

TREACHEROUS CONDITIONS

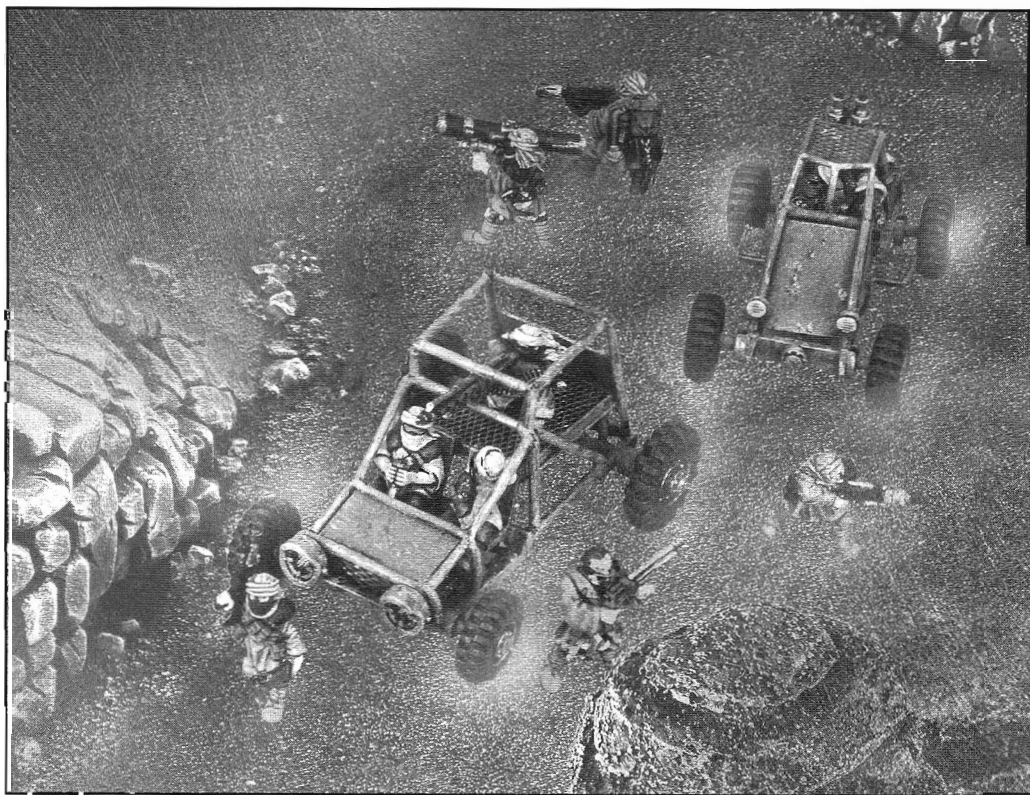
EXPERIMENTAL RULES

by Chris Ward

Outside the protection of the hive walls, life is sparse and survival hard. Even the hardiest shanty town dwellers or experienced nomad gangs can find themselves caught out by the rapidly changing conditions that are the result of Necromunda's ruined ecosystem. Massive ash dunes are interspersed with areas of completely flat ash plain miles wide. These are but the least of a gang's worries. Even the air is toxic outside the hive, any man caught without a respirator will surely die. However, it is the land and climate of the planet itself that kills many unwary outhiver. Windstorms blow up great clouds of corrosive ash that can strip a man to the bone in minutes. The temperature fluctuates wildly, freezing one minute, only to be boiling hot the next. Toxic or acid rain can pour from the skies and floods of

sludge or chemicals sweep across the land. Finally, it is the darkness of night that is singly the most terrifying thing to many gangers, for who knows what will have happened when the skies become light once more!

Should you wish, you may include a treacherous condition in your games of Necromunda: Battles in the Ash Waste. You may agree with your opponent not to have a treacherous condition, but if one player wants one you must roll for it. Treacherous conditions are rolled for after set-up, but before the game begins. Note that Ash Nomad gangs are not affected by any conditions except for the Darkness (31-36) and Dead Calm (26) conditions. To determine the condition which affects your game roll D66 and consult the table over the page.



11-16 Ash Condition

The ash surface that covers Necromunda is not always firm, level ground. The ash may be sludgy, uneven or moving in huge drifts, not to mention the pockets of Quickash, that can catch out a careless ganger!

- 11 **Sludge.** The ash is slightly sludgy and clings to the boots of gangers and tyres of vehicles. However, this does not cause any major effect. Continue as normal.
- 12 **Drifting Ash.** The ash is dry, fine and drifting fast. Besides getting into clothing and equipment it has little effect. Continue as normal.
- 13 **Thick Ash Covering.** The whole area is covered with a thick coating of fine ash like sand. This makes movement on foot very difficult; all movement by models on foot on the surface is at half rate. In addition, roll a D6 at the start of each turn for every vehicle. On a 1 the vehicle is stuck and may not move this turn. This does not affect skimmers and crawlers.
- 14 **Uneven Surface.** The ash in this area is set hard into lumps, mounds and ridges, shaking and jolting models in vehicles. Any models shooting from a moving vehicle is at an additional -1 to hit. Skimmers, crawlers and walkers are unaffected.
- 15 **Quickash.** Small pockets of quickash are dotted across the area, completely Hidden from view. Roll a D6 for any model on the surface that moves (vehicles and models on foot). On a 1 they are caught in a Quickash pocket and may not move this turn as they struggle to free themselves.
- 16 **Heat-Baked Ash Pan.** The surface is baked into a hard, even surface. Ideal! Continue as normal.

21-26 Wind Condition

It is always windy in the wastes of Necromunda, constantly blowing up ash and corrosive chemicals. For the most part, the wind is just another inconvenience, but sometimes it gets really windy...

- 21 **Poison Wind.** The wind is somewhat more toxic than normal, just be thankful that everyone has a respirator. Continue as normal.
- 22 **Blustery.** The wind is blustery and corrosive. Continue as normal.
- 23 **Strong Winds.** Movement in the wind is becoming extremely difficult. All movement on foot is reduced by -1 (e.g. models with Move 4 are now Move 3)
- 24 **Ash.** The wind is blowing up great clouds of ash and dust that makes it very hard to see. Long range shooting is at an additional -1 to hit.
- 25 **Heavy Ash.** The wind is blowing especially thick clouds of ash and dust that gets into everything mechanical. All shooting is at an additional -1 to hit. In addition, the ash and dust is so thick it is clogging air intakes on vehicles. Vehicles must roll 4+ on a D6 to move, or be immobilised for the turn.
- 26 **Dead Calm.** There is no wind, a rare thing in the wastes. All Ash Nomad models are at -1 Ld as the conditions are so unnerving. This does not affect any other gangs.

31-36 Light Conditions

Outside the hive, light is not rigorously controlled by glow-globes and halogen strips. It is a murky place as much of the light of Necromunda's sun is kept out by the thick clouds of smog that drift across the sky. However, this is preferable to the light which occasionally breaks through the cloud layer, as any kind of protective ozone layer has been destroyed millennia ago. The light that does get through to the planet is burning, blinding and mutating.

- 31 **Gloomy.** It is clouded and poorly lit. But then this is only to be expected. Continue as normal.
- 32 **Bright.** The smog layer is relatively thin here. Continue as normal.
- 33 **Bad Light.** Night is approaching. Vision is reduced to 16".
- 34 **Darkness.** It is the dead of night. Vision is reduced to 8". All Ld is at -1 or use the rules for night fighting if you have them.
- 35 **Radiation.** A gap in the clouds allows deadly non-ionising UVC radiation through to the planet surface. Roll a D6 for every model at the start of the game. On a 1 that model takes a S3 hit. Any model that goes out of action due to this automatically gets the 'Horrible Scars' result on the Injury table.
- 36 **Changing.** The cloud layer is rapidly drifting. Each turn roll a D6. On a 1 roll again on this table applying the result immediately.

41-46 Temperature Condition

Vast pressure differences exist on Necromunda – the planet being alternately superheated by the sun and frozen when it is in shadow. This not only results in the winds on Necromunda but also massive temperature changes that move across the surface, freezing or cooking anything unable to protect itself.

- 41 **Cold.** The temperature is cold, but nothing that hardened gangers can't deal with. Continue as normal.
- 42 **Hot.** It is hot and clammy. Continue as normal.
- 43 **Chill Wind.** The temperature has plummeted. Ice forms on vehicles and weapons. Continue as normal.
- 44 **Heat Wave.** Boy is it hot! Continue as normal.
- 45 **Freezing.** The temperature drops so low it freezes the ash surface solid. Vehicles moving must roll a D6 each turn. On a 1 they move out of control as the vehicle slips on the ice. This does not apply to skimmers or crawlers.
- 46 **Baking Hot.** Roll a D6 for each model at the start of a player's turn. On a 1, models on foot pass out with the heat, counting as pinned. Vehicles that roll a 1 overheat and may not move this turn.



51-56 Storm Conditions

The ash storms of Necromunda are notorious across the galaxy. In full force a storm can pick up a man and drop him hundreds of miles away. Of course, by then he is little more than scoured bones. Sometimes a skirmish will occur just before or after a great storm, when gangers must fight in the harshest of conditions.

- 51 Storm's Coming Ani! (I can feel it in my bones).** A really nasty ash storm is heading this way, blowing up ash and raining down toxins. Each player must roll a D6 at the start of his turn. On a 1 the player may not move at all this turn as the storm forces everyone into cover. Models may shoot or fight in close combat as normal.
- 52 Cyclone.** As two gangs approach each other, a huge cyclone whips up, forcing the gangs to retreat. Players should each roll a 1d test for their gang leader. The player who passes by the most wins, and may reposition his entire gang, with the normal set-up rules for the scenario being played.
- 53 Acid Rain.** Acid rain in the underhive is a mere trickle by comparison. Roll a D6 for all models at the start of the game. On a 1, models on foot must pass an I test (by rolling under their Initiative on a D6) or take a S3 hit. Models taken out by this automatically receive the 'Horrible Scars' serious injury; there is no need to roll for it. Vehicles that roll a 1 must roll a further D6 after the game. On another 1 they take permanent damage as though they had been crippled, as the acid eats through vital components.
- 54 Chemical Rain.** All rain on Necromunda is made up of nasty chemicals, all water having long since been polluted. Continue as normal.
- 55 Toxic Rain.** This comes down in thick sheets which impairs vision and sting the eyes. Vision is reduced to 24".
- 56 Lightning Storm.** Roll 2D6 each turn. On the roll of 2 (snake eyes!), a vehicle is struck by lightning and explodes with the same effect as rolling a 6 on the Vehicle's Fuel Damage table (or engine/powerplant depending on the type of vehicle. Just apply whichever is the most damaging.) If there are no vehicles then there is no effect.

61-66 Miscellaneous Conditions

There are some strange conditions that also occur in the wastes, some of which aren't even strictly weather...

- 61 Ash Clams.** The whole area is riddled with ash clams, hiding just underneath the ash surface. Roll a D6 for each model that moves on foot. On a 2-5 nothing happens. On a 1 the model is seized by an ash clam and may not move until rolling under his Strength on a D6 at the start of subsequent turns.
- 62 Radiation.** The whole planet is swimming with it! Continue as normal.
- 63 Parasites.** A recent storm has stirred up a colony of microscopic parasites. Each player must roll a D6 at the start of each turn. On a roll of a 1 a randomly determined gang fighter loses one Strength point for the rest of the game, as the parasites feed. Models reduced to S=0 are taken immediately out of action.
- 64 Effluent Flood.** A massive effluent flood sweeps across the battlefield. Making movement a somewhat haphazard affair. Roll a D6 for every model at the start of the game (on foot and vehicles). On a 1 that model may not move in its first turn.
- 65 Rad Zone.** The battlefield is dotted with highly concentrated radiation sources. Players must roll a D6 at the start of their turn. On a 1 a randomly determined model is affected by the radiation. Models that go out of action due to this automatically receive the 'Impressive Scars' result on the Serious Injury table; there is no need to roll for this. Models equipped with rad counters are not affected.
- 66 Multiple Conditions!** Roll again for a further D6 treacherous conditions, re-rolling any more rolls of 66.