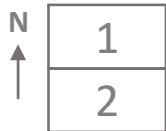


TAVERN BRAWL!



OBJECTIVE: Have the last Character standing in the Tavern.

REWARD: Gain 1 VP per member of the Crew if a PC is still standing at the end of the brawl, otherwise 1 VP. In any case, give one XP to a single PC.

TERRAIN

The terrain is a classical tavern, with a few fixed items (big tables, cupboard, counter) considered as impassable terrain. Zones 1 and 2 are simply the two halves of the tavern.

INITIAL SETUP

Shuffle Event Markers 1..8 and place them on a cup.

CREW PLACEMENT

You can place your Crew on Zone 2

ENEMIES

Randomly select a number of figures from the "Smugglers" sheet equal to the Crew size+RL (use the table here below to determine the figures to place).

Place the enemy figures on Zone 1.

Random Smuggler

(1-4): Thug STR 1

(5): Hitman STR 2

(6): Leader STR 2, +1 DMG

Max one Leader: reroll if another Leader is selected.

SPECIAL COMBAT RULES

Unarmed combat only: no weapons allowed.

Remove Armor.

For every character:

Attack: 2D+STR

Damage: L

Subdual damage only: fully recover every PC after the brawl.

SPECIAL ACTIVATION RULES

Before activating a character (friendly or enemy), draw an Event Marker and follow the special instructions (if any).

Put the markers in the cup at the end of the turn.

EVENT MARKERS

[1] Nothing: place all the EM back in the cup.

[2][3] Nothing

[4] The character falls on another guest of the tavern. Roll 1d6: on a result of 6 a new character joins the brawl (roll on the "Random Smuggler" to determine his stats). If the active character is a PC, then the new character will join the enemies, while if the active character is an Enemy, the new character will join the Crew for this brawl. Place a new activation marker in the cup. Place a new miniature in the map adjacent to the active character (that is now Engaged).

[5] Character stumbles on something on the floor: if Engaged, the character suffers a -2 DRM to the next attack. If not Engaged, the character lose its First move.

[6][7] The Character found something that can launch at a target (a stool, an heavy plate). If not engaged, the character can execute a Missile attack (using the base values) against a valid target (Range is not measured).

[8] The Character found something that can crush in the head of at a target (an heavy jug). On the next Melee attack the character will gain a +2 modifier to the attack roll.

ENEMY ACTIVATION

	ENEMY	ORDER
1	Nearest (PC)	Attack (Easiest PC)
2	Nearest (PC)	Attack (Nearest PC)
3	Nearest (Enemy Unit)	Support (Nearest Enemy unit)
4	Nearest (PC)	Attack (Easiest PC)
5	Weakest	Attack (Easiest PC)
6	Engaged, Weakest	Attack (Weakest PC)