

# THE DUEL

The scenario is a good way of settling disputes between gangs or bitter enmities could be satisfied. I imagined two fighters being put in an enclosed dome to fight to the death, the survivor being the winner. The two fighters could use stealth to hunt each other before closing for the kill, or just charge headlong at each other, weapons blazing. Of course, they ought not know that their opponents are there, and Just be exploring an area, but they're gonna find out pretty quick!

## TERRAIN

The table is set up in the normal manner. Neither side may use Tunnels, Vents or Infiltration in this game. It's best to use quite a small table for this game, as with only one ganger per side it may take some time to find each other.

## GANGS

Each player picks a Ganger or Juve to take part in the Duel. Both players roll a dice. The highest score chooses a table edge and sets up his fighter within 8" of the table edge. The other fighter is then set up within 8" of the opposite table edge. The fighters should not be able to see each other.

## STARTING THE GAME

The fighter who set up first now takes the first turn. This is now a normal fight. There are however two special rules.

Fighters may not charge a fighter who is either pinned or down. Close combat lasts one turn. In the event of a draw both fighters

must disengage for one turn before being able to charge again.

These rules will hopefully help to make the game as long and tense as possible.

## ENDING THE GAME

Neither fighter may Bottle Out. No Bottle rolls are taken. The game ends when one fighter goes out of action. The remaining fighter wins the game.

## EXPERIENCE

+D6 survives  
+5 per wounding hit  
+10 winning fighter

## SPECIAL RULES

The gang from which the loosing fighter came must roll 1D6. On a roll of 1-3 the gang may only collect half it's usual income in the after battle sequence. On a 4+ nobody cares that they lost the duel.

This roll represents contacts loosing faith in the gang. After the next game the gang may collect its income as normal.

The winner of a duel, however, will find themselves rewarded for their success. The winning fighter gains one random item from the rare trade table, and the gang may add D6x5 credits to their stash to represent gifts from their supporters.