

THE CLOSING IN

"He's in there. I know he's in there. Let's go nice and quiet and we'll have him cornered. He won't get away from us this time."

In the scenario, Closing In, one gang or group of bounty hunters have cornered their enemy. Now the prey must fight its way out if he hopes to survive.

GANGS: The scenario is designed to be played by two players (one gang and an arbitrator), though it can be played with two or more regular gangs just as easily.

TERRAIN: Terrain should be set-up in the usual fashion, with care taken to make sure there is some sort of structure or cluster of structures in the center. This represents some place where the defenders would be hiding at the beginning of the game, maybe the closely bunched buildings of a tradeport, ruins or the stacks of a processing plant.

DEPLOYMENT: The attacking gang deploys first, within 6" of a randomly determining corner of the board. Once the attackers are deployed, the defenders set up anywhere on the board, no less than 12" from any of the attackers. The defending player may place any of his models into hiding upon deployment if they fit the conditions.

BEGINNING THE GAME: The attacker always takes the first turn.

ENDING THE GAME: The game is over once one of the following happens: a) the attackers have taken all defenders out of action, b) the defenders or target reach one of the table edges adjoining the

corner on which the attackers deployed or c) the attackers bottle out.

BOTTLE TESTS: This scenario represents a dangerous and important fight for everyone involved and there are some changes needed for bottle tests. The defenders may never bottle out. They must get off the board, or be taken down. The attackers are desperate to finish off their prey while they have it cornered and will only test once they have lost 50% of their manpower.

EXPERIENCE: The following experience is given at the end of the game.

+D6 Survives

+5 Per Wounding Hit

+10 Winning Gang Leader

+5 Defender making it off table

+5 Taking down the target (only when playing against arbitrator)