

SIMPLIFIED HIDING

Simplified Hiding is a set of rules that replaces the Hiding Rules on NCE p. 11, while still being compatible with all other effects, items, skills etc. that uses and affects hiding and hidden fighters. The concept of these rules are on the one hand to and simply allow hiding anywhere on the battlefield. On the other hand it removes the restrictions on shooting hidden fighters, and replace it with a hit modifier.

Instead of running or shooting, you crouch down and take a defensive stance. When a charging zealot or a rain of man-stopper slugs comes flying in, you are well prepared and able to react accordingly.

HIDING

When a fighter ends its movement, on a turn where it did not run or charge, it is able to go into hiding. The fighter keeps on being hidden, turn after turn, until something happens that removes the hidden state (See '**Going out of hiding**'). A fighter cannot hide and go on overwatch on the same turn. But if a fighter continues to be hidden until the next turn, it is able to go on overwatch and stay hidden at the same time.

GOING OUT OF HIDING

If a hidden fighter runs, shoots, becomes engaged in hand-to-hand combat or uses any special actions, or if a hidden fighter is pinned, down, on fire or broken it immediately stops being hidden. If a fighter is within initiative distance of a hidden enemy fighter at any point during the game, the hidden fighter immediately goes out of hiding. This rule includes the special rules of Infrared Goggles and Bio-Scanners

HIT MODIFIER

Hidden fighters receive a default -1 to hit modifier, even if standing in the open. This combines with all the other hit modifiers mentioned on NCE. p. 14.

Cover Modifiers: When a fighter is hidden and in partial cover, it counts as if the fighter is in cover. This results in a -3 hit modifier, when shooting hidden fighters in cover, no matter the degree of cover. The fighter is ducking down and make full use of what cover is available, while trying to avoid attacks, making it very hard to hit.

SPECIAL SAVE

Attacks that do not follow the normal rules for shooting and hitting an opponent, such as flamers, template weapons that scatter and some wyrd powers, awards a special save when affecting a hidden fighter.

Template Weapons: Hidden fighters receive a 4+ special save on all template weapons that did not make a successful hit roll. A hidden fighter that succeeded the special save against a Vortex Grenade, Smoke Bomb and other weapons with a persistent template, is allowed as a free action to move to any point of the edge of the template.

Wyrd powers: Hidden fighters that are the target of a wyrd power, receive a special 4+ save against all powers that read '**instead of attacking normally in the shooting phase**' in the description.

CLOSEST TARGET

Hidden fighters never pose an immediate threat, therefore you can always fire at another more distant target, even if it is harder to hit, as long as it is not also hidden.

CHARGING

Fighters are only able to charge an enemy that is hidden, if the fighter or any of its fellow gang-members are able to clearly see the entire model of the hidden enemy fighter.

