

ALLIANCE

Despite their differences, two gangs have banded together for whatever common goal only they know. Concerned with the possible change in power having these two gangs allying with each other may bring, the other local gangs are determined to break up this alliance before it begins.

TERRAIN

The defenders and the attackers will take turns setting pieces of terrain on the board.

GANGS

This is a four-player game. Two gangs will be the defenders and the other two gangs will be the attackers. If the defenders combined score is more than the attackers, they will set up first, in the middle of the board. The attackers will set up second within 8" of the table edge.

If the defenders combined scores are less than the attackers then they may place up to two figures each after the attacks have placed figures (to represent sentries, wary of just this sort of an attack).

All the defender's figures should be placed within 8" of each other, with the exception of the sentries. Each of the attacker's figures should be within 8" of another member of their gang, but not necessarily of other attacking gang's members.

PLAYING A 4 PLAYER GAME

For the purposes of this scenario treat the four gangs as two large gangs. So each side does its movement and shooting together even though they are separate gangs.

ENDING THE GAME

The game will end when only one side (attackers or defenders) remains.

REWARD

There is no reward in this scenario.

EXPERIENCE

If the defenders combined score was more than the attackers:

+5 Defending Gang Leader. Each defending leader who's team doesn't bottle will receive 5 experience.

+10 Attacking Gang Leader. Each attacking leader who's team doesn't bottle will receive 10 experience.

+5 Defender Still Standing. If both defending gangs didn't bottle then each ganger still standing receives 5 experience.

+D6 Survives. Each gang member that participated will receive d6 experience.

+5 Per Wounding Hit. Each wound inflicted on a ganger will give 5 experience.

If the attackers combined score was more than the defenders:

+10 Winning Gang Leader. Each leader who's team doesn't bottle will receive 10 experience.

+D6 Survives. Each gang member that participated will receive d6 experience.

+5 Per Wounding Hit. Each wound inflicted on a ganger will give 5 experience.