

A BRIDGE TOO FAR

Sometimes a gang takes control of a vital point in the Underhive, either a bridge, a tunnel or a narrow pass. They either do this in order to expand their territory or to monopolize their control of the access to an area. Normally they claim a toll from all who wish to pass through. Such toll-places are often the subject of bitter border disputes. This scenario represents such a situation where a greedy gang attempts to wrestle a lucrative money spinner from a rival.

TERRAIN: A bridge or pass should be set up which represents the toll-place. After that, each player takes it in turn to place a piece of terrain, either a building, structure or walkway, but tries to make a road connecting the bridge to both ends of the table. Boats and rafts also count as a piece of structure.

GANGS: The defender deploys 1D6 fighters on or near the bridge. The player selects which fighters to deploy. The fighters must be within 6" of the bridge when deployed. The attacker then chooses one of the two table edges, where no river is present, to deploy his entire gang on - from now on this is called the 'attacker's edge'. The fighters must be within 4" of that table edge. The defender splits the rest of his gang up into groups of 2-3 models each. Roll a D6 for each group. If the dice roll equals or beats the number of fighters; the player can deploy the group, on the defenders edge. The group must be place at least 8" away from the bridge or any other fighter. The fighters in each of

these groups must be within 4" of each other when deployed.

STARTING THE GAME: The attacker takes the first turn of the game. This represents the fact that the defending gang thinks they are in control of the bridge and the approaching gang is going to pay in order to cross the bridge.

ENDING THE GAME: The game ends if at least 50% of the surviving attackers leave the table edge on the defender's side of the table. The game also ends if all the attackers are down, or out, or if they bottle out. Because the attackers are so determined in their attack, they don't have to make any Bottle roll until they have suffered 50% losses, rather than the usual 25%. The defenders are protecting a vital possession and therefore doesn't have to make bottle test and cannot Bottle out voluntarily in this scenario.

EXPERIENCE

+D6 Survives: If the fighter survives the battle even if he was down or taken out of action during the game.

+5 Per Wounding Hit.

+10 Winning Gang Leader.

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SPECIAL RULES

Reinforcements: Any groups not deployed to start with can be used as reinforcement. At the start of his turns, including the first, the defender nominates the group he wishes to deploy and rolls a D6. If the number equals or beats the number of fighters in that group, the defender then rolls a D6 in order to determine which edge the fighters appears on. A 1= left of the defender's edge, 2-5= at the defender's edge, 6= right of the defender's edge. The fighters mustn't be placed within 8" of an attacking fighter. The fighters are able to move and shoot in this turn unless they carry a weapon which cannot be moved and fired.

Boats, rafts and the water: If any boats or rafts have been placed on the river. They can be used to cross it. Make a Strength check for each person aboard. For each success the boat is moved 1" in the desired direction. If there aren't any successes at all, the boat is moved 2" in a random direction due to the flow of the stream. Should the boat hit an obstacle during its travels, all persons aboard must take an Initiative test. Any failed test means that the person has fallen overboard.

Any person who falls into the water, (this goes for fighters who fall off the bridge as well) takes one wound. If the model loses its last wound while in the water, it is automatically out of action. Otherwise models are able to swim at a movement rate due to their normal movement.