

USEME PROHIBITION GANGSTERS

FREE FILES

SCENARIO

THE WAREHOUSE RAID

This scenario can be switched out for Police versus Gangsters and have the Police raid the warehouse.

The orange Godfather has found out through his channels that the red gang is getting in a shipment of whisky from the docks. He feels that since the red gang will have to store it in his territory before they can transport it to their own, he will have his men go and steal it from the red gang at the warehouse.

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 in which the whisky is stored (this should be somewhere near the centre of the board).

OBJECTIVE

Player 1: Capture the building with the payload of whisky by any means possible.
Player 2: Hold the building for 10 turns and sustain as little casualties as possible.



Winning

Player 1 wins if he gets the entire payload of whisky.

Player 2 wins by holding the building for 10 turns without the loss of 25% of men.

ROBBING THE WAREHOUSE

Once the attacking gangsters enter the warehouse and are free from attack they must spend a whole turn loading up the whisky before they can leave the warehouse.

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)	

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Gangster Family 1: Defender.
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CHARACTER	TYPE	E L E M	MOVE (EXC/DIF)	WEAPONS
Gangster Lt.	Infantry	5	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)	Tommy Gun, Pistol
Ford Sedan	Light Vehicle	3	6 (12/3)	

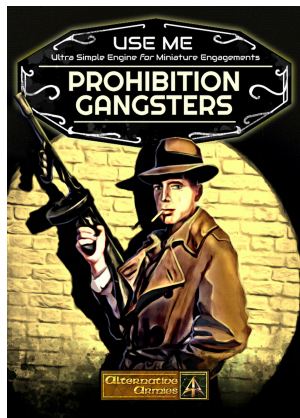
Gangster Family 2: Defender

CHARACTER	TYPE	E L E M	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)	

Gangster Family 1: Attacker

CHARACTER	TYPE	E L E M	MOVE (EXC/DIF)	WEAPONS
Gangster Lt.	Infantry	5	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)	Tommy Gun, Pistol
Ford Sedan	Light Vehicle	3	6 (12/3)	

Gangster Family 2: Attacker



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