

Exploring the Tunnels

After the devastating fire that destroyed Guilders-Ford, the surviving citizens fled into the neighbouring domes. As the fires slowly died down, new entrances to forgotten tunnels were discovered, and Precinct 19 called for willing volunteers to go down into the darkness to explore the labyrinth and brave what horrors may be lurking in the dark...

These rules are designed to be used with the Space Hulk tile terrain, or something similar.

The tunnels are old and dark. It is pitch black, and there is barely any power. The rules below are designed to represent a select few gangers braving the dark to see if they can find anything of use in the tunnels.

Special Rules

General Movement – For the sake of simplicity each square counts as 1 inch and models cannot end the turn on the same square as another. It is assumed that corridors or tunnels are wide enough for friendly gangers to pass by each other without penalty, but not enemy models.

Shooting around corners – Models on a corner square are able to shoot around the corner, without counting as moving. It is assumed that the ganger will lean around the corner in order to shoot, and can in turn be shot at, counting as being in hard cover (-2 to hit). Move the model to be half around the corner to represent this.

Blind Fighting

Movement: Gangers may walk as normal, but whenever a ganger runs or charges, there is a chance that he might trip up on some unseen piece of debris along the way. To represent this, when a ganger runs or charges roll a D6:

- **1-2 Oops!**
The ganger has lost his footing and taken a tumble. Roll a further D6 and place the ganger on his back that many inches from the starting point. If the number rolled is more than the total distance travelled, (for example, if the ganger was charging an enemy 4" away and rolled a 5 or 6), then he manages to stay on his feet after all and may fight as normal.
- **3-6 Made it!**
The ganger has managed to avoid any unseen hazards and may continue as normal.

A ganger who trips and falls in this way may do nothing else for the remainder of the turn, but may then clamber to his feet in the recovery phase of their current turn as if he had been pinned. Models equipped with infra-goggles will never trip and fall while running or charging. Those wearing photo-visors or contacts will only trip and fall on a roll of 1.

Models who are moving at a variable rate (e.g. broken models moving 2D6) are not affected, the randomness of the roll assumes them moving into/over hazards.

Shooting: When fighting in pitch black conditions the visibility for shooting is reduced to 8" and spotting gangers is so difficult that models may not use the shooting skills Fast Shot, Rapid Fire and Marksman. Models equipped with infra-red goggles or infra-red sights are unaffected by the darkness, and may fire as normal. Models with photo-visors or photo-contacts can see at double range (16"). Any weapon fitted with a red-dot laser sight may still fire up to its normal range, and will still be at +1 to hit. However, the darkness will make it much easier for the potential victim to spot the dot and so he will be able to avoid the hit on a roll of 4-6 on D6. Models which are on fire can be shot at as normal, as they become quite obvious targets!

New Equipment:

Tracer Bullets: This type of ammunition can be made for most automatic, projectile-firing weapons at a relatively low cost and is used to help show the weapon's user where he is firing in conditions of poor light. Each fifth bullet fired is actually a tiny flare which burns during flight, thereby creating a visible trail in the air along which the fighter can aim. Gangers using tracer bullets in pitch black conditions may fire at any target within the weapon's usual range limits, but suffer a -2 penalty to hit on top of any standard range penalties. In conditions other than these, tracer bullets will have no added effect and the weapon will be fired as normal.

Blue Light: A blue-light is a small torch designed to be attached to the side of a fighter's weapon, thereby enabling him to see and keep both hands free for shooting at the same time. The light it produces is a soft blue colour and will only light up the few feet directly in front of it (so it will not help pick out targets for the fighter to shoot at). It will, however, enable him to see where he's going and avoid many of the trip-hazards along the way. Gangers equipped with a blue-light will only trip and fall on a roll of 1 when running or charging in pitch black conditions.

Price Chart

Item	Cost	Availability	Ammo Roll
Blue Light	5	Common	-
Tracer Bullets:			
Auto Pistol	5	Common	4+
Auto Gun	5	Common	4+
Bolt Pistol	15	Common	6+
Bolt Gun	15	Common	6+
Autocannon	20	Common	4+
Heavy Bolter	35	Common	6+
Heavy Stubber	15	Common	4+

Noises in the Dark

At the beginning of each turn you must roll a leadership test for any model not within either 2 tiles (i.e. a one tile gap) of another friendly ganger, or within line of sight of a friendly ganger (excluding friendly fighters who are down or broken). If the test is failed, the ganger "hears" something in the dark and starts firing in panic. Roll the scatter dice to determine the direction of the sound. The victim must blast off with any weapon he has in that direction, and will move into the nearest viable firing position in order to do so (e.g. to shoot around a corner or down the nearest corridor) If any model, friend or foe, lies in that direction arc then it becomes a target as normal.

This rule does not affect models in close combat, which have far more pressing matters to deal with.

Blind Panic

A broken fighter will usually move to the nearest cover to hide. However, there is little cover in the tunnels, and even the bravest ganger can be easily spooked, so instead a fighter will continue to move 2D6 tiles away from his enemy, and if arriving at a junction will move in a direction indicated by rolling the scatter dice. If the fighter reaches a door or some other obstacle, they will stop.

If, while broken, a fighter moves through a tile containing a friendly ganger, that ganger must take an immediate leadership check or will become broken themselves.

Broken fighters must also roll for terrain effects as usual.

Grenades and other explosives

Even Gangers aren't stupid enough to risk a cave in, so no explosives can be used in the tunnels. Choke, smoke, scare and hallucinogen grenades can be used as normal.

Gangers involved

Each Gang that wishes to take part can send in up to 4 fighters of their choice, the risk is great, but so are the rewards, so a sensible gang leader won't send in a weak group to scout these tunnels out. This usually works best if the gangs start at different ends of the map and work in towards the centre.

Doors

In the old tunnels there are old, badly corroded and rusty doors blocking passages, some are rusted solid, others might just about open with a bit of force. Roll a D6 if you are within base contact and wish to open or close a door.

- 1: The door is rusted solid, and can only be opened by destroying the door (see below). If you do manage to destroy a door, the screeching metal on metal sound sends terrible echoes all around the tunnels. All active gangers who are not in line of sight of the door must immediately roll a leadership test, if any is failed see "Noises in the dark", taking effect on the models next turn.

If you are trying to close an open door and roll this, the door is stuck open and cannot be shut again.

- 2-5: the door is jammed, but with a bit of effort you manage to force it open. You may move no further this turn. The door can be forced closed again in the same way.
- 6: Due to some miracle of the hive, the automatic door is still working. The door glides open and/or shut effortlessly and you can continue your move as normal.

Doors will be hit automatically in combat and are toughness 6. Any wounding hit will destroy the door, either by forcing it open or ripping it off its hinges.

Rewards

+5 per wounding hit
+D6 for surviving
+1 for each loot counter carried

Special Rewards

At the GM's discretion, if all enemies are cleared from the table, and the gang has not bottled out, they can add a new territory (rolled on the Guilders-Ford territory table) as these tunnels have been cleared out and allowed access to a new area.

Loot counters are worth the standard D6x5 credits, which must be totalled up and reduced for gang income as usual. External territories may not be worked following a tunnel exploration game; the only income is from any loot counters collected.

Lurking in the Dark

Until a door is opened, nobody knows what lies behind it in the darkness. The only way to find out is to open the door...

Once a door has been opened using one of the described methods above, roll on the following table to see what lies beyond:

D66	Result
11	Weak Floor – The door appears to have been the only thing holding the floor together. The model who opened the door must take an initiative test immediately. If failed, they immediately go out of action as the floor underneath them gives way, and they vanish into a hole! Roll on the serious injury table at the end of the game as normal, treating rolls of 56-63 as a full recovery result. After this, treat the tile as normal ground as remaining gangers can carefully step over or around the gap.
12	Milliasaur - You surprise a milliasaur on the other side of the door, located D3 spaces away.
13-14	Ancient Corpse – slumped against the other side of the door is the corpse of a long-dead ganger who clearly failed to get the door open. Collect 1 loot counter to represent his possessions.
15-16	Ash Clams – the next D3+1 tiles are the home of some ash clams. If you brave the walk through, roll a D6 for each tile you pass. On a 1 or 2, despite moving carefully you set off a clam.
21-22	Giant Rat – You surprise a giant rat on the other side of the door, located D3 spaces away.
23-24	Sticky – the next D3+1 tiles are covered in some sort of sticky, yellow slime. Movement is halved whilst crossing these tiles.
25-26	Booby trap – as the door opens, a click is heard a moment before a booby trap explodes. Take an initiative test to dodge the blast, if failed, the model who opened the door takes D3 S3 hits.
31- 32	Dust – Opening the door causes a large amount of dust and debris to cascade down from the roof. The model that opened the door becomes pinned as they take the brunt of this impact.
33-34	Wolf Spider - You surprise a Wolf Spider on the other side of the door, located D3 spaces away.
35-36	Gas Fungus – the next D3 tiles are covered in gas fungus. If you brave the walk through, roll a D6 for each tile you pass. On a 1 or 2, despite moving carefully you set off dangerous spores.
41-42	Stash – Neatly stacked on the other side of the door is a pile of crates, a secret stash that someone has never returned to. Collect 1 loot counter to represent your finds.
43-44	Lash Worms – The door is home to D3 lash worms. The lash worms will continue to attack anyone who passes through this door, until they have each inflicted a flesh wound.
45-46	Nothing to see here – the room or tunnel on the other side of the door is disappointingly empty.
51-52	Flooded! – As the door is prised open a surge of backed-up sludge flows out. All models for 2D6 tiles must take an initiative test or become pinned as they are knocked off their feet by the flow.
53-54	What the hell was that? – As the door opens, 'something' flees into the shadows at the far end of the room or corridor. Understandably, the gangers are wary of approaching any further. No model may enter through the door this turn.
55-56	Rubber Moss – the next D3+1 tiles are covered in rubber moss (including the walls and roof!). Each time you step onto a rubber moss tile, roll a D6. On a 1 or 2 you mis-place your footing and are bounced.
61-62	Nothing to see here – the room or tunnel on the other side of the door is disappointingly empty.
63-64	Ooze – the next D3+1 tiles are knee deep in a thick black ooze. Movement is halved whilst crossing these tiles.
65	Face Eater – Hanging on the other side of the door is a Face Eater, which attacks the model which opened the door immediately.
66	Rich Corpse – slumped against the other side of the door is the ominous corpse of a long-dead guildier with a bullet hole in his skull. Searching the remains yields 2 loot counters worth of possessions.

BESTIARY

Giant Rat:

Rats receive a special form of unmodified 4+ save on 1D6 against any damage they suffer to represent their ability to dodge attacks. The save may be used against any ranged or hand-to-hand attacks, but not against special attacks that do not normally allow an armour saving throw.

M	WS	BS	S	T	W	I	A	LD
6	4	0	4	3	1	3	1	4

Wolf Spider:

Armour. Wolf Spiders receive an armour save of 6 on a D6 against any damage they suffer to represent their thick chitin hides.

M	WS	BS	S	T	W	I	A	LD
7	3	0	4	3	1	1	1	5

Necromundan Gas Fungus:

Roll a D6 to see what kind of gas is released: 1-2: Hallucinogen, 3-4 Choke gas, 5-6 Scare gas.

The cloud of gas is restricted to the individual tile. Once a gas has been released, it remains on that tile for the remainder of the game.

Ash Clams:

The model can make an Initiative test to try and pull their leg out of the clam before it closes. If it succeeds it may carry on with its movement and the frustrated clam sinks back into the ash. If the model fails then it is caught by the clam and may not move again until freed. If a gang bottles out then any of its models trapped by ash clams will automatically be captured by the winning side.

Friendly models can release anyone who is trapped by killing the clam. If you shoot at the Ash clam then roll a D6: on the roll of a 1, 2 or 3 you will hit the friendly model instead of the clam. If a friendly model moves into base-to-base contact with the trapped model it can attempt to prise the clam's jaws apart by rolling equal to or under its Strength characteristic on a D6.

Rubber Moss:

A bounce will send the model D3 tiles in a random direction, determined by rolling the Scatter dice. If in a straight tunnel, move the model along the tunnel in the direction closest to the arrow. If the arrow points directly sideways then re-roll the scatter dice.

If the bounce lands them on another rubber moss tile, they bounce again! This continues until the model lands on a normal square. When they are finally bounced out of the rubber moss, they will take a single D3+1 strength hit as they land on the solid ground of the tunnel.

If so desired, a brave or foolhardy model can jump onto the rubber moss deliberately – They start by making a standing jump of D3 tiles, taking an initiative test as they land in order to keep their footing. If the test is passed, they will automatically bounce as described above, but can choose the direction of the bounce. An initiative test must be made each time they successfully land, but once an initiative test is failed, they bounce randomly as described above.

Lash Worms:

The lightning-fast strike of a lash worm is not resolved like a normal hand-to-hand combat. Instead, a fighter is attacked as soon as the door is opened, with subsequent fighters attacked as they pass through the door. The victim must pass an Initiative test to avoid the tendril, failure means it hits them and inflicts 1 S3 hit.

If the Slash misses or fails to wound, the lash worm will fight during the hand-to-hand combat phase of the same turn as it flails around trying to take its pound of flesh. Once a lash worm has inflicted a wound it will retreat inside its lair to digest its meal, making it virtually invulnerable to attack. The lash worm won't attack again while it's digesting, a process that can take several hours. *(The lash worm effectively goes out of action)*

M	WS	BS	S	T	W	I	A	LD
0	3	0	1	3	1	0	1	0

Hidey-Hole: Lash worms receive an armour save of 3+ on a D6 against any damage, to represent the protection they gain from being concealed in a hole or crack. If they retreat inside their holes lash worms effectively have a 3+ armour save on 2D6.

Face Eater:

The fighter that disturbs a face-eater will immediately be attacked. With a powerful muscle contraction the face-eater leaps at the model, who has to pass an initiative test to avoid the attack. If the face-eater hits, the model will immediately take a Strength 3 hit with no armour save possible, unless it has a fully enclosed helmet. A face-eater that misses its target should be placed on the tile in front of the model that it was attacking, and will spring again *(up to a maximum of 4 tiles distance)* in its next turn.

M	WS	BS	S	T	W	I	A	LD
0	3	0	3	2	1	5	1	10

At the beginning of each of the fighter's subsequent turns he may try to pull the face-eater from his head. Roll a D6: on the roll of a 6 the face-eater has been pulled off and is killed. Otherwise the fighter will take another Strength 3 hit and will move in a random direction during his next movement phase. This continues until the face-eater is removed and killed or the victim is taken down and out of action by the face-eater. Once a face-eater has taken one victim out of action it will creep away into a dark corner somewhere to digest its meal and will not attack again for several hours. *(The Face Eater effectively goes out of action)*

If you wish, any fighter that moves into base-to-base contact with someone who has a face-eater attached to his face may attempt to help to pull it off. For each additional fighter helping the victim, the value required to pull the face eater off is reduced by one. *(e.g. if there is only the victim attempting to pull the face-eater off you will need to roll a 6, with one helper you will need a 5+, with two helpers a 4+ and so on.)* However, because of the face-eater's vicious lacerating spines, any fighter who is trying to pull off a face eater will take a single S2 hit, and if the face-eater is pulled off, its victim will immediately take another S3 hit as the hooks and spines pull away half his face.

Models won't be pinned by these hits because they are effectively in close combat.

Milliasaur:

Poison Bite. If a Milliasaur wins a round of close combat against a foe it will bite them with its poisoned fangs. Each hit scored will automatically inflict a single wound without having to roll against the victim's Toughness. Armour saves may still protect a target as normal. If the victim suffers his final wound to a Milliasaur do not roll on the normal Injury Table, instead roll on the table below.

M	WS	BS	S	T	W	I	A	LD
4	4	0	4	3	1	4	1	4

D6 Roll Result

- 1-2 *No Effect.* The Milliasaur's venom fails to paralyse its victim. The fighter continues to fight just as if he'd suffered a flesh wound, except that he suffers no penalties to BS & WS.
- 3-6 *Out of Action.* The victim is paralysed and is severely chewed up by the Milliasaur. The fighter may survive the experience if he is lucky but it certainly won't be fighting any further. Remove the fighter as you would any other taken out of action.