

RESCUE MISSION: A CAPTIVE AUDIENCE SCENARIO 1

When a fighter is taken captive by an enemy gang, many leaders are hesitant to pay large ransoms, but do not want to lose a good fighter. For them, a Rescue Mission is a risky option, but the pay off can be well worth the danger.

This scenario can be played when a gang holding a captive has announced their intentions and the captive's gang wants to try to get him back. Except where noted otherwise, the rules for this scenario are the same as for the *Raid* scenario from the *Living Rulebook*.

SCENARIO SELECTION

This scenario can be selected when a gang member receives the *Captured* serious injury.

SCENARIO SPECIAL RULES

Uses the *Raid* and *A Captive Audience PDF* rules.

The Captive

When he sets up his gang, the defending player places the captive anywhere he likes. The captive may not move until he is freed and he does not have to be escorted during this scenario. The defenders may not 'execute' the captive, but must drive off the attackers instead.

The captive is freed once a friendly fighter moves into base to base contact with him and spends the rest of the turn cutting him free. He may not shoot, fight in hand to hand combat or do anything else in that turn. Once freed, the prisoner may move and attack normally. He may also be attacked as normal. When the captive is freed he has no weapons, but is assumed to have been given a knife by his liberator.

ENDING THE GAME

The game ends if the captive is freed and makes his escape by moving off the table edge. The game also ends if all the raiders are down or out of action or if the attackers bottle out.

EXPERIENCE

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

+D6 for surviving the fight.

+5 per wounding hit.

+5 for freeing the captive.

+10 for successfully defending leader.