

# THEATRE OF WAR

If you are fighting an open play or narrative play battle in the Battlezone Manufactorum battlezone, you can also generate a Theatre of War for your battle to take place in. To do so, either agree with your opponent which of the additional rules on the table below you wish to use, or one player can roll one D6 and consult the table below to see which result is used.

## D6 THEATRE OF WAR RULE

### Unstable Cargo

*The fury of battle has not spared the unstable chemical cores manufactured and stored in this area.*

- 1 Each time a unit that has any models on top of a Munitorum Armoured Container or Servo-hauler is hit by a ranged attack with the Blast ability and/or a Strength characteristic of 7 or more, roll one D6 after resolving that attack. On a 1, that unit suffers D3 mortal wounds.

### Molten Leakage

*Superheated liquid metal seeps from storage tanks and flows slowly across the floor of this area.*

- 2 At the start of the battle round, randomly select one **BATTLEZONE MANUFACTURUM AREA** terrain feature that is in each player's territory. At the end of that battle round, if a unit has any models that are receiving the benefit of cover from that terrain feature, that unit suffers D6 mortal wounds. If every model in that unit has a Save characteristic of 2+, it suffers 1 mortal wound instead.

### Scorching Steam Blasts

*Superheated steam blasts from damaged pipes at irregular intervals.*

- 3 At the end of your Movement phase, roll one D6 for each unit that is receiving the benefit of cover from a **BATTLEZONE MANUFACTURUM THERMO PIPES** terrain feature: on a 1, that unit suffers D3 mortal wounds.

### Fragile Shell

*These buildings have been heavily pummelled by artillery fire. It's a marvel that any are still standing.*

- 4 All **BATTLEZONE MANUFACTURUM RUIN** terrain features lose the Light Cover terrain trait.

### Broadcast Disruption

*Crackling static and intermittent sonic blurbs disrupt the issuing of clear orders.*

- 5 While a **CHARACTER** model is within 1" of any **BATTLEZONE MANUFACTURUM** terrain features, subtract 2" from the range of any aura abilities that model has.

### Gaze of the Omnissiah

*Motion-tracking spotlights starkly illuminate nearby warriors against the murky backdrop.*

- 6 Each time a unit that is receiving the benefit of cover from a **BATTLEZONE MANUFACTURUM AREA** terrain feature is selected as the target of a ranged attack, add 1 to that attack's hit roll.