

THE HAND-OFF: A CAPTIVE AUDIENCE SCENARIO 4

The most common resolution to holding a prisoner is for the gangs involved to meet and, while trying not to shoot each other, hand off a ransom for the captive. This is not a favorite solution of the captive's gang, who must fork over the ransom. Nor is it a favorite of the captive, as he is likely to be killed if something goes wrong.

The Hand-Off is played when gangs have decided to trade a captive for a ransom. The gangs must meet, work out a deal and trade their prizes, all while keeping their cool.

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

Each gang takes their leader and D3+1 fighters of their choosing. One fighter must be selected to carry the bag and this cannot be the leader. The opposing gang takes the captive and must select one fighter to act as the captive's escort. Again, this cannot be the leader.

TERRAIN

The terrain is set up in the normal fashion, though players should make a suitable meeting place near the center of the board.

DEPLOYMENT

Each player rolls a D6 and the highest roll deploys his leader first, near the center of the table. The second player places

his leader, at least 12" from the opposing leader, but no more than 18". The players then alternate placing fighters until both gangs have deployed completely. Each fighter must deploy at least 12" from any enemy and within 8" of another friendly model. The bag man, the captive and escort have the added restriction that they must be placed within 4" of their respective leaders.

BEGINNING THE GAME

The captive's gang takes the first turn. No fighter may move more than 4" during the first part of this scenario and the leaders, escort, captive and bag man must move directly towards each other and cannot move behind cover. Other fighters cannot come closer than 8" to any enemy. The leaders, bagman, escort and captive continue to move in this fashion until the leaders are 2" from each other. Once there, they may not move until negotiations are complete.

This scenario uses the Modified Build-Up roll described earlier. From the first turn onwards, the gang's must roll their dice and tally their score. Because each gang has a lot at stake for this scenario, their build-up scores start at a higher 20 rather than 15, though they may still modify them in the usual way.

THE NEGOTIATION

While the gangs are intimidating each other, the leaders must work out a deal for the exchange. Once the leaders get within 2" of each other, the negotiating begins. To negotiate, both players roll a D6 at the beginning of each turn. A deal has been struck once both

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players manage to roll the same number. To reflect their willingness to compromise, each leader has the option to modify a single roll up or down by 1.

Note that while this scenario acts out the process of coming to a deal, the players should already have decided on a ransom to be paid.

THE DEAL

Assuming a shoot-out doesn't break out, once the players have negotiated their deal, the captive and the bag change hands. The former escort automatically takes control of the bag, the captive's bonds are cut and he is given a knife. In the gang's following turns, the leaders, the bagmen and the captive move back towards their respective gangs at their usual movement rate. The rest of the gang continues to roll their build-up scores.

THE DEAL...GOES WRONG

Once one gang has rolled over their Build-up number, a shootout begins. If this happens after the hand-off has been made, the shootout proceeds as normal. However, if the shootout begins before the hand-off is complete, any fighter who targets the escort must randomize the shot between the captive and the escort. In addition, the escort must use his attack targeting the captive. Once all fighters on the board have fired, each side rolls D6 and the highest score takes the first turn. A standard gang fight begins from there.

ENDING THE GAME

The game ends once the captive, bag or both leaders escape off the

table edge or if one gang is completely taken down or out of action. Alternatively, if the players choose, they may also end this game as soon as the leaders strike a deal, assuming that both gang move off peacefully.

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.

+5 per wounding hit.

+5 for leaving the table with the bag.

+5 for each leader if they make a deal before a shoot-out.

+5 for the captive if he makes it off the table edge.