

Winter Hazards in Warhammer 40,000

Based on the original rules by Ty Finocchiaro, adapted to winter worlds by Andrew Gelbman

The Warhammer 40,000 universe is a vast place where just about anything can happen. More often than not, however, it's something unpleasant. It stands to reason that when two armies meet for battle, the sun isn't always going to be shining down on a nice grassy field. And you can certainly bet the temperature isn't gonna be a pleasant 72 degrees with a perfumed, honeysuckle breeze!

Wars are often fought in the most treacherous of conditions. Talented commanders learn to use these unwelcome factors to their advantage. In 40K, such conditions can range from intense ash storms that impair visibility to unforeseen infestations of native lifeforms that eat troops alive. The Warhammer 40,000 rulebook has several great lists for strange worlds and detrimental environmental conditions. However, I figured that grim universe could use a few more, especially a few harsh, unforgiving ones that'll make you and your opponent cry like little girls.

The following hazardous conditions and rules are meant to make life tough while adding a twist to your games. **They are in no way truly balanced, fair, or official.** Most are simply minor annoyances that commanders will have to deal with or avoid. On the other end of the spectrum, a few conditions are just plain crippling for certain races. Like I said, nothing is fair. That's life, especially in the 41st millennium. You can't always pick your battles after all. However, if a hazardous condition is rolled up that you and your opponent don't want to deal with, that's fine. Simply roll again. Or better yet, agree on a one and forget about rolling. Whatever method you choose, just have fun playing 40K!

Finally, if weird circumstances arise from these hazardous conditions (it's bound to happen) or something is unclear, don't waste time with an argument. Just have a good old-fashioned D6 roll off! The high roller gets their way and once the game is over you can set up a house rule so further arguments do not occur. Remember it's just a game - have fun.

HAZARDOUS ENVIRONMENT CHARTS

These charts require a D66 Roll. Roll 2D6 separate of one another (dice with different colors could also be used). The first D6 will represent the tens and the second will provide the ones. For example, if you roll of a 4 on the first D6 and 3 on the second D6, you have a D66 roll of 43. Get it? Good!

D66 Hazardous Environment List

D66 Chart One : 11-16

11-12	High Winds/Freezing Rain
13-14	Acidic Rain
15	Meteorite Storm
16	Toxic Clouds

16 : Further D6 Roll

1-3	Flesh Eating
4-5	Metallic Terror
6	Both!

D66 Chart Two : 21-26

21-22	Avalanche
23-24	Snow Drifts
25	Sinkholes
26	Tremors

26 : Further D6 Roll

1-3	Minor
4-5	Major
6	Earthquake!

D66 Chart Three : 31-36

31-32	Midwinter Thaw
33-34	Frigid Cold
35	Snow Drifts
36	Geysers

36 : Further D6 Roll

1-3	Acidic Blast
4-5	Scalding Hot
6	Deadly Microbes

D66 Chart Four : 41-46

41	Reflective Crystals
42	Blizzard
43-44	Slush Build Up
45-46	Lighting Limitations

45-46 : Further D6 Roll

1-3	Poor Lighting
4-5	Intense Light
6	Pitch Black

D66 Chart Five : 51-56

51	Snow Storm
52	Electrical Storm
53-54	Vicious Fauna
55-56	Xeno Swarm

55-56 : Further D6 Roll

1-3	Flesh!
4-5	Tank!
6	Brain!

D66 Chart Six : 61-66

61-62	Warp Rift
63-64	Unstable Reality
65	Daemon Gate
66	Time Disruption

66 : Further D6 Roll

1-2	Speed Up
3-4	Slow Down
5	Mixed Time
6	Time Slip

THE SKY IS FALLING

11-12	High Winds and Freezing Rain
13-14	Acidic Rain
15	Meteorite Storm
16	Toxic Clouds

Further D6 Roll:

1-3:	Flesh Eating
4-5:	Metallic Terror
6 :	Both!

High Winds and Freezing Rain. Fluctuating wind speeds and driving freezing rain make navigating the sky nearly impossible...and dangerous!

All skimmers and jump pack troops may only move a maximum of 10". In addition to this, scatter the model D6 inches in a random direction after moving (use the Scatter die). This wayward movement does not affect how many weapons a skimmer can fire, only its movement. Jump pack troops may elect to not use their packs if they want to play it safe and just walk. Keep in mind the difficult / impassible terrain effects when scattering skimmers and jump pack troops.

Acidic Rain. The atmosphere of this planet is heavily polluted and the resulting rainfall is highly corrosive. Exposed metals and armor pieces can be eaten away with frightening speed. If a vehicle is sheltered from the rain by a hangar, rocky overhang, forest, or the like, then it is protected and does not suffer from the following corrosive rain effects.

At the start of each player's turn, roll for Armor Penetration against every vehicle on the table. These counts as an S5 hit against the lowest Armor Value present on the vehicle. Open-Topped vehicles count this damage as an S6 hit instead. Glancing Hits caused in this manner will ignore results of 5 and 6. Penetrating Hits ignore results of 4, 5, and 6. In both cases (glancing and penetrating) keep rolling until you get a valid result.

Meteorite Storm. The sky is alight with streaking meteorites from some celestial disturbance. The havoc these random hunks of fused space rock can cause on the battlefield is tremendous.

Randomly determine the placement of D6 meteorites at the start of each game turn. Use the small blast template for each falling meteor. Determining the placement of each meteor is completely up to you. You can designate a few "hot spots" on the table and scatter from there, throw the small blast templates at the table (not recommended, but fun), drop Styrofoam balls from a specific height, or some other method your warped mind can devise.

Once you determine where the meteor ends up, any model under the center circle of the small blast template takes an S10 AP1 hit. Models touched by the rest of template suffer an S6 AP3 hit. If you can, try representing each meteor hit with an impact crater on the tabletop!

Toxic Clouds. Gas weapons are in use! Pockets of various gaseous toxins drift across the battlefield sowing confusion and terror. Place a pair of large blast templates (the toxic clouds) in the center of the table after the armies are deployed. At the start of each game turn, move the clouds by rolling the Scatter die and 2D6 for distance in inches. Any models the template moves over during its travels may be affected. The toxic cloud does not hinder line-of-sight in any way.

Flesh Eating. This type of toxic cloud is dangerous only to exposed flesh. Cries of, "Oh no, the commander's lost his face," are pretty common in these conditions. The cloud affects a model with any skin showing on the actual model itself. This means you "Mr. I'm a Space Marine Commander, I don't need a helmet" and pretty much every unfortunate Imperial Guardsman in the galaxy. Fully enclosed models may ignore the effects of the cloud. Models touched by the cloud as it drifts suffer an S3 hit with no saving throw allowed.

Metallic Terror. This type of toxic cloud is dangerous to vehicles and things like Terminators and Crisis Battlesuits (use your best judgment and determine these oddball "vehicles" before the game begins). Models touched by the cloud as it drifts suffer an S5 hit against the lowest Armor Value present on the vehicle. Open-Topped vehicles count this damage as an S6 hit instead. Glancing Hits caused in this manner ignore results of 5 and 6. Penetrating Hits ignore results of 4,5, and 6. In both cases (glancing and penetrating) keep rolling until you get a valid result.

Both! Treat the cloud as both Flesh and Metallic Terror. It's a hungry lil' toxic cloud.

FOOTLOOSE

21-22	<u>Avalanche</u>
23-24	<u>Loose Footing</u>
25	<u>Sinkholes</u>
26	<u>Tremors</u>

Further D6 Roll:

- 1-3: Minor
- 4-5: Major
- 6: Earthquake!

Avalanche. In narrow valleys, avalanches can create all sorts of problems on the battlefield. Movement is often difficult due to recent slides. Vehicles and men can disappear under tons of snow and ice in the blink of an eye. Furthermore, powerful explosions only help to further agitate the situation!

The areas within 12" of the two short table edges are considered to be difficult terrain. If there was already normal difficult terrain in these "avalanche zones" to begin with, you can now only move a mere 1D6" in these zones. Vehicles and biker units moving through the zones will have to take difficult terrain tests each and every turn! Skimmers (but not Jump Pack troops - they have to land somewhere) are immune to this effect completely.

If an Ordnance weapon is used anywhere on the table, an avalanche will inevitably occur. In a suitable manner, randomly choose a 12" x 12" area along one of the short table edges. This is where the slide occurs. All vehicles in the area are immediately immobilized. Skimmers are destroyed as bounding rocks knock them out of the sky. Anything else in the area sustains an S5 AP6 hit.

Snow Drifts. Expanses of drifting snow can lead to vehicles getting stuck and troops having to move very, very cautiously.

All movement on the table is considered as if it were on difficult terrain. However, roll 3D6 instead of 2D6 for movement. If there was already normal difficult terrain on the table to begin with, you can now only move a mere 1D6" in these areas. Vehicles and biker units will have to take difficult terrain tests each and every turn! Skimmers (but not Jump Pack troops - they have to land somewhere) are immune to this effect completely.

Also, all Valhallan models may ignore these movement limitations because they like the snow.

Sinkholes. Snow domes and ice caverns lie just underfoot across the table. Heavy machinery in the wrong place at the wrong time can cause a collapse, sending the object to an early grave.

Roll 2D6 for every vehicle, bike, walker, and large creature before movement occurs. Skimmers may ignore this roll. Any rolls of 2 or 12 indicate a sinkhole has opened beneath the vehicle. Remove the model from play as it now resides deep underground! Place a suitably sized marker (paper, blast template) where the vehicle last stood. This sinkhole area is now impassable to all but skimmers and jump pack troops.

Tremors. Seismic activity can manifest on any planet at any time, though some are more susceptible to such events than others. These tremors can range in intensity and duration. Sometimes it's merely a nuisance; while other times it can be life threatening. A fun way to use these treacherous conditions in the game would be to have the tremors increase in intensity from turn to turn until an all-out Earthquake takes place.

Minor. Due to irregular ground movements, tracking targets is difficult. All firing from troops within vehicles, vehicles themselves, and non-vehicle Heavy Weapons (foot troopers, platforms, and batteries) suffer -1 to hit in addition to any other modifiers present. Skimmers may ignore these penalties.

Major. Heavier tremors continue to disrupt targeting and even begin to affect vehicle movement. All the rules for *Minor Tremors* apply for *Major Tremors* along with the following movement penalties. All vehicles and bike squads must roll a 3+ on a D6 in order to move normally. Skimmers may ignore these penalties.

If the roll is failed, the vehicle may not move and counts as having moved less than 6" for purposes of shooting. Vehicles may elect not to move, but must still pass this dice roll in order to fire all its weapons.

Earthquake! An all-out earthquake disrupts a battle completely as the ground shudders and heaves underfoot. All shooting suffers -1 to hit in addition to any other modifiers present. Skimmers may ignore these consequences. *Major Tremor* rules also apply during an Earthquake as well as the Sinkhole rules.

All structures or bunkers on the table will eventually collapse given enough time. Roll a D6 for each building or bunker at the start of a player's turn. On a 6+ the structure is destroyed along with any unfortunate inhabitants.

HOT 'N' COLD

31-32	Midwinter Thaw
33-34	Frigid Cold
35	Snow Drifts
36	Geyser

Further D6 Roll:

- 1-3: Acidic Blast
- 4-5: Scalding Hot
- 6: Flesh-Eating Microbes

Midwinter Thaw. Sometimes there is a rapid, if short lived, rise in temperature in the middle of winter. Such rapid temperature changes can play havoc on equipment.

When fighting in such an environment, all vehicle, biker, skimmer, jump pack, and walker movement is halved (rounding down) owing to stresses on materials caused by the rapid temperature change, the sudden unsuitability of winter fluids in the engine or moving parts of the vehicle. If you decide to move further, roll a D6 after the extended movement is complete. A roll of 5+

indicates the winterized vehicle overheats and stalls. This means death for skimmers. However, all other vehicles cannot move (or use their jump pack) next turn and may only fire one weapon despite their stationary situation.

Frigid Cold. Winter brings with it bitter arctic cold. Such conditions are not the best to fight a battle under, but sometimes there is no other choice. Troops do not fight effectively, crevasses appear, and skimmers freeze up.

Charging models do not gain an extra Attack during assaults because the cold is just too debilitating.

Hidden crevasses can appear at a moment's notice. Use the rules for Sinkholes, with the exception that affected models are merely immobilized for the rest of the battle rather than destroyed.

Intake valves tend to freeze up on skimmers in these conditions. Roll a D6 before moving a skimmer. If a 1 is rolled, the valve clogs and the skimmer drops from the sky. Consider it destroyed.

Snow Drifts. The table is covered in drifting snow. All movement is reduced by $\frac{1}{2}$ and all models in otherwise clear terrain can claim a 6+ cover save.

Geysers. When a battle takes place on a field of geysers, commanders need to take care to avoid them. They can be unpredictable, and a tank parked on top of one could lead to disaster!

Players take turns placing six coins (or some other suitable marker to represent a geyser spout) anywhere on the table as they see fit. Once the markers have been placed, number them 1-6. At the start of each player's turn, roll a D6. The number rolled corresponds to the numbered marker on the tabletop. This geyser immediately erupts with one of the effects below.

Acidic Blast. Corrosive geysers are nasty. They spew noxious liquids that eat exposed troopers and slowly peel armor away from vehicle frames.

When an acidic geyser erupts, roll 2D6. This is the area of the acid blast effect. Any models caught within this radius take an S2 AP3 hit as the acid eats through armor rapidly. This effect will always wound on a 6, even if the target is considered to have too high a Toughness value.

Vehicles in the radius of the eruption immediately reduce their Armor Values by 1 point (all of them) for the duration of the game. This effect is cumulative. If a vehicle's armor is reduced three times, it becomes immobilized. At five times, a weapon of the opponent's choosing is destroyed. At six times, another weapon is destroyed in the same manner. At seven times the vehicle is considered destroyed.

Steam Vent. Scalding hot gouts of steam obscure parts of the battlefield, creating targeting problems.

When a steam vent erupts, place the Ordnance template on top of the geyser marker to represent the scalding steam cloud. Any models caught within the template or moving through it will take an immediate S3 AP6 hit. The template will stay in place on the table for a full game turn. Any shooting through the steam cloud is at -1 to hit. Weapons fired through the cloud at a vehicle count the target as Hull Down.

Flesh-Eating Microbes. Sometimes, geysers spew seemingly harmless mists of water. In reality, the mist is loaded with highly infectious, flesh-eating microbes!

Randomly determine a target squad within 12" of the erupting geyser. If only one squad is within 12", then it is the target of the attack. In terms of vehicles, Open-Topped vehicles and bikers are affected. Regular vehicles are immune to the microbes.

The targeted squad must roll equal to or higher than the current number of models within the squad to avoid infection. A 12 is always a success. If the target rolls lower than the number of models present, it has become infected with the airborne flesh-eating microbes. Note that squads of 12 or more need to roll a 12 in order to avoid infection, otherwise your troops' insides start liquefying.

Mark infected squads with a counter. At the start of the infected squad's next turn and each of their turns until the end of the game, they must take D6 armor saves. Each failure is removed as a casualty. Squads that have an armor save of 6 or no save at all (use the majority save if mixed values are present) must make D6+3 armor saves instead. This effect persists until the squad is wiped out, or the game ends.

MISCELLANEOUS

41	Reflective Crystals
42	Blizzard
43-44	Slush Build-Up
45-46	Lighting Limitations

Further D6 Roll:

- 1-3: Poor Lighting
- 4-5: Intense Light
- 6: Pitch Black

Reflective Crystals. Rare geological conditions have created strange rock formations that reflect and refract laser weaponry in a random fashion. Troopers find that when firing at enemies in cover, the shots often ricochet right back at them!

After the terrain has been set up, determine with your opponent which clumps of cover contain reflective crystals. Rock clusters, rubble heaps, and boulders are good examples of terrain that may contain crystals. The crystals only reflect laser weaponry - lasguns, lascannons, scatter lasers, star cannons, and the like. Any squad firing these weapons at targets in this type of cover have to roll 2D6 after figuring out all the "to hit" results of all the shots fired. If the dice score is 8 or higher, then the shots reflect harmlessly into the sky or ground. If the result is 7 or less, then some shots have reflected right back at you! Roll a D6. The firing squad immediately suffers this many hits at the Strength and AP of the weapon fired. So yes, this can bring about a situation where a single Lascannon shot refracts and reflects up to six shots right back at the gunner!

In the case of the 2D6 roll to determine whether shots reflect or not coming up as boxcars (i.e., a score of 2), then 2D6 shots are reflected back at the original firing squad!

Blizzard. Blizzards create a large number of problems on the battlefield. Poor visibility and driving winds are just plain difficult to deal with when a combat action is taking place.

The blizzard will move 12" onto a randomly determined short table edge at the start of Turn 1. This area is affected by the conditions outlined below. At the start of Turn 2 and each following turn, the blizzard expands a further 12" onto the table until the table is completely within the storm's grasp.

All movement within the blizzard is considered to be in difficult terrain. Skimmers may only move a maximum of 10". In addition to this, the skimmer must take a difficult terrain test as if it were a normal vehicle in difficult terrain. This does not affect how many weapons a skimmer can fire, only it's movement.

Accurate firing is reduced to 12". For targets beyond 12", 6's are needed to hit regardless of the shooter's BS. You could combine these Blizzard conditions with the Frigid Cold rules for a truly treacherous environment!

Slush Build-Up. The battlefield is covered in a thin layer Slush. The layer of Slush has made movement very tricky. Treat all clear areas of the battlefield as normal - the Slush has no effect here. However, in any areas of the table normally considered difficult terrain, the Slush is a problem.

Models moving through difficult terrain roll only 1D6 for movement to account for the Slush. If a 1 is rolled, then roll a D6 again. If a further 1 is rolled, the squad has become tripped up or trapped by the Slush. Any other result on the second D6 roll has no effect. During the next turn, the trapped squad may not move or shoot - they're stuck! However, the enemy may still assault the Slushed squad, in which case the enemy gets +2 Attacks for charging instead of the standard +1! Vehicles traversing difficult terrain in these conditions have a rough time keeping control and become immobilized on the D6 roll of a 1 OR 2.

Lighting Limitations. Winter worlds typically are plagued by alternating seasons of short days and the midnight sun.

1-2) *Short Days*. The short winter days often lead to dim fighting conditions. Use the rules for **Night Fighting** found in the **Special Scenario Rules** section of the Warhammer 40,000 rulebook. In addition to this, all firing suffers -1 to hit, except if the target is a vehicle.

3-4) *Midnight Sun*. The long days in the summer can lead to intense lighting conditions. This can cause targeter malfunctions and troopers to become temporarily blinded. Before the game, choose a short table edge. This edge represents the source of the light. All firing at targets in this direction suffer -1 to hit. Use your best judgment for determining whether a shot is penalized or not, and roll a D6 if there are any disputes!

5-6) *Pitch Black*. The extended dusk and dawn of a winter world bracket the darkest nights. Winter nights are not the best time to fight a battle as both sides will suffer from extremely poor lighting conditions. Use the rules for **Night Fighting** found in the **Special Scenario Rules** section of the Warhammer 40,000 rulebook. However, use a multiplier of 2 instead of 3 for spotting distances. In addition to this, all firing is at -1 to hit.

CRITTERS AND STORMS

51	Snow Storm
52	Electrical Storm
53-54	Vicious Fauna
55-56	Xeno Swarm

Further D6 Roll:

1-3: Flesh!

4-5: Tanks!

6: Brains!

Snow Storm. Snow storms are no picnic. Howling winds affect troops, visibility is severely reduced, and skimmers are nearly useless.

The storm will move 12" onto a randomly determined short table edge at the start of the Turn 1. This area is affected by the conditions outlined below. At the start of Turn 2 and each subsequent turn, the storm expands a further 12" onto the table until the table is completely within the storm's grasp.

All movement within the Snow storm is considered to be in difficult terrain. Skimmers may only move a maximum of 6". In addition to this, the skimmer must take a difficult terrain test as if it were a normal vehicle crossing difficult terrain. This does not affect how many weapons a skimmer can fire, only its movement.

Accurate firing is reduced to 8". For targets beyond 8", 6's are needed to hit - regardless of the shooter's BS.

Electrical Storm. Powerful electrical disturbances in the vicinity of a battle can wreak havoc on vehicles and guidance systems. For the most part there's nothing you can do but hope for the best!

The storm will move 12" onto a randomly determined short table edge at the start of the Turn 1. This area is affected by the conditions outlined below. At the start of Turn 2 and each following turn, the storm expands a further 12" onto the table until the table is completely within the storm's grasp.

Vehicles, bikers, and Crisis/Broadside Battlesuits caught within the storm face the possibility of electrical shortages and fluxes every moment the storm persists. At the start of each game turn, roll a D6 for each vehicle within the storm. A 5+ indicates that a powerful electrical surge has affected one of the vehicle's delicate systems. Roll a further D6 to see what happens. A roll of 1 means the vehicle shuts down for this turn and the next. It may not move or fire. A roll of 2-3 indicates a random weapon has been destroyed or taken offline. A roll of 5-6 will immobilize the vehicle and allow it to fire only one weapon this turn.

Vicious Fauna. All forms of cover on the tabletop are infested with deadly fauna. These could be strangle-vines, Venus mantraps, snow clams, ice dragons, chokers, or a thousand other types of horrid plant life. Foot troops are affected by these conditions and operate under the rules below, while vehicles are immune.

When a squad enters cover or starts its turn in cover, roll 2D6. A roll of 7 or doubles indicates something has gone wrong. Roll a further D6. A result of 1 or 2 indicates a casualty amongst the squad. Remove one model. A result of 3-6

indicates a model of the owning player's choice is struggling with the fauna and may still come out of the ordeal alive if the model passes an armor save. If the model fails, then remove it from play.

Xeno Swarms. Horrible groups of voracious xeno lifeforms can blacken the sky on battlefields and even attack ground forces. There is a multitude of types, but generally they fall into one of three broad categories. Before forces are deployed, roll a D6 to determine how many swarms will be present on the table. Use small blast templates or suitably sized markers to represent the swarms. Take turns placing the swarms along the mid-line of the table that separates the two players.

A swarm moves 3D6 inches in a direction determined by the Scatter die at the start of each game turn. The swarm will halt once it makes contact with the first viable target in its path. Reposition the swarm template so that it touches as many models in the unfortunate squad as possible. A swarm continues to move in this fashion every turn unless a "hit" is rolled on the Scatter die. In this case, move the swarm in the direction of the "i" in "hit," resolve any effects, and then remove it from play. The swarm has exhausted itself!

Feel free to mix up the three swarm types listed here if you want to use more than one type during a game!

Flesh! This type of swarm is dangerous only to foot troopers and bikers. The swarm will simply ignore regular vehicles. Razor sharp teeth, claws and stingers make short work of the target, no matter what type of armor they happen to be wearing.

Models touched by the swarm template are enveloped by the seething mass and suffer an S2 hit with no saving throw allowed! This effect will always wound on a 6, even if the target is considered to have too high a Toughness value.

Tanks! This type of swarm is dangerous only to vehicles and bikers. The swarm will simply ignore regular foot troopers. These swarms are attracted to heat, excrete acid, or carry an electric charge, making them bad news for the moving parts of a vehicle.

A vehicle touched by the swarm template will immediately become immobilized on a 5+ with a D6 as the creatures clog intakes, drive shafts, treads, and pester/devour crewmen.

Brains! This type of swarm is dangerous only to psykers and synapse creatures. The swarm will simply ignore anything else. These strange creatures hunger for warp energy and will stop at nothing to get it!

A psyker touched by the swarm template has to fight off the warp-charged creatures or die. The psyker under attack and the swarm itself both roll 2D6. The higher roll survives the attack and stays on the table. Reroll any ties. If the swarm fails, it is removed from play. The same goes for a losing psyker.

WARP FACTOR

61-62	<u>Warp Rift</u>
63-64	<u>Unstable Reality</u>
65	<u>Daemon Gate</u>
66	<u>Time Flow Disruption</u>

Further D6 Roll:

- 1-2: Speed Up
- 3-4: Slow Down
- 5: Mixed Time
- 6: Time Slip

Warp Rift. A visible rift in reality occasionally manifests on unstable worlds like those near the Eye of Terror. Movement and all firing through the rift are completely unpredictable. The rift runs along the center of the table, thus separating the two forces.

Roll a D6 whenever a squad or model wishes to fire across the rift along the center of the table. On the roll of a 1, the target becomes so hard to track through the rift that any firing would be useless. The squad or model that rolled the 1 may not fire this turn.

When the majority (more than half) of a squad or model moves across the rift, halt their movement and roll 2D6 along with the Scatter die. Move the squad or model in the direction and distance in inches indicated by the dice. For squads, place all models within 3" of this new location. Once the squad or model has been relocated, it may continue with whatever movement it had left.

If a "hit" is rolled on the Scatter die, then the squad or model may continue with it's movement as normal, ignoring the effects of the warp rift.

If a double comes up on the 2D6 roll and a "hit" is rolled, the squad disappears from the battlefield never to be seen again!

Unstable Reality. The very fabric of reality is in a constant state of flux due to rare circumstances beyond comprehension. Shots pass right through targets and tanks blink in and out of existence. All models on the table may take a 5+ invulnerable save. Vehicles may roll a special save when they receive a Glancing or Penetrating Hit - on the D6 roll of a 5+ ignore the shot completely.

Daemon Gate. Violent warp storms can saturate a planet with malignant energy and provide the powers of chaos with an opportunity to enter the universe. The very atmosphere crackles with barely restrained power as the stuff of nightmare drops into reality from nowhere.

At the start of each player's turn, roll a D6. On the roll of a 6, a group of daemons manifests on the battlefield. Place D6 daemons (chosen by the player whose turn it is) in the center of the table. This player controls the newly formed daemon unit, effectively making it part of their army!

Time Flow Disruption. Sometimes the Warp completely disrupts the flow of time, speeding things up to a blur or jumping to events that took place minutes ago. In a battle this can be beneficial or detrimental - such is the fickle nature of the Warp.

Speed Up. All models may add +2 to their movement actions. This means that most troops now move 8" and assault 8". Vehicles may move up to 8" and still fire one weapon, while fast vehicles can move up to 14" and still fire one weapon.

In assaults, all models gain +1 attack on top of any other modifiers like charging or having additional weapons.

Slow Down. All models may subtract -2 from their movement actions. This means that most troops now move 4" and assault 4". Vehicles may move up to 4" and still fire one weapon, while fast vehicles can move up to 10" and still fire one weapon.

In assaults, models do not gain +1 attack for charging.

Mixed Time. Mix the *Speed Up* and *Slow Down* rules into one game. At the start of each game turn, roll a D6 to see which effect takes place. 1-3 means *Speed Up*, and 4-6 means *Slow Down*.

Time Slip. When time loses meaning, destroyed troops return to fight again and commanders can't plan effectively since they have no idea where their troops will be in 5 minutes!

When a squad is wiped out or a model removed from play, place a numbered counter to mark the spot where they were destroyed. Write down the counter number and the squad it corresponds to on a scrap piece of paper. At the start of each player's turn, they may roll a D6 for each counter they own. Each roll of 6 will bring the squad or model the counter represents back into play!

Also, at the start of each player's turn, the opponent chooses one squad or model currently on the battlefield and rolls a D6. If a 5+ is rolled, the squad or model blinks out of reality for the remainder of the turn. Place a counter to remind you where the squad or model used to be. They will return to play at the start of the owning player's next turn.