

# THE DROP: A CAPTIVE AUDIENCE SCENARIO 3

When a ransom demand has been made, the loot has to get to the right people somehow. Particularly tough and loyal gangers or sufficiently foolish juves are the perfect candidates for delivering the ransom to the waiting enemy.

*In this scenario, a location has been determined for the drop and the bag man must act quickly to make the delivery and get his comrade released. Of course, a drop doesn't always go smoothly.*

## SCENARIO SELECTION

This scenario can be selected when a gang member receives the *Captured* serious injury.

## SCENARIO SPECIAL RULES

Uses *A Captive Audience PDF* rules.

## GANGS

This scenario involves two players. The first player takes control of a fighter from the captive's gang in charge of delivering the ransom. The second player takes control of the gang holding the captive, waiting for the drop. Alternatively, players can take the role of an uninvolved gang who has happened to learn the location of the drop.

The captive's gang selects one of their fighters to make the drop. This cannot be the leader. He also chooses D3 additional fighters who will act as back up in case things get ugly.

The gang waiting for the ransom is made up of D6 fighters. These fighters may be chosen by the player, though the leader may not participate.

## TERRAIN

Terrain is placed in the usual fashion. However, take care to

designate an appropriate point for the drop. This can be any open area of the board, though it should be close to the center of the table. Mark the drop point with a counter or suitable piece of terrain.

## DEPLOYMENT

The bag man deploys on his choice of table edges no more than 8" onto the table. His extra fighters are kept aside for now. The gang waiting for the drop deploys their fighters next. They must be deployed within 12" of the drop point and in hiding.

## BEGINNING THE GAME

The bag man takes the first turn and must move as directly as possible towards the drop point. Because he is moving with extreme caution towards the drop point, he may move no more than his standard movement rate. The gang waiting for the drop may not run or charge either as they are trying to avoid being detected.

## THE DROP...GOES WRONG

This scenario uses the modified build-up roll as described earlier. Once either gang rolls over their build-up number, a shoot-out begins immediately. Roll a D6 for each fighter on the board and add that fighter's initiative value. The bag man may add 1 to his score for every fighter who is detected or no longer hiding when the shoot-out starts. Once these scores are worked out, the fighters each take a shot at the closest enemy model in order from the highest score to the lowest.

After the shoot-out has been resolved, the bag man's

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reinforcements will be deployed. They may set up anywhere on the bag man's side of the table at least 12" from any enemy gang member. Both players then roll a D6 and the highest score takes the next turn. The scenario plays like a standard gang fight from then on.

### ENDING THE GAME

The game ends once the bag man makes it to the drop point and within 12" of the table edge without a shoot-out starting. (I know...this sounds boring...but it is actually quite intense!). If a shoot-out occurs, the game ends once all the members of either gang are taken down or out of action or once the Bag leaves the table.

Gangs do not take bottle tests in this scenario and will only leave if they bottle out voluntarily. If bottling voluntarily a gang automatically loses the bag to the enemy.

### EXPERIENCE

Fighters earn the following experience for taking part in this scenario.

**+D6** for surviving the battle.

**+5** per wounding hit

**+10** for the bag man if he drops off the bag before a shootout.

**+5** for carrying the bag off the table edge.

### SUGGESTIONS

There are several ways to spice up this scenario even more. If your fellow players are anything like mine, they will go into the scenario with questions about whether they can cheat or betray their opponents, which can make for some great grudges for your

campaign. Make sure to check with the arbitrator and let him decide how to play the scenario out.

One way to trick the enemy is through the use of a fake ransom. Instead of bringing an actual ransom, simply bring a weighted case worth nothing. If the player chooses to do this, they must decide so before the battle begins and write the word "ringer" on the same piece of paper where they keep their build-up number. You can also make this a bit more in depth by seeing if the gang holding the captive buys it or not. Have the leader take an initiative test, for example. If he fails the test, he does not realize the package is a ringer until after the captive has been released.