

Gangsters

A CHAIN REACTION 3.0 SUPPLEMENT

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GANGSTERS – A SUPPLEMENT FOR CHAIN REACTION 3.0

INTRODUCTION

Gangsters is the first supplement for Chain Reaction 3.0. It covers the violence that was found in the U.S. during and around the Prohibition era. In *Gangsters*, you'll find policemen, the Feds, and of course, gangsters. Included are two basic scenarios and an easy-to-use mini-campaign system.

WORD OF ADVICE

All rules of CR 3.0 apply with the enclosed rules adding to them.

WEAPONS

The following weapons are added when playing *Gangsters* and the Weapons Table and Outgunned Rankings found here replace the ones found in CR 3.0.

“TOMMY” GUN (TG) – TG has a range of 24”, Target of 3, and has an Impact of 3.

BROWNING AUTOMATIC RIFLE (BAR) – The BAR has a range of 48”, Target of 3, and an Impact of 4.

WEAPONS TABLE

Ranged Weapons	Range	Targets	Imp
Pistol	12	2	1
BA Pistol	12	2	2
Shotgun	12	3	2
Bolt Action Rifle	48	1	3
Semi-Automatic Rifle	48	2	3
“Tommy” Gun	24	3	3
BAR	48	3	4

OUTGUNNED RANKINGS

OR	Weapon Type
4	BAR
3	Target 3 weapons.
2	Target 2 weapons.
1	Target 1 weapons.
0	Those that may not return fire or out of range.

FIRING TWO WEAPONS AT ONCE

It is possible to use two pistols, BA pistols, “Tommy” guns or any combination of any at the same time.

LISTS

POLICE LIST

- Roll 2d6 to determine the particulars of the officer. Police are also armed with a night stick counting as a One-Hand Melee Weapon.

Recruit	Type	Rep	Weapon
Special	Star	5	BAP
2	Detective	5	BAP
3	Sergeant	5	BAP
4 or 5	Veteran	5	BAP
6 to 8	Experienced Officer	4	BAP
9 to 12	Rookie	3	BAP

GANGSTERS

- Roll 2d6 first for the Type and Rep of the Gangster then roll again for the Weapon.

Recruit	Type	Rep	Weapon
Special	Star	5	Player choice
2	Boss	5	Shotgun
3 or 4	Hard Case	5	Shotgun
5 to 8	Banger	4	Tommy gun
9 or 10	Punk	3	Tommy gun
11 or 12	Wannabee	2	BAR

G-MEN

G-Men, short for agents of the US Federal Bureau of Investigation including the “Untouchables” of Elliot Ness fame.

- Roll 2d6 first for the Type and Rep of the G-Man then roll again for the Weapon.

Recruit	Type	Rep	Weapon
Special	Star	5	Player's choice
2 or 3	Oklahoma lawman	5	Shotgun
4	Texas lawman	5	Semi-auto rifle
5 to 9	Agent	4	Tommy gun
10 to 12	Modern agent	3	BAR

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VEHICLES

In this section we introduce vehicles to Gangsters and CR 3.0. The rules for vehicles are simple on purpose as the real *stars* of the game are the characters.

USING THE VEHICLE

A character may do one of the following...

- Enter a vehicle and start it up.
- Start it up and move up to half move.
- Move full move.
- Move up to half move and turn off the vehicle.
- Turn off the vehicle and exit from it.

GETTING IN AND OUT OF VEHICLES

Characters may enter or exit a vehicle at a reduction of 2".

GROUPS

All the passengers in or on a vehicle will count as being in the same group. Any vehicles within 4" of each other are counted as being in the same group.

TYPES OF VEHICLES

There are two types of vehicles used in Gangsters.

Vehicle List

Type	Speed	Turns	Seats	Bash Value
Sedan	18	1	6	5
Truck	12	1	3/10	12

DEFINING THE VEHICLE

TYPE – The type of vehicle it is.

SPEED – The normal speed, in inches, that the vehicle may move each turn of activation.

TURNS – How many times a vehicle may make up to a 90-degree change of direction when active.

SEATS – How many passengers the vehicle can safely carry. Note that sedans and trucks may also carry two figures on the *running boards*, one per side. Figures on the running boards do not count as in cover or concealed.

BASH VALUE – The relative size of the vehicle.

VEHICLE MOVEMENT

A vehicle may move up to its normal speed as specified on the Vehicle Table when active. If desired the driver may attempt to move faster, in effect, take a Fast Move Test for the vehicle. This test is taken by rolling 2d6 versus the Rep of the driver and counting the number of passed d6..

- Pass 2d6 – Double normal move.
- Pass 1d6 – Move one and a half normal move.
- Pass 0d6 – Mover normal.

Vehicles are always assumed to be moving unless specified otherwise. Vehicles may enter the table at any speed.

REVERSING DIRECTION

Anytime a vehicle wishes to move in reverse it may do so at up to at ¼ of its maximum speed. The vehicle must have been stopped prior to moving in reverse.

TURNING

Vehicles may turn (change direction up to 90 degrees) whenever desired during their movement. Each turn reduces the vehicle's speed by ¼ of its current speed.

Vehicles may not make a 90-degree turn at more than ½ their maximum speed. If they do the driver must take the Lose Control Test.

"BOOTLEGGER TURN"

A *bootlegger turn* is a radical driving maneuver intended to reverse the direction of travel of a forward-moving sedan.

If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane and turn completely around. In a perfect bootlegger turn, the vehicle will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction. Use the following procedure when trying the bootlegger turn.

- The player declares he is attempting the maneuver.
- The vehicle moves half its current speed.
- The driver takes the Lose Control Test.
- If pass 2d6 then the vehicle comes to a stop.
- It moves over one vehicle width in the direction of the turn and turns around 180

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degrees facing the opposite direction at a complete stop ready to move normally when next active.

- If when taking the Lose Control Test a result of pass 1d6 or 0d6 occurs then carry out the result listed.

REACTION TESTS

This section covers specific Reaction Tests taken by the driver of a vehicle.

RECEIVED FIRE – Taken by the driver when the vehicle has been shot at but neither it nor the driver has been hit.

- Taken when active or inactive.

LOSE CONTROL – Taken by the driver as a result of a failed Received Fire Reaction Test.

- Taken when active or inactive.

VEHICLES IN COMBAT

Vehicles can be involved in combat in a variety of ways.

RUNNING DOWN PEDESTRIANS

The attacker picks a target that he can reach.

- The driver and target each rolls 1d6 and adds the result to their Rep.
- If the driver total is higher than the target total then the target rolls 1d6. Result of Rep or less is Knocked Down while greater than Rep is OOF.
- If the driver total is equal or less than the target total then the target has dived out of the way and goes prone.

RAMMING VEHICLES

There may come a time when one character wishes to ram his vehicle into another vehicle. This is easy to do. Move the ramming vehicle to within 6" of the target vehicle.

- Each side rolls 1d6 for each point of Bash Value of their vehicle and consults the Bash Table.

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Bash Table

(Taken vs. Bash Value of vehicle)

*A score of 1, 2, or 3 is a success
A score of 4, 5, or 6 is a failure.*

Only roll all d6 once and count successes

# Successes	Result
Score more successes	Opposing vehicle hit, disabled and rolls to a stop 2d6" away from winner's vehicle. Each occupant rolls 1d6. Result of Rep or less is Knocked Down while greater than Rep is OOF.
Score same number of successes	Vehicles just miss each other! Continue full remaining move.

SHOOTING AND VEHICLES

Players may fire at the driver, passengers or vehicles if they have a LOS. Passengers and even the driver may fire from a moving vehicle.

SHOOTING AT DRIVER OR PASSENGERS

Drivers and passengers will count cover if inside a vehicle and as *fast moving* if moving over 8". Driver and passengers will take the appropriate Reaction Tests and respond accordingly.

SHOOTING AT VEHICLES

There is a chance that a shooter can disable a vehicle with ranged weapons fire. This is done in the following way.

- Fire normally at the vehicle. If a result of 10 or higher is scored the vehicle has been hit.
- For each hit roll 2d6 versus the Impact of the weapon used and consult the Disabled Vehicle Table.

2

Disabled Vehicle Table

(Taken vs. the Impact of the weapon)

# Passed d6	Result
Pass 2d6	Vehicle will crash and roll over. All inside or on will roll on the Ranged Combat Damage Table versus an Impact 3 weapon.
Pass 1d6	If firing with a BAR count as if passed 2d6. Otherwise, take the Loss of Control Test.
Pass 0d6	No effect, take Received Fire Test.

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DRIVER DISABLED

If the driver of a vehicle becomes disabled for any reason the vehicle will move forward a full move and come to a stop.

FLOCK OF SEAGULLS

This is a new rule only for Civilians, but not Stars, and will apply through all the scenarios. Each time gunfire occurs a Civilian must take the *Flock of Seagulls Test*. This is done by rolling 2d6 and applying the results individually to everyone in the group.

2 FLOCK OF SEAGULLS (Taken when gunfire occurs)

# Of D6 Passed	Result
2	Halt.
1	Duck back. If already ducked back then hunker down.
0	Retire.

MINI-CAMPAIGN

In this mini-campaign you are a gangster with the job of robbing banks. Or a G-Man tasked with bringing the gangsters to justice.

The mini-campaign continues until the gangster is killed or imprisoned or the G-Man is killed or retires.

NOTORIETY

Gangsters start with a *notoriety* of zero. For each bank robbed a gangster will gain 1 point of *notoriety*.

For each murder committed while robbing a bank a gangster will gain 1 point of *notoriety*.

The higher the *notoriety* the better the gangster is doing.

MOST WANTED

G-Men will go after the most notorious gangster based on their own Reputation. To determine who the G-Man is after roll 2d6 versus the Rep of the G-Man and consult the Most Wanted Table.

2 MOST WANTED (Taken when determining who the G-Man is after)

# d6 passed	Result
Pass 2d6	The Gangster has a <i>notoriety</i> total equal to the Rep of the G-Man plus 1d6. The Gangster has a Rep one point higher than the G-Man.
Pass 1d6	The Gangster has a <i>notoriety</i> total equal to the Rep of the G-Man plus 1/2d6. The Gangster has a Rep equal to the G-Man.
Pass 0d6	The Gangster has a <i>notoriety</i> total equal to the Rep of the G-Man. The Gangster has a Rep one point lower than the G-Man.

G-Men will accumulate $\frac{1}{2}$ the *notoriety points* of the gangsters they imprison or kill. The higher the *notoriety* the better the G-man is doing.

HOW MANY MEN?

Gangsters can recruit up to one gangster per point of *notoriety* or point of Rep, whichever is higher. Recruits are from the Gangster List.

G-Men can recruit up to one G-Man per point of *notoriety* of the gangster or point of G-Man Rep,

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whichever is higher. Recruits are from the G-Men List.

BANK ROBBERY

This is the first scenario in the Gangsters mini-campaign. It is usually played by the gangster player with the G-Man playing the police if desired.

GOAL

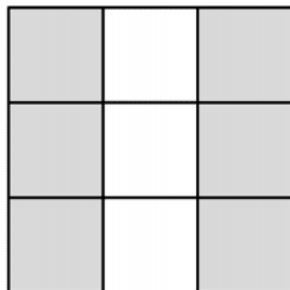
- You must rob the bank and exit the board.

FORCES

- Your gang can be as big or as small as you desire.
- Do not worry about gathering the police, if any, as they will be generated by the Special Instructions section.

TERRAIN

- The scenario takes place on a three foot by three foot table.
- The bank is in the middle of the block with a 12" wide street either on the left (1-3) or right (4-6) side.



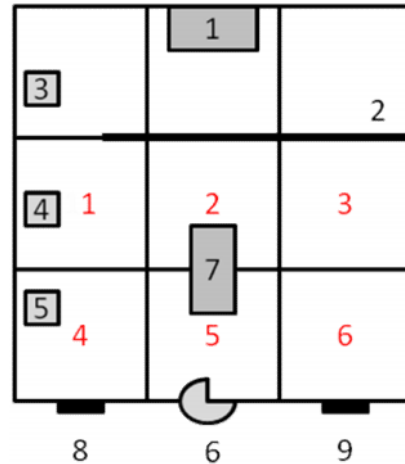
- There are 4 + 1d6 vehicles parked on the left (1-3) or right (4-6) side of the street.

DEPLOYMENT

- There is 6 + 2d6 Civilians, placed at random, on the table outside of the buildings.
- You may place your gang inside the bank, outside the bank, or a combination of both.
- There is one Rep 3 guard from the Police List in the bank. He is placed on the # generated by rolling 1d6.
- There are 1d6 Rep 3 unarmed bank tellers in the bank. They are placed

behind the teller line (2) which is front of the vault (1).

- There is one Rep 3 unarmed bank president in the bank. He is placed at his desk (3). The other two desks (4 & 5) are vacant.
- There is Rep 3 unarmed Civilians equal to 1d6 x the number of bank tellers in the bank. They are 1d6" from their respective tellers.



- You may place your gang wherever you desire but on the public side of the teller line, even near the table (7), window (8 & 9) or at the door (6).

SPECIAL INSTRUCTIONS

- Once the gang decides to start the robbery roll 1d6 for each point of *notoriety* of the gangster or point of Rep, whichever is higher.
- Count any result of 1, 2, or 3 as a success and read the result on the Robbery Table.

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REP/NOT ROBBERY TABLE (Taken when the robbery starts)

# Of Successes	Results
Three or more successes.	<ul style="list-style-type: none"> Tellers, figured individually, will take 1/2d6 turns of activation to turn over money. Bank president takes 1 +1/2d6 turns of activation to open vault. Guard disarmed and OOF.
Two successes.	<ul style="list-style-type: none"> Tellers, figured individually, will take 1d6 turns of activation to turn over money. Bank president takes 2 +1d6 turns of activation to open vault. Guard disarmed and OOF.
One success.	<ul style="list-style-type: none"> Tellers, figured individually, will take 1+1d6 turns of activation to turn over money. Bank president takes 3 +1d6 turns of activation to open vault. Guard disarmed and OOF.
Zero successes.	<ul style="list-style-type: none"> Teller presses silent alarm. Bank president refuses to open vault. Guard draws gun, roll activation. Once action is resolved count as if scored one success.

EMPTYING THE VAULT

The vault can only be emptied after it has been opened. Emptying the vault is based on how many turns of activations one or more gangsters spend in the vault. No more than half the gang can be in the vault at one time.

POLICE RESPONSE

Once the robbery starts the police will appear on any result of seven for activation. If the silent alarm has been pressed then they will arrive on a result of seven and eleven.

When a seven or eleven is rolled the higher score will activate first.

The first result of seven or eleven will bring 1/2d6 police officers to 6+2d6 inches from the bank. They will arrive by vehicle and seek cover when possible.

- Each additional result of seven or eleven will bring 1+1d6 police officers as outlined above.

SHARE OF THE JOB

After the bank has been robbed the gang will head for a *safe house*. Once at the *safe house* the haul is divided equally amongst the gangsters. After the haul is divided roll 1d6 for each gang member. On a score of his Rep or less he remains in the gang. Otherwise he leaves.

HOW MUCH LOOT

The amount of money taken is calculated as follows.

- 2d6 x \$100 for each teller that turned over the money.
- \$2,000 x the number of tellers in the bank x the number of turns of activation a gangster spent in the vault after it was opened.

PUBLIC ENEMY NUMBER ONE

As your *notoriety* rises you increase the chance of the G-Men trying to capture you. This is done by rolling 2d6 versus your current *notoriety* and consulting the Long Arm of the Law Table.

2 LONG ARM OF THE LAW

(Roll vs. the Gangster's Notoriety)

# Of D6 Passed	Results
2	They've tracked you down. Play a Capture scenario.
1	They're closing in. Add one to your notoriety. Go rob a bank!
0	They can't find you. Go rob a bank!

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CAPTURE

This represents a raid on a gangster *safe house*. These were usually in an isolated location. This can be played by the gangster or G-Man player as desired.

GOAL

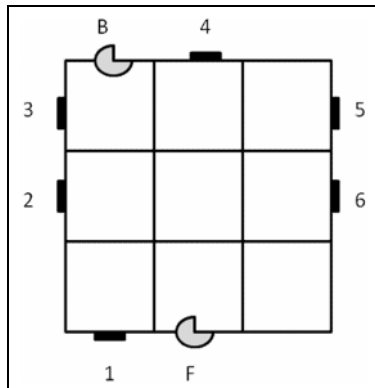
- As the gangster you must exit the table. Once you have escaped you can return to robbing banks.
- As a G-Man you must capture or kill as many gangsters as you can.

FORCES

- If you are the gangster your whole gang is inside.
- If you are a G-man base your force on the *notoriety* of the gangster as explained in the section called How Many Men on page 4. This could be a player or non-player gangster.

TERRAIN

- The table will be three foot by three foot. There is a 12" x 12" building in the center. See the map of the building.



- The next six inches around the building will be clear.
- The remainder of the table will be wooded.
- There is a dirt road leading from the building to one edge of the table.
- There will be one sedan for every three gangsters in the building parked 1d6" from the front door.

DEPLOYMENT

- If you are a gangster roll 1d6 for the location of each gangster and place them at the appropriate window. They start near and not in the window. Now go to the Special Section – Gangsters.
- If you are a G-Man you may place your men anywhere you like in the woods. Your men start at the edge and can see but cannot be seen. Now go to the Special Section – G-Men.

SPECIAL INSTRUCTIONS - GANGSTERS

- Once the gangsters have been placed roll 1d6 for each of them. This is the number of shots that will be fired by the G-men in the area near the window that they are at.
- Roll 2d6 for each shot. On a result of boxcars the gangster has been hit. Roll for weapon type as on page 1 and resolve damage normally.
- After the first round of fire has taken place activation is rolled normally. When active place the gangster at the window so he can shoot or if you choose he can immediately jump out of the window.
- Once a gangster is placed at a window or jumps out of it there will be 1/2d6 G-men in the woods facing him. The G-men will take In Sight Tests normally and combat can begin.
- Anytime you can get to a window that has not been shot through or a door then you can immediately exit the building. There will be 1/2d6 G-Men in the woods facing you *BUT* if a one is rolled there will not be any.

SPECIAL INSTRUCTIONS – G-MEN

- Once you have placed your G-Men and the number of gangsters has been determined roll 1d6 per each of your men. This is the number of shots that he can fire before the game begins.
- Roll 2d6 for each shot. On a result of boxcars a gangster, determined at random, has been hit.
- After the first round of fire has taken place activation is rolled normally. When active roll 1d6 for each remaining gangster. Place that gangster at the appropriate window. If more than one gangster is to be at a window then move one either to the front (1-3) or back (4-6) door. They will either shoot (1-4) or

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immediately try to leave the building (5-6). In either case your G-men will take In Sight Tests normally and combat can begin.

- Each turn of activation the gangsters will fire but if they succeed in causing all the G-Men they are facing to duck back they will jump out and make a break for it instead.
- Gangsters will always fast move once they have left the building.

FINAL WORDS

That's it. Hope you enjoyed the rules!

Ed

TRIAL AND PUNISHMENT

Once a gangster has been captured he will be taken to jail and then to trial 1/2d6 months after his capture. Trial is done by rolling 2d6 versus the Criminal Act Value (CAV) of the crime and consulting the Wheels of Justice Table.

Note that multiple crimes will require multiple rolls and sentencing if found guilty. Sentences are added together and not served concurrently.

2	WHEELS OF JUSTICE
	<i>Roll vs. Criminal Act Value</i>
<i>Assault 3</i>	<i>Robbery 2</i> <i>Murder 1</i>
<i>-1 Repeat Offender (previously convicted)</i>	

# Of D6 Passed	Results
2	Gangster <i>pulls strings</i> and walks away clean.
1	<i>Guilty as charged</i> – <ul style="list-style-type: none"> • Assault – Two + 1/2d6 years in prison. • Robbery – Three + 1d6 years in prison. • Murder – Twenty + 2d6 years in prison.
0	<i>Punished to the full extent of the law</i> - <ul style="list-style-type: none"> • Assault – Three + 1d6 years in prison. • Robbery – Six + 1d6 years in prison. • Murder – Executed within 1/2d6 years.

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VEHICLE REACTION TESTS TABLE

* = Star May choose to pass 2d6, 1d6, or 0d6.

Reason	Pass 2d6	Pass 1d6	Pass 0d6
Received Fire * <i>Taken by driver</i>	<ul style="list-style-type: none"> Move up to half current speed veering up to 45 degrees. 	<ul style="list-style-type: none"> Vehicle moves forward half current speed then will veer away from danger 3". 	<ul style="list-style-type: none"> Vehicle moves forward half current speed then will veer away from danger 3". Take Lose Control Test.
Lose Control <i>Taken by driver</i>	<ul style="list-style-type: none"> Driver carries on. 	<ul style="list-style-type: none"> Vehicle moves forward half current speed then will veer away 3". 	<ul style="list-style-type: none"> Driver loses control and crashes vehicle. Vehicle rolls over and each occupant rolls 1d6. Those on the running boards will roll 2d6 instead. Result of Rep or less is Knocked Down while greater than Rep is OOF.

WEAPONS TABLE

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"Tommy" Gun	24	3	3
BAR	48	3	4

Na Outgunned Rankings

Stars, retrieving wounded and chargers are never outgunned.

Outgunned Ranking	Weapon Type
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2	Target 2 weapons.
1	Target 1 weapons.
0	Those that may not return fire or out of range.

