

## Basic Skill Rules

Roll 1D6 against a particular STAT:

- Roll Equal to or Less than STAT: Success.
- Roll More than STAT: Failure.

### Actions

- **Move:** Creep, walk or run. You can shoot, but not necessarily well
- **Shoot:** Either a single shot, or blast away wildly.
- **Aim:** In case you really want to hurt somebody in particular.
- **Slug:** Hit somebody hard – with fists, furniture, gats or bats.
- **Recover:** From your natural reaction to a near-miss shot.
- **Spot:** Test against SMARTS to find hidden enemies or objects.
- **Leap:** Through a window, climb into a car, draw a gun, that sort of thing.
- **Talk:** Crack wise, make threats. Real tough guys can give The Look.

### Cards

- **Ace, Two, Three:** One gangster (and accompanying figures in 2”) may make two actions.
- **Jack, Queen, King:** All gangsters may make two actions each.
- **Ten:** Civilians may be moved.
- **1st Joker:** Warning.
- **2nd Joker:** Round Ends immediately, return all Hold Cards, Reshuffle.

### LEGGING IT

Move	Distance	Notes
Creep	2”	May move within 4” undetected if opponent fails SMARTS to observe them
Walk	4”	Can shoot; -1 Gats
Run	4 + 1D6”	Can shoot – badly; -2 Gats
Lose half for crossing rough ground or obstacles.		

### GUTS TABLE

Result	Notes
Pass	Carry on smiling. Possibly light a cigarette or pour a whiskey sour.
Fail	Nervous: drop back to any cover within 3”, you can’t move forward. Deduct -2 from all ratings until you Get a Grip, man.
Fail by 3+ points	Terrified: run screaming from the scene.

### BRAWLING TABLE

Roll	Result	Notes
1–2	Ouch!	That’ll leave a bruise.
3–4	Knocked Down	Get up and fight next card. Take one action to stand up.
5	Knocked Out	Down until next Joker is pulled. Take one action to stand up.
6+	Out Cold	Out of the fight. Out for the rest of the scenario, but will be back as good as new in the next game.
+1 for brass knuckles, lead pipes, pistol-whipping etc.		
+1 for kicking ‘em while they’re down.		

# MAD DOGS WITH GUNS

WARGAMING IN THE GANGSTER ERA

## QUICK REFERENCE

### FIREARMS

#### GUN TABLE

Gun	Short Range	Long Range	Dice	Other Modifiers
.22 Purse/Hideout Gun	2”	6”	1	-1 on Deadly Weapons Table
Pistol	8”	24”	1	
Pistol, Blazing Away	4”	12”	3	-2 GATS at more than 3”
Carbine	12”	36”	1	
Rifle	18”	48”	1	
High-Powered Rifle	24”	72”	1	+1 on Deadly Weapons Table
Shotgun	8”	24”	2	
Shotgun, Blazing Away	6”	18”	4	-1 GATS at more than 3”
Tommy Gun	6”	24”	6	Blazing Away. -2 GATS at more than 3”. Jams if three 6s rolled
BAR	12”	48”	5	Blazing Away. -1 GATS at more than 3”
Light Machine Gun (.30 caliber)	24”	60”	7	Blazing Away. -1 GATS at more than Short Range
Heavy Machine Gun (.50 caliber)	24”	72”	7	Blazing Away. -1 GATS at more than Short Range. +1 on Deadly Weapons Table

#### GUNFIRE MODIFIERS

Took an Action to aim	+1 GATS
Walking Long range Poor light Target in light cover or lying down Shooting from or at a Cruising car	-1 GATS
Running Bad light Hard cover Shooter drunk Running target Firing from a ladder Shooting while driving a Cruising car Shooting from or at a Speeding car	-2 GATS
Shooting while driving a Speeding car Shooting from or at a Racing car	-3 GATS
Shooting while driving at a Racing car	-4 GATS

## NOTES

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DEADLY WEAPONS TABLE		
Roll	Result	Notes
1	Try Harder!	You're fine. Laugh in the teeth of danger.
2-3	Near Miss	You dodge out of danger and take one action to recover.
4	Light Wound	Hit the deck. Lose 1 point in all stats. Take one action to recover.
5	Wound	Take a dive. Lose 2 point in all stats. Take 2 actions to recover.
6	It's Serious	If you ain't dead, buddy, you're close – lose 4 point in all stats. You may move at half speed if you have 2 HITS left, otherwise you are prone on the pavement.
7+	Gory Death	You're messily and completely dead. Everyone who witnesses your death (except Stone Cold Killers) must take a GUTS check at -2. If the corpse is left where the public can see it, raise Public Outrage +1.

-1 for Purse Guns.  
+1 for aimed shot, some high-powered rifles or machine guns, fire axes, meat cleavers, swords etc.

## SCREAMING WHEELS

SCREAMING WHEELS TABLE		
Move	Distance	Notes
Cruising	10"	Sensible motoring, such as you might need while tailing a target, driving out to a little bar in Bay City, or other everyday moving about. Corners and curves slow it down by 1D6".
Speeding	5D6"	Gotta get there fast! Corners and curves cost the highest roll. Corners count as 2 Hazards, curves as 1 Hazard.
Racing	7D6"	Pedal to the metal and go! Corners and curves cost the two highest rolls. Corners count as 4 Hazards, curves as 2 Hazards.

SWERVING TABLE	
Roll	Result
1	Lose a wing mirror and some paint, but no real damage to anyone.
2	Skid 45° left for 2D6". If you hit anything, roll on the Crash Table.
3	Skid 45° right for 2D6". If you hit anything, roll on the Crash Table.
4	Lose control – opposing player moves you up to 3D6" into anything he likes! Counts +1 on the Crash Table, plus any other modifiers.
5	Roll over – opposing player moves you up to 3D6" into anything he likes – upside down! Counts +2 on the Crash Table, plus any other modifiers.
6	Complete Smashup! Car flies into billboard, goes off cliff, etc. Opposing player moves you up to 3D6" into anything he likes! Counts +4 on the Crash Table, plus any other modifiers.

HAZARDS TABLE	
Number of Hazards	Roll
1	STUNTS
2	STUNTS-1
3	STUNTS-2
4	STUNTS-3

Pass: Success!  
Fail: Roll on either the Braking or Swerving table.

BRAKING TABLE	
Roll	Result
1-2	Reduce one speed level. Skid 45° left for 1D6". If you hit anything, roll on the Crash Table.
3-4	Reduce one speed level. Skid 45° right for 1D6". If you hit anything, roll on the Crash Table.
5-6	Reduce one speed level. Go straight to the Crash Table without collecting \$200.

CRASH TABLE	
Roll	Result
1-2	Lightly bump object in front – no damage to anyone.
3-4	Crash – car damaged but drivable. Passengers inside car are uninjured. Roll against STUNTS for passengers on running boards or on top of car. On a Fail, roll using the rules for Running Boards. No more Racing speed.
5	Crash – car wrecked. Roll on Deadly Weapons Table for all passengers. Car cannot move under its own power.
6	Crash – car blows up, as they do. Roll on the Deadly Weapons Table +2 for injury. Roll against STUNTS to escape from blazing inferno. Fail and you are trapped inside – sorry 'bout that! If it isn't obvious, the car ain't goin' nowhere.

