

## GANG MOOT

A gang parlay gets bloody!

### Battlefield

This scenario uses the battlefield set up guidelines, as described on page 136, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

### Crews

This scenario uses the standard rules for choosing a crew, as described on page 137, with the exception that players must include their Leader in their crew. The rest of their crew is created using the Random Selection (~~D3+6~~) 5 method.

### Deployment

Players place their Leaders within 6" of the centre of the board. Use Priority to determine the order in which the Leaders are placed. Each player then takes turns placing their fighters anywhere on the board, at least 12" from a Leader and 6" from any already deployed fighter (friend or foe).

### Special Rule: Parlay

The gangs are meeting to hammer out a treaty or settle some other kind of business – when suddenly someone goes for a gun! At the start of the game only the Leaders are ready, all other fighters are unaware that their allies are about to become enemies.

When a fighter takes a Shoot action (unless their weapon is either a needler or is equipped with a gunshroud, **or is a grenade**), all other unready fighters within 12" can make an Intelligence test. Those that pass immediately become Ready.

**When a blast template is placed, all other unready fighters within 12" of the edge of the template can make an Intelligence test. Those that pass immediately become Ready.**

**If a krak or melta grenade is thrown, all other unready fighters within 12" of the target can make an Intelligence test. Those that pass immediately become Ready. If the grenade misses, roll for scatter as with a blast template and measure from this point.**

**When a fighter takes a fight action, all other unready fighters within 6" can make an Intelligence test. Those that pass immediately become Ready.**

**If a fighter is injured within 3" and the vision arc of an unready fighter they automatically become readied.**

**Other sources of noise may be declared by the arbitrator!**

Fighters attacked in close combat or hit with a shooting attack also become Ready (as long as they survive). In the End phase, each player may move their unready fighters 6" in any direction.

Any Ready fighter may yell a warning to their comrades as a Double action – all friendly fighters within 12" can then make an Intelligence test with a +2 modifier to determine if they become Ready.

#### Tactics Cards

Each player should shuffle their Tactics card deck and randomly draw two cards.

#### Ending the Battle

The battle ends when only one gang has active models left on the board.

#### Rewards

##### Experience

Each fighter gains 1 Experience for taking part, and an additional 1 Experience for each enemy they take Out of Action. The last active Leader on the board gains D6 Experience.

##### Reputation.

Each gang gains 1 Reputation for showing up, plus 2 extra Reputation if one of their fighters takes an enemy Leader Out of Action. The gang whose Leader is the last Leader standing earns an additional 3 Reputation.