

USEME PROHIBITION GANGSTERS

FREE FILES

SCENARIO BANK ROBBERY

Using a terrain setup that is similar to the Warehouse Raid scenario, designate a building in the middle of the table as the bank. The gangsters start in one light vehicle at the table edge. Feel free to place one Police Guard either inside the bank or walking around the bank perimeter. The game starts with the gangsters having the initiative and moving towards the bank in their vehicle.

SET UP

To be played on a 3x3 area. Set out terrain in a city formation; place buildings along streets, making the streets two lanes. Have two or three streets on the board to travel down. Mark out one of the buildings as the bank (this should be somewhere near the centre of the board).

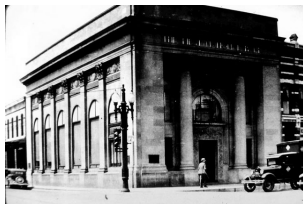
OBJECTIVE

Player 1: Rob the bank and exit the board in the getaway vehicle.

Player 2: Prevent the bank robbery, or capture/kill the gangsters before they can exit the board and make good their getaway.

ROBBING THE BANK

The gangsters must remain inside the bank for one full turn to complete the robbery. They may leave one gangster in the getaway car if they desire. While they are in the bank for the turn, the silent alarm is set off. The Police are thus alerted and will enter the board on the turn after the bank robbery. A car chase could ensue (see vehicle rules).



The winner of the scenario is determined simply by this event. Did the gangsters rob the bank and escape the police? If so they win.

CHARACTER	TYPE	ELAN	MOVE (EXC/DIF)	WEAPONS
Godfather	Infantry	5	4 (8/2)	Pistol
Gangster	Infantry	3	4 (8/2)	Tommy Gun, Pistol
Gangster	Infantry	3	4 (8/2)	Tommy Gun, .45 Auto
Gangster	Infantry	3	4 (8/2)	Tommy Gun, Pistol
Gangster	Infantry	3	4 (8/2)	Pistol
Ford Sedan	Light Vehicle	3	6 (12/3)	

Force Lists

Gangster Family (previous page table)

CHARACTER	TYPE	E L E M	MOVE (EXC/DIF)	WEAPONS
Police Sergeant	Infantry	4	4 (8/2)	Baton, Pistol
Officer	Infantry	3	4 (8/2)	Baton, Pistol
Officer	Infantry	3	4 (8/2)	Baton, Shotgun
Ford Sedan	Light Vehicle	3	6 (12/3)	

Police Family 1

CHARACTER	TYPE	E L E M	MOVE (EXC/DIF)	WEAPONS
Police Sergeant	Infantry	4	4 (8/2)	Baton, Pistol
Officer	Infantry	3	4 (8/2)	Baton, Pistol
Ford Sedan	Light Vehicle	3	6 (12/3)	

Police Family 2

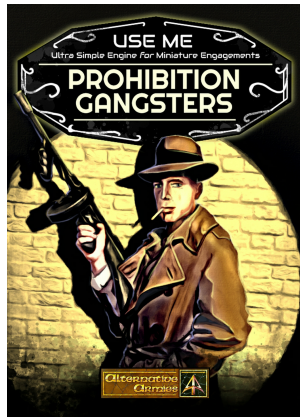
BLANK ROSTERS

The templates, rosters and action sheets to be found in the Free Files download folders can be used with UM015

CHARACTER	TYPE	E L E M	MOVE (EXC/DIF)	WEAPONS
Officer	Infantry	3	4 (8/2)	Baton, Pistol

Police Foot Patrol

The following web site is a useful resource for some of the items listed:
[Paper Dragon](#) (free resources)



You will need a copy of UM015 USEME Prohibition Gangsters to play this scenario. Look out for other free files too on our [website](#).