NECROMUNDA SCENARIO:
TOLL BRIDGE

By Gary and Mark James

Pugh took a last long drag on his niccomoss cigar, coughed convulsively, spat out the stub and watched it drop into the Sump River oozing past three storeys below. It burst apart in a tiny flash of green flame. "Hell," he thought, "that stuff is killing me. The sooner we get control of this trading route, the sooner we earn some cash, the sooner I can smoke something better."

Three more faces joined his at the edge of the tower. "There it is," croaked Pugh. "I've been watching it for three days now and I still can't work out how the damned thing is controlled. Some automatic mechanism or Guilder remote control system, I guess. When it turns it's impossible to get on or off until it turns again."

The gang surveyed the bridge carefully. No-one was on it at the moment, but it was a major artery for gang trading traffic. Whoever controlled the bridge controlled the traffic.

Marco piped up first: "Okay, so what's the plan, boss?" Pugh strained out a little further to peer along the river edge. "We wait until Silver and the boys are in the boat, then we move onto the bridge. Birdseye, I want you to stay off the bridge and lay down suppressing fire if necessary. The rest of you listen up 'cause Birdseye will shout once and you have half a second to hit the deck before he opens up with the stubber. When we reach the bulkhead in the middle we'll hold it from there while Birdseye legs it across to join us. Then we hold the bridge until the boys get across in the boat to take out the resistance from behind. Any questions?" Birdseye swung the heavy stubber over his shoulder. "Okay then, let's go!"

Silver directed Robby and Pugwash to take up their oars while he and Tye kept an overwatch. The current in the Sump River was at times violent and unpredictable, and the gang had been unable to practise their sumpmanship much lest they raised suspicions.

"Come on yer wimps, get rowing – Pugh just gave the signal that they were moving onto the bridge and it'll take us all day at this rate."

When he heard Robby scream and redouble his rowing rate Silver at first thought that his stirring encouragement had worked – until he realised that they had changed direction. "Where the hell are you two going?"

The oarsmen retorted with "Away from THAT!" and pulled harder. Silver followed their gaze to the huge, hairy legs that had emerged from the sump filth a few yards away. Lots of legs.

"Sump Spider!" Silver yelled at Tye, "Shoot the filthy thing!" Tye took aim but stumbled as the boat wobbled.

"Hold still, damn you. Stop rowing a minute". The rowing stopped and the boat drifted. Tye aimed and fired his plasma pistol in a blinding flash "Yo! Got it!" The rowing started again as the boat began to spin out of control and then reoriented itself against the opposite bank.

"No, no, towards the spider!" yelled Silver.

"But what about the bridge?"

"Oh, it'll only take a minute and spider eyes are worth a fortune!"

"Well, if we mess up, and Pugh finds out we've been bug huntin', then it's your neck on the line, matey." Silver readied his knife.

"We won't mess up... Trust me."

Pugh risked popping his head around the bridge bulkhead only to hear the hiss of superheated air as a plasma blast almost parted his hair (and head). Where on earth are the boys? At that moment there was a clang, followed by a loud hum. Pugh had heard that sound a few times in the last three days and knew instantly what it meant. "Oh hell," he thought, then bellowed "Hold tight everybody, we're going for a little ride."

The bridge swung ninety degrees and halted, breaking contact with the buildings at either end and exposing their flank to fire from the enemy bank. "Just where were those boys...?"

TERRAIN

Before you play this scenario for the first time you will need to do a little preparation and make a swing bridge and a couple of boats. Instructions for making these are given later in this article. You will also need to represent the course of the infamous Sump River, which you can do with a strip of paper or cloth. Look in the How to Make Wargames Terrain book for more detailed modelling ideas.

Set up the terrain as normal, but leave a continuous gap through the middle for the river. This foul-smelling, viscous watercourse flows from one edge of the table to the opposite edge. Place the swing bridge so it spans the river and reaches the buildings on either side.

Each player places a rowing boat on the river and takes it in turns to place D6+1 Sump Spiders in the river as well. The bridge starts the game in its connected position (ie, touching the buildings).

Sump River is highly toxic and any poor, unsuspecting gang member ending up in it (for example by falling from the bridge) will immediately go out of action.

GANGS

Each player rolls a dice. The low scorer chooses which table edge he wants to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge. Note that you may not use any method to deploy gang members on the bridge (vents, infiltration etc.) unless you have the Toll Bridge territory. If you have the Toll Bridge territory then one gang member may be deployed on the bridge.

STARTING THE GAME

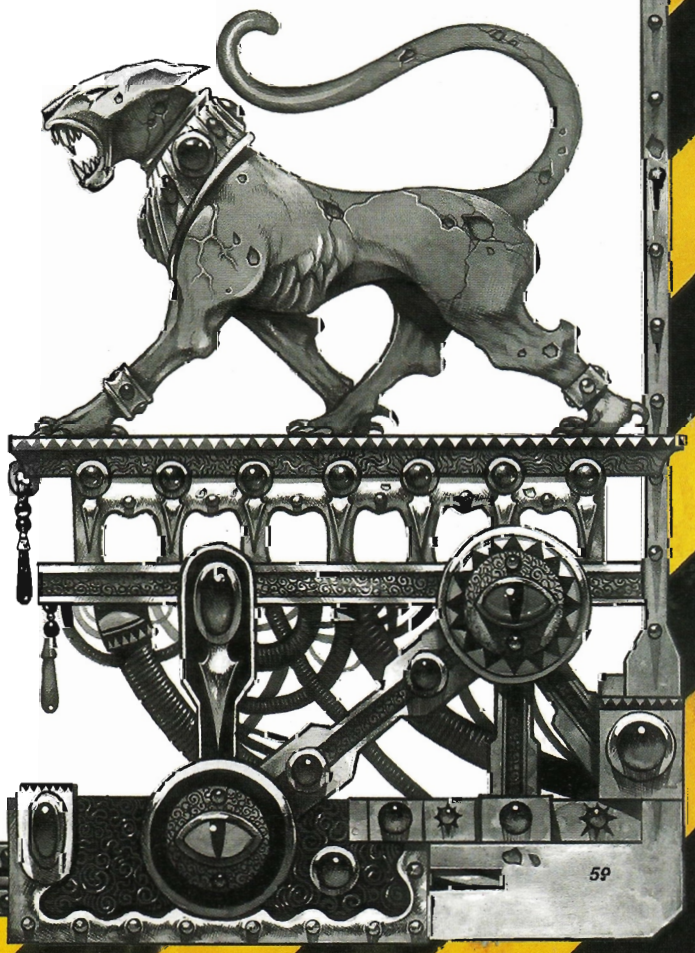
This special scenario starts in the same way as a Gang Fight. Each player should roll a D6. The highest scoring player takes the first turn.

ENDING THE GAME

The game ends in the same way as a Gang Fight with the following additions: If the bridge is in its unconnected position when the game ends, some gang members may be temporarily trapped on the bridge. These gang members will continue to fight even if one of the gangs has already bottled out. If the bridge turns and connects again during this fight, the members of the broken gang will immediately flee and the game will end.

SPECIAL

This replaces the special section of the Gang Fight scenario. If a winning gang has at least one member left on the bridge at the end of the scenario (including any fight-out on an unconnected bridge) who is not down then the gang will gain control of the bridge and may add the Toll Bridge territory to their gang roster (see below). If any gang member has collected spider eyes by killing Sump Spiders these will add D6x10 credits per spider to the gang's income for the scenario.



EXPERIENCE

Fighters who take part in the Toll Bridge scenario 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 points for each wounding hit he inflicts during the battle. Make a note on the gang 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 5 points per wound.

+10 Winning Gang Leader. The winning Leader earns an extra 10 Experience points.

+10 Crossed Bridge. Each surviving fighter who is on the opposite bank at the end of the game earns an extra 10 Experience points.

+1 Spider Killer. Any gang member who takes a spider out of action in hand-to-hand earns an extra Experience point.

SPECIAL STUFF

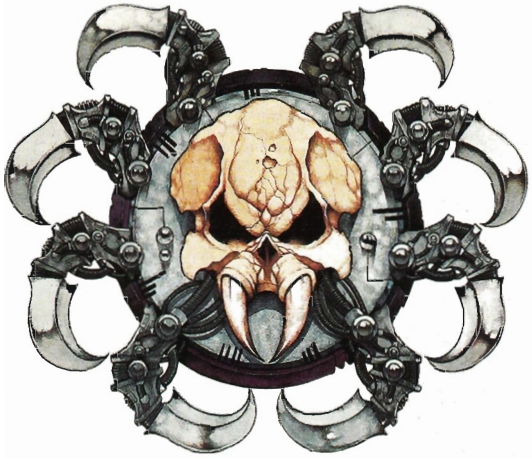
For this scenario you will need to construct a swing bridge and some boats.

SWING BRIDGE: To make a swing bridge you will need a cardboard tube (from a cooking foil roll or something similar), and some stiff cardboard. Firstly you should cut the cardboard tube to the height you want the bridge at (two or three bulkheads high). Cut a 4-inch square piece of cardboard, fix it to the bottom of the tube as a base and weight it if necessary – you don't want the bridge falling over in the middle of a game, do you? Next you should cut a long rectangle of cardboard to become the bridge itself. Remember to make the bridge wide enough to span the river and the width should be that of a plastic bulkhead. Simply attach this to the top of the tube and there you go, a swing bridge!

BOATS: As for the boats, just cut two boat shapes 2 bases wide and 3 bases long from cardboard, and place the models on these when they are in the boats.

USING ROWING BOATS

Boats can be rowed by one or two gang members and can carry four people including the rowers. Rowers can take no other action. Boats move in the movement phase and their movement is measured from the pointed front of the boat.



Roll an Artillery dice and a Scatter dice. Halve the Artillery dice roll and subtract the result from the strength of the rower, or the combined strength if two are rowing, treating a misfire result as 0. This is to simulate the eddies and currents of Sump River.

If the strength score is higher than the Artillery dice score then the boat moves a distance equal to the difference between the scores in inches in a direction specified by the player. If the Artillery dice roll is higher than the rowers' strength then the boat drifts a distance equal to the difference in scores, in the direction indicated by the Scatter dice.

For example, two S3 gangers are rowing and the Artillery dice rolls a 10. The boat drifts 2 inches in the direction of the Scatter dice. Next turn the Artillery dice rolls up 4. The boat moves 4 inches in the direction desired by the player. There is no movement penalty for turning.

If a boat drifts right off the edge of the gaming table then the members can take no further part in the scenario but are otherwise not harmed any more than they may have been at the point of departure.

You may swap rowers instead of taking any other action with the gang members involved. This will almost certainly cause the boat to drift that turn.

You cannot hide in a boat. Shooting from a boat that was controlled that turn suffers a -1 to hit penalty. Shooting from a drifting boat suffers a -2 to hit penalty. All boat members gain a -1 to hit penalty for shots against them. For simplicity, the boats themselves cannot be targeted.

CONTROLLING THE BRIDGE

The gangs do not control the bridge's movement. Commencing with Turn 3, at the beginning of each player's turn roll a D6. On a score of 5 the bridge turns 90 degrees clockwise. On a score of a 6 the bridge turns 90 degrees anti-clockwise. When the bridge is turned the ends are cut off from the buildings and gang members on it are temporarily stranded.

SUMP SPIDERS!

The noxious river flowing beneath the Toll Bridge is infested with Sump Spiders (part of the reason for there being a bridge). The spiders are aquatic variants of the Wolf Spider described in the Outlanders Bestiary. At the start of each player's turn each spider moves a distance in inches equal to the roll of an Artillery dice, in the direction rolled on a Scatter dice (treat a misfire as zero). Spiders will not leave the Sump River and if they reach the bank or table edge they will stop.

If at any time during or at the end of the move the spider passes within 'spider initiative distance' (1 inch) of a boat it will immediately charge the nearest gang member in the boat. If a 'hit' is rolled on the Scatter dice the spider immediately charges an occupied boat up to the distance indicated on the Artillery dice. Randomise the choice of boat if necessary.

If a boat ever moves within spider initiative distance of a spider the spider will immediately charge the boat, even if it has already moved (because it is only 1 inch away).

Deal with all hand-to-hand combat with spiders during the next hand-to-hand phase. If hand-to-hand combat with a spider endures to another turn the gangers can row the boat (excluding the ganger fighting the spider!) but the spider will pursue until the combat is resolved.

SUMP SPIDER ..... Rating 40

Profile	M	WS	BS	S	T	W	I	A	LD
Spider	7	3	0	4	3	1	1	1	5

Armour: Sump Spiders receive an armour save of 6 on a D6 against any damage to represent their thick chitin hides.

If a spider is killed or taken out of action flip the miniature upside down and leave it where it was. Any fighter who can move into contact with a down or dead spider can cut the valuable crystals from its carcass in the recovery phase. Spider bodies will drift in the current at the start of each player's turn, just like boats with no rowers.

NEW TERRITORY: TOLL BRIDGE

The Toll Bridge territory yields 2D6x10 credits to the gang that controls it.

Your gang extorts money from other gangs and traders who wish to use the bridge. On a roll of double 6 for income the bridge has broken down catastrophically in the unconnected position. You get no income from the Bridge in this game and must now either pay 2D6x10 credits to get the bridge repaired (roll again) or abandon the bridge and cross it off your territory list. You may get a quote for the repair (ie, make the roll) before making your decision.

On a roll of double 1 for income, a passing trader offers you a rare item for purchase. You get no income for the bridge in this game. Generate the item from a trading post list - roll a D6. On a 1-4 you are offered an item from the standard trading post list, on a 5-6 you are offered an item from the Outlaw trading post list. This applies to Outlander as well as non-Outlander gangs and represents the varied nature of traders using your bridge. You may accept this single item even if you do not or cannot go to the trading post normally for any reason.

The other gangs do not like paying a toll to go about their business. To represent this, any gang which holds a Toll Bridge territory and plays the Gang Fight scenario can be forced to play the Toll Bridge scenario instead at the choice of the opposing gang. This represents gangs rebelling against the toll and trying to take the bridge back.

OUTLANDERS

If an Outlander gang gains control of the bridge then they must choose to keep the Toll Bridge territory (ie, make their camp there) and discard their previous piece of territory or keep their original camp. Remember that Outlander gangs may never hold more than one territory.

If, in a subsequent battle, an Outlander gang loses its Toll Bridge territory to another gang then it must immediately roll up another territory on the Outlaw Territory Chart to see where they find to re-settle.