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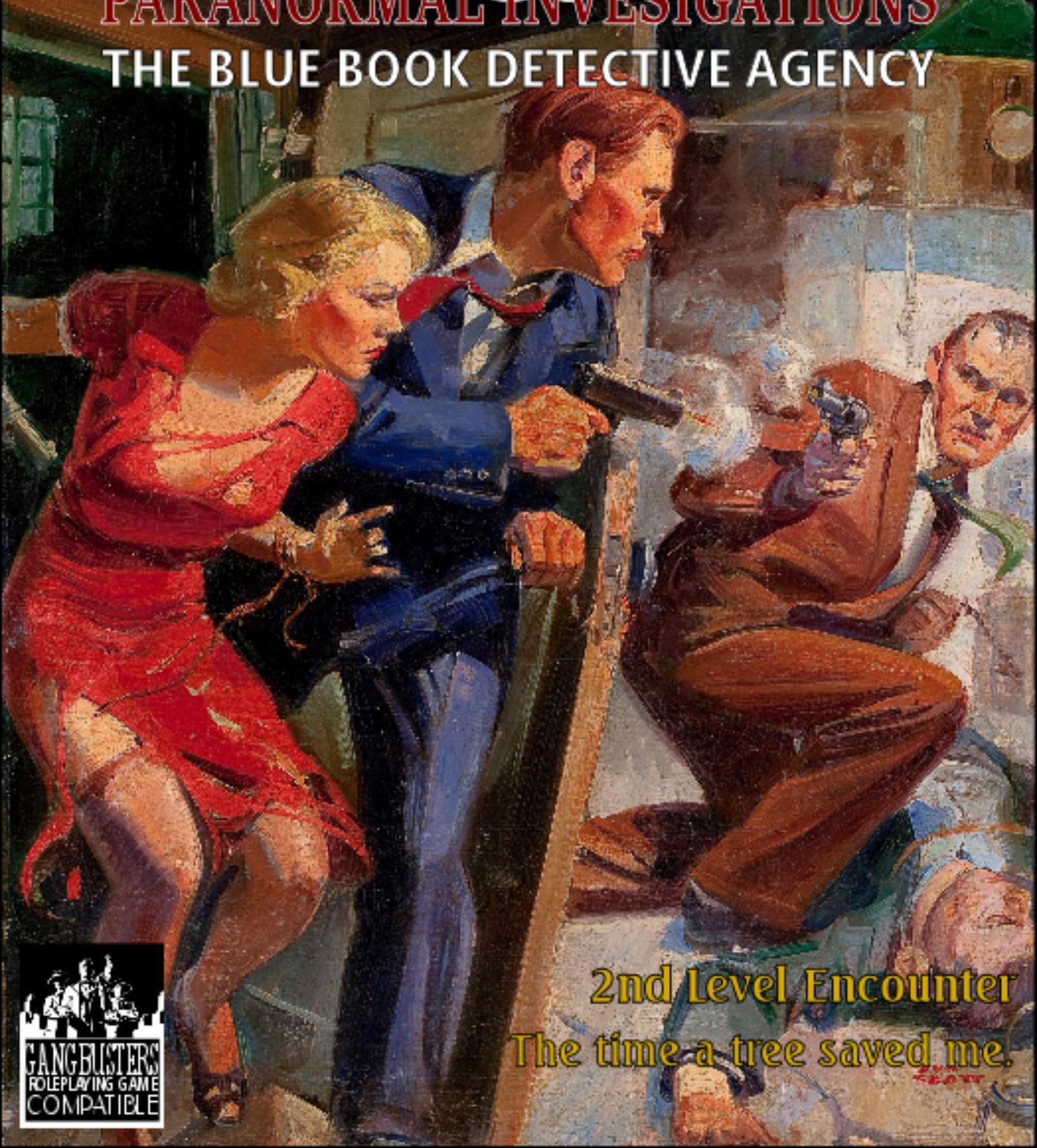
GangBusters

# WEIRD TALES

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## PARANORMAL INVESTIGATIONS

### THE BLUE BOOK DETECTIVE AGENCY



2nd Level Encounter

The time a tree saved me.





Gangbusters rpg original concept Rick Krebs

Original System design Rick Krebs

Based on work by Rick Krebs and Mark Acres

## The time a tree saved me

By Mark Hunt

This is a new city for characters to explore for GANGBUSTERS™ RPG rules. This is specially designed for the game judge who needs to get back up to speed with the system in a fresh new city.

*Gangbusters is a game that takes place in the Roaring 20's and early 1930's, essentially the Prohibition Era, of America. The focus of the game is on the Prohibition and the police/law enforcement struggle to control the streets and the halls of power. The player characters can take the roles of law enforcement, criminals, and other types of roles*

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The rules of this encounter were designed specifically to work with The Gang Busters RPG, they can, however, work just as well as a stand-alone game setting. We will produce other products bearing this logo and all of them are compatible with each other. This will allow you to mix and match new options to add to your adventures.



### What You Will Need To Play

In order to use this book, you will need the GANGBUSTERS rule book, pencils, paper, two 10 sided dice and your imagination! This is great for your first games, you can use the encounter over and over play a small shoot out or two until you feel comfortable with the rules.

The names of the characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead are merely coincidental.

This module is intended for use with the GANGBUSTERS rules. As an adventure module, it will also require one person to act as Judge.

The information in this module is only for the Judge who will guide the players through the Game module. If you plan to participate in this module as a player, please stop reading now.

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### The scenario

Don Cole had been working this case for three weeks, and now he just wanted to be off of it. His feet hurt and he needed a drink. He liked the job and he was good at it. There were times, however, when he didn't enjoy the things he had to do. This looked to be one of those times.

After all this time he had found the kidnappers, Holed up in a house at the edge of town. He stopped to call for help and moved in to keep an eye on them. He could make out three of them sitting calm as you please on a car that had more holes in it than a piece of swiss cheese.

He pulled out his trusty .38, but on one side of the house stood a Tough with a tommy gun and on the other a pretty girl with a derringer in her hand. Using the trees for cover, he got as close as he dared and called to them to drop their weapons. This was going to be one of those days . . .

### Characters



Don Cole – P.I, Level 2 Detective

MS:58, AG :79, 08:72, DR :68 , PR 3,

LK:50, HP:19

Weapons : .38 revolver in a shoulder holster, Brass Knuckles , whistle, and matches.

Don is not overly brave; he will hold his own in a fight. But risk his neck to for \$10.00 a day was not something he looked forward too.

He just wants to get the girl back and get paid. Two thousand bucks was a lot of money no matter how you split it!



MARIA KERRY - Big Ben's gun moll (age 22, Black) Level 1 Criminal

Record: None

MS:41 , AG :78, 08 :38 , DR :56 , PR:8, LK:47, HP:20

Weapons : .22 Derringer (two shot)

Maria has been with Big Ben for years and is sort of bored with it all. She seeks situations like this for the thrill of it. She is the most likely one to begin battle, but thinks Don is kinda cute.



BIG BEN - Syndicate Boss (age 32, Irish)

Level 3 Criminal Record: None

MS:77, AG :46, 08:62, DR:54, PR:9, LK:06, HP:18

Weapon: .44 revolver in a shoulder holster.

Carries \$5,000 in big bills.

Bernie is holding the tommy gun, but knows there are no bullets in the thing. He will try to bluff his way out of the situation by moving into the house and talk from there.



**LONG FACE Mc GEE -Second- in-Command (age 49, Irish) Level 5 Criminal**

Record: Frank McGee . Wanted in lakefront city for Extortion, Arson, and Disturbing the peace. Served 25 years in State Penitentiary. He will not surrender and won't go without a fight. He has spent too much time in the joint to go back.

Aliases : Kelly the killer, and Morte the mortician.

Weapon : .38 revolver in his coat pocket and blackjack in side pocket.

Carries \$82.00 in small bills.

Should you need more Thugs to even out the score, you can have one inside for each additional PC. Use the thug stat in the GangBusters Rule Book.

**Referee's section**

The three will calmly talk to anyone who approaches them and claim the guns are self-defense. They will not allow themselves to be stripped of weapons and will fight it out with anyone who tries. The tommy gun is out of ammunition but may be used to bluff. Naturally, help will not come until the referee decides one side or the other needs it.

It is perfectly possible for either party to talk their way out of a direct confrontation; but McGee won't give in if asked to surrender. He will run inside and hold the Girl hostage. He hopes that if he does this he can cut a deal for his escape.

If all else fails and it comes to shooting, turn to the "Gunfight modifiers table" in your GANGBUSTERS™ game. We will assume that Don is behind a tree with only his head and gun hand showing. The three are in plain sight, and any others are inside the house.

If anyone uses the cars or trees as cover, the others must subtract 30 percentage points from their "chance to hit" scores. In the advanced rules, the "Hit location and injury chart" is used. Only those shots that successfully strike and then rolled for the Head, Right Shoulder, Right Arm, and Right Hand will influence the character. All others will miss completely even if a successful strike is made. The Penetration options can be used from page 58 of the rule book if the player characters, makes attempts at moving out of cover.

In the event that Maria, Ben, and McGee are used as NPC's, consider; in the first round of shots from Don, the referee simply uses his Agility Score for the percentage needed to hit. From then on, the referee must determine what all three of the NPC's are doing. Perhaps in the second round, Maria ducks into the car, making her a -30 to hit. McGee begins running for the house while reaching for his gun, making him a "Running target " and a -20 to hit. Big Ben drops

behind the partial cover of the car, making him a -20 to hit. All of these are subtracted from the Agility Scores. In the next few rounds of battle, some or all of the three will fall under the "Hit location and injury chart" if struck

There are many ways to extend this scene into other aspects of the GANGBUSTERS™ game rules. They could drive off in a car, necessitating a car chase of some length; weapons could be made available to Tom or the group from cars in the area; police and other criminals could easily be brought into the action, all of which could make for a very enjoyable 30 to 60 minutes of game play.

This scenario is great for introducing new people to the game. And getting a taste of the gunfight rules.



## Harris Home No. M-1022

The Size  
26 ft. x 24 ft.

4 Rooms  
and Bath

THE HOME shown here was designed to fill the ever-increasing demand for a cottage with two good sized bedrooms, bath, pantry, kitchen and combination dining and living room.

Probably you are not accustomed to a hall such as here designed. Really, this is a feature in the plan. Note how very handy you can reach every room. This room arrangement can be wonderfully improved with the grade door and cellar stairway addition as suggested in the plan. It is known and can be ordered extra as addition No. 2. By purchasing this home with addition (see Price List) you have an inside stairway to cellar, constructed the same as the house, well lighted and with glassed outside door.

Remember, we furnish the same high grade material on all our houses, all dimension stock spaced 16 inches on centers throughout (no exceptions) double floors and walls with building paper between. We also furnish, without extra charge, the cellar windows and door with complete frames and hardware, solid 6 x 6 girder posts, gutters, downspouts and accessories, also guaranteed painting and varnishing materials for a three-coat job.

Do not overlook our free blue print plan offer. Write for them today.

