



Mean Streets Quick Reference Sheet



SEQUENCE OF PLAY

1. Gangs roll 2d6 for Initiative (each turn)
2. Each Gang takes their phases in order

A. Command & Control Phase

- (1) Roll Command Dice for Gang Boss & figures in range
- (2) Select a die to place next to each figure
- (3) Do Steps (1) & (2) for Warchief(s) & figures in range
- (4) Roll Command Dice individually for figures not within

range of either Leader or Warchief(s)

B. Action Phase

- (1) Resolve actions of figures **ONE AT A TIME** in order of player's choice

C. Morale Phase

- (1) All player Gangs required to test Morale does so before play proceeds to next Gang (simultaneous)

COMMAND & CONTROL RANGE

- **Gang Boss** = 8" if figure in sight, 4" if out of sight
- **Warchief** = 4" if in sight, 2" if out of sight



Command 6 = 3 actions
Dice Score: 4-5 = 2 actions
 1-3 = 1 action



POSSIBLE ACTIONS

- | | |
|-----------------------------------------------------------|---------------------------------------|
| Stand Up | Leave Melee (must roll to do so) |
| Crawl (2" per action) | Melee (+1/each extra action) |
| Move (6" per action) | Missile Attack (+1/each extra action) |
| Run (9" per action) | Ready Weapon |
| Climb (2" per action) | Intimidate/Inspire (2 actions) |
| Open a Door/Window (<i>includes crossing threshold</i>) | |

MORALE

- Test when:
- **Leader out of action,**
 - **Gang falls below half figures** (& when Gang loses additional figures after that point)

Roll 1d6, Pass = **Gang Boss 2+, Warchiefs 3+, Punks 4+, Wimps 5+**



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COMBAT RATINGS (CR)

- Gang Boss = CR 6; Warchief = CR 4; Punk = CR 2; Wimp = CR 0

MELEE PROCEDURE

1. Figure spends one or more actions to attack another in base contact (*each extra action adds +1 to roll*)

2. **Calculate:** Modifiers + 1d6 + CR = Figure's result



- ❖ **TIE** = No effect
- ❖ **BEATEN**, but not doubled = loser suffer 1 wound
- ❖ **DOUBLED**, but not tripled = loser suffers 2 wounds + winner *may* knock loser back 1" + *may* utilize his weapon special ability
- ❖ **TRIPLED** or more = loser out of action

MELEE MODIFIERS

- +2 Defending window/very narrow opening
- +2 Attacking prone figure
- +1 Defending doorway, higher up, or similar tactical advantage
- +1 Each extra action spent in attack
- +1 / -1 Figure is Inspired or Intimidated by leader
- 1 Each enemy beyond one in base contact with figure
- 1 Attacking across obstacle (fence, wall, etc.)
- 1 **EACH** wound (cumulative, so 3 wound markers is -3)

WEAPON SPECIAL ABILITIES

Club = Loser knocked prone

Blade = Loser suffers extra wound

Chain = Winner may make follow up attack against ANY enemy in 2"

Fists = Winner may make follow up attack against Loser



MISSILE MODIFIERS

- +1 Each extra action spent on missile attack
- 1 Attacking figure moved for at least one action (ineligible if RUN)
- 1 Target has partial cover (behind car, doorway, etc.)
- 1 Each wound on Attacker (cumulative)
- 1 Each complete 6" target is distant from Attacker
- 2 Target is mostly concealed (peaking out window or behind wall)
- 2 Target is in contact with friendly figure (melee)



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- ❖ **DOUBLED**, but not tripled = loser suffers 2 wounds (*place markers*), and winner *may* utilize his weapon special ability
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