

# THE SELL-OFF: A CAPTIVE AUDIENCE SCENARIO 6

There is a great deal of money to be made buying and selling captive gang fighters. While ransoms are common income for daring gangs, many leaders are simply not willing to fork over ransoms demanded for their captured kin. If the gang is not willing to pay to get their fighter back, there is always a market for the able-bodied and slave traders always offer a fair price.

In the sell-off, a gang holding a captive has decided to sell him to the local slave trader. Slavers are often untrustworthy and prone to carting away not only their captive, but the entire gang selling him. To make things worse, the captive's gang has learned of the sale are ready to mount a final rescue attempt.

## 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

This scenario is played by two or three players. The first plays as the gang holding the captive, while another takes the captive's gang, trying once more to free their fighter. If you have a third player, he will take the role of either a third gang representing the slave trader, or the trader himself with his bodyguards.

The gang holding the captive takes their leader and D3+2 fighters to make the deal. One of these fighters must be appointed as the captive's escort.

The captive's gang may choose up to D3 fighters to attempt to rescue their fighter.

If the trader's gang is being played by a 3rd gang, it will consist of the gang leader and D3+2 fighters. One of these fighters must be assigned to be the bag man. Alternatively, the slave trader's gang may be made up of the actual slave trader, controlled by a player or arbitrator. You and your opponent must agree on rules for this character, and he will be accompanied by D3+2 hired guns of the player's choice.

## TERRAIN

The table is set up in the normal fashion. Make sure there is a meeting place that is mostly clear in the center of the board.

## DEPLOYMENT

The players making the deal roll 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 enemy, but no more than 18." These players alternate placing their fighters until both gangs have deployed completely. Each must be at least 12" from an opposing fighter and no more than 8" from another friendly model. The captive and the escort must be placed in base to base contact within 4" of the escort's leader and the bag man must be deployed within 4" of his leader.

Once all the fighters are deployed, the captive's gang deploys his force. They must deploy in hiding and be no less than 12" from any enemy model.

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## BEGINNING THE GAME

The gang holding the captive takes the first turn. This scenario uses the Modified Build-Up Roll described earlier. During the build-up, no fighter may move more than 4" and the leaders, escort, captive and bag man must move towards each other and cannot move into cover. Other fighters cannot move closer than 8" to any enemy fighter. The leaders, bag man, escort and captive must move in this way until the leaders are 2" apart. Once there, none of them may move until the negotiations are complete.

In the meantime, the captive's gang takes the last turn, moving as normal. Because both gangs making the deal are so intent on each other, they will not even notice the captive's gang until after they are attacked.

## 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. Because Slavers are notoriously hard dealers, they may not modify their rolls as with other negotiations.

## THE SELL-OFF...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 next turn. While the captive's gang will not participate in the shootout, they will try to get the first turn once the enemies have been thinned down a bit.

The sale can also be spoiled by the captive's gang. As soon as the captive's gang fires a shot, the build-up ends immediately and nervous fighters start shooting. Each side assumes the other has opened fire and the shootout begins from there, the captive's gang ducking and waiting for each side to take the other out. Fighters may target members of the captive gang they can see only if they first pass an initiative test.

After the shootout is over players must decide how to fight it out from there. It can be a free for all, or the trader and his patrons can team up against the captive's gang.

## FREEING THE CAPTIVE

The captive's gang frees their comrade by taking down his escort. They must do this before he is taken down or out of action and before either side escorts him off the table edge. If they take the escort down in hand to hand combat, they may hand any of their weapons to the captive. Otherwise, it is assumed the captive is armed with a knife, but is no longer bound and may move as normal.

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## ENDING THE GAME

The scenario ends once the captive leaves the table edge in any gang's possession, or if only one gang remains standing. As a bonus, remember to take the bag off the table edge as well.

Gangs do not take bottle tests in this scenario and only the gang representing the trader may bottle 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.

**+10** for the captive if he makes it off the table edge.

**+5** for each of the captive's gang if they get him off the table.

**+5** for carrying the bag off the table.