

GREAT LAKES PROHIBITION ADVENTURES

By G. Bruce MacKenzie

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A Great Lakes Prohibition Setting for TSR's GangBusters™, the 1920s Role Playing Adventure Game by Rick Krebs.

Introduction

Canada and the United States have a history that is deeply intertwined and very long a shared border. Some readers may be unaware that the then Dominion of Canada in the 1920s also had prohibition laws and that much of the country was actually dry. During the years of prohibition enforcement in both Canada and the United States an unintentional consequence of prohibition legislation in both countries was that liquor was smuggled across the border from Canada into the United States. Neither country were able to successfully check the demand for illegal liquor or its smuggling. Moreover, prohibition's illegal profits soon provided the money to fuel the start of organized crime.

Port Wycliffe and Sullivan City represent two communities on either side of the Canada/US border facing each other across a body of water that may represent a lake or a river. The setting may begin in 1921 after prohibition begins in the USA. The period from 1921 through 1925 represents one in which almost anyone could initially get in on the game until a criminal gang secures total control of the blind pigs and smuggling by 1925 through hijacking shipments and murdering all rivals. Ultimately only one gang will be left in control of the illegal liquor in Port Wycliffe and Sullivan City. Of course it is the work of law enforcement to attempt to enforce prohibition and other laws.

The clock can begin to run January 16, 1920, when the Eighteenth Amendment goes into effect (when prohibition starts) in the United States. This gives Player Characters an opportunity to begin an amateur criminal career in bootlegging before criminal gangs in the two cities become very well organized and begin to take over. For players in law enforcement they will, as the years progress, confront increasingly armed and organized criminals.

The player characters may be American or Canadian Citizens. This gives player characters certain advantages and limitations based on their citizenship depending on which side of the border they happen to be.

Special Rules for the Dominion of Canada

The Federal Mounted Police

In 1920 the *North-West Mounted Police* merged with the national *Dominion Police* to become the *Royal Canadian Mounted Police*. The force is a federal agency similar in some respects to the FBI, responsible for federal law enforcement in all provinces and territories, protector of national security, and responsible for counterintelligence.

Unless a federal law has been broken they will not become involved in a Port Wycliffe crime as that falls within the jurisdiction of the Port Wycliffe Municipal Police and the Provincial Police.

Provincial Police

The head of the provincial police is a Commissioner of Police. The Provincial Police provide policing services in areas lacking local police forces. Its officers may also provide support to smaller municipal police forces. Broadly, the Provincial Police investigate province wide crime and are also responsible for enforcing prohibition.

Unless the scope of the case becomes provincial the provincial police will not become involved in a Port Wycliffe crime as that falls within the jurisdiction of the Port Wycliffe Municipal Police.

Port Wycliffe Municipal Police

The head of the police is a Commissioner of Police. The Municipal Police provide policing services in the city of Port Wycliffe and the county. Broadly, the Municipal Police investigate city and county wide crime and are also responsible for enforcing prohibition.

Capital Punishment

In the era of the 20s and 30s a judge may issue a sentence of capital punishment for murder. Such sentences are carried out by hanging.

Dominion of Canada Firearm Laws

The following firearm laws are specific to the Dominion of Canada:

- Aliens and British subjects must obtain permits to possess a firearm regardless of where a firearm is kept. Permits are available from a magistrate, a chief of police, or the mounted police. Such permits are valid for one year. Records are only maintained by the issuing authority. There is no central registry.
- Permits to own and carry rifles and shotguns are not required for citizens of the Dominion.

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- A permit is required to carry a handgun. Not until 1932 must an applicant for a permit be of discretion and good character. Beginning in 1932 permits can only be issued to protect life or property, or for using the handgun at an approved shooting club.

Carrying a handgun outside of a home or place of business without a permit can result in a judgment of a 3 month prison sentence. A 6 month prison term is the judgment for carrying a handgun without a permit and without reasonable cause to fear assault on one's life or property.

It is an offence to sell or transfer a handgun to anyone under the age of 16. A record must be kept by the seller of a handgun purchaser's name, date of the sale, and information which can identify the weapon.

- The police may search for, seize, and confiscate firearms and other weapons.

The Province in the 1920s

Canada is divided into provinces. The Province is fictional and for our purposes represents one typical of the era of prohibition. Our imaginary province has been dry since 1916 as part of the War Measures Act when it was seen as a patriotic duty to go dry. The federal act of parliament which formerly permitted municipalities and counties to go dry has been extended to allow provinces to go dry. Prohibition is repealed in 1927 but not to the extent that public drinking establishments may open. The province then takes control of the sale of liquor within the province.

Rules of Prohibition in the Province:

- Taverns and other formerly legal drinking establishments are closed. Liquor stores are closed. Speakeasies, also known as Blind Pigs, Booze Cans, and Gin Mills, are often hidden within a legitimate business; the police may raid and close these.
- The sale of alcohol for beverage purposes is forbidden, as is its possession and consumption, except in a private dwelling.
- Domestic wine produced in the province is exempt. Consumption is permitted in a private dwelling.
- Alcohol may be legally purchased through government dispensaries for industrial, scientific, mechanical, artistic, sacramental, and medicinal uses. For example, citizens may therefore see a doctor and obtain a prescription for medicinal purposes which can be filled at a drugstore.
 - Note - This is a very popular means of obtaining alcohol legally for consumption in a private dwelling although probably not in the desired quantities by consumers.
- Distilleries and Brewers operate by licence and they are permitted continue to operate and sell their products outside the province. The province therefore permits the export of alcohol from

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breweries and distilleries to foreign ports. This exported alcohol cannot be returned and sold in the province.

- Import of alcohol into the province is not completely forbidden until late 1921 permitting citizens to privately travel to neighbouring wet provinces to obtain alcohol, and even to order it by mail order business. After 1921 both of these activities are illegal.
- Municipal, Provincial, and Federal police forces are responsible for enforcing prohibition.

The Welland Canal

The Welland Canal is not navigable by large vessels. The locks of the Welland Canal only have a depth of 15 ft and are 45 ft wide. Large vessels must stay in Lake Erie until 1935 when work on the canal widens and deepens it then permitting access to Lake Ontario.

The Welland Canal permits Lamprey Eels to enter Lake Erie from Lake Ontario and these blood sucking primitive eels attack both fish and unlucky swimmers.

Lamprey Eel (Vampire Fish)

MS	AG	OB	DR	PR	Lk	HP	PS
12	80	55	n/a	1	25	10	1

The Lamprey is a primitive eel 4-5 ft in length. It has a rasping sucker like mouth. The eel attaches itself to swimming creatures in order to feed on them. A Lamprey's attacks follow the rules of Fistfighting, the Game Judge may choose from the following actions: *Close*, *Fight Fair*, *Hold*, *Break-Free*, and *Manoeuvre*.

The first action of a Lamprey is *Close-Fight Fair*. After the first successful attack its action is *Hold*, and is then attached to its victim which causes 1 point of Injury. Unlike a normal fistfight here is a 10% chance per point of Injury that it is a Wound. A Lamprey can be removed with *Break-Free*.

A small animal has a MS score between 2 and 20, this grants a PS of 1. A small animal therefore causes but 1 point of Injury. MS and AG are added, then divided by 10, to determine the number of HP, for an animal, without rounding up any remainder or fraction, do not add 5 points. Of course animals will not have a DR score.

Port Wycliffe & Sullivan City

The illegal liquor trade in this scenario takes place between two cities on either side of the international border which divides Port Wycliffe in the Dominion of Canada, and Sullivan City in the United States. Both locations are entirely fictional. This suits us well as we are designing our own milieu; tailoring the setting to our own desires rather than strictly following historical examples. The two cities are

presumed to be located on the shores of Lake Erie, possibly across a river, but certainly very close to each other.

Port Wycliffe

Port Wycliffe is a small Canadian city with a population under 100,000. Its geographical position and deep harbour make it ideally situated to take advantage of river, lake, and railway trade routes, thus it is a bustling vibrant community. Goods manufactured from wood in Port Wycliffe's factories are of high quality and shipped year round by rail to destinations in Canada and the United States. Raw iron is shipped to the port by ship or rail and thence to destinations in the United States.

The Province is already dry, and has had prohibition since 1919, but the laws are not as severe as those in the US in that manufacture for export is still permitted. Liquor from the Champlain Distillery, which cannot be legally shipped to a destination in the United States, is shipped to *international destinations*.

Sullivan City

Sullivan City, is not unlike its northern neighbour in many respects. Sullivan City is connected by rail and port to destinations in the Dominion of Canada and the United States. Its industry is steel and iron; raw iron arrives by ship and railway from mines in Canada. Raw iron is smelted and turned into pig iron. The pig iron is then shipped by rail or further worked into wrought iron and steel products.

Because of the pollution from the iron and steelworks Sullivan City is not itself a popular tourist destination but is a port of call for pleasure steamships when the water is not frozen over and is navigable. Steamships provide cruises which are a popular summer escape for those with the means to afford them.

Prohibition is not at all popular in this steel town (only in the surrounding rural areas of the state) and there is a willingness to circumvent the newly enacted and unpopular prohibition law. A significant percentage of the city population are frankly baffled by the law. The local brewery is now only allowed to manufacture an unsatisfying non-intoxicating beer. Medical prescriptions cannot keep up with the demand. Smuggling liquor from the nearby Canadian neighbour to the United States is therefore seen as a sport in which one outwits rather what is at this time a law enforcement unprepared for the onslaught of defiance.

Methods of Bootlegging

Steamers and sailing vessels load cargoes of liquor destined for foreign ports and then wait inside the jurisdiction of Canadian waters for small boats from the American shore to approach. This liquor is then ferried back to the American shore.

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During the months when the water is not covered in ice and navigable small boats can make their way to islands in the lake within Canadian or American waters where liquor may be hidden and then recovered by various partnerships with American bootleggers. Piracy, and sinking of rivals small boats, is not unknown.

Some Americans may be so bold as to load their small boats and sailing vessels at Canadian Pier's in Port Wycliffe.

The waters freeze over in winter making them unnavigable by steam and sailing ships but it provides an opportunity for independent and organized bootleggers alike willing to risk crossing the open ice by car. The cold and ice make it a dangerous crossing.

Port Wycliffe Map Details

Aberdeen Street

Antoinette Salon

This beauty salon serves the “new working woman” of the 1920s not only providing the latest hairstyles but beauty products.

Bedford Rooming House

The Bedford Rooming House is run by Effie Bedford who provides rooms and meals to clients; these are mainly working people and a few travelling salesmen. A war widow, she has a small pension and so has turned the house into a means of supporting herself. Mr. Bedford was killed in France & Flanders in 1917. Effie has a fiercely protective terrier as a pet. No one can enter or leave the house without the dog knowing about it and barking.

Effie Bedford

MS	AG	OB	DR	PR	Lk	HP	PS
20	39	8	n/a	9	37	11	1

Effie Bedford does not know how to drive a car.

Petey the Terrier

MS	AG	OB	DR	PR	Lk	HP	PS
13	59	89	n/a	3	48	7	1

Petey is the utterly loyal companion of Effie Bedford. If Effie were to be attacked Petey would attack her assailant. Of course Petey will not have a DR score but does enjoy a ride with his nose out the window.

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As a small animal Petey's attacks follow the rules of Fistfighting, the Game Judge may choose from the following actions: *Close*, *Fight Fair*, *Hold*, *Break-Free*, and *Manoeuvre*.

The first action of Petey is *Close-Fight Fair*. After the first successful attack Petey's action is *Hold* which causes 1 point of Injury, Petey is biting and hanging on. Unlike a normal fistfight here is a 10% chance per point of Injury that it is a Wound. Petey's *Hold* can be removed with *Break-Free*.

A small animal has a MS score between 2 and 20, this grants a PS of 1. A small animal therefore causes but 1 point of Injury. MS and AG are added, then divided by 10, to determine the number of HP, for an animal, without rounding up any remainder or fraction, do not add 5 points. Of course animals will not have a DR score.

Petey's Nose – Petey the Terrier, as a dog, has a keen sense of smell, grant +20 to Observation whenever a different scent may be detected, this may include items, and even people that Petey does not know. When unusual or different odours are present they attract the dogs interest. The dog may growl, investigate and even dig or scratch to get a better scent. Petey will growl if strangers are present when they should not be.

Guest Rooms

The Bedford house has eight small rooms for guests and each door has its own lock and warded key. Each room has a wardrobe, bed, and wash stand. The rooms are mainly located on the upper floor of the house. Guests must share a bathroom which has a sink and tub without a shower. Guest meals are served in a large dining room, breakfast and supper. Mrs. Bedford and Petey live on the main floor downstairs where she has her own quarters. The backyard is small but there is a clothesline where laundry is hung out.

Room 1 - Vacant

For rent

Room 2 – Ron Dingus

Rented to Don "Dingus" Garwood, Taxi Driver, works for the Hornet Cab Co.

Room 3 – John Smith

Rented to John Smith. Under the bed is a large leather suitcase. John Smiths spare clothes have not been transferred to the bureau. Under his clothes in the suitcase will be found a British Passport in the name of John Smith as well as an authentic permit for the C96 Mauser in the name of John Smith which grants him permission to carry it, a wooden shoulder stock that doubles as a holster which turns it into a carbine, and a 100 round box of ammunition which is short 25 rounds.

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Underneath the drawer of the bureau bottom is secured a page torn from a newspaper, it shows a photograph of Michael Harry and some other soldiers in British Uniform. The photo isn't very good quality, its grainy. The caption reads "Testimony of Sgt. Michael Harry convicts rebels of treason."

Room 4 – Willie Weasel

Rented to Willie "Snitch" Weasel, Police Informant.

Room 5 – William Chapman

Rented to William Chapman, Longshoreman

Room 6 - Vacant

For rent.

Room 7 – Daisy Dew

Rented to Daisy Dew, Switchboard Operator.

Room 8 – Joe Snap

Rented to Joe Snap, Freelance Photographer, Mrs. Bedford lets him keep a small darkroom in the basement next to the coal cellar. Joe Snap sells photos to both newspapers when he can and is always looking for a scoop. Joe has a jalopy which is not in the best condition but he uses it to get around. He has a couple of cameras.

Joe Snap

MS	AG	OB	DR	PR	Lk	HP	PS
75	65	80	73	8	42	19	4

Heartfield's Barbershop

Jasper Heartfield is the barber and this unassuming little man is in a position to hear and learn much. His patrons are mainly dock workers and sailors. He is known to sell liquor but never keeps any in the shop. Instead he makes a telephone call to a bootlegger and has it delivered to the customer on the street corner by cab. He will call the exchange and ask for Lake Front 301. This is the telephone number of the Hornet Cab Co. controlled by the Caine Gang. Deliveries take place within 15 minutes. Customers can order whisky, beer, and absinthe.

He also knows the passwords to the blind pigs and routes customers by their social class. One is the Phaeton Club, a high class place, but they don't let sailors in, and the other is the Bowfin in the alley behind the Capital Theatre. Jasper provides the membership cards and passwords, "Shawcross" and "Anchor" respectively, but not before being sure exactly who he is talking to. As a joke, if he thinks he is dealing with someone he is suspicious of he sometimes gives a fake card, to "The Jail", the street

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address of the Police Station House 3, and the password “Westward”. Rarely will he send people Andy Hook’s way, to the Hook blind pig above Isenor’s General Store on Hudson Street, although the password is “Charlie”. When pressed by the authorities he gives information on Andy Hook’s blind pig rather than betray Oswald Caine. Somebody has to take the fall.

Jasper Heartfield, Barber, Bootlegger

MS	AG	OB	DR	PR	Lk	HP	PS
89	84	75	n/a	5	30	18	5

Jasper Heartfield does not know how to drive a car.

Hornet Cab Co.

The Hornet Cab Co. Has been purchased by Oswald Caine with profits from bootlegging and has diversified into light trucking as well in order to move alcohol. The foreman, Joe Slam handles all the orders but sometimes telephones Lake Front 101 which is Oswald Caine’s office. Joe used to be a wrestler and has a wicked body slam which grants extra Punching damage. There are three cab drivers for each of the two shifts and the cars belong to the company.

Joe Slam, Taxi Foreman

MS	AG	OB	DR	PR	Lk	HP	PS
83	91	97	94	8	24	25	5

Don “Dingus” Garfish, Taxi Driver

MS	AG	OB	DR	PR	Lk	HP	PS
30	24	55	41	9	10	11	2

Mike “Magnet” Pinewood, Taxi Driver

MS	AG	OB	DR	PR	Lk	HP	PS
48	3	2	3	5	48	11	3

Victor “Chew” Churl, Taxi Driver

MS	AG	OB	DR	PR	Lk	HP	PS
21	76	32	54	9	19	15	2

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Morehouse Meats

This meat market serves the neighbourhood. The local restaurants purchase their meat from Donald Morehouse. It is a family business with Lochie Morehouse learning the trade from his father. Ethel Morehouse runs the cash register.

Donald Morehouse, Butcher

MS	AG	OB	DR	PR	Lk	HP	PS
92	88	33	61	3	50	23	5

Ethel Morehouse

MS	AG	OB	DR	PR	Lk	HP	PS
11	95	26	n/a	8	17	16	1

Ethel cannot drive.

Lochie Morehouse

MS	AG	OB	DR	PR	Lk	HP	PS
11	25	8	n/a	9	20	9	1

Nesbitt Trolley Co.

The Nesbitt Trolley Company has brightly painted yellow streetcars with red decorative striping. The fare is 5 cents and passengers can transfer to another car by obtaining a ticket from the Conductor. Passengers are not allowed to talk to the Motorman, the operator driving the electrically powered trolley.

Trolley 6 “Gertie”, Quay Street Trolley

The Trolley nicknamed “Gertie” makes its way from the city centre (not shown) to Quay Street in Ward 2 and returns. The Motorman drives the trolley and the Conductor looks after the passengers, taking their money and tickets. In an emergency the Conductor can take the place of the Motorman. The trolley service runs at 3/4 hour intervals during peak business hours with less frequent service outside of the 7 AM to 7 PM shift.

Abner Tiller, Motorman

MS	AG	OB	DR	PR	Lk	HP	PS
63	56	73	65	5	16	17	4

Oswald Stub, Conductor

MS	AG	OB	DR	PR	Lk	HP	PS
72	55	67	61	6	14	18	4

The Conductor has about \$10 in change, a ticket punch, and tickets for transfers.

Trolley Rules

The rules for trolleys/streetcars are the same as those for motor vehicles with minor exceptions. A trolley does not begin to move as fast and it must follow the rails on which it rests. A trolley cannot make racing turns or cut off another vehicle; it can however bump another vehicle.

Trolley Damage Table

2d10 Dice Roll	Result
2 - 3	Tiller Hit driver must check for crash.
4 - 6	Power Pole hit Trolley Motor stops running in 3 turns.
7-15	Body Hit: no serious damage.
16-18	Extreme Critical Hit to Power Pole Trolley stops immediately.
19 - 20	Glass Hit one occupant wounded. (all occupants wounded if shot was a burst)

The driver of the trolley must immediately check for a crash if the trolley takes a Tiller Hit. If no crash occurs, the trolley must slow to slow speed on the next turn, and can travel only at slow speed until the tiller is repaired.

Changing Speed. A trolley must move at slow speed for at least three turns before it can move at fast speed. A trolley moving at fast speed can slow down (brake) to slow speed at the end of any turn. A trolley moving at slow speed can stop at the end of its move on any turn. A trolley moving at fast speed can stop by braking to slow speed at the end of a turn. It must then drive at slow speed for two turns, and can stop at the end of the second turn.

Turning. A trolley follows its track which is designed for safety. A driving check is not required when making turns.

Trolley Crashes. The driver of a trolley must make a Driving check whenever:

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1. The driver is surprised;
2. The driver is injured by gunfire or struck in a fistfight;
3. The pole connecting the trolley to power is hit by gunfire;
4. The car goes through an intersection at fast speed;

A driver who fails one of these Driving checks must consult the Driving Check Table.

Trolley Crash Table

If Trolley	Trolley Should be Placed
Crashed while going through intersection	In centre of street track; Trolley strikes pedestrian or hits NPC's car in intersection
Crashed while making left turn	
Crashed while making right turn	
Crashed while bumping another car	

Trolley Crash Damage Table

2d10 Dice Roll	Injury to Passengers	Damage to Trolley
2 - 4	None	Minor Body Damage; Trolley will run again in 5 turns
5 - 8	5 points each	Minor Body Damage; Trolley will run again in 10 turns
9 - 14	10 points each	Minor Body Damage; Trolley will run again in 15 turns, the Trolley power pole must be reconnected to mains by the Motorman or Conductor.
15 - 18	15 points each	Body Damage; Trolley will not run until repaired, Trolley power pole is damaged and disconnected, Trolley must be towed to repair yard.
19 - 20	20 points each	

Sallet News and Tobacco

This shop sells newspapers both local and foreign, out back in the alley are piles of unwanted old papers tied in bundles with string for pickup by employees of the Fish Market.

Sam's Flowers

Samuel Dahlia provides flowers for all occasions, including casket spray's and wreaths for funerals.

Sam Dahlia, Florist

MS	AG	OB	DR	PR	Lk	HP	PS
73	21	66	44	8	45	15	4

Wycliffe Telephone and Electric Company

This company provides local telephone services within the city and county and via a submarine cable to Sullivan City. It also provides electrical power to homes and businesses. The building is divided between the office, telephone exchange, and maintenance services. The exchange is staffed 24/7 by operators who connect calls via a switchboard, these are mainly women and it is shift work.

Daisy Dew, Telephone Exchange Operator

MS	AG	OB	DR	PR	Lk	HP	PS
65	75	75	n/a	5	18	19	4

Daisy's job sometimes results in her overhearing snippets of conversation, which she then sometimes repeats to Mrs. Bedford if they strike Daisy as funny or dramatic. Daisy cannot drive and so takes a tram.

The maintenance shop installs and repairs power lines, telephone lines and telephones. The maintenance shop also installs and maintains electrical services. At the edge of town is located the company's coal fired power generating plant which provides electricity to Port Wycliffe and Victoria County.

Albert Street

Dominion of Canada Post Office

This is a government institution which is responsible for mail shipments and its close proximity to the waterfront is intentional. Mail is received here from steamships and routed where it needs to go, by rail, truck, and ultimately by foot delivery for letter mail.

Dominion of Canada Customs Office

Customs officials are dispatched from this office to perform their official duties.

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The Half Bend Diner

8 AM Customers:

Bobby Chump, Petty Crook

MS	AG	OB	DR	PR	Lk	HP	PS
96	25	58	42	5	11	18	5

Bobby Chump, nursing a cup of coffee Bobby is well known to the local Beat cops as a petty thief. He's already been to jail several times but hasn't graduated to the big leagues. He'd like to get in the prohibition game but the local bootleggers won't have him. He's unreliable, potentially a police informant, and a liar. When questioned he denies even the most simple obvious truths when he should admit them. Bobby isn't armed.

Roddy Graft, Petty Crook

MS	AG	OB	DR	PR	Lk	HP	PS
95	30	87	59	6	50	18	5

Rod, Roddy, Roderick Graft, Roddy is always on the lookout for the next deal. He picked Oleg's Samovar's pockets. He's got evidence in his pockets and his first instinct will be to run. Roddy isn't armed but he's saving to buy a pistol. He and Bobby just want to get out of town and lay low at his Uncle's farm which is located on the outskirts of Port Wycliffe. They just need to hitch a ride. Bobby and Roddy will try thumbing a ride from a delivery truck on West Quay Street about 1 PM. Roddy is eating a sandwich plate and drinking coffee paid for with his ill gotten gains. He has \$43.20, and Oleg's pocket watch which has his wife's picture in it. He thought he could sell the watch but hasn't realized he'd be better off throwing it away.

Willie "Snitch" Weasel, Police Informant

MS	AG	OB	DR	PR	Lk	HP	PS
78	24	70	47	8	35	16	4

"Snitch" Wilhelm, Willie, Weasel, Snitch is fluent in German and English. He doesn't work if he doesn't have to. Snitch is a petty criminal and someone the police tap when they want to find out what is going on. They pay him for reliable information but he prefers not to be identified publicly. Snitch feeds them whatever the Boss of the gang tells him to, typically information on rivals. Why fight when the police can do the work? He likes being in the pay of the gang and the police. Snitch will be curious as to why Bobby and Roddy are acting so oddly, and why Roddy has money, he never has money.

Staff of the Half Bend

Loretta Lane

MS	AG	OB	DR	PR	Lk	HP	PS
92	98	9	54	4	41	24	5

Loretta Lane, she is a tough old bird and has seen more than her fair share of adversity. This diner is all she has. She is extremely strong as she used to work in a circus. Meals at the Half Bend are priced affordably and Loretta makes a good living. She waits on customers and runs the cash. Her husband Earl was a circus clown, and is oddly grumpy, he is the cook.

Earl Lane, Cook

MS	AG	OB	DR	PR	Lk	HP	PS
51	6	26	16	3	26	11	3

Earl does not have a driver's license. Earl Lane, formerly a circus clown, and a good cook. He has arthritis now which makes him grumpy. He loves Loretta and they are happily married. They are saving to move to Arizona where the weather is less damp and the climate is better for Earl's health. Earl buys the odd bottle from bootleggers for himself and the diners clientele of sailors. Earl won't sell to anyone else, and he can tell real sailors from the fake one's the cops send around. Earl chucks trash out into the alley and feeds a couple of stray alley cats. These animals keep the rats down.

Hermann Outfitters

The outfitters carries rugged clothing for hunters, seamen, and outdoorsmen. The store also sells duck calls, rifles and shotguns for hunting, as well as ammunition. Some of the rifles it sells are war surplus.

Wyeth House Meeting Hall

This Union Hall can be booked for meetings. It often hosts the meetings of local temperance groups, weddings, and more. Union meetings are held here and the property is protected at all times by some rather tough men hired by the Unions to see off troublemakers.

Biff Remand Union Enforcer

MS	AG	OB	DR	PR	Lk	HP	PS
68	61	54	n/a	3	7	18	4

Biff cannot drive. He is not particularly bright and takes his cue from Knute.

Knute "Wheels" Knacker Union Enforcer

MS	AG	OB	DR	PR	Lk	HP	PS
81	89	88	89	5	33	22	5

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Knute looks after Biff Remand as if he were a younger brother. Knute deals with problems in the union and with the help of others keeps meetings civil, throwing out anti-union-thugs and provocateurs. Knute knows the law really well and can quote it chapter and verse to the police. When the union wants to send someone a message they send Knute and Biff. Knute knows how to stay within the limits of the law and does not carry a firearm, he doesn't have to.

Berthside Quay

The Empress of Erie is docked here when it arrives in port. Gangplanks provide access for passengers and cargo is unloaded from the Empress onto the side of the quay by longshoremen, where it is then trucked away.

Bowfin Lane

Bowfin Blind Pig, Caine Gang

There is a nondescript door in the alley, a very heavy door, with a peephole. The password is Anchor but its membership card must also be shown. Unknown to the police the head usher of the Theatre and other staff are on the payroll of the Oswald Caine Gang bootleggers and can easily tip off the blind pig to the approach of police and evacuate the customers into the theatre. Customers are however not allowed to enter the blind pig from the theatre. Refreshments are regularly delivered to the theatre so it is a good cover.

Caine Gang Staff of the Blind Pig

Dick Droll, Bartender

MS	AG	OB	DR	PR	Lk	HP	PS
57	27	9	19	9	14	14	3

Dick Droll, the bartender knows how to make practically every drink. He'd be working at the Phaeton if it weren't for an indiscretion.

Ed Lift, Waiter

MS	AG	OB	DR	PR	Lk	HP	PS
58	47	57	52	4	34	16	3

Ed Lift, waiter, he serves the customers which are typically sailors. He has arms like a stevedore and a right hook to match. Ed used to be a sailor himself so he can relate to the clientele. In a pinch he helps Nate with unruly customers.

Nate Ginch, Bouncer

MS	AG	OB	DR	PR	Lk	HP	PS
98	50	57	54	8	49	20	5

Nate Ginch, Bouncer, Nate is the doorman, and no one gets in without the password and membership card. His favourite saying is “Buzz off!”

Champlain Street

Chieftain Fishing Tackle & Canoes

The shop is owned by Ian “Duff” Gadfly who is an avid fly fisherman. Here one can buy all sorts of out-of-doors equipment from fishing rods to tents and canoes.

Ian “Duff” Gadfly, Store Owner

MS	AG	OB	DR	PR	Lk	HP	PS
89	90	10	50	8	44	23	5

Duff smokes a briar pipe and wears an old grey cardigan with leather elbow patches. There isn’t much he doesn’t know about the wilderness of this region of the great lakes. He has been puzzled by the appearance of the Lamprey eels in the lake and knows they aren’t good for fishing.

Simplex Garage

Hercule Simplex is the owner/operator and chief mechanic of the garage. He is bilingual in English and French. Hercule is a mechanical genius and can service all makes of cars. If it has a motor Hercule can fix it. He has help in the form of staff that pump gas during the day from the station’s two visible gas pumps. Gas is pumped by hand lever into the glass reservoir at the top of the pump before it is dispensed, a process that takes several minutes. The staff also wash car windows, check oil, add oil etc. The gas is branded “Beaver Gas” and pumped in imperial gallons. The station is closed up at night after 6 PM.

Hercule’s hobby is racing, which means he is always trying to coax more power out of his car.

Hercule Simplex, Mechanic

MS	AG	OB	DR	PR	Lk	HP	PS
77	89	90	90	8	35	22	4

Roscoe Chat, Gas Pump Attendant

MS	AG	OB	DR	PR	Lk	HP	PS
16	15	33	24	3	19	9	1

Roscoe is a young man who is interested in automobiles.

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Dockside Row

Overland Rail and Steamship Co Warehouses

The warehouses are used to store goods which arrive by rail or steamship.

Warehouse 1

This warehouse is filled with crates and other materials. Shipments cannot enter or leave without being signed off by the Foreman.

Warehouse 2

This warehouse is filled with crates and other materials. Shipments cannot enter or leave without being signed off by the Foreman.

Warehouse 3

This warehouse is filled with crates of valuable goods and materials. No one can enter or leave without being checked by Security; they are armed with revolvers and employ three watch dogs at night which freely roam the warehouse. Shipments cannot enter or leave without being checked by security and signed off by the Foreman. The warehouse is full of legitimate goods but all is not as it should be for Michael Harry is shipping arms illegally through the warehouse. There are surplus weapons of war stored here in crates mundanely marked as innocuous items. They are destined for foreign export. The Foreman and Guards know all about the military surplus; they are well paid, and they also know better than to ever cross the ruthless Michael Harry. No one is supposed to know these weapons exist.

War Surplus Weapons Stored Secretly

Ammunition in 9mm and 7.92mm calibres, semiautomatic P08 Artillery Luger pistols, Mauser Gewehr 98 rifles, Bergman MP 18 submachineguns, No. 36 Mills Bombs, 1920 MK 2 US Grenades, as well as “Potato Masher” M17 stick grenades.

Bergman MP 18

The MP 18 is a fully automatic weapon. It has no single shot mode and may only be fired as a fully automatic weapon (at the rate of 8 shots per turn). It does not have a safety and so there is a risk of an accidental discharge, firing a burst, if the weapon suffers a shock or is dropped. Firing on full automatic is known as firing a burst. When a character fires a burst, all modifiers for what the firing character is doing apply normally, but target modifiers are ignored. If the dice roll indicates a hit, then all characters in the firing character’s Field of Vision are hit. A burst inflicts:

- 20 points of wounds if there is only one target character in the area of the burst.
- 15 points of wounds on each of two characters in the area of the burst.

- 40 points of wounds divided evenly (drop fractions) among all character in the area of the burst if three or more characters are present.

Targets that are completely hidden behind cover (not exposed to the fire) are not hit by bursts but do count as targets in the area of the burst. MP 18s with fewer than 8 bullets left in them cannot be used to fire a burst and may only be used to target a single character; causing normal damage. All remaining ammunition is then expended when the weapon is fired.

Specifications: Range 300 ft, Damage 5, Rounds per Turn Special, Ammo 32. It has a 32 round snail drum magazine; this is the same magazine used by the P08 Artillery Luger. Its 9mm bullet can penetrate 4 inches of pine at at point blank range.

Gewehr 98, Mauser

The Gewehr 98 Mauser was the rifle used by the German Empire during WWI.

Specifications: Range 1800 ft, Damage 7, Rounds per Turn 1, Ammo 5. Rifles add +10 to the Agility of the firing character. This rifle will, as other rifles will, penetrate most wood or plaster walls, floors or ceilings when fired at short range or less. It has a 7.92 mm bullet.

Mills Bomb Grenade No 36

The 1918 No. 36 Mills Bomb was a grenade used by the British Empire during WWI. It is of the classic pineapple design. A pin must be pulled, and the handle released, for the striker to then ignite the grenade. After ignition the grenade explodes 4 seconds later (4 turns). The range at which the grenade may be thrown is short per the following rule:

- Range Normal Pineapple Grenade, e.g. 1918 Mills Bomb No 36, 45', 3 squares

MK 2 Grenade 1920

The 1920 MK 2 is a grenade used by the United States Military in the post World War I era. It is of the classic pineapple design. A pin must be pulled, and the handle released, for the fuse to then ignite the grenade. Ignition produces a loud bang, smoke is emitted, and the grenade audibly hisses during its countdown to explosion. After ignition the grenade explodes 4 to 5 seconds later (4-5 turns). Roll 1d10 to determine exactly when the grenade explodes:

Roll d10	Delay
1-5	4 seconds (4 turns)
6-10	5 seconds (5 turns)

The range at which the grenade may be thrown is short per the following rule:

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- Range Normal Pineapple Grenade, e.g. 1920 MK 2, 45', 3 squares

P08 Artillery Luger

The P08 Luger was the weapon used by the German Empire during WWI.

Specifications: Range 75 ft without stock/1000 ft with stock, Damage 5, Rounds per Turn 1, Ammo 32, due to its long barrel there is only a 30% Chance of concealment when not using the stock. When the stock is attached to fire the P08 Artillery Luger add +10 to Agility. It has a 32 round snail drum magazine or it may be fitted with an 8 round magazine. Its 9mm bullet can penetrate 4 inches of pine at at point blank range.

Potato Masher Grenade M17

The M17 was a grenade used by the German Empire during WWI. It has a string in the handle at the end of which is a porcelain ball, the cap at the bottom of the handle must be removed and the string pulled to ignite the grenade. After ignition the grenade explodes 5 seconds later (5 turns). The stick handle expands the range at which a grenade may be thrown per the following rule:

- Range Stick Grenade, e.g. Potato Masher M17, 90' 6 squares

Overland Security Guards

The Overland Security Guards have an office here, and they report to Michael Harry. The guards are all rather hard nosed men. The Overland employees are afraid of them, as they should be, as they do the bidding of their amoral masters.

Overland Security Guards

d10	MS	AG	OB	DR	PR	Lk	HP	PS
1	91	74	47	61	9	13	22	5
2	50	55	84	70	8	20	16	3
3	45	66	45	56	6	12	17	3
4	75	65	63	64	5	24	19	4
5	78	95	21	58	8	10	23	4

Alsatian Watch Dog

MS	AG	OB	DR	PR	Lk	HP	PS
80	85	90	n/a	8	8	22	4

The Watch Dogs roam the warehouse freely at night but are kept on a leash during the day, or in cages inside the warehouse. They bark loudly if intruders approach the warehouse or enter it. Their function

is to alert the guards rather than attack intruders. They will of course chase down and corner any intruder but they are not “attack dogs”.

As a medium animal the Alsatian Watch Dog’s attacks follow the rules of Fistfighting, the Game Judge may choose from the following actions: *Close*, *Fight Fair*, *Hold*, *Break-Free*, and *Manoeuvre*.

The first action of the Alsatian Watch Dog is *Close-Fight Fair*. After the first successful attack the Alsatian’s action is *Hold* which causes 4 points of Injury, the Alsatian Watch Dog is biting and hanging on. Unlike a normal fistfight there is a 10% chance per point of Injury that it is a Wound. the Alsatian Watch Dog’s *Hold* can be removed with *Break-Free*.

A medium animal has a MS score between 61 and 80, this grants a PS of 4. A medium animal therefore causes 4 points of Injury. MS and AG are added, then divided by 10, to determine the number of HP, for an animal, rounding up any remainder or fraction, and add 5 points. Of course animals will not have a DR score.

The Alsatian Watch Dog Hearing, Nose, and Sight – the Alsatian Watch Dog has a keen sense of hearing, sight, and smell, grant +20 to Observation whenever a different scent, sound, thing, or person may be detected, this will include items, and even people, that the Alsatian Watch Dog does not know. When unusual or different items, people, sounds and odours are present they attract the dogs interest. The Alsatian Watch Dog is trained to bark if strangers are present when they should not be. The dogs are trained only to obey the guards; they are not pets.

Steamship Quay

Pier 5

Cargo ships dock at Piers 5 and 6 to unload their cargo. The Piers are full of crates and other goods being off loaded by longshoremen. The Pier 5 traffic is to be moved to Pier 6 and other piers to make way for fishermen and a fish market warehouse. Some of the Longshoremen might get laid off, that is the rumour, so this isn’t popular with them or their union. The Union is in negotiations to have its members employed elsewhere on the docks.

Pier 6

This pier is full of crates and other goods being taken away by truck.

Chandlery Lane

Draftsmen’s Office

The office of draftsmen work for various Overland various business interests.

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Duke Street

Baskerville Medical Clinic

This is the office of Dr. John Baskerville, Dr. Frederick Hemlock, and Dr. Edward Trepan. In the 1920s Universal medicare is not available. Patients are expected to pay their own bills at the time the service is provided. However, churches and charitable organizations encourage doctor's to provide their services for free to the poor. The doctors of the Baskerville clinic compensate for the loss of fees for poor patients by charging patients different rates based on their ability to pay. All three doctor's make house calls.

Port Wycliffe also pays for the services of community doctors for city wards 1-2-3, in the person of Dr. Edward Trahan, the young doctor who is the protege of Dr. Baskerville and who has the stamina to be on call 24/7. Dr. Trepan is called to visit many patients and in emergencies, he drives a Model-T.

Serious cases may be sent to one of the city's two hospitals, Memorial or Union, which are not shown on the Ward 2 map. The City of Port Wycliffe provides a subsidy to both hospitals for care of those unable to pay. The Union Hospital was set up by unions to care for union members who subsidize its services.

Staff:

Dr. John Baskerville

MS	AG	OB	DR	PR	Lk	HP	PS
83	42	79	63	10	36	18	5

Dr. Frederick Hemlock

MS	AG	OB	DR	PR	Lk	HP	PS
87	5	23	14	10	41	15	5

Dr. Edward Trepan

MS	AG	OB	DR	PR	Lk	HP	PS
48	1	56	29	8	49	10	3

Betty Madeline, Nurse

MS	AG	OB	DR	PR	Lk	HP	PS
73	79	45	62	1	27	21	4

Eunice Baker, Secretary

MS	AG	OB	DR	PR	Lk	HP	PS
1	58	28	43	9	18	11	1

Dr. D. Riller Dentistry

This dentist's office is operated by Dr. Dwayne Riller. He is an accomplished dentist. On the side he makes a considerable profit from prescriptions for "toothache pain" in the form of liquor. A perfectly legal practice. Dr. Riller has basic medical training which allows him to unofficially provide services to those wanting to keep a low profile. If there is a problem beyond his abilities he simply refuses to treat the patient in question.

Dr. D. Riller, Dentist

MS	AG	OB	DR	PR	Lk	HP	PS
63	2	63	33	4	17	12	4

Northern Star Newspaper Office

The Northern Star is one of Port Wycliffe's daily papers and independent. Its editor and sole owner, Byron Gymbal, is always on the hunt for a good story and photographs to go with it; the more sensational the better. Gymbal is more of an opportunist than a revolutionary, his goal is to make money selling a lot of papers and so the paper has something of a reputation as a scandal sheet. Of course that makes it hated by the directors of the Beacon since Gymbal's reporters keep finding out and publishing the unvarnished and sometime sensationalized truth. Player character's may find work here as a reporter or photographer but Gymbal doesn't pay well. The editor, is always trying to scoop rival newspapers and radio, even the papers of Sullivan City which are also sold in Port Wycliffe. Gymbal is not above stretching the facts a little to embellish a good story into a sensational one. Gymbal will often send reporters and photographers out on assignments in the city to gather news.

Byron Gymbal, Editor

MS	AG	OB	DR	PR	Lk	HP	PS
56	49	14	32	5	32	16	3

Note that TSR's GangBusters™ has a section on the political influence of newspaper stories to sway public opinion, refer to the rules for Public Opinion and Heat on page 50 of Book

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7009, and page 52 for Newspapers. Prior to 1929 the public is not particularly sympathetic to unions, strikes, and left of centre politics. The Major Events table may be expanded to d10 include these and other items of interest:

Roll 1d10	Result
1-6	per the Major Events table on page 50 of 7009.
7	Injustice, e.g. a wrongful conviction, public sympathy for a wronged individual, group, or other entity may exist.
8	Strike violence, the public is outraged by violence by strikers and/or strike breakers.
9	Legislation, a law which the public disagrees with, the law is seen as manifestly unfair or discriminatory.
10	

Police Station House 3

Downstairs the station has a Sergeant's desk and a booking room, and cells. Upstairs the police station has a bull pit for the staff and a glassed office for the Captain. There is an interrogation room and a locker room in the basement. The station has a single car at its disposal which is dispatched daily from the garage at City Hall.

Staff

Captain Emmet Westward

MS	AG	OB	DR	PR	Lk	HP	PS
87	75	96	86	8	4	22	5

City Hall has not been keen to pick up the bill for enforcing prohibition and the law is unpopular in the city. Oswald Caine used to be one of Westward's best officers but now he's gone over to the other side of the law and Westward has no truck with that. The problem for Westward is that he suspects his superiors at City Hall, and some of the men under his command, are on either Oswald Caine's payroll or that of Andy Hook. He's powerless to do anything about it and it's frustrating the heck out of him. Either way, the gangs are getting tipped off.

Great Lakes Prohibition Adventures

Detective Sergeant Robert Coward

MS	AG	OB	DR	PR	Lk	HP	PS
71	51	42	47	5	43	18	4

Detective Sergeant Milo Bravo

MS	AG	OB	DR	PR	Lk	HP	PS
67	69	19	44	5	43	19	4

Sergeant Thomas Fink, shift 1

MS	AG	OB	DR	PR	Lk	HP	PS
48	20	44	32	5	17	12	3

Sergeant Liam Stride, shift 2

MS	AG	OB	DR	PR	Lk	HP	PS
67	87	35	61	5	24	21	4

Beat Cops, 5 per shift in the waterfront map of Ward 2

d10	MS	AG	OB	DR	PR	Lk	HP	PS
1	91	74	47	61	9	13	22	5
2	75	65	63	64	5	24	19	4
3	50	55	84	70	8	20	16	3
4	45	66	45	56	6	12	17	3
5	78	95	21	58	8	10	23	4
6	99	80	78	79	5	14	23	5
7	100	51	76	64	7	49	21	5
8	64	55	75	65	9	18	17	4
9	50	55	50	53	5	15	16	3
10	60	94	45	70	8	16	21	3

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Drunk Tank

Several sailors found on the street have been rounded up and thrown in the Station Drunk Tank. One of them is insensible and no one will be able to question him until he sobers up. The police want to know where they obtained liquor, and in the case of John Smith where he got the pistol. Smith they would like to throw the book at since carrying a pistol as he is doing may be illegal. The sailors they plan to release with small fines and a warning after they get the information they want.

John Gaff, Sailor

MS	AG	OB	DR	PR	Lk	HP	PS
50	55	79	67	5	23	16	3

Sailor John Gaff, an old sailor of 60 yrs old, a stoker, and somewhat worse for wear and likely incapable of having committed any crime. The police took a blunt tipped knife off of him and his bottle of Whisky, which he wants back. The police will want to know where this liquor came from and press him for information. If asked about other crimes he will roll his eyes and deny knowing anything about them. He is superstitious and in his inebriated state will stammer something about how Jennie Greenteeth will come ashore to take a life. He will also say that the Empress of Erie is an unlucky ship, at least one sailor goes missing every year, taken by Green Jennie. He will also sing to himself.

*Twass twenty-five or thirty years
Since Jack first saw the light
He came into this world of woe
One dark and stormy night
He was born on board his father's ship
As she was lying to
'Bout twenty-five or thirty miles
South-east of Bacalieu*

Green Jennie is a sailor's superstition about an underwater witch who lives at the bottom of the lake and takes the lives of sailors. According to the tales she has sharp teeth like a shark, eyes that glow, and long arms. She sings a siren song before attacking. Sounds like a lot of superstitious rubbish to the police but its clear John Gaff believes it to be true and he works on the *Sea Cow*, a bulk carrier.

Oleg Kiril Samovar, Sailor

MS	AG	OB	DR	PR	Lk	HP	PS
43	65	43	54	6	28	16	3

Oleg Kiril Samovar, a Russian (now an American citizen) and fluent in several languages Russian, Polish, French, but his English is currently a work in progress. He is a fisherman and currently seeking

employment as a deckhand. He was found staggering west on Quay Street with a half empty bottle of Gin. Someone has robbed him of \$50 (a considerable sum he had saved), turned out his pockets, and stolen his pocket watch, and he can't understand why he is in jail when crooks are apparently running free. The police took a blunt sailor's knife and fishing net needle from him.

Under questioning Oleg may unintentionally let slip that the Gin was delivered to him on a street corner, at the intersection of Aberdeen and Champlain Streets but he won't say more about it when he realizes his mistake, saying he misspoke, used the wrong words, for simply finding it there by chance.

John Smith, Revolutionary, Sailor, Cook

MS	AG	OB	DR	PR	Lk	HP	PS
75	85	90	88	10	26	21	4

John Smith, a sailor obviously, but this is not his real name; he speaks English as if he had learned it from someone British, with an English accent and diction. Alone among those rounded up he is sober. The police took a pistol from him, a 10 shot C96 Mauser Broomhandle. If it is examined it will be quickly determined that it has not been fired as it is fully loaded. Smith will simply deny any knowledge of any crime; that he has committed no crime in either the Dominion of Canada or United States. He will insist that he has a legal permit to carry the pistol back in his lodgings. Smith believes that his life is in danger as enemies are looking for him, hence his carrying the pistol for self defence. However, he will not say more about it such as who exactly those enemies are.

Smith is a political revolutionary in exile and has lost none of his revolutionary zeal, despite being an exile. He is principled but amoral. He will never reveal his true identity or nationality. Smith knows Morse code and how to use a telegraph. If the police discover that he may be a "Political Terrorist" the Mounted Police and FBI will undoubtedly want to question him but they won't learn anything more from him, not even his identity. Smith has been tracking down someone who betrayed both he and the revolution he believes in, a turncoat named Michael Harry. The betrayal resulted in the death of many revolutionaries and nearly his own but unknown to Harry he managed to escape certain death at the last minute. The authorities, and Harry, believe Smith to be dead. Smith's plan is to locate Harry and then kill him in revenge using the C96.

Smith is staying at the Bedford Rooming House while waiting for his next job on the Empress of Erie. He is a capable sailor and knows how to tie knots etc. Oddly however his last job was as a cook and that will be his next job on the Empress if he is released. If his room is searched at the boarding house in his suitcase will be found a British Passport in the name of John Smith as well as an authentic permit for the C96 Mauser in the name of John Smith which grants him permission to carry it, a wooden shoulder stock that doubles as a holster which turns it into a carbine, and a 100 round box of ammunition which is short 25 rounds.

G. Bruce MacKenzie

C96 Mauser Broomhandle

Specifications: Range 150 ft without stock/1000 ft with stock, Damage 7, Rounds per Turn 1, Ammo 10, 40% Chance of concealment when not using the stock. When the stock is attached to fire the C96 add +10 to Agility. It has a fixed box magazine which may be loaded with a stripper clip. The pistol is quite powerful and a bullet can penetrate 4 1/2 inches of pine at 150 ft. It will penetrate 9 inches of wood at point blank range.

Keep in mind however it is not illegal for John Smith to possess this military surplus weapon. Since he has committed no crime the C96 is his property. Should the police decide to revoke his permit and confiscate this weapon it will then be available to law enforcement. However, he could then take the police to court to recover it.

William Chapman, Longshoreman

MS	AG	OB	DR	PR	Lk	HP	PS
60	65	85	75	3	18	18	3

William Chapman, is unconscious, almost poisoned by a bottle of Green Fairy Absinthe which he got from the blind pig above Isenor's General Store. When he awakes at 10 AM the following day, (with a pounding headache) he will want to get out so he can get to work at his longshoreman's job at Pier 1. He'll quickly make a deal to reveal the location of the Andy Hook run blind pig in return for his freedom.

Chapman will swear that he saw a car flying past him in the direction of the dock about 3:30 AM. "It almost near ran me down! There was a pair of men in it." When questioned he will say it was a posh touring car. Could he identify the occupants? "No." Where did it go? "Towards West Quay Street."

Seafarer's Union Office

The union office has been somewhat unpopular with landlords as it has been the subject of attacks by thugs hired to suppress the union. When the union's president Ned Justice saw an opportunity to move opposite the police station house he did so and this resulted in a decline of direct action against the Union Office itself. Although not sympathetic to the union, and often a tool of government influenced by industry, the police would find it an embarrassment if the union office were to be attacked since it is just across the street. They have a beat cop keeping an eye on things. Ned is now quietly trying to strike a deal with the Longshoremen's union which would make them stronger together in their fight for worker's rights. Union workers do not cross each other's picket lines. Ned often has cause to hire the lawyer James Rand.

Ned Justice, Union President

MS	AG	OB	DR	PR	Lk	HP	PS
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Great Lakes Prohibition Adventures

72	78	13	46	1	37	20	4
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Thugs hired by the management of Overland Rail & Steamship or Dominion Great Lakes & Steamship Line still regularly intimidate, beat up the Union's members and hire non-union employees. The management of these companies are in conflict with unions and this has resulted in strikes and lock-outs. They also feed the local newspapers with anti-union news stories, contribute to the political campaigns of local politicians, and employ top notch lawyers. Both companies have a great deal of political influence.

Dundee Street

The Eastman Bank

The Eastman Bank has many locations in the province. When open, 10 AM to 4:30 PM, the bank has five tellers behind cages and an armed guard in uniform posted in the lobby. Behind a locked door there is a vault where money is stored, both American and Canadian currency, and safety deposit boxes. On Thursday's a special truck arrives with the payroll for local companies, paid to employees on Thursday and Friday. These are the busiest days at the bank.

Staff of the Eastman Bank:

Albert Service, Bank Manager

MS	AG	OB	DR	PR	Lk	HP	PS
74	63	32	48	3	46	19	4

Bank Manager, Albert Service, Albert arranges all loans, and knows the combination to unlock the vault.

Jasper John Wimpy, Bank Secretary

MS	AG	OB	DR	PR	Lk	HP	PS
16	14	36	25	7	43	8	1

The Bank Manager's Personal Secretary, Jasper John Wimpy also knows the combination to unlock the vault.

Ellie Newfield, Bank Teller

MS	AG	OB	DR	PR	Lk	HP	PS
40	79	97	88	9	42	17	2

G. Bruce MacKenzie

Janice Turbot, Bank Teller

MS	AG	OB	DR	PR	Lk	HP	PS
22	80	30	55	7	35	16	2

Helen Winter, Bank Teller

MS	AG	OB	DR	PR	Lk	HP	PS
67	54	12	33	8	12	18	4

Robert Fatal, Bank Guard

MS	AG	OB	DR	PR	Lk	HP	PS
56	97	65	81	3	7	21	3

Guard, Robert Fatal, is an ex beat cop who after being injured in the line of duty was hired on by the Eastman Bank. He also works in a plain clothes capacity for the bank when required. He is armed with an automatic pistol. He had heard of Oswald Caine when he was a police officer and doesn't really approve of Caine's new business venture.

Tom Simple, Bank Guard

MS	AG	OB	DR	PR	Lk	HP	PS
80	69	41	55	5	40	20	4

Guard, Tom Simple, a veteran of the Great War, hired by Bob to alternate shifts. Tom also carries an automatic at Bob's insistence. He also has a personal revolver but doesn't take it to work.

Sallet Armoured Truck

Sallet has a contract with the bank to move money. The truck is a custom built Packard with a bullet proof sheet metal body and bullet proof glass windows. The three men are very careful considering the amounts of money they are required to move. They try to take a different route each time and arrive at different times but as they are arriving out of town enter on Albert Road, which becomes Albert Street before turning on Dundee or Edinburgh Streets. They call ahead and arrange the delivery time with the bank manager who tells the banks guards to expect the delivery.

Joe Kitchen, Sallet Armoured Truck Driver

MS	AG	OB	DR	PR	Lk	HP	PS
77	100	78	89	3	18	23	4

Driver, Joe Kitchen, armed with a revolver.

Pete Hick, Sallet Armoured Truck Guard

MS	AG	OB	DR	PR	Lk	HP	PS

Guard 1, Pete Hick, armed with a revolver.

Winslow Jumpy, Sallet Armoured Truck Guard

MS	AG	OB	DR	PR	Lk	HP	PS
40	100	9	55	8	50	19	2

Guard 2, Winslow Jumpy, armed with a revolver.

Isenor's General Store & Hook Blind Pig

This legitimate business has goods of all kinds from clothing to hardware. Abe Isenor runs the place and has a sharp pencil when it comes to accounting. On the side he is the bookkeeper for Andy Hook and in his pay. The illegal record book is kept in a secret compartment hidden in Abe's desk drawer. Although outwardly convivial and friendly Abe is not really a good man, he is greedy and selfish. He will deny all knowledge there is a blind pig above his store; he says he will complain to the landlord and would have called the police had he known. The only person he'll really call is Andy Hook to warn him of trouble and trouble makers. There is a public telephone booth on the main floor of the General Store as Abe is too much of a miser to pay for a personal one.

This building is secretly owned by Andy Hook and has two floors, the floor above used to be let out to rent but now it is the current location of the Hook Gang's blind pig. This is meant to be a secret. Prohibition Agents have forced Hook to move his blind pig several times. The entrance is via the back, a stair. The password is Charlie. The blind pig serves the worst sort of bathtub gin and some good stuff stolen from the shipments of the other bootleggers, the Caine Gang.

Staff of The Hook Bind Pig

Art Shuffle, Bartender

MS	AG	OB	DR	PR	Lk	HP	PS
73	17	34	26	5	42	14	4

Art is in charge of the blind pig, ostensibly, but he is really second to Hank Hammer, one of Andy Hook's thugs.

Ned Post, Bouncer and Torpedo

MS	AG	OB	DR	PR	Lk	HP	PS
66	54	64	59	6	50	17	4

Ned is accustomed to letting his fists do the talking, not a thinker.

G. Bruce MacKenzie

Hank Hammer, Bouncer and Torpedo

MS	AG	OB	DR	PR	Lk	HP	PS
55	94	39	67	10	16	20	3

Hank and Ned are always together, Hank does the thinking for Ned. Always thinking ahead he is smart enough to know Andy Hook won't always be the gang's leader. Maybe one day that leader will be Hank. Hank would prefer not to fight with the Caine Gang and reach some kind of an accommodation. Hank carries a semiautomatic pistol.

Edinborough Street

Dominion & Great Lakes Steamship Co.

The steamship company operates several ships on the Great Lakes carrying both passengers and freight to ports on Lake Erie. Smaller vessels travel along the Welland Canal. The Empress of Erie is operated by this company. The crew of the Empress of Erie are unionized members of the Seaman's Union, not without struggle, and there are tensions between the union and the company's management. Publicly they are presently trying to figure out how to work together successfully but the management of the Steamship Company are far from fully committed, would still like to break the union, and is seeking to use its influence to do so behind the scenes.

The Grand Empress Hotel

The steamship company also operates the adjoining Grand Empress Hotel; the hotel staff are not unionized. It is the most lavish and modern Hotel in Port Wycliffe offering accommodations that surpass those of the other hotels at the topmost tier. The hotel offers varying grades of accommodation from spartan to extra luxurious. Mid range and luxury suites all have telephones, and the hotel has its own switchboard. The hotel has two elevators, and a service elevator, which connect all 6 floors. The elevator is controlled by staff persons. There is no basement in the hotel due to the proximity to the waterfront thus all services such as the restaurant, kitchen, and laundry must operate on the first floor. Accommodations for guests are on the floors above.

Great Lakes Import Co.

This is a company which imports and routes goods through the great lakes.

Olmstead Office Building

Local offices from which Oswald Caine runs his import export business, Caine Export Co. Telephone Lake Front 101. There are other offices in the same building.

Caine Export Co.

Although Port Wycliffe is supposed to be dry it isn't. Prohibition is very unpopular. Oswald Caine is simply practical and wants to make as much money as possible. His view of prohibition is that it won't work. Caine's approach is purely that of running a business, albeit an illegal one. Oswald is willing to pay the police, and officials a salary, to look the other way and for their protection. Caine is considering expanding his operations to include acting as a supplier to American bootleggers.

The office has a large floor model safe which contains accounting books, cash, and a revolver which belongs to Oswald Caine. The illegal liquor profits are laundered through the legitimate businesses which Caine owns but they still end up with a surplus of some cash which is kept in the safe. Caine is looking at having this cash stored off the books at the Eastman Bank.

Caine used to be a cop, a Lieutenant, and runs his illegal business with a code of his own, and he does not allow guns. The members of his gang are not allowed to engage in other criminal activity either. This makes the activity of breaking the prohibition law a little more palatable to the upper class clientele of the Phaeton Club as well as some of his former police colleagues.

There is a darker undertone however in Port Wycliffe, a rival gang of hardened criminals, the Hook Gang, is competing for a spot in the bootlegging business, branching out from their other vices, and things may get ugly. The Hook Gang was a problem before prohibition and that won't change.

Caine Bootlegging "Staff"

Oswald Caine, Gang Boss, Bootlegger

MS	AG	OB	DR	PR	Lk	HP	PS
94	80	24	52	10	39	23	5

Oswald Caine used to be a lieutenant on Port Wycliffe's police force but decided to quit and become a bootlegger. His approach is that this is purely business and so no one that works for him is allowed to carry a gun. Caine does have a permit to carry a pistol but keeps it in the safe.

Caine Import Co. Staff

Francois Bullet, Accountant

MS	AG	OB	DR	PR	Lk	HP	PS
6	18	57	38	6	3	8	1

Francois is well paid to keep the books of the Caine Export Company, Hornet Cab Company, and a set for the illegal liquor business. The accounting books are kept locked in a large floor model safe when they are not in use. Francois is bilingual, speaking French and English.

Emily Yeux, Secretary

MS	AG	OB	DR	PR	Lk	HP	PS
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G. Bruce MacKenzie

57	74	12	43	9	27	19	3
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Fosbery Private Eye

Dick Fosbery has a small office in the Olmstead Building and might be looking for a partner. Fosberry sometimes takes cases pro-bono for the lawyer James Rand whose office is just across the hall. He may also employ a photographer for some jobs as photos make for great evidence. Fosberry keeps a revolver in his desk but only carries it on dangerous assignments, typically when criminal activity is being investigated. Fosberry is a war veteran, formerly a naval officer, and a tough no-nonsense guy. He keeps a notebook and pencil in his pocket as well as a pen-knife and pocket change. Fosberry has membership cards for both speakeasies run by Oswald Caine. He himself is not a drinker, but needs access sometimes for his work. The police are on decent terms with Dick Fosbery.

Dick Fosbery, Shamus

MS	AG	OB	DR	PR	Lk	HP	PS
95	86	88	87	8	33	24	5

Rand Lawyer's Office

James Rand's office is piled with stacks of paperwork and he and his overworked secretary Betty Whipple take on many seemingly lost legal causes often from customer's who can't pay very well, or pay at all. Rand is brilliant and committed to his causes, one of which is social justice. Rand also represents Dick Fosbery legally when such services are required.

Rand sometimes employs the investigative services of Dick Fosbery, the private eye. The two men have a mutual understanding and respect for each other despite the fact they seem opposites. Anti-union thugs were sent to lean on Rand who is a slender bookworm, and wears glasses. Fosbery heard Betty's scream and rushed across the hall from his office to Rand's; intervened, and threw out the two mugs. He warned them not to come back, they haven't.

James Rand, Lawyer

MS	AG	OB	DR	PR	Lk	HP	PS
11	31	75	53	8	11	10	1

Betty Whipple, Legal Secretary

MS	AG	OB	DR	PR	Lk	HP	PS
17	77	50	64	10	18	15	1

The Phaeton Club

The Phaeton Club is hardly a secret. This blind pig is not supposed to exist, much to the fury of those against prohibition, and yet it is pretty much hands off. Raiding the place would be very unwise in this city due to its clientele, the rich, the influential, and even government officials. Entertainment is provided in the form of live shows, jazz bands, etc.

The Shawcross

This club for “gentlemen” has filled its cellars from floor to ceiling with liquor legally procured before prohibition. It has enough on hand to supply the needs of its members for years. It is members only, so anyone who is not a member is turned away at the door.

King George Street

The Overland Office Building

This large building is entirely owned by the Overland family and houses only their businesses. The top floor is where William Overland’s office is located. William Overland Senior owns a steel company, shipping, railway, and steamship line. He is wealthy, powerful, and politically influential. He is politically conservative and anti-union. Overland is secretive and everything that takes place inside this building complex is considered confidential. Talking about what takes place here is considered grounds for dismissal if you are an employee. The Overland’s do not rent any part of the building out, even if it is vacant. The building is 6 stories and without a basement. Each part of the building is separate from the others and have their own elevators. The Overland’s employ security guards, who are armed with truncheons and no one is allowed in the building unless they have business there.

William Overland, Steel Magnate

MS	AG	OB	DR	PR	Lk	HP	PS
62	54	89	n/a	9	39	17	4

William Overland is a rather unpleasant rich old man of 65. He is accustomed to ordering people around with little regard for them as persons, even his own family, and has a reputation as a ruthless man of industry who gets his own way by hook or crook. He has never learned to drive a car.

Michael Harry, Former Revolutionary, Turncoat, Bodyguard

MS	AG	OB	DR	PR	Lk	HP	PS
97	92	75	84	7	36	24	5

G. Bruce MacKenzie

Michael Harry is not just a bodyguard, he is William Overland's fixer. He is well paid to perform William Overland's dirty work and there is nothing he won't stoop to. People say his eyes are cold and empty. William Overland's own family are afraid of him, they call him "The Ghoul" and they plan to be rid of him once the old man kicks. All the Overland Building Security Guards answer to him, and they do what they are told even when their actions are not strictly legal. He carries an automatic pistol and has access to the latest in firearms, a Thompson.

Michael Harry has a past which may catch up with him one day. He participated in a foreign revolution but was a turncoat. If the revolutionaries ever find him they may exact revenge for the deaths of their comrades.

Dennis Brake, Chauffeur

MS	AG	OB	DR	PR	Lk	HP	PS
65	83	55	69	5	8	20	4

Dennis drives the Overland family in a Pierce Arrow and is troubled. Some of the things he has heard William Overland and Michael Harry discuss have made him afraid to say anything, or even quit them. He has had more than a few sleepless nights.

The Port Wycliffe Beacon Newspaper Office

Jasper Mountebank, the editor of this conservative newspaper pushes the political, religious, and social agenda of its not-so-silent board of directors who are also influential captains of industry. As such the reporters and photographers of this paper know they have to skirt a line between truthful reporting and outright propaganda, a line of reporting which is unpopular, but not with everyone at the paper. Stories must focus on the lines of inquiries which serve controlling interests. Anyone who steps over the editorial line, submitting reporting which reflects negatively upon the newspaper's controlling interests is fired.

Jasper Mountebank, Editor of the Beacon

MS	AG	OB	DR	PR	Lk	HP	PS
55	60	93	77	4	16	17	3

Schwartz Department Store

Otto Schwartz is a big personality and well known in Port Wycliffe. He is fond of greeting customers himself and carries the stores staff along in the wake of his enthusiasm to provide memorable personal service. The department store is a family business and Schwartz provides employment to many of his extended family and family friends. When anyone needs something Schwartz's is the first place to shop.

Great Lakes Prohibition Adventures

The store and its owner suffered under anti-German sentiment during the war years but has weathered this storm. The family proudly display the Dominion flag at the entrances to the store and there is a wall of photographs of local servicemen, including Otto's sons, one of whom was killed in action in France & Flanders. Everyone in Port Wycliffe is familiar with this tragedy.

Otto speaks with an accent but his surviving sons, Oscar and William, do not. The family, and many extended family, are bilingual, speaking English and German.

Otto Schwartz, Department Store President and Owner

MS	AG	OB	DR	PR	Lk	HP	PS
48	52	65	59	10	16	15	3

Oscar Thomas Schwartz, Senior Manager

MS	AG	OB	DR	PR	Lk	HP	PS
21	54	82	68	7	33	13	2

William (Wilhelm) Schwartz, Assistant Manager

MS	AG	OB	DR	PR	Lk	HP	PS
29	91	54	73	6	36	17	2

Store Clerks

MS	AG	OB	DR	PR	Lk	HP	PS
50	55	45	n/a or 50	3	14	16	3

The Clerks at the store typically arrive by Nesbitt Trolley, most do not know how to drive.

Prince Street

The Capital Theatre

The owner of the theatre, Arnold Silverscreen, has made an accommodation with the Caine Gang bootleggers to supplement the theatre's income and a blind pig operates out of the alley at the back of the theatre. The income from the speakeasy is a welcome supplement to the theatre's profits.

Arnold Silverscreen, Capital Theatre Owner

MS	AG	OB	DR	PR	Lk	HP	PS
56	67	5	36	4	22	18	3

G. Bruce MacKenzie

Part of the back stage area has been renovated into the Bowfin blind pig. This speakeasy operates at the discretion of, and the knowledge of, police officers in the pay of Oswald Caine who allow it to operate and are to tip off the staff in the event of a raid. A secret door provides access between the theatre and the speakeasy and provides an escape route for the staff and customers in the event of a raid; they enter and seat themselves in the darkened theatre so all looks normal. The theatre's staff are well paid to look the other way.

The Capital was once a popular vaudeville theatre but typically shows silent films which are now very popular. It still occasionally books vaudeville artists and theatrical plays. The theatre employs a pianist or quartet of musicians to play along with the films.

Dominion Telegraph Office

Telegrams may be sent to any part of the world from this office. It is an important communication link. Telegrams may be picked up here or delivered to addresses within Port Wycliffe.

Grand Trunk Railway Station

The entrance to the Grand Trunk Railway Station is located on Prince Street while the main entrance to the Victoria Hotel is located on King George Street. There is of course access between the two from within the building.

The railway station is an important transportation link to destinations in the Dominion of Canada including Montreal and the Atlantic Port of Halifax. The main floor of the building is occupied by the train station and has booths for tickets, sending telegrams, shoe shine, newspapers, etc. Cars from the Hornet Cab Company are regularly parked outside the railway and hotel entrances at a spot reserved for them.

The Victoria Hotel

The Victoria Hotel is located on the first floor and above the railway station. It offers varying grades of accommodation from spartan to luxurious. Mid range and luxury suites all have telephones, and the hotel has its own switchboard. The hotel has an elevator which connects the basement to all 5 floors. The Hotel offers many services for the convenience of its clientele employing many people for this purpose.

The owners and board of directors of the railway are politically connected and influential using their influence upon newspapers to attempt to manipulate public opinion. They, like the government of the Dominion fear challenges to their authority, unionization, and socialism. They identify socialism with revolution, such as that which took place in Russia. Thus the Railway employs its own private police force, ostensibly for security, but also as a tool to suppress dissent among its workers. The intent of this is to keep wages and benefits as low as possible. Attempts at unionization are suppressed and

employees intimidated or fired. The Railway Police are unarmed, except in emergencies, but they do carry a billy club.

Railway Policeman

MS	AG	OB	DR	PR	Lk	HP	PS
80	76	49	63	5	20	21	4

In reality the Railway Police are nothing more than security guards, they do not have the authority granted to actual policemen.

The Whittle Hotel

This three story building has a restaurant on the first floor, and offers accommodations on the first, second and third floors. Restaurant services such as the kitchen and laundry are run from the basement. This building has dumbwaiters which give access from the kitchen and service areas to all floors, and a newly installed elevator for the convenience of its customers. The elevator is operated by a member of the hotel staff and grants access from the basement to the third floor of the building. Of course the hotel has a staircase as well. There is a telephone booth in the lobby but the rooms do not have telephones.

Vincent's Dime Store

Nothing costing over a dime may be found in Vincent Nickel's store. He does a brisk business selling very common household items.

Vincent Nickel, Store Owner

MS	AG	OB	DR	PR	Lk	HP	PS
56	67	5	36	4	22	18	3

Quay Street

Shipping Warehouse

This shipping warehouse stores goods destined for the steamships which dock here.

Pier 1

The warehouse on Pier 1 stores passenger luggage and goods destined for the passenger steamers. It is guarded by Watchmen.

Vincent Klobber, Watchman

MS	AG	OB	DR	PR	Lk	HP	PS
80	54	65	n/a	4	12	19	4

G. Bruce MacKenzie

Pier 2

This pier is often stacked with crates as loading and unloading of passenger steamers takes place here.

Pier 3

Garbage is often loaded into barges from this pier making it unpopular with the passenger ship trade. Barges are loaded and then towed by tugboats to where their cargo is then dumped into the great lake, an environmentally unsafe practice.

Pier 4

There are a number of fishing boats located at this pier. There is a plan afoot to move the fishing boats away from Pier 3 and the garbage to Pier 5. Pier 4 will then be used for scrap.

Fishing Boat - The Emily

Raoul Barb, Master

MS	AG	OB	DR	PR	Lk	HP	PS
80	75	65	70	7	25	21	4

Access to a rifle from the wheelhouse locker.

Raoul Barb (a second cousin of Andy Hook) runs a fishing boat from this pier, the “Emily.” Fishing is not particularly good, fish stocks are in decline, so rather than lose his boat he (like the other fishermen) has been augmenting his income with charter fishing and running the odd illegal shipment of liquor. This is all unknown to Andy Hook. Raoul knows the law well and never crosses the international border into US waters. Instead he has his American buyer Sam State meet his fishing vessel at a rendezvous with a small boat in Canadian waters. That way the risk is mainly theirs. Raoul has been told by Sam that a ruthless new gang of bootleggers based in Sullivan City are hijacking and killing rivals, they murder everyone when they hijack a shipment. This has made Raoul and Sam really wary of strangers to the point that both now arm themselves and their crews with shotguns and rifles. Some of these weapons are kept in the galley under the seats and others in a locker in the wheelhouse.

James Hand, Mate

MS	AG	OB	DR	PR	Lk	HP	PS
75	63	54	59	2	12	19	4

Access to a shotgun from the wheelhouse locker.

Tyson Marlinspike, Deckhand

MS	AG	OB	DR	PR	Lk	HP	PS
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Great Lakes Prohibition Adventures

65	56	43	n/a	4	9	18	4
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Access to a shotgun from the galley.

Brian Wheelhouse, Deckhand

MS	AG	OB	DR	PR	Lk	HP	PS
88	67	72	n/a	4	18	21	5

Access to a shotgun from the galley.

American Bootleggers

Tom Pike, Bootlegger

MS	AG	OB	DR	PR	Lk	HP	PS
72	54	67	61	9	25	18	4

Tom Pike is armed with a semiautomatic pistol and keeps a shotgun in his speedboat.

Sullivan City went dry a year before prohibition and the law is unpopular with many of its citizens. Tom Pike and his business partner Harry supplement their income by bootlegging; supplying the wants of their customers. Tom and Harry have an amateur but businesslike approach and a distinction must be made between them and habitual criminals, for they have no other criminal history. A ruthless gang of actual criminals are now taking action to monopolize the trade in illegal liquor, they now hijack bootleggers, murdering everyone. To Tom, getting hijacked occasionally is one thing, getting murdered is another. Recent events have given he and Harry pause for thought.

Tom operates a fast speedboat and has armed himself and helper. On the American shore they are met by Harry with a vehicle to offload. Tom and Harry obtain liquor only from the Canadian Raoul Barb and keep their smuggling operation a closely guarded secret.

Dick Sturgeon, Bootlegger's Hired Hand

MS	AG	OB	DR	PR	Lk	HP	PS
50	55	50	53	5	15	16	3

Dick helps out Tom and Harry as required, typically accompanying one or the other and loading/unloading the speedboat. Dick is armed with a revolver and uses a shotgun from the boat or truck as required.

Harold "Harry" Stickleback, Bootlegger

MS	AG	OB	DR	PR	Lk	HP	PS
78	95	21	58	8	10	23	4

Harry owns a truck and meets Tom in dark deserted coves. Harry is armed with a semiautomatic pistol and keeps a shotgun in the cab of the truck.

Speedboat Rules

The rules for speedboats are the same as those for motor vehicles with minor exceptions.

Speedboat Damage Table

2d10 Dice Roll	Result
2 - 3	Steering Hit driver must check for crash, speedboat may no longer make racing turns
4 - 6	Engine hit Speedboat Motor stops running in 5 turns.
7-15	Hull Hit: no serious damage.
16-18	Extreme Critical Hit to Motor and Hull, speedboat stops immediately, speedboat will sink in 20 turns
19 - 20	Windscreen Hit one occupant wounded. (all occupants wounded if shot was a burst)

The driver of the speedboat must immediately check for a crash if the speedboat takes a Steering Hit. If no crash occurs, the speedboat must slow to slow speed on the next turn, and can travel only at slow speed until the steering is repaired.

Changing Speed. Normal vehicle rules apply with the following exception, a stopped speedboat does not remain in its square but randomly drifts one square in its previous direction of travel on the following turn if unsecured to a mooring, or un-anchored. Note that water currents may also cause a stopped speedboat to drift one or more squares depending upon their strength in any direction.

Turning. Normal vehicle rules apply.

Speedboat Crashes. The driver of a speedboat must make a Driving check whenever:

1. The driver is surprised;
2. The driver is injured by gunfire or struck in a fistfight;
3. The speedboat's steering is hit by gunfire;
4. The speedboat goes through tight spaces at fast speed;
5. The speedboat is travelling 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 speedboat (bumps, cut offs and racing turns are explained in the rules).

A driver who fails one of these Driving checks must consult the Driving Check Table.

Speedboat Crash Table

If Speedboat	Speedboat Should be Placed
Crashed while going through tight space	In centre of tight space; speedboat hit NPC's watercraft or an obstacle in tight space
Crashed while making left turn	One full move off the right side (speedboat may hit watercraft or obstacle)
Crashed while making right turn	One full move off the left side (speedboat may hit watercraft or obstacle)
Crashed while bumping another car	One full move off the right side (speedboat may hit watercraft or obstacle)
Crashed while making a racing turn	One full move in the direction of the turn (speedboat may hit watercraft or obstacle)

Speedboat Crash Damage Table

2d10 Dice Roll	Injury to Passengers	Damage to Speedboat
2 - 4	None	Minor Body Damage; speedboat will sink in 20 turns
5 - 8	5 points each	Body Damage; speedboat will not run until repaired, speedboat will sink in 10 turns
9 - 14	10 points each	Body and Engine Damage; speedboat will not run until repaired
15 - 18	15 points each	Crash and Roll; speedboat totally destroyed, flips, and sinks immediately
19 - 20	20 points each	Roll and Explode; speedboat flips, is totally destroyed, and sinks immediately

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Large Watercraft and Speedboats

Larger Watercraft are a danger to speedboats since they may run down and sink them by intent or accidental collision, treat these hazards as a crash. Speedboats may be drawn into the wake of an adjacent larger watercraft and crash. Grant the driver of a speedboat a check to avoid such dangers.

Swimming and Drowning

Characters may find themselves in water after a watercraft sinks. Swimming (15') and Diving (15') are normal movement actions; a Muscle Check is only ever required to swim long distances in excess of one mile, stay afloat for longer than an hour, or dive to a depth greater than 15'. When swimming grant +20 to Muscle if a character has access to a flotation aid, life jacket, etc. Adverse conditions such as, waves, fast currents, or cold, may result in a -5, -10, or -15 dice roll modifier. Extremely strong currents a character may not swim against and they are carried along in whatever direction the current is currently moving. Bear in mind that these rules, were they a slave to realism, would not result in a particularly fun game. A character that fails their Muscle Check Roll drowns but if they subsequently pass their Luck check roll they drift to shore, or remain afloat and are rescued.

Victoria Street

Ambrose Ice House

Ice is collected from the lake in winter and stored here for use throughout the year. The Ice house has two insulated trucks it uses to deliver ice throughout Port Wycliffe.

Deitz Chandlery

The Deitz Chandlery smells of kerosene and other preservatives for this extensive shop has the accoutrements and equipment used by sailors, including slicks, boots, rope and hardware. It is a third generation family business.

Erie Marine Motor Co.

The Erie Marine Motor Co. builds engines for marine craft. They dispatch workmen from this building to service marine engines of all types. Small marine engines are removed and trucked here for servicing if necessary.

Fisherman's Rest

Reasonably priced fish and chips are sold in yesterdays newspapers. Andy Hook is the proprietor and cook. This fish and chip shop is the front for the "Hook Gang" whose specialties, prior to prohibition, are the usual criminal vices and rackets.

Prohibition, the gang leader, Andy Hook, recognizes, is an incredible opportunity to make money. However, he has a problem. The other bootleggers, the Caine Gang, are led by a well connected former

cop who despises Andy Hook and his thugs. Still, no problem is unsolvable. Oswald Caine is picky about who he deals with. Meanwhile, Andy Hook has no such reservations and is willing to strike a deal with some very dangerous gangsters across the border. Oswald Caine has to be put out of the way.

Hook Gang Members

Also refer to the Hook Blind Pig.

Andrew (Andy) “Grundy” Hook, Gangster

MS	AG	OB	DR	PR	Lk	HP	PS
82	61	69	65	8	6	20	5

Until the start of Prohibition the Hook gang made money from Auto Theft, Burglary, Fencing Goods, Loan Sharking, and Petty Crimes. Other criminals call Hook “Grundy” behind his back and never to his face, then its just “Boss.” Andy Hook was sent to reform school for car theft, and then Grayhall Prison early in his criminal career for burglary where he got a crash course in crime and vowed never to get caught again.

Joe “Knuckles” Duster, Torpedo

MS	AG	OB	DR	PR	Lk	HP	PS
64	70	13	42	5	9	19	4

Joe grew up rough and tough, and he lets everyone know it. He is a torpedo for Andy Hook and tracks down those that don’t pay back their loans.

Izzie “Mojo” Krank, Driver

MS	AG	OB	DR	PR	Lk	HP	PS
44	89	67	78	3	40	19	3

There isn’t a car Mojo can’t steal, or so he says, in fact his ability in this area is Auto Theft 90. He likes to drive fast. As a youth he went to reform school for the same crime of auto theft as Andy Hook, and later Grayhall Prison, which is where they met. Unfortunately he ignored education in the important area of literacy, he cannot read or write.

Pike’s Fish Market

Fresh fish sold daily by local fishermen.

The Sailor’s Mission

The Mission offers cheap good accommodations, light refreshments, and a chapel.

Rev. Roger Stone

MS	AG	OB	DR	PR	Lk	HP	PS
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59	75	66	n/a	10	12	19	3
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Rev. Roger Stone, a man in his mid 40's, a religious man who runs the Sailor's Mission. He lives in near poverty and serves the spiritual needs of sailors. He was once a sailor himself and knows their ways. He does not know how to drive.

Alton Wayward, Sailor

MS	AG	OB	DR	PR	Lk	HP	PS
66	58	61	60	5	19	18	4

Alton Wayward, deckhand, in his late 20's, he has been promised work on the Empress of Erie when she returns. Alton always stays at the mission between ships. He has a tidy sum in savings at the Eastman Bank and is planning one day to buy a cottage and settle down.

Beverly Thomas Forecastle, Sailor

MS	AG	OB	DR	PR	Lk	HP	PS
83	19	65	n/a	5	39	16	5

Beverly Thomas Forecastle, of English nationality and middle aged this sailor is between jobs and hoping to get work on one of the ships that plies the great lakes. He goes by Tom as his first name is a bit unusual by American and Canadian standards. He has done every manual job on ships and come up from the hawsepipe. He has come to Port Wycliffe because the steamers stop here. There's always a chance he might be taken on here or at Sullivan City. Devout and sober, he is a reliable worker, sure to get work. He does not know how to drive a motor car.

Gus Welland, Sailor

MS	AG	OB	DR	PR	Lk	HP	PS
75	40	53	47	5	18	17	4

Gus Welland, an older man Gus and carpenter is fond of Crown and Anchor and has his own dice. The Reverend is a bit suspicious of him as gambling in any form is unwelcome at the Mission. Gus only plays for pennies so not a great gambler by any means. Despite his appearance Gus is adept at mathematical calculations due to his carpentry. Gus was a sailor on a battleship in the Great War. He takes the odd carpentry job and does high quality work.

West Quay Street

Ingersoll Trucking

Conveniently located next to the Wharton Warehouse this trucking company distributes shipments all over the city and nearby countryside.

Chester “Chet” Spanner, Driver

MS	AG	OB	DR	PR	Lk	HP	PS
70	70	23	47	5	6	19	4

Chet Spanner, a truck driver, Chet will be making a delivery to the countryside about 1 PM and may pick up Bobby and Roddy as they are thumbing a ride on West Quay Street. Chet isn't supposed to pick anyone up but occasionally does so to supplement his income, charging \$1, which is rather a lot. Chet drives east to Albert Street and then out of town where it becomes Albert Road.

Morton Coal Company

The first floor of the building is basically a large garage with a dispatchers office. The second and third floor of the building are offices for the coal company which manages accounts and other aspects of the business. Most of the city heats with coal, coal oil, ships burn coal to fire their steam engines, and the city electrical company generates power with coal.

Coal is mined and shipped by rail to a coal yard outside of town in the county. Coal trucks deliver the coal where it is wanted.

Pier 7

This pier has a warehouse on it built to temporarily store various items in crates and boxes which are then loaded onto trucks and shipped out or taken to the rail yard. Longshoremen work here during the day and the place is locked up at night, guarded only by its alarm system.

Pier 8

This pier has a warehouse on it built to temporarily store various items which are then loaded onto trucks. The dock also has crates stacked on it. Longshoremen work here during the day and there is a nightwatchman who walks a beat inside and outside of the warehouse.

Eggmont “Eggy” Skate, Nightwatchman

MS	AG	OB	DR	PR	Lk	HP	PS
80	54	65	n/a	4	12	19	4

Eggmont is a bit of a rough character, and trustworthy, but came out of the school of hard knocks. He used to know Andy Hook in reform school and owes him a favour. Hook has tried to lean on “Eggy” but Eggmont has turned his life around and outright refused. Of course Hook wants to ship liquor out through the warehouse, is working on intimidating or bribing its workforce, and Eggy's straight arrow lifestyle is now a problem. Eggmont is on good terms with the Beat Cops of Ward 2 and might like to join the police, but his background is a problem.

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Wharton Warehouse

The Warehouse stores and ships goods which arrive by rail or steamship. It has a freight elevator and three floors of storage.

Victoria County

Albert Road

Albert Street eventually turns into Albert Road as it leads out of town.

The Graft Dairy Farm

Uncle Slim Graft operates a dairy farm but has a still out back in the woods which predates prohibition. It is carefully concealed. Income from the still supplements that of the farm. Milk is collected daily from the farm by the Daisy Dairy Co. so comings and goings pass with little comment. Slim Graft makes a trip to town once in a while in his Ford Model T truck, and mainly sells his moonshine to country neighbours he trusts. Andy Hook learned about the still somehow and approached Slim about buying from him but he isn't sure if he wants to be involved with the notorious criminal. He also has a dim view of his neer-do-well nephew Roddy. Slim Graft owns a shotgun for hunting.

Dairy Farm Staff

Uncle Slim Graft, Farmer

MS	AG	OB	DR	PR	Lk	HP	PS
82	66	84	75	5	38	20	5

Slim is honest enough, he just doesn't agree with temperance getting in the way of making an extra dollar or two. He was making moonshine before prohibition so it's just business as usual. Technically the still is on government land and not inside his property boundary. Were the law to discover it he would be quick to deny any knowledge.

Mrs. Ethel Graft

MS	AG	OB	DR	PR	Lk	HP	PS
78	28	39	34	7	17	16	4

Ethel would be mortified were she to learn of the existence of the still as she is a member of the local church and its temperance chapter.

Tom "Junior" Graft

MS	AG	OB	DR	PR	Lk	HP	PS
30	77	34	56	6	46	16	2

Junior is kept busy learning the business of the family farm, there are many chores to do, and then he has to go to school as well in winter. Every once in a while he steals off to go fishing with the other local lads.

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William Brand, hired hand

MS	AG	OB	DR	PR	Lk	HP	PS
93	70	40	55	5	23	22	5

There isn't much the two farmhands do not know about with regard to the going's on at the farm. They are aware of the existence of the still out back of the property, and have even helped with moonshine production. Since they are being well paid there is no need for anyone else to know about it.

John Spur, hired hand

MS	AG	OB	DR	PR	Lk	HP	PS
100	62	48	55	5	6	22	5

Hook Hunting Camp

Off Albert Road and down a bumpy dirt road full of potholes is a shack built by Andy Hook's honest hard working Grandfather as a family hunting and holiday camp. Spartan and poorly maintained, it is now used as a hideout by Andy Hook, and a place to do business in secret. The entrance to the camp road is somewhat overgrown so it is hard to miss unless you know where it is, the locals all know its location and where the camp is. They steer clear of it. The road shows tire tracks if it has been recently used. Andy's Grandfather would roll over in his grave if he knew what had become of his camp and his grandson. The camp has a veranda with a weather worn rocking chair, and a wooden door which is latched but kept locked with a padlock. Inside are wooden bunks, a table and chairs, an old chest, and a shotgun hidden in the rafters with a few shells. This belonged to Hook's grandfather. On the wall hangs a fishing rod. The shack is heated by a pot bellied stove that burns wood. Beside the stove are kindling and a pile of cut wood. Outside the shack is a woodpile and an axe in a chopping block.

Weird Stuff

The Lake Monster

There are sightings of a Lake Monster known as the “Hag’s Horse” going back hundreds of years. The Game Judge may incorporate this creature into the campaign if they so wish. The Lake Monster is a creature of Lake Erie and typically attacks fish, but at the discretion of the Game Judge may also attack unlucky swimmers or small boats (speedboats) by bumping them. Most sightings of this creature show only humps rising above the water, or a long neck and head, before it vanishes below the waves.

It is called the Hag’s Horse as legend speaks of it as the water horse, or mount, of Green Jennie, the Sea Hag. She is sometimes said to be seen riding the creature during storms, usually taken by sailors as a sign of misfortune and dangers to come.

Lake Monster (Hag’s Horse)

MS	AG	OB	DR	PR	Lk	HP	PS
100	95	85	90	10	25	25	5

The Lake Monster resembles a plesiosaur 60 ft in length (4, 15’ squares). It has a broad body, four flippers, a short tail, long neck, and head with pointed dagger-like teeth. It moves in the water per the rules for a speedboat and may easily dive to the bottom of the lake, remaining submerged indefinitely.

Racing Turns, Bumping, and Cutting off are conducted as if the Lake Monster were a speedboat. It may not of course attack larger watercraft. Unlike a speedboat the Lake Monster never crashes when it fails its “Driving Check.”

Other attacks follow the rules of Fistfighting, the Game Judge may choose from the following actions: *Close*, *Fight Fair*, *Hold*, *Break-Free*, and *Manoeuvre*. When making an attack roll 1d10 to determine its form. The Lake Monster attacks by **Lashing Out** with its neck and head (1-4) , or **Biting** (5-10).

Lashing Out causes injury consistent with its punching score +5 points of injury. There is a 5% chance per point of Injury that it is a Wound. Biting causes wounds consistent with its punching score +7 points.

Per a “Fistfight” the first action of the Lake Monster is *Close-Fight Fair*. After the first successful Bite attack its action is *Hold*. Unlike a normal fistfight here is a 5% chance per point of Injury that it is a Wound. The Lake Monster’s *Hold* may be escaped with *Break-Free*.