

ESCAPE ROUTE

This scenario represents a failed ambush attempt, where the defending gang spot the ambush before the trap is set. In such a situation the defending gang is likely to leg it before they become trapped. Obviously the attackers don't what this and will tty to box the enemy gang in before they can escape. The defenders won't go down without a fight though.

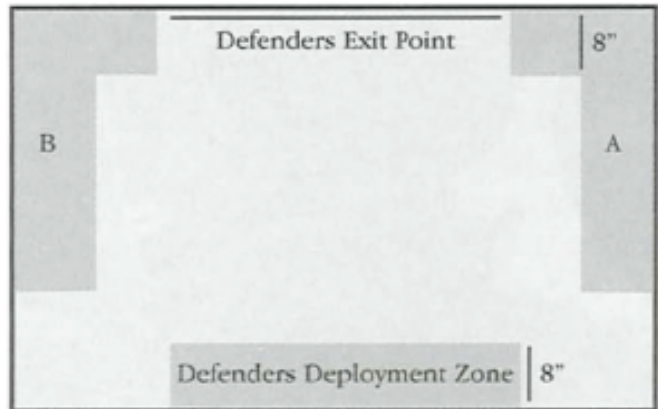
TERRAIN: All terrain is set up in the usual manner, on a gaming area of preferably 4'x4' or larger. The one restriction is that a band at least 6" wide must be left from one side to the other. Within this strip, only rubble and barricades, not buildings or similar structures, may be placed. See the map in the deployment section.

GANGS: Before the game begins, the attacking gang is split into two groups. Each group must consist of at least two fighters. The attacker cannot use Vents or Tunnels, but Infiltrators may be used as normal.

The entire defending gang is present in this scenario. Fighters who roll a '1' for Old battle wounds do take part in the battle, but suffer a -1 penalty to both strength and Toughness for the duration of the game. This represents the Old Battle Wounds causing fighters constant pain, reducing his effectiveness in the battle.

DEPLOYMENT: The defending gang sets up first, in the area shown on the map. The attacking gang is set up as follows. The attackers have two deployments, A and B. One of the attacking groups is placed

in zone A, and the other in zone B. They may not set up in the same zone.



STARTING THE GAME: Both players roll a dice. The attacker may add +1 to his roll to represent his 'surprise' attack. The player with the highest score gets the first turn.

ENDING THE GAME: The game ends if one gang bottles out, or if one gang Bottles Out voluntarily, with the victory going to the other player.

The game also ends if half the defending gang leaves the table at its exit point, as shown on the map. If this happens the defending gang automatically wins.

EXPERIENCE:

- +D6 Survives.
- +5 Per wounding hit.
- +10 Winning gang leader.
- +5 Escapes.