

NECROMUNDA SCENARIO: LORD OF THE SPIRE

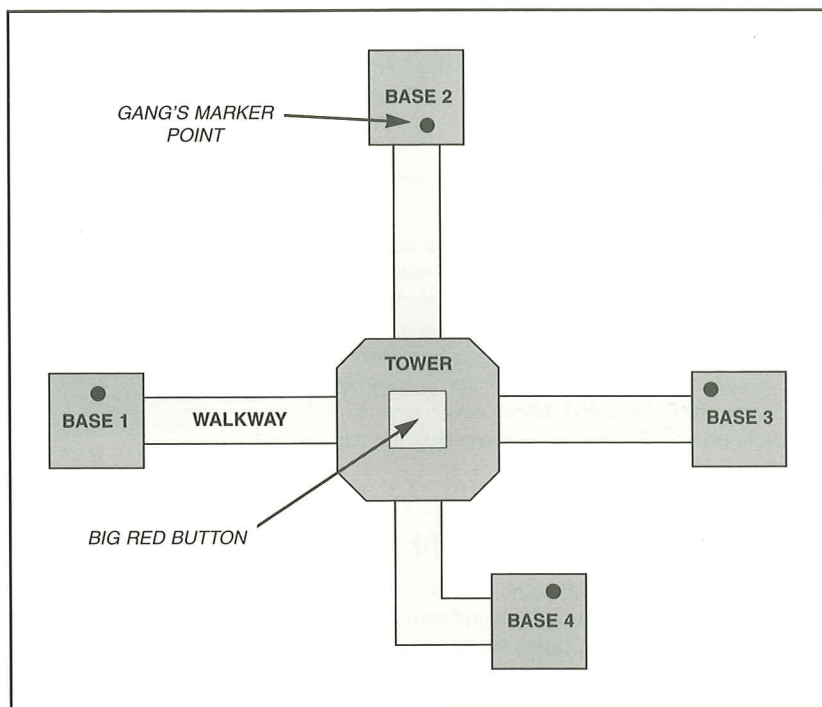
Lord of the Spire is an example of the kind of formalised arena combat that is popular down in the Underhive. It takes place in a closely guarded area of the hive bottom and is open to any gang with a rating of over 1,250. The arena is dominated by a large central tower which forms the objective of the 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...