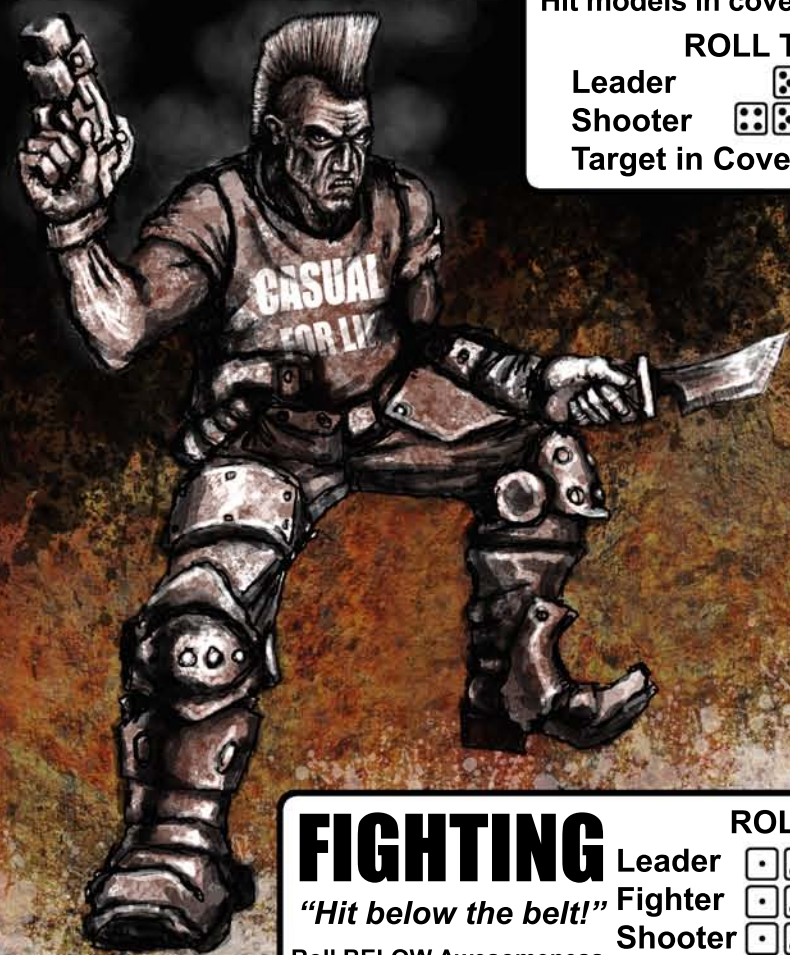


MOVING Move models 10cm

HEALING

Roll a    



SHOOTING

"Go for the head shot!"
Roll ABOVE Awesomeness.
Hit models in cover on a 6.

ROLL TO HIT

Leader  
Shooter   
Target in Cover 

FIGHTING

"Hit below the belt!"
Roll BELOW Awesomeness.

ROLL TO HIT

Leader  
Fighter   
Shooter  
Healer 

The rules presented here are Mini Gangs: Gateway. This leaflet is a full stand-alone game designed to help children and beginners learn how to play table top strategy games. For more advanced gamers, Ramshackle Games recommends Mini Gangs: Casual and Hardcore which are expansions for Gateway. They add equipment, skills, new weapons, armour, scenarios and many other features. Please visit the Ramshackle Games web site for more details.

RAMSHACKLE
GAMES

MINI GANGS GATEWAY

Mini Gangs: Gateway is a fast paced skirmish game. It was designed for beginners to strategy games and teaches the core concepts. It also makes a lightweight and fun rules system for quick games. Its ideal for clubs, families and hard-core gamers looking for a quick fix. Any amount of players can play together but we recommend between 2 and 5.



Mini Gangs is a game of battles in the Post-Apocalyptic wasteland.

Players take turns to use their mini gangs on the battle field. Each gang is trying to injure all the enemy models. Players have 4 models each. These are a Leader, a Fighter, a Shooter and a Healer. Its up to you which models you use but it needs to be easy to see which is which.

LEADER

The Leader should obviously be the coolest model you have. A Leader can shoot and is also quite good at fighting, so should have a gun and a combat weapon.

FIGHTER

The Fighter is really good at fighting, so choose a model with a hand held combat weapon. This can be anything you like, a sword, a claw, a chainsaw or any other firece looking weapon.

SHOOTER

Shooters are great shots but not so good at fighting. It doesnt matter what kind of shooting weapon the model has, it can be a pistol, laser rifle, plasma blaster, bow or anything else that you like.

HEALER

Healers can't shoot and they aren't very good at fighting, so for this model choose one that has a bag, med-pack or other such like non-wepaon item. A wizard with a staff might also make a good healer model.

Once all players have chosen thier models, place the gangs on the gaming table. This should have model scenery on it.

Models must start the game at least 40cm from an enemy model.

In their turn players make an Action with each of thier models. When all their models have made an Action the turn ends and its the next player's turn.

YOUR GANG

Each player controls four different model characters in Mini Gangs. These are leader, fighter, shooter and healer. Models each have a number that goes with them called Awesomeness. Awesomeness shows how good the model is at fighting, shooting or healing. The profiles below show each character's Awesomeness and which actions that model may make. Under each profile is a suggestion as to how to equip your models. What they look like should show which type of character they are.

LEADER

Awesomeness

4

ACTIONS:
Move
Shoot
Fight
Charge
Crawl



Your leader should have a gun and a combat weapon and look really cool! They say what and know how to get the gang moving.

FIGHTER

Awesomeness

5

ACTIONS:
Move
Fight
Charge
Crawl



Fighters need a sword, hammer or other weapon. They excel in all forms of close up killing. Get your fighter close to your enemies and watch them go!

SHOOTER

Awesomeness

3

ACTIONS:
Move
Shoot
Fight
Crawl



Rifle, pistol, blaster, take your pick! The range and accuracy of a good shot can make the difference between winning and losing.

HEALER

Awesomeness

2

ACTIONS:
Heal
Move
Fight
Crawl



Healers don't carry weapons but can have a staff, wand, bag book or other item. A good medic can keep your gang going when the chips are down.

ACTIONS

In your turn each of your models may make one action each. Actions are Move, Crawl, Fight, Charge, Shoot or Heal. Select a model and say which action it is taking. Your turn ends when all your models have made an action. Some characters can make actions that others cannot.

MOVE

All models may make a Move Action. Your model may be moved anywhere up to 10cm. Model terrain has no effect on the distance.



FIGHT

All models may make a Fight Action. A model may attack 1 enemy it is touching. Roll a dice. If you roll UNDER your Awesomeness then you have won the fight and Injured the enemy.

If you roll EQUAL TO or OVER your Awesomeness then the fight is a draw and nobody is hurt.

CHARGE

Leaders and Fighters may make a Charge Action. Charge is a special kind of action that combines a move and a fight action into one action. First the character may make a normal move action of 10cm. Then they may make a normal fight action against any enemy model they are now touching.

CRAWL

A Crawl action is exactly the same as a Move action, but the model only moves 5cm.

SHOOT

Leaders and Shooters may make Shoot Actions. You may choose an enemy model to shoot at. Your shooting model must be able to see the target model. This target model must be within 30cm of the shooting model. Roll a dice.

If you roll OVER your Awesomeness then you have hit and Injured the enemy.

If you roll EQUAL TO or UNDER your Awesomeness the shot has missed!

COVER

Sometimes the target model is covered by gaming terrain so that the shooter can only see part of the target. If your most of the enemy model is hidden from the Shooter's point of view then the target is in cover. You must roll a 6 to hit and injure an enemy in cover.



HEAL

Only healers may make a Heal Action. A model may try to heal 1 Injured model it is touching. Roll a dice.

If you roll OVER your Awesomeness then you have healed the injured model.

Stand the healed model back up. The model is no longer injured.

If you roll EQUAL TO or UNDER your Awesomeness you have failed to heal the target model. The target model is still injured.

INJURED MODELS

If one of your models is Injured, lay them down on the gaming table. Injured characters may only make Crawl Actions until Healed.