

THE EXCHANGE: A CAPTIVE AUDIENCE SCENARIO 5

In the rare event that two gangs each take a captive from the others' gang, they will most often meet and bargain for each captive's life. The stakes are high in this meeting, populated by fighters eager to get their comrade back and ready for a rematch.

The exchange is played when two gangs each hold a captive from the other. The gangs must meet and trade their captives before they lose their nerve and start shooting.

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. Each gang also takes their captive and must assign one of their fighters as the captive's escort. The escort cannot be the leader, as they will be busy dealing.

TERRAIN

The terrain is set up in the normal fashion, though players should make a suitable meeting place that is mostly clear 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 captives and escorts have the added restriction that they must be placed within 4" of their respective leaders.

BEGINNING THE GAME

Each gang rolls a D6 and the highest score chooses who goes first. No fighter may move more than 4" until after the shootout and the leaders, escorts, and captives must move directly towards each other and cannot move behind cover. Other fighters cannot come closer than 8" to any enemy fighter. The leaders, escorts and captives 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, gang's roll their dice and tally their score. Because each gang has a lot at stake, 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 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.

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THE EXCHANGE

Assuming everything goes well, the players make a deal and hand over their prisoners. The captives switch places, their bonds are cut and they are each given a knife. In the gang's following turns, the leaders, the former escorts and the released captives move towards their respective gangs at their usual movement rate. The rest of the gang continues to roll their build-up scores.

THE EXCHANGE...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, it is the same as a standard shootout. If the shootout begins before the hand-off is complete, any fighter who targets an escort must randomize the shot between the captive and the escort. In addition, escorts must use their attack on 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 beginning from then on.

ENDING THE GAME

The game ends once the captives and both leaders escape off the table edge or in the case that one gang is completely taken down or out of action. Alternatively, if the players choose, they may end the 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.

EXPERIENCE

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

+D6 for surviving.

+5 per wounding hit.

+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.