

BADZONES

ENVIRONMENTS & EVENTS CARDS



ANCIENT MANUFACTORUM

A forest of rusting smoke stacks rises above a maze of ancient abandoned machinery, the rumble of dormant forges audible from somewhere far below.

EFFECTS

When setting up the battlefield, try to include at least six pieces of Industrial Terrain as detailed in Badzones Terrain (see page 66 of Necromunda: The Book of Peril).

For the duration of the battle, effects from Industrial Terrain (see page 66 of Necromunda: The Book of Peril) 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.

BADZONE ENVIRONMENTS CARD

STYGIAN DEPTHS

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.

EFFECTS

If playing a Zone Mortalis game, 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 the upper levels or if at ground level (i.e., level with the abyss) 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 (see page 119 of the Necromunda Rulebook) and may return to the battlefield in the following round.

BADZONE ENVIRONMENTS CARD

SUMP SEA

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.

EFFECTS

If playing a Zone Mortalis game, 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 on the upper levels or, if at ground level (i.e., level with the sea), must remain on 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 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.

BADZONE ENVIRONMENTS CARD

DOMES JUNGLE

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.

EFFECTS

When setting up the battlefield, try to include at least six large areas of Carnivorous Plants terrain, as detailed in the Carnivorous Plants section of Badzones Terrain.

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" (see page 74 of Necromunda: The Book of Peril). In addition, if players are using the rules for destroying Carnivorous Plants then all wounded plants heal 1 Damage point 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.

BADZONE ENVIRONMENTS CARD

WARP-TAINTED

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.

EFFECTS

When a fighter fails a Willpower check or a Cool check, they gain an Insanity marker (and become subject to Insanity as detailed on page 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 with a Coup de Grace action, roll twice and choose the higher result.

A fighter who takes an enemy fighter Out of Action with a Melee weapon or a Coup De Grace action gains 1 extra Experience point in addition to any Experience gained from taking an enemy fighter Out of Action.

BADZONE ENVIRONMENTS CARD

UNSTABLE DOME

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.

EFFECTS

When a Blast marker is placed, but before working out its effects, roll a D6. On a 5 or 6, 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 effects 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 $\frac{1}{2}$ " of the edge.

Doors and other structures with Toughness and Wounds characteristics count their Toughness as 2 lower than normal, to a minimum of 1.

BADZONE ENVIRONMENTS CARD

SHUTDOWN

EFFECTS

The battlefield becomes subject to the Pitch Black rules, (see page 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 impassible, blocking line of sight, being climbable, etc).

All doors seal and cannot be opened normally (see page 52 of the *Necromunda Rulebook*), but may still be forced.

ADDITIONAL EFFECTS

This Event has no additional effects.

DISCARD ON A 4+

BADZONE EVENTS CARD

CRITTER SWARM

EFFECTS

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

ADDITIONAL EFFECTS

If the Environment is a Dome Jungle, fighters are attacked on the roll of a 1 or 2.

If the Environment is Warp-tainted, a fighter attacked by a Critter Swarm must also make a Willpower check or gain an Insanity marker.

If the Environment is an Ancient Manufactory, when a Piece of Industrial terrain activates, or is activated, a Critter Swarm will attack all fighters within 1" of the terrain piece.

DISCARD ON A 5+

BADZONE EVENTS CARD

HOWLING WINDS

EFFECTS

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 ½" of the edge of a platform or level must re-roll successful Initiative checks to see if they fall.

ADDITIONAL EFFECTS

If the Environment is Stygian Depths, Long range shots suffer a -2 to hit, and Gas or Smoke weapons have no effect on a 3+.

If the Environment is a Dome Jungle, plants can make attacks from an additional 6" away rather than 3".

If the Environment is an Unstable Dome, place two additional Blast markers when placing a Blast marker, rather than just one.

DISCARD ON A 5+

BADZONE EVENTS CARD

CHOKING CLOUDS

EFFECTS

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".

ADDITIONAL EFFECTS

If the Environment is 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.

If the Environment is a 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.

If the Environment is an Ancient Manufacturum, when a piece of 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.

DISCARD ON A 5+

BADZONE EVENTS CARD

TOXIC DOWNPOUR

EFFECTS

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 that Field Armours are not affected by Chem Rain).
- 3-4 **Irradiated Coolant** – Fighters lower their Toughness by 1 when making Toughness checks 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 the flames. Otherwise, the rain is not harmful... just unpleasant.

ADDITIONAL EFFECTS

If the Environment is Warp-tainted, in addition to the effects above Willpower checks are at +2 penalty.

If the Environment is a 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.

If the Environment is a Dome Jungle, in the End phase (before removing this Event), Carnivorous Plants heal all damage dealt to them.

DISCARD ON A 3+

BADZONE EVENTS CARD

SPORE CLOUDS

EFFECTS

After a fighter completes their activation, their controlling player must roll a D6. On a 1, they have attracted a swarm of spores. Roll a D6 to see what effects the spores have:

- 1-2 Centre a choke grenade on the fighter and work out its effects.
- 3-4 Centre a scare grenade on the fighter and work out its effects.
- 5-6 Centre a smoke grenade on the fighter and work out its effects.

ADDITIONAL EFFECTS

If the Environment is a Dome Jungle, use 5" Blast markers for the grenade's effects rather than 3" Blast markers, and count the radius of the smoke grenade as 2" larger.

If the Environment is an Ancient Manufacturum, whenever an industrial piece of 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.

If the Environment is Stygian Depths, the grenade's effects do not use Blast markers and will only affect the fighter who triggered the spores, while the radius of the smoke grenade is 1.5", rather than 2.5".

DISCARD ON A 4+

BADZONE EVENTS CARD

BRAINLEAF OUTBREAK

EFFECTS

When making Recovery tests for Seriously Injured fighters (see page 73 of the *Necromunda Rulebook*), if a Seriously Injured or Out of Action result is rolled, the fighter becomes a Brainleaf Zombie (see page 54 of *Necromunda: The Book of Perils*). At the end of the game, fighters who became Brainleaf Zombies automatically go into Recovery, though suffer no other adverse effects.

ADDITIONAL EFFECTS

If the Environment is a Dome Jungle, any fighter who is taken Out of Action, immediately become a Brainleaf Zombie.

If the Environment is an Unstable Dome, roll a D6 after a weapon with the Blast trait is used but before removing the Blast marker from the board. On a 4+, the fighter who used the Blast weapon places D3 Brainleaf Zombies in contact with the Blast marker.

If the Environment is an Ancient Manufactory, hatches and vents might conceal Brainleaf Zombies. 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 or 6, place the fighter as normal – however, they are now a Brainleaf Zombie.

DISCARD ON A 4+

BADZONE EVENTS CARD

BAD AIR

EFFECTS

Fighters cannot make two Move actions in their turn unless they are equipped with a respirator.

Weapons with the Blaze trait reduce their Strength characteristic by 1, to a minimum of 1, and fighters hit by weapons with the Blaze trait do not become subject to the Blaze condition.

ADDITIONAL EFFECTS

If the Environment is Stygian Depths, fighters level with the abyss or within ½" of the edge of a platform or level ignore the effects of the Bad Air.

If the Environment is a Dome Jungle, the plants are less aggressive and can only make attacks from 1" away.

If the Environment is an Ancient Manufactory, when a piece of 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.

DISCARD ON A 4+

BADZONE EVENTS CARD

SLUDGE JELLIES

EFFECTS

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.

A fighter attacked by a Sludge Jelly must make a Toughness check. If they pass, they can finish their turn or can use the ductway, vent or hatch normally. If they fail, they have become paralysed and will soon be consumed by the Sludge Jelly.

If another fighter does not assist them (see page 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.

ADDITIONAL EFFECTS

If the Environment is a Sump Sea, there are Sludge Jellies in the sea and fighters who fall in it will be attacked automatically.

If the Environment is a Dome Jungle, Carnivorous Plants count as liquid terrain for determining when Sludge Jellies might attack.

If the Environment is 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+

BADZONE EVENTS CARD

GIANT RATS

EFFECTS

When this Event comes into play, players, starting with the player with Priority, take turns placing D3+3 Giant Rats (see page 93 of *Necromunda: The Book of Perils*) on the battlefield. These rats may be placed anywhere, provided that they are at least 1" away from another fighter and not within either players' deployment area.

In the End phase Giant Rats may move and attack nearby fighters (see page 56 of *Necromunda: The Book of Perils*).

ADDITIONAL EFFECTS

If the Environment is an 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.

If the Environment is an Ancient Manufactory, when a piece of Industrial Terrain activates or is activated, the players place D3 Giant Rats in contact with the terrain piece, taking turns placing them as above.

If the Environment is a 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 placing them as above. Giant Rats can move without restriction in the sea.

DISCARD ON A 5+

BADZONE EVENTS CARD

LAIR OF THE BEAST

EFFECTS

After both crews have deployed but before the first fighter activates, add three Beast's Lair markers (see page 121 of the *Necromunda Rulebook*) to the battlefield. Players take turns placing these, starting with the player who has Priority (See page 57 of *Necromunda: The Book of Peril*)

ADDITIONAL EFFECTS

If the Environment is an 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.

If the Environment is 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.

If the Environment is an 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+

BADZONE EVENTS CARD

THINGS IN THE DARK

EFFECTS

While this Event is in play, use the Horrors in the Dark rule from page 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 a thermal sight.

ADDITIONAL EFFECTS

If the Environment is a 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.

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

If the Environment is a Sump Sea, fighters in the sea must roll on the Horrors in the Dark table when they activate.

DISCARD ON A 5+

BADZONE EVENTS CARD

GUNK TANK

EFFECTS

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 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.

ADDITIONAL EFFECTS

If the Environment is an 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.

If the Environment is a Sump Sea then fighters who fall in the sea are automatically Gunked.

If the Environment is an Unstable Dome, fighters touched by Blast markers must also test to see if they get Gunked.

DISCARD ON A 3+

BADZONE EVENTS CARD

LABYRINTH

EFFECTS

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 1" of another fighter.

ADDITIONAL EFFECTS

If the Environment is Warp-tainted, fighters who become lost gain an Insanity marker.

If the Environment is a 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.

If the Environment is Stygian Depths, fighters who fall into the abyss become lost, rather than going Out of Action.

DISCARD ON A 4+

BADZONE EVENTS CARD

OLD CACHE

EFFECTS

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 game if they fail an Ammo check, and may be reloaded in the same way as other weapons.

ADDITIONAL EFFECTS

If the Environment is an Ancient Manufactorum, fighters will find loot caskets on a 4+, rather than a 6+.

If the Environment is 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.

If the Environment is an 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+

BADZONE EVENTS CARD

STATIC STORM

EFFECTS

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 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.

ADDITIONAL EFFECTS

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

If the Environment is a Dome Jungle, attacks against fighters made by Carnivorous Plants inflict D3 Strength 1 Damage 1 hits in addition to any other effects.

If the Environment is Stygian Depths, fighters suffer D3 hits rather than 1 hit when moving into base contact with another fighter.

DISCARD ON A 3+

BADZONE EVENTS CARD

I'VE GOT A BAD FEELING ABOUT THIS...

EFFECTS

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.

ADDITIONAL EFFECTS

If the Environment is Warp-tainted, fighters who fail a Nerve test gain an Insanity marker in addition to any other effects.

If the Environment is a Dome Jungle, fighters who begin or end their activation within 3" of a Carnivorous Plant must make a Nerve test.

If the Environment is Stygian Depths, fighters who fail a Nerve test while within ½" 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+

BADZONE EVENTS CARD

WITCH'S LAIR

EFFECTS

In the End phase, each player randomly selects one of their fighters who is Standing. This fighter is the target of the Witch'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, randomly choose one of their Melee weapons to make the attack with. If they are Active, randomly choose one of their ranged weapons instead.

ADDITIONAL EFFECTS

If the Environment is 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.

If the Environment is a 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.

If the Environment is 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+

BADZONE EVENTS CARD

MUTIE TRIBE

EFFECTS

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 page 61 of *Necromunda: The Book of Peril*). 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.

Fighters can negate the effects of a Mutie attack by giving covering fire for themselves and those nearby (see page 61 of *Necromunda: The Book of Peril*).

ADDITIONAL EFFECTS

If the Environment is a Dome Jungle, fighters are attacked on the roll of a 1 or 2.

If the Environment is 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.

If the Environment is an Ancient Manufactory, Mutie attacks are made with reclaimed autoguns (see page 124 of *Necromunda: Gangs of the Underhive*) rather than mutie bows.

DISCARD ON A 5+

BADZONE EVENTS CARD

DOME COLLAPSE

EFFECTS

Every fighter on the battlefield becomes Pinned. Note that this may cause fighters within ½" 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.

ADDITIONAL EFFECTS

This Event has no additional effects.

DISCARD IMMEDIATELY

BADZONE EVENTS CARD













