

The Raid Scenario

This scenario can have all 4 Posse in it, with a minimum of 2, Gangsters and Police, 3 Posse with the addition of the Irish.

The Scene

The Playing board for this game is as follows (see diagram).

- Board is a 6'x4'.
- Basic city blocks.
- Speakeasy in centre.
- Cars can be used.
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Deployment is as follows in this order.

- Gangsters are deployed all within the Speakeasy except up to 2 members may be deployed within 3" of the building.
- Police are deployed within 6" of one of the long board edges.(players choice)
- The Irish (if used) are deployed within 6" of opposite long board edge.
- FBI (if used) are deployed in a building 10" or more away from the Speakeasy.(their first turn is immediately after the Posse's turn in which a firearm was fired for the first time in the game)

Objectives for Posse victory. First Posse to achieve their primary objective is victor, then the Posse that achieves either their primary or secondary objective next is first minor victor and so on depending on number of Poses in game.

- **Gangsters**
 - *Primary* – Flee the scene, Mob Boss must leave the board along one of the Short board edges.
 - *Secondary* – A member of Gangster Posse needs to take out action either the Police Lieutenant or the FBI Supervisory Special Agent.
- **Police**
 - *Primary* – Arrest Mob Boss, A member of the Police Posse needs to take the Mob Boss out action in "Fightin' phase".
 - *Secondary* – A member of the Police Posse needs to take out action either the Mob Boss or Crime Lord.
- **The Irish**
 - *Primary* – Get the Bastard, A member of The Irish Posse needs to take the Mob Boss out action in "Shootin' phase".
 - *Secondary* – A member of The Irish Posse needs to take out action either the Police Lieutenant or the FBI Supervisory Special Agent.
- **FBI**
 - *Primary* – Clean up the Scum, A member of the FBI Posse needs to take out action both the Mob Boss and the Crime Lord.
 - *Secondary* - A member of the FBI Posse needs to take out action either the Mob Boss or Crime Lord.