whilst Advancing or charging – on a roll of 1, the model's unit suffers 1 mortal wound.

ELDRITCH RUIN

An aura of arcane power surrounds these ancient ruins.

You can add 1 to Psychic tests and Deny the Witch tests you make for PSYKERS that are within 3" of any Eldritch Ruin terrain pieces.

BARBED VENOMGORSE

The throttling limbs of barbed venomgorse are swift and strong.

Roll a D6 each time a model moves within 3" of any Barbed Venomgorse terrain piece whilst Advancing or charging – on a roll of 1 or 2, that model's unit suffers 1 mortal wound.



BATTLEZONES

The galaxy is ablaze with war, and millions of planets shake to the tread of mighty armies. Some are once-verdant paradises reduced to mud-churned ruins, others are hellishly overpopulated industrial hive worlds, while many are utterly inimical to life.

So long as you and your opponent agree, any Warhammer 40,000 battle can use Battlezone rules. They are optional, but Battlezone rules allow you to recreate battles fought in all manner of otherworldly environments, such as in the depths of hive cities, on asteroids hurtling through space, or even amidst the madness of worlds lost to the

powers of Chaos. Each battlezone introduces new rules to your missions to represent the battlefield conditions of these varied worlds. They might change the core rules, for example by altering how psychic powers work. They can provide new rules for things like living terrain or tectonic activity, and may grant additional abilities to certain units.

Agree which, if any, Battlezone rules will be used when you are setting up the battlefield, before deployment. Several battlezones are presented here to help make sure that every battle you fight is different. You can find more battlezones in other Warhammer 40,000 publications, and if you feel inspired, you can always make your own!

BATTLEZONE: NIGHT FIGHT

Battles in low to zero visibility are a test for any general at the best of times. When the battlefield is obscured by darkness, howling ash storms, unnatural celestial phenomena or psychic obfuscation, it means enemies can be nearly invisible, reinforcements can be lost, and your objectives can become uncertain.

Low Visibility: When rolling to hit in the Shooting phase, apply the following penalties to your models depending on their distance from the target. If the target unit is exactly 12", 24", or 36" away, use the lesser penalty from the table.

DISTANCE	PENALTY
0-12"	No penalty
12-24"	Hit rolls have a -1 penalty
24-36"	Hit rolls have a -2 penalty
36"+	Hit rolls have a -3 penalty

Fog of War: If a unit arrives on the battlefield after the battle has begun (e.g. as the result of an ability on its datasheet or the Reserves rules), roll a dice the first time it does so. On a 1 or 2, it is delayed and cannot arrive this turn – it arrives in the following turn instead.

STRATAGEMS

In this battlezone, you and your opponent can both use Command Points (CPs) to use the following Stratagem:

1CP

LIGHT 'EM UP

Stratagem

Select an enemy unit. For the duration of your turn, your units can shoot at that unit without penalties from Low Visibility.

Mysterious Objectives: If you are playing a mission with objective markers, any unit that moves within 3" of an objective marker, or is within 3" of an objective marker at the start of the first turn, must identify it. To do so, roll a dice and consult the following table. Each objective marker is only identified once.

D6 RESULT

- | | |
|---|---|
| 1 | Sabotaged!: The unit that identified this objective marker takes D3 mortal wounds. |
| 2 | Nothing of Note: This has no additional effect. |
| 3 | Grav-wave Generator: If you control this objective marker, any unit attempting to charge a friendly unit within 3" of this objective subtracts 2 from its charge move. |
| 4 | Targeting Relay: If you control this objective marker, friendly units within 3" of this objective re-roll hit rolls of 1 when shooting. |
| 5 | Scatterfield: If you control this objective marker, friendly units within 3" of this objective re-roll saving throw rolls of 1. |
| 6 | Fire Support: If you control this objective marker, roll a dice at the end of your Shooting phase. On a roll of 5+, choose an enemy unit within 36". That unit suffers D3 mortal wounds. |

BATTLEZONE: FIRE AND FURY

The armies clash under a burning sky – far above the conflict, a cataclysmic battle is taking place in orbit, and the casualties of that war descend in burning fragments to bombard the armies on the cracked earth. It is insanity to fight in these conditions, but you will not be found wanting!

Burning Skies: Units that can **FLY** must roll a dice each time they move in the Movement phase (roll after they have completed their move). On a roll of 1, they suffer D3 mortal wounds.

The Earth Cracks: All Move characteristics are halved for units that begin their turn with any models entirely within a terrain feature, and a unit that charges through such terrain must roll a dice. On a roll of 1, it suffers D3 mortal wounds. Units that can **FLY** are not affected.

Meteoric Debris: In each of your Shooting phases, place three dice numbered 1, 2 and 3 anywhere on the battlefield, at least 12" apart. You then roll another dice; if the result matches the number of one of the dice, a flaming chunk of debris crashes into the battlefield at the corresponding dice's location and every unit within 6" of it suffers D3 mortal wounds. If the result doesn't match any placed dice, the debris has landed elsewhere on the planet this time.

WARLORD TRAIT

In this mission, your Warlord can choose the following Warlord Trait in place of any other:

Insane Bravado: This Warlord and any friendly units within 8" of them do not have to take Morale tests.

STRATAGEMS

In this battlezone, you and your opponent can both use Command Points (CPs) to use the following Stratagem:

ORBITAL BOMBARDMENT

Stratagem

2CP

In your Shooting phase, you may place six dice for Meteoric Debris, rather than 3. The dice should be numbered 1, 2, 3, 4, 5 and 6.

BATTLEZONE: PSYCHIC MAELSTROM

On countless worlds, psykers unaware of the terrible danger are tapping into powers they cannot control. In extreme cases, a psyker is transformed into a ghastly conduit for the warp, infesting their planet with daemoniac corruption while amplifying the psychic potential of all who fight there.

The Warp Overflows: PSYKERS add 2 to their Psychic and Deny the Witch tests.

Psychic Amplification: PSYKERS can attempt to manifest one extra psychic power in their psychic phase, and the range of all psychic powers (where they have a range) is doubled.

Mortal Peril: If you roll any double for a Psychic test, including a double 1 or double 6, the PSYKER suffers Terrors of the Warp (after resolving the psychic power, if it is successfully manifested). This counts as suffering Perils of the Warp, but instead of the usual rules, roll on the following table:

D6 RESULT

- | | |
|---|---|
| 1 | A Fate Worse Than Death: The psyker suffers 6 mortal wounds. If they are slain by this, your opponent may place a Chaos Spawn model, under their control, where the psyker was standing (or as close as possible). |
| 2 | Overload: The psyker suffers D3 mortal wounds. If they are slain by this, each unit within 6" suffers D3 mortal wounds. |
| 3 | A Door Closes: The psyker immediately forgets the psychic power that they were manifesting – they cannot manifest this power for the rest of the battle. |
| 4 | Timeslip: The psyker may immediately attempt to manifest an extra psychic power in this phase (even one they have already manifested). |
| 5 | Possession: Roll 2D6. If the total is greater than the psyker's Leadership characteristic, they are possessed and controlled by your opponent for the rest of the battle. |
| 6 | Transformation: Until your next Psychic phase, the psyker has a Strength characteristic of 10 and an invulnerable save of 2+. |

BATTLEZONE: INDUSTRIAL WORLDS

So long as you and your opponent agree, any Warhammer 40,000 battle can use Battlezone rules. If you choose these Battlezone rules, your forces can interact with the Sector Mechanicus structures upon which they fight. They can pour fire down on their foes from their elevated positions or tap into plasma feeds and promethium lines to increase their weapons' destructive potential.

Height Advantage: A model gains a Height Advantage whilst occupying the upper levels of a Sector Mechanicus structure and shooting at a unit that is at a lower level. To gain a Height Advantage, every model in the target unit must be 3" or more below the firing model. If a model shoots with a Height Advantage, the target does not receive bonuses to their saving throws for being in cover.

STRATAGEMS

In this battlezone, you and your opponent can both use Command Points (CPs) to use any of the following Stratagems:

1CP

GRAPPLING HOOKS

Industrial Worlds Stratagem

A crude but effective means of claiming the high ground.

Use this Stratagem at the start of your Movement phase. Select one of your **INFANTRY** units. For the duration of your turn, models in this unit can ascend or descend Sector Mechanicus structures when they move, even without a ladder, wall or girder. Furthermore, for the duration of your turn, do not count any vertical distance that unit moves against the total they can move that turn (i.e. moving vertically is free for those models).

2CP

POWER SUPPLY

Industrial Worlds Stratagem

The molten blood of the Omnissiah flows ever onward.

Use this Stratagem at the start of any turn. Select a Void Shield Generator that is within 6" of a Haemotrope Reactor, or that is connected to a Haemotrope Reactor or a Thermic Plasma Regulator by either Fuel Pipes or Thermic Plasma Conduits. The invulnerable save afforded by the Void Shield Generator is 4+ until the end of the turn.

1CP

OVERLOAD POWER CORE

Industrial Worlds Stratagem

Crudely desecrated, this volatile device makes a potent bomb.

Use this Stratagem before an **INFANTRY** model from your army that is within 1" of a Plasma Conduit throws a grenade. Instead of a grenade, that model hurls a power core at the foe. You only make a single hit roll, but if you hit the target it suffers D3 mortal wounds.

1CP

PLASMA FEED

Industrial Worlds Stratagem

The Omnissiah's grace can be siphoned and turned upon the foe.

Select an **INFANTRY** unit from your army that is within 1" of any Thermic Plasma Regulators or Conduits before it shoots in the Shooting phase, or before it fires Overwatch. Until the end of this phase, add 1 to the Strength and Damage characteristics of all plasma weapons the unit is equipped with. For the purposes of this Stratagem, a plasma weapon is any weapon profile whose name includes the word 'plasma' (e.g. plasma pistol, plasma gun, plasma rifle, plasma incinerator).

1CP

SIPHON PROMETHIUM

Industrial Worlds Stratagem

A quick and risky transfusion of refined promethium makes flamer weapons all the more lethal.

Select an **INFANTRY** unit from your army that is within 1" of any Fuel Pipes before it shoots in the Shooting phase, or before it fires Overwatch. Until the end of this phase, double the range of all flame weapons the squad is equipped with and add 1 to any wound rolls made for these weapons. For the purposes of this Stratagem, a flame weapon is an Ork burna, skorcha or any weapon profile whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm gauntlet).

1CP

SUPERCHARGED OBLITERATION

Industrial Worlds Stratagem

Power surges down blessed conduits, allowing the Omnissiah's wrath to surge forth again and again.

Use this Stratagem after you have fired a Plasma Obliterator in the Shooting phase. If that building is within 6" of a Haemotrope Reactor, fire the Plasma Obliterator again.

1CP

LONG BOMB

Industrial Worlds Stratagem

Munitions hurled from on high rain down with great fury.

Use this Stratagem before a unit from your army shoots in the Shooting phase. If a model in that unit has a Height Advantage, you can double the range of any Grenade weapons it uses this phase.

BATTLEZONE: EMPYRIC STORMS

So long as you and your opponent agree, any Warhammer 40,000 battle can use Battlezone rules. If you have chosen these Battlezone rules, raging warp tides will affect your armies and their surroundings, changing the laws of reality, manifesting fell creatures and imbuing psykers with unfathomable power.

Raging Storms: Each player must generate a single Empyric Storms event at the start of each of their turns. To generate an Empyric Storms event, roll two dice, one after the other: the first dice represents tens and the second represents digits, giving you a result between 11 and 66. Then consult the table on the right.

Some Empyric Storms events are 'Instantaneous' – these are resolved as soon as they are generated. Other events are 'Persistent'. If you generate a Persistent event, the effects listed for that event apply to both players until the start of your next turn, at which point they will cease to have any effect and you will then generate a new event. If a Persistent event that is already in effect is generated, then a new event should be generated instead.

Empyric Reinforcements

Some Empyric Storm events can summon a new unit to the battlefield, or transform one model into a different model. Note that these new units do not cost either player any points in a matched play game. They cannot include any additional models, but can otherwise be given any upgrades or options normally available to them. The event that creates a new unit will describe how to set it up on the battlefield. It cannot move in the Movement phase of the turn in which it is set up, and counts as having moved for any rules purposes (e.g. if firing Heavy weapons, etc.), but can otherwise act normally during the rest of its turn (i.e. it can shoot, charge, etc.).

BATTLEZONE: EMPYRIC STORMS CARD DECK

If you own a deck of Battlezone: Empyric Storms cards, you can generate your Empyric Storms event by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up so that you and your opponent can both see what events are currently in play.

EMPYRIC STORMS TABLE

D66	RESULT	TYPE
11	Psychic Interference	Persistent
12	Psychic Boon	Persistent
13	Empyric Shield	Persistent
14	Null Tide	Persistent
15	Total Power	Persistent
16	The Denizens Hunger	Persistent
21	Warp Surge	Persistent
22	Warp Ebb	Persistent
23	Psychic Apotheosis	Instantaneous
24	Warp Tunnel	Instantaneous
25	Reality Speeds	Persistent
26	Reality Slows	Persistent
31	Warp Shadows	Persistent
32	Empyric Might	Persistent
33	Empyric Resilience	Persistent
34	Empyric Fury	Persistent
35	Empyric Courage	Persistent
36	Empyric Terror	Persistent
41	Warp Regeneration	Instantaneous
42	Empyric Foresight	Persistent
43	Empyric Feedback	Instantaneous
44	Conduit of the Immaterium	Instantaneous
45	Warp Resurrection	Instantaneous
46	Empyric Mastery	Persistent
51	Overwhelming Power	Persistent
52	The Warp Becalmed	Persistent
53	Psychic Devastation	Persistent
54	Empyric Invulnerability	Persistent
55	Uncontrolled Mutation	Instantaneous
56	Dark Possession	Instantaneous
61	Terrors of the Warp	Persistent
62	Warp Blast	Instantaneous
63	Unreality Reigns	Persistent
64	Psychic Stun	Instantaneous
65	Daemontide	Instantaneous
66	Empyric Breach	Instantaneous

11**PSYCHIC INTERFERENCE***Persistent*

Screaming voices clamour upon the winds of the Empyrean. Surging psychic static fills the thoughts of psykers across the battlefield, fouling their connection to the powers of the warp and making it ever more difficult to focus. Powers sputter and fizzle, dispersing like mist amidst a gale.

Increase the warp charge value of all psychic powers by 1.

12**PSYCHIC BOON***Persistent*

Wave upon wave of warp energy flows across the battlefield, like an incoming tide that inundates a drowning shore. Eyes burning with power, the psykers of the warring armies find themselves able to siphon off all the empyric energies they require to fuel even their most terrifying abilities.

Decrease the warp charge cost of all psychic powers by 1 (to a minimum of 1).

13**EMPHYRIC SHIELD***Persistent*

Billowing soul-mists roll in across the battlefield, barely perceptible yet cloying and thick. They gather about warriors fighting all across the battlefield, shifting in and out of reality at random. Where the warp mists solidify, blasts and blades are stopped dead.

All models gain a 6+ invulnerable save. If a model already has an invulnerable save, you can instead add 1 to the roll when making invulnerable saving throws for it.

14**NULL TIDE***Persistent*

Entropic currents drag at the warring armies, moaning data ghosts and rip-tides of misery draining away the protective powers of sorcery and technology alike. Power fields flicker out in showers of sparks. Sorcerous barriers fade like smoke. Even Daemons find themselves stripped of their normal empyric defences by the sucking null tide.

Models cannot use invulnerable saves.

15**TOTAL POWER***Persistent*

A raging squall of fury sweeps across the battlefield, downpours of glowing crimson ectoplasm splattering upon every surface. Searing rage fills the minds of the battling psykers, charging them with energy and transforming their powers into empyric battering rams.

If a **PSYKER** rolls any doubles when taking a Psychic test, that power is automatically manifested and no attempts to Deny the Witch can be made to resist it.

16**THE DENIZENS HUNGER***Persistent*

As the veil of reality thins, so terrible warp predators begin to circle like sharks drawn by blood in the ocean. Across the battlefield, psykers shudder and struggle to focus as they feel questing tendrils brush their minds, and hot, sulphurous breath upon the backs of their necks.

If a **PSYKER** rolls any doubles when taking a Psychic test, they suffer Perils of the Warp.

21**WARP SURGE***Persistent*

As howling psychic gales blast across the battlefield, warring psykers find the distance across which they can hurl their powers greatly magnified. Sorcerous flames and psychic shields alike are carried far and fast upon the surging tides of the empyrean.

The range of all psychic powers is doubled.

22**WARP EBB***Persistent*

Though warp storms rage beyond the veil, this battlefield has become becalmed. The powers of the immaterium fade, until it becomes difficult for psykers to project their powers even beyond the cages of their own minds. For some warriors this proves a reprieve, for others it is a curse.

The range of all psychic powers is halved.

23**PSYCHIC APOTHEOSIS***Instantaneous*

Boundless change roils beneath the thin skin of reality. Strands of fate are rewoven, and hidden potential is suddenly unlocked. Like dawn breaking through the darkness, a powerful mind is awoken like never before, and a newfound – if dangerous – power is harnessed.

Randomly select one **CHARACTER** in your army that is not a **PSYKER**: that model immediately becomes a **PSYKER** and remains one for the rest of the battle. This model can attempt to manifest the *Smite* psychic power once in each of your Psychic phases. However, this model suffers Perils of the Warp any time they fail a Psychic test.



24**WARP TUNNEL***Instantaneous*

As the warp rages, its wayward currents draw in the unwitting and propel them through reality to unexpected quarters. So swift is this transition that those warriors barely have time to realise that they have moved at all.

Select any unit from your army (but not a **VEHICLE**) that is more than 1" from any enemy models and remove it from the battlefield. Then, set up that unit anywhere on the battlefield that is more than 9" from any enemy model. The unit cannot move again during the Movement phase of this turn, and counts as having moved for any rules purposes (e.g. if firing Heavy weapons, etc.), but can otherwise act normally during the rest of its turn (i.e. it can shoot, charge, etc.).

25**REALITY SPEEDS***Persistent*

Within the aegis of some warp storms, the temporal flow of reality accelerates like water rushing through rocky rapids. Warriors find themselves flung across the battlefield, with those whose souls are bound closest to the warp able to travel swiftest of all.

All models add 1" to their Move characteristic. **PSYKERS** and **DAEMONS** add 3" to their Move characteristic instead.

26**REALITY SLOWS***Persistent*

The air itself thickens, becoming a leaden, sucking miasma that clings to combatants and slows their advance. Those through whom the warp's energies flow strongest are the worst encumbered, moving as though encased in slowly setting ferrocrete.

All models subtract 1" from their Move characteristic (to a minimum of 0"). **PSYKERS** and **DAEMONS** subtract 3" from their Move characteristic instead (to a minimum of 0"). If a model has a minimum and maximum Move characteristic, subtract 1" from the maximum value only.

31**WARP SHADOWS***Persistent*

The warp storm brings an unnatural dusk, shrouding the battlefield in shifting shadows and crawling gloom. Warriors peer through the cold darkness, their souls filled with dread at this unnatural phenomenon and the invisible dangers that doubtless lurk within it.

When making hit rolls in the Shooting phase, subtract 1 from the result if the target is more than 12" away from the firing model, subtract 2 if it is more than 24" away, or subtract 3 if it is more than 36" away.

**32****EMPYRIC MIGHT***Persistent*

Amidst the churning tides of the warp, fanged maws yawn wide to vomit forth the souls of mighty warriors. These soul-echoes bind themselves to the corporeal forms of battling warriors and potent psykers, and lend ethereal might to their blows.

All models add 1 to their Strength characteristic. **PSYKERS** and **DAEMONS** add 2 to their Strength characteristic instead.

33**EMPYRIC RESILIENCE***Persistent*

A roaring tornado of empyric energy churns across the battlefield. Where it passes over the warring armies, combatants find their flesh toughening like leather, their sinews thickening and skin growing unnatural scales or horned plates that repel attacks from the foe.

All models add 1 to their Toughness characteristic. **PSYKERS** and **DAEMONS** add 2 to their Toughness characteristic instead.

34**EMPYRIC FURY***Persistent*

Blood-red clouds drift silently down upon the battlefield, settling in a noxious miasma over the warring armies. Warriors find their hearts thudding faster and adrenaline surging as unnatural fury fills them, driving them on to hack and batter madly at their enemies with howls of rage.

All models add 1 to their Attacks characteristic. **PSYKERS** and **DAEMONS** add 2 to their Attacks characteristic instead.

35**EMPYRIC COURAGE***Persistent*

Singing warp-winds sweep across the battlefield, bringing with them the voices of the heroic dead. Words of encouragement and strength fill the minds of the battling armies, the stirring exhortations of champions long dead steeling their nerves and hardening their hearts.

All models add 1 to their Leadership characteristic. **PSYKERS** and **DAEMONS** add 2 to their Leadership characteristic instead.

36**EMPYRIC TERROR***Persistent*

As the warp presses close to the skin of reality, malefic spirits seep through to haunt the denizens of realspace. Things shudder and twitch in warriors' peripheral vision. Crawling horror and unreasoning terror fill men's minds, along with the sense that terrible, hateful things lurk just beyond sight.

All models subtract 1 from their Leadership characteristic. **PSYKERS** and **DAEMONS** subtract 2 from their Leadership instead.

41**WARP REGENERATION***Instantaneous*

A rolling storm-surge of empyric energy sweeps across the battlefield, reknitting sundered flesh and setting shattered bone. What the warp takes in exchange for this apparent miracle, none can say, but though seemingly benevolent, there is always a price for such largesse.

Every model on the battlefield regains 1 lost wound.

46**EMPYRIC MASTERY***Persistent*

The battlefield resides at the eye of the storm, an island of calm empyric currents amongst the madness of the maelstrom. Psykers find themselves able to control their powers – and to unmake those of the foe – with greater ease than they have ever known in their lives.

Re-roll failed Psychic tests and Deny the Witch tests.

42**EMPYRIC FORESIGHT***Persistent*

Flashes of foresight bombard those fighting upon the battlefield, sudden squalls of prophecy and storms of foretelling showing them when and where to strike at their foes. Those closest bound to the warp benefit greatest of all, gaining godlike insight of the skeins of fate.

You can re-roll hit rolls of 1. You can instead re-roll failed hit rolls made for **DAEMONS** or **PSYKERS**.

51**OVERWHELMING POWER***Persistent*

From amidst the seething madness of the warp storms, a meteoric blast of power roars down to strike one of the psykers upon the field of battle. Blazing with energy and potential, the suddenly energised warrior begins a rampage through the enemy forces.

Randomly select a **PSYKER** on the battlefield. Double that model's Strength, Toughness and Attacks characteristics.

43**EMPYRIC FEEDBACK***Instantaneous*

A keening shriek begins to build across the battlefield, a screaming empyric gale that howls louder and more savagely by the moment. Psykers drop to their knees, hands clutched to their ears, tear ducts weeping blood, as the malefic screams reach an unbearable pitch.

Roll a dice for each **PSYKER** on the battlefield: on a 4+ that model immediately suffers a mortal wound.

52**THE WARP BECALMED***Persistent*

The warp storm dissipates as suddenly as it roared into being, vanishing so completely that – for a brief and blessed moment – the dangers of psychic predation vanish completely. The warring psykers seize their chance to wield their powers safely, knowing that such a blessing cannot last.

PSYKERS cannot suffer Perils of the Warp.

44**CONDUIT OF THE IMMATERIUM***Instantaneous*

Like lightning striking a tree, a spike of warp energy earths itself through one of the psykers battling here. Knowing that to let that power ground within them is to invite an agonising death, the psyker desperately channels the sudden surge of power and unleashes it.

Randomly select a **PSYKER** on the battlefield. That **PSYKER** immediately manifests a psychic power it knows as if it were its Psychic phase. No Psychic test is necessary and no attempt to Deny the Witch can be made. After resolving the psychic power, the **PSYKER** suffers Perils of the Warp.

53**PSYCHIC DEVASTATION***Persistent*

Clouds of psychic energy roll low over the battlefield, and disembodied eyes the size of spacecraft appear in the sky. Wherever psychic energies are unleashed in the shadow of this warp storm, their effects are vastly magnified.

Each time a psychic power is manifested and not resisted by a Deny the Witch test, resolve its effects, then resolve its effects again. If the psychic power allows you to target a unit, you can choose to select a different target for the second set of effects, or you can inflict double the damage, bestow twice the bonuses or inflict twice the penalties on the same unit. No additional Psychic test is required, and no Deny the Witch test can be taken to attempt to nullify the second set of effects.

45**WARP RESURRECTION***Instantaneous*

With the warp in wild flux all around, the natural order of reality is perverted. The ghosts of the recently slain slither from the cold grip of death and flow back into their abandoned bodies, reknitting flesh and bone to rise and do battle once more.

Select one of your **INFANTRY** units that is on the battlefield: you can immediately return one slain model to that unit. You can instead return D3 slain models if the unit chosen has the Troops Battlefield Role.

54**EMPYRIC INVULNERABILITY***Persistent*

Warp winds howl down in a tight, spiralling mass of dark energy and lashing, ectoplasmic tentacles, engulfing a psyker and warding away the blades, bolts and energy blasts of their enemies.

Randomly select a **PSYKER** on the battlefield. Re-roll failed saves for that model.

55**UNCONTROLLED MUTATION***Instantaneous*

As the tides of the warp surge higher, the energies they unleash begin to overwhelm the psykers on the battlefield. Flesh runs like candle wax. Tentacles, eyes and yawning maws tear through bone, and the screaming psyker degenerates into a bloated Spawn.

Randomly select a **PSYKER** on the battlefield and roll 2D6: if the result is equal to or greater than that model's Leadership characteristic, it is slain and transformed into a Chaos Spawn. Before removing that psyker as a casualty, both players roll off. Whoever wins the roll-off takes control of the Chaos Spawn for the rest of the battle and sets it up anywhere within 6" of the psyker and more than 1" from any enemy models.

56**DARK POSSESSION***Instantaneous*

Upon the screaming winds of the warp storm, an insidious voices hisses and beguiles, threatens and curses. Should one of the psykers upon the field of battle prove too weak-willed to resist its call, the Daemon approaching through the storm will steal their flesh for its own...

Randomly select a **PSYKER** on the battlefield and roll 2D6: if the result is equal to or greater than that model's Leadership characteristic, it is slain and transformed into a Daemon Prince of Chaos. Before removing that psyker as a casualty, the player whose psyker was slain takes control of the Daemon Prince for the rest of the battle and sets it up anywhere within 6" of the psyker and more than 1" from any enemy models.

61**TERRORS OF THE WARP***Persistent*

With the warp storm raging more furiously by the moment, predatory abominations from the empyric depths draw near to the battlefield. Their tendrils wind around the minds and souls of their prey, while their fangs gnash in anticipation of the feast.

Each time a **PSYKER** suffers Perils of the Warp, it suffers D6 mortal wounds instead of D3.

62**WARP BLAST***Instantaneous*

The sky above the battlefield fills with racing clouds of black smoke and flaring green lightning. Arcing bolts of warp energy leap down to flay the battlefield, blasting warriors to atoms and melting war engines into slag.

Roll a dice for each unit on the battlefield. On a 1 that unit suffers D3 mortal wounds.

63**UNREALITY REIGNS***Persistent*

Time stutters and blinks. Gravity fluctuates, and the immutable laws of physics unravel to leave warriors flailing wildly, reeling in bewildered incomprehension.

All dice rolls of 1 count as 6, and all dice rolls of 6 count as 1.

64**PSYCHIC STUN***Instantaneous*

The warp storm is lit by a sudden flash of blinding light. Those with psychic sensitivity look desperately away, attempting to shield their senses from the overwhelming blast of light and sound.

Roll a dice for each **PSYKER** on the battlefield: on a 6 that **PSYKER** immediately loses one randomly selected psychic power it knows. It cannot use this psychic power for the rest of the battle.

65**DAEMON TIDE***Instantaneous*

As the warp storm rages across the battlefield, reality tears open with a terrible ripping sound, and a tide of unnatural entities spills through.

Both players roll off and whoever wins adds one unit of the following to their army and sets it up anywhere on the battlefield that is more than 9" from any enemy models: 10 Bloodletters, 10 Pink Horrors, 10 Plaguebearers or 10 Daemonettes.

66**EMPYRIC BREACH***Instantaneous*

The catastrophic power of the warp storm surges, and a mighty rent in the empyrean opens upon the field of battle. Through the breach steps a mighty daemon lord, an entity of cruelty and destruction that emits a triumphant roar of freedom before wading into the fight.

Both players roll off and whoever wins adds one of the following to their army and sets it up anywhere on the battlefield that is more than 9" from any enemy models: Bloodthirster of Unfettered Fury, Bloodthirster of Insensate Rage, Wrath of Khorne Bloodthirster, Lord of Change, Great Unclean One or Keeper of Secrets.





BATTLEZONE: WASTELAND DUST STORM

Between the hivespawls of Vigilus stretched vast wastelands. To be caught in the fury of the vicious dust storms that prowled these wastes was a battle in itself. At their most ferocious, they could rip aircraft out of the sky and strip flesh from bone in a matter of seconds.

The Stormfront: At the start of the first battle round, the player taking the first turn nominates one of the long battlefield edges to be North. In clockwise order, the other battlefield edges become East, South and West. Note that if a mission deployment map specifies that a battlefield edge corresponds to a compass point, use the map instead of nominating edges. Then, the player rolls a D6 and consults the table below to determine which battlefield edge the storm emerges from. For the first battle round, units wholly within 12" of that battlefield edge are considered to be within the storm.

D6	BATTLEFIELD EDGE
1	North
2-3	East
4-5	West
6	South

Ebb and Flow: At the start of each battle round after the first, roll a D6. On a 3+ the range of the storm increases by 6". On a 1 or 2, the range of the storm reduces by 6" (to a minimum of 6"). Any units wholly within the range of the storm are considered to be within the storm.

Caught in the Storm Surge: At the start of your Movement phase, any VEHICLE units from your army that are within the storm and have the Flyer Battlefield Role suffer D3 mortal wounds. For each other unit in your army that is within the storm, roll a D6; on a 4+ that unit suffers 1 mortal wound.

Blinded by Dust: Subtract 1 from hit rolls for shooting attacks made by units within the storm. In addition, subtract 1 from hit rolls for shooting attacks made by units outside the storm that target units within the storm.

Shrouded by the Storm: Units within the storm count as being in cover.

BATTLEZONE: TUNDRIC BLIZZARD

In the sub-zero wastes of Kaelac's Bane, the battle was often with the environment as much as it was with the foe. Visibility was compromised by blinding blizzards, vehicles were slowed as they ploughed through snowdrifts, and deadly predators stalked the tundra to tear apart any warriors that crossed their path.

Snow Blizzards: At the start of each battle round, the player taking the first turn rolls a D6 and consults the table below:

D6	RESULT
1	Hazardous Conditions: For this battle round, all ranged weapons with a range of 12" or more are treated as having a range of 12". In addition, roll a D6 for each unit that is a VEHICLE and can FLY . On a 1 that unit suffers D3 mortal wounds.
2-3	Low Visibility: For this battle round, subtract 1 from hit rolls for shooting attacks that target an enemy unit that is more than 12" away from the firing model.
4-5	Obscured Visibility: For this battle round, subtract 1 from hit rolls for shooting attacks that target an enemy unit that is more than 24" away from the firing model.
6	Clear Visibility: No effect.

Sub-zero Temperatures: In your Movement phase, roll a D6 for each **VEHICLE** unit in your army. On a 1, halve that unit's Move characteristic until the end of the phase. Units that can **FLY** are not affected.

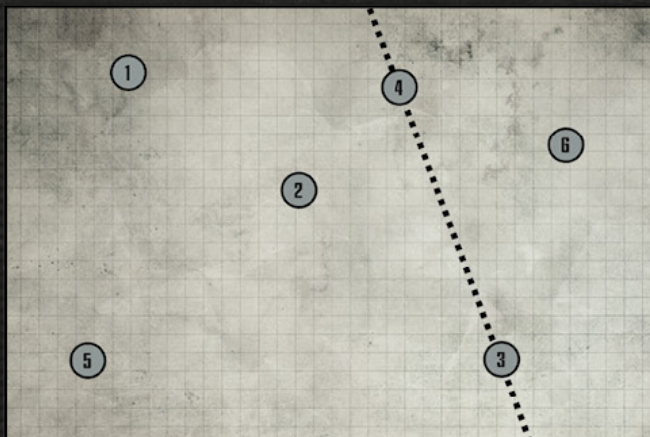
Apex Predators: At the start of each player's turn, they can pick an enemy **INFANTRY** unit that is more than 6" from any other unit on the battlefield and see if it is attacked by an apex predator. Roll a D6; if the result is a 6 it is attacked – roll on the table below:

D6	RESULT
1	Attacked, but Unscathed: The unit cannot shoot any of its weapons in the following shooting phase.
2	Taste for Blood: For the remainder of the battle, if the unit is picked again to see if it is attacked by an apex predator, it is attacked on a 4+ rather than a 6. If this result is rolled again for this unit, re-roll until you generate a different result.
3	Fearsome Strike: The unit suffers 1 mortal wound.
4	Deadly Assault: The unit suffers D3 mortal wounds.
5	Savage Rampage: The unit suffers D6 mortal wounds.
6	Dragged into the Darkness: The player whose turn is taking place picks a model from the unit. That model is slain.

BATTLEZONE: WARQUAKE

The relentless mining operations of the Adeptus Mechanicus' colossal bore-hives caused violent tremors and earthquakes to spread across the planet. The seismic upheaval caused by these works presented additional challenges for warring sides meeting in battle.

Fracture Points: At the start of the battle, before armies are deployed, players take it in turns to place 6 fracture points on the battlefield, numbered 1-6, starting with the player taking the first turn. Each fracture point must be placed more than 6" from any battlefield edge and more than 6" from any other fracture point. These can be marked with tokens.



In this example, the player rolls a 3 and a 4 on the two D6. A 1mm straight line is drawn through the centre of the two corresponding fracture points and continued on the same trajectory to the battlefield edges to create the fault line.

At the start of each battle round, the player taking the first turn rolls two D6, re-rolling if the result is a double. The two results determine the two fracture points a fault line runs through. Draw a straight line 1mm wide that goes through the centre of each fracture point until it reaches the battlefield edges (see example) – this represents the fault line.

If the fault line passes through any models, that model's unit is said to be intersected by the fault line.

Once the fault line has been determined, the player taking the first turn rolls a D6 and consults the table on the right to determine what rules are in effect for that battle round.

D6 RESULT

1

Distant Tremors: For this battle round, subtract 1 from hit rolls for shooting attacks made by units intersected by the fault line. In addition, each time a unit that does not have the **FLY** keyword moves over the fault line during that battle round, roll a D6; on a 4+ that unit suffers 1 mortal wound.

2-3

Aftershocks: For this battle round, apply the effects of the Distant Tremors result. In addition, roll a D6 for each **BUILDING** intersected by the fault line. On a 2+ that **BUILDING** and any units embarked within it suffer D6 mortal wounds (roll separately for each unit).

4-5

Tectonic Displacement: For this battle round, apply the effects of the Distant Tremors result and the Aftershocks result. In addition, roll a D6 for each unit intersected by the fault line that is not a **BUILDING** and does not have the **FLY** keyword. On a 2+ that unit suffers D3 mortal wounds.

6

Seismic Upheaval: For this battle round, apply the effects of the Distant Tremors result and the Aftershocks result. In addition, roll a D6 for each unit intersected by the fault line that is not a **BUILDING** and does not have the **FLY** keyword. On a 2+ that unit suffers D6 mortal wounds.

BATTLEZONE: GEOTHERMAL ERUPTION

Storvhal was a site of vast volcanic energy, its eruptions harnessed by the Adeptus Mechanicus to fuel their mining efforts. However, the volatility of the region could never truly be controlled, and as opposing forces vied to capitalise on its power, they also strived to avoid its deadly effects.

Encroaching Lava: At the start of the battle, before armies are deployed, determine which battlefield edge the wall of encroaching lava will move in from. This is the lava starting edge. Players roll off and the winner nominates a battlefield edge. The battlefield edge selected must be neither the Attacker's sole battlefield edge, nor the Defender's sole battlefield edge. It also cannot be a battlefield edge that units can move off during the battle (e.g. the battlefield edge titled 'Escape Route' in the Convoy mission, pg 130).

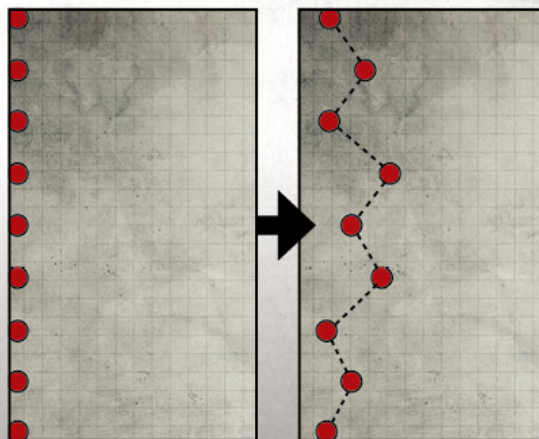
Once the lava starting edge has been determined, 9 lava counters are set up within 1" of that battlefield edge, equidistant from each other, as shown on the diagram, below left.

At the start of each battle round, the lava moves further onto the battlefield. The players roll off and then alternate moving the lava counters, starting with the winner of the roll off. When it is a player's turn to move a lava counter, they first roll a D6 and then choose a lava counter to move. They then move that counter a number of inches equal to the dice roll in a straight line directly towards the opposite battlefield edge, as shown on the diagram, below right. Each lava counter can only be moved once per battle round.

Engulfed in Molten Magma: Once all lava counters have been moved, the lava front is established. Draw a straight line, 1mm wide, from the centre of each lava counter to the centre of the next lava counter.

If a model is on the side of the lava front closer to the lava starting edge, it is said to be behind the lava front. Models either partially or wholly behind the lava front at the start of each battle round are immediately destroyed. This includes **BUILDINGS**, **TRANSPORTS** and any units embarked within them. Units with the **FLY** keyword and units embarked within a **TRANSPORT** that has the **FLY** keyword are not affected.

Any model that does not have the **FLY** keyword that moves through or finishes its move behind the lava front is also immediately destroyed.



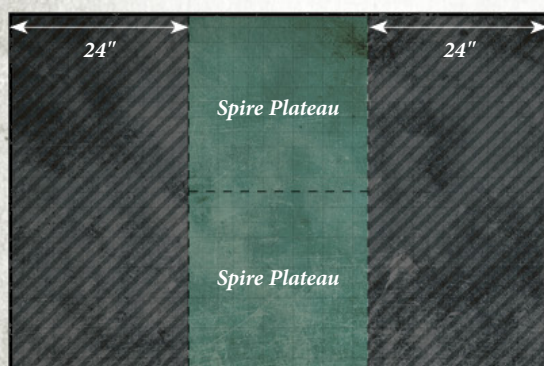
Left, the starting positions of the lava counters; right, their positions after they have been moved at the start of the first battle round. The dotted line indicates the lava front.

BATTLEZONE: SPIRESCAPE

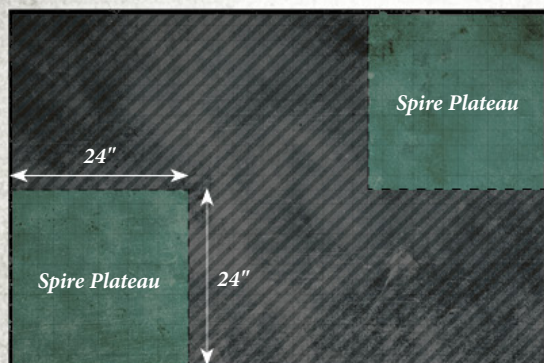
Above the thick clouds of pollution covering Vigilus' hivespraws, the spires of shrines and buildings reached high into the sky. At such dizzying heights, battle was perilous. While winged combatants had the advantage, the slightest error in judgement saw them plummet down to crash into the hive below.

Battle Above the Clouds: When using this battlezone, the ground level of the battlefield represents the depths of the hivespawl below. Units cannot move across the ground level of the battlefield unless they can **FLY**. Any units without the **FLY** keyword that are set up on or moved across the ground level are immediately destroyed. In addition, if any models with the **JUMP PACK** keyword are set up on, or end a move on, the ground level of the battlefield, they are immediately destroyed.

Spire Plateaus: To allow more units that cannot **FLY** to take part in a battle using this battlezone, you and your opponent can agree before the battle to mark out certain areas as spire plateaus. These areas are not subject to the 'Battle Above the Clouds' ability above and are instead treated as normal areas of the battlefield. We recommend choosing two 24" squares to be spire plateaus, each adjacent to a different player's battlefield edge. Two example layouts are shown below.



The Bridge



Battle of Two Spires

STRATAGEMS

When using this battlezone, you and your opponent can both use Command Points (CPs) to use the following Stratagems:

1CP

TURBO JUMP

Stratagem

At such high altitudes, jump pack troops can make daring leaps from building to building by overcharging their jets.

Use this Stratagem in your Movement phase. Pick a **JUMP PACK** unit from your army. You can double the Move characteristic of all models in that unit until the end of that phase. However, that unit cannot Advance this phase and cannot charge later this turn.

1CP

DUCK AND DIVE

Stratagem

Aerial dogfights at this altitude are fraught affairs. Pilots with an enemy on their tail can use the clouds below or the spires above to their advantage as they dip down low or pull up high to outmanoeuvre their pursuer.

Use this Stratagem at the start of your Movement phase. Pick a unit from your army with the **Flyer Battlefield Role** that is on the battlefield. Remove that unit from the battlefield and set it up out of sight. At the end of your following Movement phase, set the unit up anywhere on the battlefield that is more than 9" from any enemy models.

HINTS & TIPS

When using this battlezone, you can set up a thematic-looking battlefield in a number of ways. You can place cotton wool between the buildings to create the effect of spires piercing the smog and standing tall amongst the clouds. A simpler method would be to cover the battlefield in a white or black sheet to simulate clouds at day or night.

BATTLEZONE: GENESTEALER INFESTATION

From the darkened macro-ducts of Oteck to the subterranean mining cities of Megaborealis, the insidious Genestealer Cult spread its infestation far and wide across Vigilus. It was all too easy for unsuspecting armies to stumble into a nest of xenos atrocities, their only warning the strange blips on their sensors.

Sensor Blips: At the start of the first battle round, starting with the player taking the first turn, players alternate placing sensor blips on the battlefield, one at a time, until six have been placed. You can use tokens or counters to represent each sensor blip. Sensor blips must be placed within 6" of the centre of the battlefield and more than 1" from any other sensor blip.

At the start of each battle round after the first, players roll off for each sensor blip on the battlefield one at a time. The winner of each roll-off can move that sensor blip a number of inches equal to their dice result rolled during the roll-off.

If a sensor blip ends a move within 6" of a player's unit, or a player moves a unit that ends its move within 6" of a sensor blip, the sensor blip is revealed. Set up a Genestealer Infestation unit containing 2D6 models, using the Genestealer Infestation datasheet below. Set the unit up wholly within 3" of the sensor blip before removing the blip. The player who last moved that sensor blip chooses where to place the Genestealer Infestation unit.

Genestealer Infestation units are treated as enemy units by all players and Genestealer Infestation units treat all units except other Genestealer Infestation units as

enemy units. Once the Genestealer Infestation unit has been set up, the unit immediately makes a charge move towards the closest enemy unit. Resolve the charge sequence as normal (including Overwatch).

Burst from the Shadows: At the end of each battle round, any Genestealer Infestation units on the battlefield have a turn that consists of only a Movement phase and a Charge phase. In their Movement phase, each Genestealer Infestation unit will move and Advance as far as possible towards the closest enemy unit. If they are within 12" of any enemy unit in their Charge phase they will attempt to charge the closest unit.

Predatory Instincts: In each Fight phase, each Genestealer Infestation model will pile in towards the closest enemy model and target the closest enemy unit with all of its attacks. If two units are equally close, randomly pick one to be their target. Genestealer Infestation units fight before all other units (including those that have charged in that turn). Players pick Genestealer Infestation units that are eligible to fight, one at a time, starting with the player whose turn is taking place. If any sequencing issues arise, the players roll-off and the winner decides the order in which the rules in question are resolved.

4
POWER

GENESTEALER INFESTATION

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Genestealer	8"	3+	4+	4	4	1	3	9	5+
This unit contains 2D6 Genestealers (see above). Each model is armed with rending claws.									
WEAPON	RANGE	TYPE	S			AP	D	ABILITIES	
Rending claws	Melee	Melee	User			-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.	
ABILITIES	Flurry of Claws: Genestealers have 4 Attacks instead of 3 whilst their unit has 10 or more models.							Swift and Deadly: Genestealers can charge even if they Advanced during their turn.	
	Lightning Reflexes: Genestealers have a 5+ invulnerable save.								
FACTION KEYWORDS	GENESTEALER INFESTATION								
KEYWORDS	INFANTRY, GENESTEALER INFESTATION								