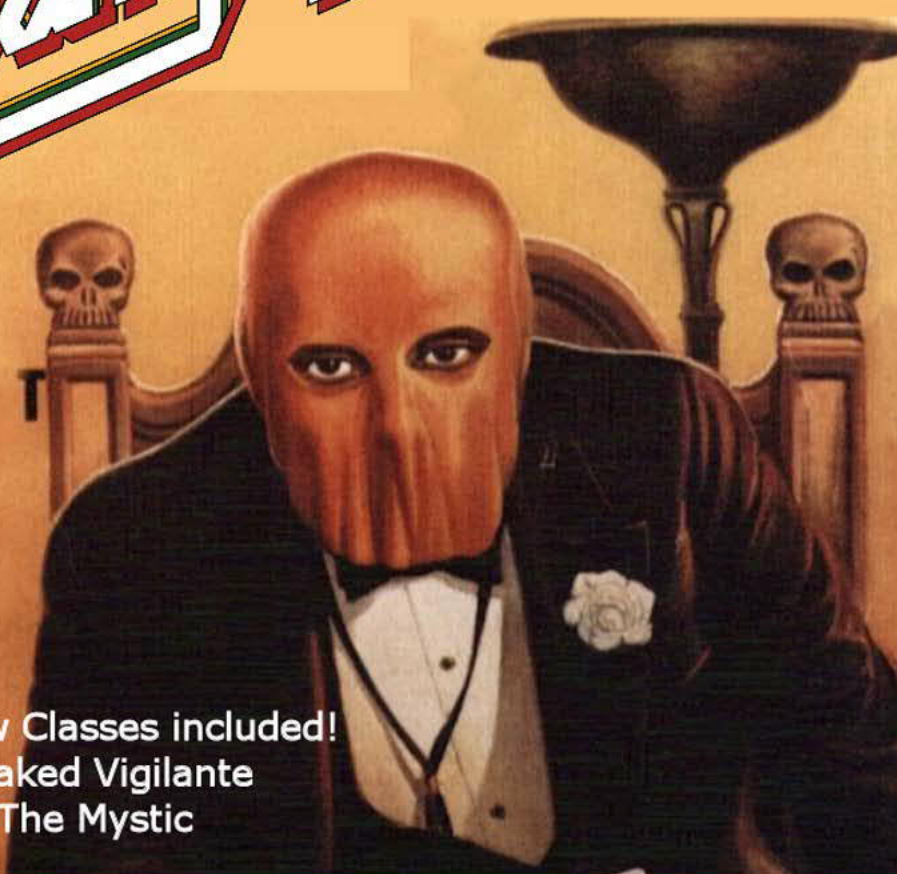


1920's Role-Playing
Adventure Game

Gang Busters



Two new Classes included!
Cloaked Vigilante
The Mystic

Return to the thrilling days of the Black Mask!

Cloaked vigilante

By Mark Hunt

Gangbusters rpg original concept Rick Krebs

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Based on work by Rick Krebs and Mark Acres

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Rule Number One

The rules additions presented here are guidelines, not laws and they do not cover every possible situation that may arise with their use. The game judge should modify the added rules whenever he deems it necessary to fit his game. While the judge is the one who has the last word when it comes to including these rules and their interpretation good communication is always needed with all players on what is used and what is not.

The rules of this product were designed specifically to work with the GANGBUSTERS RPG. This will allow you to mix and match new options to add to your adventures.

It was an age of the Black mask.

When the Roaring Twenties whimpered out on October 24, 1929, America awoke to a bleak cold reality. The stock market had crashed. Businesses failed. Millions were soon to be thrown out of formerly secure jobs. Thanks to the experiment called Prohibition, organized crime controlled many sectors of a now-faltering economy. The gangster had been romanticized in books and films and even pulp magazines like *Gangster Stories* and *The Underworld*. Their bloody depredations were tolerated, even celebrated, during the good times because no one knew how to legislate a thirst for alcohol out of existence.

Once the Depression settled over a frightened nation, tolerance became a luxury. With Repeal in 1934, the gangster no longer had an exclusive lock on the lubrication of sorrow. He had become too powerful, too brutal and the underworld was now moving into more vicious territory- drugs and white slavery.

America began looking for heroes....

Who are they, these masked crusaders for justice? Perhaps we may never know! -The mayor of Rock Junction



Players portray those mysterious figures who stalk the night the night, as shadowy figures dedicating their life to fighting criminals in the "Big City". Having lost faith with the legal system to enforce laws, there is but one thing for him to do "take the law into his own hands," and launches his own, personal crusade, functioning out- side the law, against injustice where ever he may find it. He traditionally keeps his identity a secret, to protect his public life and those relations he may keep in it, for these would be obvious targets for his many enemies. With his secrets secure He now battles evil head-on with a clenched fist or a trusty pair of .45's with little regard to the danger involved.

Famous Cloaked Vigilantes are set in mythic 20th century' - a historically grounded version of the world and is not about worshipers of the otherworldly or practices seen as foul and perverse, yet it must be mentioned here. Magic is the unknown workings of things best left alone. This Knowledge in the arts will always taint a user in the end.

In any case, the existence of powerful magic ought to be a rare and unusual event, concentrated in the hands of a precious few. Note that there is no magical skill available in the character creation process. This ensures that only you, the judge can grant access to magic in the game, should you want it.

New Skill

Stage Magic: The character is familiar with the tricks of largescale magic (disappearing, finger flashes, rope tricks, cutting people in half, etc.) and may use the equipment required for such tricks. Given time to work unobserved, the character may also improvise such illusions.

Note that the player is still required to tell the Judge what he or she is going to do if an attempt to improvise is made. When stage magic is combined with lockpicking, the character has the basic skills of an escape artist. He or she will have a base 70% chance of slipping free from ropes and other bindings. This does not include locks or handcuffs as lockpicking skill is used for these. The character also has a 60% chance of finding a secret panel or exit if the correct spot is searched.

Cloaked Vigilante CAMPAIGNS

Cloaked Vigilante campaigns are similar to the regular Gang Busters game; the main difference lies in the type of characters the players portray. The Action hero is usually into the action, whether or not it might involve something outside the law or those who operate that way, while the Crime Fighting hero actively searches these things out to end the lawless ways. Both types of heroes stop crime, but while the Action hero usually encounters crime as an incidental condition, the Cloaked Vigilante makes stamping it out a crusade, his life's work. The Cloaked Vigilante will usually stay within strict guidelines in this campaign against evil, often employing gadgets, a secret identity, and a few loyal assistants to help him in his quest to remove crime from the world. In many cases these Cloaked Vigilantes were victims of crime, like The Avenger, The Batman or Mack Bolan. Sometimes they were even former criminals themselves, like The Shadow. Whether atoning for past wrongs or preventing what happened to them from

ever happening to anyone else again, the Cloaked Vigilante combats a never-ending battle against those who break the law. Cloaked Vigilantes are particularly well suited for Crime Fighting, with crime posing the very reason for their secretive ways, whether for the protection of innocents or merely to strike fear into the hearts of their foes.

Organized crime offers a unique situation to the Cloaked Vigilante sub-genre. These so-called "crime families" operate outside the law, often with little or no regard for it at all. Their arms are long-reaching, as are their memories. They possess their own private armies and arsenals, while the Cloaked Vigilante usually operates against them alone, or virtually so, with little help from anyone. These crime syndicates' control reaches into the political offices of city, state, and often federal governments. They have elected officials in their pockets, either by bribery or through blackmail. In America, Prohibition opened up a golden opportunity for black-market crime, and it became a booming business. Even after Prohibition was repealed, the damage was done. Criminals had carved their niche in society. A good example of the Crime Fighting genre can be seen in the motion picture *The Untouchables*, detailing the Chicago mob, and Elliot Ness' war against Al Capone.

Movies to use as an example

The Shadow

The Phantom

Green Hornet

Zorro

Dick Tracy



Elly del Sarto

Creating a Cloaked vigilante

Generate your characters abilities just like the basic rules but instead of picking a class you use the rules presented here. Select two skills and roll 2d10 +30% for each to generate the starting skill levels.

Starting Skill choices.

Public relations	Art Expertise
Forgery	Stealth
Disguise	Pick Pockets
Counterfeit detection	Public speaking
Card Games	Boxing

The following are tips for players with Cloaked Vigilante characters:

1. Become acquainted with as many PCs and NPCs as possible. You never know when you might need a tip or a favor. Cloaked vigilantes should make a point of becoming acquainted with the local police, ward bosses, politicians, crime reporters, bootleggers and secretaries in the offices of the high and mighty. They are valuable sources of information.
2. Make good use of public information sources such as credit bureaus, car license branches, city agencies which give building permits, zoning changes, business licenses, etc. They are easy sources of fast and often very important information.
3. Always protect your secret Identity. Essentially, this means either keep your face covered, masked, or disguised some way or eliminating, making sure they won't talk or discrediting those who happen to see it uncovered

Special case Encounters. There is a 65% chance each game week or gaming session that they will uncover some type of criminal activity that needs their special attention. The clues that leads them to the activity depends upon the characters weekly actions, the amount of activity of the Unknown going on in the campaign (both by PCs NPCs) and the game judge's discretion.

What you did before you donned the black mask

Your Origin what did you do before you donned the mask.

First roll a d10 to see which table to use.

D100	1-5	6-10
01-03	Academic	Accountant
04-06	Acrobat	Ambassador
07-10	Animal Handler	Antique Dealer
11-13	Archeologist	Architect
14-17	Athlete	Athletic Manager/Coach
18-20	Athletic Trainer	Attendant (Asylum)
21-24	Aviator	Bail Bondsman
25-28	Barber	Bartender
29-32	Book Dealer	Boxer
33-36	Bored Civil Servant	Bounty Hunter
37-40	Businessman	Charter Boat Captain
41-44	Clerk	Cook
45-48	Copywriter	College Student
49-51	Cowboy	Dentist
52-55	Driver	Entertainer
56-59	Executive	Explorer
60-63	Farm Hand	Farmer
64-67	Film Crew	Film Star
68-71	Gambler	Foreign Correspondent
72-75	Golf Pro	Jazz Musician
76-79	Librarian	Military Veteran
80-83	Merchant Marine	Missionary
84-87	Painter/Sculptor	Pharmacist
88-91	Professional Athlete	Politician
92-95	Professor	Radio Announcer
96-99	Sailor	Shopkeeper
00	Steamship Captain	Military officer

Name generator

Your cloaked hero should have a name that strikes fear and helps provide a cover for his activities. Flimsy covers that wouldn't last five minutes in the real world are so common and yet they somehow stand up to the scrutiny of hostile and friendly intelligence agencies, the media, police, friends, relatives, co-workers, employers, and other heroes-no matter what.

Stuck for a name.

D10	First part	Last part
1	Green	knight
2	Silver	Lama
3	Bronze	Bat
4	Black	Enforcer
5	Golden	Avenger
6	Avenging	Spider
7	King	Devil
8	Midnight	Tiger
9	Cobalt	steel
10	Silent	Justice

Example: Tom will play a guy known as the Bronze Enforcer.

Benefits of Gaining Levels.

Cloaked Vigilantes who go up in level gain the following special benefits in addition to the normal benefits:

Level 2-the character's Presence score is temporarily increased by (20) two points (to a maximum of 10) whenever he or she is dealing with criminal NPCs.

Level 4-the character's Luck score is permanently increased by 1d10 points.

Level 6-the character can lose his secret only if convicted of a felony; this prestige is enough to prevent local officials from revealing his identity to the public unless he is convicted of a capital offense.

Level 8-the character gains the permanent friendship of any law enforcement agency of his or her choice.

Killing Suspects.

If a Cloaked Vigilante kills a suspect while trying to arrest him, the character earns experience points as though he had made the arrest. The character does not earn X.P.s if the suspect was not guilty or if the judge decides the character did not need to kill the suspect to protect himself or the public.

Earn XP for	XP earned
Arrest criminal for Felony	1,000xp x level of Criminal
Criminal convicted due to your actions	An additional 1000 xp
Crime stopped	500xp x lvl of the perpetrator
Solve a crime	1,000 xp x level of criminal
Rescue	200xp x lvl of the victim
Bust up a Conspiracy	3,000 xp
Stop a world class conspiracy	5,000 xp x level of criminal
Stop a Misdemeanor	100 xp x lvl of the perpetrator

Keeping the secret

If the player Keeps the characters Id secret during the adventure he gains a 10% bonus to XP.

Mystic



Seekers of Hidden Knowledge Beyond the Veils of Consciousness of life beyond the grave.

With the death and destruction of the war to end all wars Spiritualism was a means of coping with the horrendous loss death and trauma. Men and women all over world tapped into this need for those still trying to come to grips in the years following World War I.

How to Play A Mystic

It is assumed that most PCs who play Mystics will play honest agents. No matter how you play them you are a bit of a huckster or con artist, your biggest aim is to have an air of mystery about yourself. Here are a few tips to playing a mystic:

Become acquainted with as many PCs and NPCs as possible. You never know when you might need a tip or a favor.

Try to keep the public trust, public opinion is your best tool.

Make good use of public information sources such as credit bureaus, car license branches, city agencies which give building permits, zoning changes, business licenses, etc. They are easy sources of fast and often very important information.

Always get at least part of your fee in advance.

Try to have at least one person who will have your back no matter the risk or implications

Select two skills and roll 2d10 +30% for each to generate the starting skill levels.

Starting Skill choices.

Public relations

Forgery

Disguise

Counterfeit detection

Card Games

Art Expertise

Stealth

Pick Pockets

Public speaking

Boxing

Scam artist

The judge should assume 65% all NPC Mystics are dishonest. PC Mystics should note this can make their job much more difficult as people try to expose them as frauds. Dishonest mystics who are caught can face charges of fraud or even conspiracy depending on their actions.

Expenses

Mystics often need a place to work out of, they need a place to bring clients. So, they must provide themselves with an office, a secretary, and a city business license. These cost between \$50 and \$75 per week, but all Mystics are assumed to earn enough money in minor cases to cover these and other office expenses.

Special case Encounters. There is a 75% chance each game week or gaming session that some person will seek them out actively seeking information about a love one or some type of information. The information the Mystic finds depends upon his actions, the amount of activity of the Unknown going on in the campaign (both by PCs NPCs) and the game judge's discretion.

If any Mystic goes four weeks without a special case, and does not have at least \$100 in reserve, that Mystic must get a special case the next week or he will be unable to pay his expenses and will be kicked out of his office.

At the beginning of the campaign a mystic makes a Luck check to actually have ESP. If they fail, they do not have it but may still play a mystic.

Mystics earn EXP just as a Cloaked vigilante.

Extrasensory perception or ESP, also called sixth sense, includes reception of information not gained through the recognized physical senses but sensed with the mind. This skill starts at 2d10 + 19% and can be improved like any other skill as they level.

Heightened Focus

Mystics have a		Focus
discriminating sense of	D10	The item
awareness and have	1	Crystal Skull
learned to read people	2	Deck of cards
by giving them	3	A set of 1d10 bells
something to	4	Crystal ball
concentrate on while	5	Golden Brassier
they studied the	6	Tarot cards
surroundings.	7	Chinese Gong
	8	Old oil lamp
Each Mystic possess a	9	1d10 various bones and dice
Focus that helps them us	10	Silver dagger
this skill.		

Observation + 10 so long as they have this item and can sit and concentrate for 1d10 minutes.

After 1922

Cult and History knowledge, this will be able to answer questions about Egyptology with a base roll of 35% This skill be raised like any other skill gained.

This allows the Mystic to provide answers about various aspects of ancient Egyptian history, language, literature, religion, architecture and art from the 5th millennium BC until the end of its native religious practices in the 4th century AD.

Mysterious Powers



Each character has a 15% chance of having a mysterious power at the start of the game. Percentile dice are rolled and if 01-15 is obtained, that character has a mysterious, power. Of course, the Judge can allow each player to have a power if they so choose.

Unlike the other skills, this power is randomly selected on a d10. The possession of the power has nothing to do with the ability scores of the character, although the effectiveness of the power does.

Mysterious Power Table

d10	Power
1	Command
2	Confusion
3	ESP
4	Foresight
5	Hypnotism
6	Invisibility
7	Luck
8	Fear
9	Shadow Control
10	Luck

Command: With this power, the character can add +20 to his Presence at will. When he does this, all of the character's actions and checks related to Presence are based on its new value. However, the use of this power is more draining than normal Presence use – 10 points are temporarily lost from the character's Muscle every time this power is used. The lost Muscle points are regained after a full night's rest.

Confusion: A character possessing this power can attempt to confuse anyone within line of sight who has a Presence lower than the character. To do so requires that the character have a focus and that he be within 10 yards of those he is attempting to confuse.

The chance of success is equal to five times the character's Presence. If this number or less is rolled on percentile dice, the victim is confused. Confused persons may not take any actions against the character and will react as follows (roll 1d10):

D10	Effect
1-3	Does nothing, takes no actions
4-6	Retreats if possible
7-8	Attacks another person (determine randomly)
9	Acts in an irrational manner
10	Temporary Amnesia for 1d6 hours.

The Confusion power requires a full turn to activate and causes the user to temporarily lose 10 points of Luck. Any number of people can be affected by the Confuse power up to the user's Presence score so long as the victims meet the previously given conditions. Most of the time, anyone who is familiar with the character's power – that is, anyone who knows the character well – will be unaffected by the power. The only way in which someone who knows of the character's power will be affected by it is if the user concentrates solely upon the target. The chance of success is double the user's Presence.



ESP: Under certain conditions, a character with this power may attempt to discern the thoughts of others and sense hazy images of the immediate surroundings of the person being scanned.

The power is sensitive to great activity or emotional distress and so the character must first be able to relax and concentrate for 15 seconds, before indicating the person he wants to scan. The chance of success is equal to the target's Luck plus the user's Presence. If the results of the percentile check is equal to or under this chance, the attempt has been successful. If the percentile roll is 10 or more percentiles over the chance of success, then not only has the user failed to scan the target, he has in error scanned the mind of a random stranger anywhere up to 1d6 miles away. (Such an error could be a good method to lead characters into new adventures.)

Thoughts obtained via ESP will seldom indicate the age, sex, or name of the person being scanned whose true motives may also be carefully hidden or buried. In general, ESP will only hint or suggest at what the user is trying to learn, but this is often enough for a wily character!

Fear: Through the use of a focus, the character may cause unreasoning panic in those who observe him. The chance of success is a percentage equal to the average of the character's Presence and current Luck. This power requires that the character stand motionless for a full turn in full view of his intended victims, concentrating on his focus.

When this time has passed – provided the character has not been shot or otherwise had his concentration broken, everyone in sight of the focus who either do not know the character or have some reason to fear him must roll percentile dice. If the number rolled is equal to or less than the character's success number as figured above, that victim will first attempt to flee, or failing that, do one of the following two things, either cower or hide (Judge's choice, attempting to avoid the gaze of the character. Using the Fear power is a strain on the character, both mentally and physically. Each time the character uses this power, he suffers bruises equal to 1d10 Hit Points of damage, as if he had been in a fist fight.

Foresight: Due to his mental training, this character is often aware of things others might not notice. The character can also ask three 'yes-or-no' questions of the Judge per adventure. These questions must deal with some action that the character plans to take or be based upon information that character might realistically know or suspect.

Hence, a question such as, "Is he the ringleader of the smuggling ring?" would only be permissible if the character had some cause to suspect that person. The questions have a 10% chance of being answered incorrectly; this is secretly determined by the Judge.



Hypnotism: This power can only be used in non-combat situations and requires the use of a focus. By use of the focus, the victim is placed in a light, sleep-like trance. While the victim is in this state, the character can attempt to implant suggestions or extract information. To determine the chance of success, subtract the victim's Presence from that of the character to obtain a plus or minus-number. If the resulting number is negative, then the target is not affected, otherwise the number is then multiplied by 10. If the number or less is rolled on percentile dice, the attempt succeeds.

Certain suggestions, particularly those that would result in the death of the victim or someone close to that person, are more difficult to plant successfully. For these, there is only a 10% chance that the suggestion will be acted on after it has been made.

Invisibility: Use of this power automatically renders the character invisible to most persons around him. No die roll is required, as the success of the power is usually automatic.

However, the character is not actually invisible as those with an Observation of 90 or higher will be able to see the invisible character and will be able to direct others to that character. The act of confounding the senses of others is a physical and mental strain, so much so that the character suffers 1 Hit Point of damage in bruises for every Round or part of a Round that character remains invisible. Hit Points lost can be regained through rest, as if they were normal hand-to-hand combat wounds.

Luck: A character with the power of Luck has certain automatic advantages, provided that character's 'luck' is determined to be 'good' for that adventure. At the start of an adventure, the Judge secretly determines what the character's luck is, with a 50% chance of it being good, 40% normal, and 10% bad. 'Good Luck' gives the character a +10 to all chances to hit, whether in gun or hand-to-hand combat. Furthermore, the character is allowed a die roll to see if he succeeds in doing anything that would be feasible or remotely possible, even in situations where such success would normally be considered nearly impossible. It is up to the Judge to set the difficulty of the die roll. The less chance there is that something could actually happen, the harder the die roll will be to make. Hence, if a character with good luck were to fall from a plane at 5,000 feet, there might be a 10% chance that he could survive the fall relatively unhurt by landing in tree branches or a deep lake. All die rolls of this nature should be made secretly by the

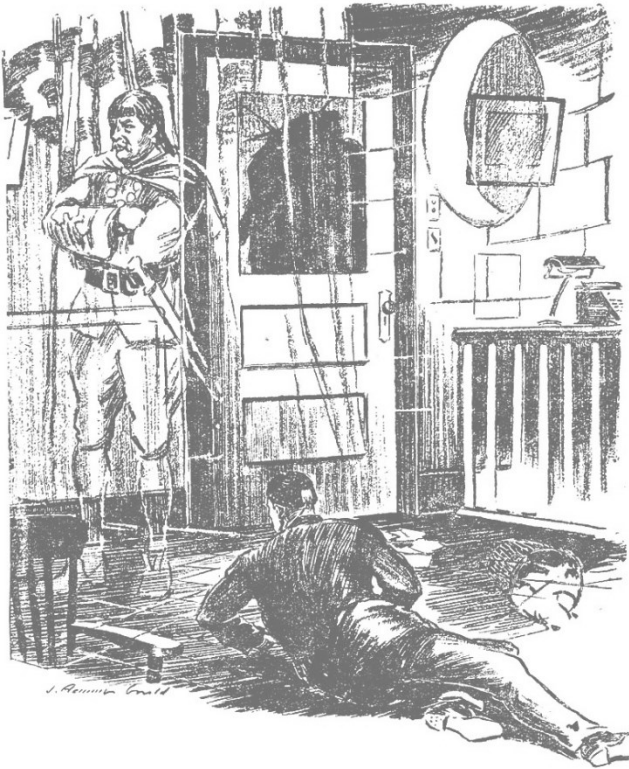
Judge. This roll is in addition to the character's normal Luck roll! The Judge must also be careful to see that a character with the Luck power does come to dominate the game, demanding die rolls for entirely inappropriate situations and depending upon his good fortune rather than on good roleplaying.

It is the responsibility of the player to suggest how such a lucky event might come to pass. If he cannot think of a method, the Judge is not required to give the character a luck die roll.

'Bad Luck' affects the character by reducing his gun and hand-to-hand chances to hit by 10. Bad or normal luck will also decrease the percentage chance of near-impossible success, perhaps (but not necessarily) all the way to zero.

Shadow Control: When using this power, the character will appear to be within a mass of inky shadows in which no clear features are discernable. These shadows will move with the character as flitting shapes. All attacks against a character using this form of the power will be treated as if he were a concealed target. The character can also use the power to create shadows of specific objects, even though the particular object may not actually be present at the time, or to alter the shadow cast by an object which is present. Both forms of the power require a source of light and shadow, hence the power will not be of use in a totally dark or shadowless area. Creating the shadows or shadow images causes the temporary loss of 5 points of Luck for each Round the power is maintained. Such losses can be regained through rest at a rate of 5 points for eight hours' sleep.

Sight: A character who has the power of Sight has developed and trained his senses to augment his sense of vision. He can see details of objects at twice the distance for a normal character, thus doubling the encounter distance (unless circumstances dictate otherwise). The character is also able to sense his way through areas of total darkness, smoke, or fog. Even if blindfolded, the character will be able to find the general location of all objects or people within 10 feet of him. Attacks made under such conditions will only suffer a -10 penalty on the chance to hit. Furthermore, a character with Sight can notice smaller details and has a +10 bonus to his Observation when searching for any stated thing.





Cults can appear in regular cloaked adventure

This is a handy chart in creating names for the cult.

D10	First Part of the Name	Second part
1	The Way of the	Third eye
2	The Cult of the	Blood eye
3	Sisterhood of the	Broken sword
4	The Shining	Fallen God
5	The Maddening	Cursed One
6	The Brotherhood of the	Burning Sea
7	The lost	Black Hand
8	The followers of the	Lost sheep
9	The Fallen children of the	Burning Pit
10	The Shepard's of the	Eternal way

Why they do what they do

d100	Odd	Even
01-05	Destroy a relationship	Uphold an oath
06-10	Secure payment	Satisfy a curiosity
11-15	Spy on another	End a rivalry
16-20	Silence someone	Escape punishment
21-25	Right a wrong	Prove someone's innocence
26-30	Usurp someone's power	Become infamous
31-35	Find a missing person	Establish a relationship
36-40	Set an example	Regain power
41-50	For fun	Make someone envious
51-55	Subdue a movement	Make someone succeed
56-60	Attract a following	Find an antidote
61-65	Find a missing object	Overturn a decision
66-70	Test someone's limits	Avoid responsibilities
71-75	Pay a debt	Make someone angry
76-80	Establish a new identity	Regain fame
81-85	Find a lost treasure	Dominate an Organization
86-90	Damage another's reputation	Protect a reputation
91-95	Assume another's identity	Perform a religious ceremony
96-00	Find spiritual enlightenment	Earn money

Traps



There are times when criminals boobytrap access to their still, hide outs or the warehouse where they store their stash. These traps can take many forms from Shotguns wired to blast trespassers to spring loaded blades to trap doors that swing open when a character walk over it. If any character does something which could trigger a trap (such as walking over a certain point), the trap will be sprung. The Judge should let players make an observation or Luck check for each character

passing the spot until the trap is either sprung or safely passed by all. Any trap that is triggered will automatic inflict damage or its effects once sprung, and traps are not considered part of combat. The Judge may allow a Saving throw to avoid the full effect or reduced damage on a case by case basis.

Each trap will do a certain amount of damage based on the type of trap. The trap could be falling bricks, a shot gun blast or even poison gas but they all will fit on of the types below. The Judge sets the type as they see fit for the situation.

Type of trap	Damage inflicted
Minor hazard	2
Moderate hazard	4
Major hazard	6
Harrowing hazard	8

The Get away

Running from the law or in hot pursuit of a bootlegger, chances are the characters will get into some sort of chase during the game. Whether it's a run through crowded city streets, a duel between trucks on a lonely mountain road, or a policeman riding horseback through the city parks, you need to know how your character can stay ahead in a chase. The rules are the same for all modes of travel from foot chases to high speed boat races.

Cars

In these rules, the word car means any type of motor vehicle. When characters are traveling in a car, one character must be Driving.

Car Movement

all Vehicles have two speeds; slow and fast. The distance a car can move in one turn is shown on the CAR MOVEMENT TABLE this is considered one length for chase purposes.

Speed	Feet	15' map	5' map
Slow	30	2 squares	6 squares
Fast	75	5 squares	15 squares

A car must move at slow speed for at least two turns before it can move at fast speed. A car moving at fast speed can slow down (brake) to slow speed at the end of any turn. A car moving at slow speed can stop at the end of its move on any turn.

A car moving at fast speed can stop by braking to slow speed at the end of a turn. It must then drive at slow speed or two turns, and can stop at the end of the second turn.

Optional Movement Rates

Using these optional rules, cars can move at any speed that is an even multiple of 10 miles per hour (10, 20, 30, 40, etc.).

A car moves 15 feet per turn for every 10 mph of its speed. For example, a car traveling at 40 mph will move 60 feet per Game turn ($4 \times 15 = 60$).

Traffic

Driving around town and chasing cars is of course affected by Traffic density at various times of day. The amount of traffic found in

downtown areas at various times are shown on the TRAFFIC DENSITY TABLE. The Effects of Traffic Density. Traffic density affects the chance that a driver will crash. A character's Driving score is modified by the types of traffic as follows:

TRAFFIC DENSITY TABLE		
Time of Day	Type of traffic	Modifier
10:01 p.m. to 6:00 a.m.	Light	+10
6:01 a.m. to 9:30 a.m.	Heavy	-20
9:31 a.m. to 12:00 noon	Moderate	0
12:01 p.m. to 1:30 p.m.	Heavy	-20
1:31 p.m. to 3:30 p.m.	Moderate	0
3:31 p.m. to 6:30 p.m.	Heavy	-20
6:31 p.m. to 10:00 p.m.	Moderate	0

Keeping Track of Car Movement.

When used on the maps, the car counters should be placed so the front of the counter is pointing in the direction the car is moving. When the car moves, the counter is moved the appropriate number of squares on the map. (On the 15-feet-per-square map, the front half of the counter shows the position of the car.

Who has the lead?

Most cases involve two sides, or two characters. In either case, the person or group being chased is called the Leader, and the person or group doing the chasing is called the Follower.

You need to know how far apart the Leader and the Follower are when a chase begins. All chases use the term Lengths instead of squares as its measurements. The number of lengths that the leader covers before the Follower takes after him is called the leader's head start. Roll 1d10 for length.

HOW FAST IS EVERYBODY GOING?

From a stop

Add leaders head start + leaders move – follower move

Each turn moving

Leaders move – followers move = lengths ahead

Closing the gap: this can be done by:

Taking risk, such as taking a corner too fast, jumping over obstacles, flying too low

Hazards

In a chase, there's a bunch of different kinds of obstacles and complications that can come up. Here's a sample but not comprehensive list. In general, the checks to pass these obstacles are at a -20. If you fail the check, you drop back 1d10 lengths; if you roll a critical failure you take 5 bruise damage from a collision or similar mishap.

Roll 1d10 for what type, or choose one:

1. law enforcement- run into cop or right through a police operation
2. Simple– barrels, gate, street vendor's blanket, etc.
3. Barrier– fruit cart, unexpected turn
4. Wall – traditional "end of alley" wall, fence
5. Gap– ditch, open manhole, pit
6. Traffic– pedestrians, bootleggers, taxi
7. Squeeze – crawlspace, hole in wall, between two parked trucks
8. Water – river, wharf, pool, fountain
9. Terrain – gravel, mud bank, slick cobblestones
10. Construction Site- Piles of brick, workers, supply trucks

Country Road Hazards

D10

1. law enforcement- run into cop or right through a police operation
2. Gap– ditch, washed out road, pit
3. Terrain – gravel, mud bank, snow
4. Swerve to make or miss– fruit cart, unexpected turn off
5. fallen tree or farm animals block the road
6. Slow moving tractor or horse cart
7. Herd of cattle, sheep or horses block the way
8. Barn raising had blocked the road with dozens of cars and wagons.
9. law enforcement- run into a cop chasing someone else!
10. Bootleggers loading trucks

Special Driving Actions

There are three-special driving actions: racing turns, bumping and cutting off.

Racing Turns.

A driver using a racing turn sends the car into a skid by slamming on the brakes and then uses the skid to turn the car around 180 degrees. This action can only be attempted at fast speed. It requires a Driving check with a modifier of -30. Failing the Driving check means the car crashes. If you pull this off you can gain 1d10 lengths.

Bumping.

Trying to force another car to crash by smashing into its side or rear is called bumping. A car can bump at any speed. When a driver tries to bump another car, both drivers must make Driving checks. The driver who is bumping checks normally. The driver who is being bumped checks with a modifier of -30. If both drivers try to bump at the same time, both check with modifiers of -30. A driver can bump only once every three turns.

Cutting Off.

Forcing another car off the road by passing it and then turning directly in front of it is called cutting off. Cutting off can be done at any speed. The driver who is cutting off the other car must make a Driving check. If the check fails, neither car crashes. If the check is successful, the driver of the car being cut off must make a Driving check with a modifier of -30.

Special Maneuvers

Special driving maneuvers can be attempted by the driver when the car has all tires intact and is traveling at high speed.

Bootleg Reverse

A car making a bootleg reverse uses the brakes to cause the vehicle to skid into a 180° turn and come to a complete stop. This maneuver is often performed as a way to quickly reverse direction. The maneuver takes two rounds to complete – one to turn to 90° and another to complete the skid to 180°.

Firing guns from Cars

Driving a car takes two hands, so a character who is driving cannot fire a gun. If the car is stopped, a driver who has a weapon must spend a turn drawing it or picking it up from the seat before he can fire it.

Shooting At Cars

Shooting at cars is handled exactly as the basic game with one exception. When a burst from an automatic weapon hits a car, the attacker must check to see where each bullet hits. Bullets that hit the windshield or a window will wound one passenger each. The game judge determines which passenger each bullet hits, either choosing

randomly or by considering the angle of the shot and the arrangement of the passenger's in the car.

Bulletproofing

Bulletproofing increases a car's Hit Points by 10 and reduces its top speed by 20 mph. The windshield and windows of a bulletproofed car can withstand five single shots or one burst before shattering. Bulletproofing costs one-half as much as the car being bullet-proofed. Touring cars cannot be bulletproofed.

Vehicle Hits

When vehicles are hit, roll for hit location to determine the effect.

Roll	Effects
1-2	Tire Hit: The vehicle takes 2 points of damage and suffers a Tire Blowout and the driver must roll to not crash at a -30.
3-5	Internal Damage: The vehicle takes normal damage and the engine is critically damaged and will stop in 1d10-1 rounds.
6-9	Body Hit: The vehicle takes normal damage. See also Passenger Injuries.
10	Windshield Hit: The vehicle takes a single point of damage and the window is broken. (If there are no windshields, the vehicle takes no damage but passenger injuries must still be resolved.)

Automobiles

Here is a list of classic American automobile types from the era.

Type	Passengers	Max speed	Hit points
Coupe	1-3	50 mph	25 +d10
Limousine	1-7	70 mph	40+ 2d10
Sedan	1-4	60mph	35 +10
Sport	1-2	75mph	25+d10
Sport Touring	1-6	65mph	30 +d10
Touring	1-6	60mph	30+d10
Truck Light	1-3	50mph	50+2d10
Truck heavy	1-3	50mph	70 +3d10
Motorcycle	1-2	75mph	15+ d10

Other dangers

Pedestrians

Any pedestrian who is about to be hit by a car should be checked for surprise on the turn before he will be hit. This check is not needed if the pedestrian could see the car coming. If the pedestrian is not surprised, he is allowed to make an Agility check on the next turn. A success check means the pedestrian dodged just in time to avoid the car. The pedestrian is hit if he fails his Agility check.

Any pedestrian who is hit by a car must roll on the CRASH DAMAGE TABLE. The pedestrian is injured exactly as if he were a passenger in a car crash. He is allowed to make a Luck check if the injuries are severe enough to kill him. Hitting a pedestrian has no effect on a car.

Collisions with Pedestrians

A car colliding into a pedestrian takes no damage from the collision, except cosmetic damage, while the passenger takes 4points of damage per 10 mph the vehicle was travelling at.

Collisions with Other Vehicles

A crash happens automatically whenever two cars are in the same space at the same time during their normal movement.

In addition, the driver of a car must make a Driving check whenever

1. The driver is surprised;
2. The driver is injured by gunfire or struck in a fistfight,
3. One of the car's tires is hit by gunfire;
4. The car goes through an intersection at fast speed;
5. The car is traveling at fast speed and makes a turn that is tighter than 45 degrees;
6. The driver attempts a racing turn or tries to bump or cut off another car (bumps, cut offs and racing turns are explained below).

A driver who fails one of these Driving checks must consult make a nerve check or get into a crash and they then take damage based on the nature of the collision.

Head-On Collision: Combine the speeds of both vehicles. Each vehicle takes 1d10 damage per 10 mph, while passengers in each vehicle take 3 damage per 10 mph.

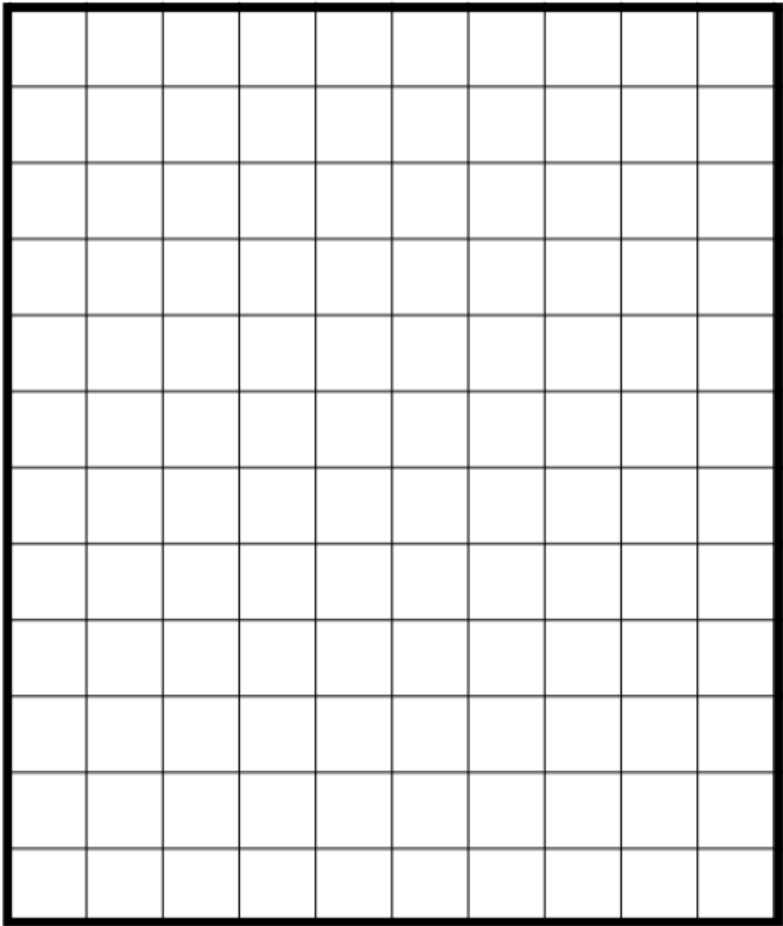
Sideswipe: A sideswipe does 1d10 damage to the vehicle hit and 1d10-1 damage to the attacking vehicle. Passengers in each vehicle take 1d3-1 damage.

Rear End Collision: Subtract the speed of the vehicle hit from the attacking vehicle. The vehicle hit takes 1d10 damage per 10 mph while the attacking vehicle takes 1d6-1 damage per 10 mph. Passengers in each vehicle take 3 damage per 10 mph.

T-Bone Collision: Use the speed of the attacking vehicle. The vehicle hit takes 1d10 damage per 10 mph while the attacking vehicle takes 1d10-1 damage per 10 mph. Passengers in each vehicle take 3 damage per 10 mph.

This is a handy list of the typical NPCs. The Judge can mix and match to make countless NPCs or roll up new ones. The Judge should assign Levels and skills as needed to fit the story they are telling. Of course, you can always use the USUSAL SUSPECTS card set as a ready source of NPCs.

NPC	Mu	Ag	Ob	Pr	Dr	Lu	HP
FBI Agent	80	85	90	7	88	30	22
Prohibition Agent	50	60	54	5	57	12	16
Patrolman	75	65	63	5	64	23	19
Police Sergeant	80	67	72	6	70	25	20
Police Captain	78	66	85	7	76	33	20
Detective	83	72	87	6	80	28	21
Private Investigator	73	68	89	6	78	42	20
Newspaper Reporter	55	60	93	4	77	16	17
Independent Punk	60	65	85	3	75	18	18
Gangster	73	58	57	5	59	14	19
Gangster Enforcer	98	72	43	8	58	12	22
Gangster Driver	37	92	88	3	90	09	18
Gangster Hit Man	71	88	83	5	86	15	21
Gangster Gun Moll	33	75	78	7	77	13	16
Syndicate Boss	62	54	89	9	72	39	17
District Attorney	51	48	90	8	69	40	15
Judge	45	39	96	9	68	26	16
Defense Lawyer	48	43	45	7	67	22	15
Store Clerk	50	55	65	3	50	14	15
Corporate Executive	48	52	74	6	59	16	20
Store Clerk	47	53	44	8	64	37	13
Blue Color Worker	83	62	82	6	53	20	15
Career Girl	28	43	65	5	63	22	16
Flapper	31	62	73	7	68	11	13
Ward Boss	61	49	83	8	66	24	16
Derelict	44	32	28	1	30	48	13



$$\boxed{} = \frac{}{\text{Scale}} \quad \frac{}{\text{Location}}$$