

Date with Death



Name	JONES James Hargreaves	L.P. No.	299/27.
Aliases			
Born	1896	Trade	Moulder
Build	prop.	Eyes	blue
		Ht.	5'11"
		Hair	bro.
Marks	Wound scar rt. side of face.		
Peculiarities			
M.O., etc.	Beds in residential areas, and breaks into houses he finds unoccupied.		

DR=86, PR=S, LK=15, HP=21).

Their sedan is parked outside the Carl and Sons shoe repair shop on Pipestone Ave. The action starts as soon as James Jones walks up to the cop waiting to meet him outside the shop.

The Action: First, Officer O'Malley makes sure the street is clear. Then he waves Jones over to him. When Jones is halfway to the cop, a flurry of shots ring out and Jones will crumple (dead, unless he makes his luck roll).

Any character who the Judge decides might see the hit men gets an observation check to see the flash of the rifles as the hit men fire. If the characters react immediately, there will be a gun battle with the escaping hit men.

The Wrap-Up: If any of the hit men are captured, they will say they were hired by Big Jake and that they were only doing their job. If the hit men escape or are killed, the characters will find a clue if they look in the room the gunfire came from. This is a matchbook from the Albion Inn's Poker Club. Inside the matchbook is a telephone number (it is Big Jake's).

The local boss has decided to end this petty criminal who has decided to testify against him.

The Scenario: Big Jake has knocked off the local competition but unbeknownst to him he was seen by the local squatter James Jones. Desperate for food and a place to stay he has called the cops and agreed to speak out for a train ticket and \$10.00. The cop he called of course was on the take and informed Big Jake who hires three hit men from the Detroit Purple Gang to kill Jones.

Judge Preparation: The players should be near Carl and Sons shoe repair at the start of this scenario.

The Plan: A middleman has rented a room on the second floor of the Building above Carl and Sons shoe repair. The hit men will shoot Jones as he goes into the building, then escape in the black sedan they have parked outside.

Set-Up: The hit men are all standard NPC hit men armed with rifles (MS=71, AG=88, 08=83,

Jones James - worker (Assimilated)
Level I Worker.

MS=31, AG=80, 08=74, DR=77, PR= I,
LK= 20, HP=17

Jones is a down and out shop worker.
He is irritable, cold and sarcastic. an
altogether unlovable person.

Carries: \$10 in his wallet and a Ticket
to Albion, Michigan.