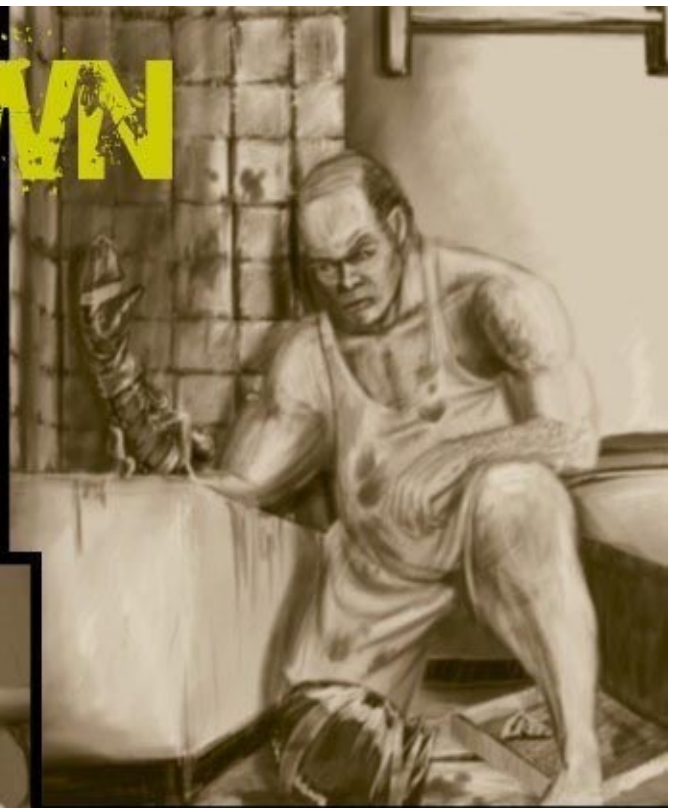


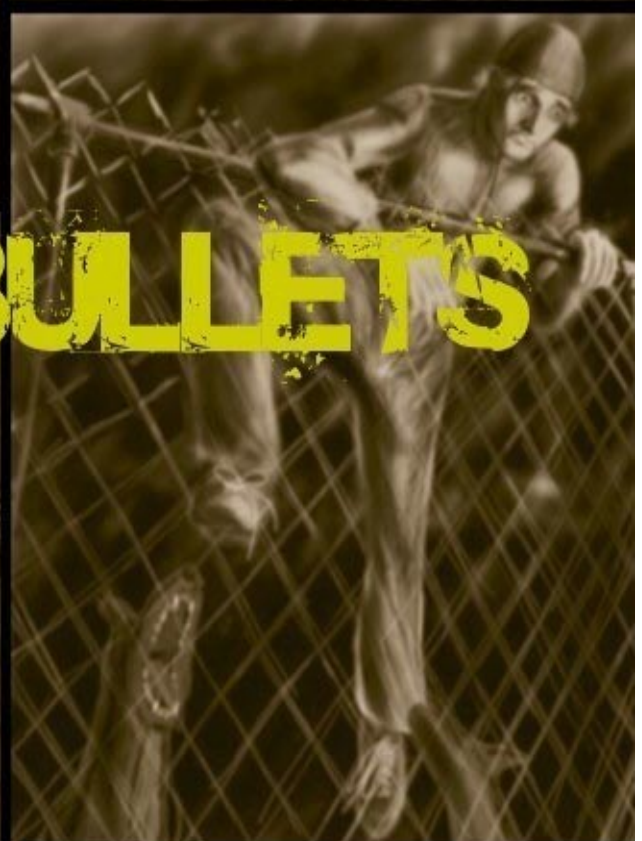
DOG TOWN



STRAY



BULLETS



THE
SPLIT
SYSTEM

By
Jonathan Ridd
Federico Thibault





Stray Bullets

Credits

Produced By
Jonathan Ridd

Written By
Jonathan Ridd
Federico Thibault

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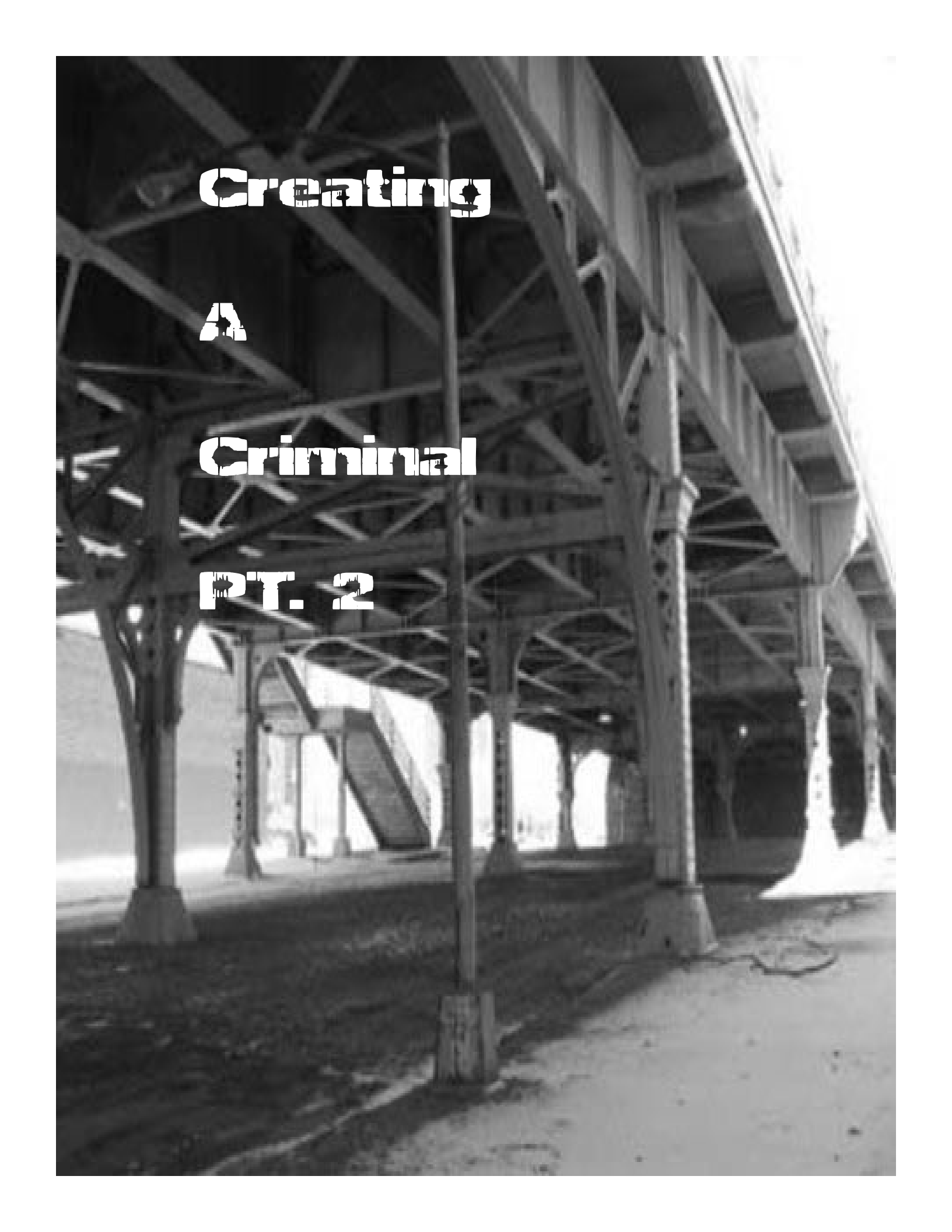
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Creating

A

Criminal

PT. 2

Talents

Some more things that'll get you through a jam.

COOL (control)

This cool customer can control his temper and doesn't bite when snot nosed punks try and get cute with him. Adds +5 to the criminal's Discipline Roll when temper, jealousy and other ugly emotions raise their heads. A sense of calm also adds +1 to keeping a gun on target. Cost 2.

Timing (sense)

The criminal has an innate sense of rhythm and timing that allows him to judge the most opportune moment to strike. Adds +2 to all types of physical violence and +3 to dancing, maneuvering and sports. Cost 4.

Empathy (style)

The criminal is able to relate to people and their experiences. But kindly chat show host Phil Donahue he ain't. The felon uses this ability to make friends, expose weaknesses and understand motives. Add +1 to the criminal's Suss Roll, +2 onto cheat, and +3 towards coax. Cost 3.

Authority (toughness)

Some have a presence about them that makes other people take notice. It could be a strong, commanding voice that exudes confidence or a self-assured swagger that says I'm in charge. Provides a +5 bonus onto the boss ability and contributes a +2 towards the ability to impress. Cost 3.

Flair (style)

The criminal has an artistic flair for performing. Singing, dancing, acting are original and captivating. Gives +5 to performance. Costs 1.

Sense of Humor (style)

The criminal is a funny guy with a healthy dose of self-deprecating humor. Cracking jokes and not taking yourself too seriously helps in making friends and coping with situations. Adds +4 onto coax, and +2 onto Coping Rolls and Know Streets. Also gives a +5 boost to any stand up performance. Cost 3.

Survival Instinct (modified)

A lucky S.O.B. with nine lives, you somehow manage to evade copping the worst of it when

your criminal career is about to get a full stop. All suss rolls to think a way out of a violent demise gain a +2 edge. All protective capabilities receive a +1, and luck rolls receive a +5 bonus. Additionally the criminal gets 5 injury points. Cost 6.

POWERING UP

This optional rule allows player criminals and npcs to stack talents beyond the previous 5 point limit. Eg. a criminal with Empathy and Sense Of Humor talents would take a +7 into a coax test.

VICES

Some more things to fuck your criminal up. On a standard roll of 5, 10 and 15 roll again and if the result is less than 7 apply one of these vices instead.

Sadism

Your criminal is a sick, cruel sonovabitch that gets his rocks off using people's arms as ashtrays. The criminal resorts to torture and Buckwheat killings as the first method of solving problems, when reasoning or a clean hit could achieve the same thing. Add +3 onto threat, and +1 onto the criminal's Hostility Rating. The criminal is exempt from scruples and guilt. Test Discipline Roll at a difficulty of 7.

Masochism

Your criminal has a perverse liking for pain and this can lead the criminal into some dark territory. The criminal often feels the need to be punished generated from deep seated emotions of guilt and self-loathing. This manifests itself in the criminal seeking ways to harm himself: Putting his fist through a window, picking an uneven brawl, throwing himself down a flight of stairs or paying a dominatrix to lash him. Add +2 to Trauma Resistance and + 3 onto Balls. Test Coping Roll against a difficulty of 7.

Attention

This gangster loves the limelight and the flash and glitzy lifestyle that goes with it. He likes hanging out with celebrities and seeing his picture in the paper next to a big, juicy headline. Such a high profile gets the attention of the cops who don't like having their noses rubbed in it. Worse still is damage limitation from your own side who don't like the heat your bringing down on them. Roll DR against a difficulty of 6.



The Extortionist

This often borderline whack job targets wealthy families, businesses, and institutions in an effort to extort large amounts of money from them. The extortionist differs from the brutish, lean on tactics of the thug in that he employs a more sophisticated, covert and cowardly approach to the felony. This kind of extortionist holds supermarkets to ransom by injecting poison into chilled meat or by contaminating jars of baby food with ground glass. Bomb hoaxes, arson and sabotage are other ways to show the company that you mean business about ruining theirs. They are also fond of kidnapping and blackmailing victims to get the same result - a plain briefcase full of used tens and twenties.

The seriously unhinged amongst them may go a step further and direct a campaign of terror against the city and its people. Random rooftop killings with the aid of a sniper's rifle or the placement of pipe bombs in municipal buildings precede a threat that more is on the way unless the demand is met.

Extortion is waiting game so the felon needs to have a decent Discipline Roll, and the Suss not to get the details wrong.

Attribute Bonuses

Sense +1, Brains +1, Suss Roll +3, Coping Roll +3, +4 Discipline Roll.

Special Talents

Psycho, Logical Thinker, Focus, Light Fingered, Grey Man.

Skills

Awareness, Explosives, Drugs, Conceal, Threat, Creep, Deal, Impress.

Specializations

Spot Tail, Timed Devices, Knowledge of Poisons, Hide Actions, Make Demands, Counter Surveillance, Observation Point, Negotiate Terms.

Drags (1 point minimum)

Spite, Greed, Power (Control over others).

To the city of San Francisco. I will enjoy killing one person everyday until you pay me one hundred thousand dollars. If you agree say so tomorrow morning in personal column San Francisco Chronicle, and I will set up a meeting. If I do not hear from you it will be my next pleasure to kill a Catholic Priest or a"

The Mayor of San Francisco reads out a blackmail demand made by Scorpio in the movie "Dirty Harry".



The Rat

This criminal trades information on his associates for breaks, favors, plain spite, or more often than not just cold hard cash. The clients are usually cops - detectives looking to get the dope on this month's Mr. Big. The criminal could be in a hole of his own and needing an out he turns rat - putting the finger on the fattest catch he knows. Alternatively he's on the department's payroll picking up regular envelopes for the low down on the juiciest happenings of the week. Top informers on the hottest jobs may even wear a wire and play the risky game of trying to get the dirt on the target.

Some play informer for their own ends, snitching on and sometimes even setting up rival criminals for the Five O to take out.

A rat may also work his own kind keeping a keen ear and watchful eye on who is doing what. Then dropping a dime to someone who will care.

Attribute Bonuses

Sense +2, Suss Roll +3, Coping Roll +3, Know Streets +5.

Special Talents

Winning Smile, Acute Senses, Survival Instinct, Total Recall.

Skills

Awareness, Conceal, Creep, Deal, Impress, Coax, Steal.

Specializations

Eaves Dropping, Hide Object, Tail, Negotiate Terms, Lie, Persuade, Lift Item.

Drags (2 point minimum)

Spite, Bad Nerves, Yellow Streak, Drugs, Big Mouth.

"Look ... what if I was to help you out again?"

Big Al peered over the rims of the tinted glasses and smiled at him. "Who you gon bust, Fox?" he said. "You never brought me nobody buy rinky-dinks. The jail's full of junkie-pushers. We want some big people in here."

"I'm talkin' bout some big people," Foxy said.

Big Al's voice had a snap in it. "Look what you got? You got somethin' for me?"

Yeah I got somethin' to trade," Foxy said. It's deep too. Very, very heavy. But I ain't giving it up without some guarantees."

Foxy Newton from the book "The Jones Men" tries to cut a deal on a possession rap.



The Wheelman

The Wheelman is a criminal that earns cash from his skills as a getaway driver. His job on a score is to sit tight and keep the engine of a high performance vehicle ticking over, in readiness to burn rubber when the rest of the crew burst out of the bank with duffel bags full of dough.

In addition to being ace drivers wheelmen have to be able to keep their cool under pressure, resisting the panic to push the car and themselves too far. Local knowledge is also an essential asset as a Wheelmen must be familiar with every twist and turn, alley and short cut in the area to blow off the heat.

On the side a wheelman can earn money as a courier of contraband such as guns, porn and drugs. When the cargo can be worth tens of thousands, and being pulled over could mean 20 years in the can you don't want a cowboy shifting the gears.

Attribute Bonuses

Reflexes +2, Control +2, Sense +1, Balls +2, Reaction Roll +4, Know Streets +2.

Special Talents

Fast Reactions, Survival Instinct, Death Wish, No Nerves, Grey Man.

Skills

Drive, Awareness, Auto Repair, Conceal, Impress.

Specializations

Spot Cop, Save Spin out, Perform Stunt, Take Corners, Handle Speed, Makeshift Repair, Look On The Level, Good For The Job.

Drags (1 point minimum)

Risk Taker, Gambling, Big Mouth.

"Why am I here?"

"Some people want to meet. They're from down town - done a few jobs."

"Shooters?"

"Yeah."

"I told you I don't like guns."

"I know, but they're looking to move up. They've got their eyes set on something special."

"They know my price."

"Everyone knows your price - even paid me \$300 just to get to you."

"You did."

The broker from the movie "Driver" meets the eponymous driver to recruit him for a crew planning a major score.

Criminal Outfits



The Black Mafia

The Black Mafia organization of Moorfield is a large and sophisticated network developed for the purposes of importing and distributing China White heroin. In 1971 Lamar Scoles was breaking up kilos of Sicillian heroin on consignment for Gurino Mafioso Ray "Suds" Pantone, and supplying them to Ounce Men throughout Moorfield, Crawford, Grenson Park and beyond. Tired of turning over the lion's share of the profit he split from the Italians and took a risk on the shady contacts of an old army buddy now living in Bangkok. The contacts were able to set Scoles up with large, dirt cheap consignments of locally grown pure China White heroin.

Back in Moorfield Scoles adopted a company method of distribution for the heroin, controlling the product all the way from the cutting mill to the dime bag sold on the street. The drugs roll down and the money rolls up with each level taking a percentage.

Over the next two years a blend of ruthlessness, business acumen and superior product made Scoles a heroin kingpin.

Strength

The Black Mafia have 165 employees with another 16 doing time.

Recruitment

The Black Mafia are constantly recruiting expendable young cutters, runners and lookouts into the bottom rungs of the organization, as well as absorbing existing dealers into higher managerial positions. Employees are typically African American, but as Scoles has expanded and penetrated into white neighbourhoods he has made use of the local talent. Unlike its Italian counterpart The Black Mafia has no formal initiation or requirement to kill to become a member. Prospective employees are simply appraised for earning potential and reliability. If the answer is yes they're given a spot.

Style

Assorted, from stained shirted junkies to silk suited splendor.

Structure

Scoles has roughly emulated the command structure of the Mafia that he read about in the mob book "The Valachi Papers". He sits at the head of the organization with his close friend Sidney Walcott his side as his advisor

and Under Boss. Beneath Walcott there are 12 Lieutenants each with responsibility for several gangs of street pushers. Each gang has a head pusher that reports directly to the Lieutenant, picking up the dope and handing over the cash after its sold. Typically gangs have between 3 and 7 members.

Activities

The Black Mafia have two heavily guarded houses in Moorfield where quarterly 40 kilo shipments of pure heroin are split and stashed. Each house is supervised by a separate Lieutenant with a gang in place on round the clock protection. Monty Wright has the house on Freedom Avenue while Floyd Pemberton manages the one on Wax Street.

On demand, kilos are taken to a cutting mill in a derelict tenement on Crawford's south side. There a dozen men and women wearing surgical masks dilute the drug to a high street purity of 12%. Another Lieutenant Maurice Gold watches over the mill and distributes ready batches of dime bag heroin to the Lieutenants.

The Black Mafia are dominant in Moorfield and Crawford with droves of junkies travelling in to cop their potent Pyramid brand. The Black Mafia have made in roads into Brown Bay, Pennington, Jefferson Heights and St. Lukes through new white Lieutenants like Neil Ruggendorf. They have also set up successful operations using the same distribution method in other towns and cities.

Scoles has amassed a huge fortune, some of which he has laundered through legitimate businesses. Scoles and his organization are also no stranger to violence being responsible for the murders of over two dozen rivals, informants and dope thieves.

Allies

The Jungle Posse conducts freelance work for the Black Mafia dealing its dope and very reliably shooting its enemies. Scoles uses them as insurance against the potential treachery of his own Lieutenants.

Enemies

Some heroin dealing Mafiosi in the Gurino Crime Family are a little pissed at losing the lucrative trade over on the west side and are trying to find somebody to get near him.

Weaponry

Rifles, machineguns; the lot.

Rap Sheet

Criminal Lamar Scoles
P.O.B. Moorfield
Sex Male

D.O.B. 01/10/41
Heritage African American
Weight 200 lbs

A.K.A "The Man" "The Don"
Height 6'3
Status None

Offender Category Dealer (Heroin)

Rating Boss

Flaws None

Talents Logical Thinker, Sus. Mind, Total Recall, Sup. Mus., Fast Reactions

Notoriety Notorious (95 pts)

Influence Enormous (110 pts)

Vices None

Last Known Address Todt Hill, Staten Island

Identifying Features None

Warning Signals Drugs

Felonies And Arrests Supplying Heroin x1, Shoplifting x2, G.T.A. x1

Actual Crimes Supplying Heroin x35180, Homicide (Ordered) x20, Money Laundering x23, Arson x2, Agg. Battery x28, Threats to Kill x17.

Attributes

Bulk 1
Power 1
Toughness 3
Reflexes 2
Sense 3
Brains 3
Control 4
Style 4
Experience 4
Luck 2/8

Trauma Res. 11
Hurt Mod. 2
Injury Points 58
Move
(Spd./Climb) 13/14
(Maneuver) 13
(Balancing) 14
Endurance
(Fast) 14
(Long) 14
Reaction Roll 16/10 Slots
Suss Roll 16
Dis./Le. Roll 14
Know Streets 24
Balls 14
Coping Roll 14
Hos. Rating 0
Loy. Rating N/A

Personality

Cool, ambitious
together, organised,
suspicious, charming

Specialties

Drug Dealing +2
Cutting Drugs +2
Awareness - Make Cop +2

Expressions

"I'm the Randolph Hurst of heroin."
"You either deal for me or you don't deal."
"I'm beating the Guineas at their own game."

Skills

Karate 2
Auto Repair -3
Awareness 8
Batting 1
Blade 1
B & E -3
Cheat -1
Coax 9
Conceal 9
Creep 0
Deal -10
Drive 0
Drugs 10
Escape 01
Explosives -3
Gambling 0
Pool 1
Handgun 2
H. Weapons -3
Impress 8
Investigate
Spanish -3
Lifting -1
Patch Up 0
Perform 3
Rifle 3
School 1
Shop -2
SMG -3
Steal -2
Swimming 2
Threat 4
Throw 0

Abilities

Aspect	Value	Aspect	Value	Slots
Violence	7	Protection	10	10
Fix	6	Design	6	
Active	15	Passive	12	
Violence	5	Protection	8	9
Violence	5	Protection	8	9
Plan	6	Execute	2	
Devise	6	Play	8	
Mooch	19	Befriend	20	
Hide	15	Find	15	
Sneak	5	Follow	7	
Evaluate	16	Negotiate	20	
Safety	8	Pursuit	7	
Identify	16	Manufacture	19	
Plan	10	Restraints	9	
Rig	6	Diffuse	6	
Fix Odds	6	Bet	6	
Play	6	Coach	-	
Violence	10	Protection	4	10
Violence	5	Protection	4	9
Hype	19	Lie	8	
Crime Scene	-	Interrogation	-	
Speak	4	Write	4	
Carry	2	Drag	2	
Examine	6	Treat	6	
Act/Sing	8	Appraise	4	
Violence	11	Protection	4	10
Comprehend	13	Knowledge	12	
Make	4	Design	7	
Violence	5	Protection	4	9
Boost	4	Pick Pocket	3	
Distance	6	Sprint	5	
Menace	9	Boss	11	
Violence	5	Protection	4	9

Injury Points

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

BR _____
BA _____
BU _____
MU _____
CR _____

72 - C

Eddie Malloy

Eddie Malloy a.k.a. "The Old Man" controls the majority of the Jefferson Heights and Winter Hill rackets as well as a dozen residential properties and legitimate businesses.

Malloy came up in the old Winter Hill Gang as a young triggerman riding shotgun on trucks of bootlegged whisky. After prohibition he continued working as muscle for the gang gaining a reputation as an efficient enforcer and debt collector. But there was more to Malloy than just thuggery - he allied himself with prospective labor leader Brendan Joyce and secured him and Malloy Local 403 of the Carpenters and Joiners Union.

Extortions of local bookmakers, massage parlors and card games in conjunction with a healthy shylocking business increased Malloy's profile and influence in the gang.

In 1953 the gang's rivalry with the Dennedy/O'Rourke Gang of Jefferson Heights came to bloodshed. In the three year war that followed Malloy schemed, doublecrossed, killed and negotiated his way through the uncertainty of the conflict to lead the Winter Hill Gang, and also what remained of the Dennedy/O'Rourke outfit.

Strength

Outside Malloy and his sons there are 37 other criminals working for Eddie Malloy.

Recruitment

Malloy keeps a watchful eye on up and coming criminals. Talented heavies are recruited with the enticement of a salary, whilst budding racketeers are incorporated into the gang through the fear of violence. Those with sense though are drawn to Malloy, recognising that he offers both opportunity, and protection from cops and gangsters alike. Most of the gang are of Irish heritage but this is not a prerequisite with the organization having some Polish, Jewish and Italian members.

Style

At the top cashmere coats and expensive three piece suits, silk shirts and hand made ties. At street level its thigh length leather jackets, knit wool shirts, courduroys, polyester slacks and blue jeans.

Structure

In the last 20 years Malloy has consolidated his position by bringing in his sons Frank, Michael

and Daniel to oversee his interests. Malloy keeps the half dozen or so heavies in the outfit directly under his command and is always chaperoned around the neighborhood by at least one of them. Well paid Killers like Matt "Gums" Riorden, Billy Dunn and the MacDonald brothers Mike and Jimmy help keep all the bookmakers, drug dealers and other racketeers in line.

Activities

Malloy controls two moderately successful numbers banks that cater to the daily gambling habits of the residents of Jefferson Heights, Winter Hill and parts of East Pennington. He owns the glitzy Sandman Casino which his son Daniel runs for him and several other backroom dice and poker games around the two neighborhoods.

Malloy controls three brothels masquerading as massage parlors through long time associate Joseph Adair a.k.a. "Spikey Adair".

Malloy doesn't deal drugs but permits others to do so on his turf for a healthy kickback. Notable is coke and Quaalude dealer Conway Hughes.

Malloy still controls Local 403 of the Carpenters and Joiners Union as well as Local 617 of the Metal Workers and Welders Union. He uses both for the purposes of extortion.

Malloy is a big time shylock with over \$400,000 out on the steet in large loans to businessmen, bookmakers, drug dealers and other shylocks.

On the semi-legitimate side Malloy owns Crown Liquor, a distribution company for over three dozen brands of spirits and beers. Bars buy from Crown or they start having problems.

A sizable proportion of rentable accomodation in Jefferson Heights is owned by Malloy. As a slum landlord Malloy cares little for his tenants; squeezing them for the most rent he can whilst neglecting his responsibilities.

Allies

After recently losing three of his key enforcers Malloy has formed a working relationship with the local chapter of the Pagans to carry out some of his dirty work. He also conducts some business with the Mangalone Crime Family. His most influencial allies are local politician Brian Coltrane and Police Lieutenant Kieran Quinn.

Enemies

The Maclaren Gang of east Pennington and Jefferson Heights are a major headache.

Weaponry

Shotguns and good quality handguns.

Rap Sheet

Criminal Eddie Malloy
P.O.B. Winter Hill
Sex Male

D.O.B. 02/11/12
Heritage Irish American
Weight 145 lbs

A.K.A "The Old Man"
Height 5'9
Status None

Offender Category Racketeer

Flaws Weak Stomach

Notoriety Infamous (160 pts)

Vices Greed, Power, Womanizer (teenage girls)

Last Known Address 5 One Hundred Acre Wood, Jefferson Heights

Identifying Features None

Warning Signals Violence

Rating Boss

Talents Logical Thinker, Suspicious Mind, Focus, Intuitive, Hardcore Attitude

Influence Enormous (120 pts)

Felonies And Arrests Attempt Murder x1, Commercial Hijacking x1,

Actual Crimes Murder x19, Agg. Battery x76, Promotion of Gambling x6,890, Criminal Damage x180, Pimping x10,123, Extortion x7,538, Corruption x67, Fraud x569, Kidnapping x9, Pornography x160, Loan Sharking x 3,298

Attributes

Bulk 0
Power 0
Toughness 4
Reflexes 1
Sense 3
Brains 4
Control 3
Style 4
Experience 5
Luck 4/16

Trauma Res. 8
Hurt Mod. 0
Injury Points 53
Move
 (Spd./Climb) 5/5
 (Maneuver) 6
 (Balancing) 8
Endurance
 (Fast) 20
 (Long) 19
Reaction Roll 14/9 Slots
Suss Roll 23
Dis./Le. Roll 16
Know Streets 21
Balls 20
Coping Roll 19
Hos. Rating 1
Loy. Rating N/A

Personality

Assured, ambitious
 envious, greedy, vain
 suspicious, patient

Specialties

Gambling -Casinos +2
Coax - Corruption +2
Deal - Extortion +2

Expressions

"Nobody sets up in this neighborhood
 without my say so."
 "I know we will do business."

Skills

Street Fight 2
Auto Repair 0
Awareness 7
Batting 3
Blade 3
B & E 1
Cheat 4
Coax 9
Conceal 5
Creep 4
Deal 10
Drive 0
Drugs 1
Escape 0
Explosives -3
Gambling 9
Pool -3
Handgun 4
H. Weapons -3
Impress 7
Investigate
Language -3
Lifting -1
Patch Up -3
Perform -3
Rifle -2
School 0
Shop -2
SMG -3
Steal 0
Swimming -3
Threat 6
Throw -2

Abilities

Aspect	Value	Aspect	Value	Slots
Violence	6	Protection	4	9
Fix	9	Design	10	
Active	16	Passive	16	
Violence	7	Protection	7	9
Violence	7	Protection	7	9
Plan	12	Execute	6	
Devise	12	Play	12	
Mooch	17	Befriend	17	
Hide	12	Find	12	
Sneak	9	Follow	11	
Evaluate	18	Negotiate	18	
Safety	6	Pursuit	5	
Identify	8	Manufacture	12	
Plan	10	Restraints	3	
Rig	6	Diffuse	6	
Fix Odds	18	Bet	18	
Play	1	Coach	-	
Violence	11	Protection	5	9
Violence	6	Protection	5	8
Hype	15	Lie	15	
Crime Scene	-	Interrogation	-	
Speak	5	Write	4	
Carry	0	Drag	1	
Examine	4	Treat	3	
Act/Sing	5	Appraise	5	
Violence	5	Protection	5	8
Comprehend	13	Knowledge	7	
Make	6	Design	9	
Violence	4	Protection	5	8
Boost	7	Pick Pocket	5	
Distance	-1	Sprint	-1	
Menace	12	Boss	14	
Violence	2	Protection	5	8

Injury Points

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

71 - 03

BR
 BA
 BU
 MU
 CR



System & Flavor

Dog Town

Beat 10 Or Else

Total	Score	Success	Murder Multipliers			
38	28	Blackjack	x3	x2	x4	x5
37	27	Blackjack	x3	x2	x4	x5
36	26	Blackjack	x3	x2	x4	x5
35	25	Blackjack	x3	x2	x4	x5
34	24	Blackjack	x3	x2	x4	x5
33	23	Blackjack	x3	x2	x4	x5
32	22	Blackjack	x3	x2	x4	x5
31	21	Blackjack	x3	x2	x4	x5
30	20	Perfect	x2	x1.5	x3	x4
29	19	Perfect	x2	x1.5	x3	x4
28	18	Perfect	x2	x1.5	x3	x4
27	17	Perfect	x2	x1.5	x3	x4
26	16	Perfect	x2	x1.5	x3	x4
25	15	Perfect	x2	x1.5	x3	x4
24	14	Outstanding	x1.5	x1	x2	x3
23	13	Outstanding	x1.5	x1	x2	x3
22	12	Outstanding	x1.5	x1	x2	x3
21	11	Outstanding	x1.5	x1	x2	x3
20	10	Outstanding	x1.5	x1	x2	x3
19	09	Outstanding	x1.5	x1	x2	x3
18	08	Full	x1	x0.5	x1	x2
17	07	Full	x1	x0.5	x1	x2
16	06	Full	x1	x0.5	x1	x2
15	05	Full	x1	x0.5	x1	x2
14	04	Just There	x0.5	x0.33	x0.5	x1
13	03	Just There	x0.5	x0.33	x0.5	x1
12	02	Just There	x0.5	x0.33	x0.5	x1
11	01	Just There	x0.5	x0.33	x0.5	x1
10	0	Close	Miss			
09	-1	Close	Miss			
08	-2	Close	Miss			
07	-3	Close	Miss			
06	-4	Close	Miss			
05	-5	No Way	Miss			
04	-6	No Way	Miss			
03	-7	No Way	Miss			
02	-8	No Way	Miss			
01	-9	Screw Up	Counter			
00	-10	Screw Up	Counter			
-1	-11	Screw Up	Counter			
-2	-12	Screw Up	Counter			
-3	-13	Screw Up	Counter			
-4	-14	Screw Up	Counter			
-5	-15	Back Fire	Counter			
-6	-16	Back Fire	Counter			
-7	-17	Back Fire	Counter			
-8	-18	Back Fire	Counter			
-9	-19	Back Fire	Counter			
-10	-20	Back Fire	Counter			
-11	-21	Back Fire	Counter			
-12	-22	Back Fire	Counter			
-13	-23	Back Fire	Counter			
-14	-24	Back Fire	Counter			
-15	-25	Back Fire	Counter			

This chart makes the split a little easier to visualize and work out margins of success and failure. To use it find the difference between attempting and resisting abilities as usual, then roll a 1d20 and either add or subtract the difference to beat 10. The murder multipliers are Standard, A Team Nobody gets Hurt, Bit More Lethal, and Splatterfest. See page 24.

LUCK

Life in Dog Town can be damn cruel. You're riding high one minute then the next blam, blam you're looking up at the sky feeling all cold. But you could get lucky and get this sudden desire to turn around, or perhaps the hit man gets jittery and puts one through your beautiful fro instead of your head. Either way it ain't over for you yet.

ARE YOU LUCKY PUNK

Take the basic Luck attribute and multiple it by 4 for a criminal's Luck Roll. For instance a criminal with a Luck attribute of 2 would have a Luck Roll of 8. Now player criminals should have a little going on for them so add 4 points on to this total. So in the above example the criminal if he was a player would have a Luck Roll of 12.

There are two changes to the rules for using the Luck Roll in the game. The first is that it is now a better attribute with far more applicable uses than before. The second is that its points are spent like cash to buy point changes on a roll.

Shifts

Each point in the Luck Roll is worth a 2 point shift on any task or combat roll. This can be used to avoid failures or increase successes. Luck points can't be split, they must be used whole so you won't get any change back from using 2 of them if all that is needed is a 3 point shift in the roll.

A Luck point can also be used to increase or decrease effectiveness by 2 points, to increase and decrease injury totals by 5 points and buy slots at the start of the round at 1 slot per 2 points.

Danny Slozcek is in deep shit. Rodney Peeps is holding a bat with his name on it. Peeps violence is 7 and Danny's protection is 4. Peeps swings and gets a 12 for a 5 point success off the split. Peeps is a big powerful dude so Danny don't fancy taking what he can dish out. Danny decides to use 3 points of his Luck Roll of 8 to turn the hit into a close miss.

Danny strikes back with a karate violence of 4 against a protection of 7 and scores a 14, a 1 point just there success and a murder multiplier of 0.5. That's not going to be good enough so Danny uses another 2 points of Luck to bump it up to a full success and a x1 murder multiplier. A 13 injury roll won't cut it so it is boosted up with the last 3 Luck points to a decent 28 score, which should be enough to get away.

Making YOUR OWN LUCK

Luck can be earned back and developed in several ways:

Accomplishing a difficult task without the aid of luck (1 Luck Roll point or 1 dev. point).

Being generally cool, hardcore, devious and ballsy. (1 Luck Roll point or 1 dev. point).

Earning money, gaining territory, evading the law, or doing something noble and self-sacrificing. (1 Luck Roll point or 1 dev. point).

At the director's discretion over a period of time, say 4 points a session. (Restoring only).

Limits on LUCK

The Luck Roll cannot be increased beyond its current value without developing the basic attribute first. The first advancement costs 10 points, the second 20 and the third 30 development points.

For instance Danny Slozcek will need 10 development points to boost his basic Luck attribute from 2 to 3 points. A second advancement from 3 to 4 would cost 20 development points and a third from 4 to 5 would cost 30 development points.

Bad Luck

A Luck Roll into the minus numbers works in the same way but its bad. The player could get hit when he shouldn't have, wounded a guy when he should have killed him or fluff a Suss Roll when would have known better. Whenever the player makes a roll make another 1d20 roll alongside it. If the result is 1 then the roll is affected by 1 bad luck point in the same way that it would be if the luck was good. If the result is 2 then the roll is affected by 2 bad luck points and so on. Player criminals can't have a Luck Roll lower than -4 so a 1d20 roll over that means luck hasn't come into play. Once bad luck has been expended it is no longer a factor in that session of play.

Bad luck is regained at 2 points a session.

NPC LUCK

Care should be taken with NPC luck. It is recommended to use it sparingly as a life saver EG. to lessen the effects of a fatal bullet rather than to punish the players with killer salvos of lead.

Improving Derived Attributes

To clear up an ambiguity in Dog Town: Core Rules Derived Attributes can be improved directly in the same way as skills. So a Suss Roll of 12 needs 13 development points to improve it.

Combat

Nothing shattering just a few improvements to make certain desired results more likely to occur.

Picking Shots

With in a rumble a criminal can choose any injury result that he has scored up to. Why go lower? - well some lower injuries have better trauma values or produce a knockdown that effectively takes a guy out for a few slots. Or maybe you don't fancy biting the nipple off of the syphilis addled pimp thats getting heavy with ya. Also some moves could result in an unwanted homicide so its good to be able to drop.

Specializations

Most specialities can be taken twice to double the benefits except for instances where an improvement would result in an imbalance. An acceptable example is the boxing speciality "Left Hook" which can be taken twice to be able to access the +37 injury total at a score of +27.

NEW Specializations

Boxing (Fancy Footwork) The criminal is adept at pivoting around his opponant during an attack leaving him in a positional disadvantage. Can access scores -27, +25, +43 and +63 at 5 points below the result.

Boxing (Body Snatcher) The criminal is a really hurtful body puncher being able to sap his opponant with savage hooks to the liver and ribs. Add +1 to Trauma Values and 0.5IP to injury totals of -20, -17, +13, +20, +30, +43, +55, +63.

Boxing (Counter Puncher) The counter punching option costs 2 slots instead of 3 and adds +2 on to the 1d20 injury roll.

Street Fighting (Two On One) The fighter is skilled at neutralizing a two or three on one advantage, and only suffers a -1 drag to protection instead of the usual -3.

Street Fighting (Ground & Pound) When the criminal gets the opponent down he makes him pay. All prone attacks can be accessed at 5 points below the result. Additionally Trauma Values and IP totals are at +1.

Street Fighting (Phone Kiosk) The criminal knows how to best use the irregular confines of toilets, stairwells, diners, cars and phone kiosks. In such situations the criminal gains +1 to violence and furthermore is able to access slam techniques at 5 points below the result. Applicable to +34, +46, +52.

Karate (Knockdown) The criminal likes to go for the legs and take them out. All sweeps and leg stomps can be accessed 5 points below the result. Applicable to -25, +37, +50, +57, +68.

Karate (Roll Up) When the criminal is knocked down he loses 1 less slot in the knockdown penalty and use 1 less slot in getting back up. Additionally he can access the ground defense attack options at 10 points below the result.

Karate (Fast Hands) The criminal has practiced fast hand strikes to the extent that they cost 1 less slot to execute. Applies to -17, +5, +7, +13, +25, +30, +53.

Wrestling (Hard Throw) The wrestler has learnt how to give a guy a hard landing adjusting throws so that vulnerable body parts are crunched. Add +1 to Trauma Values 1 IP to all injury totals.

Wrestling (Hip Throw) The criminal likes this technique and has become quite skilled at making it work for him. Can be accessed at 6 points below the result and inflicts an extra 2IP to the injury total. Applies to -27 and +24.

Wrestling (Armlock King) The criminal is a bastard for armbars and wristlocks and goes for them at the first opportunity. Can access scores +28, +35, +38, +50, +51 at 5 points below the result.

Chop (Head Splitter) The criminal has the knack for decapitating, splitting and otherwise destroying his opponents head with dangerous cleaving type weapons. Can access -30, -28, +59, +66, +75 at scores of -22 and 50 respectively.

Chop (Back Attack) Getting attacked from behind isn't such a big deal for this criminal because he has an intuitive feel for where his opponent is. The attacker only suffers a -3 drag to combat instead of the usual -6.

Chop (Timber) The criminal's favorite technique is to hack his opponent off at the knee. Quick, effective, and allowing the opportunity for a friendly chat afterwards. Results -25 and +33 can be accessed at 7 points below score.

Blunt (Counter Strike) The criminal can turn a block or sidestep into a hard counter strike. Counter option costs 1 less slot and adds a +2 to the 1d20 roll.

Blunt (Up Close Poke) Being put in some tight spots has taught the criminal how to work in close with a bat. Slot costs are 1 less and the criminal only suffers a -1 drag when in a confined space. Additionally jab results +11, SA +14, +21 can be accessed at 5 points below the score. Slot reduction applies to above results.

Blunt (Baseball Bat) With a Louisville Slugger in his hands the criminal is a happy camper. When using a baseball bat the criminal gets a +2 edge to his violence and protection.

Stab (Disfigure) The criminal likes to leave a victim with a permanent reminder of their meeting. All attacks directed at the face can be accessed at 5 points below the result. Applicable to -22, +4, +7, +14, +16, +38.

Stab (Gutting) When the criminal sticks the knife in he twists and yanks it across and up inflicting 32 IP and 2 IP a minute blood loss. Counts as a PD -2 hold with 6 IP an attack inflicted. Applicable to -24 and +39.

Stab (Knife Man) In the hands of this criminal all knives have their effectiveness increased by +2.

General (Economic Attack) The homicidal attack option only costs 1 slot more than a hard attack option - instead of 2 slots more.

General (Cold Fury) The criminal only suffers a -1 drag to protection after a homicidal attack. This near enough allows a felon to have his cake and eat it.

Firearms (Shootout Savvy) The criminal has been in a few shootouts and knows a trick or two about staying alive. Add +1 on to Lead Protection.

SMG/Rifle (Suppression Fire) Probably picked up in Nam, or Korea if a bit longer in the tooth - this speciality allows the criminal to increase the effectiveness of suppression fire by +2. So 15 rounds into a 2 yard area would create a 10 moves difficulty to get through without getting hit. The mod is added on after the divide.

Firearms (Drunk Shot) The criminal accustomed to shooting whilst drunk and can ignore -3 worth of drags for being sauced up.

Firearms (Head Shot) The criminal favors the head shot and can access one at 5 points below the result. The mode of fire must be snap, assessed or aimed. Called shot rules still apply.

Firearms (Wing) The criminal's conscience sometimes gets the better of him and he chooses to wing whoever is in his way rather than kill them. The mode of fire must be snap, assessed or aimed and allows the criminal to access an arm shot 5 points below the result. Called shot rules still apply.

Handgun (Hand Cannon) The criminal has experience shooting large caliber handguns and is able to cope with their recoil. Remove a -1 penalty from the rapid fire and accuracy of the handgun. EG. a .44 Magnum has a rapid fire and accuracy of -2. This speciality would allow the firer to use it at only a -1 drag. Applies only to .44's and .45's and cannot create edges.

Shotgun (Fast Pump) The criminal can fire 1 shot every 2 slots in the assessed fire mode.

Explosives (Bomb Maker) The criminal is able to make a more effective bomb with the same materials. Add +1 effectiveness for bombs with primary effectiveness of 11 to 20, +2 for bombs with primary effectiveness of 1 to 10, and +3 for anything more powerful.

Explosives (Timer) The criminal is skilled in working with delayed devices and gains a +2 edge in the construction of timer detonated explosives.

SOME EXTRA TOOLS

TOOL	TYPE	EFF.	RE.	HD.	RK.	H.C	B.K	S.C
Bike Chain	Blunt	19/20	LG	-2	+2	+0	-2	4
Chain & Padlock	Blunt	15/18	LG	-2	+3	+0	-2	4
Pool Ball In Sock	Blunt	16/18	MD	-2	-1	+0	-4	3
Bar Stool	Blunt	12/16	LG	+0	+3	-1	+1	5
Frying Pan	Blunt	17/19	MD	-2	-2	+0	+0	3
Broom Handle	Blunt	19/20	LG	-2	-2	+2	-1	3
Nun Chuks	Blunt	16/18	LG	-2	+2	+0	+0	3
Rifle Butt	Blunt	11/16	LG	-1	+3	+1	+0	4
Tomahawk	Chop	14/18	MD	-2	-2	+1	+0	2
Small Cleaver	Chop	16/18	CL	-2	-2	+0	-3	2
Stanley Box Knife	Slash	18/19	CL	-2	-3	+1	-4	2
Scissors	Stab	19/20	CL	-2	-2	-1	-4	2
Cordless Drill	Stab	14/17	MD	-1	+3	-1	-4	4

Thai BOXING (Nasty Shin & Knee Strikes)

Tentative Attacks cost 2 slots are made at a reduced violence of -2, and at a reduced effectiveness of 20.

Hard Attacks cost 3 slots are at full violence and are at a increased effectiveness of 15.

Homicidal Attacks cost 5 slots, provide +2 edge to violence and are at an increased effectiveness of 11.

Risk homicidal attacks with high kicks and turn around attacks increase the risk of fumbles by 5 points.

Range kicks provide the Thai Boxer with the same unarmed range as that of karate. Knee and elbow strikes makes the style very effective at close range.

Versatile has back attacks, prone attacks and escapes.

Offensive hard attacks that focus on difficult to avoid leg attacks, and a variety of body weapons gives the style a +1 onto violence with hard and homicidal attacks.

Open big kicks and determined attacks makes the style open to attacks, suffers -1 protection.

Violence

Heavy Hitter +2	Temper +0
Psycho +1	Focus +1
Feather Fists -1	Hesitant -1
Supple Muscles +1	Confident +1
Stiff Jointed -2	Light Footed +1
Heavy Footed -1	Vice Grip +1
Weak Grip -1	

Protection

Granite Jaw +3	Temper -1
Hesitant -1	Light Footed +1
Fast Reactions +2	Survival Instinct +1
Glass Jaw -2	Vice Grip +1
Supple Muscles +1	Psycho +0
Focus +2	Heavy Footed -1

SPECIALITIES

(Thigh Trauma) Thai boxing is renowned for its devastating leg strikes and these options can be accessed at 5 points below the result. Applicable to +9, +10, +17, +19, +25, +54, +57.

(Push Kick) The criminal is skilled at hurting a victim with this jabbing kick and is able to add 1 Injury Point and +1 Trauma Value to relevant injury results. Applicable to -18, -16, +21, +23, +44, +60. Though +1 on the injury chart gains 0.5 IP and a +1 Trauma Value.

(Tough Grip) The criminal's back of the head holds are more difficult to get out from increasing their PD's by 1 point.

(Spin Kick) Favoring this technique the criminal can access it at 6 points below the result. It also inflicts two additional Injury Points and Trauma Value. Applicable to +27.

(Back Fist) The criminal can access this technique 5 points below the result. Applicable to -20, SA +12, +40.

Muay Thai Injury Chart

Counters

- 30 Side stepping an attack the defender unleashes a devastatingly traumatic sweeping style right shin kick to the attacker's left calf that takes him clean off his feet and onto the seat of his pants. The defender then hammers the victim with an excruciating hard follow up right roundhouse shin kick to the face that smashes the left cheekbone and eye socket.
12 IP, TV 14, prone and offset loses 3 slots.
- 27 The defender punishes hesitation by stuffing a hard left right combination into the face of the attacker that splits the bridge of the nose in two. This is followed up with a pulverising right shin kick to the side that breaks two ribs and a jarring high right shin kick to the side of the head.
8 IP, TV 11.
- 24 The defender answers a short reaching attack by leaning back and executing a jolting left push kick straight through the attacker's guard knocking out two teeth and sending him reeling. The defender then charges the faltering victim leaping in the air to deliver a thunderous flying knee strike to the underside of the jaw.
6.5 IP, TV 12, offset loses 2 slots.
- 22 The defender exploiting an opening from a weak attack launches a pulverizing right shin kick that smashes into the side of the attacker's jaw breaking it two places.
5 IP, TV 8, offset loses 1 slot.
- 20 Backing away from the attack the defender spins around slamming a hard back fist into the temple of the attacker. He then follows through with a high left shin kick that clobbers the attacker across the side of the head.
4 IP, TV 7, offset loses 1 slot.
- 18 Seeing the coming attack the defender leans back and shoots out a hard left footed push kick into the attacker's face that rocks his head back and gashes open the bottom lip, loosening two teeth.
3 IP, TV 4, offset loses 1 slot.
- 16 Reading the attack the defender leans back and delivers a solid left footed push kick to the attacker's abdomen that stops him in his tracks. The attacker then follows this up with a stiff straight right that marks the attacker's left eye and a brutal left elbow strike into the right eye that splits the eyelid open.
2.5 IP, TV 3, -1 protection due to blurred vision.
- 14 The defender skilfully catching a kicking attack clamps the leg to his side before hacking away at the back of standing leg with two vicious right shin kicks. The attacker is knocked down.
2 IP, TV 2, offset loses 3 slots.
- 11 The attacker is clobbered for his incompetence by a stiff straight right that brings up a golf ball size swelling underneath his left eye.
1.5 IP, TV 2, offset loses 1 slot.
- 9 A clumsy swing leaves the attacker off balance and at a side on disadvantage.
Offset loses 2 slots, PD -2.

Misses

- 8 The attacker is frustrated send aborts the attack half way through.
- 7 A hold attempt is strongly resisted.
- 6 Clever footwork gets the defender away from an obvious attack.
- 5 A feeling out attack is skilfully cuffed aside.
- 4 The defender narrowly pulls his head back from looping hook.
- 3 The defender takes a hit to the guts without flinching.
- 2 The defender slips away from a hold.
- 1 A feeble attack bounces off the skull of the defender

Successes

- +1 From an orthodox stance the attacker steps forward with his right foot, leans back and executes a long range forward facing left push kick to the midriff of the victim that knocks him back a step.
0 IP, TV -3, offset loses 1 slot.
- +3 From an orthodox stance the attacker swivels his hips and fires a hard right shin roundhouse kick that clips the victim's the left ear as he tries to lean away.

- 0.5 IP, TV -3.**
- +5** The attacker moves behind a pawing left jab and delivers a stiff straight right punch into the face of the victim that reddens the cheek.
0.5 IP, TV -2.
- (SA)** **The attacker push kicks the prone victim in the face giving him a fat lip.**
1.5 IP, TV 1. (Prone Attack)
- +7** From an orthodox stance the attacker shifts forward with his right foot to load his left hip for a whipping left shin kick into the victim's right side.
0.5 IP, TV -1.
- +9** **The attacker clasps the victim around the back of the head with both hands and draws the victim onto a painful right knee strike to the inside of the left thigh that deadens the leg.**
0.5 IP, TV 0, PD -1 (Hold)
- (SA)** The attacker struggles fiercely hooking a left elbow strike into the victim's jaw as he breaks free.
0.5 IP, TV 0. (Escape)
- +10** **From an orthodox stance the attacker snaps his hips to deliver a powerful right shin kick to the victim's left thigh that buckles the leg.**
1 IP, TV 0, offset loses 1 slot.
- +12** The attacker feels his way into range with a flickering left jab before shooting a stinging straight right hand punch into the mouth of the victim. The attacker continues forward into a semi-clinch where to disengage he whips in a scathing right elbow that splits the victim's left eye open. The attack is finished with a hard left roundhouse shin kick to the victim's right side.
1.5 IP, TV 1.
- (SA)** **The attacker spins around slamming a hard back fist into the temple of the victim and removing any positional disadvantage.**
1 IP, TV 2. (Back Attack Option)
- +14** From an orthodox stance the attacker springs forward and clamps his hands around the neck of the victim and pulls himself forward to deliver a powerful right knee strike to the abdomen. The attacker still pulling down on the head of the victim then re-sets himself and skips into a left knee strike followed by another right knee strike into the midriff and solar plexus.
1 IP, TV 2, PD -2 (Hold)
- (SA)** **The attacker buries a very hard right shin kick into the ribs of the victim bruising two of them.**
3 IP, TV 5. (Prone Attack)
- +17** The attacker sets himself low and drives a hard sweeping right shin kick to the victim's left calf that leaves him rocking. A half step cocks the left leg for a vicious left shin kick that crashes into the side of the offset victim's head leaving a bruise along the jaw line.
1.5 IP, TV 3, offset loses 2 slots.
- (SA)** **The attacker spins on his back to face the victim and shoots out a painful right heel kick to the shin that knocks the victim out of his stride before rolling backwards onto his feet.**
1 IP, TV 1, offset 2 slots (Ground Defence Option Only)
- +19** The attacker unleashes a vicious right shin kick to the victim's left thigh that buckles the leg. Quickly resetting himself the attacker delivers another powerful right shin kick to an already traumatized muscle, causing the leg to momentarily give way and forcing the victim to briefly touch down. Leg is bruised and tender.
1 IP, TV 4, Offset loses 2 slots.
- +21** **From an orthodox stance the attacker leans back and shoots out a hard left footed push kick into the victim's face that rocks his head back and gashes open the bottom lip, loosening two teeth.**
2 IP, TV 4, offset loses 1 slot.
- (SA)** The attacker struggles hard and to get both arms underneath the armpits of the victim. He then lifts him up, scoops his right leg away and turning quickly slams him onto his back.
1 IP, TV 0, prone and offset loses 3 slots. PD -6. (Escape)
- +23** **From an orthodox stance the attacker leans back and delivers a solid left footed push kick to the victim's abdomen that stops him in his tracks. The attacker then follows this up with a stiff straight right that marks the victim's left eye and a brutal left elbow strike into the right eye that splits the eyelid open.**
2.5 IP, TV 3, -1 protection due to blurred vision.
- (SA)** The attacker nails the prone victim with a brutal right roundhouse shin kick to the face that succeeds in busting the nose and mouth right open in a gush of blood.
6 IP, TV 9, offset loses 2 slots. (Prone Attack Option)

- +25** From an orthodox stance the attacker half steps to cock a brutal left shin kick to the inside of the victim's left knee damaging the crucia ligament and causing the victim to stumble. The attacker then seizes the opportunity to drop a hard right hand off the chin of the victim that snaps his head across his shoulders.
2.5 IP, TV 5, offset loses 2 slots.
- (SA)** The attacker spins around slamming a hard back fist into the temple of the victim. He then follows through with a high left shin kick that clobbers the victim across the side of the head.
4 IP, TV 7, offset loses 1 slot. (Back Attack Option)
- +27** From an orthodox stance the attacker pivots on his lead left foot and spins into a powerful extended right heel kick that smashes into the floating rib on the victim's right side. Victim is bent double and the rib is cracked.
3 IP, TV 6, offset loses 2 slots.
- (SA)** The attacker spins on his back to face the victim and shoots out a painful right heel kick to the groin that deters the victim from attacking. He then rolls backwards onto his feet.
2 IP, TV 5, offset 2 slots (Ground Defence Option Only)
- +29** The attacker takes a half step to load up a devastating left shin kick that pounds into the liver of the victim. Then as soon as the foot is grounded the attacker clinches the head of the victim and springs forward shooting a right knee strike into the solar plexus. The attacker then bends to his right and leaps up to deliver a high left hooking knee strike that thuds heavily into the side of the victim's jaw.
3.5 IP, TV 8.
- (SA)** The attacker buries a very hard right shin kick into the ribs of the victim bruising two of them. The attacker then nails the prone victim with a brutal right roundhouse shin kick to the face that succeeds in busting the nose and mouth right open in a gush of blood.
9 IP, TV 11, offset loses 2 slots. (Prone Attack Option)
- +31** From an orthodox stance the attacker hooks his left hand around the back of the victim's head and pulls him down onto a long jolting right uppercut that breaks the victim's nose. Keeping the hold the attacker closes in and shifts slightly to the left banging in a wicked right elbow strike which rips the victim's mouth open in a spurt of blood. The attacker now fixes both hands on the victim's head and draws him on to a hard, tooth snapping knee strike to the face.
4 IP, TV 7, PD -1 Hold.
- +34** The attacker seeing an opening launches a pulverizing right shin kick that smashes into the side of the victim's jaw breaking it two places.
4.5 IP, TV 8, offset loses 1 slot.
- +38** The attacker slams a stiff left jab into the bridge of the victim's nose followed by a hurtful straight right that closes the left eye and a hard left cross that busts the nose open. The recoiling victim is then nailed by a brutal right roundhouse shin kick to the face that cuts the mouth to bloody ribbons.
5.5 IP, TV 8, offset loses 1 slot.
- +40** From an orthodox stance the attacker with breath taking speed spins violently whipping with great momentum a vicious right backfist into the right temple of the victim. The attack is followed up by a savage left shin kick that crunches the cartilage of the right ear, a dangerous looking step through right cross to the side of the head and thudding left hook to the jaw.
5 IP, TV 9.
- +42** The attacker clamps both hands around the back of the victim's neck and draws him onto a wincing left knee strike to the pit of the stomach. The attacker then releases his right hand to drive in a short, nasty right uppercut that rips the victim's top lip open against his teeth. The attacker then doubles the attack up with a hard right elbow to the jaw shifting his body to the right as he does so. Then from a side on advantage the attacker nails the victim with three hurtful right knee strikes to the outside of his left thigh and a parting right hand to the hinge of the jaw
6 IP, TV 10, PD -2.
- +44** The attacker leans back and executes a spearing left push kick straight through the guard of the victim that knocks out two teeth and sends him reeling. The attacker then charges the faltering victim leaping in the air to deliver a thunderous flying knee strike to the underside of the jaw.
6.5 IP, TV 12, offset loses 2 slots.
- +47** The attacker stuffs a hard left, right combination into the face of the victim that splits the bridge of the nose in two. This is followed up with a pulverising right shin kick to the side that breaks two ribs and a jarring high right shin kick to the side of the head.
8 IP, TV 11.

- +51** The attacker rams a left jab into the victim's right eye splitting the eyelid open, and then bangs in a short telling right cross to the jaw followed up by a lunging left elbow strike to the right eye that tears it to pieces. The attacker then wings in a hard right shin kick to the victim's left thigh and a brutal left shin kick that smashes the victim's jaw, swelling the face grotesquely. The staggered victim is then nailed by a leaping straight right punch to the mouth that dislodges two upper teeth.
10 IP, TV 13, offset loses 2 slots.
- +54** The attacker unleashes a devastatingly traumatic sweeping style right shin kick to the victim's left calf that takes him clean off his feet and onto the seat of his pants. The attacker then hammers the victim with an excruciating hard follow up right roundhouse shin kick to the face that smashes the left cheekbone and eye socket.
12 IP, TV 14, prone and offset loses 3 slots.
- +57** From an orthodox stance the attacker hooks in two powerful low right shin kicks to the victim's left thigh that buckle the leg. The attacker then clasps hold of the victim around the back of the head with both arms in preparation to drive in an awesome left knee strike to inner thigh of the left leg causing the leg to give way and the victim to fall to his knees. Still holding the victim the attacker shoots a tremendous right knee strike to the underside of the victim's jaw smashing the jaw in two places and leaving the victim spread out on his back.
13 IP, TV 15, prone and offset loses 3 slots.
- +60** From an orthodox stance the attacker drives a piercing left push kick into the solar plexus of the victim knocking him back several feet into something hard. The attacker rushes the staggering victim slamming him with an almighty right elbow strike that spreads his nose across his face. Pushing against the victim the attacker makes the space to whip upwards a vicious left elbow that opens an inch and a half split across the cheekbone. The attacker then hooks his left hand around the back of the victim's head and pulls him down onto a jolting right uppercut that splats the victim's nose. Keeping the hold the attacker then shifts slightly to the left banging a wicked right elbow strike which rips the victim's mouth open in a spurt of blood. The attacker now fixes both hands on the victim's head and draws him on to two hard, tooth snapping knee strikes to the face.
15 IP, TV 17, PD -1 Hold.
- +75** A almighty right shin kick of perfect technique and leverage explodes off the chin sending tremendously damaging waves of trauma through the brain that cause a large cerebral hemorrhage.
25 IP, TV 20, Offset loses 3 slots. Blood loss 3 IP every min.



Murder Multiplier

The deadliness of the game can be altered to the requirements of the group. A cinematic anti-hero focused game could have deadly murder multipliers applied to the opposition, whilst perhaps adopting less lethal multipliers for violence directed against the players. Mix and match multipliers to suit your needs and mood.

Deadly Splatterfest

Just There	x1
Full	x2
Outstanding	x3
Perfect	x4
Blackjack	x5

A Bit More Lethal

Just There	x0.5
Full	x1
Outstanding	x2
Perfect	x3
Blackjack	x4

A Team - Nobody Dies

Just There	x0.33
Full	x0.5
Outstanding	x1
Perfect	x1.5
Blackjack	x2

Effectiveness & Range

Firearms are more deadly up close but the original rules only partly reflect that with potentially higher murder multipliers. When at execution and point blank range add +3 to the weapon's effectiveness. At extreme ranges the reverse is true so reduce the effectiveness by 3.

Automatic Fire and Slots

The rate of fire of a weapon is divided by the number of half seconds (slots) in a 6 second combat round. This produces the amount of shots that can be fired in single slot. The longer the player depresses the trigger the more lead he sends towards the target.

For instance an Uzi SMG's maximum rate of fire is 50 shots over a 6 second combat round. Dividing it by 12 produces a rate of fire of 4 shots every half second slot. So a 15 round burst would take up 4 slots. Always round up the shots to the next slot value.

Slang

Some new ones and some previous explained.

Beat, To Beat, Get Beat

To cheat or get cheated. "*Childs beat me outta five thou. He skipped and took my end. I shoud-da seen it.*"

Beef, To Have A Beef

A largely street term meaning to have a conflict, problem or issue with someone. "*Sure I gotta beef wid youse, yorra fuckin screw up.*"

Brace, To Brace

To intimidate, shake down.

Burn

Drug term meaning to deliberately od someone.

Chink

Derogatory name for a person of Chinese origin.

Come Heavy

Mafia term for coming to a meeting or place packing a firearm. "*Step into line or the next time I come here I'll be coming heavy.*"



BKM 2004

Cop

Street term for buying drugs. *"As soon as we shift these tv's we'll have a enough dough to cop."*

Jacket

Police and criminal term for a felon's criminal record. *"Lets see what your jackets like ... well good golly three priors for home invasion. Listen douche bag you're fucked if you don't cut a deal."*

Jones Man

Name for a heroin dealer; derived from Jonesing a junkie term for withdrawal.

The Mark

Hustlers term for the proposed victim of a scam. *"I've been struggling this month nothing is coming off, can Charlie find a mark."*

Moyete

Spanish for a black person. *"I not prejudice, I'll do business with anyone - Wal yos, Moyetes it don't matter."*

Paper Hanger

Slang for a forger, a criminal that counterfeits bank notes, checks and other legal documents. The term is derived from the process of hanging the forged paper up to dry.

Peeper

Cop term for a pervert criminal that enjoys lurking around people's homes to watch what they do. *"Do you remember the time we caught that peeper in Rock Gardens with his pants around his ankles, whacking off in front of that window; shit was he a sad case."*

Pusher

Another term for a drug dealer, though with more aggressive connotations. *"I'm not gonna bust a gut investigating yet another murdered pusher. Slime on slime, leave them to it."*

Rinky Dink

Small change, crappy, bullshit, waste of time. *"This is a pissy, rinky dink operation. I'm not touching it."*

Schlleping

Jewish word meaning to run around unnecessarily trying to achieve something. *"I've been*

schlleping around like a schmuck all day and for what, he's out of town."

Skank

Derogatory name for a woman with loose sexual morals, but often used by misogynists as a general put down.

Skin Mag

Street term for a pornographic magazine. *"To make some money off a skin mags you need some decent looking girls and a photographer that doesn't get over excited."*

**Straw Man**

A legitimate looking businessman with a clean record put in place to front a club or other business for the criminal that actually owns it.

Wal Yo

Hispanic term for an Italian. *"For a wal yo he ok."*

Zips

American Mafia term for Sicilian Mafiosi living and working state side. *"Those fucking zips are getting to big for my liking. They'll be calling the shots before long if they aren't checked."*

Junkie

Stomp



This is a tough starter scenario for 3 to 6 criminals that can handle themselves. The criminals are called in by a building contractor to clear out a derelict tenement of junkies, ho's, wino's, gutter thieves and dope pushers.

The Offer

One of the criminals is contacted early in the morning by an old associate, an ex-con named Fred Goines who now works as a foreman and fixer for shady developer Jerzy Rockman. Goines offers the criminal a flat \$2,000 to help him put together a crew to evict all the human trash using the old Butler-Ford building on Moorfield's east side. The fee is non-negotiable and paid when the job is done. The criminal will remember Goines as a pretty stand up guy.

Goines will explain that the land on which the derelict tenement stands has been bought. The plan is to demolish the building and construct a new low cost apartment block on it. This can't go ahead with all the bad business being carried on in there and the delays are costing money.

Goines will go on to say that there are about 30 bums, junk whores and dopers living or working in the building and this needs to be taken care of right away. If agreed he will arrange to meet the criminals at 4pm at the car park of the Brown Bay Arena.

Fred Goines				Heister			
AG 40	TR	6		Intuition			
HT 6'0	HM	3		No Nerves			
WT 194lbs	IP	56		Adrenaline			
Black	SP/C	14/14		Heavy Footed			
Gangster	Man	11		Gambling			
	Bal	4		Temper			
BK 1	F Dis	11		Aware	8		
PW 2	L Dis	8		St. Fight	6/5/7		
TG 2	RR	8/7s		Handgun	8/3/7		
RF 1	SR	5		B & E	7		
SE 1	DR	2		Lifting	9		
BR 0	KS	6		Drive	5		
CT 1	Balls	10		Conceal	6		
SY 0	CR	6		Threat	8		
EP 2	HR	1		Bat	8/6/8		
LK 1/4	LR	4		Impress	5		
RF +1 AC +0 EFF 11/16 C 6 RE E DS F CO I							
EFF 11/16 RE LG HD -1 RK 3 HC +1 BK -2 SC 4							

Fred Goines is a former bank robber and stick up man that went sought of straight 4 years ago after finishing up an 8 bit for a payroll van. On release a square buddy got him a job at

Rockman's Construction & Reality in Brown Bay, where his tough demeanor and underworld contacts have proved an asset in dealings on the west side.

The Meet

Goines will drive into the car park in a white Ford side panelled van. Stored in the van he has 3 pickaxe handles, 3 crowbars and six pairs ladies tights. He is also packing a .38 Colt Detective in a shoulder holster loaded with regular ammo. He is carrying one spare loader of ammunition. Before setting off Goines will rap a pickaxe handle into his palm and say "Lets show em we mean business."

Ford Butler

A bleak and battered eight story tenement building with brooding black sockets for windows surrounded by pieces of its disintegration. A slow but steady flow of scraggy, natty looking individuals drag themselves in and out of the building. There are two cars parked out front, a candy apple 76 Cadillac and a green 74 Maverick.

A Suss Roll at a difficulty of 4 will pick up a lookout scouting the approach to the entrance. The lookout sits on the stoop at the top of a short flight of stone steps leading up to an open doorway. The lookout is keeping his eyes peeled for the cops and other trouble.

Arthur Gibbs				Runner			
AG 18	TR	-6		Light Footed			
HT 5'1	HM	-4		Acute Senses			
WT 97lbs	IP	28					
Black	SP/C	-4/-4		Heroin			
Punk	Man	5		Gambling			
	Bal	9					
BK -2	F Dis	5		Aware	7		
PW -1	L Dis	2		St. Fight	0/-1/4		
TG -1	RR	2/5s		Creep	4		
RF 2	SR	-4		B & E	1		
SE 1	DR	-2		Coax	1		
BR -1	KS	-1		Drive	2		
CT 0	Balls	-4		Conceal	2		
SY -1	CR	-2		Threat	-5		
EP -1	HR	0		Blade	3/2/5		
LK 0/0	LR	-2		Impress	1		
EF 14/17 RE CL HD -2 RK 0 HC +0 BK -4 SC 2							

Arthur Gibbs A.K.A. Gnat is the 5'1, 97pound lookout for a street crew of Black Mafia dope

pushers operating out of a room on the 3rd floor. He is a heroin addict himself, but is not buzzed or hurting at the moment. He carries a whistle in the pocket of a dirty blue windcheater, which he will blow if there is a raid. It will take him 3 slots to get it out and another to blow. Gnat is armed with a switchblade but will look to run.

The Doorway

A filthy corridor leads from the left of an obliterated wooden door. Ahead though three figures loll in the gloom of the foyer, a skinny, stooped woman dry retching over a pool of vomit, a man nodding into his lap oblivious to her suffering, and from the corner a glow of a cigarette exhibiting the pasty face of a long haired white man leaning against the wall. None of these junkies are armed.

Goines wastes no time wading into these freaks with obscenities and a pickaxe handle.



Nodding man

Asshole/Husher

AG 26	TR	2	Psycho	
HT 6'1	HM	-1	Feather Fists	
WT 146lbs	IP	40	Temper	
Black	SP/C	5/5	Flaky	
Punk	Man	6	Heroin	
	Bal	2		
BK	0	F Dis	14	Aware -3
PW	0	L Dis	9	St. Fight 2/2/3*
TG	0	RR	2/5s	Deal 0
RF	1	SR	-2	School 0
SE	0	DR	-2	Pool 6
BR	-1	KS	0	Cheat 1
CT	0	Balls	5	Drugs 4
SY	0	CR	0	Threat 4
EP	0	HR	2	Blade 4/3/4
LK	0	LR	-1	Impress 2

Retching Woman

Asshole/Thief

AG 24	TR	1	Iron Constitution	
HT 5'9	HM	-2		
WT 112lbs	IP	43	Temper	
Anglo	SP/C	-1/-1	Spite	
Punk	Man	2	Heroin	
	Bal	4		
BK	-1	F Dis	11	Aware -2
PW	-1	L Dis	9	St. Fight 0/-2/3
TG	1	RR	2/5s	Deal 0
RF	1	SR	-2	Steal 4
SE	1	DR	-4	Cheat 3
BR	-1	KS	2	Conceal 3
CT	-1	Balls	5	Hairdressing 4
SY	1	CR	0	Threat 4
EP	0	HR	2	Blade 5/3/4
LK	1	LR	-3	Impress 2/2

Leaning Man

Husher

AG 29	TR	-2	Winning Smile	
HT 5'8	HM	0		
WT 137lbs	IP	36	Notoriety (Liar)	
Anglo	SP/C	4/4	Heroin	
Punk	Man	4	Womanizer	
	Bal	0		
BK	0	F Dis	13	Aware 0
PW	0	L Dis	7	St. Fight -3/-4/4
TG	-1	RR	2/5s	Coax 6
RF	0	SR	4	Creep 1
SE	1	DR	0	Drive 2
BR	0	KS	5	Conceal 3
CT	0	Balls	3	Cheat 4
SY	0	CR	-2	Steal 4
EP	1	HR	0	Drugs 4
LK	-1	LR	1	Impress 2

Wino's Retreat

A growling voice bellows from an apartment down the corridor in a mangled attempt at song. Smashed appliances, yellowed newspapers and empty bottles of booze crowd the way ahead. At the open doorway a crackle of a fire can be heard, amidst mumblings and the smashing of glass.

Around the light of an oil drum fire several bums slug rough wine and spirits. At the feet of one is a large, shaggy Alsatian. These down and outs are an aggressive bunch and will put up a fight.

Max Fleisher**Thug**

AG 45	TR	12	Winning Smile	
HT 6'5	HM	7	Vice Grip	
WT 300lbs	IP	68	Heavy Hitter	
German	SP/C	10/10	Alcohol	
Gangster	Man	8	Greed	
	Bal	8		
BK 3	F Dis	-3	Aware	3
PW 2	L Dis	1	Wrestling	13/12/9
TG 3	RR	10/8s	Deal	1
RF 2	SR	4	School	1
SE 0	DR	-2	Gambling	2
BR 0	KS	8	Threat	9
CT -1	Balls	13*	Conceal	5
SY 1	CR	8	Batting	11/9/8
EP 2	HR	0	Coax	10
LK 1	LR	9	Impress	6

Eff 15/18 RE LG HD -2 RK +3 HC +0 BK-2 SC 4

Max Fleisher The Bronx Beast. In the late 1950's the 6'7, 317lbs Fleisher was The Bronx Beast - a bad guy professional wrestler that toured the country and featured on television shows. By the early 1960's his heavy drinking had gotten the better of him, and he succumbed to alcoholism. Over the next few years he lost everything and found himself destitute on the street. Fleisher has had numerous brawls with the police and is still pretty useful. He will charge in swinging a length of chain with a hefty padlock attached to the end of it.

Neil Glick**Thug/Asshole**

AG 29	TR	7	Iron Constitution	
HT 6'5	HM	2	Death Wish	
WT 176lbs	IP	55	Temper	
Anglo	SP/C	9/9	Big Mouth	
Punk	Man	7	Alcohol	
	Bal	0		
BK 1	F Dis	17	Aware	-1
PW 1	L Dis	15	St. Fight	5/4/4
TG 1	RR	0/4s	Deal	-1
RF 0	SR	-2	Handgun	0/0/3
SE 0	DR	-2	B&E	4
BR -1	KS	0	Drugs	2
CT 0	Balls	7	Auto Repair	4
SY 0	CR	2	Threat	4
EP 0	HR	1	Blade	5/3/4
LK 0	LR	-1	Impress	2

EF 14/17 RE CL HD -2 RK 0 HC +0 BK -4 SC 2

Lanky and unshaven **Neal Glick** is a violent down and out with a history of robbery, home invasion and sexual assault. He has a switchblade in the pocket of a green vets army jacket.

Jools Van Der Beck**Asshole**

AG 39	TR	6	Psycho	
HT 6'1	HM	4	Hardcore Att.	
WT 190lbs	IP	48	Alcohol	
Dutch	SP/C	6	Temper	
Punk	Man	7	Power	
	Bal	2		
BK 1	F Dis	12	Aware	0
PW 0	L Dis	11	St. Fight	6/3/6
TG 2	RR	4/6s	Deal	0
RF 1	SR	4	Bat	5/2/6
SE -1	DR	2	Stealing	3
BR 0	KS	4	Conceal	1
CT 0	Balls	8	Wielding	4
SY 1	CR	9	Auto Repair	3
EP 1	HR	2	Threat	7
LK 0	LR	1	Impress	5

Eff 16/18 RE MD HD -2 RK 0 HC +0 BK -2 SC 3

Jools Van Der Beck is a toothless, quarrelsome drunk with a flattened nose who thinks he can take on the world. He will wade in with a length of lead pipe.

Miles Covington**Thief/Hustler**

AG 36	TR	-2	Grey Man	
HT 5'9	HM	0	Yellow Streak	
WT 142lbs	IP	36	Flaky	
Black	SP/C	4/4	Alcohol	
Punk	Man	4	Stalker	
	Bal	0		
BK 0	F Dis	13	Aware	2
PW 0	L Dis	7	St. Fight	-2/-3/4
TG -1	RR	2/5s	Coax	3
RF 0	SR	4	Creep	1
SE 1	DR	0	Throw	2/0/5
BR 0	KS	4	Conceal	3
CT 0	Balls	-2	Cheat	4
SY 0	CR	-2	Steal	4
EP 1	HR	0	Gambling	6
LK -1	LR	1	Impress	3

Eff 15/18 RE ST HD -2 RK +2 HC 0* SC 4 * Throw

A nasty, cowardly man with a penchant for torturing animals, **Miles Covington** has a long history of public lewdness and disorderly conduct. He will hurl half bricks at the criminals.

Mario Gandini**HUSTER/ASSHOLE**

AG 32	TR	0	Focus	
HT 5'6	HM	-1	Suspicious Mind*	
WT 137lbs	IP	38		
Italian	SP/C	0/0	Alcohol	
Bum	Man	2	Gambling	
	Bal	2	Hesitant	
BK 0	F Dis	12	Aware	7
PW -1	L Dis	7	St. Fight	2/-1/4
TG 0	RR	0/4s	Deal	0
RF 0	SR	2/10*	Throw	0/0/4
SE -1	DR	0	Bat	2/2/4
BR 1	KS	4	Retail	3
CT -1	Balls	6	Gambling	2
SY 1	CR	-2	Threat	2
EP 0	HR	1	Cheat	2
LK -1	LR	0	Impress	2

Eff 12/16 RE LG HD -1 RK +3 HC +1 BK -2 SC 4

Mario Gandini is a sly and conniving alcoholic. He will look to cold cock someone from the side with a table leg.

**Jack Lane****Thief/ASSHOLE**

AG 28	TR	2	Light Fingered	
HT 5'10	HM	2	No Nerves	
WT 196lbs	IP	50	Flaky	
Black	SP/C	10/10	Alcohol	
Punk	Man	9	Speed	
	Bal	0		
BK 1	F Dis	12	Aware	3
PW 1	L Dis	10	St. Fight	5/4/6
TG 1	RR	4/6s	Deal	0/2
RF 1	SR	2	B & E	3
SE 0	DR	-2	Drive	4
BR 0	KS	2	Stealing	4
CT -1	Balls	4/6	Conceal	3
SY -1	CR	0	Batting	5/5/6
EP 1	HR	4	Blade	4/5/6
LK -1	LR	-1	Impress	-1

Eff 19/20 RE CL HD -2 RK +4 HC -1 BK -4 SC 2

A shoplifter and petty thief **Jack Lane** is a chronic and hapless drunk with emotional problems, and a reliance on amphetamines. He will lash out at the criminals with a broken bottle.

Karl NESIC**ASSHOLE**

AG 42	TR	4	Death Wish	
HT 5'10	HM	2	Gray Man	
WT 246lbs	IP	48	Temper	
Yugo	SP/C	2	Food	
Punk	Man	1	Alcohol	
	Bal	0		
BK 2	F Dis	4	Aware	4
PW 0	L Dis	4	St. Fight	3/0/4
TG 0	RR	0/4s	Deal	-1
RF -1	SR	6	Blade	3/2/4
SE 1	DR	2	German	8
BR 2	KS	2	Coax	0
CT -1	Balls	9	School	8
SY -1	CR	-2	Throw	4
EP 1	HR	1	Threat	2
LK -2	LR	1	Impress	1

Eff 19/20 RE CL HD -2 RK 0 HC +0 BK -3 SC 2

Eff 15/18 RE ST HD -2 RK +2 HC 0* SC 4 * Throw

Karl Nesic is a fat disgusting bum with a vicious temper. He will hurl a house brick before pulling out a screwdriver.

John Cherry**DEALER**

AG 36	TR	-2	Sex Appeal*	
HT 5'7	HM	-2	Winning Smile	
WT 120lbs	IP	34	Spender	
Black	SP/C	0	Drugs (Ludes)	
Bum	Man	0	Alcohol	
	Bal	-2		
BK -1	F Dis	10	Aware	1
PW -1	L Dis	6	St. Fight	0/-1
TG 0	RR	-2/4s	Deal	1
RF 0	SR	-2	School	3
SE 0	DR	-2	Cars	3
BR 0	KS	2	Coax	7/10*
CT -1	Balls	-2	Blade	2/2/4
SY 2	CR	-2	Cheat	-1
EP -1	HR	1	Drugs	1
LK 2	LR	-3	Impress	5/8*

Eff 19/20 RE CL HD -2 RK +4 HC -1 BK -4 SC 2

John Cherry is a pitiful specimen whose once fine mind and body have been addled by syphilis and booze. The former car salesman will smash the empty 40oz bottle next to him and join in with the others.

SCOTCH

Violence 6 Eff 15/17 IP 33 TR 4 Slots 7
Protect 5 MV 33

Scotch the Alsatian belongs to Van Der Beck and will leap to his aid when the fighting starts.

The Stairwell

Halfway up the piss stinking stairwell a shirtless heavysset black dude in a purple waistcoat and bowler hat coils his muscles in obvious annoyance. His focus a stringy, light skinned black woman in an awful blonde wig curling her top lip in insolence, and spitting out something spiteful in a screechy voice.

Above the pair is a slim black man in a red tracksuit balancing a toothpick on his lips.

Fighting the three from a lower spot on the stairs places the criminals in a -2 positional disadvantage.

Luscious Jackson Pimp

AG 28	TR	4	Fast Reactions
HT 6'2	HM	5	Heavy Hitter
WT 191lbs	IP	52	Heavy Footed
Black Punk	SP/C	13/13	Marijuana
	Man	7*	Power
	Bal	-2	Big Mouth
BK 1	F Dis	10	Aware 4
PW 2	L Dis	8	St. Fight 8/5/7
TG 1	RR	8/7s	Deal 1
RF 0	SR	7	Coax 7
SE 0	DR	0	Drive 5
BR 1	KS	12	Impress 7
CT -1	Balls	6	Conceal 4
SY 2	CR	0	Batting 8/7/7
EP 2	HR	2	Threat 7
LK 1	LR	1	Handgun 2/1/7

H Eff 8/14 RE MD HD -1 RK +2 HC 0 BK -2 SC 4

B Eff 11/16 RE MD HD -1 RK 0 HC +0 BK -2 SC 2

RF +1 AC 0 Eff 15/17 C 6 RE P DS F CO I

Luscious Jackson is a mean three ho Gorilla Pimp and Marijuana dealer from the south side of Crawford. He has come down to the tenement to drag the bony ass of his bottom ho Blue Holiday from the shooting gallery where she has been spending his money getting high. He is armed with a Bowie Knife tucked in a sheath in the small of his back and is openly carrying a ball peen hammer. He has \$400 dollars in his right sock and a .32 Llama Ruby in an ankle holster around the left, which takes 3 slots to draw. Luscious doesn't like being told what to do, or have his business interfered with. He will go with the hammer and blade first.

Blue Holiday

ASSHOLE/HOOKER

AG 26	TR	1	Iron Constitution
HT 5'5	HM	-2	
WT 127lbs	IP	43	Temper
Black Bum	SP/C	-1/-1	Spite
	Man	2	Heroin
	Bal	4	
BK -1	F Dis	11	Aware 1
PW -1	L Dis	9	St. Fight 4/2/4
TG 1	RR	2/5s	Deal 0
RF 1	SR	-2	Steal 4
SE 0	DR	-4	Cheat 3
BR -1	KS	2	Conceal 3
CT -1	Balls	2	Sex 8
SY 1	CR	0	Threat 3
EP 0	HR	2	Blade 5/3/4
LK 1	LR	-3	Impress 5

Eff 16/18 RE CL HD -2 RK 0 HC +0 BK -4 SC 2

Blue Holiday is a hard, jaded bitch with a vicious temper. She carries a small drinks ice pick in the top of her thigh high platform boots. She has \$150 tucked into her bra top. Awareness test of 7 to spot.

Junior Bayliss

Runner

AG 20	TR	2	Winning Smile
HT 6'0	HM	0	Psycho
WT 140lbs	IP	44	
Black Punk	SP/C	4/4	Temper
	Man	4	Womanizer
	Bal	0	
BK 0	F Dis	15	Aware 3
PW 0	L Dis	11	St. Fight 4/4/6
TG 1	RR	0/4s	Deal 2
RF 0	SR	0	Handgun 3/0/4
SE 1	DR	0	Drive 2
BR 0	KS	3	Threat 3
CT 0	Balls	2	Conceal 3
SY 0	CR	2	Coax 5
EP 0	HR	1	Bat 6/3/6
LK 0	LR	0	Impress 6

RF +1 AC +0 EF 17/18 C 6 RE S DS F CO I

Eff 12/16 RE LG HD -1 RK +3 HC +1 BK -2 SC 4

Junior Bayliss is a runner for Jackson. A wannabe pimp; he deals for Jackson and runs his errands. He is eager to prove himself and will step up to protect his boss. He is carrying a baseball bat and a .25 Baby Beretta zipped into right tracksuit pocket. Bayliss has five \$20 dollar bills tucked into his right sock.

The Corridor

Wires dangle like spiders legs out of the stripped ceiling lights while candy wrappers and beer bottles litter the rotting carpet of the corridor. A lank haired white boy lurches from a doorway lighting a cigarette; the murmur of a transistor radio follows him out into the hallway.

David Shawcross Thief

AG 29	TR	-2	Acute Senses	
HT 5'8	HM	0		
WT 137lbs	IP	36	Big Mouth	
Anglo	SP/C	4/4	Heroin	
Bum	Man	4	Flaky	
	Bal	0		
BK 0	F Dis	13	Aware	5
PW 0	L Dis	7	St. Fight	-3/-4/4
TG -1	RR	2/5s	Coax	5
RF 0	SR	-2	Creep	4
SE 1	DR	-2	Drive	2
BR 0	KS	0	Conceal	3
CT -1	Balls	-2	Cheat	3
SY 0	CR	-2	Steal	5
EP -1	HR	0	Drugs	4
LK -1	LR	-3	Impress	5

A junkie for 6 years **David Shawcross** has collapsing veins and a weeping abscess in his left thigh. He is a prolific shoplifter and petty thief and has just bought a \$10 dollar bindle of H from his latest score. He is not packing.

The Shooting Gallery

The door is ajar. Slurred murmurings can be heard from inside with an awareness test of 0. This is a smack house and shooting gallery run by Black Mafia street pusher Julius Bonner and his five strong gang of runners, dealers and doormen.

Going In

The door swings open revealing over a dozen strung out dope fiends lying smacked out on dirty mattresses, intently cooking up H or frantically trying to find a vein to spike themselves. The afternoon sun shoots fingers of light through the partially boarded windows and across the scarred bare floorboards. Near the window a tall angular black man in a denim jacket shoulders a B. Bat. In the waistband of his slacks sits a .357 Ruger. To the right of the room a skinny black dude leans against the frame of an open doorway smoking a thin cigar. To the catch side of the door a squat dark skinned brother

stands next to a shotgun and watches the room. All the walls are made of sheet rock.

Cover	SHG	MHG	LHG	ARF	RF	SG
Sheet Rock Wall	25%	0%	-25%	-50%	-75%	25%

Darwyn Hayes

Thug/Dealer

AG 25	TR	2	Intuitive	
HT 6'4	HM	1	Light Footed	
WT 174lbs	IP	46	Drugs	
Black	SP/C	9	Spender	
Punk	Man	8	Power	
	Bal	3		
BK 0	F Dis	16	Aware	3
PW 1	L Dis	12	St. Fight	5/3/8
TG 1	RR	10/8s	Deal	2
RF 1	SR	6	Bat	5/5/8
SE 0	DR	2	Drugs	3
BR 0	KS	7	Conceal	5
CT -1	Balls	6	Basket Ball	9
SY 0	CR	0	Handgun	7/3/9
EP 2	HR	2	Threat	5
LK 0	LR	0	Impress	6

RF +0 AC +0 EF 3/11 RE E C 6 DS F CO W
Eff 12/16 RE LG HD -1 RK +3 HC +1 BK -2 SC 4

Darwyn Hayes was a promising high school basketball player until injury and heroin stole his prospects. He has been running heroin and providing security for Bonner for the past year. He is quick and capable with both bat and the .357 that he favors.

Ronnie Brookes

Thug

AG 22	TR	4	Psycho	
HT 5'8	HM	-1	No Nerves	
WT 116lbs	IP	48	Fast Reactions	
Black	SP/C	3/3	Risk Taker	
Punk	Man	4	Cocaine	
	Bal	4		
BK -1	F Dis	15	Aware	5
PW 0	L Dis	14	St. Fight	5/6/8
TG 3	RR	10/8s	Deal	0
RF 1	SR	2	B & E	3
SE 0	DR	0	Handgun	7/3/9
BR -1	KS	4	Stealing	4
CT 1	Balls	10	Conceal	3
SY 0	CR	6	Creep	4
EP 2	HR	2	Blade	5/7/6
LK 0	LR	3	Impress	2

Spec. - Rapid Fire + 1 Eff up to med. range
RF +2 AC +1 EF 12/16 C 6 RE E DS F CO W x2

Skinny Ronnie Brookes A.K.A. "Bumpy" is an up and coming gunman in the Black Mafia. Noticed by Lieutenant Floyd "Sparky" Pemberton for taking care of dope house heister Jimmy Elles he has been lined up to help out Yancy Tucker's boys at their corner in Grenson Park. Brookes is brash and cocky, but can back it up with the two Sig 210's he carries in dual shoulder holsters. He has a fondness for thin cigars and cocaine.

Shadique Bixby			Thug	
AG 27	TR	6	Granite Jaw	
HT 5'6	HM	4	Vice Grip	
WT 207lbs	IP	54	Short Att. Span	
Black Punk	SP/C	10/10	Alcohol	
	Man	9	Temper	
	Bal	4		
BK 1	F Dis	13	Aware	6
PW 1	L Dis	12	St. Fight	11/9/6
TG 2	RR	6/6s	Deal	3
RF 1	SR	4	B & E	5
SE 0	DR	2	Shotgun	6/1/6
BR 0	KS	6	Threat	8
CT 1	Balls	8	Conceal	5
SY 1	CR	6	Batting	9/10/6
EP 2	HR	1	Handgun	4/1/6
LK 0	LR	4	Creep	7
RF -2 AC +0 EFF 11/20/20 C 7 RE E DS F CO D				
16/20/20				
18/20/20				

Shadique "Bix" Bixby is the gallery's newest and not so switched on doorman. What he lacks in focus he makes up for in brutality and muscle. His job in the room is to keep the door shut and vet who comes in. He is lax at the former but good at dealing with trouble from the latter. Bixby likes hitting argumentative junkies with the butt of his Mossberg 590.



Charles Prince A.K.A. "Egg" is a convenience store robber and taxi cab stick up man. He has a \$60 dollar a day habit and is in the process of cooking up when the criminals burst in. If things go haywire he will side with the doormen and pull out the .22 Astra Cadix Magnum he has tucked into his crotch. Prince has \$200 from a recent score in his left shoe.

Charles Prince			Heister	
AG 33	TR	4	Big Hitter	
HT 5'9	HM	2	Gray Man	
WT 150lbs	IP	48	Heroin	
Black Punk	SP/C	5	Spender	
	Man	6	Womanizer	
	Bal	4		
BK 0	F Dis	16	Aware	6
PW 0	L Dis	11	St. Fight	4/1/6
TG 2	RR	4/6s	Deal	1
RF 1	SR	4	Blade	5/4/6
SE 0	DR	2	Drive	4
BR 1	KS	6	Conceal	6
CT 0	Balls	6	B&E	3
SY 0	CR	2	Handgun	2/2/6
EP 1	HR	1	Threat	4
LK -1	LR	2	Impress	3
RF +3 AC +1 EFF 18/20 C 9 RE S DS F CO W				

The Backroom

A short 8 feet hallway with no doors either side leads from the Gallery to a small square room with a boarded up window.

Corina Michaels			Dealer	
AG 23	TR	2*	Sex Appeal*	
HT 5'4	HM	-3	Light Fingered	
WT 106lbs	IP	36		
Anglo Punk	SP/C	-2	Heroin	
	Man	-2	Spender	
	Bal	0		
BK -1	F Dis	9	Aware	1*
PW -2	L Dis	6	St. Fight	-1/-2
TG 1	RR	2/4s*	Deal	6
RF 0	SR	4	Cheat	5
SE 0	DR	-4	Handgun	-1*/1/3
BR -1	KS	11	Coax	7/10*
CT 0	Balls	4	Conceal	1
SY 2	CR	2	Steal	0
EP 1	HR	1	Drugs	4
LK 3	LR	1	Impress	8/11*
* High				
RF +2 AC+1 Eff 13/16 C 8 RE E DS A CO W+				

Junkie girlfriend of gang leader Julius Bonner **Corina Michaels** deals the dope and stacks the dough on a gnarled wooden table in the backroom. She has a very strong tolerance to heroin needing \$100 a day to get high. On the table next to her "Cooking Up kit" she keeps a .32

caliber Browning 1903 handgun, the days takings of \$1,400 and a shoebox containing 120 dime bags of heroin. Corina wears a large 24 karot gold crucifix around her neck worth \$3,900.

Julius Bonner			Dealer	
AG 33	TR	8	Suspicious Mind	
HT 6'3	HM	3	Total Recall	
WT 228lbs	IP	58	Logical Thinker	
Black	SP/C	8/8	Alcohol	
Gangster	Man	7	Gambling	
	Bal	4		
BK 2	F Dis	7	Aware	11
PW 1	L Dis	9	Boxing	5/5/7
TG 2	RR	8/7s	Deal	12
RF 1	SR	13/16	Gambling	6
SE 3	DR	6	Threat	9
BR 2	KS	12	Drugs	9
CT 1	Balls	12	Conceal	9
SY 1	CR	6	Batting	6/6/7
EP 3	HR	1	Handgun	7/3/7
LK 0	LR	7	Impress	9
RF +1 AC +0 EFF 9/15* C 6 RE E DS F CO I				
RF -2 AC +3 EFF 4/20/20 C 2 RE E DS F CO D +				
12/20/20				



The man that reports to Scoles Lieutenant Floyd Pemberton. **Julius Bonner A.K.A. "Slinky"** has worked his way up from a lookout and street side dealer to running two lucrative smack dens. Bonner lives and breathes the dope business and has become a very experienced operator. Bonner has been noticed, and is moving in the right direction to toward becoming a Lieutenant. He sits his large frame in an armchair to the left of Corina drinking coffee from a thermos flask and listening to soul music on a hand held radio. In his lap he nurses a Winchester 21 sawn off shotgun and a .38 Colt Detective Special on the arm of the chair. On the other arm hangs a Chinchilla fur coat with a money clip holding \$3,000 and the keys to the candy apple Cadillac parked outside. Bonner wears a \$4,000 dollar diamond encrusted ring in the shape of a dollar sign and a Cartier watch worth \$1,200. Bonner is not suicidal and if things go really badly for him, he will throw the criminals the cash and drugs in an attempt to save his skin.

Junkies

Junkies in the room will cower and take cover from the fire. Some will try climbing out of the windows and dropping the 20 feet (fall success 10) to the sidewalk below. Use profiles for the first three in the foyer.

Effectiveness 0/10 against the fall success reduced or increased by toughness and a move test made against a difficulty of 9.

Blackjack (-12)	Perfect (-8)
Outstanding (-6)	Full (- 4)
Just there (- 2)	Close (0)
Bad (+ 2)	Screw Up (+ 4)
Backfire (+ 10)	

Conclusion

If Goines comes through he will be true to his word and drop the 2 thou owed to the criminals the following day. If the job has been done professionally Rockman will keep the criminals in mind for further repossession work.

Complications

* Floyd Pemberton will have a fit when he hears about his dope house being hit. Word will be put out onto the street that there is a cold, hard grand waiting for the person that can finger who did it. If word comes back Pemberton will assemble a hit squad from the ranks of the Black Mafia to wipe out whoever was involved in it, or will farm out the contract to Jungle Posse.

* The cops will attribute any bloodshed at the building as drug related violence. Either a dope house robbery gone wrong or one dealer making a move against another.

* If there is a bloodbath and Goines dies Rockman will try to distance himself from the whole mess by skipping town for two weeks vacation in the Catskills. The criminals will have to chase him for their money.



Way

of

The

Gun



WAY OF THE GUN

"That's cool man, but I don't see no reason for takin' that boy's gun along. You don't know what he might have used it for. Here we get rid of our pieces 'cause they too hot, then you pick up a motherfuckin' piece that you don't know nothing about."

Hitman 'Tank' to his partner Copper-Head, in Donald Goines' Eldorado Red.

Small Piece Stick Up

Red Wyatt and Thoroughbred Brown had made it sound easy. Let's git into the store, hold the chink at gunpoint, take the bread, split the swag and gain juice in the gang. Yeah, sounded sweet & easy.

Red got the guns from his brother, Catman Wyatt an O.G. in the Grenson Park Gangster crew. Three Saturday Night Specs, one .22 and two .25, with the advice to shoot in the face; firing anywhere else wouldn't do much damage.

That's how they walked into the Grenson Park Store, across Orchid Street, gun in hand and warm-up suit hoods hiding their faces. Three little gangsters, aged 15 to 17, playing the big leagues.

How would they fuckin' know there wasn't just one gook but two of them? Thoroughbred stayed at the door, Red and Lil' Scooby going to the counter where Red flashed a revolver. The owner had sussed them right from the get go, snatching an automatic from underneath the till he brought it up firing even before Red had finished saying "Hold 'em up!"

Lil' Scooby had fired one second later, twice the reports later said, both shots ended up in the cigarette rack behind the counter; damn him if he didn't try to shoot the bastard in the face like Catman said.

Red had already dropped to his knees blood pumping from a neck wound.

Another chink had walked in from the back and fired at Thoroughbred. Lil' Scooby hadn't seen it, but had heard the explosions from behind and a cry of pain from his partner.

Next thing the chink behind the counter points his gun at him and shoots. Lil' Scooby woke up in a hospital bed with a tube in his mouth and his guts a wall of pain. Two plainclothes cops standing at his side telling him his buddies had croaked, and he was heading off to juvie as soon as he was fixed.

Grabbing the Piece

The first thing your felon needs is to get the gun. There's only 4 ways he can get it: That's spelled Legit, Stolen, Streets, or Gun Runner.

Legit

The gun is bought at a store. Find a gimp, tell him to go buy the piece for you or you beat the shit outta him, his moma, his sister, etc. - after all, he'll be the one IDed and recorded buying the weapon.

See the section 'Gun control in the 70's for more info.

Choice: most weapons are national handguns, shotguns, hunting rifles, a few de-militarized assault rifles might be available (i.e. they have been set in single shot action and must be worked over to get back to full auto)

Risks: As soon as the cops trace the gun to one of your heinous and violent crimes, they'll know who bought it, and guess who's gonna squeal as soon as they reach him? The gun being brand new, there's no history associated to it.

Steal it!

In the biggest country of arm-manufacturers and weapon-owners in the world, it ain't tough to find a legit gun-owner, or a gun nut collector - they're all around. Get the address through your local broker (a know streets roll and \$50), then B&E the place while they are on vacation to help yourself.

Choice: There's 1d20 guns in the place being B&E'd. Roll for each:

Roll 1D20: 1-10 handgun, 11-13 shotgun, 15-18 sporting rifles, 19-20 military rifles. On a 15 vs.5 the gun is foreign.

Risks: Not being busted doing the B&E either by the owner/housekeeper/relative, or a patrol. Can be down to bad luck, poor planning or goofing a creep roll if they're already in. Lose a split of 4 vs.16 's and its been used before.

Street's Hot Piece

This is what most of the two bit thieves, dealers and small-time gangsters will get. You buy or trade a gun not knowing what it's been used for on the street, getting it from a dealer, another felon or in your local pawn-shop.

If off a junkie it usually goes for a 1/3rd of its face value - damn cheap. If from a fence or pawnshop it will at least retain its retail value, if not increase it by a third.

Choice: There's usually only handguns and shotguns available in the street.

Risks: There's a split 12 vs. 8 chance it's been used before. See the Ways of the Gun Section.

Gun Runner:

Gun runners buy wholesale weapons from foreign countries and smuggle them into the country. They also buy them in bulk at gun fairs, from corrupt soldiers, or they steal crates of new weaponry destined for import/export at docks and airports etc. However you'll need a gun runner as a contact to get guns this way.

Risks: None immediate. Roll luck for the felon's name not coming up when the gun runner gets busted.

Choice: Any kind of weapon is available, price is as stated in Felon's Handbook p.22.

AGE OF the GUN

The following chart will give an idea of what hands the gun was in before the felon ever got his paws on it. The age of the gun will modify the result of the roll made on the Way of the Gun chart. Roll 1D20.

Roll Age of Piece

1-4:	3+1d20 years
5-8:	3 years
9-12:	2 years
13-16:	1 year
17-18:	Less than a year
19-20:	Brand-new

Do not roll if your gun is legit, from a gunrunner, or aged brand new from previous roll.

Stolen Gun: Roll d20 on the chart, -1 per 3 years of age. +6 for less than a year, +3 for under 2 years.

Hot Piece: Roll d20 on the chart -2 per 3 years of age. +3 for less than a year.

Roll 1d20+/- felon's full Luck Roll. The lower the score the closer and more incriminating it gets. Get higher than 23 and the con gets a break.

Location: Dog Town

-2 The gun was used to kill officer Michael Obregón, a rookie cop from the 22nd precinct while he was out on the beat.

-1 The gun was used to kill Henry 'Baby Scoobie' Williams and Leroy 'Lil' Prince' Johnson during a dope-house robbery in the south side of Grenson Park, by one or several unknown assailants.

0 A potential mass-murderer used this weapon to shoot from the roof of 'The Viper's Nest' the Pagan's club-house in Pennington. The unknown gunner shot at eight people walking by on Independence Avenue, seriously wounding two, killing one with a head shot and completely missing the five others. The gunner then fled the crime-scene two minutes before three prowler-cars arrived. Shaking down the Pagans in the club neither produced the suspect or the weapon. Over a 12 minute spree a total of 29 shots were fired; the police have no description of the suspect.

1 The gun has been used in a B&E in St Lukes [1d20/4] months ago. The occupiers Mr. And Mrs. Castiglione were shot both to death, as well as their two Dobermans, in what seemed to be a night burglary gone wrong.

2 The gun was used to kill execution-style Mario Pistone late from East Water. His body was found in the East River, one bullet in the back of his neck, one above the left ear. Police suspect a mob hit as Pistone was rumored to be a numbers runner for reputed Mafia Captain Sam "The Hat" Vespoli.

3 The gun was used to kill 9 dogs across the district, size ranging from lapdog to watchdog. They were subsequently skinned and their hearts removed. Police are still baffled at the crime. The gun bears a 666 and an inversed pentagram on either side of its grip/stock.

4 Some junkie busted a cap on Donald 'Black Don' Davis in Moorfield with this gun, killing the dope-pusher instantly. While the crime occurred in broad daylight in a busy street, nobody had seen anything, and the cops were unable to collect any evidence, or a description of the suspect.

5 The gun has been linked to two rape/homicides. The crimes were both committed in One Hundred Acre Wood in Jefferson Heights a month apart. The two victims were females in their late-teens and were shot through the mouth. Homicide have linked those murders

with three others committed in NYC in the last 24 months-all victims were put to death in the same manner, with the same model and caliber of gun.

6 The gun was used in a series of cab-jackings around the district, the suspect, a 5'8" white male in his mid-teens, black curly hair, medium built. He held taxi-drivers at gun point when the cab was stopped at the traffic-lights. Suspect shot through the window in two instances with the same gun.

7 The gun was used by Gordon Jackson to kill his common-law wife Latifa White in Grenson Park's south side. Jackson shot her twice in the face and three times in the chest before putting the gun in his mouth and blowing his brains out. The gun was taken away from the scene before the cops arrived.

8 This piece was used during a drive-by shooting against Terry Williams, 14, member of the 'Black Plague' youth gang in Moorfield High-School. The bullet blew his left kneecap off and another shattered his girlfriend Jennifer Diaz's left shoulder.

9 This gun was used a year ago by James E. Burroughs when he accidentally shot his wife Mary Burroughs in the head at their Pennington home. Burroughs had tried to re-enact William Tell's feat with the apple & the crossbow' in this case with a firearm. Unfortunately for Mrs. Burroughs, the bullet missed the apple by one inch and entered her skull. James E. Burroughs fled the scene and has been a fugitive since then. The gun was stolen from the evidence vault in the 23rd precinct six months ago.

10 This gun was used in a shoot-out in a flat of one of Crawford's projects. Arriving at the crime scene, cops from the 22nd Precinct found the dead body of Mauricio 'Momo' Hernández, 28, shot 6 times; the fatal bullet entering the heart and the exit wound near the left kidney. Some tiny remains of high-grade cocaine were found. Given the evidence Police suspect a narc deal gone sour. Hernández was a known associate of Jaime 'Jamie' Davila.

11 The weapon was used in a gas station robbery over in Brown Bay. The heister shot twice in the air to scare the shit out of the clerk and

two customers to let 'em know he meant business. The cops retrieved a bullet from the ceiling shortly afterward.

LOCATION: NEW-YORK and NEW-JERSEY

12 The gun was used in a series of successful hold-ups against Mangalone mob businesses across New-Jersey (illegal gambling joints, strip-clubs, wire-services, number banks). The Mangalones will be happy to talk to its owner as soon as their bent ballistics guy in the 23rd gets a match on the gun and its owner.

13 This gun was used in a mysterious string of 12 armed robberies across New-York City and the state of New-Jersey. It was used to shoot down a total of 3 customers, a teller, 2 guards and a bank-manager. Only one of the guards and two of the customers survived the attacks.

14 Three bullets from this gun were shot at Detective Sergeant Lew Krasowitz in the Bronx 1d20 months ago. One hit his spine and two others the wall behind him. Krasowitz has been in a wheelchair since.

15 The gun was used to shoot and severely injure robber Harold "Muzzy" Clements as he held up a convenience store in Ithaca, New York. The shooter, a shopper at the store didn't hang around as the gun was unregistered.

16 The gun is a .38 handgun, which was stolen from officer Derek Manning a beat cop in the 17th Precinct of NYC during an intervention at a street disturbance 3 months ago.

17 The gun was used to shoot at Capt. Harris of the 18th Precinct through his squad car's window. Police never caught the unknown assailant - although Harris strongly suspected his wife Mercedes Rodriguez to have paid a hired killer to ice him - but was never able to support this suspicion. Since then, they have divorced.

18 Miss Woods, 26, from Ashbury Heights, San Francisco, was shot in cold blood when she refused to let go of her purse when mugged in Greenwich Village, NYC.

19 At 1 p.m. November 3, 1968, a hitman walked into 'La Buona Osteria' a restaurant in

Little Italy, NYC. He then shot Vincenzo 'Vinnie' Provenzano in the back of the head three times before leaving as calm as he had walked in. The descriptions left by the eyewitnesses were too confusing for the Robbery/Homicide detail to ever draw up a portrait of the killer. although they suspected Tony Greco, a small-time enforcer in the Albanese Crime Family.

LOCATION: THE U.S. of A.

20 The gun was used by John Little, in St. Louis, Missouri to kill his lover Kim Wallace. He disposed of the body by leaving her in an empty barrel of industrial paint stored in an unregistered storage unit, with water and some of her belongings. Little and his wife sold their Missouri home and moved to Jefferson Heights a few weeks ago. The skeleton won't be discovered before 1d20 months. The driving license will be unreadable through water damage, but the cops will manage to positively ID Miss Wallace thanks to her dental records. Although suspecting Mr. Little (several witnesses will confirm the love affair between the two and being the last person seen with her), they won't be able to collect any material evidence to prosecute.

21 The gun was used to kill three and wound six other 38th St. gang-bangers in East L.A., California.

22 The gun was used ten years ago to murder Civil Rights activist Edward Wilson in Macon Co., Georgia, his body was found 6 months after his disappearance in a swamp.

23 The piece was used in a strong-arm robbery of the 1st National Bank on 9-Mile and Woodward in Detroit, MI. The take-over turned ugly, the three tellers, the bank-manager, the guard and three customers were killed. Three heisters were killed on the spot by the DPD while leaving the bank; the fourth unidentified heister escaped and is still at large.

24+ The gun is clean.

Chango Herrera picks up a stolen piece from an out of town fence. The director rolls for the age of the gun and gets a 9 (2 years). A 1d20 roll of 11 is knocked up to a result of 22 by a mod of +3 and a Luck Roll of 8.

GUN TIPS

Rub your fingerprints off the piece using alcohol or gasoline.

* Instead of disposing of the piece by throwing it in the river or sewer; place the gun in a vice and crush the barrel, hammer and trigger with a ballpeen hammer. Then dispose of each fragment in a different place.

* With semi-auto or automatic weapons don't load the clip to full capacity, as this has the tendency to cause the gun to jam.

* When loading a clip or a gun, wear rubber or surgical gloves and wipe each bullet to avoid leaving fingerprints. An alternative is to spray WD-40 oil (cost: \$1.50) on them.

* If the serial number is stamped on the case, the simplest way to remove it is to drill it out.

* If the serial is on a weaker area, such as the barrel, use a chisel and a hammer to stamp the numbers out, then grind the remains off. This will avoid the true serial number being raised with an acid test if the gun is found.

* If using a handgun for a hit, use hollow-point ammo (they deform on impact, making them non-traceable). They also have the added advantage of staying in the head of the victim.

* If you shoot point-blank blood will splatter on your clothes, firing from 3 to 6 feet avoid unnecessary washing and looking like an extra from a war movie.

* Before disposing of the weapon, run a rat-tail file or wire cleaning brush down the bore of the gun to change the ballistic markings.

* The gun parts that can be matched-up to a shell-casing in a lab are: the gun barrel, the shell chamber, the loading ramp, the firing pin and the ejector pin. Alter those parts with a file as an extra precaution.

* Shotguns and hunting rifles can be bought at your local Sporting Good Stores or Sports section in the Department Store and they do not require a registration.

* A revolver cannot be silenced effectively as a

semi-automatic.

* When fired the gases ejected from a revolver's cylinder will throw powder on the firer. This can be picked up by the cops in a forensic examination.

* Ejection gases on a pistol or rifle can be prevented by using a silencer.

* When selecting gloves, use rubber/surgical gloves and dispose of them after use, since fingerprints could be found turning them inside-out. Never use leather gloves, since they have their own definitive characteristics just like fingerprints. If used destroy them afterwards.

* Use a two-handed cup and saucer grip. It allows the firer to steady his firing hand, giving a +1 edge to shoot. Most cops and soldiers are trained to use this grip.

If you are planning on whacking a guy out whilst sitting in the car with him use a gun equipped with a silencer. If you don't the report of the gun in such a confined place can cause temporary hearing loss.

GUN CONTROL IN THE 70'S

Bad News for the Trigger-Happys, the Surviv-
alists and Gun Lovers: The Gun Control Act of
1968.

The primary gun law in the U.S. is the Gun Control Act, introduced following the murders of Martin Luther King Jr. and Senator Robert Kennedy. Here here are the main points in game terms:

Convicted felons, fugitives from the Law, dope addicts, the underage, any loonatic or fuckwit out of a psycho ward, anyone dishonorably discharged from the military, illegal foreigners, and anyone having renounced U.S. citizenship can NOT buy a gun. If you own a gun and you is listed above, you can be convicted of a felony.

All gunshop-owners must have a federal license from the Secretary of the Treasury for them to sell firearms. They also have to keep a record of all their sales, and make sure there's a proper serial on the gun, and to record it.

It's illegal to sell a gun or ammo through mail-order.



The commercial sale of military weapons such as assault rifles, sub-machineguns and heavy machineguns to the general public is prohibited.

It's illegal for a legitimate dealer or individual from one state to sell a handgun to some folks in another state.

If you're a NY state resident, it's legal to buy a long gun (not a handgun) anywhere in New Jersey, Pennsylvania, Connecticut, Massachusetts, Vermont, because they all bordering the state. You can't bring in a gun from Canada though, unless classified as sportin' weapon.

You must be 21 or above to buy a handgun, 18 or above if you buy a long gun.

NEW YORK LAWS

You need to give your name and address when buying ammo at your local gun retailer.

South Carolina and Virginia are favorite out of state places where New-Yorkers go to buy their (illegal) pieces.

In 1975 a major scandal arose from a news report citing South Carolina as being the primary source for handguns used in New York crime. In response State Legislators decided on a law that you couldn't buy more than one gun a month. It will eventually become the base for the Gun Rationing legislation, but that's far ahead in the future.

And why is every New Yorker going to Virginia or South Carolina to buy a gun? Why did David Berkowitz ask a pal to buy his Charter Arms .44 Bulldog in Texas? Because since the New York State's 1911 Sullivan Law, you need a POLICE PERMISSION to buy a handgun. That's it, go get one at your local 23rd precinct, yeah, right!

Now for The Good News:

You can buy any pump-action shotgun, competition bolt action rifle, or any lever action rifle in the sporting department of your local department store.

You can go to your nearest K-Mart to buy any shotgun, shotgun ammo and shells, or any rifle, pistol or revolver ammo.

Any foreign weapon can be bought if it was issued and sold first before the Gun Control Act.

If you really need an assault rifle or a smg, you can legally buy the civilian version. Civilian versions of automatic weapons are fixed to only fire in a single shot mode. However with a little tinkering they can be re-configured to fire automatically again. Relevant firearms skill at a difficulty of 5.

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Saturdays and Sundays *** Come and see our large

selections of SilverTip Hollow-Points, Flat-Nose, Full Metal
Jackets *** We * Have * It * All ***

.38 Special: \$8.85

.357 Magnum: \$25

.44 Magnum: \$27.50

.45 ACP: \$10

12 gauge shells: \$2.48/25

.22LR: \$7.38/500

30-06 Springfield

This is a powerful hunting round capable at its limit of taking down large African game. More user friendly than larger Magnum cartridges the 30-06 has been a lasting favorite with American riflemen since it was first produced by the Springfield Armory in 1906. It was originally designed for the American Army who wanted a more powerful round to compete with the German 7mm x 57mm Mauser cartridge.

.300 Savage

The .300 savage was introduced in the 20s for the Savage 99, the aim was to produce similar ballistic effects as the .30-06 Springfield, in a smaller cartridge.

NEW Hardware

Semi-automatics	Cal	RF	AC	EFF	BR	C	RE	AV	DS	CO	\$	
AMT Back Up	.380 ACP	+1	+0	11/16	3.0	6	P	A	F	I	150	
Colt Commander	9mm P	+2	+0	10/15	4.0	8	E	A	F	W+	250	
Sig 220	.45 ACP	+0	+1	5/12	4.4	8	E	R	A	W	360	
Colt 1911A1*	.45 ACP	-1	+0	5/12	5.0	7	E	E	A	W	310	
Revolvers	Cal	RF	AC	EFF	BR	C	RE	AV	DS	CO	\$	
Rohm .22 RG 34	.22 LR	+3	+2	17/19	5.9	7	S	A	A	W	100	
EM-GE 23 Valor	.32 S&W	+1	+0	15/17	1.75	6	S	A	F	I	90	
Rifles	Cal	RF	AC	EFF	BR	C	RG	RE	AV	DS	CO	\$
Savage 99	.300	-	+2	5/12	24	5	400	E	E	A	H	550
Savage 170C	30-06	+0	+1	1/10	18.5	3	600	E	E	F	D-	600
Machineguns	Cal	ROF	RF	AC	EFF	BR	C	RG	AV	DS	CO	\$
M60	7.62mm	55	+3	+1	4/12	22	250	800	R	S	H	1700

AMT Back Up

Introduced in 1976 and designed for concealment, it is chambered for .380 ACP, is made of stainless steel and quite heavy for a small handgun. It has no safety catch.

Colt Combat Commander S70

The Combat Commander is a shorter and lighter version of the M1911A1. It is quite often used by military officers instead of the latter. The model here is the Lightweight Series 70 (in production (1970-1983) with a 9mmP caliber, made of a lightweight aluminum frame.

Colt 1911A1

Revised stats.

SIG-Sauer P-220

This weapon was designed to provide maximum firepower in a compact size. Although 5 different calibers were introduced to the market, the specific, US market .45 ACP 'All American' model is presented here.

Rohm RG34

A company specializing in manufacturing small-caliber revolvers, Rohm's RG-34 is a good weapon for the small caliber it fires, although not as robust as a Smith & Wesson revolver, but is an ideal weapon for a beginner, or as a home self-defense weapon. The sales in the US stopped with the 1968 Gun Control Act.

EM-GE 23 Valor

Initially designed as a starter's pistol firing blank .22 cartridges, it was then modified to .22LR and then .32 S&W Long. It was intensively exported to the US, under its commercial name of 'Valor'. The sales stopped however with the 1968 Gun Control Act.

Savage 99

Based on an earlier 1889 model the Savage 99 is the most popular lever action rifle ever made with an eventual production run of 100 years. A reliable woodsman's rifle that uses the shortened .300 Savage cartridge, which although economic is nonetheless still capable of taking down a Black Bear.

Savage 170C

This is a Pump-action rifle using center-fire ammo and was produced from 1970 to 1980. It is a shotgun-type rifle using standard .30-06 Springfield ammunition. It can not fire shotgun slugs or ammo, and has a carbine barrel length of 18.5 inches.

M60

The M60 is the standard squad general purpose machinegun for the United States Army. It uses the standard 7.62mm x 51 Nato cartridge fed in a 250 round disintegrating belt. A large number of them were produced for the Vietnam War.

Home Invasion

Plot: The characters badly need a piece and have been tipped off some survivalist jerk has gone on a hunting trip for the weekend - so they decide to B&E his place. They find the ground level house includes an underground (and illegal) shooting-gallery and torture cells with props, remains of bodies, and a horrendously scarred, badly wounded victim. The guy is also into bondage and snuff movies. What a finale it would be if the survivalist come back earlier than anticipated with one of his sadistic hunter friends?



Breaking & Entering

If the players are smart enough to case the joint before getting in, they should gather the following information:

The area is patrolled by night every 30 minutes by a 2-man squad car.

The area is heavily populated, so it's pretty hard to gain entry discretely by day.

There does not seem to be any alarms or dogs.

For what they know, the owner, and sole occupier a Mr. Edward J. Ward has gone on a hunting trip upstate for a few days.

The best option to gaining entry seems to jump over the wooden fence running along the left and right sides of the house, then breaking in from the backyard.

There are several options of entry open to the players:

Lock-picking the front door: It's not the best option: the area is regularly patrolled (prowl car

every 30 minutes) and the neighborhood is pretty populated (4 in 20 roll every 5 minutes in daylight or every hour by night to avoid a nosey neighbor coming by). It's a Pin-Tumbler lock door, and needs a successful Breaking & Entering roll at a difficulty of 4 with a pick and a tension wrench to lock-pick it. A success means the player walks into 1 on the map.

Lock-picking the back door: A better solution, since nobody would be around to peek on the felons. The lock is a wafer tumbler, thus easier to pick at a difficulty of 1. A successful entry leads to 2 on the map.

Breaking Any Window: The best choice is obviously the back side windows, leading either to 11, 2, or 5 on the map. There's no way the players will be able to open the window with the push-slide technique; they will need a glass-cutter and duck tape in order to break through without making any noise. If they don't use duck tape to muffle the sound when breaking the glass, match a neighbour/passersby awareness of 2 against a difficulty of -1. A success means a neighbor peaks out, sees the felons and calls 911. The two man neighborhood patrol will get the call within 2 minutes and be there within the next 60 seconds. They are armed with .38 S&W Model 10's and night sticks. If things go heavy the two will radio in for back up. They and the back up unit drive 76 Plymouth Furies.

George Kenny				Patrolman			
AG 34	TR	4		Intuitive			
HT 6'2	HM	1		Light Footed			
WT 172lbs	IP	50		Vice Grip			
Black	SP/C	9/12		Authority			
Experienced Man		13		Alcohol			
	Bal	8		Sadist			
BK 0	F Dis	17		Aware	9		
PW 1	L Dis	14		Wrestling	9/8/8		
TG 2	RR	10/8s		Drive	5		
RF 1	SR	11		Bat	9/9/9		
SE 1	DR	2		Drugs	1		
BR 0	KS	12		Law	5		
CT 1	Balls	10		Investigate	8		
SY 1	CR	6		Handgun	9/4/9		
EP 3	HR	1		Boss	12		
LK 1/4	LR	5		Impress	9		
Spec. Lead Protection - Shootout Savvy +1							
RF +2 AC +1 EF 10/15 RE E C 6 DS A CO W							
EFF 16/18 RE MD HD -2 RK 0 HC+1 BK -1 SC 3							

Mike Vasquez				Patrolman			
AG 25	TR	6		No Nerves			
HT 6'1	HM	4		Timing			
WT 214lbs	IP	61		Iron Constitution			
Latino	SP/C	11/11		Alcohol			
Rookie	Man	10		Temper			
	Bal	0					
BK 2	F Dis	11		Aware	5		
PW 2	L Dis	11		St. Fight	11/6/6		
TG 1	RR	5/6s		Drive	5		
RF 0	SR	5		Bat	10/6/6		
SE 1	DR	2		Patch Up	3		
BR 0	KS	2		Law	3		
CT 0	Balls	6		Investigate	4		
SY 0	CR	2		Handgun	4/2/6		
EP 1	HR	1		Boss	6		
LK 0/0	LR	0		Impress	4		
Spec. Lead Protection - Shootout Savvy +1							
RF +2 AC +1 EF 10/15 RE E C 6 DS A CO W							
EFF 16/18 RE MD HD -2 RK 0 HC+1 BK -1 SC 3							

The HOUSE

1-Front Porch & Entry

This is the main entrance facing the street. There's a military jacket and a worn-out mink hanging on the coat hanger. There's also a set of keys, which includes a key to the door at the end of the stairway in the garage. The wall-paper is a garish choice of white and blue waves.

2-Living Room

The living room is filled with a LA-Z-Chair, an orange sofa and a black coffee table on an imitation tiger skin (street value: \$5-10), a color RCA-XL100 teevee console (street value \$100-150), and a stereo system with 8 track player (street value: \$25-35). There's also a bar with a selection of liquors, Bourbon, Vodka, Tequila, Scotch, Seltzer... all bottles are half to almost empty. The walls

are covered with a disgusting orange and green wall-paper.

3-Kitchen

A modern style kitchen; cabinets are full with cans, bottles and packets, and the freezer with frozen meat and vegetables. There are some left-overs of spaghetti in the fridge, along with a dozen cans of Miller.

4-Dining Room

Decorated with ugly Louis 14 French-style, sky-blue colored furniture and wallpaper around a massive polished oak table. Some animal heads and shooting trophies ornate the walls. There's an ugly painting of a clown (street value: \$1, but it's a real Legras so an art dealer or antique would give up to \$1,000 for it. An evaluate deal test at difficulty 12 will see the value), if looked behind, there's a safe holding \$2,200 in cash and \$500 in bonds. (Break in difficulty 14, over 40 activity points).

5-Breakfast Room

Not much here, except for the view on the backyard.

6-Garage

There's no car there at the moment, but there is a space where one is parked. There's a table with electrical tools on the left wall of the garage, as well as a few oil cans and anti-freeze bottles. On the top right corner of the garage, a steep flight of stairs leads to a basement door (the keys are next to the coat hanger in the entry). The reinforced door is locked with a pin-tumbler lock (Break in difficulty 6, resistance 15, 60 damage points)

7-Study

A large walnut cabinet filled with books on military history, wilderness survival and guns stands behind a solid walnut desk. Various pictures of a soldier in Korea posing with a rifle adorn the walls mixed with pictures of the same man hunting, fishing and target shooting. The desk's drawers hold nothing except for a few survivalist and gun enthusiast magazines, and a couple of bills and personal letters to Mr. Edward J. Ward.

8-Bathroom

Nothing worthy here, shampoo and soap are your cheapest brand available in your local K-Mart.

9-Bedroom

Decorated with boy's taste (sports posters, planes, etc...), this room needs some good dusting.

10-Master Bedroom

A squeaky clean bedroom filled with more gun posing photos of the owner. A close inspection of the closet reveals a black leather mask, a strap-on, and a whip.

11-Master Bathroom

Same as 8. Seems to be used much more often though.

12-Backyard

A normal backyard, though there isn't a shed. In daylight the players will notice a lot of patches where the ground seems to have been dug. In 1d20 months time the cops after receiving a startling piece of information will come and arrest Edward J. Ward on charges of homicide. They will dig up the backyard where 15 corpses will be found. The bodies, all males in their early twenties show evidence of forced rape and mutilation before being killed. Ward will plead in total to 24 murders, and reach lasting infamy as the District's most prolific psychopath.

The Basement

E. J. Ward's basement is where he stashes his arsenal, where he trains in a specially made mini-shooting range, and where he works on his victims with the help of his buddy Jimmy 'The Whale' McKay.

1- Corridor

A passage leading from the stairways to the shooting range. On the left hand-side (north rim), there are metal doors with heavy bolts. A strong stench wafts over from the doors.

2-4 - Cells

Locked from the outside by heavy bolts, the concrete cells look exactly like they are out of a prison nightmare. All of them are covered with blood, piss, vomit and shit. 2 & 3 are empty but 4 is occupied by Ward and McKay's latest victim, Johnny Tanner, 22, from Pennington. Johnny is barely able to speak, all his teeth have been knocked out, his face is completely punched in, and there are several cut marks and cigarette burns on his chest, genitals and arms. Tanner has been sexually raped on several occasions by both psychos. If freed, Tanner will commit suicide after denouncing the 2 killers. If not, he will be killed by them if their imminent meeting with the criminals ends in their favor.

5- Shooting Range

A 20 yard shooting range runs below the backyard. There are several targets in a corner with shell casings from various kind of firearms on the floor. On the left side, a small door leads to 6 - the gun room.

6- The Gun Room

The racks on each of the three walls opposite to the door display:
two M1911A1, a Colt Commander, a .380 AMT Back Up, a Walther PPK, a .38 Detective Special, a .357 Colt Python, a Remington M870 shotgun, a Ruger 77 Rifle, a M16 assault rifle (full auto), a Thompson sub-machinegun and a Ruger Mini-14 assault rifle. There is also a big collection of blades with 2 switchblades, 6 hunting knives, 5 razor blades, 2 pocket knives, 3 bowie knives. Finally, there is about 500 rounds for each caliber in the racks.

EdWARD J. Ward				ThUG/ASShole			
AG 46	TR	4		Psycho			
HT 5'9	HM	0		Acute Senses			
WT 155lbs	IP	48		Light Fingered			
Irish	SP/C	6/6		Sadist x2			
Experienced Man		8		Maneater			
	Bal	6					
BK 0	F Dis	16		Aware	9		
PW 0	L Dis	13		Karate	5/4/8		
TG 2	RR	10/8s		Coax	6		
RF 2	SR	8		Plumbing	10		
SE 2	DR	4		Rifle	12/2/9		
BR 1	KS	8		Threat	9		
CT 1	Balls	10		Conceal	5		
SY 1	CR	-		Blade	7/5/8		
EP 3	HR	3		Handgun	11/2/9		
LK 0/0	LR	6		Creep	5		
ROF 3 RF +3 AC +1 EF 4/12 C 20 RE E DS S				RF +2 AC +1 EF 12/16 C 6 RE E DS F CO W			

Jimmy MCKay				ThUG/ASShole			
AG 47	TR	9		Granite Jaw			
HT 5'7	HM	1		Survival Instinct			
WT 247lbs	IP	53		Psycho			
Scots	SP/C	4/4		Feather Fists			
Punk	Man	5		Sadist			
	Bal	2		Alcohol			
BK 2	F Dis	4		Aware	2		
PW 0	L Dis	4		Streetfight	2/4/5		
TG 0	RR	6/6s		Deal	2		
RF 1	SR	4/6		Drive	7		
SE 0	DR	0		Rifle	7/1/6		
BR 0	KS	4		Threat	4		
CT 0	Balls	4		Conceal	5		
SY 0	CR	-		Blade	4/4/6		
EP 2	HR	0		Handgun	5/1/6		
LK 0/5	LR	2		Creep	4		
ROF 1 AC +0 EFF -9/5 C 5 RE E DS A CO H				RF +2 AC+1 Eff 13/16 C 8 RE E DS A CO W+			

Gunfight!

Ward and McKay will come back prematurely. Ideally the felons should be in at night, and you can have the 2 psychos walk in 2 minutes after the players have reached the Gun Room. Ward and McKay will realize there are intruders in the place on a successful awareness roll (broken window, moved items, mud on carpet etc.). They may also detect the where the criminals are, from a successful awareness vs creep test. The characters will hear them coming back on a successful awareness vs. creep roll as well. They will definitely know something going on as soon as they reach the door to the basement and find it open instead of being locked. Ward and McKay will assume combat tactics and instead of getting into the basement, they will wait for the burglars to come out in the garage; their rifles trained at the doorway.

Gunfire

A garage shoot out will make a lot of noise and get Ward's square, anxious neighbors hitting their phones. The police dispatcher will send two units to the incident - car three (Kenny and Vasquez) and car four (Zappi and Shannon). Zappi and Shannon will also be the unit that answers the back up call put out by Kenny and Vasquez at the initial intruder alert.

Daniel Zappi				Patrolman				Patrick Shannon				Patrolman			
AG 29	TR	6		Timing				AG 23	TR	4		Suspicious Mind			
HT 6'3	HM	6		Heavy Hitter				HT 5'11	HM	1		Inner Fortitude			
WT 218lbs	IP	60		Explosive Speed				WT 165lbs	IP	50		Focus			
Italian	SP/C	16/11		Authority				Irish	SP/C	9/9		Hesitant			
Experienced Man		7		Cool*				Rookie	Man	8		Womaniser			
	Bal	4		Gambling					Bal	2		Greed			
BK 2	F Dis	5		Aware	8			BK 0	F Dis	17		Aware	5		
PW 2	L Dis	7		Wrestling	9/8/7			PW 1	L Dis	14		Karate	4/4/5		
TG 2	RR	7/7s		Drive	8			TG 2	RR	3/5s		Drive	3		
RF 0	SR	7		Bat	12/8/8			RF 1	SR	3/7		Bat	3/3/5		
SE 1	DR	9/14*		Conceal	6			SE 0	DR	4		Patch Up	3		
BR 1	KS	11		Law	5			BR 0	KS	0		Law	4		
CT 2	Balls	8		Investigate	7			CT 1	Balls	6		Investigate	5		
SY 2	CR	8		Handgun	5/3/7			SY 0	CR	11		Handgun	5/2/5		
EP 2	HR	0		Boss	13			EP 0	HR	1		Boss	5		
LK 0/0	LR	7		Impress	9			LK 1/4	LR	2		Impress	3		
Spec. Lead Protection - Shootout Savvy +1								Spec. Lead Protection - Shootout Savvy +1							
RF +2 AC +1 EF 10/15 RE E C 6 DS A CO W								RF +2 AC +1 EF 10/15 RE E C 6 DS A CO W							
EFF 16/18 RE MD HD -2 RK 0 HC+1 BK -1 SC 3								EFF 16/18 RE MD HD -2 RK 0 HC+1 BK -1 SC 3							

Aftermath

The haul of guns if sold individually to the right people can fetch around \$3,500. Disposing of Ward and McKay will initially be treated as a priority murder inquiry - however once Crime Scene Investigation get through with the basement and back garden, the focus is shifted towards uncovering their murderous activities.

Killing any cops will create a huge stink, and result in a massive manhunt for those responsible. A \$10,000 reward will be posted by the NYPD for any information that leads to the apprehension of the killers. If identified the perpetrators will make the country's top 10 most wanted. If apprehended by certain members of the department the criminals are quite likely to be fired upon whether they give themselves up or not, in a "Justifiable Shooting" - well that's how the report will read.

Zip Gun

A zip-or pipe gun is a homemade small arm that has been in use for years amongst juvenile punks. It's also useful weapon for thugs as a cheap, throw-away firearm, and can also be found amongst the ranks of radical militants.

Although generally used once, some of them can be kept, the shell being ejected with dowel.

Anybody can make a zip gun with wood for the stock, galvanized tin for a trigger, and a ¼" steel gas or water pipe for the barrel stuck to the stock with solid brown tape. The whole thing is then crudely patched up with glue, tape, nails (as a hammer) and rubber band.

In Game terms, given your punk has the right materials, it's a protracted Handgun roll on a 2 difficulty to make up a zip gun.

In operation on a Backfire result, the gun explodes in the criminal's hands when fired.

(Treat as Single Gunshot Wound)

+13 Bullet takes the left little finger off at the knuckle and smashes bones of hand.

HG 3.5 IP RF 5.5IP TV 2. Blood loss 1 IP every 10 min.

Any other kinda failure being a simple jam, but the gun remains useless and can not be repaired-you gotta disassemble it before rebuilding the motherfuckah.

It is thus advised to proof fire it, usually with a thread to pull the trigger.

Zip guns can receive any kind of gun ammo, the limit being the bore of the pipe being used. Zip guns are not as powerful caliber for caliber as a professionally made handgun.

Zip gun stats: Treat the zip gun as having an effective range of 10 yds max.

Name	Type	Cal.	RF	AC	EFF	BR	CP	RE	DS	CO
Zip Gun	ZIP	.22LR	n/a	-3	20/20	2	1	P	F	W+
Zip Gun	ZIP	.25ACP	n/a	-3	18/19	2	1	P	F	W+
Zip Gun	ZIP	.32ACP	n/a	-3	17/18	2	1	P	F	W+
Zip Gun	ZIP	.38SP	n/a	-3	14/17	2	1	P	F	W



C.T.A.

ST.

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100

GRAND THEFT AUTO:

YOUR DOG TOWN RESOURCE TO SUCCESSFUL CAR THEFT

DOG TOWN'S Grand Theft Auto Q&A'S

How many vehicles are reported stolen?

Like most other crimes, Motor Vehicle Theft (including GTA) is on the increase, with 133,504 motor vehicles reported stolen last year (1976) in the state of New-York alone. It has more than doubled compared to the stats from 1966. Grand Theft Auto, is the leading business in this criminal niche (nearly 80% of the motor vehicle theft business.)

Why do people steal cars?

Several good reasons for a felon to make a career out of auto theft, and risk a Class B Non-Violent Felony if convicted:

Transportation: If you are a kid and you want to impress other punks of your age range - you go joyriding, i.e. stealing the car, then drive around high on dope and liquor then dump the wreck - or you need the car for a short-term crime mission, usually as a getaway car or a crash car during a robbery. Whatever you still dump it after its used.

Parts: One of the safest and most lucrative activities in this line of business, highly recommended to your felon: you steal the car then drive it to a chop shop where you get from \$200 to \$300 for it.

Conversion: You steal the car, then you erase the VINs or modify them, then register the car under another name then sell it to some fool and collect the \$\$\$\$\$. Or you just covet it yo self - so why not steal it, convert it and keep it?

Insurance Fraud: For a Benny Franklin or so you steal the car with the owner's permission and sell the parts out to a chop shop. The owners then collects in on the insurance.

STEP 1: TOOLS

A pair of gloves: Don't never forget them to avoid leaving fingerprints. Whatever the fabric,

dump them or better destroy them after use. ¢50 for working gloves, \$1 for 12 rubber gloves, \$2 for 10 surgical gloves.

Slim Jim: Up to 30" long and ¾ " wide, flat car-door opener, no serious car thief moves around without a slim Jim. \$5+1 buck post and handling via mail order.

Manufacturer Key Rings: Holding 100 to 140 keys, they will open any given car within the make and year range they were bought for. Obviously illegal, only available from car dealers or repair shops. \$30 will get you a tryout set.

Lock Picks: Illegal as well; can be bought from mail order.

STEP 2: Picking the Target Car

* A good place to locate a target car is at the airport's long-term parking facility. Since the owner has usually left for a a week or two, it will give your criminal plenty of time to steal and get rid of the vehicle before it shows up on the police's stolen vehicles list.

* Browse through the For Sales section of the daily news, pick your choice, and go see the car at the owner's convenience. Whilst acting the part of an interested buyer check all the vehicle's security measures and put a street estimate on what it's worth. Then come back one or two weeks later and steal it. You can also check on the owner's working schedule that way and pick the best moment to get away with the car.

* Dress fancy, shave clean, then go to a car dealership. Try several makes, and in doing so check the glove compartment, the sun-visor or door-map holder, because that's where your average car dealer leaves a copy of the keys. Luck roll vs. Tricky difficulty for the car dealer to have left a copy. Pinch them, then make a copy, come back a couple of weeks later, and steal the car.

* Dress fancy, shave clean, then go to your next car dealership. There try several makes,

and car-jack the one you like best. A highly risky crime for felon's with big balls and not much sense.

* Peep around to check for any surveillance camera, patrols, etc. Pick a car parked in a place you know nobody's gonna fool around with you when breaking in, like an apartment complex with mostly elderly residents. Avoid heavily patrolled areas, avoid parking lots at the mall, etc.

* If you are working on an insurance fraud scheme, agree with your pal for him to park the car in an easy location for breaking in - not too obvious for the cops to think he done it on purpose though.

* If you want to use the car as a switch, a get-away or a crash vehicle, pick a common make so nobody will remember it.

* If you intend to make money crossing the border, pick an expensive, brand new make. Mexicans go ga ga for fancy American cars.

* If you gonna work for a chop shop, they will tell you what make they want or need.

Getting Down to Business

First, your criminal has to find the target car, this is a prolonged or protracted Know Streets roll made by your director as below; the type, age and wear value of the car are then randomly rolled on the tables. If your criminal isn't satisfied with the results, he can spend more time (that's another roll vs. Know Streets) to find the ideal car. Finally use creep and conceal skills to avoid drawing attention to your shady goings on - failures will draw the Law or the Square whose car your screwing.

Finding a target car:

This is a prolonged action if peeping from a vehicle, or a protracted one if on foot. Roll your criminal's Know Streets vs. a base difficulty of Tricky, with the following edges or drags:

Moorfield, Brown Bay +5, Grenson Park +2, St. Lukes, Winter Hill, Jefferson Heights -2, Pennington -5.

Success means a car has been found, whereas a

failure indicates the criminal has to spend time again to find one. From Screwed Up on, your criminal has spent all his time for shit and can call it a night. Obviously a criminal saying *"I'll take any old beat up car I can lay my hands on"* is not the same as saying *"I'm after a red Lotus Esprit."* so adjust difficulties accordingly. Alternatively you can play out all the measures a criminal takes to find a particular car.

Roll d20 for make of the target car:

Roll to find out what category the target car falls in, with the appropriate mods to the roll.

Category

1 - 2	Luxury
3 - 5	Sport
6 - 9	Muscle
10 - 16	Family
17 - 20	Utility

Mods: Pennington -5, St. Lukes, Winter Hill, Jefferson Heights +0, Crawford, East Water +1, Grenson Park +3, Moorfield, Brown Bay +5.

Roll d20 for Age of the target car:

Roll to find out how old is the target car, with the appropriate mods below:

Roll Age

1 - 2	Brand New (1 month max)
3 - 5	Slightly Used (1-11 months)
6 - 9	Used (12-24 months)
10 - 16	Second hand (24-48 months)
17 - 20	Old (over 4 years)

Mods: Pennington -5, St. Lukes, Winter Hill, Jefferson Heights +1, East Water +2, Crawford +3, Moorfield, Brown Bay, Grenson Park +5.

Roll d20 for Wear Value:

Roll to find the car's Wear Value, modified according to its age. To have a full explanation of the Wear Value and its impact on the vehicle in game terms, check the Getaway Car add-on.

Roll	Wear Value
1 - 4	W 0
5 - 8	W 1
9 - 12	W 2
13 - 16	W 3
17 - 20	W 4

Mods: Brand New -5, Slightly used -3, Used +1, Second hand +3, Old +5.

Step 3: Gaining Entry TO The car

Brute Force: Since you don't intend to sell the car just hammer a large flathead screwdriver in the keyhole and turn hard: this will break the pins and allow you to turn the chamber which opens the car.

Lock Picking: Because you want the car for future use, you don't want to alter the mechanisms, that's when the slimjim, or the tryout keys, or the lock pick tools come in handy. To use a slimjim, lubricate it with vaseline or hand cream and insert it into the weather stripping, then push and pull up, or pull and pull up. With a slimjim it helps to have a lever like a piece of dowel when you have to push; try pushing and pulling because different manufacturers put their mechanisms in different places.

1975 Ford Grand Torino 2-Door hardtop



Getting Down TO Business, Opening The Door

The easiest way is having a set of tryout keys. This is a progressive B&E roll with a base difficulty of Dead Certainty.

Another way is using a hanger to open the window then unlock the door, this is only available to makes prior to 1970 and is a progressive B&E with a Straightforward Difficulty. Post 1970 use the slim jim method described above.

Your criminal can also lockpick the door, a progressive B&E with a straightforward difficulty for wafer tumbler locks as in most vehicles or a tricky difficulty for pin tumbler-locked vehicles such as those on Ford's.

Tools: Screwdriver & safety pin +0, tension wrench & diamond pin +2 edge.

Step 4: Raiding The car

When you're safely outta there check the glove compartment, the dash, the radio, center console, under the seats, and the trunk. You don't know, you might have a pleasant surprise, or in some cases a not so pleasant surprise.

Roll Awareness vs. Straightforward or owner's Conceal (whichever is higher), immediate results, success meaning something is found, failure indicating 1 minute per level of failure having been wasted raiding. If something is found, roll again, Luck Roll vs. Straightforward Difficulty.

Blackjack	Handgun, Wallet (id card, driving license, 1d20x1d20 bucks, credit card), gun.
Perfect	Handbag (id card, driving license, 1d20x1d20 bucks, credit card, make-up kit) tape-player
Outstanding	Wallet (id card, 1d20 bucks), 8-track player
Full	1d20 bucks, 8-track player
Just There	1d20 bucks
Close	Fat zero
No Way	Fat zero
Screw Up	Fat zero
Backfire	Criminal gets spiked by hypodermic syringe, cuts his finger on a knife or sticks his hand in dog shit.

Step 5: Starting The car

Hotwiring Old Makes (prior to 1970): Look under the dash or cut into it, and near the ignition find two red wires, cut them, splice them and cross them (another good reason to wear gloves, as you can get shocked).

Key Ring Method: Since the door's and the ignition are the same, your 10 minutes spent in step 3 will make the car start right away, and give you that powerful feeling of being the legit owner of this baby.

Brute's Way: First screw it into the key slot and then slam it out with a slide-hammer. Take a screwdriver and turn the little exposed triangle thing, and Bada Bing! The car starts up.

Getting Down To Business, Starting The Car

Hotwiring is available only for pre-1970 makes, it's an immediate result on Straightforward B&E. A No Way and up means a light shock.

Key Ring method is an immediate result on a Dead Certainty B&E.

Slamming, immediate result on a Straightforward B&E. No Way up means the car doesn't start off and the ignition system is completely screwed up - bravo fucker.

To defeat the locked steering column (available in all post 1974 makes, the owner has thought of locking it on a Just There thru Backfire result of the Criminal's Luck Roll on a tricky roll.) Your criminal will either need an accomplice to drill into the core of the lock then extract it - a progressive B&E roll vs. Straightforward, or the brute way, included in the slamming method, above.

Step 6: Conversion

VEHICLE IDENTIFICATION NUMBERS (VIN's)
Here's a little background on these numbers which all cars have. VIN numbers, up to 1978 are subject to the manufacturer's choice, according to the car's make-up, individual characteristics, etc... From 1978 on, the rules are 17 numbers to a VIN, but before that, it can be less or more than that. VIN numbers are not only stamped into the metal plates, but embossed, making it very difficult to forge. As a further safeguard, all VIN's are mounted with special rivets. These vary from square, to triangles, to hexagons in shape, but as a rule are not available to sell to the general public.

Almost all DMV employee's have a book called the "Passenger Vehicle Identification Manual", which has glossy photos of all the VIN plates, and notes on how to decrypt each specific manufacturer's VIN. This manual is sold ONLY to law enforcement personnel, and is worth QUITE a lot to any interested party (for obvious reasons). This book also contains the hidden locations of the VIN's. In the 1970s, most vehicle manufac-

turers hide the VIN numbers all over the cars. Some common locations are: on the bottom of the ashtray, under the hood, under the trunk lid, in one or more door panels, or underneath the dash. Besides the VIN numbers there is a frame number stamped into the frame of the car, motor, and transmission, which all cross-check with the original VIN. Because VIN numbers are only as good as they are inspected, many states require inspection only by law enforcement personnel. An easy way (but can be detected) of forging a VIN is to take a Dymo-labeler which embosses numbers onto plastic tape, and then gluing it in the proper location. If not placed under close scrutiny, this method will usually pass the casual observer.]

In most cases what you do is swap the VIN and engine numbers with those of an identical car. Go to wrecking yard, buy the frame of the same make and year, get the registration pink slip then swap the numbers with the stolen car, using epoxy. [Auto Repair roll]

If you intend to reuse the car, it might be a good idea to do a paint job on it so as to not raise any suspicions on the same color and make.

Converting a car (that is, swapping the VINs and doing a paint job) is a Tricky Difficulty vs. an averaged Auto Repair and Cheat skill, the (protracted) outcome being the difficulty to bust out the scam at registration. Giving a paint job to the car is an Auto Repair with an Easy difficulty on a protracted action.

Note: on an Outstanding thru Blackjack result, no Cop, Insurance Assessor, or DMV jerk off will even notice the made up VINs. On a close failure to full success, the pig's entitled to roll against his Suss for a straightforward test.

Step 7: Registering the Car

"After I buy the car under my phony name and have my phony identification on both the registration and the ownership, I simply drive the car to a title state like Pennsylvania and register the car under the same phony name. The registration form asks, "Do you owe any money on this car?" and I answer no."

Joey, The Autobiography of a Mafia Killer.

Once you've got the vehicle, and say want to keep it (or sell it), you need to first make it legit. New York being a Registration state, that's

where you have to register it.

You register it by showing it to the DMV officer and filling in a registration form. That's when the DMV asshole comes up to the car with the Vehicle Identification book and locates all the hidden VINs. If ya fool the guy then you fill in another form to register it to a phony name, then either sell it out, or make a bill of sale to your real name from that phony name, and voila, you got a brand new cruiser! Once successfully registered, the DMV will give you a pink slip, which is the thing you gotta show the cops when they stop your vehicle to prove you own the car, or when you want to sell the vehicle - except of course in no title states.

Step 8: Further Uses

You want to keep the car: Go to a car wrecking yard, look for the make of the car you just stole, then take the plates and register it under those cold plates and a phony name. Scribble with your opposite hand a bill of sale with a fake signature and sell it to yourself.

You want to sell the car: Do as above, except you change the recipient's name on the bill of sale to some poor sucker's. In that case, don't even bother finding a set of cold plates.

You want to make friends in a chop shop: Sell 'em the car for 10% of its value.

Title state scam: Make a down payment onna car at a car dealership in New York state under a phony name, register the car under that phony name, then go over Penn., a title state. What proves you own the car is the name on a title issued by the Secretary of State, so you simply fill in a form, show your bill of sale or that you made a down payment, they stamp it, they don't check nuthin' and that's it - you're the legitimate owner of the car, and you can sell it to anybody you want, including yourself under your true ID.

Rental car scam: Rent a car under a fake name, remove the stickers and tags, sell the car at a used car dealership; the dealer will call on to check the car isn't stolen (and it isn't) then go cash the check in at the bank.

Insurance fraud: Sell a car to a chop shop, report it stolen, then smile to the insurance men.

Car smuggling: American makes are in high demand across the borders, in Canada as second hand vehicles (ain't nobody up there who's gonna check if the vehicle was stolen or not in the US), or in Mexico (car industry is protected) or Guatemala and Central America (no car industry at all). Sell the car for 1/5th to 1/4 th its value.

1971 Mercury Cougar XR-7 2-Door Hardtop



The GETAWAY car

This resource is for all criminals who plan to be driving with a suspended license, robbing stores or banks, pulling hit & runs, or anything else they might get chased by the cops for.

Choosing the car

Bearing in mind the purpose of a getaway car, i.e. getting away from a crime scene and not being caught by the Law, choose your vehicle within the mid-size range.

Getting The car Ready

In order to have the best car to plan your getaway, it needs the best add-ons available and this can cost a buck. Here are a few examples:

Radial Tires: Expensive, but gives a +2 edge when driving compared to the +0 old bias ply tires.

Heavy Duty Radiator: +2 edge when overworking a car, driving the car in rough terrain, or driving in warm weather. Prevents overheating.

Heavy Duty Shocks & Springs: Other than tires, nothing will better improve your car's

handling than the shocks & springs. Gives +1 to the vehicle's basic handling.

Stainless Steel Brake Lines: Rubber brake lines have been known to swell and flex, causing the brakes to fade. Stainless steel brake lines are used in racing competition. +2 edge on the maintenance roll (see below)

Heavy Duty Steering Pump: Serves to prevent the steering fluid from foaming. +2 edge to maintenance rolls (see below).

Armouring: A paid job will cost \$10,000 but give -20 protection on the Crash table and shield against bullets. On the other hand, it will add +25% extra weight to the vehicle and drag the handling by -1.

Reinforced Ram Bumpers: Bumpers can be reinforced by bolting or welding extra supports from the vehicle frame to the bumper. Further reinforcement can be made by welding a two-inch metal pipe to the vehicle frame, right in the back of the bumper. These extra reinforcements could prove useful in a ramming situation (adds +20 to the crash damage on the targeted vehicle).

Scanner: See the 'Scanner' add-on for details
Cold or hot plates: Buy cold plates at a wrecking yard, they should be enough to pass any casual police check up, though without altered VIN's a thorough inspection will pick up the anomaly. Hot plates are the plates on the vehicle when it is stolen, and the ones that cops are on the look out for.

Getaway, Switch, and Crash car: Try to have 3 cars ready for the score, the first car to get to the crime scene and as the initial get away car; then the switch car parked a mile or so away as a transition vehicle and eventual getaway car. The switch car should have cold plates, or even better be a legit car if possible. Crash cars are useful in forming road blocks to possible crime scene entry points, that the police squad cars dispatched to the robbery are likely to use.

Car Stats & Maintenance

The basic stats for a car are fully described p. 132 & 264 (for Damage Points) of the Dog Town's Core Rules. The Getaway Car introduces

a new vehicle Stat: its Wear Value. Wear Value of a car is a 0 thru 4 figure indicating how worn-out the vehicle is, by 20% increments. This affects its performance such as the Control stat, its Damage Points, and ultimately, its front value in bucks.

The basic Wear Value when buying a brand new car is a W0, it can change as follow:

Maintenance & Use: Roll Straightforward Diff. vs. Driving every 3 months.

Mods: +2 edge if the car is given 2 hours maintenance per week, +2 edge for careful and considerate driving, -2 drag for reckless hot dogging, mid usage +0, -1 drag for heavy usage, -2 drag for stop start city use.

Outcomes: +1 W from Close to Screwed Up fail, +2 W if Backfire.

Age: There's a split chance (10 vs 10) every year after the first year to increase the car's Wear Value. Each year after the 1st year +1 to the basic chance of wear.

Condition: +1 to Wear Value if Beat Up, +2 if Smashed Up, +3 if Totalled.

Effects of Wear Value:

- * Reduce car price by 20% for every Wear point above W0.

- * Reduce car's Damage Points by 20% for every Wear point above W0.

- * -1 to Handling for every Wear point above W0.

- * -10% off Top Speed for every Wear point above W0.

- * The effects of Wear value are cumulative with any effects as per p.264 of the Core Rules.

Car maintenance

A vehicle should be taken care of with two hours every week for a car, a pick-up or a van, twice as much for a truck, a bus or a trailer cab. To carryout successful maintenance, your grease monkey needs tools, oil, etc. A lack of proper tools means forgetaboutit, you can't roll on maintenance. Goin' to a workshop for a tune up provides a +2 edge to the Auto Repair roll for maintenance. On a Screwed Up to Backfire fail-

your car loses 1 WP. On the other hand, an Outstanding to Blackjack success reduces W by 1.

Reducing Wear Value

It's somewhat possible to reduce the Wear Value of a vehicle; conducting two-hours maintenance on the car will prevent the car from deteriorating as per above.

A successful Auto-Repair against a Straightforward difficulty with adequate tools will reduce by 1 point the W of any car. Any car that has gone past the W2 tier can't be repaired below a W1.

Scanner

Using a scanner gives a criminal a definite edge in setting up a crime, or avoiding responding police units during a getaway from the crime scene. A scanner allows you to find the channel and the frequency to tune in. The frequencies for the various police units can be found out given time by the criminal, or the lists can be bought for a price. The 10 codes below are known by all cops - but for a criminal, it's Suss Roll to understand some shit like:

"-Eagle 2, Eagle 2, All Patrols ten-thirteen, all patrols ten-thirteen on One hundred and three and Sixth for a ten-thirty, I repeat, Ten-Thirty on one hundred and three and Sixth, Need a Ten-Thirteen."

1 to 10 - INSTRUCTION

- 10-1 Call your command
- 10-2 Report to your command
- 10-3 Call dispatcher by landline
- 10-4 Acknowledgement
- 10-5 Repeat message
- 10-6 Stand by
- 10-7 Verify address

10 to 17 - POSSIBLE CRIMES

- 10-10 Possible crime(Prowler,suspicious person/vehicle shots fired)
- 10-11 Alarm(specify type)
- 10-12 Police officer/security holding suspect
- 10-13 Assist police officer
- 10-14 License number-occupied/suspicious
- 10-15 License number-verify if stolen
- 10-16 Vehicle is reported stolen
- 10-17 Vehicle is not reported stolen

20 to 29 - CRIMES IN THE PAST

- 10-20 Robbery(past)
- 10-21 Burglary(past)
- 10-22 Larceny(past)
- 10-24 Assault(past)
- 10-29 Other crime in past (specify)

30 to 39 - CRIMES IN PROGRESS

- 10-30 Robbery in progress
- 10-31 Burglary in progress
- 10-32 Larceny in progress
- 10-33 Report of explosive
- 10-34 Assault in progress
- 10-39 Other crimes in progress

50's to 60's - NON-CRIME INCIDENTS

- 10-50 Disorderly person/group/noise
- 10-51 Roving band
- 10-52 Dispute
- 10-53 Vehicle accident
- 10-54 Ambulance case
- 10-55 Ambulance case/RMP not required
- 10-56 Verify if ambulance needed
- 10-57 Ambulance-second call
- 10-58 Assist ambulance
- 10-59 Alarm or fire
- 10-61 Precinct assignment
- 10-62 Out of service/mechanical
- 10-63 Out of service/meal

80's -INTERIM ASSIGNMENT STATUS

- 10-80 Cancel
- 10-82 Verification/arrest
- 10-83 Report notification at stationhouse
- 10-84 Arrived at scene
- 10-85 Need additional unit
- 10-86 Female (time in veh./out of vehicle
- 10-87 Unit to hospital

90's - FINAL DISPOSITIONS

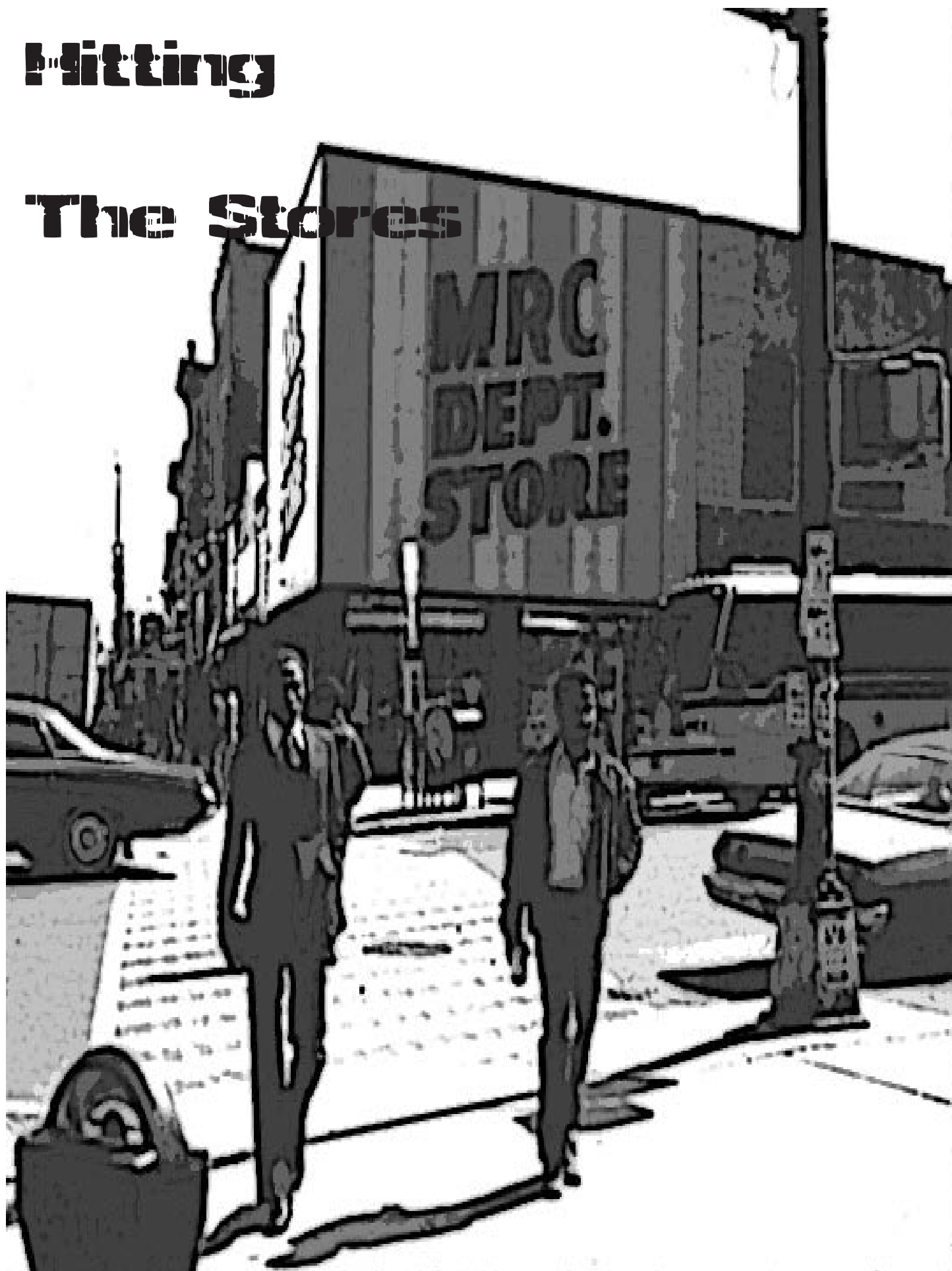
- 10-90 N-Notice served U-Unable to gain entry X-Unfounded Y-Unnecessary Z-Gone on arrival
- 10-98 Resuming patrol/available

Radio Savvy

Cops use code to save air time, but to also cover their intentions. For instance a cop could be playing all relaxed and friendly with a perp whilst asking for a 10-85 on the radio. If the felon knows that an additional unit has been asked for he'll suss that he's about to get busted.

Hitting

The Stores



Shopping List

Cameras

Bell & Howell 670 XL Super 8 movie Camera	\$79.99
Bell & Howell LX-20 Super 8 movie projector	\$79.99
JCPenney 23"-54" collapsible tripod	\$25.99
JCPenney 18"x24"Collection frame	\$9.99
JCPenney 20-page photo album	\$4.99
JCPenney 35mm electronic Pronto! Strobe	\$11.99
JCPenney Pocket Camera	\$15.99
JCPenney 110-12 exposure color film	¢89
Kodak Colorburst Instant camera	\$32.99
Kodak Handle Instant camera	\$24.99
Kodak c-135 20 exposure roll	\$1.49
Kodak movie film 50" roll	\$3.09
Minolta Pocket Autopak 450E camera	\$64.99
Minolta XG-7 Compact 35mm SLR camera	\$269.99
Polacolor 2 land film 8 reproductions film	\$5.05
Polaroid Camera SX70-M1	\$179.88
Polaroid OneStep SX-70 camera	\$26.99
Polaroid Zip Land film	\$9.99-11.99
Super 8 Movie Camera	\$189.88/259.88 (complete set)

Cars & Car Service

Brand-new models are subject to -10 to +10% according to the dealer the car is bought from, discount can go up to 25% off in the last 3 months of the year.
Roll vs. Auto Repair to appraise the quality of a used vehicle. Prices on used models subject to a successful (or botched) roll vs. Deal.

New

1977 Coupe de Ville Cadillac	\$11,595
1977 Eldorado Cadillac, white cabriolet w/red leather	\$13,000
Chevy Chevette	\$2,999.00
Maverick	\$3,625.00
Toyota Corolla	\$2,711.00
VW Rabbit	\$2,999.00

Used

1970 Cutlass 4dr. automatic	\$495
1970 Chevy Impala, 4dr. V8 automatic	\$595
1971 Buick 4dr, v8	\$895
1971 Plymouth Duster	\$1,797.00
1972 Mustang Fastback	\$2,490.00
1973 Montego MX 4dr sedan	\$1095
1973 Pontiac Ventura	\$2,197.00
1974 Datsun Pick up, 4 sp	\$2595
1974 Eldorado Cadillac	\$4795
1975 Coupe de Ville	\$5495
1975 Fiat Spider Convertible 4 sp	\$2995
1975 Hornet Station Wagon	\$2595
1975 Plymouth Gold Duster, hardtop automatic	\$2895
1975 Sedan de Ville	\$5295
1976 Eldorado Cadillac	\$7795

1976 Fleetwood Brougham Cadillac	\$8595
1976 Ford Pinto	\$2595
2nd hand 1977 Ford Cutlass 2dr. v8	\$4595
1976 T-Bird	\$5995
1976 Toyota Land Cruiser, 4 sp	\$5795
8 track car tape player	\$24.88-38.88/each
All-Weather battery	\$29.60
Brake overhaul, drum type	\$66.66
Carl's 10w30 Premium Blend Motor Oil	¢57/qt
Convertible top	\$99.95
Custom tailored Auto Seat Covers	\$39.95+/complete set
Delco front axle disc brake re-lining	\$34.77
Drum brake re-lining	\$42.77
Energy-saving tune-up	\$29.76
E-T diamond spoke wheels	\$39.95-\$44.95
Stall rental, without lift, includes all basic hand tools	\$3/hr
Stall rental, withlift, includes all basic hand tools	\$5/hr
Firestone deluxe Champion 4-ply tires	\$20-\$33
Forever battery	\$41.95
Front disc brakes	\$44.95
Front disc & rotor service	\$47.88
Front end alignment	\$9.99
Full set drum brakes	\$44.95
Gas	¢64/gal
GoodYear heavy-Duty Double Action Shocks	\$12.95
Lube & oil change (incl. 5 qt. of oil)	\$4.88
Monroe heavy duty shock absorbers	\$11.88
Power guard battery	\$49.88
Vinyl top	\$84.85

Clothing

Men's Department

Ordinary 3-piece suit	\$115.00
Canvas shoes	\$5.90/pair
Coats, "all weather" top coat	\$64.00-85.00/each
Crew socks	¢99/pkg 3 pairs
Dress slacks	\$18.00-19.00
Flashman golf jacket	\$30-70
Heavyweight field gloves	¢66
Knit-shirt	\$6.00
Long-sleeved shirt and sleeveless sweater 'sport' set	\$11.00
Nylon exercise suit	\$13.88
Nylon-quilt, goose down-fill jacket, with zip front	\$24.88
Pull-over sweater	\$5.88
Platform shoes	\$24.95
Raschel knit, cotton underwear, pants or shirt	\$2.97
"Romeo" silky knit shirt	\$9.88
Rougues blazer	\$18-30.50
Rougues 3-pc. vested suit	\$90-165
Shirts, arrow	\$6.00-12.00/each
Sneakers	\$5.00/pair
Sport coats	\$30.00-55.00/each
Sport shirt	\$3.88

Tennis shoes	\$14.99
Suits, leisure	\$35.00-60.00/each
Walk shorts	\$9.00-10.00
Warm-up suit	\$9.99
Western Flare Jeans	\$6.97
Wool blend sport coat	\$29.00

Women's Department

Acrylic sweater	\$8.00-10.00
Acrylic slacks	\$9.00
Blazer	\$9.88
Blouson	\$8.88
Brimmed wool-hat	\$4.88
Cardigan	\$11.88
Classic loafer	\$10.00
Coat, wool	\$59.00-125.00/each
Cowl	\$3.88
Denims	\$10.22
Dress, silk	\$50.00-60.00/each
Easy-care bras	\$2.33
Full-length leather-look PVC coat	\$19.90
Head-hugger	\$1.28
Leather boots	\$38.00/pair
leather & wood bottom platform shoes	\$20/pair
Leather-look vinyl hooded pant coat	\$11.88
Leather shoulder-bag	\$7.97
Long-sleeved top	\$2.96
Modacrylic fibers wig	\$14.88
Ms. Flahman 3 pc. Pantsuit	\$56
Pants	\$6.88
Pant suits, polyester	\$10.99/each
Print shirt	\$6.88
Shorts	\$5.00-8.00
Skirt	\$8.00-10.00
Summer dress	\$15.95
Summer 2-piece pant suit	\$15.95
Sweater	\$6.88
T-shirt w/ eyelet trim	\$3.88
Tailored 3-Piece Suit	\$14.96
Tennis shoes	\$14.99
V-neck pull-over	\$14.90

Electronics

40-channel CB radio	\$169.50
Apple micro computer	\$666.66
Bear Cat VI scanner	\$104.95
Bear Cat 210 automatic keyboard scanner	\$299.99
Criterion 300R AM/FM cassette recorder	\$79.95
Radio Shack CB radio	\$54.95-79.95/each
Com-Phone 23-Channel 2-Way CB Radio	\$29.99 (For cars and boats)
MacDonald 5-Watt Walkie Talkie	\$53.77 each (uses battery)
SSB-50A 23 channel SSB Mobile CB	\$99.99
Senturion Mobile Radar Sentry (gives visual & audible warning of a radar twice the distance you're being tracked)	\$59.95

Food & Beverages

Prices subject to up to 25% discount in markets. Add +15% to any price when buying at your local mom-and-pops groceries.

Apples	¢59/3 lbs
Bacon	\$1.29/lb
Bananas	¢19/lb
Beans, baked, Campbell's	¢24/lb can
Beef, ground chuck	¢99/lb
Beef, sirloin steak	\$1.29-1.39/lb
BlueBird's smoked hams	¢79/lb
Bread	¢39/22 oz loaf
Breyer's ice cream (assorted flavors)	\$1.18/gal.
Butter, Hotel Bar	¢70/lb
Cake mix, Betty Crocker	¢55/18.5oz box
California Fresh Picked Strawberries	¢89/Qt.
Center cut ham steaks	\$1.39/lb
Cheese, American	¢99/lb
Chicken, roasters	¢49/lb
Coffee, Chock Full O'Nuts	¢99/lb can
Corn cob	¢10/each
Crackers, Premium Saltines, Nabisco	¢49/lb box
Fresh golden yellow frying chicken legs	¢59/lb
Golden Glow O.J	¢59/qt
Grapefruit	¢79/5 lbs
Green Giant niblet corn	¢22/12 oz
Ham, cooked	¢79/lb
Home-style cookies	¢49/pkg 8
Hungry Jack mashed potatoes	¢59/12 lb pkg
Jelly	\$59/12 oz jar
Del Monte fruit juice	¢45/quart can
Ketchup, Heinz	¢59/26 oz bottle
Kool-Aid lemonade or grape	\$1.49/32 oz can
Lay's potato chips	¢47/8 oz
Mayonnaise, Kraft	¢69/qt jar
Onions, U.S. No. 1	¢08/lb
Oranges, Florida Sweet	¢79/5 lb bag
Peter Pan peanut butter	¢69/18 oz
Pot pie, frozen	¢99/4x8 oz pck
Potatoes	¢99/20 lb bag
Sliced white bread	\$1.00/3x22 oz loaves
Soup, Campbells	\$1.00/5x10.75 oz cans
SPAM	¢79/12 oz can
Spaghetti-os, Franco American	\$1.00/4x15 oz cans
Sugar	\$2.49/5 lb bag
Tastee donuts	\$1.49/doz.
Tuna in oil	¢29/6 ½ oz can

Liquor's

Beaujolais Villages (red) 1975	\$3.99/5th
Budweiser beer	\$5.85/case of 24
Canadian Club whiskey	\$9.35/qt
Carling's Black Label beer	¢97/12 oz bottle 6 pack
Chateau Laffite Rothschild (red) 1964	\$39.50/5th

Chateauneuf-du-Pape (red) 1973	\$10.75/5th
Coors beer	\$5.75/case of 24
Cutty Sark 12 Y.O Scotch	\$11.35/qt
Gevrey Chambertin (red) 1972	\$10.19/5th
Gold Jose Cuervo	\$14.75/ ½ gal
Gordon's Gin	\$11.19/1.75 liter
Heineken beer	\$15.25/case of 24
Hennessey VSOP cognac	\$15.85/5th
Johnnie Walker Red scotch	\$19.99/½ gal
Kahlua Liqueur	\$9.60/5th
Lucky beer	\$3.50/case of 24
Michelob beer	\$6.85/case of 24
Moet & Chandon champagne	\$10.95/5th
Mumm's Champagne	\$10.95/5th
Olympia beer	\$5.50/case of 24
Pouilly Fuisse (white wine) 1976	\$6.25/5th
Rum Bacardi	\$12.60/ ½ gal
Teacher's Scotch	\$7.99/5th
Smirnoff vodka	\$12.44/ ½ gal

Furniture

Bedroom set, 6 piece, oak	\$895.00/set
Chairs, living-room, upholstered	\$140.00-187.00/each
Chairs, recliners, stratoloungers	\$130.00-260.00/each
G.E. AM/FM clock radio	\$18.88
Home or Office Schefflera Tree	\$7.00
Kmart AM/FM digital clock radio alarm	\$19.97
Mattress, twin set	\$199.00-239.00/set
Panasonic AM/FM digital clock radio/timer,	
simulated walnut grain cabinet	\$23.88
Rug, Nylon textured, 12'X 11'	\$20.00
Sofa	\$395.00-799.99/each

Household Goods

2.2 cu. ft. Refrigerator	\$99
5 cu. ft. Refrigerator	\$144
5.25 cu.ft. Freezer (holds 182 lb.)	\$177
20 gal. metal trash can	\$5.49
Air conditioner, whole house unit, carrier	\$895.00/installed
Ammonia	¢19/quart bottle
Blender, Waring	\$19.95-25.00
Coffeemaker, Norelco	\$22.99-27.99/each
Dinnerware, Mikasa stoneware service for 8	\$47.99-95.00/set
Flatware, stainless, service for 8	\$71.80-144.00/set
Laundry soap, Fab	¢99/49 oz box
Paper lunch bags	¢63/100
Pressure cooker, 4 qt, Mirro	\$8.99-10.99/each
Range, Magic Chef	\$260.00-310.00/each
Toaster, 2 slice, Proctor-Silex	\$9.99-12.99/each
Tough Stain Comet Cleanser	¢33/21 oz can
Vacuum cleaner, upright, Hoover	\$54.95-69.00

Newspapers

James County Daily Record	¢15/daily paper
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Dog Town Courier, Weekly paper	¢15
Mad Magazine	¢50
People Weekly	¢60

Personal Care & Health

Anacin analgesic tablets	\$1.26/100 counts
Aspirin, Bufferin	\$1.19/100 count bottle
Brush-on Lip gloss (10 sweet flavors for delicious kisses)	\$1/3
Cold medication, Vicks NyQuil	¢99/6 ounce bottle
Cotton swabs, Q Tips	¢68/170 count box
Coty Emeraude, eau de cologne	\$1.69/8 oz bottle
Cough syrup, Vicks Formula 44D	\$1.59/8 ounce bottle
Cover Girl 1-stroke eye shadow	\$1.18
Cover Girl Long 'n'Lush Mascara	\$1.18
Cutex Emery nail-boards	\$1/4
Cutex lipstick	¢61
Cutex nail polish	¢51
Geritol, tablets	\$2.29/40 count bottle
Great Lash mascara	\$1.37
Jean Nate Bathing lotion	\$1.89/8 oz bottle
Hair brush	\$1.67-2.14/each
Hair styler-dryer, super max, Gillette	\$16.88-21.88/each
Listerine mouthwash	\$1.29/32 ounce bottle
Naylon nail polish	¢67
Polish remover, herbal scented	¢51/4 oz
Right Guard deodorant	¢79/2.5 solid stick
Pepto Bismol	¢99/8 ounce bottle
Pond's Angel face cream	¢91
Rite Aid cocoa butter lotion	¢99/15 oz bottle
Rite Aid Plastic Strips ¼"	\$1.49/pkg of 100
Shampoo, Breck	¢69/7 ounce bottle
Shampoo, Head & Shoulders	\$1.09/7 ounce bottle
Shaving cream, Barbasol,	¢99/three 11 oz containers
Tissues, Kleenex,	¢39/200 count box
Toothbrush, Tek,	¢16/each
Vicks Vapo Rub	¢59/1.3 ounce jar
Visine eye drops	¢99/ ½ oz plastic bottle
Vitamins, One-A-Day plus iron,	\$1.00/130 count bottle

Pets

Afghan	\$160
Doberman	\$150-175
German Shepherd	\$150
Golden retriever, Labrador	\$125
Pekinese	\$125
Poodle	\$100
Siberian Husky	\$100
Toy Poodle	\$65

Real Estate

Houses For Sale

Parsippany, 4 bedroom, custom bi-level	\$59,000.00
Randolph, 3 bedroom	\$40,900.00
Denville, custom cape	\$39,900.00

Houses For Rent

Mendham, 4 bedroom,	\$425.00/month
Dover, 6 rooms,	\$240.00/month
Rockaway, 5 rooms,	\$300.00/month

Apartments & Rooms

Morristown, 2 bedrooms,	\$295.00/month
Rockaway, Mountainview Manor, 1-2 bedroom	
townhouse apartments,	\$235.00+/month
Randolph, Hamiltonian luxury apartments, 1-2 bedrooms	\$215.00+/month

Recreation & Amusements

3 woods & 8 irons golf clubs, Model 90	\$389
9" Solid State TV portable	\$69.88
12" Solid State TV portable	\$84.00
300", smooth-rolling bowling bal	\$16.96
Aquarium kit, 10 gallon tank (fish not included)	\$11.88-14.97/each
Blue Max golf balls	\$10.49/doz
Black rubber bowling ball	\$17.99
Bowling bag	\$6.99
Brunswick plastic bowling ball	\$28.99
Cassette recorder, General Electric, portable	\$22.99
Concert, Community Theatre	\$5.00-6.00/ticket
Dinner, Prime ribs of beef or live Maine lobster	\$6.95/person
Double Hibachi 10"x17" grill	\$4.49/each
Family restaurant, Breaded 'pork chop' dinner	
with potato, stuffing & vegetable	\$2.99
Fast food, 21 shrimp basket	\$1.69
Fast food Special basket order (includes fish,	
onion rings, shrimp, mushrooms and French Fries)	\$1.79
Fast food, Jumbo sandwich	¢69
Folding lawn chair	\$4.99 each
Eight track tapes	\$2.99/each
Full band AM Wrist-Radio	\$7.38
G.E 10" screen portaColor T.V. set	\$198
Lafayette LR-5555 stereo component system	\$770
Leather or suede bowling shoes	\$24.99/pair
Mickey Mouse wind-up alarm clock and radio	\$14.88
Monaural dual-powered 8-Track Tape-player	\$29.50
Movie	\$1.00 mid week \$1.50 weekend
No Nonsense ball point pen	¢97
Novus lcd calculator/wristwatch	\$299.88
Parakeets	\$4.97-7.88/each
Pearlized Bowling ball	\$25.99
Piano, Kimball console, 42"	\$995.00
Ping pong table	\$60.00
Plasti-Color pencil-style crayons	¢19/16
Radio watch for time, month, day, date	\$19.97
Regulation pool table	\$700.00
Rite Aid charcoal briquets	¢99/10 lb bag
Royal Plus 6 golf balls	\$8.99/doz
Sergeant's sentry IV dog collar	\$2.29
Sesame Street Sing-A-Long AM Radio with microphone	\$12.88
Ski package, Perry Como Manor Inn golf club	\$60.00/3 days-2 nights

Symphony orchestra tickets
 Television, 25" color
 Theatre
 Tickets to motorcycle racing
 Titlest golf balls
 Unisonic Tournament TV game
 Vacation, AAA, Flamenco Holiday, 16 days
 Valentines cards
 Valentine's dance from 9.30pm to 1:30am, B.Y.O.B
 Vinyl bowling bag
 Wilson K28 golf balls

\$1.00 (student) \$3.00 (adult)
 \$488.00-569.00
 \$3.00-9.00/ticket
 \$3.00 adults, \$1.00 children
 \$10.75/doz
 \$63.88
 \$589.00/person
 \$49/24 count pkg
 \$8.00/couple
 \$3.96
 \$11.88/doz

Tools

2nd hand 1975 Massey Fergusson bulldozer
 Chainsaw, 10" electric
 Dimmer switch, 600 Watt
 Drill, 3/8 power, Black & Decker
 Extension cord, 50'
 Grease gun, lube
 Roof/gutter cable heater kits, 20"
 Fresh cover super latex house paint
 1-HP sprayer/compressor 7 1/2 -gallon
 tank, spray gun and 15'hose
 6' aluminum step-ladder
 Quikrete concrete gravel mix
 Heavy duty aluminium ladder 30'
 Poulan S25DA chainsaw

\$16,000
 \$44.99-56.99/each
 \$2.99-3.99/each
 \$9.99-11.99/each
 \$5.00-5.98/each
 \$5.00-6.49/each
 \$4.88-5.88/each
 \$4.99

 \$199.99
 \$19.99
 \$1.29/bag
 \$40
 \$179.95

**TRUCK SALE AT
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 box, with all std. fac-
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Friday - Saturday - Sunday

— SPECIALS —

Reg. \$1.95 — In A Basket

21 Shrimp \$1.69

LENTEN BASKET SPECIAL

**Includes Fish, Onion Rings,
 Shrimp, Mushrooms and
 French Fries.**

\$1.79

Reg. 85c — Jumbo

Fish Sandwich . . 69¢