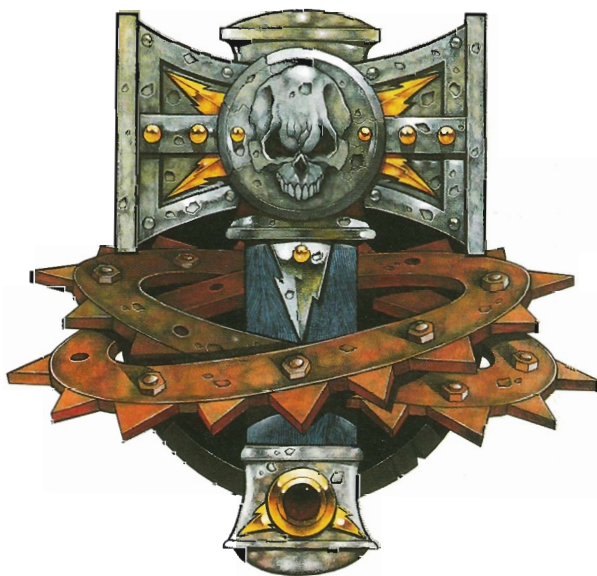


NEW RULES: **BLIND FIGHTING**

By Andrew Stickland

These rules for fighting in poor light conditions first appeared in the *Citadel Journal*. Andrew Stickland is a freelance writer who is a veteran Games Workshop gamer. He is a big Necromunda fan, and plays with Cawdor and Van Saar gangs.

Even in the darkest depths of the Underhive, where sunlight is nothing but a memory to some and little more than a myth to others, the inhabitants still try and live their lives as if they were ruled by the rising and setting of the sun. They spend their 'days' under the constant dull glow of powered lighting whenever they can find sufficient energy, or by torchlight and the flickering light of fires. Later they like to set aside a few hours when the lights can be dimmed, or sometimes even switched off completely, in order to allow them to get some much-needed, though probably somewhat restless, sleep. And strangely enough, this period of rest, known as 'Lights Out', coincides almost exactly with the rising and setting of the sun in the world outside.



And just as the people still seem to be affected by the movements of the sun, so too do some of the inhabitants appear to be affected by the phases of the various moons which orbit their planet. Wild beasts and monsters crawl out from their dark hiding places in order to hunt for easy prey, strange ghost-like figures are seen out of the corner of the eye, only to vanish as soon as they are noticed....

It goes without saying that even when it's pitch black and you can barely see past the end of your lasgun, the average Underhive gang fighter is always ready to fight. Over the years the gangs have learnt that the darkness can not only be a dangerous enemy, but also a valuable ally, and they have devised various new weapons and items of equipment to help them deal with what they call 'blind fighting'. And of course, if they can't see the enemy, presumably their enemy can't see them – or can they...?

BLIND FIGHTING

By and large, the fighters of the Underhive are already well-versed in fighting in conditions of poor light. However, poor light is still a good deal better than no light, and even the most battle-trained veterans think twice before venturing out to fight in an area of total darkness.

Pits and craters, broken walkways, rubble strewn about across the ground – all these and more are potential disasters waiting to happen for a fighter trying to run when he can't see more than a few feet in front of him. And what use is a long-range weapon when you can't even see what you're trying to shoot at?

In order to try and recreate these problems, the following rules can be used if any scenario is being played in conditions of total darkness. This will happen either by rolling a 'Pitch Black' result on the Treacherous Conditions Table from the Outlanders rulebook, or by playing one of the two following scenarios (*Escort* and *Monster Hunt*) which are specifically designed for these conditions.

MOVEMENT

Whenever a fighter runs or charges, there is a chance that he might trip up on some unseen piece of debris along the way. To represent this, once the figure has completed its move, roll a D6:

- 1-2 Oops! The fighter has lost his footing and taken a tumble. Roll a further D6 and place the figure on its back that many inches from its starting point. If the number rolled is more than the total distance travelled, (for example, if the fighter 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 fighter has managed to avoid any unseen hazards and may continue as normal.

A fighter 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 as if he had been pinned.



Models equipped with infra-goggles will never trip and fall while running or charging. Those wearing photo-visors/contacts will only trip and fall on a roll of 1.

SHOOTING

As stated in the Outlanders rulebook, when fighting in pitch black conditions the visibility for shooting is reduced to 8" and spotting fighters is so difficult that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

Models equipped with infra-red goggles or sights are unaffected by the darkness, however, and may fire as normal. Models with photo-visors or 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.

NEW EQUIPMENT

The following new items of equipment are available from both standard and outlaw trading posts.

ROCKET FLARE

The rocket flare is a one-off, self-contained missile. Once fired, it will shoot high up into the air and then drift slowly back down to the ground on its own tiny parachute, burning with a dazzling white light as the chemicals contained inside it react with the surrounding air. The light given off by a rocket flare is so bright that all penalties for fighting in the dark will be negated for as long as the flare continues to burn.

To use the rocket flare, a fighter must be standing in a position from which he can fire the rocket directly upwards into the air (so he may not fire the rocket if he is standing beneath any piece of scenery, for example). The rocket flare is treated in the same way as a basic weapon, so a fighter may not run, or fire another weapon, during the turn in which he fires the rocket. When the rocket flare is fired, roll D6.

- 1** It's a Dud! The rocket fires, but the flare fails to ignite and no benefit can be gained from it. However, this is treated as a failed Ammo roll, so any relevant saving throws will apply, (eg, Auto-repairer, Weaponsmith, etc). For gangs with an Armourer, the rocket flare will be taken as having a 6+ Ammo roll.
- 2** Fizzle, Fizzle... The flare works, but only for a short time. The light will fade at the end of the opponent's next turn.
- 3-6** Let There be Light! The flare works perfectly and will continue to burn until the end of the player's following turn.

Special

If a fighter becomes desperate, he can use the rocket flare as a weapon, though a player must remember that it can only ever be fired once.

Range		To Hit		Str	Dam	Save	Ammo
Short	Long	Short	Long				
0-6	6-12	-	-	2	1	-	Auto

Any model hit by the rocket flare which does not go down or out of action must roll to see whether it catches fire in the same way as it would if hit by a flamer.

Note: The rocket flare may only be used in scenarios that are fought in open spaces, and so will be unsuitable for the Shoot-out scenario or any battles fought in a confined space (inside a mine or drinking hole, etc).

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.

Fighters using tracer bullets in Pitch Black or Grim Darkness conditions may fire at any target within the weapon's usual range limits, but must 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.

Fighters equipped with a blue-light will only trip and fall on a roll of 6 when running or charging in conditions of total darkness.

PRICE CHART

Item	Cost	Availability	Ammo Roll
Blue-Light	5	Common	-
Rocket Flare	20	Common	Auto
Tracer Bullets:			
Autopistol	5	Common	4+
Bolt Pistol	15	Common	6+
Autogun	5	Common	4+
Boltgun	15	Common	6+
Auto-cannon	20	Common	4+
Heavy Bolter	35	Common	6+
Heavy Stubber	15	Common	4+

