

Scouting Fight

v1.0 by Anthony Case

When gangs venture out into the badzones to explore neighbouring domes they split up into smaller scouting groups to cover more ground and to appear less conspicuous. If scouting groups from rival gangs then stumble upon each other then they usually fire off warning shots alerting fellow gang members of the danger, yelling insults and testing each other's nerves until the rest of the gang arrives. However, sometimes the relationship between two sparring gangs can be so bitter and the need for revenge so intense that these small scouting groups will immediately open fire and charge headlong. The rest of the gang hearing the ensuing chaos will quickly make their way to the carnage oblivious to where their fellow gang members may be.

This scenario represents two scouting groups from rival gangs spotting each other and immediately charging without waiting for the back up of their fellow gang members.

Any gang that is allowed to select the scenario can choose to play the Scouting Fight scenario.

Terrain

Each player takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that the gangs start off a good distance apart and with the cover to move reasonably freely.

Deployment

Both players split their gangs into groups comprised of between 1 and 5 fighters, but no more than 6 groups total. Each player then rolls a D6 with the lowest scoring player deploying one of his randomly selected groups within 12" of a table edge of his choosing. The opponent then deploys one of his own randomly selected groups within 12" of the opposing table edge. Special deployment rules can be used in this scenario (e.g. through using the Vents territory or Infiltrate skill).

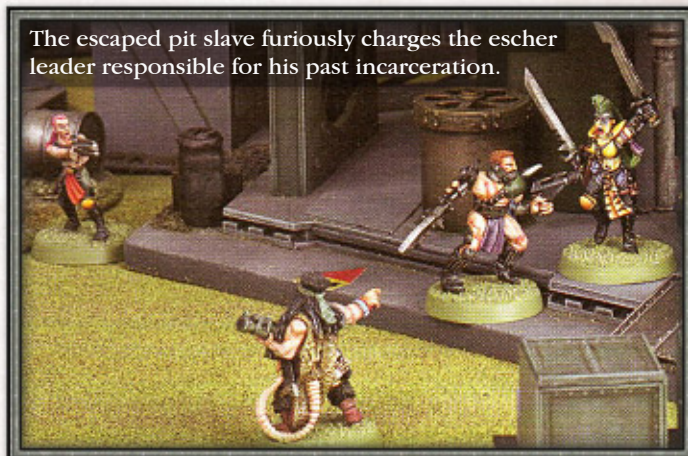
Starting The Game

Both players roll a D6. The highest scoring player takes the first turn.

Reinforcements

After the first turn there is a chance friendly fighters will arrive to backup their fellow gangers in the firefight. At the start of each of your subsequent turns, randomly determine one of your undeployed groups and roll a D6. If the roll is more than the number of models in the group then they can be deployed at a randomly determined table edge and can move and shoot as normal from that turn onwards. If the roll is equal to or less than the number of models then the gang will receive no reinforcements that turn. To determine which table edge they can be deployed on, roll a D6. On a roll of 1-2 the models are deployed anywhere along your own table edge. On a roll of 3-4 the models are deployed anywhere along the table edge to your left. On a roll of 5-6 the models are deployed anywhere along the table edge to your right.

The escaped pit slave furiously charges the escher leader responsible for his past incarceration.



Ending The Game

The Scouting Fight scenario has no specific objective other than to drive off the enemy gang. If a gang fails a Bottle test, or one player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

Experience

Fighters who take part in the Scouting Fight scenario earn Experience points as noted below.

+D6 Survives: If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and successfully wounds his target.

+10 Winning Gang Leader: The gang leader of the winning side earns an extra 10 Experience points.

Special

If the winning gang takes at least three enemy models out of action and takes three times as many enemy fighters out of action as it suffers itself, then it can take over one piece of randomly selected territory from the opposing gang.

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