

Save the Booze!

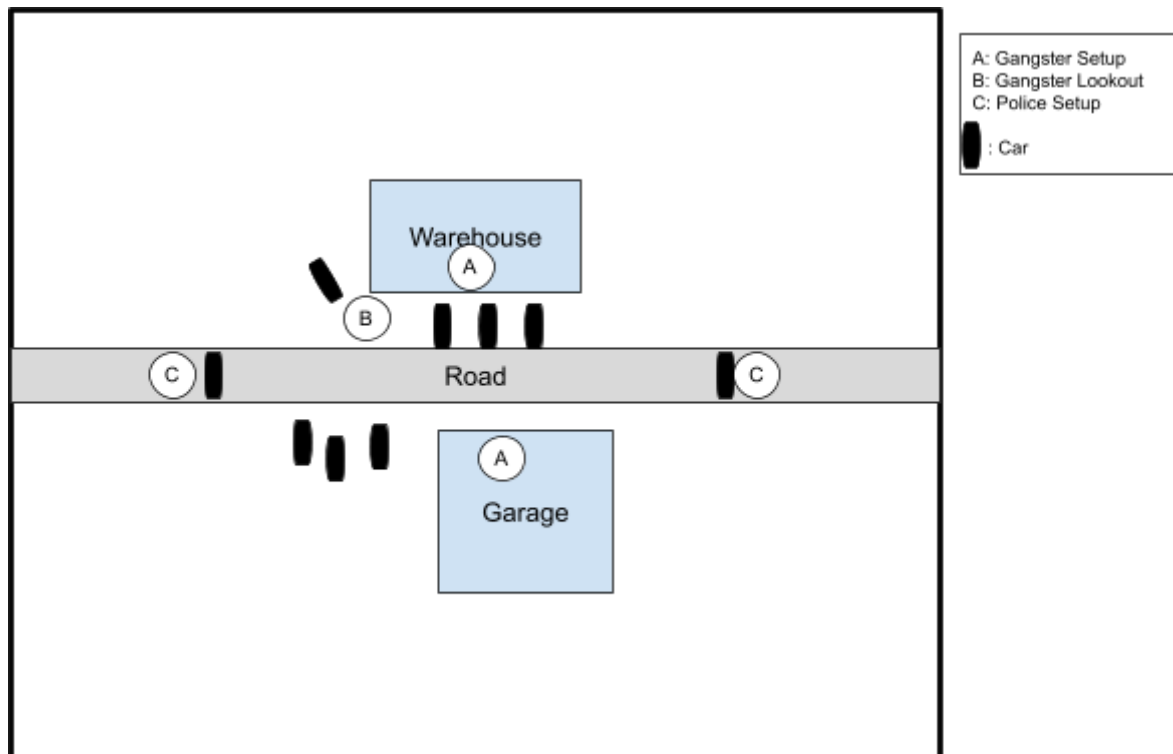
Prohibition Era Shootout

Introduction

It is 1926 and the war on bootlegging rages on. Federal agents have identified the distribution warehouse just outside of town used by infamous gangsters Bugsy and Bunny to store their illegal liquor before loading it into various innocuous delivery vans, etc for delivery around the city. Via a snitch, they have also found out the Bugsy and Bunny will both be there today. It is an opportunity to catch them red handed!

The Battlefield

The battlefield should have at least 2 buildings (warehouses or garage would be perfect) divided by a road running across the table. There should also be various cars scattered about, at least one nice one for Bugsy and enough other delivery vans, etc. to give enough cover to make it interesting. Throw in some trees if you like too. It should look something like the map below, but feel free to use whatever terrain you have or add and subtract to taste. Just follow the general setup guidelines.



The Gangsters setup with one figure at location B as a lookout. The rest of the figures are split evenly between the warehouse and the garage.

The Police are split evenly between both locations marked C. They have blocked the road with the vehicles they have just piled out of and begin in contact with the vehicles

Game Length

Play until one side fails a motivation test

Objectives

The Police's goal is to break the morale of the Gangsters, which will force them to surrender. You will then be able to bring them to justice, and get some career enhancing newspaper coverage!

The Gangsters cannot abandon their liquor stockpile. If the cops capture it, bosses higher up the food chain will not be pleased... so hopping in the cars and driving away is not an option. You must break the morale of the police, which will force them to withdraw, giving you time to load the booze up and drive it off.

Special Rules

You're Nicked!: Any time a Police figure wins any close combat against a Gangster, they are considered to have cuffed and arrested them. Leave the gangster on the table, the prisoner must now be guarded. A cop with a prisoner may move at the normal rate but may not initiate melee or fire. A cop may guard more than 1 prisoner within 2", captured gangsters count as eliminated when making morale checks. If a prisoner is ever unguarded (>2" from a cop), they come back under the control of the Gangster player. They may not fire, but may melee with 1 card attacking or defending.

Player's Notes

The game begins when the police pour out of their vehicles to start the raid.

For the police, eliminating the gangsters without taking casualties is critical, and you have the advantage of position at the start of the game. Charging and nicking a

downed gangster is great, but you will need to handle the prisoner after that, plan to hand prisoners off so that one guard can watch them all.

The Gangsters just need to take down cops. Your motivation is lower so watch out for losing too many of your mooks.

Feel free to substitute the forces below for any figures / weapons you have available, I based this on what I have available.

Forces

Police

Motivation 2

Treasury Agent Black, Shotgun, Leadership (1), Inspiring

Treasury Agent Gray, Shotgun, Sharpshooter (1)

1 x Police Officer, SMG

2 x Police Officers, Rifle

3 x Police Officers, Pistol

Weapons

Pistol: range 6 inches, 1 shot

Rifle: range Infinite, 1 shot

SMG: range 18 inches, 1 shot OR range 6 inches, 2 shots

Shotgun: range 6 inches, 2 shots (1 target only)

Gangsters

Motivation 0

Bugsy, SMG, Tough(1)

Bunny, Pistol, Dead Shot (1)

Johnny, Baseball bat, Bruiser (1)

1 x Thug, Shotgun

1 x Thug, SMG

1 x Thug, Pistol

Weapons

Pistol: range 6 inches, 1 shot

SMG: range 18 inches, 1 shot OR range 6 inches, 2 shots

Shotgun: range 6 inches, 2 shots (1 target only)

Baseball bat: no shooting, melee only