

SCENARIOS FOR A CAPTIVE AUDIENCE

NEW SCENARIOS FOR NECROMUNDA

By Nick Jakos

When a member of an Underhive gang is captured, a dangerous chain of events follows. While some gangs make it a policy not to take prisoners and execute any unfortunate soul they are able to capture, many gangs prefer to take their chances, ransoming the fighter back to his gang or selling him off to the slave masters of the Merchant Guild. For gangs willing to gamble with captives, the rewards can be vast. Of course, it is all too easy to get in over your head when you're buying and selling the lives of your enemies. To help create the intensity and drama of holding prisoners in Necromunda games, the six new scenarios included here are fast paced, tense and sure to bring excitement to your games. Each of the scenarios involves a captive held by one gang.

The first of these scenarios is from the standard rules, the Rescue Mission, while the new scenarios give players choices on how to handle captives in their campaigns, including gangs exchanging ransoms, exchanging prisoners and negotiating with slave traders.

PLAYING THE SCENARIOS

To use these new scenarios in your campaign there must first be a captive, a wounded fighter whose serious injury roll resulted in a capture. When a fighter has been captured, the gang holding the captive must decide how to handle the captive. They may do any of the following.

- 1) Kill the captive
- 2) Ransom the captive back to his gang
- 3) Exchange the captive for a captive fighter of their own
- 4) Exchange the captive for a captive from another gang
- 5) Kindly return the captive to his gang
- 6) Kindly sell the captive to one of the Merchant Guild's Slavemasters

Once they have decided and announced their decision to the captive's gang, the gang holding the captive must wait for a reply. The captive's gang then decides what they will do in response, whether they will abandon the captive to his fate, or play one of the below scenarios. Only one of these special scenarios should be played per

captive, unless both players decide otherwise with the campaign arbitrator's consent.

SPECIAL RULES FOR CAPTIVE SCENARIOS

These new scenarios are designed to mimic the tense and nervous affair of taking a prisoner in Necromunda. As such, they follow a few special rules. The most common of these rules are included below, while each scenario will individually note which of the following apply.

The Bag

'The Bag' refers to anything that is being used as a ransom between gangs. This can be anything the players agree on – money, equipment, guns or even territories. Of course, the ransom must be something the captive's gang has in their possession. Generally, the Bag is treated exactly like a loot counter except for its value which is obviously determined by the ransom on offer. Unless noted otherwise in the rules for each scenario, the ransom is taken by whichever gang controls it at the end of the game. In the event that guns or equipment are used as a ransom, they may not be used during the game, as they are packed for transport.

The Modified Build-Up Roll

Most scenarios involving captives are tense games and make use of a build-up roll similar to that in the Shoot Out scenario.

Because fighters are left in vulnerable positions during ransom trades and drops, it is not uncommon for gangs to plan traps and ambushes against each other. To create this in games, players use a modified build-up roll, allowing them to try and get the upper hand.

As in the Shoot Out, each player starts with a build-up number of 15. At the end of each turn, each player secretly rolls a D6 and keeps track of their score. A roll of a 6 counts as 0. Normally, once a player rolls a total of over 15, their fighters break and the shooting begins. In Captive scenarios however, each player is allowed to modify their build-up number. To do this, each player rolls a D6 at the beginning of the game and these scores are added. Each player may then add or subtract up to that number from his build-up roll of 15 (this means the build-up rolls can be anywhere from 3, suggesting a player who is very eager to get into a fight, to a 27, a player who wants to avoid a fight at whatever the cost).

Once one player has rolled a total over his modified Build-Up Roll, the shooting starts. Every fighter on the board rolls a D6 and adds their Initiative value. Then, each fighter shoots in turn from highest score to lowest. Once everyone has taken a shot, the game continues as specified in each scenario.

The Captive

Many captive-based scenarios, as you would expect, include the use of the actual captive himself, whether trying to escape on his own or tied up and gagged to be handed over to a slave trader.

When present in one of the following scenarios, the captive must at all times be accompanied by a member of the opposing gang. This escort must remain within base to base contact with the captive. If the escort is engaged in hand to hand combat, is pinned or is man down, the captive may escape automatically, running towards the nearest friendly gang member or to the nearest table edge, whichever is nearer.

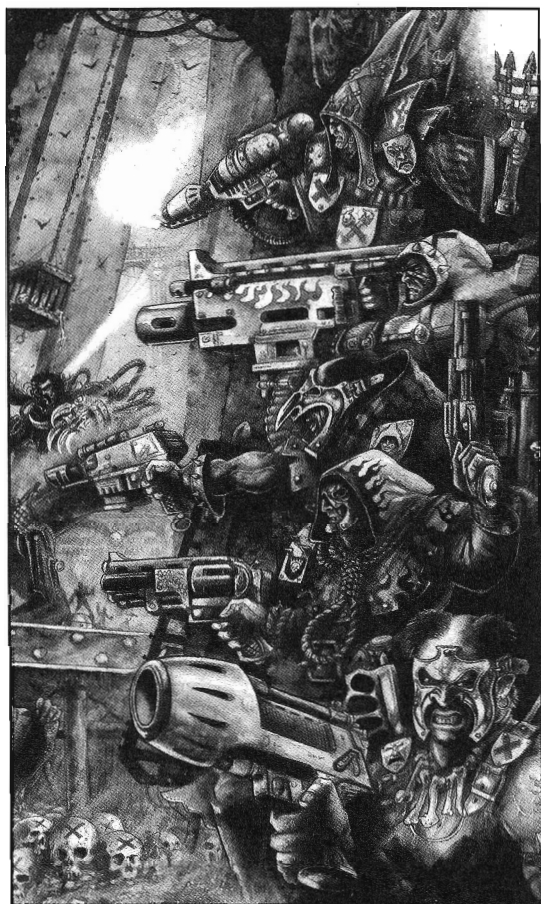
The captive may also attempt to escape from his escort at any other time, though it is far more dangerous. To do this, the captive must announce he is attempting to escape

at the beginning of his turn. Then he must roll a D6 and add his Strength value to the score. The escort then rolls 2D6, choosing one of those scores and adding his Toughness value. If the captive's total score is higher, he breaks away from his escort and may take his standard turn, moving towards the nearest friendly model or table edge. In this case, the escort has been overpowered and counts as pinned for the turn. However, if the escort's total score is higher, the captive does not get away and the escort is allowed to take a free shot at the captive, just as though he had elected to run out of a combat.

In addition, the captive is wounded and may only move his standard 4 inches safely. He may attempt to move more than 4", though he will stumble and fall on a D6 roll of a 4 or more. He will move D6 inches before falling, and counts as pinned for the remainder of the turn.



SCENARIO 1: RESCUE MISSION



Gang fighters injured during a battle can easily fall into the hands of the enemy. Even a victorious gang can discover that one of its fighters has staggered unwittingly into the clutches of their rivals. Rather than kill their captives, gangs will normally ransom them for a price. If a gang cannot pay the ransom, or simply refuses to, then the captive can be sold as a slave or forced into the mines to toil for his new masters.

This scenario represents a rescue mission. One of your gang fighters has been captured and you have discovered where he is being held. A small group of raiders is poised to mount a daring rescue bid.

This scenario can only be attempted when a gang fighter has been captured. The player who has lost his fighter may decide to attempt a rescue rather than pay the ransom. This is an exception to the normal rules for selecting a scenario. Except where noted otherwise below the rules are the same as for the Raid scenario already described.

THE PRISONER

When he sets up his gang the defending player places his captive anywhere he likes on the table. The prisoner may not move until he is freed. The defender is not allowed to attack or 'execute' his prisoner, but must attempt to drive off the rescuers. Once the captive is freed he may be attacked or shot at like any other fighter.

A prisoner is free to move and fight once cut free by a friendly fighter. The friend moves into base contact with the captive and spends the rest of the turn cutting him free. He may not shoot, fight hand-to-hand, or do anything else during the turn. Once freed the prisoner may move and attack normally. Note that the captive has no weapons or other equipment, but is assumed to be 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 taken out of action or if the attacker bottles out. The defender is defending his gang's hideout and so doesn't have to take Bottle tests. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

EXPERIENCE

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

- +D6 Survives. If the 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 wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens not 5 points per wound.
- +5 Free Captive. A raider earns 5 points if he cuts the captive free.
- +10 Successful Defence. If the captive is not freed then the defending gang leader earns 10 Experience points.

SCENARIO 2: THE ESCAPE

When captured by a rival gang, an Underhiver's prospects are dim. More often than not, prisoners are simply executed by the gang that has captured them, or sold into a life of slavery. Most captives will do anything to get away and for many escape is their best chance. Waiting for the perfect moment to break away, the captive has decided to make a break for it and now his enemies must stop him before their chance of a ransom is blown.

GANGS

The captured fighter, the attacker, works by himself in this scenario, while his enemy's entire gang, the defenders, may be used to stop him. The captive must also gather a loot counter for each weapon and piece of equipment he had in his possession while captured.

The defender must then roll $D3+1$ to see how many of his fighters are present when the captive tries to make a break for it. These fighters may be chosen by the player, though he must first take any juves he has available, as they are likely to be given guard duty while the rest of the gang trades or repairs weaponry. Leaders may not be taken by the defender, and no special or heavy weapons may be taken at all as the escape attempt is taking place between major fights and the weapons are being maintained and repaired.

TERRAIN

The terrain is set up in the typical manner, representing a portion of the defending gang's hideout. The players must also be sure to set up possible escape points for the captive as well as the location in which he is confined. This can be anything from a bulkhead he is chained to, a cell he is confined in, anything the players see fit. It should be close to the centre of the table. Once this is decided, the defender must place a counter or piece of terrain to represent an alarm trigger up to $D6$ inches away from the cell.

DEPLOYMENT

The captive deploys first, in whichever area is established by the players. He must then choose his escape point if the players have not already agreed on one. The escape point



can be just about any point, but must be no less than 18" away from the captive's cell. The captive must write down this location and keep it secret from the other player.

Once the captive has been deployed, the defender then places the loot counters, each representing a piece of equipment the captive had, no more than $2D6$ " from the captive's cell. The defender must then deploy the fighters that will begin the game. One of these fighters must be deployed within 8" of the captive, though all other must be placed no less than 12" inches from the captive's cell. These fighters are treated as sentries as described in the Necromunda Sourcebook and behave exactly like the sentries in the Rescue Mission.

BEGINNING THE GAME

The captive always takes the first turn, breaking loose from his cell and trying to get away. His turn is taken as normal, moving towards the escape point. After the sentry defenders have taken their turn and at the end of each of the defender's turns, the defending player must roll a $D6$ to see if he has any reinforcements making their way back to the gang's hideout. $1-3 = \text{none}$, $4-5 = 1$, $6 = 2$. these fighters are placed on a random table edge and may move as normal. They do not count as sentries.

SENTRIES AND THE ALARM

The sentries act just as other sentries described in the Necromunda sourcebook. If they spot the captive trying to get away, they may then move as normal. They may also attempt to get to the alarm trigger. To activate the alarm, they must end their movement phase beside in contact with the trigger.

Once the alarm has been activated, all sentries may move as normal and the reinforcement get back to the hideout faster. At the beginning of each of the defender's turn after the alarm has been triggered, the defender may again attempt to bring some reinforcements onto the board by rolling a D6. $1-2 = 2$, $3-4 = 3$, $5-6 = 4$. These players are also generated at random edges of the board. Once these reinforcements have been brought on the board, they may take a turn immediately.

THE CAPTIVE'S LOOT

Before attempting his escape, the captive can try to gather as much of his equipment as he can. To pick up his gear, the captive must end his movement phase in contact with the loot counter. Once he has picked up his equipment, he may use whatever item he has picked up.

SCENARIO 3: THE BAG MAN

When a ransom demand has been made, the ransom has to get to the right people somehow. In this scenario a member of the captive's gang has been chosen to deliver the ransom to a predetermined location in the Underhive. The bag man must act quickly to make the drop and free his comrade. Of course, the drop does not always go smoothly.

This scenario may be played when the gang holding a captive has decided to ransom

ENDING THE GAME

The game ends when one of the following happens. A) The Captive is taken out of action, B) the captive makes it to the escape point or C) however unlikely, the captive has managed to take down all of the defending players.

SPECIAL RULES

Because the captive has been in the hand of his enemies for a fair amount of time, it is safe to assume he has been pretty badly beaten. As a result, the captive begins the game with a -1 to both his WS and BS, as though he had a flesh wound. In addition, he may use no special skills that aid his movement, such as Sprint or Leap.

EXPERIENCE

Fighters in this scenario earn the following experience.

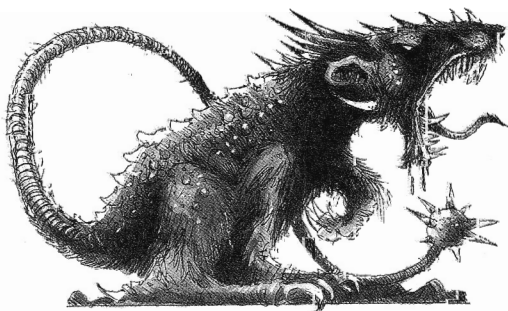
- +D6 For Surviving
- +5 Per Wounding Hit
- +5 For the Fighter who take the Captive out of action (in addition to experience for wounding hit)
- +10 For Reaching the Escape Point

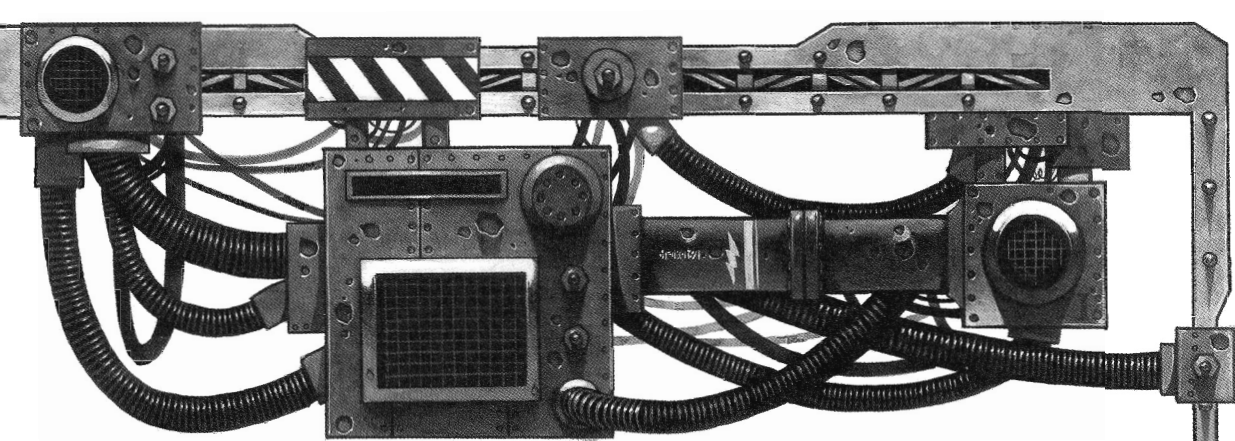
their prisoner back to his gang. If the drop goes well, the captive will be released back to his gang after this scenario. However, if the drop goes badly, the gang holding the captive must decide what they will do with the captive next.

GANGS

The gang's gang must first select one of their fighters to be the bag man, carrying the ransom to the drop point. The leader cannot be chosen. In addition, he also rolls a D3-1 to see how many other gangers he has as back-up in case things go wrong. Any extra fighters will be available as reinforcement and set aside.

The gang waiting for the ransom then rolls a D3 to see how many of its fighters are waiting for the drop. These fighters may be chosen from the gang, but none may be the leader.





TERRAIN

Terrain is set up in the normal way. Once the terrain is set, the gang waiting for the ransom must designate an appropriate point for the drop. This can be any open space on the board, though it should be near the centre of the table. This is the location the bag-man must reach to complete his task.

DEPLOYMENT

The bag man deploys first, on his choice of table edge, no more than 8" onto the table. Any extra fighters will also be deployed on this table edge, but are held aside for now.

The gang waiting for the ransom then deploys all of its fighters. They must be deployed within 12" of the drop point and must be deployed in hiding.

BEGINNING THE GAME

The bag man takes the first turn. This scenario uses the modified build-up roll as described earlier. As an extra part of this build-up, all models may move no more than their standard movement rate. The bag man must move towards the drop point.

THE DROP...GOES WRONG

Once either gang has rolled over their build up number, the drop turns into a shoot-out. Every fighter on the board rolls a D6 and adds their Initiative. Then, from highest to lowest, each fighter takes one shot at the nearest enemy model.

Once each model on the board has fired, each player then rolls a D6, the first turn going to whomever scores the highest. The bag man's reinforcement are placed at his table edge as soon as the shoot-out phase is over, and may make a normal move with the Bag-man from then on.

ENDING THE GAME

The game ends when one of the following has happened:

- 1) The bag man makes it to the drop point and back to his table edge without a shoot-out occurring (this could be a little boring, but always tense!).
- 2) All members of either gang are taken out of action or
- 3) The bag leaves the table.

THE BAG

This scenario uses the rules for the bag as explained earlier. It may be picked up and carried away by any model on the board. Whoever takes the bag off the board goes home with the ransom. If the gang holding the captive makes it off the board with the bag, but there was a shoot-out, they may claim they never received the captive and refuse to give him up.

It is also possible for the captive's gang to refuse to pay a ransom. Instead, they will bring a ringer to the drop point that is worth nothing. If they want to do this, the captive's gang must write down 'ringer' or 'fake' on their sheet next to their build up score. This must be determined before the game begins.

EXPERIENCE

Gang members earn the following experience for participating in this scenario

- +D6 for each surviving fighter
- +5 for each wounding hit
- +10 for the bag man if he successfully drops the bag off
- +5 to the fighter who carries the bag off the table edge.

SCENARIO 4: THE DEAL

The most common resolution to holding a captive in the Underhive is for the two involved gangs to meet and, while trying not to blow each other away, trade a ransom for the captive. Needless to say, this is not a favourite solution for the captive, as he is typically most likely to be killed if something bad happens. When the time comes for the gangs to try and strike a deal, both gangs are ready for a fight to break out and more often than not, the fighting breaks out in a big way.

In The Deal two gangs meet with a captive and a pile of creds to try and come up with a deal that works for both parties. They must make a deal quickly, before their itchy trigger fingers get the best of them and their fellow gang members.

This scenario is played when the gang holding the captive decides to ransom their prisoner back to his gang.

GANGS

Each gang takes their leader and D3+2 additional fighters to make the deal.

The captive is taken by the gang holding him. He must be assigned an escort and follows the rules for the captive described earlier. In addition, the captive's gang must

select one fighter to be the bag man and carry the ransom to the deal. The bag follows those rules explained earlier.

TERRAIN

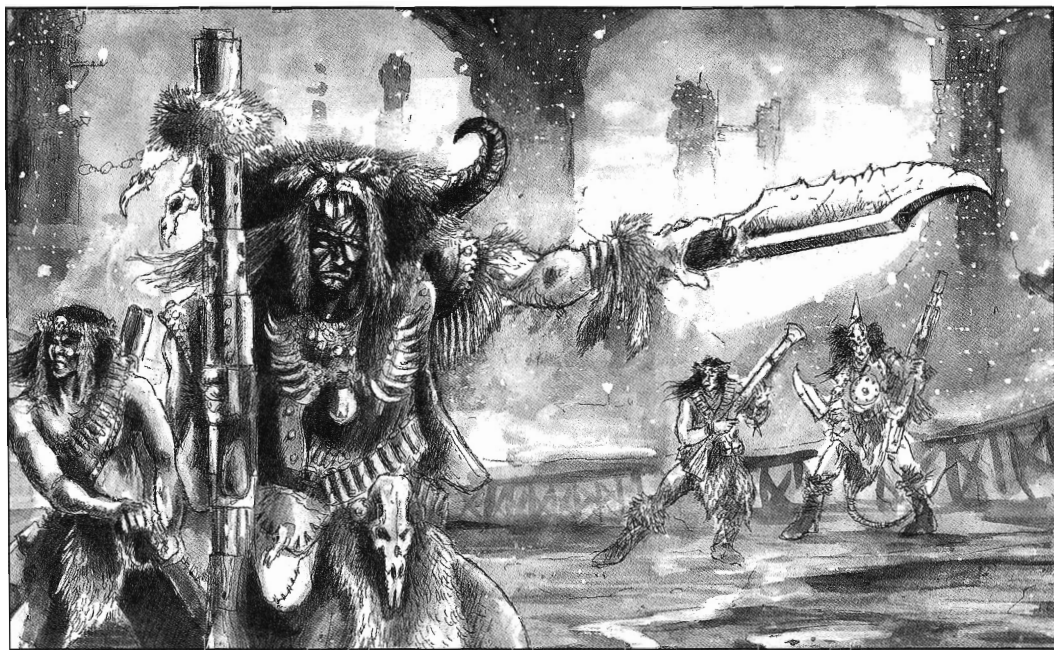
The terrain is set up in the normal way. Take care to make sure there is some sort of meeting place roughly in the centre of the board.

DEPLOYMENT

Each player rolls a D6 and the highest roll deploys his leader first, near the centre of the table but no less than 12" from each other. Each player then alternates, placing one of their models on the table, again, no less than 12" from the opposing gang, but no more than 12" from another friendly model. The bag man and the escort with captive, must be deployed within 4" of their respective leaders.

BEGINNING THE GAME

The gang with the ransom takes the first turn. This scenario uses the modified build-up roll described earlier and while the build-up is going on, each model may only move up to 4". The leaders, bag man and escort with captive, must move directly towards each other and not into cover. Provided the



gangs do not lose their nerve and start shooting, the leaders will stop moving when they have reached 2" from each other.

THE NEGOTIATION

While the gangs are intimidating each other and rolling their build-up scores, the leaders are trying to work out a deal. To agree on a ransom price, the gangs roll a D6 just before they make their build-up roll each turn. A deal has been struck when both players roll the same number. To reflect a leader's willingness to compromise, each player is allowed to modify a single roll by 1.

Of course, the actual deal the players decide upon has little to do with the scenario, except that it is the amount carried by the bag man. Players should decide what the ransom will be before starting the game.

THE DEAL

Assuming everything goes well, the players will make a deal and the encounter will end peacefully. Once the players have rolled the same D6 score and a deal has been made the hostage is released and the ransom handed over. The captive is handed back to his gang and, if his enemy agrees, his weapons are returned. The model is moved out of base to base contact with his escort and moves into base to base contact with the former bag man.

Once the exchange has been made, the two leaders move back towards their gangs. They back off, moving their usual movement rate, though the rest of the gang continues with the build-up roll.

THE DEAL... GOES WRONG

If one gang or another goes over their modified build-up roll, the shoot-out begins as normal. If done before the captive has been returned, the escorts shoot-out attack must be made on the captive. In addition, any other fighters shooting at the escort must randomise the hit between the escort and the captive. Once the shoot-out has ended, each player must roll a D6 to see who gets the first turn and the game continues as a regular gang fight.

ENDING THE GAME

There are a number of ways in which to end this scenario. The players may, if they choose, end the scenario as soon as the deal



has been struck. Or they may move the game on. In the later case, the game ends once one of the following has happened. A) Both gangs make it off the nearest table edge or B) One gang bottles out or all goes down or out of action.

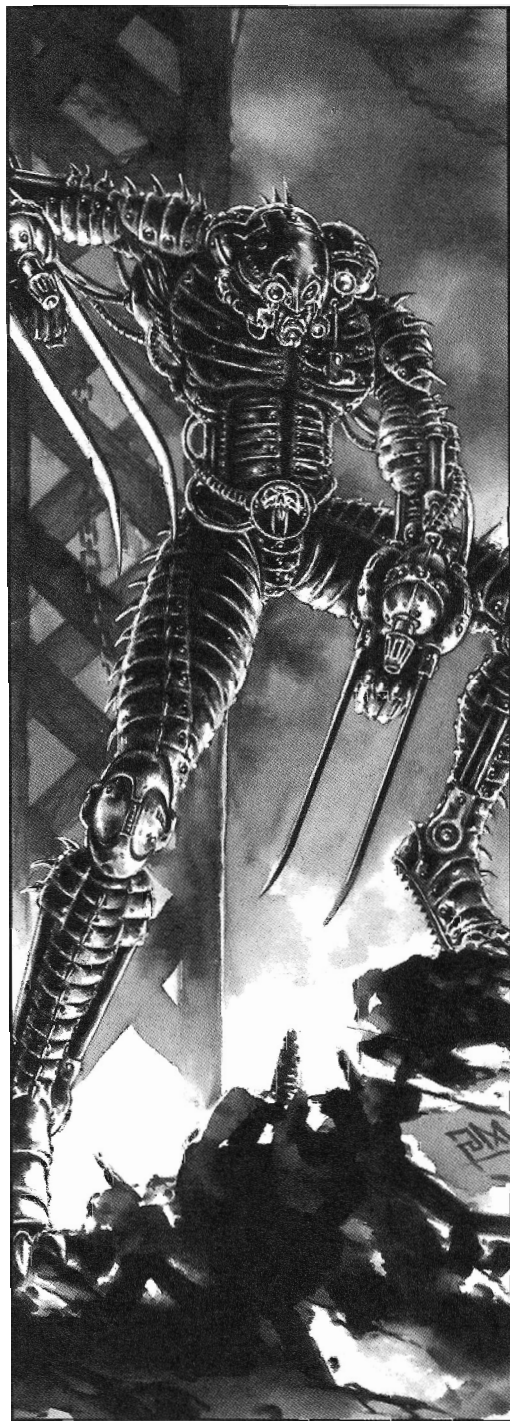
EXPERIENCE

Fighters in this scenario earn the following experience.

- +D6 For surviving
- +5 Per wounding hit
- +5 for carrying away the ransom
- +5 For leaders if they strike a deal before breaking
- +5 for being the bag man
- +5 for the captive

SCENARIO 5: THE EXCHANGE

While taking a captive is relatively rare in the Underhive, even more rare is for a fight to end with a captive taken from either side. In this situation, the gangs will meet to exchange their captives. When this happens,



the stakes are even higher, as each gang wants their fighter back, but does not necessarily want to give up their prisoner.

In "The Exchange," two gangs meet with their prisoners and try to work out a deal to get their fighters back. They must work carefully and quickly before the prisoners get taken down or their fighters let their more violent nature take over.

This scenario is played when two gangs have each taken a captive from each other and decide to exchange them.

GANGS

Each gang takes their leader and D3+2 additional fighters to make the deal.

The captive is taken by the gang holding him. He must be assigned an escort and follows the rules for the captive described earlier.

TERRAIN

The terrain is set up in the normal way. Take care to make sure there is some sort of meeting place roughly in the centre of the board. The meeting place should be near the centre of the board.

DEPLOYMENT

Each player rolls a D6 and the highest roll deploys his leader first. After both leaders are deployed, near the centre of the table but no less than 12" from each other. Each player then alternates, placing one of their models on the table, again, no less than 12" from the opposing gang, but no more than 12" from another friendly model. The escort's, with their captives, must be deployed within 4" of the leader.

BEGINNING THE GAME

The players each roll a D6 and the highest roll decides who goes first. This scenario uses the Modified Build-Up roll described earlier and while the build-up is going on, each model may only move up to 4". The leaders and escorts, with captive, must move directly towards each other and not into cover. Provided the gangs do not lose their nerve and start shooting, the leaders will stop moving when they have reached 2" from each other.



THE NEGOTIATION

While the gangs are intimidating each other and rolling their Build-up scores, the leaders are trying to negotiate a peaceful end to the encounter and the return of their fighter. To successfully negotiate the exchange, the gangs roll a D6 just before they make their Build-Up Roll each turn. A deal has been struck when both players roll the same number. To reflect a leader's willingness to compromise, each player is allowed to modify a single roll by 1.

THE EXCHANGE

Assuming everything goes well, the players will make a deal and the encounter will end peacefully. Once the players have rolled the same D6 score and a deal has been made the hostages are released. The captives are handed back to their gangs and, if the players agree, their weapons are returned. The captives are moved out of base to base contact with their escorts and move their normal movement phase towards their gang during their next movement phase.

Once the exchange has been made, the two leaders move back towards their gangs. They back off, moving their usual movement rate, though the rest of the gang continues with the build-up roll.

THE EXCHANGE...GOES WRONG

If one gang or another goes over their

modified build-up roll, the shoot-out begins as normal. If done before the captive has been returned, the escorts shoot-out attack must be made on the captive. In addition, any other fighters shooting at the escort must randomise the hit between the escort and the captive. Once the shoot-out has ended, each player must roll a D6 to see who gets the first turn and the game continues as a regular gang fight.

ENDING THE GAME

There are a number of ways in which to end this scenario. The players may, if they choose, end the scenario as soon as the deal has been struck. Or they may move the game on. In the later case, the game ends once one of the following has happened. A) Both gangs make it off the nearest table edge or B) One gang bottles out or all goes down or out of action.

EXPERIENCE

Fighters in this scenario earn the following experience.

- +D6 For surviving
- +5 Per wounding hit
- +5 For leaders if they strike a deal before breaking
- +5 for the captives

SCENARIO 6: THE SELL-OFF

Many gangs make holding and ransoming captives a regular source of income. While this is dangerous, it can certainly make a profit. Some of these gangs elect to take a slightly safer road by selling their prisoners to the Merchant's Guild slavemasters, casting their captives into a life of bitter servitude. Guild slave traders are dangerous themselves and will often try to get a deal, taking a prisoner rather than paying for him and, if the opportunity arises, enslaving even the gang members doing business. The already dangerous business of dealing with a slave trader is made even more tumultuous when the prisoner's gang has learned the details of the deal, and make one last attempt to bring their friend to freedom.

In The Sell-Off a gang meets with representatives of a Merchant's Guild slavetrader while the captive's gang makes one more attempt to save their gang member.

This scenario may be played when the gang holding a captive decides to sell their prisoner into slavery.

GANGS

This game is played by up to three players. One player takes control of the gang holding the captive, one player takes control of the captive's gang and the third player takes control of a gang representing the slave trader.

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

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

The slave trader's gang is made up of a third gang's leader and up to D3+2 members. One of these fighters must be appointed as the bag man, carrying the ransom as described in the bag special rule earlier. Alternatively, the slave trader's gang may be made up of a slave trader, if you and your opponent agree on rules for one. In this case, the trader would be accompanied by up to D3+2 hired guns or members of a third gang.

TERRAIN

The terrain is set up in the normal way. Take care to make sure there is some sort of meeting place roughly in the centre of the board.

DEPLOYMENT

Each player rolls a D6 and the highest roll deploys his leader first, near the centre of the table but no less than 12" from each other. Each player then alternates, placing one of their models on the table, again, no less than 12" from the opposing gang, but no more than 12" from another friendly model. The bag man and the escort with



captive, must be deployed within 4" of their respective leaders. Once both of these gangs have been completely deployed the captive's gang may then set up their fighters, no less than 12" from any other fighter and in hiding.

BEGINNING THE GAME

The gang with the ransom takes the first turn. This scenario uses the modified build-up roll described earlier and while the build-up is going on, each model may only move up to 4". The leaders, bag man and escort with captive must move directly towards each other and not into cover. Provided the gangs do not lose their nerve and start shooting, the leaders will stop moving when they have reached 2" from each other.

The captive's gang takes the last turn, moving their full movement as normal. The two gang's making the deal are not aware of the attack by the captive's gang and will only realise they are there when the captive's gang starts shooting.

THE NEGOTIATION

While the gangs are intimidating each other and rolling their build-up scores, the leaders are trying to work out a deal. To agree on a ransom price, the gangs roll a D6 just before they make their build-up roll each turn. A deal has been struck when both players roll the same number. To reflect a leader's willingness to compromise, each player is allowed to modify a single roll by 1.

THE SELL-OFF... GOES WRONG

If one gang or another goes over their modified build-up roll, the shoot-out begins as normal. If done before the captive has been returned, the escorts shoot-out attack must be made on the captive. In addition, any other fighters shooting at the escort must randomise the hit between the escort and the captive. Once the shoot-out has ended, each player must roll a D6 to see who gets the first turn and the game continues as a regular gang fight.

The deal can also go wrong when the captive's gang decides to attack. As soon as the captive's gang fires a shot, the build-up phase ends immediately and the nervous fighters start shooting. The shoot-out takes place as normal, however, the captive's gang does not participate. Instead, they duck and

try to hide, hoping the two shooting gangs will take each other out.

As the captive's gang has been concealed up until this point, the other gangs are not aware of their presence and may mistake the captive gang's gunfire for their business partners'. In order to fire at the captive's gang during the shoot-out, a model must first pass an initiative test. Once the shoot-out is over, the game goes on like a normal gang fight. The players may choose for themselves who they will fight. This may make the game two against one or a free-for-all.

FREEING THE CAPTIVE

The captive's gang must free their comrade by taking his escort down. They must do this before the captive is taken down or out and before the slave trader's gang takes him off the board. They may also hand weapons to the captive if they end their turn within 2" of him and his escort has been taken down. Also, note that the captive's gang may also have the chance to escape with the bag.

ENDING THE GAME

The game ends once one of the following happens:

- 1) The captive's gang frees the captive and they all are down, out of action or escape off a table edge.
- 2) The slave trader and the gang with the captive make a deal and the captive is taken off a table edge by the slave trader.
- 3) Only one gang has any members standing.

EXPERIENCE

Fighters in this scenario earn the following experience:

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|-----|---|
| +D6 | For surviving |
| +5 | Per wounding hit |
| +5 | for carrying away the ransom |
| +5 | For leaders if they strike a deal before breaking |
| +5 | for being the bag man |
| +5 | for the captive |
| +5 | for freeing the captive |