



TRMM GANGS

GROUP PLAY SCENARIO

MINI GANGS GROUP PLAY

MiniGangs is great for group or club play. Its an extremely simple miniatures agnostic game. Players need just four figures each. Any amount of players can join in. If there are more than about six players then turns can start to drag, so I suggest making teams. There is a really low barrier for entry, most collectors can pick a MiniGang from models they already have. Its also extremely fun to build a gang then play, all in one session. Its a good challenge.

The game is super casual too. Its easy to explain and quick to set up. You only need a few dice and a tape measure. Its also fun for advanced players, as it boils down the tactics, strategy and random dice rolling we all enjoy to just be simple and easy. No army lists, four numbers to memorise. The only cognitively taxing part is remembering the "roll above" or "roll below" game mechanics, but that is nothing compared to tables, formulas and charts galore of most games! The best club scenario I have worked out is to put loot tokens on a the table, and gangs try to gather as many as possible. It is presented here with a D66 table for randomly determining loot from the tokens.

GAME RULES

This scenario uses the rules for MiniGangs: Gateway which are available for free at <https://downloads.ramshacklegames.co.uk>

More information can be found on the Ramshackle Games website.

STANDARD GROUP SCENARIO: GRAB THE LOOT

BOARDS

Boards can be any size, but on the smaller side usually works better. A 40cm square is ideal for a four player game. Equally, a 4'x4' board is fine, especially for more players. Any kind of terrain is good, with a mix of dense terrain and open areas being most fun.

LOOT TOKENS

Any fun markers can be used as loot tokens. Five or more per player is a good amount, although more or less is fine. Ramshackle Games sells a lovely range of sculpted tokens, but coins, bottle caps or any other small thematic items are good. Distribute them out as randomly as possible before the game starts.

PICKING UP LOOT TOKENS IS AN ACTION

Characters may spend their action to pick up a loot token. The player takes the token off the table and keeps hold of it. Then they get a random loot item. Roll on the Random Item Table, which is a D66 roll (roll2 D6, nominating one as the "tens" and the other at "units"). The player must assign item to a character. When they are drawn, they can be assigned to any character in the gang, even if they are far away on the board. Its a bit of a "video game" feel but it makes for a more fun game than it being physically on the person who picks it up. Much time is wasted trudging across the board to distribute items. The full game comes with a pack of cards with more items, which is actually easier to use than the table. The rules for the item are printed on the card for easier reference during game. More detailed rules are in the rulebook, but you can get by with just this article and MiniGangs: Gateway.

SETTING UP THE GANGS

Gangs should ideally be set up out of shooting range, so should start 40cm apart, or at least out of sight of the other gangs.

WINNING

Winning in this game is quite loose. If one player is left then they win. Often the time for gaming runs out, in which case everyone sees who has the most tokens.

In the case of a draw, the player with the most uninjured characters wins.

KEYWORDS

These rules apply for the items players pick up from the loot tokens.

1 USE: may only be used once and then is used up.

ACTION: Takes the entire activation to use.

ARMOUR: Roll under armour rating to avoid injury. All characters start at armour rating 1.

GUN: Can be used by Shooter or Leader. Is carried in addition to any other guns. Guns count as equipment.

EQUIPMENT: Is carried by that one character. After initial distribution, it may be given to other characters in base contact.

SKILL: Only useable by that character, not transferable.

STRATEGY: Can only be used by leaders.

RANDOM ITEM TABLE D66 (ROLL 2D6)

ARMOUR

- 11,12 LAMINATE COMPOSITE ARMOUR Armour rating 4.
- 13,14 EXTRA ARMOUR Armour rating +1.
- 15,16 SHIELD Armour rating +1, -2 Awesomeness for attacker.

GUNS

- 21 FLAME THROWER Range 15cm. Target may not use cover or armour.
- 22 MACHINEGUN Roll 2 dice. If both hit armour save against both.
- 23 PLASMA BLASTER Add +1 to your die roll to hit.
- 24 SHOTGUN Target is knocked back D6cm even if shot misses.
- 25 SIDE ARM Fighter or healer can shoot, but needs a 6 to hit.
- 26 SNIPER RIFLE 40cm range

SKILLS

- 31 BATTLEFIELD SURGEON Healer heals automatically, no roll is necessary.
- 32 BERZERK CHARGE 15cm charge distance.
- 33 DODGE Shooter gets -1 on dice roll when shooting this character.
- 34 EXTRA LIFE 1 Use. Ignores next injury.
- 35 FAST Move +D6
- 36 HOON GOON May throw fight target D6cm.
- 41,42 PARRY May force attacker to reroll fight attack roll.
- 43 REDEPLOY Action. May move after shooting.
- 44,45 SELF DEFENCE TRAINING Attacker adds +2 to fight roll.

STRATEGIES

- 46 LURE Action. Move enemy character 10cm.
- 51 PLOT DEVICE 1 Use. Heal 1 character automatically.
- 52 TRUCE Action. No shooting, fighting or charge actions until the end of players next turn.

EQUIPMENT

- 53,54 POWERED COMBAT WEAPON +1 to Awesomeness when making fight actions. No armour save allowed.
- 55,56 STIMPAK 1 Use. Action. May be used by injured character. Heals on 4,5 or 6. If successful, discard this item. If unsuccessful try again next turn.
- 61,62 ENERGY BAR 1 Use, Equipment. May make an extra action.
- 63,64 PASTY 1 Use, Equipment. May re-roll the dice.
- 65,66 LUCKY! Choose anything you like.

MMMGANGS

ACTIONS

Leader: Move 10cm, Shoot, Fight, Charge, Crawl 5cm
 Shooter: Move 10cm, Shoot, Fight, Crawl 5cm
 Fighter: Move 10cm, Fight, Charge, Crawl 5cm
 Healer: Move 10cm, Fight, Heal, Crawl 5cm

**ROLL
ABOVE** ↑

SHOOTING

| Roll ABOVE Awesomeness | Roll | In Cover |
|------------------------|------|-------------------|
| Leader | 4 | 5,6 [6] [6] |
| Shooter | 3 | 4,5,6 [6] [6] [6] |
| Side Arm | * | 6 [6] |

HEALING

| | |
|------------|--------------------|
| Roll Above | |
| Healer | 3+ [6] [6] [6] [6] |
| Stim Pack | 4+ [6] [6] [6] |

RANGES

| | |
|------------------|-------|
| Shooting | 30 cm |
| Sniper Rifle | 40 cm |
| Plasma Blaster | 30 cm |
| Machine Gun | 30 cm |
| Flame Thrower | 15 cm |
| Neural Disruptor | 15 cm |
| Grenades | 15 cm |

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FIGHTING

| Roll BELOW Awesomeness | Roll |
|------------------------|---------------------------|
| Leader | 4 1,2,3 [6] [6] [6] |
| Shooter | 3 1,2 [6] [6] |
| Fighter | 5 1,2,3,4 [6] [6] [6] [6] |
| Healer | 2 1 [6] |

**ROLL
BELOW** ↓

ARMOUR SAVES

| Roll BELOW | Armour Rating | Roll |
|--------------------|---------------|-------------------------|
| Powered | 5 | 1,2,3,4 [6] [6] [6] [6] |
| Laminate Composite | 4 | 1,2,3 [6] [6] [6] |
| Force Field | 4 | 1,2,3 [6] [6] [6] |
| Riot Gear | 3 | 1,2 [6] [6] |
| Extra Armour | +1 | 1 [6] |
| Shield | +1 | 1 [6] |