

BLINDSIDER!

The cursed plasma pistol of Crazy Sonja Stefani...

"Blindsider. The name strikes fear into some of the stoutest hearts of the Underhive. Spoken in hushed voices in dingy bars, lest mere mention of it bring its cursed attention on the speaker. Once the prized possession of Escher gang leader Crazy Sonja Stefani, Blindsider was taken from her when she fell to a Spyrrer hunting party. Since then, it has travelled seeming of its own accord – never staying with one person long, but possessing their every thought, bending their mind to violence and the unquenchable urge to fire it in anger against somebody – anybody! Nobody knows how Blindsider chooses its next victim. It simply appears near them one day – amongst their possessions. Under their pillow. Dropped by a mangy dog at their feet... and that's it. They're chosen. Men have thrown it over Dust Falls only to find it lying on their cot when they return that evening. They've sold it to a guild for a pittance and discovered it minutes later hanging from their belt as they spend that very pittance on Second Best. Some seemingly have come off well from their encounters with Blindsider – relieved as it passes through their hands without harming them. But others... oh so many others... You can tell when someone's been Blindsided. The blackened empty eye sockets of hundreds of unlucky fighters can attest to its all-pervading thirst for agony..."

Blindsider is a seemingly innocuous plasma pistol, if somewhat garishly decorated with a Leprox-print pattern which seems to have been applied with tough nail varnish in years past. The power selector is fused solidly to MAX and when charged it emits a most irritating high-pitched whine which can set teeth on edge, rather than the usual hum of a charged plasma weapon.

If your NCE campaign Arbitrator has passed you this sheet, it means one of your gang members has been chosen:

- A fighter that takes part in your next game will be randomly selected to carry Blindsider (they must be capable of firing it & receiving serious injuries - no issuing it to the dog or a zombie!)
- Blindsider only has max power, check for overheats as normal when firing.
- Blindsider must be fired at an enemy target at least once every game - if not fired at an enemy, Blindsider will punish the user by automatically overheating at the end of the game. If this happens the fighter holding it must roll on the Blindsider injury table - no roll to wound is made. A fighter taken out of action before being able to fire Blindsider rolls on the Blindsider injury table – must try harder!
- In a departure from standard NCE rules, Blindsider can be fired in close combat at max power if you wish. Blindsider is assumed to suffer an automatic Critical Overheat during close combat, to be worked out after the combat if the wielder is still on the table.
- Anybody taken Out of Action after being wounded by the Blindsider (including the user through overheats) uses the Blindsider injury table rather than the usual Serious Injury Table. Roll as normal to determine whether any fighters Down thanks to Blindsider at the end of a game escape unharmed or roll on the Blindsider injury table.
- Blindsider is passed to the opposing gang at the end of each game. They select a fighter to carry it and follow these instructions just like you did.
- Spyrrers - Sonja HATED Spyrrers, they took her eye long before they took her life. Any ranged shot taken with the Blindsider against Spyrrers gains a +1 to hit and treats a Critical *Gets Hot* result as an Overheat result instead. Neither benefit applies in close combat.
- Blindsider cannot be used by Spyrrers - a Spyrrer player passes it to the next gang they fight and it skips that game (the gang is considered to have found it at the end, so it doesn't pass back to the Spyrrers right away).
- If a gang holding Blindsider retires, it passes to another randomly determined gang in the campaign.
- Blindsider is considered to have no value for the purpose of gang rating.

Blindsider injury table. 1D6 roll:

1 - Full recovery + 1D6 extra experience.

2-4 - Full recovery.

5-6 - Blinded in one eye (if on top of another blinded result, they're blind!)