

TREACHEROUS CONDITIONS

By Andy Chambers

The Underhive is an ever-changing environment: sludge flows and sump overspills can turn dry ground into swamp in hours, lighting failures can plunge whole areas of the hive bottom into darkness and the ground can suddenly fall away into a bottomless pit. Worst of all, terrifying hive quakes shake the whole area as the massive structure of the hive above slowly settles on its foundations.

The Treacherous Conditions rules in this article bring just some of the many dangers of the Underhive into your games of Necromunda, and can be used in almost all of the scenarios in Necromunda. The one exception we came across is the Shoot-out scenario which takes place inside a settlement or a drinking hole, where the only really treacherous conditions are in the kitchens!

Both players can agree not to use treacherous conditions if they want (wimps!) but otherwise they must be rolled for even if only one player wants to use them.

Roll for treacherous conditions after the scenario has been chosen and the terrain has been placed but before players set up their gangs. The table uses a D66 roll in the same way as the Serious Injuries chart in Necromunda. Roll two dice: the first roll represents tens and the second units, so a roll of 1 and 5 is 15, 6 and 3 is 63, and so on.

Ratskins

Ratskin Scouts and Ratskin Renegades are immune to all the effects of treacherous conditions. Ratskins are born and bred in the dangers of the Underhive so they learn how to avoid them or die at a very early age.

11-16 BUBBLING SLIME

Something extremely nasty has bubbled up from the Sump...

11 Sea of Goo

A thick layer of stinking black slime covers the entire tabletop. Models have to wade through this disgusting gunge if they want to reach another gantry or walkway, and moving is extremely difficult in this glutinous slime. Movement is restricted to 2" per turn when wading. Models can't double their movement by running or charging in the goo, as the disgusting stuff is too thick to move fast through. Gantries and walkways aren't slimy so models on them aren't affected by this rule.



12 Sludgy Surface

A thin layer of luminous green slime covers the tabletop. Models may move as normal but if they double their movement by running or charging in these conditions they must roll equal to or under their Initiative on a D6 or they will slip over and count as being pinned. Gantries and walkways aren't slimy so models on them aren't affected by this rule.

13 Slimy Film

The whole area is covered with a horrible thin film of slime but it is nothing more than an annoyance. Continue the fight as normal.

14 Old Gunk Tank

Sludge-dripping pipes and slimy grates indicate that this area was once a huge gunk tank of some kind but has long since been drained. Carry on with your fight as normal.

15 Old Gunk Tank

Sludge-dripping pipes and slimy grates indicate that this area was once... Oh dear, it's filling up! Set up the gangs and then roll a D6 for each model to see who gets gunked as the pipes and grates spew forth the disgusting slime. Models get gunked on a 1, 2 or 3 and count as being pinned at the start of the game, they may also fall if they're within 1" of the edge of a structure or walkway. Just roll once for each model to see whether they are 'gunked', from then on the slime has no effect. Models that attempt to use tunnels or vents to sneak around the opposition must roll a D6 each: on a roll of 1, 2 or 3 they are driven back from the gunk tank by rising slime and do not fight in the game at all.

16 Pit of Despair

The entire level of the tabletop is covered with a seemingly bottomless layer of sludge. The whole game must be fought on the higher levels, though any models that fall from gantries and walkways onto the tabletop will not suffer any damage as their fall is cushioned by the sludge. Unfortunately, the model must also roll equal to or under their Strength on a D6 at the start of each of their turns. If they succeed, they can move at 2" per turn to the nearest gantry and climb out. If they fail, the model is automatically swallowed and suffocates in the thick sludge (gloop!). Any equipment or weapons carried by models drowned in the slime is lost.

21-26 HIGH WINDS

Your fight is taking place near an intersection of gigantic air tunnels that feed cleaner air around the hive. Large domes can also generate their own micro-climates which create powerful air vortices in the right conditions. These swirling winds can make conditions on the gantries and walkways extremely dangerous.



21 Howling Winds

The winds are so powerful that no one will climb onto a gantry or walkway. The game must take place entirely on the tabletop where there is more shelter. Players may not use vents to work their way around their opponent in howling winds.

22 Blustery Conditions

Shooting is extremely difficult in such blustery conditions, especially over distances. Anyone firing a weapon at long range suffers an extra -1 to hit penalty. Because of the difficulties in holding a bead on their target, models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

23 Steady Air Flow

It's windy, but hardened gang fighters are used to such difficult conditions and can fight on as normal.

24 Fans Down

The gigantic fans that drive the air around the wind tunnels are either switched off or just not working at present. Continue your fight as normal.

25 Blown Away!

Winds are high today, making high walkways and gantries dangerous. Any model on a gantry or connecting walkway or on the top level of any structure must roll equal to or under their Strength on a D6 at the beginning of each of their turns to remain standing. If the roll is failed, the model is pinned and may fall if it is within 1" of the edge of a structure or walkway.

26 Hang on to Your Hoods!

Powerful, blustery winds make shooting especially difficult. Models shooting at short range suffer an extra -1 to hit penalty and models shooting at long range suffer a -2 to hit penalty. Because of the difficulties in holding a bead on their target models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.



Same old story: a couple of rats and the girls run away screaming...

31-36 TOXIC FOG

The Underhive is an extremely unhealthy place to live. The mixture of heavy industry, squalid living conditions and fumes from the Sump combine to create clouds of noxious fog that drift around the Underhive. As well as being nasty to inhale, toxic fog hampers vision, particularly at long range, masking fighters behind rolling clouds of vapour.

Models that don't have respirators or filter plugs may be poisoned by toxic fog and unable to fight. Roll a D6 for each model without such protection before set-up: on a 1 the model may not fight in the game but is still able to collect income, inventory and so forth afterwards.

31 Pea Souper

Billowing clouds of greeny-yellow fog drift through the Underhive. Vision range is reduced to a maximum of 10". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

32 Thick Fog

Clouds of fog make the going tough. Vision range is reduced to a maximum of 16". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

33 Fight On

The fog clears for a while enabling you to continue your fight as normal.

34 Conditions Normal

The fog has drifted to another section of the Underhive and won't affect your fight.

**35 Patchy Clouds**

Drifting fog hampers your fight. Vision range is reduced to a maximum of 20". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

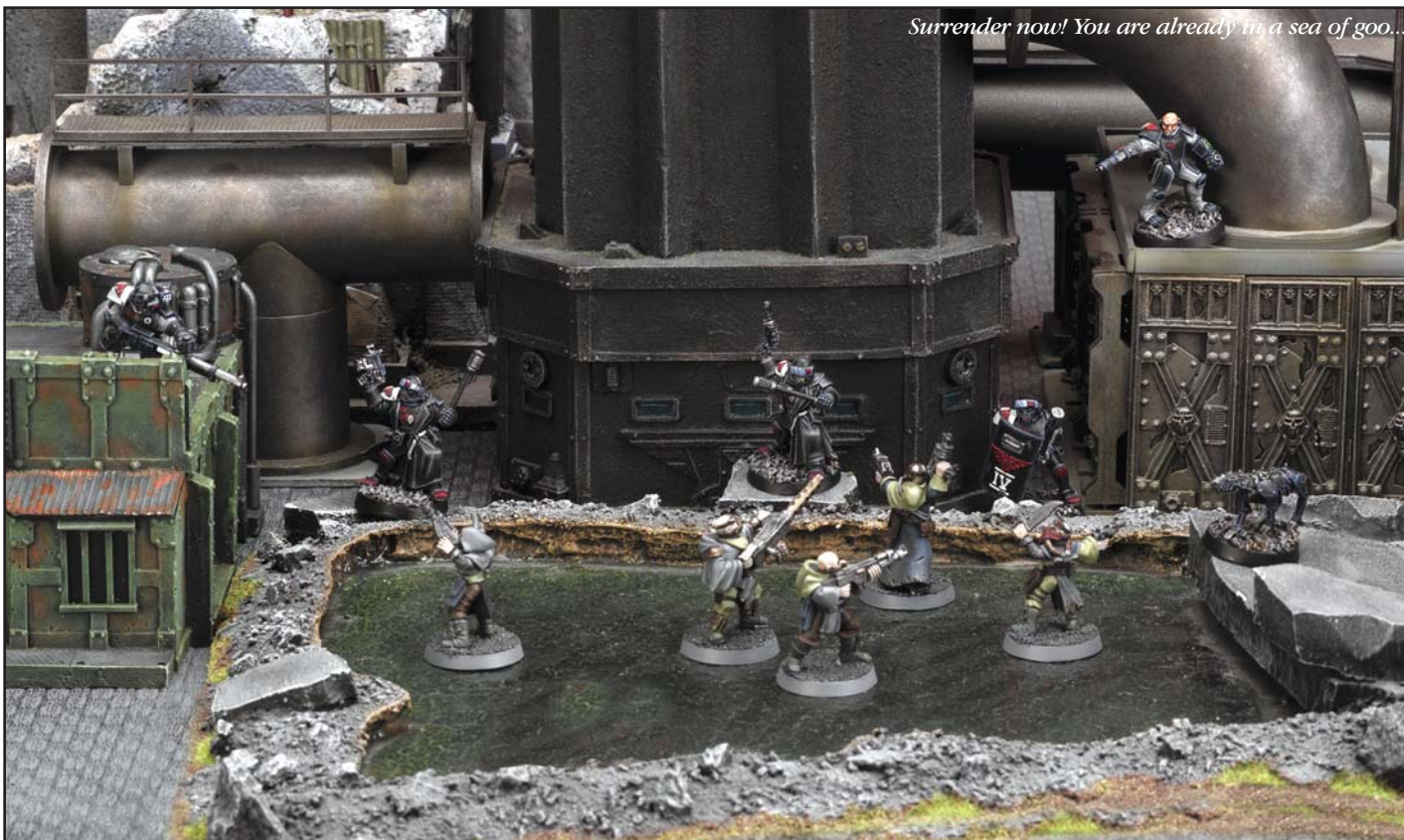
36 Charge!

Both gangs were ready for a scrap but a thick orange fog descended a couple of hours ago. Both gangs are about to retreat when the fog suddenly lifts. One gang takes advantage of the situation by quickly advancing on the enemy.

Both players' leaders take a Leadership test on 2D6. The player who passes by the most may set up his models again, now within 12" of the table edge and automatically gets the first turn. Re-roll in the case of a draw. If both players fail their tests, they miss their chance to take advantage of the situation and proceed with the game as normal.

41-46 BAD LIGHT

The Underhive is a dark and dingy place at the best of times, and the variable lighting conditions can affect the fighting. Models equipped with infra-red goggles and sights are unaffected by bad light. Models with photo-visors or contacts can see at double the maximum vision ranges in bad light.



41 Pitch Black

This section of the Underhive is so badly lit that visibility for shooting is down to a maximum of 8". Spotting fighters is so difficult that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

42 Grim Darkness

This badly lit area means targets are only visible within 16". Spotting fighters is so difficult that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

43 Gloomy

You can see well enough to fight on as normal.

44 Shadowy

The lighting is poor, but you fight on as normal.

45 12 O'clock High

Extremely bright lights shine from one side of the battleground. Models that are facing into this light when they shoot will suffer an extra -1 to hit penalty. Roll a D6 to randomly determine which is the brightly lit table edge.

46 Long Shadows

Plenty of hiding places amongst the long shadows enables all players to run and hide in the same turn.

**51-56 SWARMS**

The Underhive is prime breeding ground for all sorts of nasty life forms: insects and rats do particularly well in the squalid conditions. Underhive fighters are used to avoiding or killing dangerous creatures most of the time but some areas are literally teeming with life. Beastmaster Wyrds (which we will cover in a later issue) are never affected by Swarms.

51 Carrion Bats

Clouds of carrion bats fly through the area at the start of the game. They whirl around fighters' heads making all but the most hardened duck and flinch. Roll a Leadership test for each model once they have been set up. If a model fails the test it is pinned at the start of the game and may fall if it is within 1" of the edge of a structure or walkway.

52 Plague of Flies

There are so many flies swarming through the air and crawling over the gangers that it makes it difficult to concentrate and see other targets. All models shooting suffer a -1 to hit penalty for the whole game. The distraction caused by the flies also means that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

53 Cockroaches

A carpet of scuttling red cockroaches covers the ground, but they don't affect the fight.

54 All Clear

There's nothing nasty in the area. Continue the fight.

55 Rats

Hordes of rats charge across the battleground during the fight. Rats are particularly troublesome as they get under your feet and also give you a nasty bite. This is especially annoying when you're in hand-to-hand combat. Any models in hand-to-hand combat must count rolls of 1 and 2 on their Attack dice as fumbles. The distraction caused by the rats also means that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

56 Big Rats!

These are mean and nasty. Thankfully there are not as many of them as there are of the smaller ones. Each player rolls a D6 for each of their models. On a roll of 1, the model gets attacked by a rat and suffers an automatic flesh wound. Reduce the model's BS and WS by -1 for the duration of the game.

61-66 SPECIAL CONDITIONS

Some of the most dangerous hive conditions occur quite rarely, making them all the more deadly because fighters aren't ready for them.

61 Acid Rain

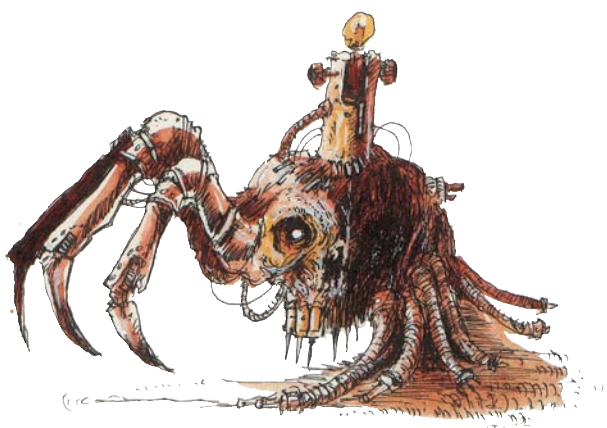
This isn't ordinary rain that's slightly acidic, but pure acid falling from a broken silo many levels above. Roll a D6 for any models out in the open at the start of the game. On a roll of 1, the model is burned by acid and must pass a Leadership test or go out of action. However, all models that fight on valiantly are left with 'Impressive Scars' as described in the Injuries section of the Necromunda rulebook. The acid rain slows to a trickle as the game begins and has no further effect on play.

62 Methane Gas

Rotting sewage, fungi and carrion can all create pockets of highly explosive methane gas just waiting for a spark (or gunshot) to trigger them.

Any model in cover who shoots and rolls a 1 on their dice to hit sets off a gas pocket, which promptly explodes with the same effect as a frag grenade centred on the firing model. Models out in the open will not trigger gas pockets.





63 Choking Gas

Noxious, sulphurous clouds of gas rising from waste chemicals pervade this area, making fighters choke and cough. Both players roll a D6 for each model at the start of the game. If the roll beats their Toughness (models with respirators or filter plugs get a re-roll) the model has been affected by noxious gas and stumbles around in a daze, fighting to remain conscious. Roll the Scatter dice to determine which way they stumble. Each model affected stumbles D3", if they fall they suffer damage as usual. Once the bullets start flying, fighters recover their wits sufficiently to ignore the gas so it has no further effect once the game is underway.

A Van Saar gang fights the Spyrer Patriarch during a terrible hive quake!





64 **Ash Layer**

A thick layer of choking ash and clinker from the forges above covers the area. The ash layer counts as difficult ground and restricts movement on the tabletop to half its normal value. Structures, walkways and gantries are clear so they are unaffected.

65 **Massive Electrical Discharge**

The gigantic hives on Necromunda have to be well protected from external weather conditions. Lightning poses a big threat as raging storms that can last for weeks circle the hives. Huge lightning conductors on the exterior of the hive feed the lightning efficiently through the higher levels. Unfortunately, this is not always the case in the lower levels of the hive where the lightning becomes less controlled and finds its own way to ground.

Roll a D6 for each model once both gangs have set up. On a roll of a 1, the model is hit by a huge electrical discharge that arcs to him from the nearest bit of metal. Any models affected take D6 S6 hits inflicting 1 wound each.

66 **Hive Quake!**

The Underhive is an unstable place and many gang fighters end their careers under piles of falling rubble. After set-up, each player rolls a D6 for each of their models. On a roll of a 1, the model is buried under a pile of rubble and goes out of action immediately! What's more, a hive quake will often cause all kinds of secondary problems as it throws up clouds of toxic fog, disturbs swarms of creatures, throws up sludge flows and so on. Because of this, make a second Treacherous Conditions roll once the hive quake itself has been resolved.

