# NECROMUNDA SCENARIO:
LORD OF THE SPIRE

Lord of the Spire is an example of the kind of formalised arena combat that is popular down in the Underhive. It takes place in a closely guarded area of the hive bottom and is open to any gang with a rating of over 1,250. The arena is dominated by a large central tower which forms the objective of the fight. The gangs each have a home base in one corner of the arena, and from here they sally out to reach the top of the tower. The first gang to hit the big red button on the top level of the tower wins a substantial cash prize. From two to four gangs can play.

GANGS

Four gangs usually play Lord of the Spire, though it is sometimes played with three or two. More than four gangs is considered too confusing for the plebeian workers to follow (and a bad headache for the Arbitrator too!).

Each gang is permitted to have up to three models in play at any time if all four bases are occupied. If the game is being played with three gangs they may have four fighters on the field each; with two gangs they can have six each.

Any gangs can fight in Lord of the Spire, even Outlaws and Outlanders. Any weapons can be used, even heavy weapons. The only real rule to Lord of the Spire is that no Wyrds can participate (as much for the safety of the organisers and the spectators as anything else).
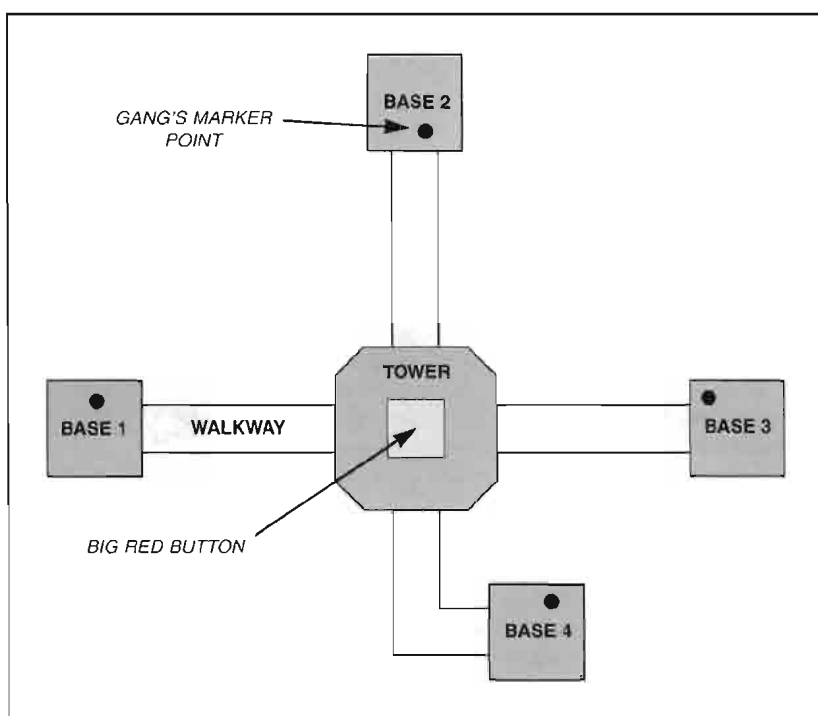
SETTING UP

Lord of the Spire is played on a square table which should be approximately 4' x 4'. The centre of the table is occupied by a large tower, the taller the better. You could use one of the buildings from a Warhammer 40,000 building pack, or a piece of specially made terrain of your own. For our games we made a really tall tower by adding several levels to the top of an existing model. On top of the tower is the big red button, marked by a counter.

The tower needs to be surrounded by whatever other buildings you have available and connected to them with multiple gantries and walkways. The four 'bases' are positioned equidistant from the tower. Each base should be a building of some kind and contains a base marker point which the gangs must defend (preferably represented by a model, but a counter would do at a pinch).

All of the players roll a D6 and the highest scorer gets to pick which base they want, setting their gang fighters up within 4" of the base marker. Then the next highest scorer picks one of the remaining unoccupied bases and so on. Tunnels, vents and infiltration skills may not be used.

SEQUENCE OF PLAY

Roll off again to see which player gets the first turn. Once the first player has finished his turn the player to his right gets a go, and so on around the table.

BASES

Each base contains the gang's marker point. This is usually a man-sized target that lights up and plays a tune when it is touched or struck. More primitive games of Lord of the Spire often use storage drums or old pipes instead. Gangs should protect their base at all costs for several very good reasons. The marker point acts as the gang's home territory in the game and if it is shot or struck by an opposing fighter he is said to have "raided" their base. This will force a gang fighter to drop out of the game and reduce the number of fighters the gang can have participating.

If an opposing fighter shoots at the marker point and hits it he can select one of the owning gang's members and immediately remove him from play. The nominated fighter ducks out of the arena via one of numerous trapdoors in the arena floor. The fighter is unhurt (assuming he was unhurt at the time he was removed of course!), but he may not be substituted (see below), effectively reducing the number of models the gang can have in play by one.

If an opposing fighter moves into close combat with a gang's marker point the whole gang is out of the game at the end of the close combat phase (take any remaining gang fighters out of the arena).

TAG

If a gang member is taken out of action, a replacement can be brought on at the gang's base at the start of their next turn. Models which are down can be taken off and replaced with another gang member if they can reach their base and touch the marker point (the crowd just loves watching those long, agonising crawls home). On the plus side, fighters who make the long crawl home never have to roll for serious injuries as it is safe to assume they are patched up once they leave the arena.

THE BIG RED BUTTON

The first fighter to start a turn in contact with the big red button on top of the tower can hit it and earn 100 credits for his gang. You can't hit the button on the same turn that you reach the top of the tower, so all the other gangs get one turn to stop you. Hitting the button usually signals the end of the game as well, though some arena fights don't end until the button has been hit two or three times or when all the fighters have fought their way back to their bases.

ENDING THE GAME

Gangs don't have to take Bottle rolls, they may voluntarily bottle out by not substituting for men on the field – when there are no men left on the field they're out. Gangs that run out of members to substitute are also out. Gangs are also out if an opposing gang member touches their marker point.

When the prize is claimed the game usually ends automatically as noted above, as it does if there is ever only one gang still in play. Note that if there is only one gang

remaining nobody gets the prize – you're supposed to climb the tower, not just have a gang fight!

EXPERIENCE

+10 For the gang leader of the winning gang.

+10 For hitting the big red button.

+5 Per wounding hit/for hitting or touching an opposing marker point.

+D6 Enters the arena and survives.

+1 For every consecutive level a model climbs up the tower. This is a once only experience bonus. Once the model climbs down a level it gains no further experience for going up the tower.

SUGGESTIONS

Lord of the Spire is just one example of an arena-style game which pits gangs against each other. Games are usually pretty quick. If you want to make them last longer just change the rules slightly. For example you could say that a gang fighter must hit the big red button and then get back to his own base before he can claim the prize and end the game.

There are plenty of other kinds of arena combat which make good Arbitrator scenarios, so you might like to try inventing some of your own. If you come up with anything good send it in to us and, who knows, you may even get to see your work in White Dwarf or the Citadel Journal!

Another version of the game we tried was to say that because the crowds want lots of close range blasting no weapons other than pistols, grenades and close combat weapons could be used. This kind of game was even quicker (it's surprising how much those heavy stubbers slow you down), so if you use this option you may want to impose additional rules to make the game last longer.

If 100 credits as a prize seems too much or too little then simply change it to a more appropriate amount or something more interesting than mere lucre. Alternative prizes to lure gangs in with could include a heavy weapon or rare trade item of their choice, a piece of territory, or perhaps the winners qualify for a special mission of some kind, making an ideal lead into another one-on-one scenario.

Treacherous conditions could be used in this scenario but they will require some judicious re-rolling or interpretation. Alternatively you could simply choose an effect appropriate to arena-style combat: the ever popular Pit of Despair is the best example of something appropriately entertaining and dangerous. In a similar vein you could always introduce some dangerous flora and/or fauna into the arena to keep players on their toes and sprinkle a few booby traps around the place. Just imagine the scene as the gang fighter hauls himself over the edge of the tower to confront a rather annoyed gigantic spider...

ARBITRATOR SCENARIO:
PURGE!

The authorities, worried by a recent increase in the numbers of mutants and deviant scum in the Underhive, have authorised a Purge. The Purge will be carried out at a fixed time and place. From two to four gangs may take part, with all of the fighters working together against a horde of foul deviants and hive vermin controlled by the Arbitrator. Bounties are awarded for everything that is slain.

Suitable Models

Hive Vermin:	Giant Spiders, Giant Rats, Carrion Bats, Ripper Jacks, Milliasaurs, Gigantic Spiders.
Deviant Scum:	Cultists, Mutants, Scavvies, Ratskin Renegades, Beastmen, Outlaws, Brood Brothers.
Aliens:	Eldar Scouts, Chaos Space Marines, Orks, Gretchin, Genestealer Hybrids, Genestealers.
Chaos creatures:	Bloodletters, Flesh Hounds, Daemonettes, Plaguebearers, Beasts of Nurgle, Flamers of Tzeentch, Fiends of Slaanesh, Pink Horrors.
Witches:	Any type of Wyrd, Psykers, Genestealer Magus.

GANGS

Outlaw gangs may not participate in a Purge scenario as they are far more likely to be the hunted than the hunters! Gangs participating in a Purge can be of any rating, as the more experienced they are the nastier the deviants will be. However, if gangs with high ratings fight alongside gangs with low ratings they will have to work together efficiently to prevent any deviants escaping. You will need to add up the total combined gang ratings of the gangs fighting in this scenario in order to work out the sort of deviants they will be up against.

DEVIANT MODELS

Before running a Purge scenario the Arbitrator needs to get together all of the suitable models he has in his collection to represent the deviants, along with as many extra models that he can beg, borrow or steal from other players. The greater the number and variety of models, the better the game will be. Models that may be used are listed below. Note that there are some models that you might not have heard of before. Don't worry, these are all described in the Underhive Bestiary. Place all the models you have collected beside the table on a suitable flat surface.

Important Note. Any deviants, etc., with weapons may only be armed with those actually shown on the model. This prevents any confusion for the Arbitrator running the game and is fairest to the gangs facing them. Likewise, you are quite within your rights to insist that gang fighters only have the weapons and equipment shown on the models for them, anything else was obviously left at home in the gang's stash.

You will also be able to use models with special and heavy weapons against gangs with a very high rating, as detailed later. Deviants, Wyrds and aliens are equipped with respirators and/or photovisors if they are shown on the model.

SETTING UP

The Purge scenario is played on a full-size table which needs to be at least 5' by 3' and preferably larger. You will need to get together as much Necromunda terrain as possible in order to fill the table – the more terrain there is the better. The Purge takes place in the badzones so most terrain you have available should be suitable – rubble, slag heaps, slime pools, home-made structures and so forth.

In a Purge the gangs are separated into groups that each make a sweep of a specified area of the badzones. The groups gradually move in towards each other to catch the deviants in a closing net of fighters. The Purge scenario represents the point where some of the gangs (it can be imagined that there are many more to either side) are closing in on the deviants they have driven before them. The only escape route for the deviants is to fight their way past the gangs and escape back into the wastes.

To represent this situation the gangs set up on both of the narrow edges of the table. It is up to the players to decide how they will set their gang fighters up, and it is permissible for a gang to split its fighters between the two deployment zones. Gangs can deploy up to 3" on to the table. After all the gangs have set up, the Arbitrator sets up the Encounter cards as described below.

TREACHEROUS CONDITIONS

Deviants hide out in the badzones and wastes where lighting failures, high winds, toxic fog clouds, swarms and similar unpleasantnesses are rife. This makes it particularly appropriate to use the Treacherous Conditions rules in the Purge scenario. If your table is big enough (6' by 4' or larger) it can be fun to roll a different condition for each quarter of the table. Re-roll any results that are contradictory or will cause problems due to the terrain set-up (*Pit of Despair* springs to mind for example). Where relevant mark out the edges of particular effects (*Sea of Goo*, for example).

ENCOUNTER CARDS

In order to play the Purge scenario the Arbitrator will need a deck of ordinary playing cards (called Encounter cards from now on) which are used to generate the monsters and hive vermin the players will encounter as they make their purge.

Take the deck of cards, give it a jolly good shuffle, and deal a small stack of three cards roughly in the middle of the table. All cards are placed face down, and neither the Arbitrator nor the players are allowed to look at them until they are revealed. A stack of Encounter cards like this represents any one of a number of locations which are the haunt of denizens of the Underhive. For example, the cards could mark the lair of a brood of hive vermin which infest the area, or perhaps a sentry post or camp for Outlaws or deviant scum.

Now deal out another stack of three cards. Each stack of cards must be placed at least 16" away from another stack of cards, and at least 16" away from either narrow table edge. Apart from that they can be placed wherever you like. Keep on dealing out stacks of cards like this until it is impossible to fit any more stacks of cards on the table.

SEQUENCE OF PLAY

The game starts with a Gangs' turn, then has a Deviants' turn, and so on. The game continues until all of the Encounter cards have been revealed and there are no deviants left on the table, or all of the gangs have failed their Bottle rolls or voluntarily bottled out.
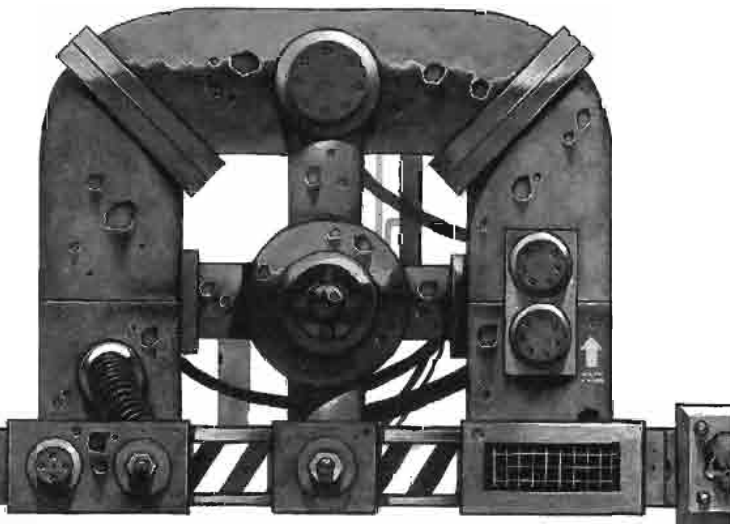
Note that all of the players move their gangs at the same time. If this gets confusing (and it can do very easily!), have the players perform their actions one after the other. Gangs are not allowed to attack each other in this scenario.

After all the players have taken a turn with their gangs, the Arbitrator may take a turn, moving and fighting with all of his models which are still alive on the table. Before he does so, however, he is allowed to roll a D6. On a roll of 1-5 nothing special happens and the Arbitrator can carry on with his turn as normal. If he rolls a '6' then he is allowed to turn over and reveal one of the stacks of cards which has not yet been exposed – the general noise and confusion has alerted the deviants, and they have decided to take action before they are discovered!

REVEALING ENCOUNTER CARDS

As soon as a gang fighter model ends its move within 12" of a stack of Encounter cards, they are revealed. This happens immediately, interrupting the rest of the gangs' movement (if any). Cards are also revealed if the Arbitrator rolls a '6' at the start of his turn, as described above. Whenever a stack of cards is revealed, the Arbitrator flips the cards over and looks at them.

What the cards are indicates what deviants are lurking nearby. Because more experienced gangs are assigned tougher areas to clear this varies according to the total ratings of the gangs involved. The table below gives some guidelines for the appropriate "density" of models for the various cards. Feel free to vary the tables or write your own so that they fit in better with your model collection or the strengths and weaknesses of your players.

Total Combined Gang Ratings Up to 8,000

Card	Effect
Joker	Surprise Attack! See below.
Black Ace	1 Chaos creature or 1 Witch or D3 Alien models. If none of these models are available the card is treated as a joker.
Black King	4 Hive Vermin or Deviant Scum models Up to one Deviant Scum model may be armed with a special or heavy weapon. If none of these models are available the card is treated as a joker.
Black Queen	3 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
Black Jack	2 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
Black 2-10	1 Hive Vermin or Deviant Scum model. If none are available the card is discarded.
Any Red Card	Discard with no effect.

Total Combined Gang Ratings Between 8,000 and 12,000

Card	Effect
Joker	Surprise attack! See below.
Ace	1 Chaos creature or 1 Witch or D3 Alien models. If none are available the card is treated as a joker.
Black King	1 Chaos creature or 1 Witch or D3 Alien models.
Red King	4 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker. Up to one Deviant Scum model may be armed with a special or heavy weapon.
Queen	3 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
Jack	2 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
2-10	1 Hive Vermin or Deviant Scum model. If none are available the card is discarded.
Any Hearts	Discard with no effect.

Total Combined Gang Ratings More Than 12,000

Card	Effect
Joker	Surprise attack! See below.
Ace	1 Chaos creature or 1 Witch or D3 Alien models.
King	1 Chaos creature or 1 Witch or D3 Alien models.
Queen	4 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker. Up to one Deviant Scum model may be armed with a special or heavy weapon.
Jack	3 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker. Up to one Deviant Scum model may be armed with a special or heavy weapon.
10	2 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
2-9	1 Hive Vermin or Deviant Scum model. If none are available the card is discarded.

Notes

Jokers. If the card is a joker, then the gang fighter who revealed the cards has been the victim of a surprise attack. Roll a D6 and refer to the Surprise Attack Table below to see what has gone for him. If the cards were revealed because the Arbitrator rolled a '6' at the start of his turn, then he may make a surprise attack on any model anywhere on the table!

Placing Models. The models selected can be placed anywhere within 4" of the position the cards occupied. The only exception to this are hive vermin, which can be placed directly into hand-to-hand combat with the model that revealed the card, representing them suddenly springing out from hiding to attack the unfortunate gang fighter! If the hive vermin were revealed because the Arbitrator rolled a '6' at the start of his turn, then they may attack any model anywhere on the table. Hive vermin that attack in this way count as charging in the first round of combat.

SURPRISE ATTACK TABLE

The Surprise Attack Table includes creatures from the Underhive Bestiary. While running a Purge you can either use the simplified rules below or, if appropriate, the full rules for these creatures as given in the Bestiary.

SURPRISE ATTACK TABLE

D6	Surprise Attacker
1	**Face-eater.** Victim must roll under Initiative or take an S3 hit. The face-eater remains attached and inflicts a further S3 hit each turn until removed. It is removed using the procedure for putting out flamer hits, and until then the victim must stagger about exactly as if he were on fire – although in this case he's got a face-eater clamped to his face!
2	**Ash Clam.** Victim must roll under Initiative or be unable to move for the rest of the game. The model will recover fully after the battle is over.
3	**Lashworms.** The victim is attacked by D3 lashworms. Each will inflict a single Strength 3 hit on a D6 roll of 4+.
4	**Brain leaf.** The victim must pass a Leadership test. If they fail then they have been taken over by the brain leaf and will be treated as one of the Arbitrator's models for the rest of the game. The model will recover fully after the battle is over.
5	**Gas Fungus.** Roll the D6 again: on a roll of 1-3 treat this as if a Hallucinogen grenade had gone off at the model's feet; on a roll of 4-6 count it as a Choke grenade.
6	**Rubber Moss.** The victim is hurled 2D6" in a random direction!

INJURED DEVIANTS

Treat any deviant that suffers a 'down' result on the Injury Table as having been taken 'out of action' instead. The player whose attack took the deviant down should take the model and keep it until the end of the battle (when he will be able to collect bounty for it). Deviants suffering flesh wounds are pinned but do not suffer any penalties to their WS and BS.

ESCAPING DEVIANTS

Deviants can escape from the table by moving off through either of the gangs' set-up zones. Deviants that escape in this way reduce the amount of bounty that can be gained as described below. Deviants may not move off the long table edges.

ENDING THE GAME

The game carries on until all of the Encounter cards have been revealed and there are none of the Arbitrator's models left on the table, or all the gangs have failed their Bottle rolls.

Players collect bounty for the Arbitrator's models that they took down or out during the game. The amount depends on which group they belonged to, as detailed below:

Type	Bounty
Hive Vermin	10 credits
Deviant Scum	20 credits
Aliens	40 credits
Chaos creatures	80 credits
Witches	100 credits

Reduce all of the gangs' bounty by 5% for each model that escapes (eg, two models escape, reduce all bounties by 10%). If all of the gangs bottle out, turn over all the remaining Encounter cards and assume that all the deviants which are on the cards and the ones that have already been placed on the table escape (probably taking any dream of a bounty with them).

Whatever the result of the Purge, after it has finished each player is allowed to collect income from their territory.

EXPERIENCE

During a Purge gang fighters will gain Experience points as listed below.

+2D6 Survive battle (even if wounded).

+5 For taking one of the Arbitrator's models down or out.

+20 To the gang leader whose gang collects the most bounty.

SUGGESTIONS

The Purge is a good multi-player scenario that encourages the gangs to co-operate against a common enemy. Be warned that games involving several big gangs can turn into quite large battles and it may be a good idea to have an assistant Arbitrator on hand to help out. As the gangs start from opposite ends of the table it's easy enough to have one Arbitrator handling each end providing you don't let the turn sequence get out of sync.

The scenario itself is very flexible, so that it can be tailored to accommodate the strangest of miniature collections. Where a stack of cards allows you to take several models try to ensure all the models are the same type (eg, all Cultists, or all Beastmen, etc.) or at least logically related (Genestealer Hybrids with Brood Brothers, for example). This helps to make the scenario feel more consistent, rather than having players assaulted by a random selection of beasties.

If you have access to a Warhammer 40,000 army then you can give the Purge a distinct theme by using the army to supply all the bad guys.

For example, I have a Genestealer Cult army which I used as the basis of a Purge scenario. This was easily done by using Genestealers and Hybrids for any aliens that turned up and Brood Brothers for any deviant scum. To keep things lively I also threw in some miscellaneous hive vermin like Giant Spiders (who actually killed somebody) and Ripper Jacks (which gave one gang leader a bad scare).

I allotted the Magus to a specific card (the Ace of Spades) and pre-rolled a few Wyrd powers for him before the game. This might all sound exceedingly hair raising for the gangs, but they were all well experienced and several were semi-retired anyway. In the end they did all bottle out though...

Although I used 'Stealers you can see that it would be just as easy to use a Chaos army to represent a burgeoning Chaos cult. Simply by picking mutants, Beastmen and Cultists for the deviant scum and hive vermin or Witches for Aces. If daemons are involved it gives you an opportunity to bring in an Inquisitor to hunt them/it as well. Orks and Eldar get a bit more tricky to accommodate, but they could be down in the Underhive on some secret mission and just happen to get swept up in the Purge drag-net.

One of the problems with the Purge is that it can't be played by Outlanders and Outlaw gangs. One solution to this (suggested by Gavin Thorpe) is to assign Encounter cards to preset groups of Outlaws or Outlanders (eg, Jack of Clubs = Mad Dog and Brother Zeke of the outlaw Dog Soldiers). When the Encounter card is activated the players place their models on the tabletop and control them from that point onward, moving and shooting after the gangs but before the Arbitrator's turns.

There are plenty of good reasons for Outlaws or Outlanders to be caught up in a Purge. Outlaws will be trying to protect their hideout or escape, Spyrers would want to take advantage of the confusion to pick a fight, Redemptionists will want to purge the unclean as much as anyone else, and so on. You would need to assign appropriate Experience point bonuses for the Outlaws or Outlanders to compensate for Outlaws receiving no bounty payments. For example, an Outlaw escaping from the table might gain +5 experience, or a Redemptionist killing a mutie, witch or alien might gain double Experience points for it.

ARBITRATOR SCENARIO:
STORMING THE BARRICADES

Once in a while a coalition of gangs will attack a settlement or a fortified trading post and fight a pitched battle. The gangs might be rapacious outlaws hoping for loot and pillage or law-abiding gangs looking to reap lots of reward money in one fell swoop. Up to three gangs can participate in Storming the Barricades against either a defending force run by the Arbitrator, or one or two defending gangs run by players.

GANGS

As noted above, any gangs can participate in Storming the Barricades, but you should ensure that no inappropriate team-ups occur such as Redemptionists with Scavvies, Outlaws with Watchmen and so on. If you have both Outlaw/Outlander gangs and law abiding gangs that want to participate, simply have the outnumbered faction act as defenders.

Total up the gang ratings of the two sides to ensure that the attackers are actually stronger than the defenders by about 2 to 1, or 3 to 2 (eg, attackers with a combined rating of 6,000 should be fighting defenders with a combined rating of 3-4,000).

DEFENDERS

If the defenders aren't going to be supplied by players, or if the defending players don't have a high enough rating, you will need to select extra forces before the game. The defenders' rating translates directly into how many credits the Arbitrator should spend, so in the example above the defending force would be bought with 3-4,000 credits. If a defending gang with a rating of, say, 1,500 were participating, the Arbitrator would still have to pick another 1,500-2,000 credits' worth of defenders.

Use the standard gang lists for picking the defenders as the majority of them will be normal gangers or juves. Ignore the normal maximum of two heavies: instead the defenders can have up to one heavy for every 1,000 credits. The defenders get up to five barricades and one watch-tower for free. In addition, they can spend credits on the following extras:

Wall Guns: Special and heavy weapons fixed to mounts on barricades, towers or buildings can be purchased at half the normal cost. Note that these are not bought for specific models, like weapons for heavies. Instead they represent old weapons which are heavy, need a lot of ammo and are too temperamental to be moved around much. A weapon like this would be a liability in the wastes but it's fine for defending a settlement.

Wall guns must be represented by a model or a counter. They have a 90° fire arc and can be fired by any model in base contact with them (not just heavies). Wall guns cannot be moved and are attacked separately like any other model, they are Toughness 4 with 1 wound. Any weapon that suffers a wound is destroyed.

Traps. Grenades in cans, buried shotgun shells, pits with spikes, mantraps and all sorts of other tripwires and booby traps festoon the wastes around some settlements.

Trapped areas are represented by markers that cost 50 credits each. Any model (including defenders) which moves within 3" of a trap marker must pass an Initiative test or it will suffer an S3 hit. If a model rolls a 1 for its Initiative test the trap is disarmed and the marker is removed.

Beasts. A lot of Underhivers have pets which would make most people scream and run. The guards for a settlement or trading post may even have some particularly dangerous hive vermin to sniff out intruders.

Trained creatures can be purchased from the Underhive Bestiary section at the appropriate points cost. These act as normal defending models because they're so well housebroken, but the defenders can only have a maximum of one beast for every three other defenders.

Wire weed. Wire weed is common in defences, where it's more effective than barbed wire and needs no maintenance, just feeding occasionally! Hedges of wire weed can be purchased at 15 credits per piece 1" long and 1" wide (so a 6"x1" hedge would cost 90 credits).

Extra Barricades. Additional barricades can be bought at a cost of 50 credits each.

Extra Watch-towers. Additional watch-towers can be bought at a cost of 200 credits each.

SETTING UP

A settlement or trading post usually includes an inner, protected area where the valuable resources and commodities are guarded and the businesses are run. Around this runs a protective wall or barricade which can be continuous, steep and high (like the one pictured on the right) or low, uneven and full of gaps depending on the locals and their level of motivation (both for getting in and stopping things getting in). Holesteads and hovels are built around both sides of the wall in a rough shanty town, but the immediate area outside the wall is cleared of ruins and detritus so the guards can spot any hostiles sneaking around.

Storming the Barricades is fought on a full-sized table at least 5' by 3' and preferably larger. The Arbitrator sets up all the available buildings and terrain, starting along one of the long edges and distributing them so that the terrain thins out towards the opposite edge. The table edge with the least terrain on it marks the edge of the wastes; the more densely covered edge represents the settlement or trading post itself.

Once you've set up the terrain place the defenders' barricades and watch-towers to form a fairly continuous wall within 12" of the defenders' edge. This marks the edge of the settlement or trading post buildings. The wall is usually at ground level but it can incorporate buttresses and structures which have already been placed. Next shuffle around the terrain to open up a 12" wide clear zone between the barricades and the wastes (there can be some cover, but it should be partial at best). This represents the area just in front of the wall that the defenders have cleared of obstructions so that they have a clear field of fire.

Once all the terrain is placed the Arbitrator can also put down up to six Loot counters. The Loot counters may be placed anywhere between the barricades and the settlement edge of the table and they represent valuable stashes of food, ammunition, raw materials or equipment which the attackers can steal. It's most appropriate to use Loot counters if the attackers are Outlaws or Outlanders (other than Spyrers of course). If the defenders are Outlaws then the attackers can expect to claim a considerable bounty anyway so you may not want to bother with loot.

The defenders are set up next. Choose up to 3D6 models from the defending force to act as guards or guard beasts. Guards may be placed anywhere between the barricades and the settlement edge of the table. Traps, wire weed and guard beasts are set up next anywhere on the table on the wastes side of the wall. Any remaining defenders will start to enter as reinforcements from the settlement edge of the table on the first defending turn.

The attackers then deploy their gangs anywhere on the table on the wastes side of the wall. Attackers can be deployed anywhere as long as they are more than 12" away from any guards.

SEQUENCE OF PLAY

As the scenario begins the guards have just spotted the attackers and raised the alarm. In the resulting confusion both sides roll a D6, the one that rolls highest goes first. The two sides then alternate taking their turns for the rest of the game.

PICKING UP LOOT

Loot counters may be picked up by any 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.

The attackers can also pick up wall guns, effectively treating them as Loot counters. The weapons can't be used once they have been moved because their mounting and ammunition have been left behind, but they can be sold off after the game.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter later as reinforcements.

Once the alarm is sounded the defender may attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll 2D6. If the dice roll equals or beats the number of fighters in the group the reinforcements may enter the table as described below. If the dice roll is less than the size of the group then no reinforcements may enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements must enter along the settlement edge of the table.

Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.

ENDING THE GAME

When the last attacking gang bottles out the game ends immediately. If the attackers get all of the Loot counters and the fighters carrying them are within 8" of the table edge at the start of their turn then the game ends and the attackers have won.

The defenders are fighting to defend their friends and home territory so they don't have to make Bottle tests and can't bottle out voluntarily. The attacking gangs make Bottle rolls individually and can choose to bottle out voluntarily once they have taken two casualties. Because the attacking gangs are making a determined assault they do not have to start making Bottle tests until they have suffered 50% casualties.

Each Loot counter the attackers capture is worth 2D6x10 credits. Any wall guns they have looted can be sold for one quarter (25%) of their basic cost.

EXPERIENCE

+2D6 **Survives.** If the fighter survives the battle then 2D6 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 a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.

+20 **Best Attacking Leader.** The leader of the gang which collects the most loot or bounty earns an extra 20 Experience points.

SNEAKING AROUND THE BARRICADES – A SCENARIO VARIANT

A simple but engaging variant of this scenario which really tests the mettle of the attackers is to treat it as a variant on the *Raid* scenario. Just make the following changes and voilà – a whole new game!

1. Limit the attackers to 2D6 models per gang.

2. Treat the guards as sentries, using the rules in the *Raid* scenario.

3. Use the rules for sounding the alarm from the *Raid* scenario.

The clever bit to keep attackers on their toes is that the defenders are allowed to buy searchlights.

Searchlights. Big directional lights fixed to mounts on barricades, towers or buildings can be purchased for 50 credits each. Searchlights must be represented by a model or a counter. They have a 90° arc and can be used by any model in base contact with them. Searchlights are attacked separately like any other model and are Toughness 3 with 1 wound. Any light that suffers a wound is destroyed.

A sentry in contact with a searchlight doesn't move around at all. Instead place a 2" radius circle of paper within 24" of the sentry and within the light's 90° arc when he is deployed. The paper (if you hadn't guessed) represents the area being illuminated by the light. The sentry operating the light can roll to spot anything within the circle of light as it moves just as if it was within his 2D6 spotting range.

Each turn, instead of moving, the sentry can move the circle of light. The circle moves 2D6-5". If the number is a negative amount the attackers may move the circle instead. For example, if the roll is 3, 3-5= -2 so the attackers can move the light 2". The circle of light can never be moved so that there is a solid object between the centre of the light and its source, nor may it be moved so that it goes outside the light's 90° arc.

SUGGESTIONS

Storming the Barricades is a challenging scenario even for experienced gangs. Naturally, it's strongly influenced by a number of films where the evil bad guys are intent on storming the good guys' settlement in pursuit of the promised land. Like the *Purge!* scenario you may need an assistant Arbitrator if several large gangs are involved, but the fact that this is a knock-down drag-out fight makes it easier to keep under control. Treacherous conditions are best avoided in this scenario, there's enough going on anyway so it's probably best not to confuse things.

I ought to make some useful suggestions about how to throw together extra stuff you might need, though of course well modelled terrain pieces are preferable in all cases.

Wall Guns. Use spare weapons attached with blu-tak or plasticine. Plastic weapons are about the best, especially old Warlord Titan weapons (sadly no longer available). Failing that drinking straws or ball point pens (empty ones, mind)

cut to the right length might suffice.

Wire Weed. This can be represented by wire wool or scouring pads pulled out to the right length and width and then sprayed a suitably lurid colour.

Barricades. Roll out a thick strip of plasticine to the right length and stick small pieces of cardboard, matchsticks (used of course) cocktail sticks, etc., into it so that a model standing behind it is in cover up to its chest.

Watch-towers. These aren't something you can knock together on the spur of the moment (though I'm sure some talented individual can prove me wrong).

Traps. Use some spare slotta-bases, counters or any other obvious marker.

Beasts. Monsters from the Warhammer Quest sprue are particularly useful for this, along with any other suitable gribblies from your miniatures collection.

If players are involved in the defence you may want to make them forfeit cash and/or territory if the attackers manage to steal the Loot counters, take a look at the *Loot & Pillage* Outlaw scenario for pointers. Likewise you could simply give the best attacking gang a settlement or other piece of territory if they defeat the defenders convincingly enough. If the defenders are Outlaws you can always stiffen the attackers with Authority Forces if you think it would be appropriate. These actions are one of the few times that the Governor's troops are likely to fight in the Underhive in any numbers.