

GANGS OF GOLGOVILLE

PRESS START BUTTON

In a dated future, there is mostly kickboxing...

Version 1.0 – by Sylvain Boudeele



Jakar Nilson by Jakar Nilson

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Introduction

Golgo Island is a fast paced skirmish game using the WarEngine, the excellent universal game system by Aaron Overton. Launched late 2007, Golgo Island is the game you want for over-the-top B-Movie action in your favourite settings: Pulp, retro sci-fi, lost world exploration, zombie hunting, espionage - or a tasty mix of the above!

Gangs of Golgoville allows you to toss even more refined madness into you games... New colourful characters and henchmen, new scenarios, rules for scary giant creatures such as the dreaded Giant Zombie Hamster, noisy vehicles, and various dirty tricks to help you recreate the atmosphere of your favourite low-budget action stinkers with a can of your favourite drink in hand.

Entirely compatible with all existing Golgo Island material -and just as free-, Gangs of Golgoville takes you to a city that used to be a model of audacious architecture and inventive social policy before it was struck by an unprecedented disaster. Surrounded by anarchy, mayhem, plague, and radiation, dirty street gangs, white-teethed heroes and ugly villains clash for survival and domination, challenging fate with a raging fist for an arguably better future. A future made of cardboard, fur, sparks and shiny gadgets ; a future where people smell of sweat, sand, worn out leather and coco oil; a future where plasma weapons and neutron guns endanger the supremacy of ninjitsu and kickboxing ; a future where science and culture seemed to stop at the apex of the 1980s, like God at the twilight of the 6th day.

Get ready to insert coin and press the Start button – glory’s awaiting!

This supplement offers you new rules and ideas to play Golgo Island games in the deliciously obsolete atmosphere of a retro post-apocalyptic future as it was pictured in classic B-movies and 1980’s arcade games. We hope it can also provide interesting gaming material and inspiration to post-apoc gamers using other rule systems.



Golgoville

Golgoville, Golgo Island – home to scoundrels, petty criminals, thugs and low-life from all over the world. A lost place where all kinds of businesses flourish and prosper under the strict control of those who run them. Behind what seems like total anarchy to the onlooker lies a form of informal balance and order, an unwritten code resulting from years of more or less happy cohabitation between communities of opposed interests. There is even a straw government and police, ruled by a president whose main role is to administrate bribes. All in all, despite the occasional frictions that hardly go any further than the extermination of the losing parties, the system -or lack thereof- works.

It all changed when an interstellar criminal mastermind named the Banana Tyrant decided to shatter that fragile balance to take revenge on the denizens of Golgo Island. In a matter of days, the city was hit by the black plague, a zombie plague, topped up by a giant electro-magneto-sismic death ray shot that destroyed part of the city, made the great Golgo erupt, and created gaps (“minor leaks”, officials said) in the neighbouring radioactive toxic chemical waste factory, with dramatic effects on the population.

More than the material and human effect, it was the social consequences that doomed the city. Entire inhabited areas were quarantined, damaged, destroyed, or vaporised, making survivors homeless. This resulted in a massive exodus and tensions between gangs from devastated areas and those whose turf had been spared – especially as, ignorant of the real origins and scope of the disasters, gangs naturally tended to suspect their rivals. The particular nature of the local economy didn’t prevent it to collapse, and when they turned towards their patron gangs, more often than not it was to find no response or an even harder racketing. The “authorities” immediately lost control, and all over the city Gang leader proclaimed themselves “Duke of Golgoville”(Or king. Or supreme dictator. Or emperor. Or emporer.), while abandoned civilians regrouped and rebelled against the gangs that were supposed to protect them. Outsiders soon got interested in the situation, which was indeed a rare opportunity to get hold of the entire city for more or less charitable purposes.

Understandably, this is what local historians (also called “bartenders”) named “The Biggest Mess Ever” – and this is just what Gangs of Golgoville offers you to take part in!

Get ready to face white-teethed heroes, bad-breathed punks, foul mutants, monsters, the armies of a megalomaniac empire, brain hungry zombies, creatures from another galaxy or from a nearby sewer, rotten gangers or slimy mutant freaks, and lead yours to victory and whatever ultimate purpose you like, be it the most glorious or the most infamous.

Rule additions

New Gangs of Golgoville Tweak

Transport (+2pts)

Unlike other tweaks, this one can be taken more than once. A vehicle or a monster with this tweak can carry one mini per time it was selected and paid for.

The vehicle can be deployed separately from the transported unit(s). To embark in the vehicle, troops must be in base to base contact with it during the follow up step. When they disembark, troops are re-deployed in base to base contact with the transport during the follow-up step, and both the transport and the unit(s) that were transported then act independently during their next activations. If the transporting vehicle is destroyed, the Troops inside it are removed from play too. Characters that haven't used their Twist during their last activation may use it to survive the vehicle's destruction by rolling 10 or more.

Transported figures cannot attack or be attacked while in the vehicle.

Gangs of Golgoville Twists

The same rules apply as per the usual Golgo Island rules, but we felt we could use some additional/complementary ones specifically for Gangs of Golgoville.

Those extra Twists can of course be adapted to any Golgo Island game.

Tension

As turns pass by, once some objectives have been reached -or just randomly-, tension may increase: more civilians take part in the fight, monsters get frenzied, radioactivity increases, etc. That *Tension* will result in Twist bonuses to all units (including those with no Twist value). There are several solutions for this: either you decide on a fixed bonus (like one or more free *Creature Magnet* activations, or a fixed +X to Twist scores), or you opt for a random one (xKy bonuses to Twist values).

Those bonuses can affect one or several Twists depending on what you want to represent: an earthquake and the city collapsing or the awakening of the Great Golgo can be represented by a peak of *explosions*; Zombie apocalypse or mob frenzy by *Creature Magnet* hyperactivity; all out gang wars by combining *Street Cred*, *Explosion*, *Unhealthy rain*.

Mob leader

The Character leads a mob. This twist replaces all the twists of a given character during the entire game and requires no dice rolls. The Character becomes a (T) type figure, gains the "sole survivor" tweak and an extra CR level (or gives them a 4" CR if they didn't have any) ; they may spend all their Twist value points in mob members of any kind who will form a single unit with them. Basically, that amounts to converting your Twist point value into Henchmen, with a couple modifications done to your Hero's status.

Ex: Mouloud Nagasaki has a 5k5 Twist value, costing 20pts. A street punk being worth 5pts, you can give him a 4 of those sidekicks instead of using his Twist for any purpose during the game – they will form a single unit as described above.

Explosion

It is war, and war is hell – the terrain is mined, it is raining mortar shells, people are throwing Molotov cocktails and toxic chemical waste through their living-room windows, a micro-cloud is raining maxi-acid just over your head... All in all it sucks big time.

For every 6 Twist points scored, pick a target then roll a dice: on a result of 1, 2, or 3, the target is missed. On a 4 it takes a 1k1 hit, on a 5 that hit has a 2x AoE, on a 6 it has a 3x AoE.

Unhealthy Rain

People are throwing rocks, shooting arrows and guns through their windows – sometimes, fridges, pianos or even buses have been seen falling from rooftops.

For every 6 Twist points scored, pick a target within 2” of a building and hit it with a 1k1 attack – the effect is cumulative and works as a massed attack (so scoring a 12 means a 2k2 attack, an 18 a 3k2 etc).

Street Cred

The people of Golgoville are too scared to stay out when there is a gang fight, but they’re always keen on helping their protecting gangs and charismatic champions. From locations determined before the game starts (for example within 1” of a building, or near an objective), various gifts can appear (either because they were left there to help, or because someone handed/threw them from the window of a building).

For every 5 points scored on your twist roll, players can place a randomly determined gift using a d6 roll, from a selection agreed upon at the beginning of the game.

Something simple we suggest is:

- 1,2,3,4,5: *close combat weapon*: the figure gains a single use 2k2 close combat attack.
- 6: *gun*: the figure gains a single use 12” range 2k2 AV attack

Represent the weapon by a marker. Figures can pick up the weapon/gift by getting in base contact with it, and carry it to use it when the players decides to. Once the attack has been used, remove the marker. A character may not carry more than one of those weapons at a time. The attack provided may not be put on reserve.

Fatality

Sometimes, there is something more awful than the average awful thing. A natural or a supernatural disaster with devastating effects – like a Giant Zombie Hamster, to name but the most horrible.

On the principle, the Fatality twist works as the Creature Magnet one (players roll to determine who is going to activate the big killer thing), but the procedure differs.

Instead of using their Twist rolls on other bonuses, players may decide to allocate their characters’ Twist scores to “bid” on the Fatality. At the end of each turn, the player whose characters have bid most Twist points gets to activate the Fatality.

*Ex: Sylvain rolled 16 on Mouloud Nagasaki’s Twist – he used 2*5 points to activate two zombies, and bid 6 points on the Giant Zombie Hamster’s activation. Then he rolled a 1 and a 3 on Jakar Nilson and Stedley Davidson’s Twists, and added the results to the bid, making it a meagre 10 (6+1+3). Matthieu didn’t move any zombies this turn and bid all his Twist scores (6+3+6) on the monster’s activation. With a large smile on his face, he moves the hamster and stomps on Stedley Davidson’s body.*



Vehicles

General recommendations

In Gangs of Golgoville conflicts, most vehicles are used for their speed to seize objectives or for their transport capacity. Some have guns mounted, but anything bigger than a machine gun is a rare sight – though tanks, armoured trains or zeppelins have been involved in some of the bigger confrontations!

You can stat up your vehicles as per the regular WarEngine rules, but we recommend you respect the following guidelines to keep your games balanced and coherent.

- Vehicles unbalance the game, period. At this scale, it is inherent to them – they are fast and tough in an environment where most guns are small arms and bare-fists. The use of vehicles is therefore subjected to your opponent's consent, and we recommend that every player involved allocate the same point value to vehicles.
- Unless there is a special arrangement, the more convenient point value for a vehicle must be somewhere between 60 and 80pts with 70pts being the norm and a Twist value to round up the cost, just like any other unit.
- Given their use, they must have a high Movement value, counterbalanced by the Unwieldy/Very Unwieldy (depending on the vehicle's manoeuvrability or off-road capacity) personal tweak.
- Bear in mind that the profile you design is an abstraction of the vehicle and their driver. The same car in the hands of different pilots may have different Mental and Attack values (depending on the driver's ability to run over people, or to aim a gun while driving for example).
- The same abstraction applies when choosing the Defense value. It's the value that determines how hard your vehicle is to destroy – it can be because it is armoured, but also because it is small, fast, manoeuvrable and the driver is an ace!
- As per the usual WarEngine rules, a vehicle must have a close combat attack representing either the vehicle running over an enemy/passers-by or the pilot attacking them. As usual, a basic attack of that kind must be more likely to affect never do wells rather than Heroes who always jump aside at the last second, so the attack value would often be k1, and vary depending on the speed, weight and size of the vehicle.
- Most of the time, a vehicle will be driven by a henchman (who cares about the anonymous driving that truck? We don't even see his face), so that will affect some values as well.
- The Golgo Island profile scale, with regular small arms being k1 AV (therefore massing up to k2) and Characters being able of the most over the top feats, works very well with even the bigger vehicles. As long as you don't create them for competitive purposes and keep their presence balanced between players you'll be fine.
- Unless you are having a vehicle fest, avoid giving your vehicles too much gun range, or else they'll be playing *Space Invaders* along your table edge and this isn't going to be fun. Golgoville vehicles are fast, shiny, rudimentary and driven by hotheads; their guns cannot be very accurate.

Sample profiles

Here are some sample 70pt vehicle profiles – assuming they are driven by Extra #08096 or some disposable henchman. If they were driven by a Hero, you would need to boost that profile accordingly (by +1k1 per stat, typically).

PP	Description	T	Mv	Df	Mn	CR
28	Combat Car	L	18"	2k2	2k2	-
<i>very unwieldy, obvious, transport (4)</i>						

WP	Description	R	AV	AE	AET
6	vroom		1k1	2x	-
27	Machine gun	12"	2k2	2x	Bu
8	Twist		2k2		

PP	Description	T	Mv	Df	Mn	CR
28	Buggy	L	18"	2k2	2k2	-
<i>unwieldy, obvious, transport (2)</i>						

WP	Description	R	AV	AE	AET
6	vroom		2k1	2x	-
27	Machine gun	12"	2k2	2x	Bu
8	Twist		2k2		

PP	Description	T	Mv	Df	Mn	CR
32	Trike	L	21"	2k2	2k2	-
<i>unwieldy, obvious, transport (2)</i>						

WP	Description	R	AV	AE	AET
4	vroom		1k1	-	-
27	Machine gun	12"	2k2	2x	Bu
6	Twist		2k1		

PP	Description	T	Mv	Df	Mn	CR
32	Half tracked car	L	15"	3k2	2k2	-
<i>unwieldy, obvious, transport (4)</i>						

WP	Description	R	AV	AE	AET
6	vroom		1k1	2x	-
27	Machine gun	12"	2k2	2x	Bu
4	Twist		1k1		

PP	Description	T	Mv	Df	Mn	CR
32	Armoured truck	L	15"	3k3	2k2	-
<i>very unwieldy, obvious, transport (4)</i>						

WP	Description	R	AV	AE	AET
6	vroom		1k1	2x	-
27	Machine gun	12"	2k2	2x	Bu
4	Twist		1k1		

PP	Description	T	Mv	Df	Mn	CR
32	Armoured half track truck <i>unwieldy, obvious, transport (4)</i>	L	12"	3k3	2k2	-

WP	Description	R	AV	AE	AET
6	vroom		1k1	2x	-
27	Machine gun	12"	2k2	2x	Bu
4	Twist		1k1		

PP	Description	T	Mv	Df	Mn	CR
30	bike <i>unwieldy, obvious</i>	L	24"	2k2	2k2	-

WP	Description	R	AV	AE	AET
4	vroom		1k1	-	-
27	Machine gun	12"	2k2	2x	Bu
8	Twist		2k2		

Additional sample vehicle attacks

WP	Description	R	AV	AE	AET
20	Mini -cannon Slow reload	18"	3k3	-	-
12	Mini-rocket <i>One shot</i>	12"	3k3	-	-
24	Flame thrower	6"	3k2	2x	Bu
12	Limb mower		2k1	3x	CC
10	Impaler		3k2		CC



Burt Morris is coming to the rescue!

*Buggy by Old Crow Models.
Chicks by Hasslefree.
Ninjas by MegaMinis*

Starting your gang

The first thing to bear in mind when starting a gang is:

- what do *you* want to play?
- how many units per side are you going to play ?
- for what kind of scenarios (especially, are they going to include Non-Player Figures or not?)

Some players will want to play heroes vs heroes only.

Some will want to game large riots, in a table crowded with punks.

Some will want to play a force of never do wells led by a megalomaniac.

Some will want to play one looking like an organised army.

All that is fine – actually, it’s getting that kind of diversity within a gaming group that will make things exciting, so consider a) your priority.

As you can see, there are many variables that make it hard (or even a bad idea) to give you guidelines.

If you want to get the best experience out of the game, this is what you can’t go wrong with:

- Start by choosing your leader. That character won’t be any different from other characters in your gang, but he’ll be the one most representing your group and its background.
- Pick a couple “core” units – units that will be closely related to your leader: long time friends or sidekicks, henchmen...
- At this stage, you have enough already - you can have good fun with as few as 3 units per side, and consider that a good number of units for fast 4 player games.
- You can then add “satellites” – more of the “core” units, or something different, like a freelancing character (a hired gun, a bounty hunter) or some vehicles. If you don’t want your game to last too long we recommend you limit your number of units to 5 in 4 player games, and use 5 or more units when less players are involved.

By proceeding that way, you’ll have a solid basis for small scale scenarios like exploration games or bar brawls, but will be able to field more units in larger scale combats like all out street wars.

Here is an example of a valid gang, composed of “official” Golgo Island characters all worth 70pts.



Jakar Nilson’s Black Death Gang

Leader:
Jakar Nilson himself

Core Units:
Stedley Davidson
Mouloud Nagasaki

Satellites:
Doom Racer
El Bastardo
Two units of 12 thugs
(not pictured)

I first picked Jakar Nilson as he is one of my favourite character figures, and he looks the part for a leader.

I then picked Mouloud Nagasaki as my “Twist bag”. Players often pick a character with a high Twist value, generally the one they’ll activate first in my turn sequence – that’s something I sometimes do as well, and Mouloud is a fun character that suits the look I wanted my gang to have.

Stedley Davidson, in addition to his unique look, carries one of the biggest guns in the game – a good thing as my gang has very little firepower until now, with a meagre 6” sawn-off shotgun attack from Jakar Nilson.

Doom Racer is a very useful Character as well because of his 12” movement, and he looks just right with the rest of the gang. So does El Bastardo.

Finally, some cannon fodder to flood the enemy and seize objectives can prove useful, and does represent the fact that the gang has gained importance at that stage.

Reminder

When designing your own profiles, make them coherent with the existing ones. Keep the cost of your units close to 70pts. You can create a 80pt character and counterbalance it with a 60pt character – but if you increase the value gap between units by more than 20pts, you will unbalance the game.

Playing campaigns

Maybe you were expecting an experience system allowing you to randomly determine whether your sniper would, after several games spent doing successful headshots from the top of a building, gain the ability to run faster, bite his opponent’s head off, or possibly shoot more accurately...

Maybe you were expecting tables to roll dice on to determine whether your victories actually have an impact on your success in the campaign, or if the guy who gets his butt kicked at the first turn of each of your games dies or suffers from a bad cold...

Well, although that can be fun and there would be other routes to follow, this is not what we are offering.

There are very simple ways to represent experience in a Gangs of Golgoville campaign, and those are the ones we’d recommend as they are simple, quick, and easy to keep track of and will allow you to spend more time actually playing the game, and still have an impact on your gang’s development.

What we suggest is that you divide your campaigns in Acts. Depending on how long you want your campaign to be, an act may be a game or a series of games with an intermediary goal and a set campaign bonus in the form of extra points for the winning gang.

For example, you may decide that you are going to play a 5 game Act, and the winner of the act will rule the area formerly under the rule of the Albino Viper gang. To determine who wins the act, you simply allow victory points for each of the games played, generally going crescendo.

At the end of the Act, the ruler of the area gains a number of value points that was set at the beginning of the act. For example, 5 points of value to deal to the gang leader or to the “man of the Act”, with which they can pay for a tweak or a characteristic boost of their choice.

“Ooooh, the bastard’s going to boost the AV of his sniper’s rifle” – yes, he is, and that would seem logical, rewarding and straightforward altogether, wouldn’t it?

As for the guy who can’t hit the broad side of a barn, chances are the player will declare him dead (or worse) and simply replace him with another character of equal value in the next game.

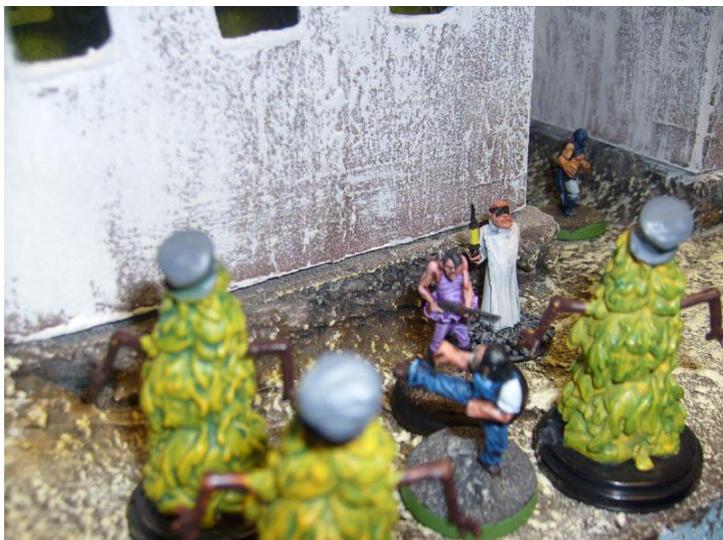
As your campaign goes, some gangs are going to gain point value and get much stronger than others. Either you’ll find that it is only fair, and declare them the winners of your campaign, or you’ll want to even things out (for example if a player joins the campaign after 4 acts).

To do so, you can just up the point value of the underdogs – but do so by boosting their Twist value, which was specifically created to help out underdogs, instead of their regular characteristics.

Campaign ends when:

- All set acts have been played and a gang has scored more points than any other.
- A gang has scored an amount of points that was set at the beginning of the campaign.
- A gang has become too powerful for others to compete with.
- You decide it.

Note that, all in all, such progression system isn’t compulsory and you can enjoy your campaign just as much without one – what matters is taking part in a fun story and playing some fun games, right?



Above
Some Mercenaries from the Future by Heresy Miniatures.

Left
Renato and Kid Robert escort a mad scientist (by Westwind Productions) out of reach from the giant snotmen (by Wizkids Games)

Scenarios

Here are 5 original scenarios we have listed in an order that allows you to play them as a mini-campaign.

Raid on Pink Avenue (aka Sex and the Zombie!)

In this scenario, your yet inexperienced, but ambitious gang tries to seize a rival gang's precious stock of prostitutes.

Force selection : Each player (from 2 to 6) selects the same PV of Heroes (typically, three 70pt characters), all with a compulsory "Twist" attack.

Deployment : Game is played on a 48" x 48" area. Gang deployment varies depending on the number of players – opposed table corners would be ideal for 2 and 4 player games.

Deploy as fairly as possible at least 10 thugs from the rival gang (preferably more), and some prostitutes (traditionally 7, placed to form a hexagon centred in the middle of the table, in which you also place a prostitute figure).

Victory conditions : To win this scenario, players must capture as many prostitutes as possible, and have as many of them in contact of their figures by the end of turn 5. To capture prostitutes, all you need to do is move in contact with them, they will then follow your figure in all their subsequent moves.

Special Rules :

Zombie spawning point: When a zombie is killed by a Hero, they pick up the figure and deploy it near a building, proper terrain element or a table edge of their choice during the next follow up step.

Twists

Creature magnet

For every 5 points scored when rolling their twist, a player gets to activate a thug immediately. The same thug cannot be activated more than once per turn. The effect is cumulative, so, for example, if a Character with a 3k2 twist value scores 11, they can activate two thugs immediately.

Typically, thugs have 9" Mv, 1k1 DEF, 2k2 Mn and a 1k1 close combat attack.

Alternate version: Sex and the zombie

Replace the thugs by zombies (6" Mv, 2k1 DEF, Auto Mn and a 1k1 close combat attack)

The middle of the table is occupied by a building on top of which you must climb to validate your rescue.



Seeking the Chosen One (aka The Quest)

The grateful prostitutes, who are always the first informed of the craziest rumours, tell you of a story going about a young boy who will save Golgoville from all the disasters it underwent, and contribute to restore peace and order.

Local gangs more or less agree to that, of course – but they all want to find him.

The boy is reported to live (or have been captured) in a village of cannibals in the slums of Golgoville.

Force selection : Each player (from 2 to 6) selects the same PV of Heroes, all with a compulsory “Twist” attack.

Deployment: Game is played on a 48” x 48” area. Gang deployment varies depending on the number of players – opposed table corners would be ideal for 2 and 4 player games.

Deploy at least 10 (preferably more) cannibals in the village, and place some buildings (typically 7) as fairly as possible. For every building on the table, prepare one regular playing card (random cards having no effect, and necessarily one joker), then divide them equally into two decks. Every time a building is visited (a figure enters it), draw a card and reveal it.

Victory conditions : To win this scenario, players must find the Chosen One and hold him until the end of turn 5 (you may want to play more turns depending on the number of buildings on the table, and its size).

Special Rules :

- Decks: in order to pick from the 2nd deck of cards, all the cards from the first one must have been drawn. In that second deck will be the objective card: the card revealing the Chosen One (the red joker). Once revealed, the Chosen one is placed in base contact with the figure that found him. He will be activated and follow the figure that is in base contact with him, be it the one that discovered him, or another one.
- Cannibal spawning point: When a cannibal is killed by a Hero, they pick up the figure and deploy it near a building, proper terrain element or a table edge of their choice during the next follow up step.

Optional special rules:

- Bonuses: In addition to the other cards in the deck, it may be a good idea to add one or two bonus cards (magic boots giving extra movement for one turn, golden bullets giving an extra 1k0 AV to the weapon fired, talismans giving an extra Hero Point, or even Eldritch potions with the effects of a random mutation)
- The Patriarch: Add the second joker to the second pile. When drawn, it will reveal the Patriarch of the cannibal clan. He can be activated thanks to the Creature Magnet tweak (see below)

Twists

Creature Magnet

For every 5 points scored when rolling their twist, a player gets to activate a cannibal immediately. The same cannibal cannot be activated more than once per turn. The effect is cumulative, so, for example, if a Character with a 3k2 twist value scores 11, they can activate two cannibals immediately.

If you use a Patriarch, he can be activated for every 7 points scored. The Patriarch CAN be activated more than once per turn – but if he is activated more than once, he will only attack, not move. The Patriarch doesn’t “respawn” when defeated.

Cannibals have 9” Mv, 1k1 DEF, 2k2 Mn and a 1k1 close combat attack.

The Patriarch has 9” Mv, 2k2 DEF, 3k3 Mn and a 2k2 close combat attack.

Escape from the Giant Zombie Hamster.

Looks like you messed with the wrong people: those prostitutes you captured were the property of the Duke of Golgoville – head of the Albino Viper gang, the biggest and fiercest gang in Golgoville. Chased by his troops, your heroes have been pushed to the forbidden zone. You thought it wasn't that bad until you noticed it was peopled by zombies and... A giant zombie hamster!?



Force selection : Each player (from 2 to 6) selects the same PV of Heroes (typically, three 70pt characters), all with a compulsory “Twist” attack.

Deployment : : Game is played on a 48” x 48” area. Gang deployment varies depending on the number of players – opposed table corners would be ideal for 2 and 4 player games. Deploy as fairly as possible at least 10 zombies (preferably more), and a giant zombie hamster which you’ll place right in the middle of the table. Dispose some manholes to the sewers (traditionally 7, placed to form a hexagon centred in the middle of the table, in which you also place a manhole – yep, under the hamster) which will be as many potential exits from the table. As you can see, Golgoville can be proud of its sewer system. For every possible exit on the table, prepare one regular playing card (ones, twos, threes, and necessarily one joker), then divide them equally into two decks – the joker being necessarily in the 2nd deck.

Victory conditions : To win this scenario, players must find the right way out, and exit the table during the follow up step. The player who manages to exit the more units (not figures – *units*) wins the game. In case of a tie, the one who made them escape earliest wins.

Special Rules :

- Decks: Every time a figure is in contact with a yet untouched manhole, draw a card. In order to pick from the 2nd deck of cards, all the cards from the first one must have been drawn. In that second deck will be the objective card: the card revealing the right way out (the joker).

- Zombie spawning point: When a zombie is killed by a Hero, they pick up the figure and deploy it near a building, proper terrain element or a table edge of their choice during the next follow up step.

Optional special rules:

- Decks (2): you may also decide that some manholes are trapped and will reveal an alligator or some filthy sewer creature – if so, put one or several cards corresponding to the event into the decks.

Twists

Creature magnet

For every 5 points scored when rolling their twist, a player gets to activate a zombie immediately. The same creature can not be activated more than once per turn. The effect is cumulative, so, for example, if a Character with a 3k2 twist value scores 11, they can activate two zombies immediately.

Typically, zombies have 6” Mv, 2k1 DEF, and a 1k1 close combat attack.

Fatality

Sometimes, there is something more awful than the average awful thing. A natural or a supernatural disaster with devastating effects – like the Giant Zombie Hamster.

On the principle, the Fatality twist works as the Creature Magnet one (players roll to determine who is going to activate the big killer thing), but the procedure differs.

Instead of using their Twist rolls on other bonuses, players may decide to allocate their characters’ Twist scores to “bid” on the Fatality. At the end of each turn, the player whose characters have bid most Twist points gets to activate the Fatality.

*Ex: Sylvain rolled 16 on Mouloud Nagasaki’s Twist – he used 2*5 points to activate two zombies, and bid 6 points on the Giant Zombie Hamster’s activation. Then he rolled a 1 and a 3 on Jakar Nilson and Stedley Davidson’s Twists, and added the results to the bid, making it a meagre 10 (6+1+3). Matthieu didn’t move any zombies this turn and bid all his Twist scores (6+3+6) on the monster’s activation. With a large smile on his face, he moves the hamster and stomps on Stedley Davidson’s body.*

We recommend the following profile for the hamster: 9” Mv, 4k3 DEF and a 3k3 2x close combat attack. The giant zombie hamster doesn’t “respawn” when defeated.

Run away!

Cool – you escaped the giant zombie hamster. But the Duke of Golgoville hasn’t given up; he has flushed his ducal toilet and the filthy waters are starting to go up. You’d better find a way out fast if you don’t want to drown in urine and other unhealthy fluids!

Force selection : Each player (from 2 to 6) selects the same PV of Heroes (typically, three 70pt characters), all with a compulsory “Twist” attack.

Deployment : Game is played on a 48” x 48” area. Gang deployment varies depending on the number of players – opposed table corners would be ideal for 2 and 4 player games. Deploy as fairly as possible at least 10 sewer creatures (preferably more), and an exit right in the middle of the table.

Victory conditions : To win this scenario, players must reach the right way out, and exit the table during the follow up step. The player who manages to exit the more units (not figures – *units*) wins the game. In case of a tie, the one who made them escape earliest wins.

Special Rules :

Creature spawning point: When a creature is killed by a Hero, they pick up the figure and deploy it anywhere on the table (except in base to base contact with a player figure) during the next follow up step. The little bugs are very good at hiding in dark messy places such as this one!

Twist

Creature magnet

For every 5 points scored when rolling their twist, a player gets to activate a creature immediately. The same creature can not be activated more than once per turn. The effect is cumulative, so, for example, if a Character with a 3k2 twist value scores 11, they can activate two creatures immediately.

Typically, creatures have 9” Mv, 1k1 DEF, and a 1k1 close combat attack.

Golgoville Arena.

Alright – it was all in vain. The Albino Vipers caught your heroes as they got out of the sewers, and drove them in front of their boss who cast them into his arena for his personal enjoyment. The bravest shall be spared - the rest die in the bloodbath.



Force selection : Each player (from 2 to 6) selects the same PV of Heroes (typically, three 70pt characters), all with a compulsory “Twist” attack.

Deployment: : Game is played on a 18” x 18” area representing the arena.

Victory conditions : To win this scenario, players must simply kill each other – game lasts until there is only one gang left in the arena.

Twist

Creature magnet

For every 5 points scored when rolling their twist, a player gets to activate a savage beast immediately – it may be one that enters the arena, or one that was there already but hasn’t been activated yet. The same creature can not be activated more than once per turn. The effect is cumulative, so, for example, if a Character with a 3k2 twist value scores 11, he can activate two beasts immediately.

Depending on the beasts you may want to adapt this basic profile: 9” Mv, 1k1 DEF, Mn 2k2 and a 2k1 close combat attack.

Street Cred

The people of Golgoville are too scared to stay out when there is a gang fight, but they're always keen on helping their protecting gangs and charismatic champions. From locations determined before the game starts (for example within 1" of a building, or near an objective), various gifts can appear (either because they were left there to help, or because someone handed/threw them from the window of a building).

For every 5 points scored on your twist roll, players can place a randomly determined gift using a d6 roll, from a selection agreed upon at the beginning of the game.

Something simple we suggest is:

- 1,2,3,4,5: *close combat weapon*: the figure gains a single use 2k2 close combat attack.
- 6: *gun*: the figure gains a single use 12" range 2k2 AV attack

Represent the weapon by a marker. Figures can pick up the weapon/gift by getting in base contact with it, and carry it to use it when the players decides to. Once the attack has been used, remove the marker. A character may not carry more than one of those weapons at a time. The attack provided may not be put on reserve.

Optional special rules

Challenging the Duke!

If you want to push your luck, you can challenge the Duke himself and not only gain freedom – you can liberate Golgoville from the tyranny of the Duke by defeating him in close combat.

The winner of the game can challenge him in the arena; place the figure in it, and let one of the losing players control him as he would with his own figures.

The Duke has the following profile: 9" Mv, 3k2 DEF, 3k3 Mn and a 3k2 close combat attack per surviving gang member.



Martine faces the Duke !

*Martine by [Hasslefree](#).
The Duke of Golgoville is a [Superfig](#) conversion.*

Modelling

Cars (by PKP)

Here is how I transform a toy car (1/43) into the something fit for the game table. Cars are common elements that can be used simple terrain elements, game objectives or your characters' rides.

First of all, I need to find one for cheap in a garage sale, a flea market or a discount store.



1/ I apply the basecoat. Sometimes it may be a good idea to give the car a coat of matt varnish before applying the paint, to take the shine away and give the paint more adherence to the body. I try not to take too much time and don't really mind doing a messy job – this is for the streets of Golgoville, not an exposition! I choose a colour similar to the car's original one.

2/ Then comes the most important bit: the wash. I often use varnish (aka "Dip") mixed with acrylic ink (black this time). The magic mix is spread all over the repainted body – again, you can afford to be messy. Let dry.

3/ I do a quick highlight job (just one, using a lighter shade than the base coat).

4/ Just before varnishing the car, I use some acrylic pigments to put some dirt on the bottom parties of the body. In Golgoville the streets are not cleaned that often and a real man, in those hard times, doesn't care about a shiny car – he wants power!

Done - kid Robert has a new ride to show off in town. Yeeehaaa!

Making some Street Cred markers

Street Cred is one of the new Twist introduced in Gangs of Golgoville. Basically, it's gifts for heroes. While the less popular ones are likely to get fridges and pianos tossed at their gobs from rooftops, the more popular ones will be supported and the population will throw them extra weapons to lay waste on their enemies.

I made markers very simply, by sticking [Hasslefree](#) and [Heresy](#) weapons to 1 or 2 cent coins with greenstuff leftovers from my sculpting sessions. Add sand, paint, and you're done.



Easy gaming tables: The Wasteland and the Mount Hibachi tables made for the GBS2

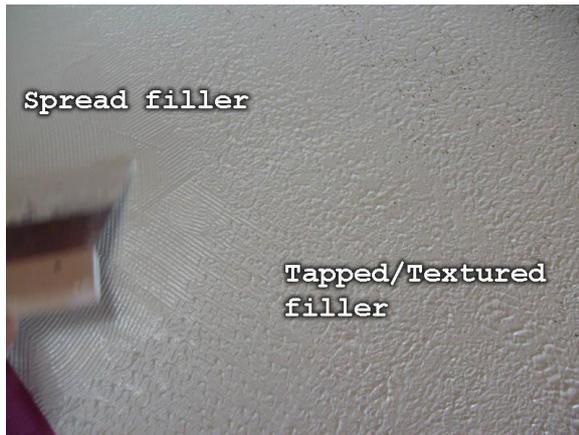
What you need is:

- two nice MDF sheets (900*900*15mm or more)
- tile filler (I used mosaic filler for those, but it works the same).
- some kind of trowel to apply and spread the filler.
- an old large brush to texture the filler.
- cheap acrylic paint.

As options, you may want:

- some sand/flock (or sodium bicarbonate for a snowy effect)
- White / PVA glue to apply it.

Spread the filler on your MDF sheet with the trowel, then texture it by tapping your brush into it. Mind the quantities you use – you don't have to apply a thick coat of filler to get the desired texture. To cover a table, 1 litre of mosaic filler mixed with ½ litre of water was just enough. If you want more relief, you can of course use more filler in places, and stick some terrain bits into it.



If your filler is wet, the effect you'll get with your brush will be smoother – as it dries, it'll take a rougher, spikier shape when you tap it. It depends what effect you want to get. For the snowy table, I textured the filler early – for the wasteland table, I did it a little later.



If you want to add more texture to the table, add your sand in the fresh filler once applied on the table. In my opinion, though, it is generally unnecessary to add any.

For the snowy table, I added a little black paint to the mixed filler to make it a light pigmented grey – that seemed adapted for that one, and saved some paint.



Once the filler is dry, you can apply the paint. On the desert table, I used a... sand like colour (autumn yellow), and did 2 highlights (adding white to the base colour – the second one was more “adding the base colour to white”) by “dry-brushing” the relief.



The snowy table was drybrushed using pure white, then I spread some watered down PVA glue in places and stuck some sodium bicarbonate on it.

The advantages of that kind of filler over glued flock are many. Mainly, your textures are much more solid and last much longer than flock that would be just glued to the sheet with PVA, and you can create higher grounds, stick elements into it, or make junctions very easily. It also takes paint very easily, and the texture you get won't make recesses your paint will take three watered down coats to cover. If you water it down well, you can also use that product to texture other terrain elements, including buildings, and get a much finer result than by using textured paint, for example.

Finally, it's cheap and just as fun as it's easy to use – those tables were my first try, they came out nice enough and cost me under €20 each.

Related Links

- [The WarEngine wiki](#). There you'll find the WarEngine rules by Aaron Overton as well as the Golgo Island rules.
- [The Golgo Island Website](#). Check out the latest news and download the Characters' printable statcards.
- [Perno's Golgo Island page](#). There you'll find more statcards by FredPerno for miniatures by other manufacturers.
- [The Gangs of Golgoville blog](#).
- [The Golgo Island yahoo group](#). For all things Golgo Island.
- [The post-apoc forum](#). For all things post-apoc gaming, regardless of scale and rules.

Index of genre related manufacturers

Here is a listing of manufacturers who produce 28mm figures suitable for Gangs of Golgoville or any post-apocalyptic games. It may not be complete – we haven't deliberately left out any.

If you think some should be added (or you'd like your own range of figures added) here, please get in touch.

- [East Riding Miniatures](#) – makers of the Golgo Island range: access the page [here](#) and support the cause!
- [Hasslefree Miniatures](#) - fine figures by Kev White, a great range of modern adventurers.
- [Obelisk Miniatures](#) – modern, pulp and post-apoc figures by Josef Ochman.
- [Mega Minis](#) – lots of suitable stuff at a very affordable price.
- [Heresy Miniatures](#) – many interesting references, and a growing sci-fi range.
- [Cobblestone Castings](#) – Future Wars range, a continuation of the classic Future Warriors.
- [EM4 Miniatures](#) / [Mirliton](#) – The classic Future Warriors range can be bought from them.
- [Kallistra miniatures](#) – some nice and affordable post-apoc figures in their sci-fi line.
- [Comfy Chair Games](#) – makers of the excellent Spinespur range of figures.
- [West Wind Miniatures](#) – a lot of relevant references, especially in the Roadkill range.
- [Brigade games](#) – manufacturers of the Atomic Café line, among other things.
- [Wizkids games](#) – famous for their cheap and funny plastic figures.
- [Killer B Games](#) – the Geezers and GAFDOZ ranges can give a special flavour to your games!
- [Ramshackle Games](#) – very interesting and affordable resin vehicles, and nice pewter figs.
- [Shadowforge / Laughing Monk](#) – chicks and action heroes of all kinds. A very fun range.
- [RAFM](#) – Their moderns are on the bigger end of 28mm, more like 1/48 actually.
- [The Warstore Miniatures](#) – just one word : Zardo !

Conclusion & thanks

I hope you enjoyed the read and this supplement will add yet even more fun to your games.

Wondering “How the hell could I support Golgo Island who offer me such nice stuff for free?”? The answer is simple: go buy some Golgo Island figures, promote the game and the range! ☺

Thanks to Tony Barr at [East Riding Miniatures](#)

Thanks to my friends and gaming buddies Denis Walktapus, FredoPerno, Greg-Gerg, Igor, Jérôme, Matthieu PKP, SebRom, Xavier. Thanks to my net friends Bungle, Jakar Nilson, Rev Nice and Sumatran Rat Monkey.

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Thanks to all Golgo supporters.

Thank you for reading!