

GangBusters

GBM-2

WEIRD TALES

PARANORMAL INVESTIGATIONS

THE BLUE BOOK DETECTIVE AGENCY



WELCOME TO ROCK JUNCTION

GangBusters

WEIRD & TALES

PARANORMAL INVESTIGATIONS
THE BLUE BOOK DETECTIVE AGENCY™

MODULE GBM-2

WELCOME TO ROCK JUNCTION

By MARK A HUNT

EDITING AND ADDITIONAL DEVELOPMENT BY MATTHEW POOK

LAYOUT BY MICHAEL DARWIN

Black Mask

GAMES BY MARK HUNT

This module is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Mark Hunt.

GANGBUSTERS® is a trademark owned by Rick Krebs.

The Blue Book Detective Agency Beginner Game is a supplement for the GANGBUSTERS 1920s adventure game, and requires the GANGBUSTERS rulebook for more detailed play.

The names, descriptions, and depictions applied to this supplement are derived from works copyrighted by and include trademarks owned by Rick Krebs., and may not be used or reused without permission.

© 2016 The respective authors, artists and graphic artists. All rights reserved. All quotes are copyright their respective owners, and are quoted for purposes of illustration only.

TABLE OF CONTENTS

INTRODUCTION	1
WHAT YOU WILL NEED TO PLAY	2
WELCOME TO ROCK JUNCTION!	4
ROCK JUNCTION	7
ROCK JUNCTION PLACES	10
NEW CITY HALL	10
CITY COUNCIL	11
ROCK JUNCTION LAW	12
DISTRICT ATTORNEY	12
ROCK JUNCTION LAW ENFORCEMENT	13
BELOW ROCK JUNCTION	19
ROCK JUNCTION KEY LOCATIONS	20
ROCK JUNCTION MEDIA	21
ROCK JUNCTION BUSINESSES	23
OTHER KEY CITIZENS	31
APPENDIX A	32

INTRODUCTION

Rock Junction, a place where the folks here are as tough as the steel they make. A place where crime and men's hearts are just as dark polluted as the air they breathe.

GBM-2 Welcome to Rock Junction is the second in a series of setting supplements after nearly three decades for use with the **Gangbusters™ RPG** rules. It presents a new city for characters to explore using the **Gangbusters™ RPG** rules. This setting is specially designed for the Judge who needs to get back up to speed with the system in a fresh new city. It also enables the Judge to run a dynamic and exciting game, but one set in smaller, more manageable location.

Gangbusters is a game that takes place in the Roaring 20s and early 1930s, essentially the Prohibition Era, of America. The focus of the game is on Prohibition and the police/law enforcement struggle to control the streets and the halls of power. The player characters can take the roles of law enforcement, criminals, private investigators, reporters, and other types of roles. The **Gangbusters™ RPG** is set in Lakefront City, a fictional version of the city of Chicago, but **GBM-2 Welcome to Rock Junction** describes a new location, Rock Junction, an ostensibly fictional steel town located in the Midwest. The Judge is free to set the contents of **GBM-2 Welcome to Rock Junction** in Rock Junction or take those contents and place them in Lakefront City or whatever location suits his campaign.

The names of the characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead are merely coincidental. The information in this module is only for the Judge who will guide the players through the Game module. If you plan to participate in this setting as a player, please stop reading now.

WHAT YOU WILL NEED TO PLAY

In order to play **GBM-2 Welcome to Rock Junction** you will need a copy of the **Gangbusters** rule book, pencils, paper, two ten-sided and three six-sided dice, and your imagination! You will also need some time, somewhere comfortable to play, and maybe even some snacks.

THE RULES

The **Gangbusters** rules are fairly simple and straightforward. Remember that they use a percentile based system and in the basic game things are done via a d100 roll versus each character's Ability scores. In order to familiarize both yourself as the Judge and your players, you should play a small shoot out. This will not only get everyone comfortable with the rules, but get them involved in the game in some exciting action.

RULES AND IMPROVISING

From time to time you will need to make up events or NPCs as you play. You will never be able to predict or plan ahead for everything that your players and their characters might do. The adventure has left a lot of open spots so you as the Judge can fill in when the players wander. Do not be afraid to improvise as you go. Just be sure to keep notes so you do not forget important details as you develop a story or adventure in the middle of playing it out!

USING WELCOME TO ROCK JUNCTION

This setting supplement is meant to be played over a period of several weeks. In the time, **GBM-2 Welcome to Rock Junction** should be a place that the PCs (Player Characters) come to feel at home. The Judge should not try to rush the action, but should let the adventures and stories in Rock Junction develop at its own pace. If the players are having fun with the minor characters, then that is what **GBM-2 Welcome to Rock Junction** and Rock Junction is for. There are plenty of things the PCs can get involved in if they take the time to talk and get to know the NPCs walk the streets of Rock Junction.

FURTHER SUPPORT FOR ROCK JUNCTION

GBM-2 Welcome to Rock Junction contains enough information for the Judge to run or start a **Gangbusters™ RPG** campaign. Further support is available in the form of other products bearing this logo and all of them are compatible with each other. This will allow you to mix and match new options to add to you adventures.



NPC information is given as follows (sections are omitted if 'none':)

Name — Profession (Age, Ethnic background) Level and Class

Ability Scores (**MS** = Muscle; **AG** = Agility; **OB** = Observation; **DR** = Driving; **PR** = Presence; **LK** = Luck; **HP** = Hit Points)

Skills (if any)

Arrest Record (if any)

Tips for Character (if any)

Weapons (if any)

Valuables Carried (if any)

Vehicle Owned (if any)

History of character (if any)

Other Uses of Character (if any)

WELCOME TO ROCK JUNCTION!

The Midwest dread sometimes seized hold of Jon and refused to let go, especially on mornings like this one. The pale sun struggled to hoist itself above the infinite sea of corn. Jon could empathize. He sleepily stumbled down his driveway, his terrier, Benny, bouncing along at his heels. When he arrived to his fence, he saw that his mailbox had been destroyed. The metal box sat on the ground, crumpled like a piece of paper, with all of his mail shredded, aside from one single sheet, a nicotine colored piece of a paper with an ominous black handprint on it.

In moments, his hand ached from coiling it into a fist too tightly. The accident had taken a toll on his ability to do his job, and work at the fabrication shop had been slow. His family's finances were dwindling down to nothing. Jon knew what the black handprint signified. Everyone in Rock Junction knew damn well what it meant, too – pay up a portion of your monthly income, or something unpleasant is going to happen. Your car might be set ablaze in a grocery store parking lot, your family might be harassed and brutalized in countless unmentionable ways, or you might even leave home to run an errand and never return, only to turn up sixty miles away on the Lakefront City beach or in some nameless back alley with your neck sliced from ear-to-ear and your tongue ripped out. Truly, nobody in the little steel town had gone untouched by the Black Hand Society.

Joe glanced back at his starch white farm house. His little girl was playing with Benny, and the mutt was showering the little girl with kisses. The dog loved the girl fiercely. His wife peered out of the screen door; he could sense her worried eyes observing him. "*Julie,*" he called as he did his best to trot up the driveway. "*Start packing your things. You and Annabelle need to go to your mom's house for a while.*"

Jon's wife swiftly packed bags for herself and their daughter, and then he loaded them into the back of the family's Model T. Jon kissed Annabelle on the forehead, who protested at the thought of leaving Benny behind. As he kissed and bid his wife goodbye, he slipped a Colt Model 1903 Pocket Hammerless into her lap. "*Take care, I love you.*" He forced a smile. Then Julie was moving, easing the car out of the driveway and onto the road. He watched it disappear, feeling a mixture of trepidation and relief as it did.

Jon called Benny to follow him inside, but the little mutt emitted a few defiant growls, yipped, and bounded off into the yard to patrol for vermin and whatever else that caught his perceptive nose. Warily, Jon left his pet behind and locked his doors, placing loaded firearms strategically throughout his home. If they mean business, then I'll show'em business he thought as he got a bottle of Gin off the kitchen table.

The day passed quietly and Jon began to relax. His wife Julie called to announce that she and Annabelle had safely arrived at his mother-in-law's house, several hours west of the corrupt little town. He started to go over ways that he could earn money, racking his addled brain for an answer. In time, his nervous thoughts subsided and he was lulled off to sleep, at least for a few hours.

The racket of furious scratching at his door sprang him from his sleep with a loud gasp. The remainder of his drink spilled across the floor. He clutched his shotgun as tightly as he could and shuffled toward the door. He slowly unlatched it and peered outside. He expected to see a well-dressed Italian man on the other side of a gun barrel, but there was nothing there aside from the thick and unnerving blackness which one only knows if they have resided in a rural area. His body flushed with relief as he remembered that Benny had refused to accompany him inside earlier that day.

"Ben," Jon called as he stepped outside and glanced around for his friend. Nothing. He began to whistle and walk down the driveway, but something stopped him – there was something whimpering out there. Jon thought that maybe Benny was sulking from being left outside in the damp chilly night, so he began to beckon the animal again. Still nothing, but something caught his eyes.

Jon nestled the butt of his weapon against his shoulder, cautiously approaching the wooden crate at the end of the sidewalk. As he grew closer, he could see the outline of a handprint on the crate. This time the handprint wasn't in the infamous black ink that the town had come to fear. It was blood. The shiny red liquid seeped out from the bottom of the crate. Jon felt a chill coming over him, his body filling with a painful urge to panic, a feeling he had never felt before as he nudged the crate open.

Nestled at the bottom of the crude crate was Benny's decapitated head. The little dog's eyes still wide open, murky and taciturn, somehow still glinting with the terror he had felt in his last moments. Jon started at the sight, stumbling back and dropping to his knees, a stifled scream on his

lips. Before Jon could think to run back to his home, or madly search his property for the monstrous perpetrators, he felt something poke the back of his head.

A grimacing dark-haired man stood behind him, holding a gun directly against Jon's skull. "I think you owe me something, Jonny." The stranger's cacophonous northeastern accent reminded Jon of every Italian Mafia themed movie he had ever watched. No words came to him, just unadulterated fear and thoughts of his sweet family. "Not much of a talker, are you? Don't fret, you strike me as a cat person anyway," the man laughed obnoxiously over the sound of his thumb readying the .45.

Name: *Rock Junction*

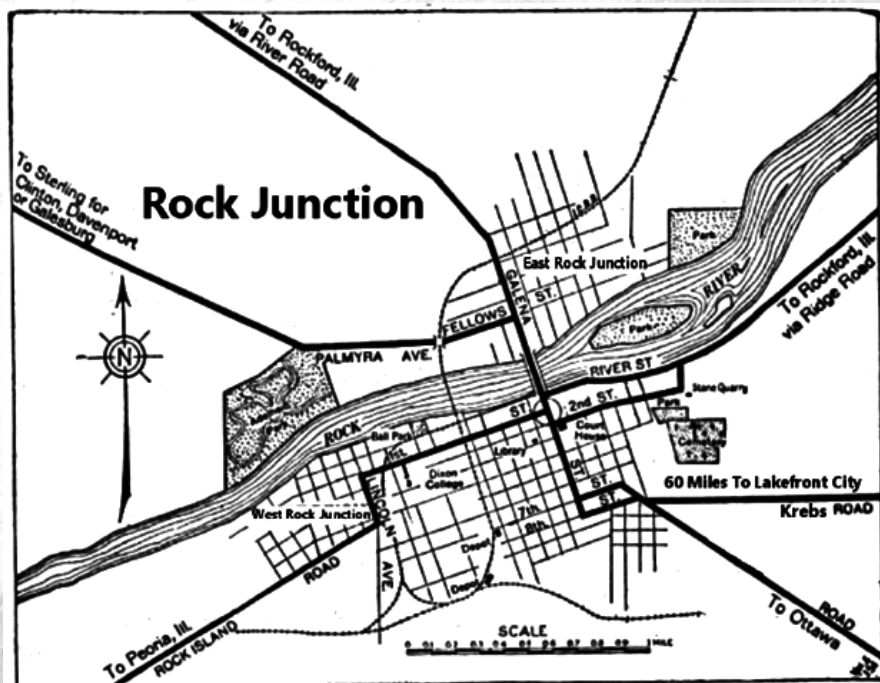
Nicknames: Steel City, The Crossroads of America, Little Budapest on the Rock

Slogan: *We build America!*

Population: Assimilated (50%), Hungarian (20%), German (10%), Italian (5%), Black (5%), Chinese (5%), Russian (3%), and Jewish (2%).

Newspapers: *Rock Junction Daily Star*, *Rock Junction Argos*

Radio Station: *WRJX*



ROCK JUNCTION



"We build America!" is our slogan. Rock Junction is a steel town sixty miles from the sprawling, brawling metropolis of Lakefront City located somewhere in the American Midwest on the beautiful shores of Lake Michigan at the confluence of three major roads. One road leads to Lakefront City, a second heads further into the state to the Canadian border, and a third leads back east.

Located at the Crossroads of America, Rock Junction provides the perfect location for a weekend getaway, a family vacation, a business trip, or a night on the town. Relax in our parks or sail our rivers! Spend the day shopping in our Downtown shopping district, filled with boutiques and galleries. After dinner, take a long a long walk under the stars with Lakefront City beautiful skyline twinkling across the calm waters of Lake Michigan and then when night draws near, get dressed up – the 7th Heaven Club awaits!

The first European-American settler, Tom McMasters, arrived in 1817 along with his brother-in-law Charles Black, and a young man named Clark Dowling. McMasters' family followed soon after. In 1820, the Rock Junction Company, a land development company formed by Charles Black, plotted a village and named the settlement. McMasters became the first postmaster in 1838. Rock Junction incorporated as a village in 1825 and then as a city in 1845. The McMasters family has been in power

ever since, either as city mayor or head of the local fraternity, the Order of the Silver Palm – if not both. If you want to get anything done in Rock Junction, membership of this fraternity is a must.

The Rock River provided power for its mills and Rock Junction quickly became a mill town as well as an agricultural market for the surrounding counties. A railroad line arrived in 1852, fostering the development of its other industries. The presence of several major manufacturers since the 19th century has given Rock Junction the reputation of being a factory town. The city has a population of 30,000.

LAW AND GOVERNMENT

Rock Junction's is the Council-Manager type. City residents elect a Mayor and City Council members from six districts. The council in turn selects a City Manager to handle day-to-day affairs of the city. The mayor presides over and is a voting member of the council. Council members are elected to four-year terms, staggered every two years. A mayor is elected every three years.

THE NATIONALITIES OF ROCK JUNCTION

The residents of Rock Junction consist of many different nationalities – Germans, Hungarians, Italians, and many more. Each has their own neighborhood, usually on the outskirts of town. The town's small Jewish population is clustered around the synagogue, while the Chinese families in the town, who between them own Rock Junction's ten laundries and handful of Chinese restaurants, live either above or behind these premises. There are few Black people in Rock Junction and most live on the farms nearby.

CRIME IN ROCK JUNCTION

One gang dominates Rock Junction – the Black Hand Society. The first members of the society arrived during the 1880s and by 1900, Black Hand operations were firmly established in the town's Italian-American communities. A branch of the Mafia, it is estimated that members of the Black Hand Society number over three hundred, plus affiliated members, the latter consisting of non-Italian members. The society's most visible activities consist of its numbers games and its street bookies, and whilst it does engage in petty crimes and prostitution, it leaves such crimes to its

affiliates. It does engage in bootlegging, but does so in conjunction with the out-of-town Purple Gang. There is some animosity between the Black Hand Society and the Purple Gang and the latter would happily squash the Black Hand Society if it had good reason and was not engaged elsewhere. The primary source of income for the Black Hand Society is extortion and the protection racket it runs. Certainly members of the Italian community and their American neighbors know better than to forgo the portion of their wages paid to the Black Hand Society in return for its protection. Those who refuse to pay quickly find themselves and their family subject to harassment, beatings, and sometimes worse...

ROCK JUNCTION PLACES

NEW CITY HALL – 100 N. Main Street.

Opened on April 26, 1899, Rock Junction New City Hall rises 254 feet above the landscape, easily making it the most visible landmark on the city's skyline. It is an impressive structure of brick and steel. All of Rock Junction's city services are housed under the roof of New City Hall.

THE MAYOR

Clark J.T. McMasters — Mayor (Age 56, Assimilated) Level 8 Politician

MS = 24; **AG** = 62; **OB** = 65; **DR** = 49; **PR** = 8;
LK = 39; **HP** = 12

Skills: Public speaking 75, Government 80, law 70, History 70

Weapons: Walking cane.

Carries: Typically \$50 carried in cash and \$150 in jewelry on him.



"In government, it is good to have a healthy amount of impatience. The Rock Junction City Council is about the business of moving our city, forward faster!"

Clark J.T. McMasters, a Republican, was first elected Mayor in November, 1918, by capturing over 84% of the vote against his Democratic opponent on a strong business recovery ticket. He has won each of the elections since. Prior to this he had been a city councilman and the city manager. He is the sixth member of his family to be city mayor and is strongly pro-business, pro-Prohibition, and pro-law and order. He is not anti-union, but he is anti-union action. He is an honest man who truly wants the best for his town. He does not believe that the Black Hand Society is real and thinks that is just some foolish kids pranking people and the imagination of reporters writing for the Lakefront City Tribune and the Rock Junction Daily Star. He genuinely hates Mathias Pouke, the editor of the Rock Junction Daily Star.

Mayor McMasters is married with three children (his eldest son was killed

during the Great War). His wife Cecile is more interested in activities of the Rock Junction Light Operetta Society and the Rock Junction Kennel Club than in her husband, which means that sometimes the Mayor is starved of female company. Nevertheless, Cecile is always on his arm when needed.

THE CITY COUNCIL

Rock Junction City Council is composed of six councilmen (two from each ward) and one councilmen-at-large (elected by all wards). All council members are elected for four-year terms, with the elections staggered so that only half the council is up for re-election in any given election year. Currently, five of the Republican councilmen are staunch supporters of Sheriff, and could prove troublesome to the Mayor.

ROCK JUNCTION CITY COUNCIL MEMBERS

Malcolm Gunther (*Republican Party*), **Ward 1:** Malcom has trimmed gray hair and gray eyes. He wears a casual suit and a gold wrist watch. Ambrose is idealistic and pious.

Wade Wolcott (*Republican Party*), **Ward 1:** Wade has short blond hair and pale blue eyes. He dresses casually and has a reputation for being fair and courageous. He is a veteran of the Great War.

Luke Carver (*Republican Party*), **Ward 2:** Luke has trimmed silver hair and large hazel eyes, and an unusual mark on his left eye. He wears a grey suit and carries a walking stick. Hancock is aggressive and craven.

Truman Merriam (*Republican Party*), **Ward 2:** Truman has a long face, with short gray hair and green eyes. He wears a casual suit and a long trench coat.

Sherman Zimmer (*Democratic Party*), **Ward 3:** Sherman has a long face, with short red hair and narrow gray eyes. He wears a dark suit and a fedora hat. Sherman seeks only wealth and fame.

Luther Corbin (*Democratic Party*), **Ward 3:** Luther has short white hair and hazel eyes, and a distinctive mark on his arm. He wears simple clothing and a flat cap. Luther is searching for his lost daughter.

Grant Whitlaw (*Democratic Party*), **At Large:** Grant has a square face, with short golden hair and brown eyes. He wears a casual suit and a bowler hat. Grant seeks to prove himself to his peers.

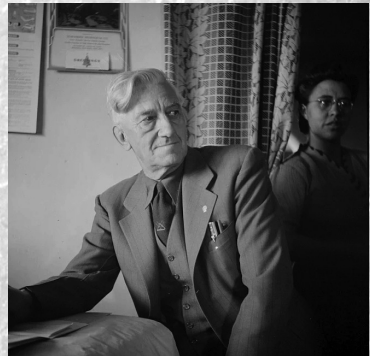
ROCK JUNCTION LAW



The offices of the Rock Junction Law Department, based in New City Hall, provide all legal services for Rock Junction. This includes legal counsel and representation to City departments and officials. The Law Department also prepares and reviews contracts, ordinances and other legal documents. In addition, the Law Department prosecutes persons accused of violating city ordinances. The Law Department does not provide legal advice to members of the public.

THE DISTRICT ATTORNEY

Derek Jones – Tough and no nonsense, he is incorruptible. He is, however, often swayed by a good story. He may be lenient with college students and the local veterans. He is not too fond of the sheriff and the tactics he uses. Derek is blessed with boyish good looks, short golden hair and brown friendly eyes. He wears a casual suit and glasses with silver rims, the latter which he likes to use as a prop when he is courting making a summation. Derek speaks with a soft, whispery voice.



Earl G. Higgins – Judge Higgins is a recent appointee to the bench, a position he achieved with the help of the Black Hand Society. He is deep in the hip pocket of the criminal origination and thus readily imposes lenient, sometimes token fines, upon accused members of the so-called Black Hand Society or those that the society does not want imprisoned. Judge Higgins often accuses the District Attorney, the Sherriff, and the newspapers of stereotyping members of the Italian-American community.

Herman Culpepper – Judge Culpeper is a bitter old man with an ax to grind. He is seen as the hanging judge. He cares for no one and none in Rock Junction cares for him. Somehow he keeps getting elected. Some say he has dirt on just about everyone.



ROCK JUNCTION LAW ENFORCEMENT

Law enforcement in Rock Junction is carried out by the Rock Junction Sheriff's Department. Founded in 1867, its primary duties are controlling the county jail, guarding the courthouse, serving court documents, and overseeing evictions and property auctions. Although it patrols the city and carries out other law enforcement duties, these tend to be of a secondary concern, especially in the county at large. This makes it relatively easy for most crooks to get away – and to get away with it.

The stated purpose of the Rock Junction Sheriff's Department is to work in partnership with the Citizens to improve the quality of life by enforcing the laws of the city, state and federal government, while applying the highest standards of professionalism, integrity, and accountability, but in truth this department is filled with infighting and political backstabbing.

The Sheriff's Office is located down town across from the court house with the jail above the office. The jail can hold twenty in eight different cells.

This small department consists of twenty-eight men and nine women. Several of these are Black officers who work undercover to infiltrate subversive groups such as communists, anarchists, and labor unions. Since police salaries average less than \$200 a year, many officers must find ingenious ways to supplement their incomes. 'Licenses' are sold to pickpockets and bunko artists to allow them to ply their trades with impunity; the police judge the take and the percentage due them by gauging the number of victim complaints. Other criminal enterprises, especially bootleggers and gambling houses, are raided and shaken down for protection money.

If the corrupt practices of its officers damage the department's integrity, its sheriff brings it notoriety. The position of sheriff is an elected one and the current incumbent, Oszkár 'The Wizard' Újvári, a larger than life figure whose outbursts and confrontations with the District Attorney have made the Rock Junction Sheriff's Department the laughing stock of state law enforcement and the subject of any number of cartoons in the local newspapers.

THE SHERIFF

Oszkár 'The Wizard' Újvári —
Sheriff (Age 58, Hungarian) Level
9 Sheriff

MS = 69; **AG** = 42; **OB** = 75;

DR = 84; **PR** = 9; **LK** = 33; **HP** = 17

Skills: Law 80, Riding 95, Whip
68, Pistol 78, Public speaking 77,
Ranching 77, Rope Tricks 78

Weapons: Smith & Wesson
Military & Police .38 Special
caliber revolver, whip, and a boot
knife.

Oszkár 'The Wizard' Újvári is the
ebullient, straight-talking, larger-
than-life, cigar-chomping, hard-



drinking Hungarian immigrant who moved to Rock Junction twenty years ago to seek his fortune. Prior to his family coming to the USA and settling in the Ohio Valley, Újvári had been a csikós horseman, a cowboy in Hungary, but when he first arrived in the city, he applied for a job with the Rock Junction Sheriff's Department. His application was turned down and instead he got a job at Rock Junction Steel, the mill owned by the McMasters family, where he became increasingly dissatisfied with the workers' conditions and those around him in the Várkerület ('Castle District') named for the way the Hungarians stick together. Instead of campaigning against this as part of the Amalgamated Association of Iron and Steel Workers, which would have curbed his political ambitions, he campaigned to become a member of the city council.

It took two attempts, but Újvári has sat on the City Council as a councilman for his own district and then as the Councilman-at-Large. Having made a name for himself by speaking out for the workers and other minorities, he stepped down at the next election and ran the Sheriff's Office. He won – much to the annoyance of the mayor and the district attorney and has since made a name for himself with his sometimes odd interpretation of what justice means. He also favors heavy-handed tactics and tends to over react to insults – last year he marched into the offices of the Daily Star and threatened to arrest the editor, Mathias Pouke, for a cartoon that satirized him.

Újvári enjoys police work and even took night classes in law before standing for sheriff. He is always on the back roads seeking out bootleggers across the county – this despite the fact that he likes to drink. On Sundays you can find him working the Chain Gang so his deputies can go to church. The Black Hand Society hates him because he has busted a couple of its operations, both raids making the papers. As a result, the Black Hand Society works very hard to keep out of his way and his notice. You can tell when 'The Wizard' is on the prowl by the sound of a whip he always carries.

Why is he called the Wizard?

Újvári has a way with animals and is a master on horseback, he often rides standing up on the backs of two horses this is traditional csikós style when he patrols the back roads. He is so skilled with the whip he can untie a man's shoe at a dozen paces. He knows dozens of rope tricks and ways to use his whip. Although he carries a regulation revolver, his first instinct is to go for his knife or his whip.

THE SHERIFF'S DEPARTMENT

James 'Jimmy' Tanner — Police Lieutenant (*Age 32, Irish*) Level 5 Police Officer

MS = 67; **AG** = 51; **OB** = 56; **DR** = 54; **PR** = 7; **LK** = 44; **HP** = 17

Skills: Fingerprinting 62, Chemical Analysis 72

Weapons: Smith & Wesson Military & Police .38 Special caliber revolver on a belt holster.

Carries: \$20 in his wallet.

Owns: 1919 Model T Ford Coupe

Being in law enforcement is the family trade for the Tanner family – Arthur Tanner was Rock City Junction Sheriff before the Great War and both of his sons are in the department. The younger of two brother, James 'Jimmy' Tanner is the more ambitious and has been to college and taken Federally approved courses in forensics. Jimmy is a hard-working law officer who doggedly pursues most criminals. He is willing to overlook bootlegging and gambling, however, which he does not consider truly criminal activities. He does his very best to work with his boss, but he often finds Sheriff Újvári's activities exasperating, something that he complains about when he gets home. Jimmy does not know that his older brother, Phineas, is crooked.

Phineas 'Fin' Tanner — Police Sergeant (*Age 44, Irish*) Level 4 Police Officer

MS = 58; **AG** = 55; **OB** = 64; **DR** = 60; **PR** = 7; **LK** = 46; **HP** = 17

Skills: Stealth 54, Ballistics 83

Weapons: Smith & Wesson Military & Police .38 Special caliber revolver .38 revolver and a nightstick in on a belt holster.

Carries: \$50 in his wallet.

Owns: 1921 Dupont Speedster Coupe

Phineas Tanner followed his father into the Rock Junction Sheriff's Department and has served for twenty years. He plays up his image as an Irish cop and caring sergeant, but there have been incidents when both his father and his younger brother, Jimmy, have got him out of trouble and kept him his job. What Jimmy does not know is that Phineas is corrupt and takes bribes from the Black Hand Society. His father suspects, but keeps quiet for the sake of Jimmy and Phineas' mother.

Luigi Vespacci — Patrolman, Car Patrol (Age 27, Italian) Level 3 Police Officer

MS = 86; **AG** = 79; **OB** = 72; **DR** = 76; **PR** = 6; **LK** = 13; **HP** = 22

Skills: Shadowing 51, Boxing 74

Weapons: Smith & Wesson Military & Police .38 Special caliber revolver and nightstick on a belt holster. Winchester Model 97 Trench 12G 2.75" caliber shotgun in patrol car.

Carries: \$10 in his wallet.

Luigi is a second generation Italian-American. He is a dedicated policeman who believes he is doing a necessary job the best of his ability. Recently, however, the edge has worn off his idealism, as he has seen too much corruption in official circles. Luigi and his partner Gus Peterson patrol the steel mills in a police car. If an alarm is sounded, they will probably be the first police officers on the scene. Stocky and well-built, he is the Sheriff's Department boxing champion.

Gus Peterson — Patrolman, Car Patrol (Age 27, Assimilated) Level 2 Police Officer

MS = 61; **AG** = 72; **OB** = 57; **DR** = 65; **PR** = 5; **LK** = 26; **HP** = 19

Skills: Fingerprinting 89

Weapons: Smith & Wesson Military & Police .38 Special caliber revolver and nightstick on a belt holster. Winchester Model 97 Trench 12G 2.75" caliber shotgun in patrol car.

Carries: \$30 in his wallet.

Augustus 'Gus' Peterson is a good cop gone crooked. He was an honest man until he needed money to pay for medical bills and now he is on the take. Currently this mostly involves looking the other way and convincing his partner, Luigi Vespucci to ignore bootlegging as a 'harmless' crime.

THE UNDERCOVER SQUAD

The Undercover Squad of the Sheriff's Department was set up during the Great War to investigate two fears. One was the possibility that the steel mills in Rock Junction were being infiltrated by German saboteurs, and the other that the Amalgamated Association of



Iron and Steel Workers was being subverted by members of the Industrial Workers of the World or 'wobblies'. After the war, the unit was almost disbanded, but the Rock Junction Chamber of Commerce lobbied the Sheriff's Department to keep it in operation.

The Undercover Squad consists of an odd collection of minorities and women who are known only to the head of the squad, Andor Kovacs, and not included in the Sheriff's Department's roster. He in turn reports directly to the sheriff. The squad mostly works out of a small farm house on the edge of town, but it also has a safe house on 4th street.

Andor Kovacs — Police Sergeant & Squad Commander (*Age 51, Hungarian*) Level 7 Police Officer

MS = 70; **AG** = 65; **OB** = 74; **DR** = 80; **PR** = 7; **LK** = 36; **HP** = 18

Skills: Stealth 54, Ballistics 83, shadowing 73, Boxing 66

Weapons: Smith & Wesson Military & Police .38 Special caliber revolver when on official duty and Smith & Wesson Safety Hammerless .38 S&W caliber revolver when on squad duties.

Carries: \$120 in his wallet.



Kovacs was a shepherd in the old country and takes the protection of his people every seriously. Andor has a round face, with short golden hair and gray eyes. He wears a casual suit and a long trenchcoat. He is not above putting the strong on his fellow deputies to get the back-up and the things he needs to carry out the squad's tasks. Nor is he above referring cases to the Blue Book Detective Agency that are beyond his ability or that of his squad to deal with. He has no love for the Black Hand Society and would love to take it down.

Marcus Hill — Undercover Police Officer (*Age 26, Black*) Level 1 Police Officer

MS = 70; **AG** = 65; **OB** = 74; **DR** = 70; **PR** = 8; **LK** = 37; **HP** = 19

Skills: Stealth 54, Ballistics 83, shadowing 73, Boxing 66, Acting 78, Law 80

Weapons: Astra Mod 200 .25 ACP caliber pistol.

Carries: \$10 in his wallet.

Marcus Hill is the latest recruit to the Undercover Squad, a theology graduate who put himself through law school and then was hired by Lukas Kovacs when his application to join the Sheriff's Department was turned down. Currently he is working in the community doing good deeds in the Third District.

BELOW ROCK JUNCTION



There is a small coal mine that was discovered when the town was first settled, but has long since played out. The mine was closed for safety reasons in 1891 and access to the shaft declared off limits. Recent road work has opened up a tunnel that joins the shaft to a maze of catacombs and sewers that now stretch for miles under the city. There are rumored to be hidden entrances into these lower depths from sewers and basements all over the city, but whatever the truth of the matter, the tunnels are being used by Bootleggers, Gunrunners, and fugitives from both the law and the criminal underworld.

ROCK JUNCTION KEY LOCATIONS



This section describes a few of the important places and local businesses in Rock Junction. Each of them contains the basis of one or more story ideas of their own, but the Judge should bear that Prohibition has just started and will heavily affect both your games and events in Rock Junction. It means that crime is on the rise, whether it is small time crooks are looking for a piece of the bootlegging action or the Black Hand Society in the background attempting to further its own ends. Already embedded in Rock Junction's Italian community, the Black Hand Society currently dominates Bootlegging in the city and the county due to its control over profitable blackmailing and organized theft operations.

The heart of Rock Junction is the city park, known as McMasters Park. Opened in 1887, it is surrounded on all sides by a high iron fence with entrance gained via four gates, one at each of the four cardinal points. Paths wind from these gates gently through the park to The Square at its center. The Square is dominated by a large fountain, but to one side there is a bandstand where the Rock Junction Fire Department Band plays on Sundays and Ragtime and Jazz bands play on Saturdays. On two sides of The Square there are rows of cafes and teashops, an aviary, and other amenities. The Square is also an open-air art gallery swarming with portrait-painters and charcoal-illustrators selling their work at starving-artist prices.

During the Great War, the park was known as 'Mud Park' because the army would hold drills and marches, often churning the ground up in the process. Today it is a favorite lunching spot for office and shop workers as well as somewhere to stroll on a Sunday afternoon. It is also the haunt of pickpockets and the occasional bunko artist. If you know who to ask, a thermos flask of 'tea' can be purchased – this is actually tea, but with a shot or two of bootlegged whisky in it.

ROCK JUNCTION MEDIA



Although it receives morning deliveries of the Lakefront City Tribune, it has two newspapers of its own. The bigger of the two is The Rock Junction Argos, a Hearst-affiliated title which publishes a morning and an evening edition. It is a staunchly Republican paper, supports the Mayor, and is seen as the paper of the establishment. It is resolute in its claims that the Black Hand Society is nothing more than Italian-American stereotyping. Most of its reporters have a conniving reputation and would do anything to get a story, but the paper is said to make stories happen and it often scoops its rival, the Rock Junction Daily Star.

The Daily Star is an independent, Democratic paper with a lower local

circulation consisting of a working class and immigrant readership. Under the editorship of Mathias Pouke it regularly publishes attacks on the Mayor, the City Council, the Sheriff's Department, and the Black Hand Society. Its cartoons satirizing all four are regularly cut out and pinned on notice boards. Despite this, the newspaper is selling poorly and the owners have recently set up a radio station to boost sales.

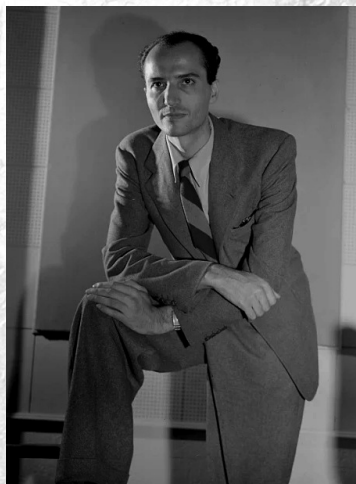
WRJX is trying to carve a niche for itself in the region with the latest news stories and farm reports. It is often seen as the only source of honest, truthful news in the city, but its management has close ties to the Democratic sheriff. Further, the management has to pay \$200 a month to the Black Hand Society to keep its antennas from being sabotaged. The radio station manager would love to expose the Black Hand Society if he could do it without risking his life.

Antonio 'Balena' Giovanni — Editor, The Rock Junction Argos (Age 61, Italian) Level 5 Editor

MS = 95; **AG** = 69; **OB** = 25; **DR** = 47; **PR** = 3;
LK = 39; **HP** = 22

Skills: stealth 70, Pick lock 65, Writing 77, law 55

Antonio Giovanni likes two things – good food, especially Italian food and getting the scoop on the Daily Star. He despises its editor, whom he describes as a low down Hun, and anyone who claims that the Black Hand Society is real. Such claims are an attack on all good Italian-Americans and he uses the pages of the Argos to smear and discredit anyone getting too close to uncovering the society. Were anyone to learn that he is a senior member of the society and the consequences for them could be dire. It would be a scoop though!



Mathias Pouke — Editor, Rock Junction Daily Star (Age 38, German) Level 3 Editor

MS = 30; **AG** = 75; **OB** = 49; **DR** = 62; **PR** = 6; **LK** = 11; **HP** = 16

Skills: Business management 68%, writing 80%, tracking 55%

Mathias Pouke is a recent German immigrant, having fled Germany following the Great War to avoid its politics. He is actually a failed writer, having wanted to write the great German novel and now wanting to

write the great American novel. Hired as a journalist, he has somehow found himself promoted after the last editor was fired and is trying to do the best that he can. So far he has managed to upset the sheriff – resulting in shouting matches in German across his desk – and the City Council. If they learned that they were both on the same side against the Black Hand Society, then the paper might get some real scoops.

Bobby Jackson — Manager, WRJX (Age 34, Assimilated) Level 4 Manager

MS = 27; **AG** = 21; **OB** = 81; **DR** = 51; **PR** = 4; **LK** = 37; **HP** = 10

Skills: Public relations 75

Bobby Jackson is a committed family man who truly believes that radio is the way of the future. When he is not working hard to get stories for the station, he enjoys playing golf. Anyone who could get him membership of Rock Junction Golf Club would secure his friendship.

ROCK JUNCTION BUSINESSES

THE PLAID CAB COMPANY

The pride and joy of Mr. and Mrs. Barney Adams, they started the company in 1898 with horse drawn cabs and have been moving people around the city ever since. The Plaid Cab is the largest taxi cab service in the city with over thirty cars. Barney lost his two oldest boys in the war and now has all his hopes on his youngest son, Walter Adams. When Walter graduates from the School of Commerce and Administration at the University of Chicago in a few months, they plan on turning the company over to him.

CARRUTHERS & CRABTREE CONTRACTORS

Carruthers & Crabtree is a major road construction company with contracts with the county and state. It pays regular bribes to county and state officials to hire prison labor and to gain 'padded' contracts that pay much more money than is needed to do the actual work. The company houses the prison labor it hires



for long term contracts in a building it calls the Bunk House. Little more than a warehouse, the conditions in the Bunk House are dreadful and the prisoners like to joke that they are glad to go out to work because the conditions are better outside. The staff at the bunkhouse are more neglectful than malicious, but they cover up deaths and accidents and often shoot escaping prisoners. Ultimately what matters is the bottom line and the company has become adept at playing both sides of the law against each other so they can make a buck.

EXCELSIOR HOTEL — 215 S. 2nd Street

The largest hotel in the city opened its doors in 1915 with fifty rooms; three years later, fifty more were added. The Excelsior is much sought after for conventions and meetings, and visiting dignitaries and celebrities will almost inevitably make a stop here. Daily room rates range from \$10 per night for a single to \$50 for a penthouse suite. Apartments can be had for upwards of \$35 a week. The dual-towered, Renaissance Revival building is also home to a night club, called the 7th Heaven Club. Located on the seventh floor, it is rumored that there is a casino at the night club. However, the building plans do not show any facilities that would suggest a casino was ever built.

THE KREBS OFFICE BUILDING — 164 N. 2nd Street

This ultramodern, ten-story art deco office building is prime real estate new businesses in the city, but has not quite seen the upswing in tenancies following the end of the Great War that the owners would like. Rental prices are 1d10+5 × \$10 per month,



depending on the size of the offices. Currently 1d10+2 offices are vacant. The building manager is George Milford, a small middle-aged black man who seems to know everyone in town and will happily point them out to his tenants. Getting him to divulge anything about his tenants is another matter.

FOUND INSIDE THE KREBS OFFICE BUILDING:

HERMAN LEVINSON M.D. — *Suite 302*

The doctor has just moved into the building from his office in Lakefront City, in attempt to get away from the crime. Most of his old patients still call him for home visits. The office is staffed with a receptionist and two nurses. The good doctor has even put in a small surgical suite.

WEBBER & SONS, LAW FIRM — *Suite 101*

Mr. Webber and his two sons run a busy little firm, employing two assistants. The majority of his work is in contract work for the many mills and small commercial dealings in the city. His boy Tom, has started specializing in the criminal law looking for some excitement. If things go well, Tom will be looking for an investigator to aid him with the physical aspects of his case load.

JAMES D. WASHINGTON, ARCHITECT — *Suite 201*

Mr. Washington is new to the city and hopes to get established as a realtor. He recently bought ten one-acre lots and plans to build cheap housing on them. He has his sights set on a further thirty acres, but he just needs to get the farmers to move so he can start his big master plan.

HANK G. THOMAS, LAW FIRM — *Suite 104*

Mr. Thomas has just started his private practice. So far it specializes in divorce cases, so many that Mr. Thomas wants to hire an investigator fulltime to get the evidence for these cases. He has plans beyond this and wants help meeting the leaders of Rock Junction's business community. What he really wants is membership of the Order of the Silver Palm.

SALVATORE RUSSO & SONS, ACCOUNTING FIRM — *Suite 401*

This accounting firm takes up the entire fourth floor except for one small office at the end of the hall. Almost nothing is known about this firm and they like it that way. Some of its clients include vaudeville types out of Lakefront City.



GRAND MUTUAL INSURANCE COMPANY — *Tenth Floor*

Taking up the entire top floor, the Grand Mutual is the leading insurance company in Rock Junction and sells every type of insurance known to man – home, auto, life, freight, commercial, and so on. Too bad that the company is a front and money laundering operation for the Mafia.

CORA'S CAFE — *702 W. Elm Street*

Cora's Cafe has a homey feel. The fried chicken and apple pie are especially good. Cora is friendly, but none of the other staff will talk to strangers beyond serving them, unless Cora gives the nod.

WHITMORE INSURANCE AGENCY — *251 W. Main Street*

Started by W.G. Whitmore in 1888, the Whitmore Insurance Agency is oldest insurance company in the city with strong ties to the McMasters family. It also has strong ties to the local Catholic diocese to which it makes large donations . It deals primarily with the finance and insurance of industries and insures most of the steel mills in Rock Junction. The agency has seventy-five employees, including three insurance agents who check out claims. It could be looking for a fourth soon because 'Old Man' Whitmore's sons are planning to oust him from the board of directors. They think that he has been too lenient in paying out claims at the mills and a fourth investigator would help cut their payouts.

HAYES IRON & STEEL — *1200 S. 8th Street*

Although not the oldest steel mill in town – that would be Rock Junction Steel owned by the McMasters family – Hayes Iron & Steel is the largest, employing 800 people around the clock. The furnaces never stop while trains stop day and night, hauling steel away to as far away as the West Coast. Hayes Iron & Steel is nearly always hiring and most people in Rock Junction are related to someone who works here. The founder, Albert Hayes, has



recently retired, leaving the company to his daughter, Louise. She adheres to her father's motto of "If you work for me I will treat you right, so long as the work gets done." and as result, Hayes Iron & Steel is one of the few places in town where everyone, Black, White, or immigrant is on equal footing. Louise will do almost anything to keep it that way.

MARTON & COMPANY DEPARTMENT STORE — 801 S. 8th Street

First started to ensure easy of shopping for the employees of the mills it has grown to be the heart of the shopping district. Men's, women's, and children's clothes can be found here in the more than thirty acres of floor space, along with groceries, candy, toys, and auto parts.

1ST FARMERS BANK — 600 N. 2nd Street

This thirteenth-story building, houses the business hub for financial dealings in rock junction.

ROCK RIVER STATION — *Between Fellows & E. Rock Junction at the river*

Western Rail has its main freight yards for the state here, and all trains going west pass through it. Some trains turn around here; others continue on to the Lake front city rail yards. There is a hobo camp located someplace in the rail yards. The conductors are on the lookout for those who wish to freeload on the rails.

THE MEN'S DOCTOR — *Doctors office, Average Store*

It was in 1896 when the residents of Rock junction first came to realize the potential benefits of Ambulance care. When the Men's Doctor Clinic opened and supplied an ambulance service to the city.

Prior to this time, persons requiring medical care in the town of Rock junction and the surrounding districts would rely on family or local persons to transport the sick and injured to hospital by horse and cart. Only after arriving at Hospital would medical aid be given by trained



nurses. On rare occasions, where injuries prevented the movement of the patient, would the Doctor attend that accident site.

Dr. Arthur Brown, the clinic's first doctor soon turned a profit in his clinic. He has since expanded the clinic and now can treat all normal illnesses and even has emergency facilities for treating unusual cases such as gunshot wounds.

With his new found cash flow he has taken in a new Doctor a Dr. Moses. Doctor Brown now spends much of his time making house visits. It is his hopes that in a year he can sell the clinic outright to Dr. Moses. He was fortunate to find him as he came with his own clients and is looking to buy the clinic.

The Clinic has a cash register and a safe. Dr. Levon pays \$50 protection money each week to the Mob. He is not happy but what can he do, not much for now. But if given the chance he will help any PC can change this.

He will treat any Gunshot wounds no questions asked for \$20.00.

If Dr. Moses thinks he can use any PC who comes to visit he will do what it takes to get the mob to go away so, he can make more money.

The clinic has a reputation in the criminal world as a place where one can go to get patched up and stay off the radar.

THE STAFF

Dr. Arthur Brown — Doctor (Age 55, German) Level 2 Doctor

MS = 56; **AG** = 63; **OB** = 54; **DR** = 59; **PR** = 5; **LK** = 34; **HP** = 15

Skills: Shadowing 99, Stealth 87

Dr. Moses Levon — Doctor (Age 72, German) Level 6 Criminal

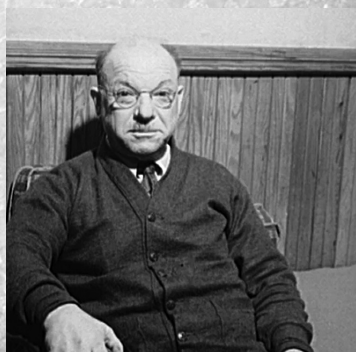
MS = 56; **AG** = 63; **OB** = 54; **DR** = 59; **PR** = 5;

LK = 34; **HP** = 15

Skills: Shadowing 79, Stealth 87

Weapons: .38 revolver in his jacket pocket, blackjack in the other pocket.

Carries: Emerald stickpin worth \$100 and \$250 in his wallet.



Dr. Moses is a German in his heart and left after the war with one purpose to get rich in America. When Probation hit he saw potential and has been making money on the side working for the mob and selling prescriptions like hot cakes. Moses is sneaky and double-dealing and is totally untrustworthy.

Moses is a good doctor with the bedside manner of a person who hates to be bothered with minor things.

Other uses:

Dr. Moses is privy to a meeting of several mob members while he is treating a wounded criminal. He has discovered that a hit is going to take place and wants to figure out a way to cash in without tipping his hand.

Dr. Moses is part of a secret German Spy ring that wants to seek revenge for the in loss in the Great war.

Rita Collier — Nurse (*Age 23, Assimilated*) Level 2 Nurse

MS = 44; **AG** = 81; **OB** = 69; **DR** = 75; **PR** = 7; **LK** = 33; **HP** = 18

Rita has been with the doctor sense he has opened the clinic. She is a truly good person and she refuses to see the doctor in an evil light. She often makes excuses for his short temper and is loyal to him to the bitter end.

She is not quite ready to settle down and loves to go dancing and enjoys walks along the Miracle mile. She will happily agree to going on a few dates. Her and Betty often make it out to the movies and such on double dates.

Betty Parks — Secretary (*Age 25, Assimilated*) Level I Worker

MS = 75; **AG** = 82; **OB** = 77; **DR** = 80; **PR** = 6; **LK** = 19; **HP** = 22

Betty is a party girl. She hangs with all the wrong crowds, she drinks and swears like a sailor when she is not at work.

Other uses:

She is worried about her friend Margret White. She was last seen two days ago at the movies. She left with a cab full of people and haven't been seen since. This is the first time anything like this has ever happened. She will offer to pay \$100 up front and another \$200 if you can find her.

Tom McGuire — Freelance criminal (*Age 32, Irish*) Level 3 Criminal

MS = 95; **AG** = 72; **OB** = 68; **DR** = 70; **PR** = 8; **LK** = 43; **HP** = 22

Skills: Lock picking 87, Stealth 90, Explosives 73

Weapons: .38 revolver in his coat pocket.

Carries: \$20 in his wallet.

Tom was a member of the Irish Republican Army. He came to this country after he was outlawed for killing preacher and burning down a church. Since then he has turned his skills toward robbery. He is available for hire. Doc Moses keeps him around to keep the riff raff out the office. He is in love with Rita. He will not take too kindly to any guys sniffing around the office for too long.

Other uses:

Tom is looking for some side jobs. He is not too picky so long as they pay.

Tom has been caught in a small town for breaking and entering and has sent word to the PCs to come break him out. He will spit the take of \$3,000 he stashed before he got pinched.

THE AMBULANCE SERVICE

The Rock Junction Ambulance service was established in 1921. With its establishment and under the direction of Dr. Arthur Brown, Dr. Brown was able to obtain donations from the Rock Junction Argus' the newspaper's Edward Wilson Trust Fund allowing for the initial purchase of 3 horse drawn Ambulance Coaches, as well as 6 Model T Fords to be used in city.

Carl Jacobs Jr — Ambulance driver (*Age 30, English*) Level 4 Worker

MS = 35; **AG** = 25; **OB** = 40; **DR** = 33; **PR** = 5; **LK** = 48; **HP** = 11

Skills: Public Speaking 63, Gambling 68, Public Relations 70.

Carries: Personal jewelry worth \$20, \$5 in his wallet.

Carl got his start in the Great war and seen the benefits of a proper ambulance service and help set one up in Rock Junction. Carl emigrated to the U.S at the age of 29 after the war. He appears to be a happy and likable Englishman. His working class accent is often hard to undemand when he gets worked up but he is understanding chap.

OTHER KEY CITIZENS

Saul Durwood — Clergyman (*Age 29, Assimilated*) Level 3 Clergyman

MS = 21; **AG** = 74; **OB** = 47; **DR** = 61; **PR** = 4; **LK** = 14; **HP** = 15

Saul has a round face, with short red hair and sharp brown eyes. He wears a casual suit and a gold wrist watch. Saul is studying to be a missionary for the church.

Josephine Blake — Occultist (*Age 41, Assimilated*) Level 5 Occultist

MS = 69; **AG** = 42; **OB** = 15; **DR** = 24; **PR** = 7; **LK** = 33; **HP** = 17

Josephine has a square face, with tangled gray hair and large blue eyes. She wears a patterned dress and wide-brimmed hat. Josephine compulsively whistles.

Lorraine Bucknam — Author (*Age 29, Assimilated*) Level 5 Author

MS = 15; **AG** = 78; **OB** = 64; **DR** = 71; **PR** = 6; **LK** = 42; **HP** = 15

Lorraine has an angular face, with bobbed black hair and green eyes. She wears a sleek dress and red scarf. Lorraine has recently discovered something terrifying and needs help.

Gloria Bucknam — Musician (*Age 29, French*) Level 7 Musician

MS = 04; **AG** = 62; **OB** = 35; **DR** = 49; **PR** = 5; **LK** = 39; **HP** = 12

Gloria is exceptionally beautiful, with red hair and bright brown eyes. She wears a sleek dress and wide-brimmed hat. Gloria is passionate and thrifty.

Devereux Pembroke — Author (*Age 42, Assimilated*) Level 4 Author

MS = 37; **AG** = 45; **OB** = 41; **DR** = 63; **PR** = 7; **LK** = 36; **HP** = 13

Devereux has trimmed auburn hair and soft hazel eyes. He wears a grey suit and a khaki trench coat. Devereux is fascinated by guns and explosives.

APPENDIX A

SHORT SCENARIOS



These take place near or in Rock Junction. They are designed to be used when a player is between major scenarios and needs something to do while the action develops elsewhere.

That take place near or in Rock Junction

Sometimes, a player will be between major scenarios and need something to do while the action The Judge should keep a supply of short encounters handy to deal with this:

1. MISUNDERSTANDINGS

Harold Magnusson (sailor) is smashing up the Doctors office. He is drunk and angry, and claims that Dr. Moses have stolen his wallet. They claim he must have lost it. Actually, Harold has accidentally dropped his wallet on the floor, where it will be found when someone (like the player character) suggests a search.

2. STOPPING FIGHTS

A policeman character hears a fight in a local tavern, where both Harshaw brothers are fighting Marty Flaherty (dock worker). Marty had complained about some tools he bought. The Harshaws lost their tempers and the fight was on. Both sides will stop when ordered and neither will press charges (but the next encounter like this may become a general brawl).

3. THE ENFORCER

One player character is getting too close to the truth. A hired enforcer tries to "discourage" him (by threats, smashing property, beating, attempted murder, and so on).

4. THE INFORMER

The player character receives a secret tip, but must meet the informer for more information. While talking to the informer, a hit man takes a shot at them, possibly killing the informer.

5. THE RIDE

A character's enemies decide to make him disappear. Mobsters grab the character and hustle him into a black limousine. Chance gives the character an opportunity to escape (like a traffic accident ahead causes a policeman to stop the car). If the character can trick or talk his way out of the situation, he will get away. Otherwise, he will be taken to the country and shot. A character who survives a shooting (by a luck roll) will be found and taken to a hospital by a friendly NPC.

6. LADY IN DISTRESS

A person or persons unknown are stalking a beautiful young lady. The character must escort the lady to a destination chosen by the Judge. On the way there, the mysterious stalker will strike and the character must foil the stalker's plan.

1920's Role-Playing
Adventure Game

GangBusters™

Two-Fisted Twisted Tales of
Tommy Guns and Tentacled Terrors

TAKE YOUR GAME TO NEW LEVELS

Welcome to Rock Junction a All American steel town, Located just sixty miles from the sprawling, brawling metropolis of Lakefront City. Explore a new setting filled with twisted criminal cults and beings with strange powers far beyond those of mortal man. The Prohibition Era has never been more deadly !

Return to the thrilling days of yesteryear!