

THE LAST STAND

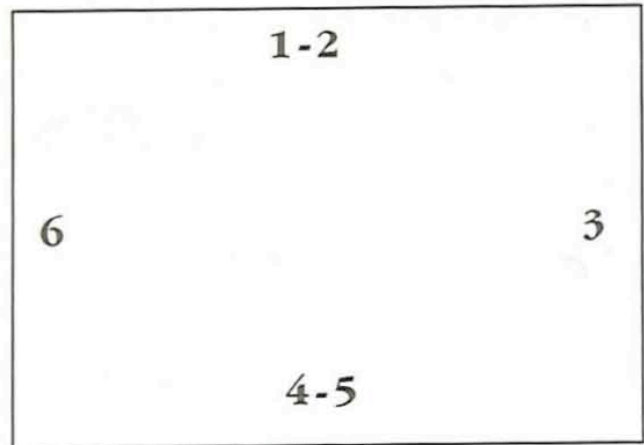
When life becomes real hard for a gang they are often forced into common thievery or daring robberies to support themselves. Merchandise is often sold on the Black Market or kept to increase the gang's ability to survive in a scrap. The only problem, of course, is getting caught.

Whilst busily conducting themselves in activities of a rather dubious nature - seizing some loot from a rival gang - the gang fail to notice as a watchman sounds the alarm. Angered at the loss of valuable equipment the burgled gang is soon roused to pursue the thieves. Taking refuge in a small outpost on the edge of the badzones, surrounded and outnumbered, the thieves decide to sell their lives dearly...

TERRAIN: In the centre of the table place the tower building or similar piece of terrain to represent the outpost that the defending gang is holed up in. Starting with the attacker, the players then take it in turns to place either a ruined building structure, connecting walkway; or a barricade. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

GANGS: In this scenario the player who chose the scenario takes the role of the defending gang. The other player is the attacking gang. The defender sets up first. They have 3+D3 members of their gang taking part in the fight. Models may be deployed anywhere within 4" of the outpost building and may be formed up into groups of two or more models.

For each group roll a D6 to determine which table edge they are deployed onto (see map).



Models may be deployed up to 4" onto the table.

STARTING THE GAME: The attacking gang has the first turn of the game as they close in on their intended victims.

SCENARIO SPECIAL RULES

Ammo: The defenders have very little ammo with them because they have travelled lightly in order to carry back more loot. Because of this, any defending model must make an ammo roll if they roll either a 1 or a 6 to hit when shooting.

The Loot: The defenders are carrying some type of stolen loot with them. To decide what type of loot that they have roll a D6 for each defending model.

D6	Result
1-3	One Loot counter.
4-6	One Crate counter (from the Heist).

Loot counters are only useful after the battle, but crates may be used during the battle. At any time a model carrying a crate can open it. All the normal rules for crates detailed in the *Heist* scenario apply except that gear

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crates should be rolled for immediately.

Crate or Loot counter must pass a Leadership test, otherwise they will drop it as they flee the battle field.

ENDING THE GAME: The game ends when one of the gangs *Bottles Out*. The defenders are fighting for their lives and so do not have to take a *Bottle* test until they have suffered at least 50% casualties. The attackers take *Bottle Tests* after losing the usual 25%. The game also immediately ends if there are no defending models on the board left standing. The defender may move his models off of the board during his turn, movement permitting, which represents them escaping. Models that have moved off the board do not count as casualties in terms of taking *Bottle Tests*.

EXPERIENCE:

+D6 for any fighter that survived.
+5 per wounding hit.
+3 for each defender that escapes.
+1 for every turn after the second turn that a defender remains on the board and in action.
+10 to the attacking leader if the attacking gang wins.

SPECIAL: For every loot counter the defenders get away with the attacking gang must subtract the amount rolled from their income for that battle. Any Crate counters that they get back that are unopened they can roll for as normal. This is because they were part of a shipment of guns, ammo and the like that the attackers had stolen and had not yet opened. It should be noted that if the attacker *Bottles Out* the defender gets any loot or crate counters still left on the battlefield and vice versa. When a gang *Bottles Out* each gang member holding a