

The assassination of Tiberius Gracchus – Scenario of Gangs of Rome

Using the Core Rules of the Gangs of Rome rulebook and inspired by the -7- "Assassination" scenario, we re-propose the assassination of Tiberius Gracchus

In-Game Miniatures

Tiberius Gracchus – 1 figure
1 gang of 6 figures to support

Scipio Nasica - 1 figure
1 gang of 4 figures in support

Publius Satureius - 1 figure
1 gang of 4 figures to support

7 mobs

Total: 52 miniatures and 21 tokens

Game Length: 5 turns (+1)

Tiberius Gracchus

A token is included for Tiberius Gracchus in the draw as though he were a Gang Fighter. He can perform only two movement actions per turn and does not need to make an Agility check to one action up to 5 cm plus the other 1d6. A Gang Fighter can use an action when in base contact with Tiberius Gracchus to heal him.

1 gang of 6 figures to support

Scipio Nasica

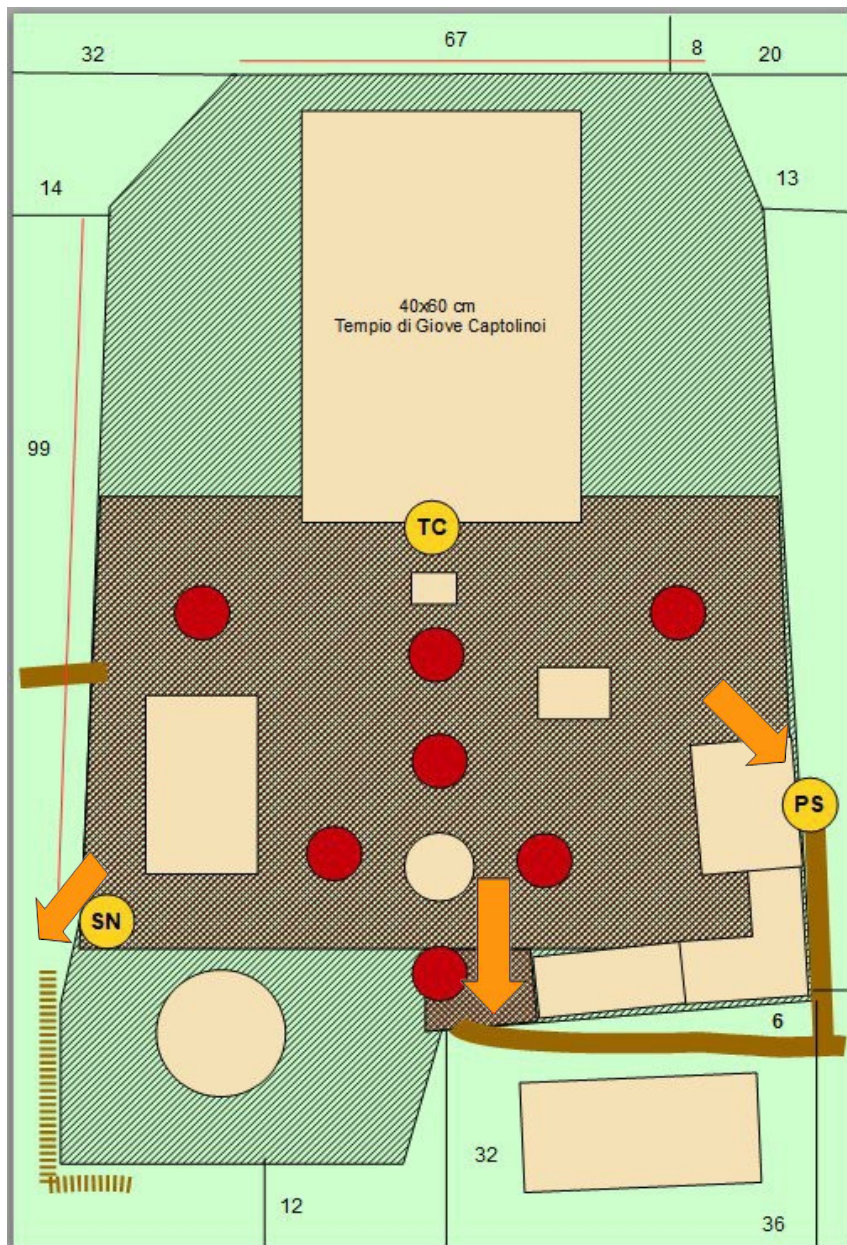
A token is included for Scipio Nasica in the draw as he were a Gang Fighter. He can only perform two movement actions per turn and does not need to make an Agility check to succeed one action up to 5 cm plus the other 1d6. A Gang Fighter can use an action when in basic contact with Scipio Nasica to heal him.

1 gang of 4 figures to support

Publius Satureius

A token is included for Publius Satureius in the draw as he were a Gang Fighter. He can only perform two movement actions per turn and does not need to make an Agility check to succeed one action up to 5 cm plus the other 1d6. A Gang Fighter can perform a bonding action when in base contact with Publius Satureius to heal him.

1 gang of 4 figures to support



The three characters start with their miniatures at the points indicated in yellow. Their gangs within a maximum of three inches from them. The mobs are placed in the points of the paved square indicated by the red dots, not to be within 8" of other mobs.

BUILDINGS

The buildings on the Capitoline Hill are:

1. COLONNADE of the FORUM usable as an open space for fighters and characters, no mob
2. TEMPLE under CONSTRUCTION usable as an open space for fighters and characters, no mob
3. TENSARUM not accessible
4. TEMPLE of FIDES accessible as a closed space
5. TEMPLE of JUPITER accessible as a closed space

The colonnade areas of the temples are open spaces. The closed spaces are usable for a maximum of one turn to the Gang Fighters and for two to the characters. These limitations apply for all 5 turns of the game.

If the building has only one access point then the miniature will have to exit from the same place from which it entered. If it has more than one it can choose which one to exit from at the price of a share even if the physical distance is greater than agility.

Inside the walls, the use of throwing weapons is not allowed. In the melee fightings the attack (from 6 to 3) and defence (from 3 to 2) values are halved while a grapple attack works in the same way, but with a fixed damage of 1 hit point.

The moment a GF from an enemy gang enters a building, a fight with the opponent is automatically initiated as if they were in base contact.

STONES THROWING

Stones are plentiful and can be used as throwing weapons by a quick-witted Gang Fighter. They are a versatile weapon that can be used to deal damage to an enemy from a distance, distract the crowd or even create a diversion.

At any given time, at ground level, ***only one fighter per gang and per turn*** can throw a stone as a ranged attack action. The stone's range is 12" with an Attack of 4.

To make the roll, you must use a ranged attack action on your turn. If you are successful follow the rules for making a ranged attack.

As in the rules of GOR, if you attack a GF and not a character and seal 1 or less damage (after attack roll and defense roll) the target will be able to counterattack and that will be his throw for his gang for that turn.

A Gang Fighter can also choose to target an empty space instead of a target, such as another GF, to lure a Mob to that point. To do this use the same ranged attack action and if successful, follow these steps:

1. Place a marker on the target point within the firing range and roll the attack dice.
1. If two or more successes are achieved, the Mob(s) will be distracted
2. Any Mob within 4" of the marker will immediately move towards it.

STONE : 12" Attack 4 Radius – distracts any Mob within 4"

In the unpaved area near the construction site only, in the same way, i.e. ***only one Fighter per gang and per turn***, a brick or tile can be thrown.

BRICK/TILE : 8" radius attack 5 – distracts every Mob within 5"

WIN CONDITIONS

Tiberius wins if:

- ***He manages to escape in the first 5 rounds from one of the access routes indicated with the ORANGE arrows to the Capitoline Hill***
- ***Survives on Colle for 5+1 full turn***

Tiberius loses if:

- ***He is killed***

MINED MOB TOKEN			
ACTION SELECTION	DIE	RESTRICTIONS	OUTCOME
MOVE THE MOB	1D6	The mob base cannot pass through gang fighters, civilians, or other mob bases	Arrived against one of these obstacles, it stops
		The mob base cannot cross terrain (p.26)	When it arrives at the border, it stops
		The mob base cannot pass into a space smaller than its diameter or change levels	When it arrives at the border, it stops
REACTION FORCE	1D6-1-2 SCARED	It runs away 6" away from the nearest fighter, if he meets a GF he overwhelms him and takes away two life points, otherwise the same limitations	arrived within 6 " against a GF o against an obstacle not GF stops scared -1 next reaction
	1D6-3-4 PASSIVE	The mob does not react, it remains in the same position	No results
	1D6 - 5-6 ANGRY	The mob gets angry and moves towards the nearest and most reachable (not obstacles) Gf if it reaches, attacks with 5 attack points	At the end of the reaction it stops angry + 1 next action
GANG FIGHTER SCARES THE MOB			
ACTION	DIE	RESTRICTIONS	OUTCOME
GF SCARES THE MOB	ATTACK VALUE	The attack can take place in melee or with weapons from roll with as many dice as indicated in the roster. If GF gets more successes than failures The frightened mob (see reaction) gets angry if it gets the same or less successes (see reaction)	hesitationas scared or angry
REACTION TO GF SHARES			
REACTION	DIE	ACTION	OUTCOME
A FIGHT, BOTH AT A DISTANCE AND AT A DISTANCE, FORCES A REACTION <i>MJ</i> A 6" MOVEMENT AT GROUND LEVEL	1D6-1-2 SCARED +1 FOR EACH ATTACKER	It escapes 6" away from the GF who starts the fight that triggers the reaction, if he meets a GF it overwhelms them and takes away two points of violence, otherwise the same limitations	arrived within 6 " against a Gfo against an obstacle not GF stops scared -1 next reaction
	1D6- 3 - 4 PASSIVE +1 FOR EACH ATTACKER	The mob does not react, it remains in the same position	No results
	1D6 - 5 - 6 ANGRY +1 FOR EACH ATTACKER	The mob gets angry and moves towards the Gf who has made the fight and if loreaches the attack with 5 pts.	if he reaches him he attacks with 5 pt attackothers stops against obstacles, other GF or mob+1 angry

If a mob is induced to react in the case of a RAPISH, it must try to move towards its target according to the shortest path; if this is interrupted by a material obstacle it must stop against it, if the obstacle is a character, GF or Mob this must move by the minimum movement allow the angry mob to gain its objective.