

OUTLAW GANGS



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1 An informant gave you the tip that the ATF agent who betrayed the Booze Boys is in the Beach Club Motel! Go there after the scenario.

If you are there within 4 hours, you will find him there.

Scenario: Agent profile value like Vice-President, pump gun, 4 men, profile value like SGT, 1 MP, 3 automatic pistols

Terrain: 1 motel on the beach, opponents are in the building

You must catch the agent alive and bring it to your clubhouse.

Further instructions will follow. **Reward 100 XP**

1

2 Since the ATF agent has been "squeezed out" in your clubhouse long enough, you decide to bring him to "Old Bastard" in Eagles End. However, some other agents are already waiting for you there ... Scenario: 5 agents profile value like profile value like SGT, 2 pistols, 1 pump gun, 1 long revolver, 1 assault rifle

Terrain: 1 village, opponents are scattered around the village.

You have to deliver the agent to "Old Bastard" alive. **Reward 150**

XP + \$ 5000

This card only comes into play if **1**

has been fulfilled. If not, mix in the card again under **2**

3 Somehow you got the wrong information, it turned out that you delivered the wrong man to "Old Bastard" ... Old Bastard wants his money back! You can pay (simply transfer from your club cash) or there are five killers waiting for you in the next scenario.

Scenario: 5 killer profile value like profile value like 1st member, 3 pistol, 2 assault rifles. Place - where you are right now. **Reward 50 XP**

This card only comes into play if **1 + 2**

has been fulfilled. If not, mix in the card again under **3**

4 By chance you get knowledge of the real ATF agent. It is located in truck stop 33. Cancel your scenario and go straight to truck stop 33. Scenario: Agent profile value like President, 1 MP, is activated with every eye count. Town -If you catch the agent alive, he will lead you to a drug lab (Druglab 1)

Reward. Alive - Go to Druglab 1, you will find drugs worth \$ 400 + 60 XP. Dead - 30 XP

This card only comes into play if **1 + 2 + 3**

has been fulfilled. If not, mix in the card again under **4**

5 You have noticed that the Matanza MC wants to host a party in the "Beach Festival Area". This is your future territory and you have to prevent that.

Scenario: The Matanza MC is still setting up the marquee.

Go to the festival area according to your scenario and burn the tent down. You have to attack at night.

Opponents: 1 SGT, 2 2nd members, 2 prospects, 2 hangarounds, 1 pump gun, 2 pistols, 2 short revolvers, 2 baseball bats

Reward 50 XP

1

6 Your nightly action was apparently a success. You were able to extract some information from the hangaround of the Matanza MC. You now know where the Matanzas MCs meth laboratory is ... (This event only takes place if **1** was successful) Drive to Drug Lab 2 at the next opportunity. In every place that a Matanza Chapter is in and that you cross, a scenario takes place (roll the die on the scenario table) Scenario Drug Lab 2: Opponent: 1 Vice Presi, 1 2nd member, 2 prospects, 2 pump guns, 2 pistols, 1 long revolver. You may lose men along the way, you cannot replace them or treat. All scenarios must be played one after the other without a break! **Reward 80 XP + \$ 500**

2

7 The Matanza MCs are pretty pissed off and declares war on you after your last action (This event only takes place if **1 + 2** were successful) From now on, members of the Matanza MC will appear or ambush you at every truck stop you are on or drive past. You then have to play a scenario. Opponents: 1 SGT, 4 1st member, 2 pump guns, 2 long revolvers, 1 MP.

You can also withdraw (-50 XP, -10 total standing value)

If you accept the fight, it will take place before your planned scenario (also before road map events)

Reward Won. 50 XP + \$ 100

Lost. -20 XP -5 total standing value

3

8 Two ex-Booze Boys members ask you to help with a liberation campaign. Her former Sergeant at Arms (SGT) is to be transferred from Fresno prison to Boulder. The two think that behind Cholla (on the **121**) would be a good opportunity to free the SGA. You agree and drive off immediately with the two ex-Booze boys.

(The planned scenario is canceled)

Scenario: On highway 121, ambush,

Opponents: 7 police officers with van (profile: 7 armed civilians, leader)

Reward: The ex-Booze Boys become club members and start out as prospects

1

9 The ex-Booze Boys members tell you where the club cash desk of their chapter Fresno was hidden from the raid. You decide to go to Fresno after the planned scenario (the next weekend) and bag the club cash ... Presumably Booze Boys members from Chapter Rock Ville will also be there and have the same idea...

Scenario: Fresno (town) Opponents: 1 Presi, 1 SGA, 1 1st Member, 1 2nd Member, 2 Prospects, 1 Hangaround. 2 pump guns, 2 pistols, 1 long revolver, 2 baseball bats

This card only comes into play if **1**

has been fulfilled. If not, mix in the card again under **2**

Belohnung: 80 EP + \$ 1000,-

2

10 Booze Boys MC wants a debate with you guys. The meeting is to take place at the "Badland Motel". Only 3 men from each club should appear. It smells like a trap, but you agree. You should approach in two groups ... The meeting is next weekend. Scenario: Badland Motel Opponents: 1 Presi, 1 Vice, 1 SGA, 2 1st members, 2 2nd members, 1 prospects, 1 hangaround. 2 pump gun, 2 pistols, 2 revolvers, long, 1 MP, 2 baseball bats

This card only comes into play if **1 + 2**

has been fulfilled. If not, mix in the card again under **3**

Reward: If you win the scenario, 1d3 Booze Boys will run over to you and start as a hangaround. 100 XP and +10 to the total standing value

3

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11

Unfortunately, one of the Ex Booze Boys who started with you was a police spy ... You are currently at Junkyard 1 to pick up a load of weapons (5 men + 1 van with driver there, one of them is the Ex-Booze Boy) when you become in an ambushed. The ex-booze boy runs away, of course. Shipyard 1W6. 1-2 the ex-Booze Boy is the driver of the van Scenario. Breakthrough, you have to try to escape from the junkyard with your weapons. There are three boxes of weapons (scattered around the junkyard) Opponents: 7 ATF agents, 6 pistols, 1 MP, 2 van (profile like SGA)

(This event only takes place if **1** has already been played and was successful)

Reward. 50 XP per box of weapons (1 assault rifle, 1 MP, 1 pistols)

If the van with the informer is gone, only experience points are given

12

A van with valuable contents is said to have broken down on the **N1** between Fresno and Jose. It belongs to the Matanza MC ...

Go there immediately and get the van and its contents (current scenario will be canceled)

Scenario. A raid on the highway, steals the van with the valuable cargo.

Opponents: Matanza MC, 1 Vice Presi, 1 SGA, 1 1st Member,

2 2nd members, a van, 1 pump gun, 1, MP, 2 pistols, 1 revolver, short 1 van with \$ 500 worth of drugs and 1 assault rifle.

In round 4 reinforcements (Matanza MC) arrive (3 1st members,

2 prospects, 3 pistols, 2 baseball bats)

Reward. Van with content and 50 XP

13

A big party is to take place on the beach at Junkyard 2, you drive there after the planned scenario to treat yourself to a bit of fun (no intermediate phase) The Booze Boys MC, who is also present, annoy yourselves and it comes to a mass brawl.

Scenario: Junkyard on the beach Opponent: Booze Boys MC, 1 price, 1 SGA, 2 1st member, 3 prospects, 2 hangarounds. Neither side has weapons.

Reward. A bag of hash (\$ 50, -) +10 to the total standing value, 10 EP, rolls a D6 - with a 4-6, a hangaround of the Booze Boys MC runs over to you guys

14

One of your people forgot his weapon at **Truckstop 128**, you cancel the scenario and drive to Truckstop 128. The planned scenario takes place immediately afterwards (so drive back again, without an intermediate phase)

Scenario: Truck stop on a country road, you have to find 3 boxes with weapons that are hidden in the building and the surrounding area (3 boxes / 3 blinds)

Opponent: 9 armed civilians (leaders)

Reward. 2 long revolvers, 1 brass knuckles per box

+10 to the total standing value, 10 XP

15

You get a call that there are club mates of yours from another territory (Bay Area) at **Truckstop 99** and need help. They are in transit and one of there machines is junk. Get a Pickup and drive there immediately after the planned scenario (without an intermediate phase)

Scenario: Truck stop on the highway (The 3 club brothers are only dummies)

Opponents: 7 Matanza MC 1 Sgt, 2 1st Member, 2 2nd Member, 2 Prospect,

5 pistols, 2 short revolvers. Help your people and give them the Pickup

Reward. 50 XP + \$ 200

16

An Ex-Booze Boys member tells you that some Booze Boys have arranged to meet Matanza members at **Truck Stop N2** to change the club and to start a Matanza Chapter in Eagles End. Cancel your planned scenario and drive to **Truckstop N2** Scenario: **Truck Stop N2**, opponents: 5 Matanza 1 Presi,

2 1st Member, 1 2nd member, 1 prospect 5 pistols,

5 Ex-Booze Boys, 5 2nd members 5 short revolvers.

Each Gang comes from a different edge of the field. Prevents them from meeting in the middle at the truck stop, otherwise the Matanza MC will get reinforcements (4 2nd members, 5 pistols)

Reward. 150 XP (if you lose, there is now a Matanza Chapter in Eagles End)

17

A Matanza Chapter has been founded in **Jose**. Solve the chapter onto...

Drive according to your planned scenario and the intermediate phase with as many people as possible in to **Jose**

Scenario: locality

Opponents: 9 Matanza 1 Presi, 1 Vice Presi, 1 SGT, 2 1st Member, 2 2nd Member, 1 Prospect 1 Hangaround, 2 Pumpgun, 5 Pistols, 2 revolvers short

Reward. 100 XP + +10 to the total standing value

(If you lose, there is now a Matanza chapter in Jose and another chapter is founded in Fresno)

18

The annual big biker meeting takes place in the **Beach Festival Area**. You should do the security job. All the big MCs have announced themselves.

You have to maintain peace and order. Drive according to your planned scenario and the intermediate phase with as many people as possible to the festival Scenario: Beach with stage and marquee and some unarmed civilians Opponents: 7 Matanza 1 Presi, 1 Vice Presi, 1 1st Member, 2 2nd Member, 1 Prospect, 1 Hangaround, 5 Booze Boys, 1 Presi, 2 1st Member, 1 prospect, 1 hangaround. All unarmed (melee only) As soon as you take out the presidents of the opposing clubs, the other gang members run away!

Reward. 50 XP + +5 on total standing value, \$ 500

19

You get a tempting offer for a gun deal from a couple of IRA people. The meeting is to take place at a diner in Fresno. Go there immediately and play the planned scenario after the deal (without an intermediate phase). Your plan, however, is that you don't pay anything

Scenario: village, opponent: 5 Ira men, 1 picup (profile like SGA)

1 MP, 1 pump gun, 3 pistols, 1 box with weapons (5 assault rifles).

You could buy guns (\$ 750, -) or you could steal the Pickup ...

If you steal the Pickup, you will get the following reward.

Reward. 50 XP + Pickup and 5 assault rifles

20

Your National President wants to meet you in **Boulder** immediately. Drive there immediately and play the planned scenario after the meeting (without an intermediate phase). You have to be there within 3 hours, otherwise your President will be demoted to 1st Member and the post will be reassigned (according to your choice). In the scenario you have to play without a president. There are members of the Matanza MC lurking around the place and you have to get rid of them.

Scenario: Town, Opponent: 5 Matanza, 1 SGA, 3 1st Member,

1 prospect, 1 pump gun, 3 long revolvers, 1 baseball bat

Reward. 50 XP + 20 on the total standing value