

Roaring Twenties - Quick Play Gangster Rules

by
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These rules are designed for a quick play game using figures grouped together in small units e.g. Police, racketeers, G men.

Each figure within a unit is given a coloured identification and number e.g. Red one, Red two etc. You will also need corresponding chits or counters to draw for initiative.

You will also need a pistol range indicator (A stick 11" long, the first 5" being short range, the next 6" being medium range, anything over that is long range) and several dice, numbered 1-6.

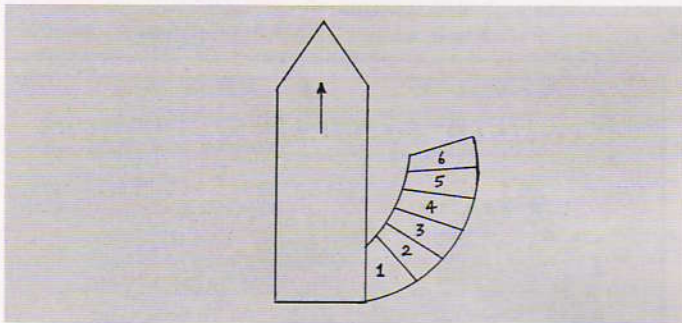
A template is also needed for sub machine- guns and shot guns, again make the ranges 5" for short and 11" for medium. Again anything over this is long range (machine-guns only, shotguns only have 11" range) The template we used has a 20° arc, this keeps the field of fire down.

We also found it easier to give each unit of figures a combined character sheet showing any modifiers (see below)

Example:

Name	Movement	Shoot	Morale	Hand-to-Hand	Driving
Red One	4"	-	-1	-1	+2
Red Two	3"	+1	-	+1	-
Red Three	5"	-1	+2	+1	-

For skids in driving a 'skid template' is needed (see below). This needs to be made double sided so it can be used in either direction.



GANGSTERS - ROARING TWENTIES

CHARACTERISTICS

Each figure has five characteristics:

Movement	4" Basic
Shoot	0 Basic
Morale	0 Basic
Hand-to-Hand	0 Basic
Driving	0 Basic

For each characteristic roll one D6

Results

1	=	-1 to characteristic
2-3	=	no variation
4-5	=	+1 to characteristic
6	=	+2 to characteristic

All these are modifiers used for each action.

INITIATIVE Draw tokens for each character.

MOVEMENT Figures may move up to the figure allowance (3-6 inches). To cross an obstacle (up to one inch high) costs one inch movement.

SHOOTING

The figures field of view is shown by the template.

Pistol

All ranges one dice One target only

Shotgun

Short range two dice One target only

Medium range one dice One target only

Long range N/A

Sub-machinegun

Short range three dice

Medium range two dice One target or multiple targets (equal to dice)

Long range one dice

Modifiers

+ or - figure's shooting characteristic

-1 if figure has moved

-1 if figure is wounded

+1 Large target (vehicle)

Check results to see if any hits are made:

Short range	in open	3,4,5,6
	soft cover	4,5,6
	hard cover	5,6

Medium range	in open	4,5,6
	soft cover	4,5,6
	hard cover	5,6

Long range	in open	5,6
	soft cover	6
	hard cover	no hit

Hard cover is any masonry/metal cover which is larger than half the height of the figure.

Soft cover is any other type of cover. e.g. wood or vegetation.

Any hits are re-rolled on the damage table below (roll one D6 and add modifiers to score)

	Machine-gun	Shotgun	Pistol
Short	+1	+2	+1
Medium	0	0	0
Long	-1	N/A	0

INJURY/WOUND TABLE

Result	Effects	Movement	Shooting	Driving	Morale
1 or less	No effect - whizzes past ear				Roll morale +3
2	Mere scratch				Roll morale +2
3	Light wound	Lose one inch movement		-1	Roll morale +1
4	Serious wound	Lose two inch movement	-1	-2	Roll morale -1
5	Serious wound	Knocked out for D6 turns			
6+	Dead				

2x light wounds = 1 serious wound

1 serious + 1 light = dead

2x serious = dead

MORALE

Roll D6 and add or subtract modifiers:

Less than

0 Run or move as fast as possible off the board.

1	Fall to knees	no actions for one turn.
2	Freeze for one turn	may move to cover, may not shoot.
3	Shaken	must move to nearest cover, may not shoot.
4	Shaken	must move to nearest cover, may shoot at -1 to hit.
5	Shaken	for one turn, -1 to hit.
6+	Okay	

Hand-to-Hand Combat

Each character rolls one D6 and adds hand-to-hand modifier and relevant modifier from list below:

Other modifiers	+2 cosh, hand weapon eg knife.
	+1 improvised weapon, eg pistol butt
	-1 each additional attacker

The winner of the combat is the person who scores highest on the dice roll, with modifiers added. A wound is inflicted for each two points over the loser's score. Shake on the Damage / Injury Wound Table, for each wound inflicted.

If Police or FBI win by at least two points, then their opponent is handcuffed and in effect out of the game.

VEHICLES

Each vehicle has four speeds:

Speed:	Stop	Slow	Medium	Fast
Movement:	0	1-3	4-6	7-9

Each turn cars may be moved up or down one speed band.

Cars may drop down two speed bands, this is an emergency stop and is rolled for as shown below, (roll D6 and add or subtract driving skill)

Speed	Medium	Fast
Dice Result	6+ OK	6+ OK
	5 OK	5 OK
	4 OK	4 SKID
	3 SKID	3 SKID + brake one speed
	2 SKID + brake one speed	2 SKID + brake two speeds
	1 SKID +brake two speeds	1 SKID + ROLL

SKID	ROLL D6	1-2 Left
		3-4 Straight
		5-6 Right

Vehicles, which try to do a 90° manoeuvre in one turn, shake for skid if moving at medium or fast speed as per chart above.

For a skid at medium speed roll D3

Fast speed roll D6

This is the distance moved before the vehicle stops.

If left or right skid use template and roll D6

+1 if travelling at fast speed.

-1 if travelling at medium speed.

If the vehicle rolls - roll a D6:

Score equals number of 90° rolls made by vehicle.

Rolling

Any person in a car which rolls receives one injury on Injury/Wound Table, Roll D6.

When the car has finished rolling throw D6:

Result

1-4 car is okay

5-6 bursts into flames

Person inside rolls D6

1-4 Dead

5-6 gets out + one injury.

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If the vehicle is about to hit a pedestrian, they may attempt to jump clear. Each pedestrian rolls a D6 and jumps clear on the following result.

	Result
Slow	1,2,3,4
Vehicle speed Medium	1,2,3
Fast	1,2

Any figure that is hit by a vehicle rolls a D6 + 2 on the Injury/Wound Table

SHOOTING AT VEHICLES

If the car is hit roll D6:

1-4	Car hit
5,6	Occupant hit. If more than one occupant randomise hit

If a car hit is scored roll a D6 and consult the table below:

1	bodywork hit, no effect
2	Bodywork hit, no effect
3	Burst tyre, car skids in random direction
4	Engine hit, drop one speed per turn until vehicle stops. The vehicle may not move for the rest of the game.
5	Shattered windscreen, car skids.
6	Fuel tank hit, roll D6: 1-4 engine gives up after D3 turns 5-6 Car explodes (as before)

Sideswipe

When a car moves alongside another vehicle the driver may sideswipe into it.

The two drivers both shake D6 + their driving skills.

The driver that scores the lowest, skids in the direction of the swipe. One band on the skid template per point lost by; eg. If a driver's score is 3 or less than his opponent's he moves three bands on the skid template and moves forward the same distance as the difference of the dice

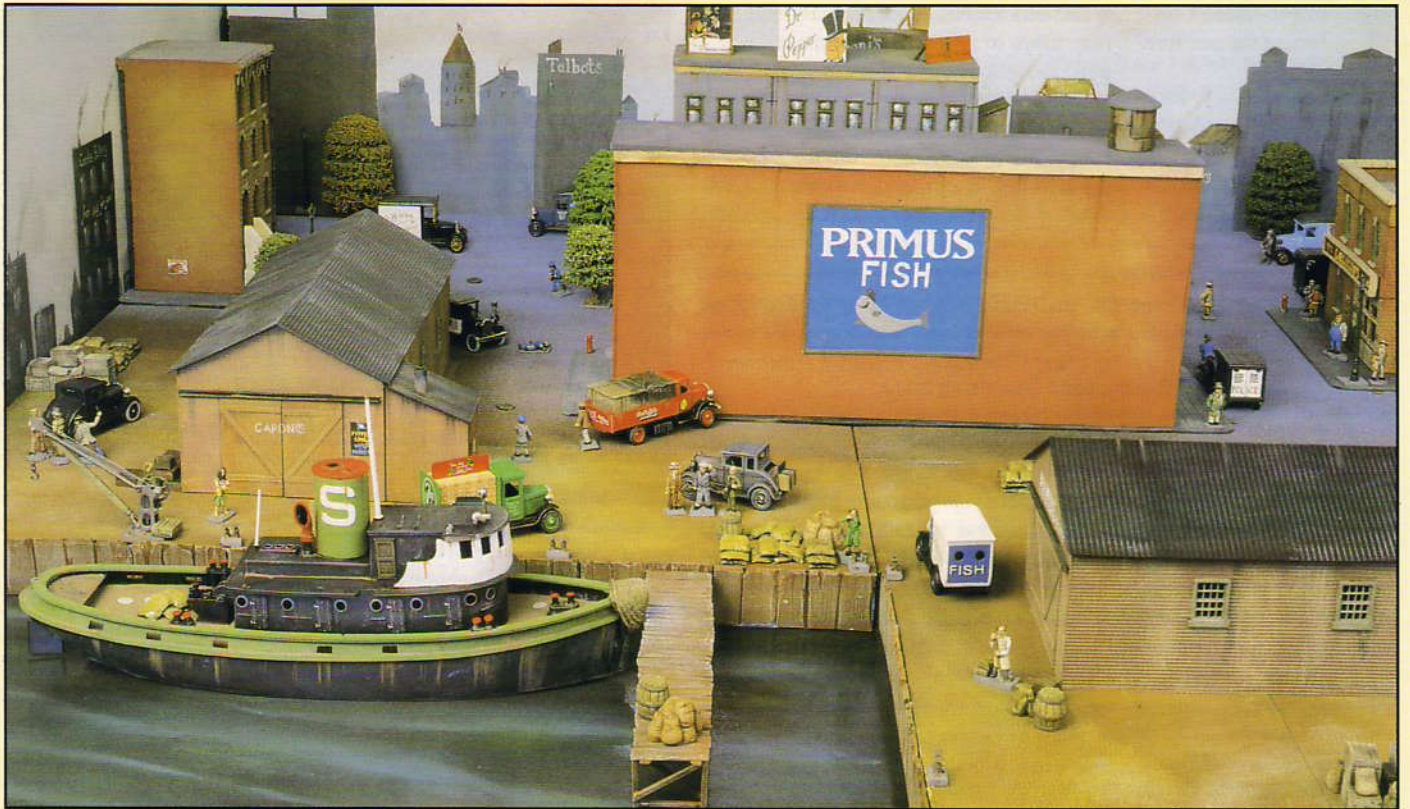
Eg Three bands to the left for the skid and 3" forward

If a vehicle hits an immovable object ie. building or wall, whilst skidding, shake on the car crash location table and add modifiers as below:

-1	Slow speed
+1	Medium speed
+2	fast speed

Car Crash Table

Dice Result	Effect
1 or less	Bent fender, no effect.
2	Bent and battered, may not move at fast speed.
3	Engine broken, may not move for rest of game
4	Bad crash, all passengers take a wound
5	Bad crash, all passengers take a wound at +1
6+	Explodes, all passengers are killed



Top: The docks.
Above: 'Snorky' confers with two henchmen.



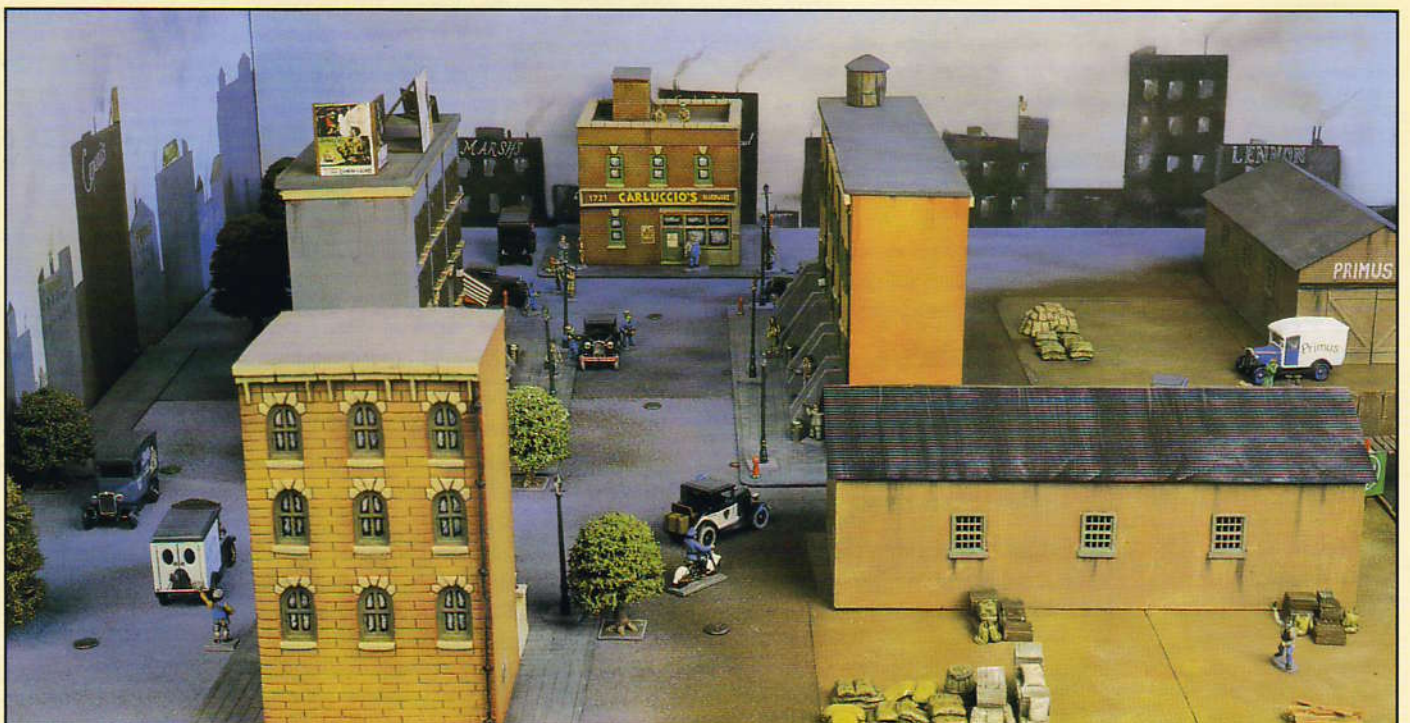
Above: Electra Glide in ... er ... white



Above: "Top of the world, ma!"



Above: Street corner dude.



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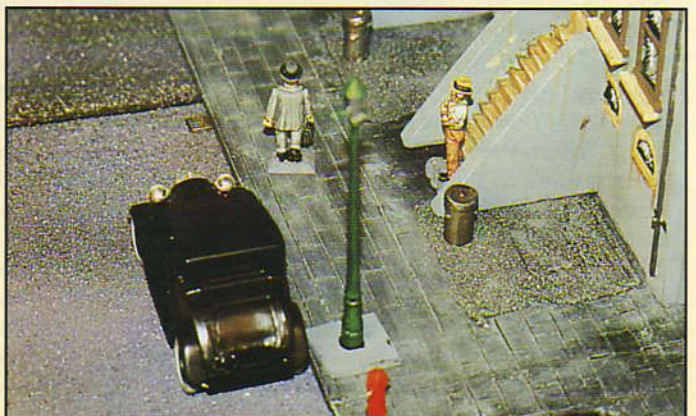
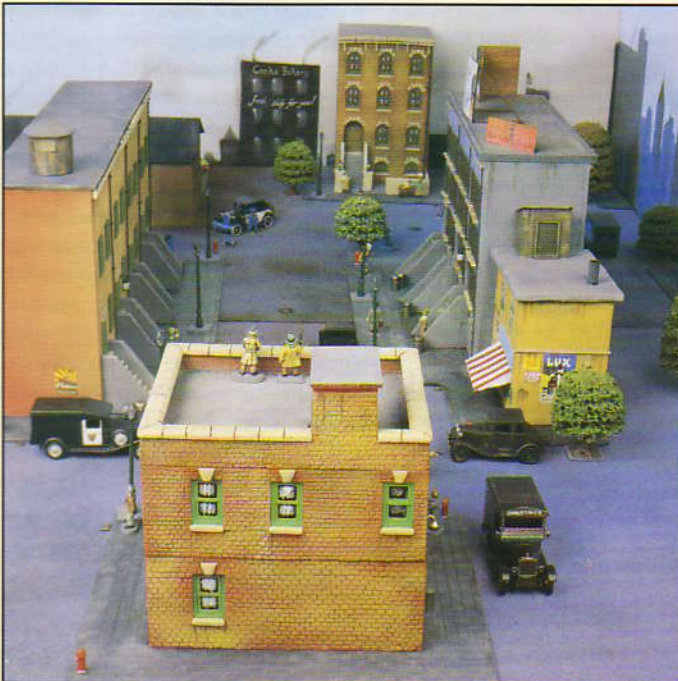
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Views of Cook & Talbot's Twenties U.S. City

Left: A sleazy part of town. (Weren't they all?)

Above: Up on the roof - Cagney, not Lacey!

Above right: On the waterfront. Right: He 'stoops' to conquer.

(Figures in photos from Steve Barber Models' range.)