

## SCENARIO 3: OUT OF THE DARK

Your warband has travelled the dark tunnels beneath a city, or maybe the corridors of an abandoned space hulk, and in the dark some of your members got separated from the main body of your group. After some hours walking in the dark you emerge from the tunnels and see the other members of your group emerge from another tunnel opening as well, not far away from you.

However, you were not the only one stalking the tunnels. Opposite of your warband another group emerges from tunnels as well, and a skirmish with your enemies ensues.

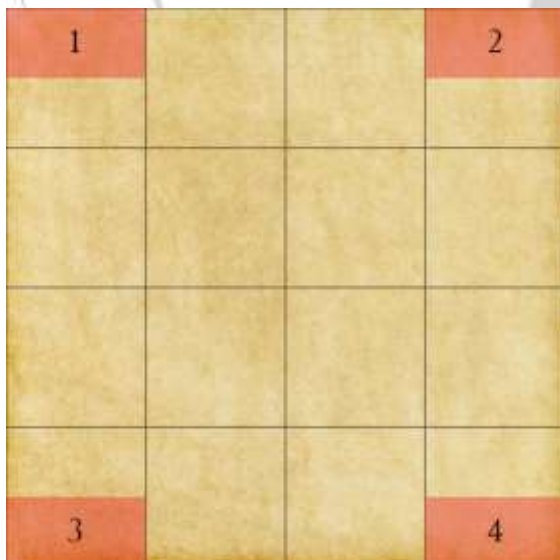
### Terrain

Each player takes it in turn to place a piece of terrain, either a (ruined) building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the warbands start off a reasonable distance apart.

### Warbands

Each player roll a dice. The low scorer chooses which table edge he wishes to set up on. He now rolls a D6 for each of his members: on a score of 1 – 3 the member is placed at tunnel opening 1. On a score of 4 – 6 the member is placed at tunnel opening 2.

His opponent then does the same, but places his members at openings 3 and 4 respectively.



### Starting the Game

Both players roll a D6. The highest scoring player takes the first turn.

### Ending the Game

*Out of the Dark* has no specific objective other than to drive off the enemy warband

If a warband fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The warband that bottles out loses and the other warband automatically wins.

### Experience

Fighters who take part in *Out of the Dark* 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 experience points for each wounding hit he inflicts during the battle. Make a note on the warband roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens, not points per wound.

**+10 Winning Warband Leader.** The gang leader of the winning side earns an extra 10 Experience points.

### Special

**Low Light.** Although this area is better lighted than the pitch black tunnels you just came from, there still hangs a gloom over this area, and proper lighting is scarce. The scenario is played using the Low Light rules. (p. 63 *Inquisimunda 2*).