

TUNNELS OF LOVE

GETTING DOWN TO IT – UNDERHIVE STYLE

They say the mother of invention is necessity but these rules are born from the frustration of not having enough Necromunda scenery to sustain an impromptu gaming session at home last year.

What follows was dreamt up over night and then extensively play tested whenever we had a chance! The use of Space Hulk board sections has allowed us many different types of game as well as expanding the number of people who can play a game simultaneously.

Hopefully you'll agree that fighting in a confined space is quite different to, but just as much fun as, running gun battles in the domes!

I've included missions to help players keep a balanced and interesting game – some standard missions just don't work!

Enjoy! - tangomegadeath001

MOVEMENT

All movement is converted so that 1 inch = 1 square. Movement can be made in any direction, including diagonally and may move through friendly models freely.

Models may not move through any square adjacent to an enemy model unless engaging that model in Hand to Hand Combat.

SHOOTING

With the exceptions listed below, shooting works exactly as per the core rulebook. Weapon ranges are converted so 1" = 1 square.

LIGHT OF SIGHT

Generally, line of sight is unaffected in tunnels. The main change is the cover a model receives when fired at from another board section. The examples below show how line of sight and cover should be handled:

Example 1:

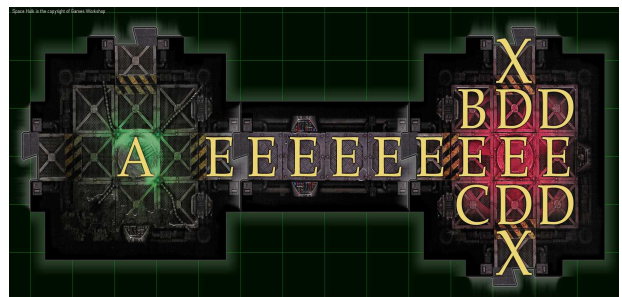


Ganger A can fire at the enemy models in the squares indicated with the following modifier to hit:

B and C: -2 (hard cover)
D: -1 (soft cover)
E: no modifier (in the open)

Models in the squares marked X cannot be fired upon as Ganger A has no line of sight to those squares.

Example 2:

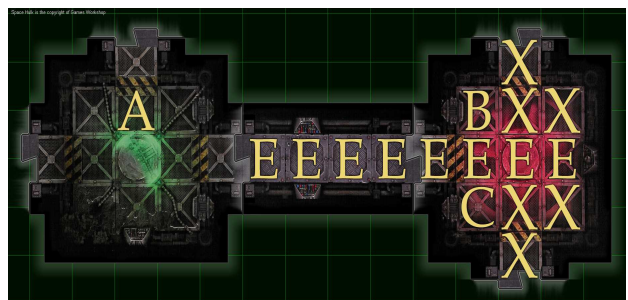


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Example 3:



Ganger A can fire at the enemy models in the squares indicated with the following modifier to hit:

B and C: -2 (hard cover)
E: no modifier (in the open)

Models in the squares marked X cannot be fired upon as Ganger A has no line of sight to those squares.

SHOOTING THROUGH FRIENDLY MODELS

Models may fire past and through friendly models at will.

Any friendly model within 1 square of the line of fire of a firing model risks being hit by a stray shot on a to hit roll of 1 as usual.

Roll a further D6 to determine if the intervening model is hit.

On a score of 1 or 2 the intervening model is hit.

FLAME WEAPONS

Models with flame weapons fire them in the usual manner, lining up the centre of the flamer template with their target.

Any models under or partially under the template will be hit in the usual way.

BLAST/GAS CLOUD WEAPONS

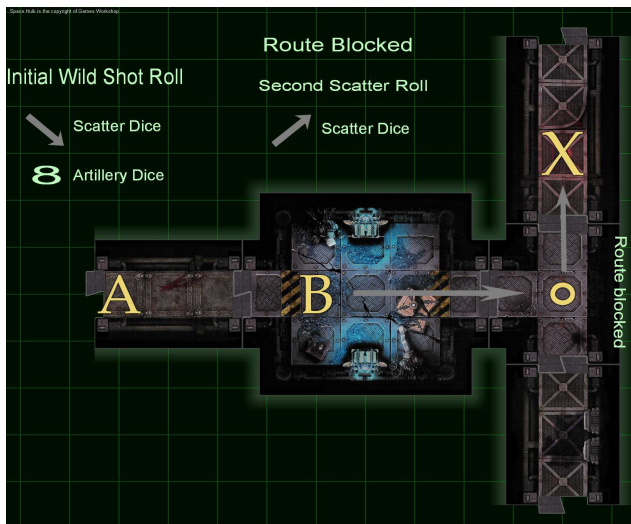
The following changes apply to the way blast/gas cloud template weapons hit:

- The firing model targets any model or any square in a corridor/room section within line of sight and range.
- Roll to hit in the usual way, counting the -1 to hit modifier if targeting a point on the floor.

If the roll to hit is passed, the shot goes off as intended – see the section on weapon effects below.

If you miss, the shot scatters as follows:

- A wild shot will scatter into the nearest (and most obvious) corridor or room section in the general direction indicated by the scatter dice.
- The number on the artillery dice shows how many squares the shot travels before going off.



The shot always travels the full distance shown on the artillery dice, rather than being halved as normal.

- If a wild shot is blocked from scattering it's full distance in one direction (by a wall or door for example), randomise which path the shot will take to complete it's scatter. This may mean a shot may bounce back and forth between board sections!

Once the final location of the shot has been determined, it goes off as described below.

The following changes apply to the way blast/gas cloud template weapons affect an area:

- The area affected by a blast weapon is:
 - the original square hit and a further 8 squares around it (for a 3x3 square) if the original square is in a room section
 - the original square hit and a further 2 squares to each side if the original square hit is in a corridor section.
- The area affected by a gas cloud weapon is:
 - the original square hit and a further 15 squares around it (for a 4x4 square – the exact direction this is formed around the initial square is chosen by the firing player) if the original square is in a room section
 - the original square hit and a further 3 squares to each side if the original square hit is in a corridor section.
- Because of the concussive effects of blasts in confined spaces, all blast weapons count their strength as one higher than usual, but only where a strength value is listed in the weapon description.
- Persistent gas clouds, such as hallucinogen grenades, will drift in the usual manner. This may lead to them 'changing size/shape' as they move between corridor and room sections.

HAND TO HAND COMBAT

There are no changes to hand to hand combat. A model is considered engaged in Hand to Hand Combat if he is adjacent to an enemy model.

Needless to say, this makes close combat Gangers brutal in a corridor where the enemy can only engage him one model at a time!

DOORS

A model may move freely through a door with no movement penalty.

It is assumed to immediately close behind him when he moves on, unless the controlling player declares the door has been left open.

Doors may be attacked just like other structure and have a toughness of 6 and 1 wound.
Doors are destroyed on any successful wounding hit.

Destroyed doors cannot, obviously, be closed.

BROKEN FIGHTERS

A fighter who fails his nerve test and is broken follows all of the normal rules with the following exceptions:

- Broken fighters will move as quickly as possible towards the point at which they entered the board. This may mean they blunder into an ambush!

When calculating the shortest route, remember that enemy fighters count as impassable.

- Broken fighters do not stop when they reach cover, nor do they stop at the board edge. - they are removed from the table. Fighters removed in this way count as down for the purposes of bottle rolls.
- Broken fighters may attempt to recover their nerve at the start of their turn, whether in cover or not.

TREACHEROUS CONDITIONS

Because of the strange nature of tunnel fighting, not all treacherous conditions are suitable or appropriate in a game taking part underground.

The following results on the treacherous conditions chart are changed to count as having no effect on the game:

11	Sea of Goo
16	Pit of Despair
21	High Winds
25	Blown Away

Other conditions work well in tunnels but you might have to be ...creative in applying the description to your game...



UNEXPECTED GAMEPLAY EVENTS

While I've tried to cover all the most common ways the game can be affected by a change of scenery, I doubt I got them all.

If needed, just apply common sense to the situation, then let me know via the Yaktribe forum!

TUNNEL RATS

THE DEEP UNDERHIVE IS A MAZE OF ANCIENT AND ABANDONED RUINS. CONCEALED ENTRANCES AND LONG FORGOTTEN ACCESS TUNNELS OFFER THOSE WILLING TO EXPLORE THESE AREAS THE CHANCE OF RICHES UNTOLD.

THEY ALSO OFFER THE CHANCE OF A QUICK DEATH AT THE HAND OF A...RESIDENT...

TERRAIN

Set the scenery up as shown in the picture below. Once this is done, place a total of 6 loot counters in the board sections shown.

GANGS

Each player uses his entire gang for this scenario. The table is symmetrical so it doesn't matter which side of the table a player deploys.

No models are set up on the table at the beginning of the game.

STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn. During the first and subsequent turns, any model may move onto the table from the corridor marked with the double purple arrows. This counts as normal movement.

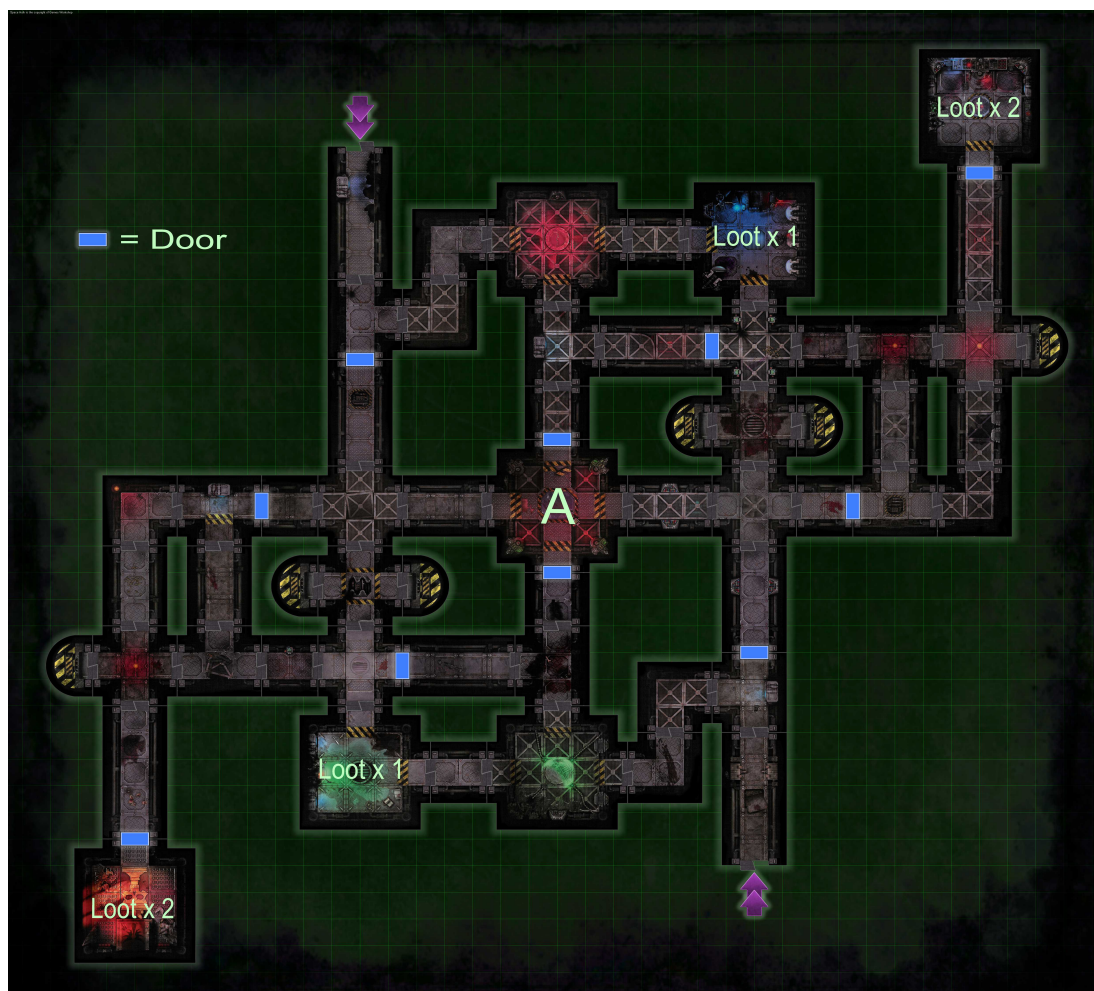
PICKING UP LOOT

Loot counters may be picked up by any model that begins his move in a room with loot counters. Loot counters are automatically picked up by a model that passes over them during its movement.

A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand to hand combat he automatically captures any loot the model is carrying.



ENDING THE GAME

The fight continues until one of the gangs is driven off or until all of the Loot has been removed from the table.

Loot counters can be removed from the table by moving a model off the table via its entry point. A model which leaves the table in this way cannot return to the battle.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the winner is left in possession of the battlefield.

If, when the last Loot counter is removed from the table, a gang succeeds in capturing more Loot counters than his opponent the game ends and that gang has won.

The winner of the scenario can claim Loot counters which are loose on the table when the game ends.

EXPERIENCE

Fighters who take part in the Tunnel Rats scenario earn Experience points as noted below:

+D6 Survives:

If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+1 Loot Carrier:

If a fighter is carrying loot at the end of the game he receives +1 Experience point per Loot counter.

+2D6 Lucky Escape

Any fighter who is attacked by the monster and is not taken Out of Action gains 2D6 experience.

+5 Per Wounding Hit:

A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+10 Winning Gang Leader:

The Gang Leader of the winning side earns an extra 10 Experience points.

SPECIAL

After the game is over each gang is allowed to cash in its loot. The income generated is added to the income from the gang's territory. Each Loot counter is worth 1D6 x 10 credits.

ROOM 'A'

Room A houses the access point to this sector's master control computer.

At the start of each of his own turns, a player may use one of his models in room 'A' to access the master control computer and perform one of the following actions:

- Open or close as many doors on the table as he wishes.
Doors that have been destroyed may not be closed.
- Switch the master lighting system on or off. If the lights are switched off, the night fighting rules immediately come into play. The effects of the master lighting system can be used to override the effects of event cards and treacherous conditions.
For example, the 'power cut' event card can be reversed by putting the lights back on!

A model who accesses the master control computer cannot move or fire in the turn in which he does so.

The master control computer cannot be accessed while an enemy model is in room 'A'.

THE MONSTER ROLL

At the start of each player's turn, whether they like it or not, their opponent rolls a D6. On a roll of 1-4 nothing happens. On a roll of 5 or 6 some unknown mutant monstrosity has attacked a member of the gang who's turn it is.

The fighter who is attacked is always the one furthest from any other models. If there are several fighters equally isolated then all those fighters are attacked.

Roll the D6 again to see what happens to the fighter:

- 1** The fighter manages to beat off the creature. The fighter may not do anything else this turn. In addition, the fighter must make an Ammo roll for his main weapon – he has fired off loads of ammo to drive off the attack.
- 2-5** The fighter manages to beat off the creature. The fighter may not do anything else this turn.
- 6** There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter is automatically taken out of action.

If the night fighting rules are in effect, the monster will take a fighter out of action on the roll of a 5 or 6 rather than just a 6.

SHAFTED

WEEKS OF EXPLORATION HAVE LED TO THIS – A STRANGLEHOLD OVER NEW TURF, THE ABILITY TO STRIKE YOUR ENEMIES FROM THE SHADOWS, TO MAKE THE OTHERS SEE YOU'RE NOT TO BE FOOLED WITH!

AND NOW YOU'RE BEING FOOLED WITH.

HOPEFULLY YOUR DISPERSED FIGHTERS CAN MAKE IT BACK IN TIME...

TERRAIN

Set the scenery up as shown in the picture below.

GANGS

Both players use their entire gang.
The table is set up nearly symmetrically so which side each player deploys on doesn't matter.

The player with the higher gang rating places a fighter in any of the entry point areas marked "A".
His opponent then places a model in any of the entry point areas marked "B".
Players then alternate placing fighters in the areas marked by their letter until all fighters have been placed.

Fighters must be spread as evenly as possible between a player's entry points.
Fighters may not be placed at an entry point when

other entry points have fewer fighters placed on them.

Any type of fighter may be placed at an entry point as long as the above rule is adhered to.

As you'll see, it might be a good idea to spread your heavies out a bit...

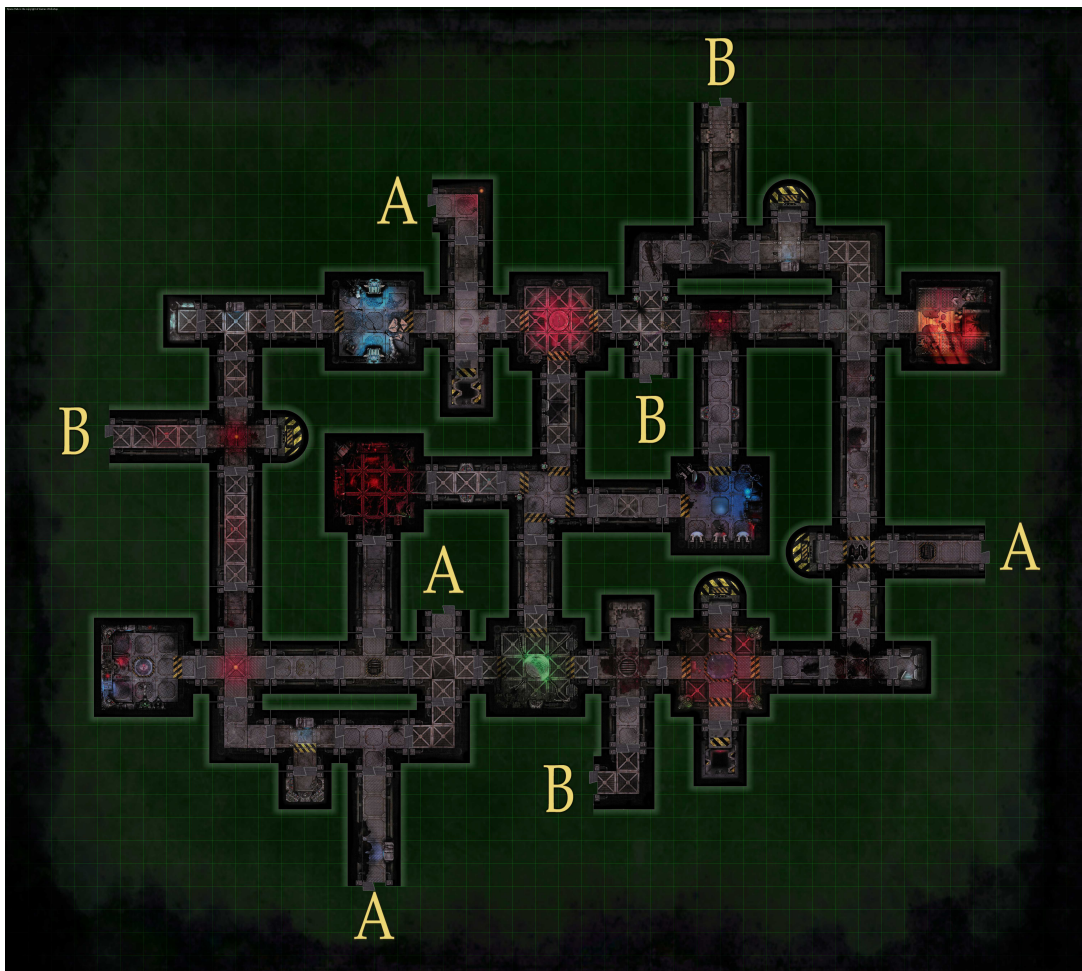
Note - Fighters are not placed on the board, they are held just off the table and will enter play on the first turn (unless delayed!)

Both players now nominate two enemy entry points that do not contain the enemy leader.

The fighters at these entry points will be delayed in arriving at the battle as described below.

STARTING THE GAME

Both players roll a D6.
The highest scorer chooses to play first or second.





ENTERING THE BOARD

During the first turn, fighters who have not been delayed may enter the board from their designated entry point.

Fighters do not have to enter the board and may freely enter in subsequent turns with no reinforcement roll. Fighters who have not yet entered the board may not attack or be attacked.

REINFORCEMENTS

Starting with turn 2 there is a chance that the rest of the gang will show up and help turn the tide. At the start of each player's turn 2 and at the start of each player's subsequent turn, roll a single d6. On the first roll, a score of 6 will result in the reinforcements at a single entry point arriving. The fighters at this entry point may move on to the table and fight as normal or may be held back and enter the table with no reinforcement roll in later turns.

After turn 2, each reinforcement roll gains a cumulative +1 modifier. So for example, reinforcements arrive on a 5+ on turn 3, a 4+ on turn 4 and so on.

ENDING THE GAME

Important note – there is no bottle roll in this scenario and a player may not voluntarily end the game until they have removed their fighters from the table as below.

The game ends when one player has no fighters on the table because they are Out of Action or because they have left the table.

A player may voluntarily remove a fighter from any of his entry points by simply make a 1" move off the table.

They will play no further part in the game.

Fighters who are Down or pinned must crawl/drag themselves 2" per turn and leave the table like any other fighter.

Of course, they might go Out of Action before that happens...

EXPERIENCE

Fighters who take part in the Shifted scenario earn experience points as noted below:

+D6 Survives:

If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit:

A fighter earns 5 points for each wounding hit he inflicts during the battle.

Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+D6 Winning Fighter

Any fighter on the winning side who was on the table when the game ended gains D6 experience.

+2D6 Lucky Escape

Any fighter who voluntarily exited the table while Down gains 2D6 experience. This does not apply to fighters who recover to a flesh wound before exiting the table.

+10 Winning Gang Leader:

The Gang Leader of the winning side earns an extra 10 Experience points.

SPECIAL

The gang that wins this scenario may add a Tunnels territory to its roster.

This territory may be worked immediately.

