

SCENARIO 4: THE CHASE

"I SEE HIM BOYS, RUN!"

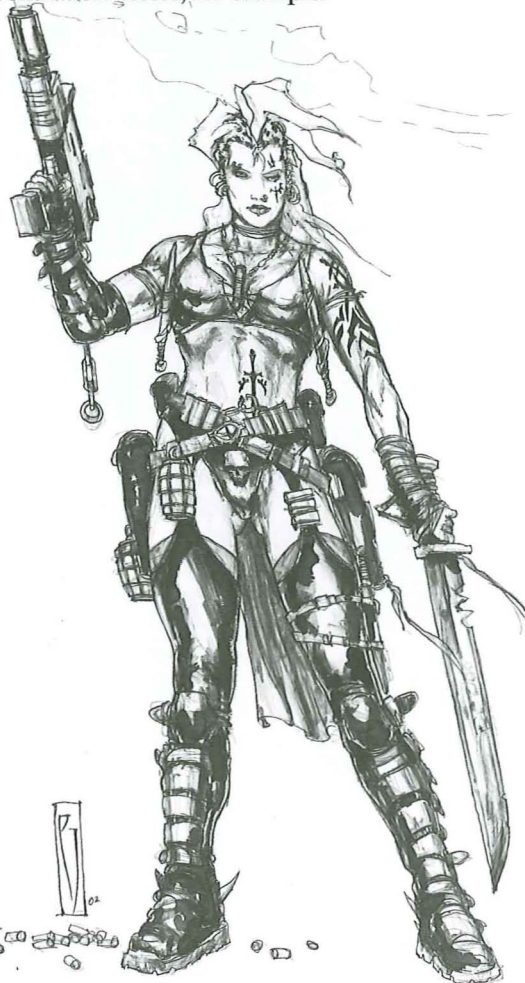
In the Chase one gang or group has spotted the enemy and move to engage them as fast as they can. What results is a fast paced footrace as one group tries desperately to get away from the other before becoming entangled in gunfire.

GANGS

The scenario is played between two gangs, or one group of bounty hunters against the arbitrator and the bounty. If two gangs are playing, the game will move faster if you vary the number of players allowed in the game. If you limit the number, then the defenders may have D3 randomly chosen models and the attackers may have D6. You can also edit this further, perhaps with one defender running from an entire gang.

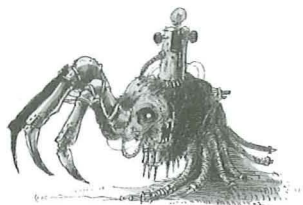
TERRAIN

Terrain is set up in the standard way, though special care must be taken to designate a dramatic escape point for the defender. This can be either an edge of the table or, if the players agree, something more dramatic. A high rise with a chain from which to swing to safety from, a causeway high above the rest of the dome, or an ventilation access, for example.



DEPLOYMENT

The defending gang deploys first, at a randomly selected edge of the table (the opposite edge would be the escape point if one is not already designated). They must deploy within 8 inches of the table edge. Once they are deployed, the attackers deploy, on the same table edge, but within 2 inches of the edge.



BEGINNING THE GAME

The defenders always have 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 all make it to the escape point or off the board or c) the attackers bottle out.

BOTTLE TESTS

Once again, the defenders cannot bottle out, and the attackers will only bottle out once they have lost 50% of their force.

SPECIAL, FOOTRACE

Because of the fast-paced nature of the chase, a few special rules apply to movement.

The defenders are trying as hard as they can to avoid the guns of the enemy, and as such they may make a leap in addition to their normal movement. This will be an additional movement of D6 inches made either before or after their regular movement, though the entire distance indicated by the roll must be moved. The defenders though, are shaken throughout the game and always suffer from a -1 to hit modifier when shooting.

The attackers are doing their very best to stop the defenders. As a result, the attackers may fire when they run, though they will suffer from a -2 to hit modifier. This applies only to weapons that can logically work while in hot pursuit. Web guns, sniper rifles, heavy weapons, flamers and grenades are not affected by this rule.

EXPERIENCE

The following experience will be earned after the battle.

- | | |
|-----|-------------------------------------|
| +D6 | Surviving |
| +5 | Per Wounding Hit |
| +5 | Each Defender getting off the table |