

ESCAPE!: A CAPTIVE AUDIENCE SCENARIO 2

The prospects for a captive fighter are dim. More often than not, the fighter is simply killed or handed over to the Guilders for a future of slavery. It is no wonder then, that most captives will do anything to get away. Waiting for the perfect moment, the fighter must make his way past an entire gang eager to collect on his head.

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

The captive works by himself in this scenario, while all of his enemy's gang, the defenders, may be used to stop him. The captive must also gather several loot counters, one for each weapon or piece of equipment he carried when he was captured.

The defending gang chooses one ganger or juve to act as the escort for the prisoner. This fighter is assigned guard duty. He may also choose D3 additional fighters who are present when the captive makes a break for it. The leader may not be chosen for this scenario, as it is assumed he is off at the tradeport. Heavies can be chosen, but may not take special or heavy weapons, as they are in the middle of being cleaned and serviced. All other gang members are set aside and will be used as reinforcements.

TERRAIN

Terrain is set up in the normal fashion to represent a sector of the defending gang's hideout. While setting up the terrain, there are a few special features you must be sure to include.

The Cell

This is where the captive is being held. This can be anything from an

actual cage or building, to a pile of slag or bulkhead to which he has been chained. The cell is placed in the center of the table.

Escape Points

Players must nominate the escape point for the captive. This can be as simple as a table edge, though players can also choose to make it a feature on the table such as a ventilation entrance, an elevator or a sewage opening. Players may decide among themselves where to place the escape point, though it should be at least 18" from the cell. If the players agree, you may also nominate several possible escape points, only one of which is real. The captive player must decide which one he will use and keep it a secret from the defender.

DEPLOYMENT

Deployment begins with the captive placing his fighter in the designated area. The defending player then places a loot counter representing each piece of the captive's equipment no more than 12" from the cell however he chooses. He then places an alarm or alarm trigger to alert other fighters of the escape attempt. This should be placed no less than 2D6" from the cell.

Once the counters and alarm have been placed, the defending player deploys his force. The escort sets up first within 8" of the captive and no less than 4" from the alarm, facing in a random direction. The defender's other fighters must be placed no less than 12" from the captive facing in a random direction. All defending fighters are treated as sentries as described in the *Raid* scenario.

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BEGINNING THE GAME

The captive always takes the first turn in this scenario, freeing himself and making a break for it.

SENTRIES AND THE ALARM

Once the sentries spot the captive trying to get away, they may move as normal. They may also trigger the alarm by ending their movement phase in base to base contact with it.

Once the alarm is activated, all sentries may move as normal and their reinforcements will make their way back to the hideout. The defending player rolls a D6 at the beginning of his turn to see if any reinforcements arrive. 1-3 = none, 4-5 = 1 fighter and 6 = 2 fighters. Reinforcing fighters enter from a random table edge and may take their full turn immediately.

ENDING THE GAME

The game ends once the captive has been taken down or out of action, or once he has made it to the designated escape point. The game also ends in the unlikely event that the captive takes the entire opposing gang down or out of action.

Neither gang takes bottle tests in this scenario, though the defenders may choose to bottle out, in which case the captive escapes with all his weapons and equipment.

The Loot

Before attempting to reach the escape point, the captive may attempt to gather his weapons and equipment by moving into contact with one of the counters. He may use any weapons he picks up immediately.

The Captive

The captive is determined to get away and may move as a normal

fighter. He does not have to test for falling if he runs and is assumed to have freed himself and is no longer bound.

Escaping and Concealed Blades

Fighters equipped with concealed blades can choose The Escape as well, though they play it slightly differently. Once the fighters are deployed, a captive with a concealed blade must roll a D6 and consult the chart below.

D6 Roll Result

- 1 The fighter is unable to subdue his escort and immediately takes a hit as if he fled hand to hand combat. (Note that this could make for a very short game).
- 2 The captive is unable to subdue his escort, who quickly raises the alarm. Move the escort fighter into base to base contact with the alarm. The game begins as normal, though defenders are immediately alerted to the escape attempt.
- 3 The fighter is unable to subdue his attacker and the game proceeds as normal.
- 4-6 The fighter successfully subdues his escort. The Escort is placed in contact with the cell and man down. If he does not recover, the escort will suffer serious injuries as normal.

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

+D6 for surviving the fight.

+5 per wounding hit.

+5 for taking the captive down or out of action.

+10 for the captive reaching the escape point.

+D6 for each weapon or piece of equipment the captive recovers before escaping.