CONQUERER OF THE SPIRE

Entertainment in the Underhive usually involves blood…

BATTLEFIELD
This mission is played on a Sector Mechanicus table measuring 4’x4’. Construct a spire of at least 3 or 4 levels with connecting walkways of roughly even length to a number of platforms that correlates with the number of players taking part in this mission at the same level of the lowest level of the spire. Make sure the platforms are big enough to hold the correct number of fighters in deployment. The spire should have plenty of cover and barricades but place no barricades or cover on the ground floor. Place suitable tokens or markers to indicate buttons in 9 places on the battlefield: 1 at the center of each satellite platforms, 4 on the 2nd level of the spire roughly equidistant from one another, and 1 at the center of the top level of the spire. If the spire has 4 levels, add 2 more buttons roughly placed opposite one another on the 3rd level of the spire.

CREWS
This scenario uses the standard rules for choosing a crew (p.122). Players use Custom Selection (X) to choose their crew, as below:

<table>
<thead>
<tr>
<th>NUMBER OF PLAYERS</th>
<th>CREW SIZE</th>
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<tbody>
<tr>
<td>2</td>
<td>9</td>
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<td>3</td>
<td>6</td>
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<td>4</td>
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A player’s crew must include their Leader, if possible.

DEPLOYMENT
Using Priority order, players deploy their crews. When deploying, a player must place their entire gang on one of the satellite platforms that does not already contain any enemy gangers.

TACTIC CARDS
Each player may deal themselves five random Gang Tactics cards and choose two to keep. The rest are returned to their deck. There is no underdog bonus in this scenario.

ENDING THE BATTLE
The battle ends when the Big Red Button at the top of the spire has been pressed.

SPECIAL RULES: THE SPIRE

In for a penny…: Gangs do not Bottle Out in this scenario. No rolls are made, and no gang may voluntarily bottle out.

Medics are standing by: If a model goes out of action in this scenario, roll for injuries as normal but instead consider all rolls of 12-65 to result in “Out Cold” meaning that they suffer no lasting ill effects. Rolls of 11 and 66 however are treated as normal.

THE PIT OF DESPAIR
The entire ground floor of this battlefield is covered in a seemingly bottomless lake of sludge. The following rules are affected:

Fall Damage: If a fighter falls into the sludge, no damage from the fall is taken as the sludge cushions their fall.

Blaze Damage: If a fighter has a Blaze token when they fall into the sludge, they immediately lose that blaze token.

Actions in the Sludge: Fighters may only do the Swim (simple) action on their turns. In addition, when a fighter activates while within the sludge, they must roll equal to or under their Strength characteristic or slip under the surface and go Out of Action: If a fighter is in base to base contact with a gantry or column or structure or whatever, they do not have to take a Strength check and can climb out of the sludge as normal, but they may not take any other actions until they are fully free of the sludge.

Swim (simple) – The fighter may move up to half of their movement characteristic.

Any fighter targeting a fighter in the sludge with a shooting attack confers a -2 penalty to hit as their prey is obscured by the thick sludge. Fighters in the sludge do not go prone when hit with attacks.

If a Seriously Injured Fighter is within the sludge, they are understandably in big trouble! When a Seriously Injured fighter activates in the sludge, roll a D6. On a roll of 6 they manage to keep their head above sludge and may perform the Crawl (double) action. On a roll of 1-5 they slip under the sludge and go Out of Action.
REWARDS

CREDITS
The player who pushed the Big Red Button to end the game gets 150 credits.

Each player gets 25 credits for every enemy fighter they take out of action by a shooting attack, and 50 credits for every enemy fighter they take out of action by a close combat attack or coup de grace. A player gets an extra 50 credits if an enemy ganger dies due to an action that player made (not a recovery roll or something similar) because of a 66 roll on the lasting injuries table.

The gang that took the most enemy fighters out of action gains D6x10 credits. If this is tied, each gang gains D6x5 credits.

EXPERIENCE
Each fighter that took part in the battle gains 1 XP.

The fighter that pushed the Big Red Button gains 5 XP. Each fighter that pushes a base or bonus button during the game gets 1 XP.

The fighter that took the most enemy fighters out of action gains an extra D3 XP. If this result is tied, each fighter gets 1 XP.

REPUTATION
The gang that Conquered the Spire gains 5 reputation.

The gang that took the most enemy fighters out of action gains 2 reputation.

Each gang that takes part in the battle gains 1 Reputation.

BUTTONS
This scenario uses 9 or 11 different buttons. Each has a specific effect when pressed using the following action:

Press a Button (basic) – The fighter presses a button.

Base buttons: These are the buttons placed on the starting platforms at the beginning of the game. They correspond to the gang that deployed on the platform. When pressed by an enemy fighter, this platform’s player must select a friendly fighter and remove it from play. That fighter does not count as going Out of Action unless they were Seriously Injured when removed and the following D6 roll is made: on a 1 or 2, that fighter counts as having gone out of action, on a 3+ the fighter does not count as having gone out of action.

Bonus Buttons: These buttons are the 4 or 6 placed on the 2nd and/or 3rd level of the spire. Each button can only be pressed once and is then removed from play. The player whose fighter pressed a bonus button may select a fighter not used in this battle and deploy them on their platform. This fighter gains a ready marker. This fighter may not be a fighter who has gone out of action or been removed from the game due to an earlier action.

The Big Red Button: When pressed, this button immediately ends the game. This button may only be pressed if no enemy fighters are on the top level of the spire.

The Ringer: The Arbitrator, if the campaign has one, may involve a ringer in this scenario. This model is “hidden” at the top of the spire and may only act when a fighter gains the top level. The ringer acts at the end of the turn, after all the players have gone and will only attack models on the top level of the spire, starting with the closest.