

GANGSTERS®

VARIANT COUNTERSHEET RULES

17B. WBC FIVE-PLAYER GAME

The original Five-Player game rules are poorly designed and give the Cop Player almost no chance to win. Worse, the Cop Player has very few choices to make and little in the way of strategic options. The result is a longer, unenjoyable game, unsuitable for tournament play.



When the format calls for a five-player game at the World Boardgaming Championships (WBC), the game is altered from the normal four-player game as follows:

- The fifth player plays an additional gang which is exactly like all other gangs in every respect. The purple gang pieces should be used.
- Gray buildings can be purchased for \$100. They are treated like Brown \$100 Joints for all purposes.
- Ownership of any nine Brown and Gray Joints constitutes a monopoly victory.
- The advanced game options are not used.

17C. THE COP PLAYER



Extensive discussion, thought, and playtesting resulted in this excellent five-player game for those who'd like to have a Police player. The game runs about 30% longer than a four player game, but now it's a really fun game for everyone! The four-player rules are modified as follows:

17.1 COP OBJECTIVE: The Police player wins, at the end of the Cop Turn, if the police commissioner is on the board, he holds the bribe of any loyal officer on the board, and he either:

- Owns seven precinct offices OR
- Has accumulated \$10,000

17.2 COP CASH: The Police player receives cash in four ways:

- Raiding a joint (Payoff: Face value of the Joint times its pre-raid level)
- Gangster player bribes (See 17.3)
- Salary bonuses (See 17.4)
- Shootouts with criminals (Payoff: Face value of the gangsters lost)

EXAMPLE: Inflicting a loss of 4 out of 6 criminal Racketeers earns the Police player \$1,800 (\$600 + \$500 + \$400 + \$300).

Whenever a Cop raids a Joint or engages criminals in a shootout, the Police player *doubles his payoff* if he plays the Bribe marker associated with that Cop. Such a Bribe must be played prior to rolling shootout dice. Similarly, the Police player *must share half* (rounded up to the nearest \$100) of his normal payoff with any Gang player that plays the appropriate Bribe marker. Gang players may wait to see the result of the shootout before producing and collecting on this type of bribe; however, a Gang player moving a Cop using a bribe automatically collects this share for any raid/shootout made by that Cop.

EXAMPLE: Barney Fife, Cop #2, raids the Level-5 Downtown Bus Station to collect \$1,500 (5 x \$300) for the Cop player. However, the Death Before Taxes Syndicate (Purple) plays the #2 Bribe, forcing the Police player to skim \$800 off of the top and hand it over. As a result, the Cop player nets only \$700.



17.3 BRIBES: Gang player Bribes are paid directly to the Police Player. The Police player's Bribes to keep officers loyal are paid to the bank. As usual, bribes are returned to the cup when used/played.

17.4 SALARY BONUS: When the crime level is below four, the Police player receives a "salary bonus" during the Payoff Phase of each player move. This bonus is four minus the crime level times \$100. This payment does not apply until the first Cop Turn.

EXAMPLE: A crime level of 3 earns the Police player \$100 ((4 - 3) x \$100). A zero crime level earns a \$400 bonus. A crime level of 8 earns no bonus (as does any crime level of 4 or higher).

17.5 GANG TURNS: During the Bribe or Move Cops Phase, the active Gang player must purchase a bribe, play a bribe to move or bring on a cop, or defer the cop move to the Police player. The active Gang may use a Bribe in order to move the associated Cop using the blue die. If the crime level permits it and the bribed cop is off of the board, the gang player may play a Bribe to bring the bribed officer onto the board.

If the active Gang elects not to play or pay for a bribe, the Police player may purchase a bribe or move/introduce a Cop based on the Gang player's roll.

Gang players may, as usual, use a Bribe to prevent the move of the associated Cop. In a Shootout, the player moving the Cop still has the option to assign hits as if the Cop were a piece of his own color.

All player turns (including the Cop Turn) are limited to two minutes during the timed portion of the move. The Cop player is limited to fifteen seconds of the Gang player's turn when the Gang player defers the option to bribe or move a Cop.

17.6 THE COP TURN: Once all other players have moved, the cop player takes a special turn.

- a) *Buy Phase:* The Police Commissioner may purchase a Precinct Headquarters (i.e., Joint, see 17.9) if in an unowned building where there is no criminal activity and, if the unowned building is gray, purchase wheels and/or heaters (see 17.11).
- b) *Dice Phase:* Roll the green, white, and blue dice. Start the 2:00 timer.
- c) *Move Public Informants* (see 17.10).
- d) *Move or Recruit Pieces:* The Cop player may move a number of Cop and Commissioner pieces equal to half his Commissioner's strength (just as a Gang player does with his Racketeer). The Cop player may recruit for the Commissioner as the commissioner's move. Resolve raids.
- e) *Hire or Move Public:* If no public Informant was moved, the Cop player may either hire an Informant (see 17.10) or move any or all of the Public pieces which are on the board using the white die. The Cop Player may not draw a new Public marker.
- f) *Timer Expires:* Halt phases c, d, & e immediately. Any unplaced piece is returned to its previous space.
- g) *Pay for Bribes, Informants, and recruits.*
- h) *Payoffs:* Collect Salary Bonus and Raid payoffs. Gang players collect any Organized Crime due.
- i) *Resolve Shootouts* and remove Public in the same space with criminals. Collect Shootout payoffs.



17.7 THE POLICE COMMISSIONER: This new piece acts like the Police player's Racketeer – allowing the Cops to acquire buildings as new Precinct Headquarters, obtain multiple moves, and enter Shootouts with a vulnerable piece.

The Police Commissioner (Commish) moves just like a Gang member – he may use subways (without going off duty) and enter buildings (even if no criminal activity is occurring). The Commish moves only on the Cop Turn, never during the cop phase of a Gang Turn. The Commissioner uses the green die to move and to recruit. Recruiting is handled exactly the same way it is for a Gang player's Racketeer.

The Police Commissioner functions like a normal cop of its current strength in any shootout/crime scene. After engaging in a shootout and taking any damage, the Commish is removed from the board (even though the off-board Commissioner retains his remaining strength). The Commissioner is immune to Vamps.

If the Commissioner is not on the board at the start of any Cop Turn, one of the Cop player's moves must be to bring the Commissioner onto the board at the Subway (or Precinct Headquarters, 17.9) indicated by the green die.



17.8 SETUP: The Police player begins the game with \$1,700 and no Precinct Headquarters. The Cop player recruits and places his Commissioner at the same time as the Gang players purchase and place their

gang members. The strength and recruiting price of the Commissioner is exactly the same as a Gang player's Racketeer except that the blue die never restricts the number recruited. The Commish strength marker should be placed on a nearby gang's Racketeer track. The Commish is placed on a subway determined by a die roll after all Gang pieces have been placed (with a facing selected by the Cop player). The Police player must start with a Commissioner of strength one or higher.

If the Police player should ever find the Commish eliminated (strength reduced to zero), his sole action during the next Cop Turn must be to recruit a new Commissioner, regardless of the cost multiplier imposed by the green die; he may not even move Public or Informant pieces. Precinct Headquarters must be sold at face value to pay for recruiting if insufficient cash is on hand. Ultimately, however, if the Cop player cannot pay for a Commissioner even after selling all Precinct Headquarters, the Cop player is given a new Commissioner (strength of one) for whatever cash and precincts he may have available. The Cop player cannot be eliminated. The new Commissioner is placed at the Subway (or Precinct Headquarters, see 17.9) indicated by the green die.

17.9 PRECINCT HEADQUARTERS: If the Commish starts the Cop Turn in an unowned building which is not a crime scene, he may purchase it for use as a Precinct Headquarters. Gray buildings may be purchased for \$100.

Precinct Headquarters are marked with Level-1 blue joint markers. They may not be upgraded. In a Shootout, a Precinct Headquarters functions exactly the same way a Joint does.

On future turns, cops may enter the board through a Precinct Headquarters when the blue die matches the first digit in the purchase price of the building. Cops may enter at gray Precinct Headquarters on a roll of "1" on the blue die.

EXAMPLE: On a blue "4" a Cop could enter the board at the Ambassadors' Club Precinct Headquarters just as if that building were Subway #4. A blue "2" would allow Cops to enter at any yellow building now serving as a Precinct Headquarters (since they cost \$200).

Normally, Cops cannot be inside a Joint at the end of a player move nor move through a Joint; this is no longer true with respect to Precinct Headquarters. It remains true in all other cases and with respect to all other Joints. Cops which enter or pass through a Precinct Headquarters are returned to the cup and replaced with another (just as when Cops change duty shifts using the subway).



17.10 INFORMANTS: The Police player can hire public informants on his turn instead of moving any Public pieces.

To signal the intent to hire Informants, the Cop player places the white die on top of any Public or Informant piece. During the Payment Phase, the Police player secretly draws one of the three informant chits (x1, x2, or x3) at random from the cup after paying \$100 times the roll of the white die.

On a future turn, the Cop player may display the drawn chit(s), return them to the cup, and substitute Informant markers for the associated Public piece(s) on the board.



The public pieces are kept aside until the Informant is removed from the board (at which time the corresponding Public is returned to the cup). *Note:* The “x1” marker allows *both* Public x1 pieces to be exchanged for Informant markers, provided both are on the board.

Informants may move before the Cops and Commissioner during the Cop Turn; however, during any Cop Turn when Informants use this early movement ability, the Police player may not hire additional Informants nor move any normal Public markers.

An Informant has two principle uses:

- Establishing a crime scene in a Joint (by flipping to its criminal side) in preparation for a Raid.
- Establishing the criminal nature of any single Gang member at the Informant’s location after its move. This is done by flipping any one Gang member (Vamp, Thug, or Racketeer) to its criminal side. The Informant is removed as soon as the timer expires. This is the only case where a piece can change its criminal status without moving. This permits shootouts by Cops until the Gang piece moves and returns to non-criminal status.

In all other ways Informants act just like regular Public pieces (including moving and making Organized Crime payoffs when inside Joints in criminal status).

17.11 OPTIONS: The Donuts option (16.4) is not used. The squirt gun (12.8) and all advanced options (16.1-3, 16.5) are optional. If Random Movement Order is used, the Cop player moves after all Gang players.



If the Wheels option (16.2) is used, the Police player may purchase wheels for \$1,000 whenever the Commish starts his turn in any unowned gray building. Thereafter, the

Commish may move using the combination of the green, white, and blue dice. Regular Cops and the Public may not use wheels.

The Police player may purchase heaters for \$1,000 when that option is available (16.1). Thereafter, the Commish hits on 4-6. Regular Cops may not use heaters.



19. BOMBS

Two of the weapons which gangsters used were time bombs and arson. Their uses included extortion, assassination of well-protected rivals, and destroying rival gangs' joints and operations. Early-period gangs hired specialists in bomb-making and arson on a per-job basis. Although known by many nicknames, for our purposes these specialists shall be known as Bombers.

19.1 OVERVIEW: Each player may have a maximum of one Bomber at a time. Each Bomber may only plant one bomb. After a bomb has exploded or malfunctioned or the Bomber is killed, the player may recruit a new Bomber.

19.2 RECRUITING: A player may buy a Bomber when he recruits other gangsters during his turn. He must recruit at least one other type of gangster if he wants to buy a

Bomber; he can not buy the Bomber as his only recruit. A player may not recruit a Bomber during initial gang selection.

The recruiting cost for a Bomber is always exactly \$1,000.

Bombers do not have their own gangster piece on the map. Instead they are assigned to one of the player’s gang pieces (Thug, Racketeer, or Vamp) by secretly writing the assignment during the Recruiting Phase. A Bomber may not be assigned to a playing piece currently occupying the same space or building as an opposing gangster. The recruiting player places a bomb (preferably of his own gang’s color) on top of his written assignment sheet as a reminder that he has an active Bomber.

During the Buy Phase, a player may change the assignment of his Bomber to another gangster piece. Secretly cross out the old assignment and write the new one. The two pieces do not have to occupy the same location on the board. The newly assigned gangster piece cannot currently occupy the same space or building as an opposing gangster.

19.3 SHOOTOUTS: A Bomber does not add to the strength of the playing piece to which is assigned in any way. Bombers may not be used to absorb hits from shootouts. A Bomber is killed if the playing piece to which he is assigned is eliminated.

19.4 PLANTING THE BOMB: To plant a bomb during the Movement Phase, the player reveals which playing piece has been assigned to the Bomber and places its bomb marker in that piece’s current space. Once a bomb marker has been placed legally, it cannot be retracted. The bomb is set; time to run!

The playing piece the Bomber was assigned to functions normally (both before and after the bomb is set). Once the bomb is planted, the Bomber is no longer with its assigned piece, and the player is free to recruit a new Bomber.

No player is ever forced to plant a bomb just by virtue of owning a Bomber.



19.5 BOMB DETONATION: In the Shootout Phase following the planting of the bomb, the player rolls one die to determine if the bomb explodes. On a roll of “2” or more the bomb detonates; a roll of 1 means the bomb is a dud (and is simply removed). Bombs are handled before other shootouts.

When a bomb explodes, flip it over. The explosion has the following effects in its space:

- If the bomb was inside a building, the building is destroyed regardless of ownership or level. If the building was a Joint, leave a x1 ownership marker in the rubble and, as a result of the Gang War, return all Public markers to their cup.
- Any Public piece in the space is returned to its cup.
- Any Cop piece there is removed from the game; do not return it to the cup! The associated Bribe is also removed from the game. If a Cop is removed, the

player who planted the bomb returns all Bribe markers he holds to the cup.

- The owner of each gangster playing piece there rolls dice equal to the strength of the piece. The strength of the piece is reduced by one for each roll of “3” or more.
- If the bomb was in a street space, leave the explosion marker there until the player’s next turn. The street space is impassible until the marker is removed.

EXAMPLE: Red declares and demonstrates that his Bomber is with his Vamp in Green’s Level-3 Pussycat Club together with Green’s 5-Racketeer and Brown’s Vamp. The Red Vamp moves away once the bomb is placed. During the shootout phase, Red rolls a “2” for the bomb – resulting in an explosion. The Joint is destroyed and all public return to the cup. Brown rolls a “4” for his Vamp, killing her. Green rolls “3,5,1,6,2” for his Racketeer, reducing it from a strength of 5 to 2.

19.6 DESTROYED BUILDINGS: No playing piece of any type may enter a destroyed building. No monopoly of a destroyed building’s color/type is possible.

A destroyed Joint remains the property of the owning player. The owner may not trade it to another player nor sell it back to the bank. A destroyed Joint may not be counted as one of the Joints needed to win the game.

During the Buy Phase, a player may repair a destroyed Joint by paying double the purchase price of the property to the bank. The player leaves his colored “xl” Joint markers on the repaired property. A Racketeer does not have to be in the Joint in order to repair it.

Buildings which were unowned at the time of destruction can be repaired by any player. Gray buildings cost \$200 to repair. Such repairs do not confer ownership.

20. DRIVE-BY SHOOTOUTS



Since the invention of the automobile, drive-by shootings have been the stock and trade of criminal gangs. The Roaring Twenties were no exception. In fact, no Hollywood gangster movie made in the 30’s and 40’s was considered complete without a drive-by shooting.

20.1 OVERVIEW: A Drive-By Shootout is a special type of Shootout that is announced during the Movement Phase and carried out during the Shootout Phase.



In order to perform a Drive-By Shootout a gang must be equipped with both Heaters and Wheels. A gang is limited to a single Drive-By Shootout per turn.

20.2 THE TARGET: The target of the Drive-By Shootout must be an opposing Thug or Racketeer occupying a street space (although other pieces may also be stacked in the same space). Pieces that are inside any type of building may not be targeted.

20.3 THE DRIVE-BY: During the Movement Phase the active player moves his Thug using the “Wheels” option (using the combined total of the red, green, and black dice). When the Thug enters a street space containing an

enemy Thug or Racketeer, the player announces a Drive-By Shootout and marks the space with a “Drive-By” marker. The Thug then continues its move to its final destination. The Thug may not end its move in the “Drive-By” space.

The Thug must flip to its criminal side before announcing the Drive-By Shootout and remain in criminal status for the remainder of its move.

A Thug piece may move through a space containing opposing Racketeer and/or Thug pieces without declaring a Drive-By Shootout.



20.4 THE SHOOTOUT: Drive-By Shootouts are conducted before normal Shootouts (Exception: Bomb Explosions, 19). The Shootout proceeds as follows:

- The attacking Thug rolls first, declaring which enemy gang is being attacked if more than one opposing gang has Thugs and/or Racketeers in the “Drive-By” space. All die rolls by the attacking player have a +1 die roll modifier (such that any roll of “3” or more will hit).
- All pieces of the defending Gang as well as Cop pieces which are present return fire. The defending player rolls for any Cop pieces in the space.
- Due to the speed of the car, the number of hits by both sides is halved (rounded down). The hits by both sides are assigned by the respective players among their gang pieces normally. Cop pieces absorb no hits for either side.
- Any Cop and Public pieces in the “Drive-By” space are returned to their respective cups.
- The attacking Thug, if it survives, may then collect extortion and/or engage in a normal shootout based on where it ended its movement. Conducting the Drive-By Shootout does not restrict the Thug’s normal actions in any way. Money collected by a attacking Thug in a Drive-By Shootout should be held separately until the Thug survives the Shootout.

20.5 VARIATION: Allow the moving Thug to declare a Drive-By Shootout against as many opposing Thugs and Racketeers as desired (and which can be reached during its movement). The Drive-By Shootouts are resolved in the sequence in which they were declared.

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