

JAILBREAK

An Outlaw has been unlucky enough to get captured by the authorities and is due to be executed In just a few days. Previous rescue attempts have failed so this time the entire gang has opted to try to break him out of the Guilder prison. Unfortunately. the Outlaws have not managed to tell their comrade about this and he has already decided to make his own escape attempt By sheer coincidence this all occurs at lie same time.

CHOOSING THE JAILBREAK

If an Outlaw is captured and a rescue mission fails, then the Outlaw may choose to play this game instead of rolling on the scenario table as usual. The opposing gang must be the gang that captured the outlaw.

TERRAIN

The defenders place a building in the centre if the set up. This is the jailhouse and should have walls all around and preferably only one entrance. It is also a good Idea for it to look secure and fortified. The attacker and defender then take it In turns to place the rest of the scenery. The use of special terrain. Mines and crumbling buildings (all but the Jailhouse) is allowed (see later for the rules).

GANGS

The defender places the captive In the Jailhouse and places a random gang member within 6" or at the door, as the guard. The other gang members are positioned anywhere on the board although they may not be placed within 8" of the edge. All of his fighters

Me sentries. The attacker chooses 2D6 members of his gang and sets them up Within 4" of a randomly chosen table edge.

STARTING THE GAME

The captive is just about to attack his guard with a homemade knife when his gang arrives to rescue him. The attackers take the first turn.

SPECIAL RULES

The Captive: The captive has no weapons but has fashioned a knife from a sliver of plasteel. His objective is to escape from the jailhouse. To do this he must either ambush his guard and take him out of action In one turn or await his gang's arrival.

Attacking the Guard: To arrack the guard the captive must charge him. If the guard Is still acting as a sentry he will be at half his normal WS. If attacking from the rear, the captive stabs the guard in the back inflicting an automatic hit with. The combat is resolved as above and may cause a disturbance alerting the other sentries. From that point on be must try to leave the board along the attacker's edge.

Waiting for Rescue: The captive can always just sit tight and wait for his comrades although this carries the risk of them being beaten off and him being executed. If this is the course of action chosen, the captive may only leave the Jailhouse after his guard has been taken out of action.

Note that the captive can decide to walt before attacking his guard, although the guard may be facing him when he docs so mewing

JAILBREAK

that he loses his surprise attack.

Sentries: Until the alarm is sounded sentries move D6-3 per turn. Roll separately for each sentry to determine how far he moves. If the distance is negative then the attacker may move the sentry model. After moving each sentry, roll the Scatter dice and turn the sentry in the appropriate direction. The captive's guard will not move until the alarm is raised although he will change direction and look for the attackers.

Sounding the Alarm: Until the alarm is sounded sentries move as detailed above. In addition their WS is halved and they may not shoot. After the alarm is sounded sentries may move freely. The alarm can be sounded in a number of ways.

Spotting: Roll 3D6 at the end of the defender's turn. Sentries can try to Spot any attackers or escaped captives within distance so long as they could normally be seen. This distance is further than normal because the defenders are on guard after the last attempt. Enemies in the open or within a distance equal to the sentry's Initiative in inches will be spotted on a D6 roll of 2 or more. Enemies in partial cover will be spotted on a D6 roll of a 4. Enemies in cover or *Hiding* will be spotted on a D6 roll of a 6. If a sentry spots an enemy then he sounds the alarm. Enemies are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range is the same as in his turn and the dice rolls are the same. A sentry can only give the alarm if he survives the

attacker's turn. If he is taken out of action then he cannot sound the alarm.

Shooting: If an attacker shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is more than 10 then the alarm is sounded. However, this rule does not apply to silent weapons such as needle guns.

Fighting: A sentry who is attacked, either by the captive or one of his comrades, will sound the alarm if he survives the turn. Remember that a sentry's WS is halved until the alarm is sounded. If the attacker shoots a pistol or uses a chainsword then you must roll as described above to see whether the noise sounds the alarm also. In addition, the noise of fighting may sound the alarm even if the sentry does not survive to do so himself, the attacker rolls a D6. If the score is more than the number of attackers in the fight then the scuffle is finished silently and goes unnoticed. Otherwise, the alarm is sounded. For example: if three attackers mug and take out a sentry then you must roll 4+ for this to go unnoticed.

JAILBREAK

ENDING THE GAME

The game ends and the attackers win the captive and all surviving attackers leave the board by the edge on which they originally set up. The game also ends if all the attackers are down or taken out-of-action or if the attacker *Bottles Out*. The attackers are determined to rescue their comrade and so only start taking Bottle Tests when they have suffered 50% casualties. The defender is protecting a large bounty and so will never *Bottle Out*, either voluntarily or nor.

EXPERIENCE

Fighters who cake parr In the scenario earn experience as noted below:

- +D6 Survives: If the fighter survives the fight even If he is wounded or put our-of-action he earns D6 experience points.
- +5 Per wounding hit: A fighter earns 5 points for each wounding hit he Inflicts.
- +5 Escapes: If the captive defeats his guard in hand-to-hand combat then he may earn an extra 5 exp.
- +10 Successful Defense: If the defender wins, the leader earns 10 experience points.

SPECIAL

If the defender keeps the captive alive he will hand him over to the authorities and gain the normal bouncy.