

Quick Reference Sheets

Basic Skill Rules:

Roll 1D6 against a particular STAT:

Roll Equal 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** 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, objects.
- **Leap** through a window, climb into a car, draw a gun, that sort of thing.
- **Talk** big, crack wise, make threats. *Real* tough guys can give “The Look” (see page 18).



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: All 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 +D6”	Can shoot—badly. -2 Gats
Lose ½ for crossing rough ground or obstacles.		

Mad Dogs With Guns

Gun Table

	Short Range	Long Range	Dice	Other Modifiers
.22 Purse/hideout Gun	2"	6"	1	-1 to Lead Poisoning 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	
Shotgun	8"	24"	2	
Shotgun, "Blazing Away"	6"	18"	4	-1 GATS at more than 3"
Tommy Gun, "Blazing Away"	6"	24"	6	-2 GATS at more than 3" Jams if three 6's rolled
BAR, "Blazing Away"	12"	48"	5	-1 GATS at more than 3"

Other Gunfire Modifiers

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

GUTS Table

Result	Notes
Pass	Carry on smiling. Possibly light a cigarette or pour a whiskey sour.
Fail	Nervous: can't move forward, drop back to any cover within 3". Deduct -2 from all ratings until you get a grip, man. Maybe.
Fail by 3+ points	Terrified: run screaming from the scene. Females may resort to fainting

Quick Reference Sheets

Lead Poisoning Table

Roll	Result	Notes
1	Try Harder!	He's fine, likes to be shot at. Laughs in the teeth of danger.
2, 3	Near Miss!	He dodges out of the line of fire, and takes one action to recover.
4	Light Wound	Lose 1 HITS, 1 FISTS. Hit the deck. Takes one action to recover.
5	Wound	Lose 2 HITS, 2 FISTS, 1 GATS. Take a dive. Take 2 actions to recover.
6	Blam!	If you ain't dead, buddy, you're close—lose 4 HITS, 3 FISTS, 2 GATS, 2 GUTS. Move at 1/2 speed if you have 2 HITS left, otherwise you are prone on the pavement.

+1 for aimed shot; -1 For "Purse Guns"

Brawling—Fists, Saps, etc

Roll	Result	Notes
1,2	Ouch!	That'll leave a bruise
3,4	Knocked down	Lose 1 HITS, 1 FISTS—get up and fight next turn
5	Knocked out	Down for next turn—lose 2 FISTS, 2 HITS
6	Out cold	Lose 3 FISTS, 3 HITS

+1 for Brass Knuckles, Pipe, Pistol-whipping, etc

Serious Business—Knives, Bats, etc

Roll	Result	Notes
1	A scratch	Got blood on your painted silk tie
2,3	Light wound	Lose 1 HITS, 1 FISTS
4,5	Wound	Lose 2 HITS, 2 FISTS, 1 GATS
6	If you ain't dead, you're lucky	Lose 4 HITS, 3 FISTS, 2 GATS, 2 GUTS. Move at 1/2 speed if you have 1 HIT left, otherwise you are out cold and horizontal.

+1 for fire-axes, large meat cleavers, Chinese gangsters with swords, etc.