

THE GAUNTLET

by Liam Nunn

Straight on the heels of Liam's 3 new scenarios in Gang War 5 comes this special scenario. Be warned, it's a tough nut to crack but the rewards are great for a gang willing to take the chance. So are you brave enough to run the Gauntlet...?

Two gangs have found the fabled Gauntlet - a major route into no less than six valuable domes, cut off from all other entry routes. The Guilders, of course, have always known its location. The riches it holds of so worthwhile the Guilder Larinatre has invested huge sums of money on sentry cannons to warn off the scum and the outlaws. Until recently, the entire area was cordoned off to serve as a warehouse and storage bay for his goods, with a score of hired gangs and watchmen to protect it. His untimely death has left the area open though, and the lost domes it shelters are now wide open for the taking.

The two gangs in this scenario are in a race for the territories ahead. The guns are still there though so speed is of the essence. But will greed for the crates of ammo and supplies - those that remain - distract them from their real objective

long enough for the cannons to mow them down?

THE BATTLEFIELD

Set up the battlefield as you wish, using as much or as little terrain as you want. Then take it in turns to place 2D6 Tag Points anywhere on the table. The player with the higher gang rating begins placing them, and each tag point must be at least 8" away from any table edge, and 4" away from all other Tag Points.

The Gauntlet is 6" wide or smaller (twin towers to mark the exact exit point are a good idea), with impassable sides extending for about 12-18"; this should be represented appropriately on the table. The exit point must placed in the middle of the board edge facing the gang entry zones (see map). There is no reason why models should not stand on the walls above the Gauntlet, indeed this is good as it really does make the gauntlet tough (heavy bolters and grenades!!!)- but the inside faces cannot be climbed.

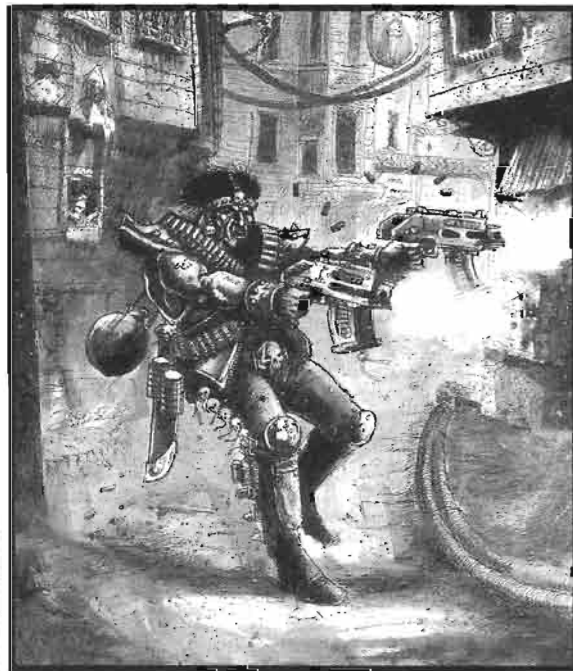
Two heavy sentry cannons, the rules for which are given below, protect the Gauntlet. These guns must be placed to protect the Gauntlet - that is, protecting the final run to the exit point - and it is worth noting that they have a 360 field of fire, so placing them facing a wall won't help you.

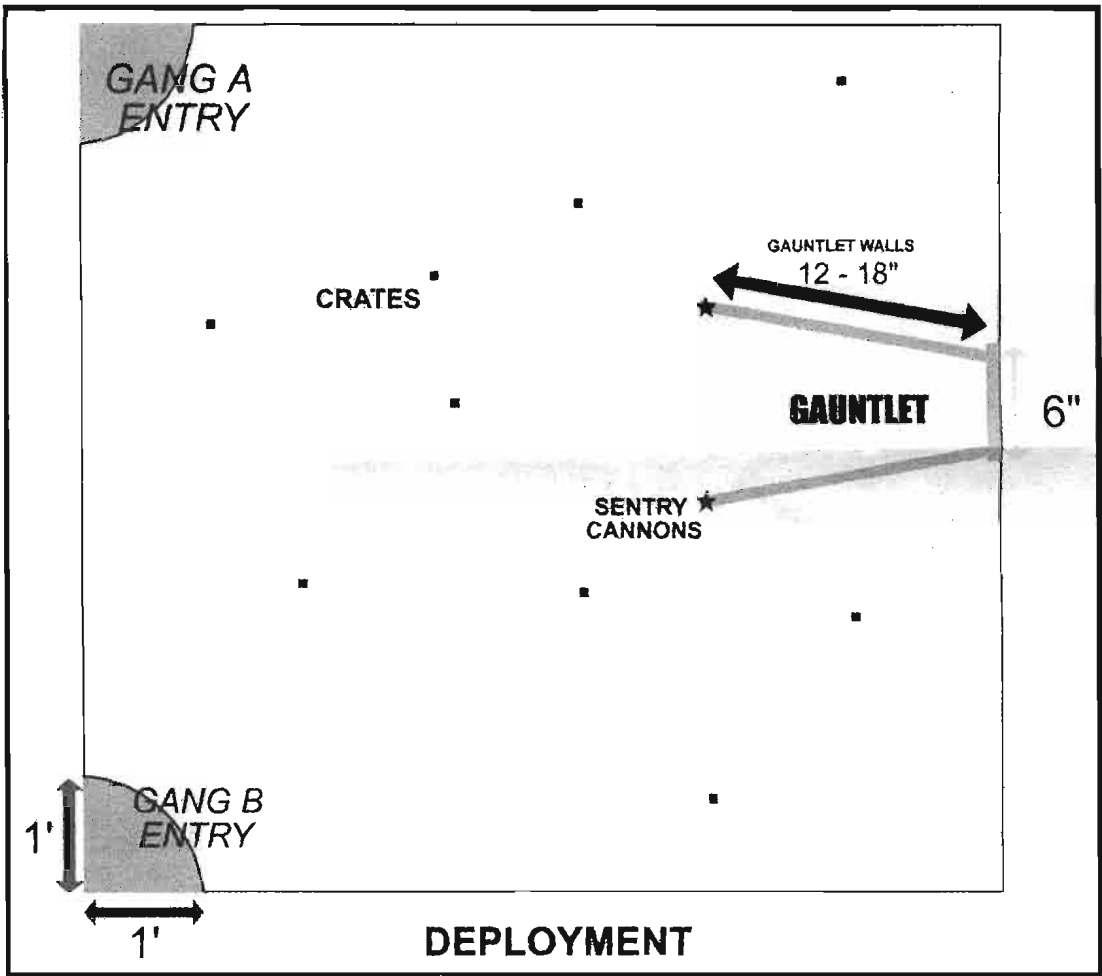
GANGS

The gangs will enter the game one model at a time. The entire gang can be used. *Vents* and *Tunnels* have no use in this game (the dome in which this game is being fought only has three main routes in - the ones represented in this scenario), and *Infiltrators* cannot use this skill.

DEPLOYMENT

Each player rolls a dice. The highest scorer may choose one of the corners of the table, opposite





the Gauntlet, as his entry corner, and must deploy one model within a foot of said corner (see the map).

The other gang then chooses an adjacent corner and deploys one of his fighters within a foot of that corner (see the deployment map).

STARTING THE GAME

Each player rolls a dice. The highest scorer may choose whether to play first or second.

Treacherous Conditions must be rolled for, regardless of whether either player wants to or not. This represents the area being deep in the Badzones and hardly being the ideal playing field.

PLAYING THE GAME

The Crates may be collected according to their rules, as printed for the Heist scenario in WD198.

At the end of each players turn, D3 more gangers

can be brought onto the table, through that gang's entry area. They may not move and shoot until the beginning of that player's next turn.

SENTRY CANNONS

The sentry cannons are truly awesome weapons. Each cannon emplacement consists of two linked miniguns, which can fire as many as two hundred rounds per minute *each*.

Weapon	Range	Short	Long	S	Dam	Save	Special
Sentry gun	12"	24"	4	1	-1	Sus' fire-	3D

Each sentry gun has the following profile:

Jam Rule. If three Jams are rolled on the Sustained Fire dice, the weapon explodes and is useless for the rest of the game. No Experience gain be claimed for this (obviously).

Twin-Linked Weapons. Each cannon may re-roll one Sustained Fire dice per turn, to represent their advanced ammunition magazines and complex automatic loading systems (this makes explosions rather rare). The second roll must stand, even if it is worse than the first.

Targetter. The scanners and surveyors inside the cannons means they can fire at targets in cover without any 'To Hit' modifier.

The sentry cannons will both fire in each player turn. They will fire at the closest available target, regardless of cover, with BS of 3. Multiple hits from the Sustained Fire dice must then be spread over nearby models within 2". Sentry cannons pass all Ammo rolls on a D6 roll of 3 or more. If a cannon should fail an Ammo test, then it is useless for the rest of the game.

The sentry cannons can be targeted like a structural feature, with Toughness 5 and two Wounds. Once a cannon has taken two Wounds, it automatically goes 'out of action' (or rather, its ammo detonates in a rather spectacular manner).

ENDING THE GAME

The game continues until one side Bottles Out (either voluntarily or by failing a Bottle Roll), or

all the surviving members of one gang have left the table via the exit point, as marked on the map. Models cannot leave the table except via the exit point and the player entry points.

If one gang Bottles Out, then the remaining gang wins. If one gang manages to move all of its models through the exit point, then that gang wins.

EXPERIENCE

- +D6 Survives
- +5 Per Wounding Hit
- +5 Gets Through Gauntlet
- +5 Ends Games in Possession of Crate Counter
- +10 Destroys Sentry Gun
- +10 Winning Gang Leader

SPECIAL

If one gang gets all of its fighters (excepting those who are taken *Out of Action*) through the Gauntlet, or if the other gang Bottles Out, then it may automatically claim one new territory, rolled from the Outlaw Territory Chart in Outlanders, to represent them making it through the Gauntlet to 'pastures' new.

THE CRATE COUNTERS

Each side starts with six crate counters with the same number of models placed on each. The player who loses the game must place a crate counter on the table for each model that is taken out of action. If a player has no models left on the table, they must place a crate counter on the table for each model that is taken out of action. If a player has no models left on the table, they must place a crate counter on the table for each model that is taken out of action.

AMMO

ROLL	WEAPON RELOAD
1	Reload
2	Reload
3	Reload
4	Reload
5	Reload
6	Reload

TRAP AND EFFECTS

ROLL	TRAP AND EFFECTS
1	Trap 1: Trip mine
2	Trap 2: Trip mine
3	Trap 3: Trip mine
4	Trap 4: Trip mine
5	Trap 5: Trip mine
6	Trap 6: Trip mine

GANGS

Each side starts with six gangs. The player who loses the game must place a gang counter on the table for each model that is taken out of action. If a player has no models left on the table, they must place a gang counter on the table for each model that is taken out of action.

WEAPON

ROLL	WEAPON
1	Weapon 1
2	Weapon 2
3	Weapon 3
4	Weapon 4
5	Weapon 5
6	Weapon 6

ENDING THE GAME

The game continues until one side Bottles Out (either voluntarily or by failing a Bottle Roll), or all the surviving members of one gang have left the table via the exit point, as marked on the map.

PAYMENT

Each side starts with six gangs. The player who loses the game must place a gang counter on the table for each model that is taken out of action.