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TM

New
3rd Edition!

Gang Busters

1920's
Role-Playing
Adventure Game




TSR, Inc.
PRODUCTS OF YOUR IMAGINATION

For 3 or More Players Ages 12 and Up

GangBusters™

1920's Role-Playing Game

The Official GANGBUSTERS™ Sourcebook

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Questions about the GANGBUSTERS rules should be sent to: GANGBUSTERS Questions, TSR, Inc., POB 756, Lake Geneva, WI, 53147. Letters must include a stamped, self-addressed return envelope.



FOREWORD

Louis Howell was a member of that elite team of government agents called the Untouchables. The late Mr. Howell often talked about the excitement, the danger and the adventure of the 1920s and 1930s with his grandson Robert. TSR asked Robert Howell to write the foreword to the **GANGBUSTERS™** role-playing game, because of his knowledge of those intriguing years.

A civilized society sets down laws for its citizens. Because people cannot always be trusted to do what is best for themselves and their fellow men, those laws must be enforced. A large share of our tax payments is used to protect you from me and me from you.

My grandfather, Louis Howell, was born July 19, 1899, in San Marcos, Texas. By the time he was nine he had lost both of his parents and one brother, and lived through a long period of poverty and deprivation. He decided at a young age to pursue a life of adventure. The less dangerous life of what he termed a "ribbon clerk" pushing a pencil in an office was not for him!

The adventure began quickly. He was only 17 when he saw action in France and Germany during World War I. Returning home, he worked first as a private investigator and then went to work for the government as a member of the Untouchables.

In neither his background nor his love of adventure was he essentially different from many men who became criminals. However, his basic honesty and decency made him an early prototype of the modern lawman.

An ideal law enforcement officer must be that rare kind of individual who is able to control himself and think clearly under the most desperate circumstances. Many qualities go into the making of such an individual.

Courage is an obvious quality of the ideal law enforcement officer. Courage is not the absence of the natural fears of pain and death, but rather the ability to control those fears. An officer who had no fear would lack the humanity and compassion he needs to deal with the fears of others.

Toughness is another quality of the ideal law officer, but this quality is often poorly defined and poorly understood. Toughness in the positive sense does not mean a man is a sadist who hurts others because he enjoys causing pain, nor does it mean a man is a robot, devoid of feelings, who crushes others without a second glance. Toughness in the positive sense is the ability to see what must be done and to do it without hesitation.

For example, imagine a gun battle between officers and criminals fleeing the scene of a crime. Faced with the alternative of letting a dangerous criminal escape or of possibly losing his own life, a good officer may be forced to shoot and possibly kill the suspect to protect the public.

Perhaps the quality most frequently associated with the ideal law enforcement officer is an observant and investigative mind, the ability to notice facts and use them to form a theory. The tiny details around any person, place or thing that would be overlooked by the casual observer may be chock full of potential theo-

ries for the investigative mind. Take, for example, a man passing by on the street. What is there to notice about him? The harried, frightened look in his eye, the torn pocket on his shirt, the stains on his shoes, all could be the seeds of theories leading to the acquisition of evidence.

Qualities of an Ideal Law Enforcement Officer

Courage
Toughness
Investigative Mind
Deviousness
Loyalty
Honesty

Qualities of a Successful Gangster

Courage
Toughness
Investigative Mind
Deviousness
Lack of Loyalty
Dishonesty

As these two lists show, there are only two real differences between a good law enforcement officer and a successful gangster. In order to survive the dangers of their respective worlds, both the officer and the gangster must be tough, courageous, investigative and devious.

Deviousness is a quality usually associated with the criminal element. However, a good law officer must be able to think like a crook. This is especially true when the officer is working undercover and may have to disguise himself as a criminal or a patron of criminals in order to get the evidence he needs. Deviousness also serves the officer well when he is trying to solve a crime. The officer must be able to answer questions like "How did the criminal get inside the building?" and "How did the crook get rid of the weapon he used?"

Aside from the obvious quality of honesty, the quality that sets lawmen furthest apart from criminals is loyalty. Loyalty is necessary in any situation that requires cooperation. The real value of loyalty can be seen in the relationship between a good lawman and his partners. Self-risk, self-sacrifice and supportiveness are of paramount importance in keeping a team of officers at peak effectiveness.

Robert Howell.





INTRODUCTION

It was 3 a.m. on a hot July morning in Lakefront City. We were on a stake-out in a sleazy joint down by the docks. It was the kind of dump that was somewhere between a flop-house and a rat hole. Across the street was our target. An empty warehouse. At least it looked empty. We knew better. Behind those boarded-up windows and blank doors was an illegal brewery, pumping out the lifeblood for gangster boss Al Tolino's criminal empire. With a little luck, we'd be closing down this particular operation in another half-hour. Boss Tolino would be a little poorer. The residents of Lakefront City would be a little safer. Me, I'd be happy just doing my job.

Those were tough times. With Prohibition, guys like Tolino started popping up like grubs from under a rock. First, it was just making a little bathtub gin. Then they started organizing the gambling and vice. Pretty soon, there wasn't a city in the country that didn't have its own version of Boss Tolino. With all those millions from illegal booze and the other rackets, they could buy police, judges and politicians. With enough city government in their pockets, the bosses could get away with murder, literally. That's where I came in. I'm Burns, John Burns. Special agent, Prohibition Bureau. It was my job to cut off the money that made all that corruption possible . . . cut it off at the source by closing down the illegal breweries and distilleries. I was very good at it.

My partner was Rico. Enrico Mancini's the way he signs his paycheck. But after almost six years together, that sounds a little formal. A partner's like a wife, you see. You live with a guy for days at a stretch. You share the same meals. Trade sack time in the same beds. Stay cooped up together for weeks, sometimes in the same grubby hotel room, keeping tabs on places like this warehouse of Tolino's. After a while, it just seems right that the two of you are together. One day, it gets to the point where you can't imagine it any other way. That's how it was with Rico and me.

I checked my watch. 3:20. Time for one more cigarette before we moved in. I reached for mine, but Rico had his pack out first, offering. I took one.

"Thanks," I said. "Almost time."

"Yeah," Rico rasped through the smoke. "Lord, I'm tired."

I guessed I could understand that. It had been a long stake-out. Almost two weeks. That gets to you after a while. Makes you weary in a way that sleep won't cure. I didn't feel too hot myself.

I heard it then. Outside. Moving toward us down Canal Street. The sound of a truck grinding gears over the broken pavement. Hitting the overhead light, I crouched by the window for a look. Jackpot. It was Tolino's truck all right. Moving in for the pickup. Right on schedule. Standing, I pulled out my service revolver and checked the loads. Rico did the same. On the way out, I grabbed the Thompson and Rico picked up his 12-gauge. Heavy stuff. But you don't hunt bear with a pea shooter and Tolino's boys were plenty rough. Inside that warehouse, they'd be loading a small fortune in bootleg beer aboard that truck and they wouldn't like us busting up their party. I didn't want to give them much chance to show their displeasure. I figured Rico and I

would bust in the front while I sent two other guys in through the back. A couple more were posted on rooftops to pick off anybody who tried to make a break for it.

We hit them at 3:30 on the nose. While I stood to the right of the door, Rico stepped directly in front of it and cut loose with a blast from his shotgun. The inside padlock flew away in a gout of flame and, while I was sliding the door open, Rico barrel-rolled through the opening.

Then, time seemed to stop. Sometimes it happens that way. I heard Rico shout "Hands up. This s a federal raid." Then there was the sound of a pistol firing at almost the same time as Rico's shotgun. I came spinning through the door just in time to see Rico crumpling like a broken doll, blood spreading over the front of his dress shirt. I didn't stop for a closer look. There was a hood in front of me with a smoking .38 in his hand and I figured it wouldn't help Rico much if I got it too. I dove for cover as the hood put a slug through the empty air where I'd been. That was his last shot. As I came up behind a row of empty barrels, I levelled the Thompson and cut loose with a burst that hammered him like he was a bloody rag.

I was ducking behind the barrels again when a slug ripped through them maybe two inches from my head, tearing loose a big sliver of oak. Even above the sound of gunfire from the back of the brewery, I could hear someone bark, "Take that, ya lousy copper." Then there were two more shots.

Picking my time, I jumped up to fire a burst at where I thought the goon with the big mouth was hiding. That almost cost me my life. Maybe I got lucky. Or maybe the Big Guy was watching out for me that day. I don't know. But the shot that should have blown my head off hit the raised barrel of my tommy gun instead, just grazing my hand. As I tumbled backward from the impact, ears ringing from the sound of metal hitting metal and hands aching from the shock, I saw my boy taking aim for another go. I figured I was dead meat then. The sound of the shot didn't even register until I saw the hood with the pistol slamming into the big vat behind him. There was a red blossom in the middle of his forehead when he slid to the floor, but it was washed away by a thin fountain of cheap brew flowing from the punctured vat. Thirty feet away, Rico was just lowering his gun. He fell back with a sigh that turned into a rattling cough just as I got to him and managed to cradle his head in my arms.

"That's one you owe me, Johnny," he mumbled as I frantically tried to staunch the blood flowing from the wound in his chest. "One you owe me."

Ten minutes later, an ambulance arrived to take Rico to City General. As it sped off, siren wailing in the sticky summer air, I made Rico a silent promise. Then I took an axe and joined the rest of my men in finishing the night's work by breaking up Boss Tolino's brewery. As my axe bit into the oak staves of each barrel, I kept imagining it was Tolino. "You made a mistake." Chop. "It's not a job anymore . . . Now, it's personal." Chop. "You hurt my partner." Chop. "Now, I'm gonna hurt you." Chop. "It may take a while, Tolino . . . I got time." Chop. "You see, Tolino, I made a promise . . ."

It was a promise I kept.



What the Game is About

The **GANGBUSTERS™** game recreates the action and adventure of the roaring 20s and 30s: the years of Prohibition, when gangsterism was at its height. The game can be played in less than one hour as a fast and furious version of "cops and robbers." It also can be used to create a never-ending series of adventures, in which players relive the events that made those two decades so famous.

The 20s and 30s produced some of the most colorful characters in American history. On the political scene there were machine politicians like Big Bill Thompson, the mayor of Chicago during the heyday of Al Capone, honest reformers like Frank Merriam, and national leaders like Al Smith and Franklin Roosevelt. Radio and Hollywood turned out a galaxy of stars who became the idols of two generations.

There were vicious gangsters coming to power in the cities and dedicated federal agents like Elliot Ness and Melvin Purvis who fought the new wave of crime. In novels and on the screen, the public thrilled to the adventures of private eyes like Sam Spade and Phillip Marlowe, men who walked a shadowy tightrope between good and evil, law enforcement and crime.

Now you can match wits, muscle, courage and luck with these legends who lived in the era of bathtub gin, mysterious blondes and uninsured bank deposits. The **GANGBUSTERS** role-playing game is your gateway to adventure in this bygone age. If you really want to clean up this town, if you knew you were in trouble the minute that dame walked in the door or if you just want to bring back the raccoon coat, this game is for you.

How the Game is Played

The **GANGBUSTERS** game is a role-playing game, an advanced form of "make believe." In a typical game, two to eight players will be seated around a large table. They will be acting out the adventures of important people in the city; one player might be a prohibition agent, another may be a newspaper reporter and a third could be a private investigator. Other players might be the city police chief, a detective and a gangster.

Now suppose the gangster player has just robbed a small hardware store. The police chief and his detective must try to arrest the gangster. The police chief knows the gangster also runs a bootlegging business, so he calls the prohibition agent to set up a raid on the gang's breweries. In the meantime, the newspaper reporter is trying to find out why the gangster would rob a small hardware store and the private investigator has been hired by the store's owner to recover the stolen property.

The people these players are pretending to be are called player characters (abbreviated PCs). From time to time these player characters will need to meet and talk to other people in the city, people who aren't being played by any player. These other people are called non-player characters (abbreviated NPCs). In games involving many non-player characters, one player takes on the special role of a judge. The judge of a game serves as a referee. He helps keep the action moving and plays the parts of all the

NPCs the player characters meet. The functions of a judge for a **GANGBUSTERS** game are explained later in this rule book. You do not need a judge in order to play. Many exciting games can be played without a judge.

A **GANGBUSTERS** game can be played by any number of players. The game usually is the most fun with three to eight players. A game with only two players can simply be the bank robber and the beat cop, whereas the 8 player game (with a judge) becomes another world of gangsters, police, FBI, and the newspapers.

In a **GANGBUSTERS** game, there are no winners or losers. The object of the game is just to have fun playing. Each player character has different goals. Businessmen want to make money, federal agents want to catch criminals, and so on. Player characters who are successful will gain experience and power. On the other hand, a businessman who goes broke can always make a comeback. The federal agent who doesn't catch the crooks this time will have another chance at them later. Even if a player character is seriously hurt and sent to the hospital for a while, the player can simply create a new character and keep playing!

Learning to Play

The best way to learn how to play a game is to play it! This rule book has been organized to make the game fast, fun and easy to learn. To learn to play as quickly as possible, follow these simple steps:

1. Read the first section of the rule book. Do not try to memorize the rules; try to become familiar with them, so you will know where to look for answers to questions during the game.
2. Create a character for each player using the step-by-step instructions given in Chapters One and Two of the Player's Guide.
3. Play some quick scenarios using the mapsheet and your characters to master the basics of movement and combat.

Once you have played it, you will have a much better understanding of what the game is about. The additional rules in this book are given to help you add depth and detail to your characters and to help you set up your own adventures and conduct connected adventures called campaigns.

What You Will Need To Play

In order to play a **GANGBUSTERS** game you will need this rule book, pencils, paper, two 10 sided dice, and your imagination! For your first games, you should play random scenarios until you feel comfortable with the rules.

This book includes all the rules needed for any **GANGBUSTERS** game, 2 maps showing Lakefront City, a character sheet, and a sheet of counters you can use to show each player's spot on the maps. The counter sheet and character sheet may be photocopied for multiple use. Miniature figures can be used instead of the counters, but neither are necessary.

Part I.

GANGBUSTERS™ Player's Guide





Chapter 1: Character Creation

In real life, there are many differences between people. The same thing is true of the characters in a **GANGBUSTERS™** game. In this game, numbers are used to show how strong a character is, how well a character can shoot a gun or drive a car, and so on. These numbers are called ability scores. Each character in the game has five basic ability scores: Muscle, Agility, Observation, Presence, and Luck. Each character also has a number of Hit Points, a Driving score, and a Punching score. All of these terms are explained in this section.

When you are playing a **GANGBUSTERS** game, it is important to have all of your character's ability scores written down. The piece of paper these scores are written on is called a character sheet. Whenever a player creates a character, the player should fill out a character sheet for that character. The last page of this rule book is a standard character sheet form. You can make copies of this form to use in your games, or you can make your own character sheets on blank paper.

How to Use the Dice In This Game

Dice are important in this game for determining your success in fighting, driving, trying to influence people, and many other effects. To play the **GANGBUSTERS** game, you must have at least two ten-sided dice (they can roll a number from 1 to 10).

If the rules tell you to roll one ten-sided die (abbreviated 1d10), roll one of the dice and read the number that appears on the top. A 0 is read as a 10.

If the rules tell you to roll two ten-sided dice (abbreviated 2d10), roll both dice and add together the two numbers you get. A 0 is read as a 10. For example, if you are rolling 2d10 and roll 5 on one die and 6 on the other, the result of your roll is 11 (5 + 6 = 11). If you rolled 5 on one die and 0 on the other, the result of your roll would be 15 (5 + 10 = 15).

If the rules tell you to roll percentile dice, roll both dice and read the result as a two-digit number. When choosing dice, it helps to have dice of two different colors. The number on the colored die always is the first digit; the number on the white (or alternate color) die always is the second digit. A 0 is read as a zero. For example, a roll of 5 on the first die and 7 on the other die would be read as 57. A roll of 0 on one die and 6 on the other die would be read as 6. A roll of 6 on the chosen die and 0 on the alternate die would be read as 60. If both dice roll zeroes (00), the result is read as 100.

How to Create a Character

Players create their characters by rolling dice to find the characters' ability scores. To create a character, follow this step-by-step procedure:

1. Take out your character sheet and a pencil. Always use a pencil when filling out a character sheet. Some of the information you write down may change during the game.

2. Write your own name in the space marked "Player." This will help you and the game judge know which character sheet is yours.

3. To get your character's Muscle score, roll percentile dice. Now find the number you rolled on the **ABILITY MODIFIERS TABLE**.

ABILITY MODIFIERS TABLE

Dice Roll	Modifier
01-25	+25
26-50	+15
51-70	+10
71-90	+5
91-00	+0

Add the modifier to your dice roll and write the result in the space marked "Muscle" on the character sheet. For example, if you rolled a 63, the modifier is +10. Adding this to your roll gives you a Muscle score of 73. The additions to the dice roll help player characters get better scores than NPCs.

4. Repeat step 3 two more times, once to get your character's score for Agility, and once to get his score for Observation.

5. To get your character's Presence score, roll 1d10. Find the number you rolled on the **PRESENCE MODIFIERS TABLE**.

PRESENCE MODIFIERS TABLE

Die Roll	Modifier
1-3	+2
4-7	+1
8-10	+0

Add the modifier to your dice roll and write the result in the space marked "Presence" on your character sheet.

6. To get your character's Luck score, roll percentile dice. Divide the result by two. If there is any remainder, add it to the result.

EXAMPLE: Tom Cook rolls percentile dice for his character's Luck score. The dice roll is 85. Tom divides 85 by two and gets 42 with a remainder of one. Adding the remainder to the result, Tom gets a final score of 43. This is his character's Luck score.

7. To get your character's Hit Point score, add the character's Muscle and Agility scores. Divide this sum by 10. If there is any remainder (or fraction) add 1 to the result. Finally, add 5 points. The final result is the number of Hit Points your character has.

EXAMPLE: Tom Cook's character has a Muscle score of 72 and an Agility score of 37. Tom adds these together and gets a sum of 109. Dividing by 10, Tom gets an answer of 10 with a remainder of nine, so he adds one to the answer, getting 11. Finally, Tom adds five points for a final result of 16 Hit Points.



8. To get your character's Driving score, add together the character's scores for Agility and Observation. Divide this total by two. If there is a remainder, add it to the final answer. The result is your character's Driving score.

EXAMPLE: Tom Cook's character has an Agility score of 37 and an observation score of 92. Tom adds these numbers together and gets a total of 129. He then divides 129 by two. The result is 64 with a remainder of one. Tom adds the remainder to the result for a final score of 65. This is the Driving score of Tom's character.

9. To get your character's Punching score, find his Muscle score on the PUNCHING TABLE. The number listed with it is your character's Punching score.

PUNCHING TABLE

Muscle	Punching Score
01-20	1
21-40	2
41-60	3
61-80	4
81-00	5

EXAMPLE: Tom Cook's character has a Muscle score of 72. Checking the PUNCHING TABLE, Tom sees that his character's Punching score is 4.

10. Give your character a name. Your character can have any name you choose. Naming your character is fun, and it makes it easier for you to play the character during the game.
11. If you are planning to play a campaign game, you will find more background information for your character at the end of Chapter One and also in Chapters Two and Three. These sections will help you make up your character's background.

Ability Score Explanation

Muscle

A character's Muscle score is a measure of how strong the character is. In general, a character can lift a weight equal to three times his or her Muscle score. The Muscle score

1. Determines a character's Punching score;
2. Is the character's percent chance to break down a door;
3. Helps determine the character's Hit Point score.

Agility

A character's Agility score measures the character's coordination. It indicates how accurately the character can punch and shoot, and how well he can perform difficult physical actions. The Agility score

1. Is the character's basic percent chance to hit another character in a fistfight or gunfight;
2. Is the character's percent chance to perform an unusual or difficult action such as leaping over a fence or walking on a ledge;
3. Helps determine the character's Hit Point score;

4. Helps determine the character's Driving score.

Observation

A character's Observation score is a measure of the character's alertness to things which are concealed, unusual or out of place. The Observation score

1. Is used to determine whether a character is surprised at the start of a fight;
2. Is the character's percent chance to notice hidden objects and clues;
3. Helps determine the character's Driving score.

Presence

A character's Presence score measures how easily the character can influence other people. It represents such things as personal charm, looks and persuasiveness, and how tough the character seems to be. The Presence score

1. Helps the character influence NPCs;
2. Is important in getting answers from prisoners and suspects;
3. Helps the character get jobs, raises and favors.

Luck

A character's Luck score is a measure of how lucky that character is. It is his percent chance to perform uncertain actions and escape certain death. For example, a police officer who is shot four times is certain to die. The police officer's Luck score is the percent chance that the final fatal shot only grazed him.

Hit Points

In the GANGBUSTERS™ game system, injury is measured in points; a character's hit points determine the total number of points of injury the character can take before being knocked out or killed. Chapter Five goes further in explaining hit points and injuries.

Driving

A character's Driving score is a measure of how well the character can drive a car or truck. The Driving score

1. Determines whether the character has an accident when driving at fast speeds;
2. Determines whether the character has an accident when attempting special driving maneuvers.

Ability Checks

During the game, characters will want to try doing many things, such as breaking down doors and jumping over fences. Ability checks are used to determine whether a character actually succeeds at what he or she tried to do. An ability check is made by rolling percentile dice. The dice roll is compared to the ability score for the ability being checked. If the dice roll is less than or equal to the ability score, the check is successful and the character did whatever he was trying to do. If the dice roll is greater than the ability score, the check has been failed and the character did not do what he was trying.



Some types of ability checks are

1. Muscle checks, made when characters try to smash down doors;
2. Agility checks, made when characters fire guns, try to hit someone in a fistfight, or make a difficult movement;
3. Observation checks, made when characters try to avoid being surprised or to find hidden clues;
4. Driving checks, made when characters drive cars at fast speeds or under dangerous conditions.

These and other ability checks will become more relevant when discussed in terms of combat and movement.

Modifiers

In some situations there are numbers that must be added to or subtracted from a character's ability score before an ability check is rolled. These numbers are called modifiers. Modifiers are used to reflect special circumstances which increase or decrease a character's chance of doing something. For example, characters in fistfights who are seriously wounded have a modifier of -20 when they try to hit an opponent, characters who fire guns from moving cars have less chance to hit their target, etc. A character's ability score, with all appropriate modifiers added to it, is called the character's modified ability score. All modifiers and the appropriate times to use them are explained in Chapter Four.

EXAMPLE: The rules in Chapter Four will explain that a character who tries to hit another character in a fistfight must make an Agility check. Joe Sullivan is in a fistfight. Joe has been severely wounded (has wounds equalling more than half his Hit Point score), so his Agility score is modified by -20 (as explained under Other Effects of Damage). Joe's normal Agility score is 37. His modified Agility score is 17 ($37 - 20 = 17$). When Joe tries to hit his opponent, he must make an Agility check. Percentile dice are rolled. If the result is 17 or less, Joe hits his opponent. If the result is greater than 17, Joe misses his opponent.

The Luck Check

Characters are allowed to make Luck checks in any of the following situations:

1. The character has just received enough wound points to be killed. The check is made at the instant the injuries are received;
2. The character is attempting an unusual action and it is not clear which other ability applies to the action.

The effects of a successful Luck check on a character who would normally be killed by wounds are:

1. A character who should be killed by wounds received in a fistfight or gunfight and who makes a successful Luck check receives only one point of wounds. The character is not killed. The fatal blow or shot only grazes the character.
2. A character who should be killed by wounds received in a car crash and who makes a successful Luck check receives only one-half the amount of wounds caused by the crash. Car

crashes are explained in Chapter Four.

3. A character who should be killed by wounds received in falls from heights and who makes a successful Luck check is almost killed. One more wound point will kill the character.
4. A character who should be killed in a fistfight, gunfight or car crash, who makes a successful Luck check and who would still be killed by the reduced amount of wounds is not killed. He is almost killed, and one more wound point will kill him.

EXAMPLE: Joe Sullivan has a Hit Point score of 16. While robbing a store, Joe is shot by a police officer. He receives seven points of wounds. Joe is not allowed to make a Luck check because he has not received enough wounds to be killed. Joe jumps into his car and races away at dangerously fast speed. He has a terrible crash at an intersection just two blocks away. Joe receives 20 points of wounds in the crash. He now has enough wounds to be killed, so he is allowed to make a Luck check. Joe's Luck score is 43. Percentile dice are rolled and the result is 39. Joe's Luck check is successful. This means he will take only half the injuries from the crash. Half the injuries from the crash is 10 points of wounds. These 10 points plus the seven points from the gunshot are still enough to kill Joe. Because he made a successful Luck check, Joe is not killed. Instead, he is almost killed, taking so many points of wounds that one more point will kill him. Joe has 16 Hit Points, so he will survive the crash with 15 points of wounds. He has taken seven points of wounds from the gunshot already, so he takes eight more from the crash ($7 + 8 = 15$). Note that Joe has nearly been killed, and one more wound point will kill him if he fails any Luck checks before receiving medical help.

Luck can save a character's life under almost any circumstances. Even a character who is shot in the head while unconscious or tied up gets to make a Luck check. In a case like this, the character looks dead and whoever shot him will believe that he is dead. Players should not be allowed to shoot someone in the head several times just to be sure he is dead.

The results of successful Luck checks are summarized on the LUCK TABLE.

LUCK TABLE

If character is:	Successful Luck check means:
Mortally wounded in gun or fistfight	Character takes one wound point
Mortally wounded in car crash	Character takes only one-half normal injuries
Mortally wounded by fall	One more wound point will kill the character
Attempting uncertain action	Character succeeds at action



Character Backgrounds

In a campaign, players need information about their character's age, height, weight, features, distinguishing marks or scars and ethnic background. This information can help other characters identify your character if he is unconscious, missing, or a suspect in a crime.

Age

At the beginning of a campaign game, a player character can choose an age from 21 to 26 for his or her character.

Effects Of Age. Age affects a character's Muscle, Agility, Observation and Presence scores. These effects are summarized below.

MUSCLE AND OBSERVATION. A character's Muscle and Observation scores drop two points at age 65 and two points every year after age 65. These scores are never reduced below 26.

AGILITY. Character's scores for Agility drop one point at age 42 and one more point every two years after age 42. These scores are never reduced below 26.

PRESENCE. A character can add one point to his or her Presence at age 45, one point at age 55 and one point at age 65. A character's Presence score can never be greater than 10.

Height and Weight

A character's height and weight can be chosen by the player from the ranges given on the HEIGHT AND WEIGHT TABLE. The ranges are based on the character's Muscle score. Female characters should subtract 2 inches and 20 pounds from the ranges given.

Muscle	Height and Weight Range
1-25	5'4" - 5'10" 90-120 lbs.
26-40	5'7" - 6'1" 120-170 lbs.
41-70	5'8" - 6'2" 150-200 lbs.
71-90	5'9" - 6'3" 180-230 lbs.
91-00	5'10" - 6'4" 190-240 lbs.

Features, Marks And Scars

Features are such things as eye and hair color, nose and ear size and shape, cheekbone structure, eyebrow slant, etc. Players can choose whatever features they want for their characters. A character also can have whatever scars, tattoos or other physical marks the player wants to give him or her.

Ethnic Background

Ethnic Background is the national origin or racial type of a character's family. Ethnic background can affect how NPCs react to a PC or to other NPCs. A player can choose any ethnic background for his or her character.

For game purposes, most people in a city are considered to have a special background called assimilated. A typical assimilated character is white with a European heritage. Assimilated characters have blended in with the majority of a city's population and are not considered to have any special ethnic background. Specific ethnic backgrounds that were common in cities of the period are French, German, Greek, Hungarian, Irish, Italian, Black, Chinese, Japanese, Croatian, Polish, Russian, Hispanic and Scandinavian.

Money

Characters need money to survive, just as real people do. Characters earn money by working at their careers, which are explained later in the rules. This section outlines how much money characters have at the start of the game and how much money they must spend on food, housing and clothing.

Starting Money. At the beginning of a campaign game, each character has the following:

1. Two suits of clothes, including coats, ties, wallet, watch, comb, toiletries, etc.
 2. \$50 in cash.
 3. Any items the character normally would get from his employer, such as a police uniform and weapon, etc.
- Characters must use their \$50 to buy anything else they want at the start of a campaign game.

Basic Expenses. All characters must pay \$20 each week to cover basic expenses. Basic expenses include rent, food, laundry, etc. The rent pays for a furnished room in a cheap hotel or apartment building. Basic expenses do not include a car.

Taxes. All characters must pay 10% of all the money they earn in federal and state taxes. Characters can cheat on their taxes, but run the risk of being investigated and charged with income tax evasion, a federal crime. The game judge decides how great the risk is.

Other Expenses. If characters want anything that is not covered in their basic expenses of \$20 per week, they must buy it. Characters who are above first level certainly will want to find a better place to live (in keeping with their social position). There are countless other things a character may want to buy. Prices for many items can be found on the PRICE LIST in Chapter Three.

Failure to Pay. Characters who are unable to meet their basic expenses for four consecutive weeks must find another place to live and probably will be reduced to little more than bums. Such characters, regardless of level, will find that most of their friends and associates will suddenly have nothing to do with them. The details of this situation are left to the campaign judge.

The Game Judge And Money. It is the player's responsibility to keep track of his character's finances. The player's records should be clear and readable. The game judge can inspect a player's records at any time. It is up to the game judge to decide if and when characters have extra financial obligations. (For example, characters who get married will have additional expenses).



Chapter 2: Careers

Each character in a **GANGBUSTERS™** game has some type of career. Characters can choose careers in the following areas:

1. Law Enforcement
2. Private Professions
3. Crime

Each of these careers is explained in the following sections. Players should consider the advantages and disadvantages of all the careers before choosing one for their character. Some careers have minimum requirements characters must meet to enter that career.

Changing Careers

Characters can change from the career they are in to any other, with one exception: characters who have been criminals cannot enter any other career unless their criminal records are unknown to their new employers.

A character who changes careers starts the new career at a level that is one-half the level he reached in his old career. Fractions are rounded down. Characters who change careers do not lose any of the experience points accumulated in the "X.P.s To Spend" record on their character sheet, or any special skills or improvements to basic ability scores they bought while practicing the old career. However, the number of X.P.s recorded under "Career Total Experience Points" on their character sheet must be changed to the minimum number needed for their new level in their new career.

EXAMPLE: A ninth-level law enforcement officer who becomes a private investigator must start his new career as a fourth-level P.I. His "Career Total Experience Points" must be reduced to 60,000.

Careers in Law Enforcement

A player character can pursue a career with one of three law enforcement agencies:

1. The Federal Bureau of Prohibition
2. The Federal Bureau of Investigation (F.B.I.)
3. A local city police department

Prohibition Agents

Prohibition agents are the enforcement arm of the Bureau of Prohibition. Their job is enforcing the National Prohibition Act, also known as the Volstead Act. This federal law prohibited the manufacture, transportation and sale of alcohol. It is explained in Part III. Players can play prohibition agents only in games set before December 5, 1933, the day Prohibition was repealed.

Qualifications. There are two sets of qualifications for prohibition agents. The first set applies prior to 1927. In 1927, the Bureau was reorganized and placed under civil service. The second set of qualifications reflects this change.

Before 1927, characters must be appointed to the bureau by a politician. When a campaign is just beginning, the game judge can make appointments. The judge is advised to let any player who wants to play a prohibition agent do so. There are no other minimum qualifications for becoming a prohibition agent prior to 1927.

After Jan. 1, 1927, prospective agents should meet the following minimum qualifications:

1. Muscle 40
2. Agility 40
3. Observation 45
4. Presence 4





These minimums are not absolutely required, but characters who cannot meet them probably will have difficulty functioning as an agent.

Powers. Prohibition agents have the following powers:

1. They can make arrests for violations of the Prohibition Act;
2. They can obtain warrants and conduct searches for evidence of violations of the National Prohibition Act;
3. They can destroy or confiscate any property (other than buildings or real estate) used to violate the National Prohibition Act;
4. They can close for one year any building used as a speakeasy;
5. They can carry any type of gun.

All property confiscated by prohibition agents and all persons arrested by them should be turned over to the United States district attorney for disposition. Dishonest agents may find other uses for confiscated goods.

Federal prohibition agents usually left the closing of speakeasies (illegal taverns) and the arrest of minor bootleggers to state or local authorities, and concentrated their efforts on large-scale operations.

Organization and Salaries. For this game, each major city in a campaign can be considered the seat of a district office of the Bureau of Prohibition. Each district office is headed by a district commissioner, appointed by the national commissioner of prohibition in Washington, D.C. The national commissioner is appointed by the U.S. Secretary of the Treasury.

Within a district office there can be any number of agents and higher-level special agents. The exact numbers can be picked by the campaign judge. In actual practice, some district offices had as few as three agents, while others sometimes had as many as 300.

An agent's salary and eligibility for special agent status increase as the agent goes up levels. Salaries and titles are shown on the following table:

SALARIES AND TITLES

Level	Title	Salary	
		Annual	Weekly
1	Agent	\$2,300	\$44
2	Agent	\$2,400	\$46
3	Agent	\$2,500	\$48
4	Agent	\$2,600	\$50
5	Agent	\$2,700	\$52
6	Agent	\$2,800	\$54
7	Special Agent	\$3,000	\$58
8	Special Agent	\$3,250	\$63
9	Special Agent	\$3,500	\$67
10	District Comm.	\$3,800	\$73

Agent Corruption. The dishonesty of prohibition agents was a major problem during the Prohibition era. Considering that all early agents were political appointees, and that a corrupt agent

could easily increase his earnings by several hundred dollars per week, it is hardly surprising that the honesty of many agents left much to be desired. The judge should assume that 65% of all NPC prohibition agents are dishonest. PC agents should note this can make their job much more difficult, as the dishonest agents in their group will often report their plans to criminals the group is trying to catch. Dishonest agents who are caught can face federal charges of bribery, income tax evasion, conspiracy to break the National Prohibition Act, defrauding the United States and perhaps other charges, depending on their actions.

Encounters. There is a 100% chance each game week or gaming session that any agent actively seeking information about bootlegging will find some information. The information the agent finds depends upon his actions, the amount of bootlegging going on in the campaign (both by PCs and NPCs) and the game judge's discretion.

How To Play A Prohibition Agent. It is assumed that most PCs who play prohibition agents will play honest agents. A campaign with many dishonest agents as PCs will stagnate quickly. Following are tips for honest agents:

1. Speakeasies are a good starting point for investigations. Smart agents often will not close down a speakeasy right away, instead using it as a source for contacts and a place from which to begin tracing a bootlegging operation. Elliot Ness traced beer barrels from speakeasies back to the breweries where they were filled. This enabled him to start closing down Al Capone's breweries.
2. Make and maintain good contacts with other law enforcement agencies, including the local police department and the Canadian border patrol agencies (if near the border). This will help you know when to expect major shipments of alcohol and will help when you need other information or emergency assistance.
3. Find out as much as you can, as quietly as you can, about who's who in local politics. Remember, politicians of the period often were in league with major criminal organizations.
4. Only very stupid criminals would kill a federal agent. Unfortunately, there are a lot of stupid criminals. Always carry your weapon and be ready to use it.

F.B.I. Agents

Agents of the Federal Bureau of Investigation (F.B.I.) are regarded as the cream of the law enforcement community. After 1934, the F.B.I. had primary responsibility for the enforcement of a wide variety of federal laws. Prior to that date, the F.B.I.'s official duties were more limited. Even so, F.B.I. agents figured prominently in many investigations that were technically outside their jurisdiction. In the game, F.B.I. agents can assist local police whenever asked to do so by the police or by a politician who holds an office.



Qualifications. Characters who want to be F.B.I. agents must have the following minimum scores:

1. Muscle 50
2. Agility 65
3. Observation 75
4. Presence 6

In addition, all F.B.I. applicants must have one of the following two special qualifications:

1. Accounting skill or
2. At least three years of experience in law enforcement with a perfectly clean record (no evidence of corruption).

Characters who do not meet these requirements cannot be F.B.I. agents. Characters who meet these minimum requirements at the beginning of a campaign can start the game as F.B.I. agents, at the judge's discretion. Characters who apply to the F.B.I. later in the game must make a successful Luck check. The applicant's Luck score is modified by adding his Presence score; thus, characters with high Presence have better chances of being accepted by the F.B.I.

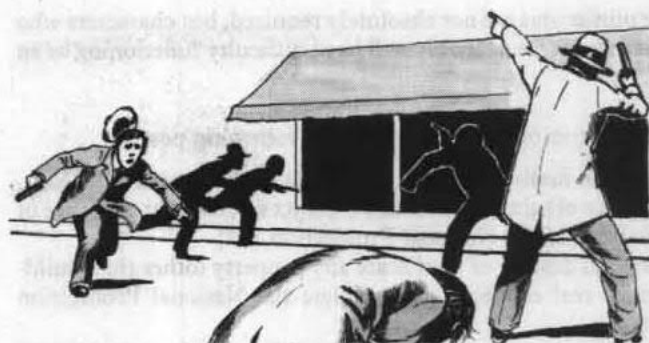
Powers. Prior to 1934, F.B.I. agents operate under the following restrictions:

1. They may not make arrests. They must rely on local or state law enforcement officials to make arrests for them.
2. They have no official right to carry guns as law officers. They may carry and use guns as private citizens. (During this period, there were numerous reports of F.B.I. agents using weapons in self defense).
3. They can officially investigate only cases involving fraud against the federal government, espionage, sabotage, terrorism, transport of stolen cars across state lines and violations of the Mann Act.
4. If asked by local authorities, they can provide some informal "assistance" in local investigations.

After Jan. 1, 1934, F.B.I. agents have the following powers:

1. They can make arrests.
2. They can carry and use any type of gun.
3. They can investigate the following additional crimes:
 - A. Kidnapping
 - B. Crossing a state line to avoid prosecution
 - C. Extortion of money by any means subject to interstate regulation (including telephone and the U.S. mails)
 - D. Interference with interstate business or trade by means of threats or intimidation (racketeering)
 - E. Robbery of any national bank or bank that is a member of the Federal Reserve System
 - F. Transportation of stolen property worth \$5,000 or more across state lines.

Organization And Salaries. All player character F.B.I. agents are assigned to a field office in a major city. Each field office has one special agent in charge (S.A.C.), one assistant special agent in



charge (A.S.A.C.) and a number of field supervisors, each in charge of a team of 15 to 25 special agents. All F.B.I. agents have the title "special agent."

The SALARIES AND TITLES table lists the highest title an agent is eligible for at each level. Agents are automatically promoted to these titles when they reach the minimum required level. Pay increases also are automatic upon reaching the required level.

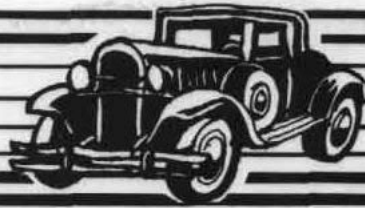
Assignments. F.B.I. agents at levels 1-4 are assigned to cases by their field supervisor and S.A.C. Player character F.B.I. agents must always have an assignment. The game judge must create these assignments if there is no player character field supervisor or S.A.C. When an agent completes one assignment, he should be given a new one immediately; there was never a lack of work for the F.B.I.!

SALARIES AND TITLES

Level	Title	Salary	
		Annual	Weekly
1	Special Agent	\$2,800	\$54
2	Special Agent	\$2,900	\$56
3	Special Agent	\$3,000	\$58
4	Special Agent	\$3,100	\$60
5	Field Supervisor	\$3,300	\$63
6	Field Supervisor	\$3,500	\$67
7	Assistant S.A.C.	\$3,800	\$73
8	Assistant S.A.C.	\$3,900	\$75
9	Assistant S.A.C.	\$4,000	\$77
10-14	S.A.C.	\$4,400	\$85
15	Transferred to Washington, D.C.	\$6,000	\$115

PC field supervisors are in charge of a team of 15 to 25 special agents. The exact number may vary at the judge's discretion. A PC field supervisor should always have a list of about 20 active cases his group of agents should be working on. The field supervisor assigns agents to these cases and does field work himself on the most important ones.

The A.S.A.C. and S.A.C. are responsible for all field office operations in their region. They coordinate the efforts of all field supervisors and do field work themselves on extremely important



or dangerous investigations.

F.B.I. agents who reach 15th level are transferred to the national headquarters in Washington, D.C., where they assume executive responsibilities. In effect, they are removed from the game except in very rare instances when the judge brings them back.

Special F.B.I. Resources. After 1924, all F.B.I. agents have access to the following skills at the indicated score through their national headquarters:

Skill	Score
Accounting	89
Art Forgery Detection	54
Chemical Analysis	96
Counterfeit Detection	98
Fingerprinting	95
Forgery Detection	87

It will take 1d10 days for national headquarters to examine evidence using these skills and get a response back to the agent who submitted the evidence.

How To Play An F.B.I. Agent

1. Don't even think of being dishonest. Your personal habits, spending habits, family life, everything about you is subject to constant scrutiny by your fellow agents and supervisors.
2. Some investigations you are assigned to will involve extremely clever, powerful and dangerous criminals. (If the locals could have handled these guys, you probably would not have been called.) Be prepared! You should almost always be armed and prepared to defend yourself and the public at all times.
3. Some investigations you are assigned to will involve undercover work and careful investigation of financial records and legal documents. Learn the special skills that are most useful for this type of work as soon as possible.
4. Never, ever discuss F.B.I. business with anyone, including officers from other law enforcement agencies. They may be untrustworthy, incompetent or both. Limit your contacts to those in which you are getting, not giving, information.

Police Officers

Local police officers are the beat cops and detectives who carry the major burden of day-to-day law enforcement.

Qualifications. Any PC who does not have a known criminal record can be hired as a local police officer. Suggested minimum scores for police officers are

1. Muscle 50
2. Agility 55
3. Observation 45
4. Presence 5

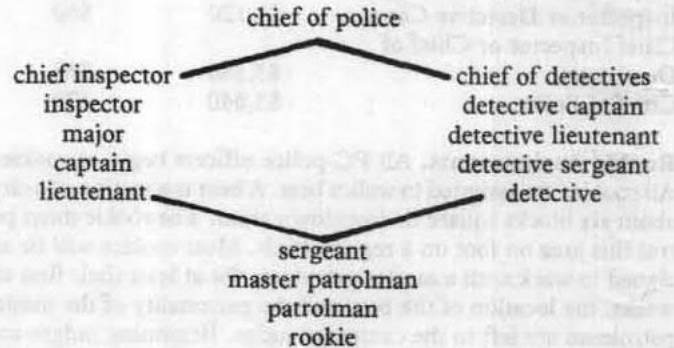
These are not requirements; however, police officers with scores lower than these probably will not survive long in most campaign games.

Powers. Police officers have the following powers:

1. They can carry guns of any type. Uniform officers are issued a .38 revolver and a billy club or nightstick.
2. They can make arrests when a warrant has been issued, when they see a person committing a crime or when they suspect someone of having committed a crime.
3. They can question suspects.

In the 1920s and 1930s, police officers had broader powers than they do today. They could arrest people for suspicion of a crime, although such persons had to be released within 24 hours if no hard evidence could be produced. During this period police could also use a number of rather vague local laws to rid their areas of "undesirables" by arresting them for loitering, vagrancy, etc.

Organization, Promotion And Salaries. A city police department will have one policeman for every 1,000 people in the city. The department is headed by a chief of police who is appointed by the mayor. Other officers are ranked as shown on the following diagram:



Each police department has one central station plus one police station in each ward (see ward map). Each police station has

1. One captain, in command of the station;
2. One lieutenant, who is assistant to the captain and second in command;
3. Three sergeants, each working an eight-hour shift at the desk;
4. One detective, responsible for investigating crimes in the ward;
5. A combination of 20 master patrolmen, patrolmen and rookies working in three eight-hour shifts.

The central police station will contain offices for all higher ranking officers. Detectives from the central station will often be assigned to investigate particularly important crimes. In addition, the central station will have some limited crime lab facilities. The extent of these facilities is left to the discretion of the judge, based on the size of the city, etc.



Whenever a police officer character goes up a level, he may be promoted. The character should make a Luck check whenever he or she goes up a level. A successful check means the character has been promoted to the next highest rank. the game judge may allow modifiers to the Luck check roll if the officer's performance in his current position was outstanding or especially poor.

Police sergeants can apply for a transfer to the detective division on their next promotion (the detective and uniform branches are separate). The character must have a minimum Observation score of 75. Characters meeting this requirement will be accepted if they pass a Luck check.

Police pay is a function of rank. Pay for the various ranks is shown on the following table:

SALARIES AND TITLES

Rank	Salary	
	Annual	Weekly
Rookie	\$1,300	\$25
Patrolman	\$1,560	\$30
Master Patrolman	\$1,820	\$35
Sergeant	\$2,080	\$40
Lieutenant or Detective	\$2,340	\$45
Captain or Detective Sergeant	\$2,600	\$50
Major or Detective Lieutenant	\$2,860	\$55
Inspector or Detective Captain	\$3,120	\$60
Chief Inspector or Chief of Detectives	\$3,380	\$65
Chief of Police	\$3,640	\$70

Rookie Assignments. All PC police officers begin as rookies. All rookies are assigned to walk a beat. A beat is a section of a city, about six blocks square in downtown areas. The rookie must patrol this area on foot on a regular basis. Most rookies will be assigned to work with a master patrolman for at least their first six weeks. the location of the beat and the personality of the master patrolman are left to the campaign judge. Beginning judges and players should use the 15-foot-scale map provided with this set as the beat area for their rookies, at least in their first campaign.

The Observation score of a police officer who walks a beat is increased by 10 points after the officer has been on the same beat for six months or more.

Encounters. A police officer on a beat will have at least one encounter each game week or each gaming session. Most encounters will be minor, created (often on the spur of the moment) by the campaign judge. Minor encounters include traffic accidents, street punks, petty thieves, drunks, bookies and citizens with minor problems (the pet cat is up in a tree, etc.).

There is a 25% chance per game or gaming session that a beat copy will have a major encounter. Major encounters should be created before the game by the judge. They include armed robberies in progress, beatings, shootings, sighting a wanted felon, murders, bombings and gangster activities.

Police Communications. Police communication in the 1920s



was based on call boxes, special telephones that were located on almost every block in downtown areas, and every two or three blocks in areas that were less heavily patrolled. A key is needed to open a call box, so only police officers can use them. A call box automatically connects the officer on the street with his station.

Patrol Cars. When a police officer reaches the rank of patrolman, there is a 20% chance he will be assigned to a patrol car. The characteristics of patrol car duty are listed below.

1. A patrol car always carries two officers;
 2. A patrol car can be used to patrol an area where there is no officer walking a beat, or it can be used to reinforce beat cops in certain areas of town. They also cover traffic accidents, chase speeders, set up roadblocks, etc. A patrol car usually is assigned its own beat, which is the size of two or three foot beats.
 3. Radios were introduced in police patrol cars in the 1930s. These were one-way radios only. The dispatcher at the central station could talk to the man in the patrol car, but the man in the patrol car could not talk back to the central station.
- In all other respects, a patrol car functions as a normal car.

Uniform Division Upper Ranks. Characters who enter the upper ranks of the uniform division will find their duties becoming increasingly administrative and political. The details of duties at these ranks are left to the judge, based on the situation in his campaign. The type of work that can be expected at upper ranks is summarized below.

Lieutenants assist a captain in the day-to-day operation of a police station. they can make beat assignments, subject to the captain's approval, and usually are assigned most of the captain's paper work.

Captains are in charge of a police station. They make assignments for the men below them and are responsible for day-to-day contact with the ward bosses, politicians and newspaper reporters in the station's ward area.



Majors are in charge of all the captains in several wards. They decide how many men are assigned to each station, and serve as links between the captains, the chief inspector and city politicians.

Inspectors are ace cops who know both the details of beat work and the administrative side of police work. They are assigned by the chief inspector to work on especially tough, dangerous or sensitive cases. Inspectors are also responsible for uncovering and eliminating corruption in the police force (provided their bosses let them).

The *chief inspector* (there is only one per city) reports directly to the chief of police. He is responsible for the work of all inspectors, and helps the chief deal with the mayor and other high-level city politicians. On rare occasions, he may personally take charge of a dangerous or sensitive operation in the uniform division.

The *chief of police* is appointed by and responsible to the mayor for the operation of the entire police department. He is as much a politician and public relations man as a police officer. Most of his time will be spent either cleaning up his police force (if he is honest) or making deals with gangsters and politicians (if he is not honest).

Detective Division Upper Ranks. Detectives are the mainstay of the police department's investigative force. They are assigned by the chief of detectives to either a police station or the central station, and from there to particular cases.

Detective sergeants are specialists in one or more types of crime, such as homicide, robbery, burglary or arson. They are almost always assigned to special cases involving their expertise.

Detective lieutenants are placed in charge of special task forces to deal with specific crimes or crime areas. For example, a special gambling task force could be created to curb gambling near the lakefront. The chief of detectives decides how many men are assigned to special task forces.

Detective captains usually are in charge of several detective lieutenants and subordinate ranks. They are especially concerned with maintaining the honesty of the men below them, provided higher-ups do not interfere. As ace detectives, detective captains are sometimes assigned to cases deemed very special or important by the chief of police or the mayor.

The *chief of detectives* (only one per police department) is in charge of the entire detective division. He reports directly to, and works with, the chief of police. He also has close contact with higher-level politicians in the city. He may, on rare occasions, take charge of a particularly important case.

Special Characteristics. Local police officers, whatever their rank, will usually have the following characteristics in common:

Loyalty to One Another. Police are very reluctant to bring evidence against one another, even in cases of corruption. They will often tolerate corruption in their ranks as long as the corruption stems from what are called victimless crimes, such as gambling and bootlegging. They will not usually tolerate corruption involving racketeering, murder, arson and other violent crimes.

Mutual Protection. Police will make every effort to catch any per-

son who kills a police officer. They will not be too particular about whether they get the criminal dead or alive.

Concern Over Image. Police at higher ranks are very eager to have their station, task force or division look good to politicians and the public. This usually assures higher budgets and less trouble from the press, and may influence their chance for promotion.

How to Play A Police Officer. The following are general tips on how to play a rookie police officer:

1. Stay honest. Honest police officers gain a 10% bonus in experience points, and have a longer life expectancy.
2. Get to know your beat and the people on it as well as possible. This will be very valuable in spotting things that are strange, out of place or suspicious. It will also help you to know where to go for fast information.
3. Cultivate informers who are on the borderline of criminal activity. They can sometimes provide very valuable tips.
4. Keep your head in crises. Use the call boxes to get help when you are outnumbered or outgunned. Rookie cops who rush tommy gun-toting bank robbers usually have very short careers.

Law Enforcement Resources

All law enforcement officers have the following resources at their disposal:

Crime Labs. Crime labs in the 1920s were very limited. However, in crucial cases a local police department could hire a chemist or other person with Chemical Analysis skill to do tests. After 1934, the F.B.I. Crime Lab in Washington, D.C. became available for all sorts of chemical and ballistics testing.

Fingerprint Files. The famous F.B.I. fingerprint files were not in full operation until at least the middle of the 1920s. Before then, local police can check with the F.B.I., but there is only a 50% chance a suspect's fingerprints will be found on file. After 1924 or 1925 (judge's decision), the F.B.I. files will contain the fingerprints of all persons arrested for felonies, all federal prisoners and all persons fingerprinted by the federal government for any other reason.

Coroner's Office. By examining the body, the county coroner usually can determine the time and cause of death of any person. Determining the exact cause of death may require an autopsy, which relatives of the deceased can prevent by getting a court order.

Search Warrants. A search warrant can be issued by any judge. A law enforcement officer must convince the judge that there probably is evidence contained in the premises to be searched. If the judge being approached is an NPC, the game judge should decide whether the warrant is issued. Searching privately owned buildings or areas with a warrant is illegal.



Police Records And Posters. Local police departments keep records on all persons arrested in the city and the disposition of their cases. They can request information from other police departments across the country, and will have copies of all inquiries sent out by other police departments. The central station should also have a file of all wanted posters issued anywhere in the United States for the past 10 years.

Law Enforcement Experience Points

All characters in law enforcement can earn experience points as shown on the LAW ENFORCEMENT X.P.s Table.

False Arrest. Characters in law enforcement receive no experience points for arresting characters who are not guilty of the crime they were arrested for. This is true even if the innocent person is convicted in court. The game judge should keep his own record of experience points for law enforcement characters. He should not tell the characters when or if they have arrested the wrong person; he should simply tell them when they have enough points to go up a level, and how many points they have available to improve their basic abilities and learn skills.

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

Sharing X.P.s. When more than one character is involved in an investigation, arrest or conviction, the judge must use his own discretion in awarding experience points.

Demotion. Any law enforcement character who makes a serious mistake may be demoted to a lower rank. Some examples of serious mistakes are arresting a politician without enough evidence to convict him, killing innocent bystanders in a shoot-out or getting caught taking bribes. The judge must use his discretion in this area, and may allow the player to make a Luck check to avoid the demotion.

LAW ENFORCEMENT X.P.s

Action	X.P.s Earned*
Arrest criminal for felony**	1,000 X.P.s × level of criminal
Criminal you arrested is convicted	Additional 1,000 X.P.s × level of criminal
Recover stolen property	1 X.P. for each \$1 of property value
Earn reward money for capturing criminals (F.B.I. agents cannot keep reward money, but earn X.P.s for it)	1 X.P. for each \$1 of reward
Close down still, brewery or speakeasy for one year	1,000 X.P.s × level of owner

Confiscate property used to violate Volstead Act (prohibition agents only)	1 X.P. for each \$100 of property confiscated
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*All honest law enforcement officers add 10% to their earned experience points.

**A felony is any crime for which the penalty can be death or more than one year in prison—see Part II.

Careers in Private Professions

Private Investigators

Private investigators (P.I.s) are detectives who offer their services for hire to the general public. Private investigators can take a wide variety of cases, including running routine credit checks, recovering lost or stolen property, obtaining evidence to be used in lawsuits, solving crimes which have the police baffled or have not been reported to the police, and finding missing persons.

Qualifications. All private investigators must be licensed by the state where they have their office. Beginning private investigators can get a license by paying a \$50 licensing fee. Characters who have been convicted of a felony cannot obtain a private investigator's license.

Powers. Any character with a private investigator's license has the following powers and privileges:

1. He can carry a concealed weapon;
2. He can arrest anyone who is wanted by the police;
3. He can arrest anyone he sees actually committing a crime.

License Revocation. A private investigator's license will be revoked if the private investigator

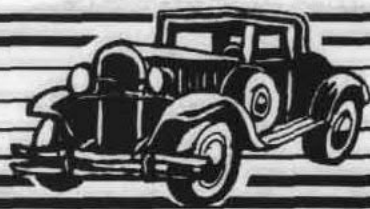
1. Interferes with law enforcement officers performing their duties;
2. Engages in gross misconduct, as determined by the chief of police in the city where the P.I. is working;
3. Is convicted of a felony.

Note that 1 and 2 are judged by the local chief of police (whether NPC or PC). The final decision concerning revocation of a private investigator's license is left to the campaign judge. Once revoked, a license cannot normally be restored.

Employment. Private investigators can operate as independents, as partners in a small agency or as employees of a large detective agency.

Independents. Any income a private investigator keeps for himself must be earned by working on special cases, as explained below.

Partnerships. A partnership is a special business arrangement.



Each of the partners owns a certain percent of the company, and is entitled to that percentage of the company's earnings. A beginning private investigator can be offered a partnership by an NPC private investigator, at the judge's discretion. If a PC does form a partnership with an NPC, use the following procedure to determine the PC's income each game week:

1. Roll 1d10 and subtract two. If the result is zero or less, treat it as zero.
2. Multiply the result of the die roll by \$25.
3. Add any money earned that week by the PC partner.
4. Multiply the sum from step 3 by the percent of the partnership owned by the PC. The result is the PC's income for that week.

EXAMPLE: John Martin, an established NPC private investigator, offers a 25% partnership to PC Nick Angelino, a beginning P.I. At the end of the first week of play, the judge rolls 1d10 and gets a seven; subtracting two gives a result of five. He multiplies this by \$25, getting \$125. During that week, Angelino made \$50 on a case. This is added to the \$125 for a total of \$175. Nick's earnings for the week are 25% of \$175 or $(.25 \times \$175 =)\43.75 .

Expenses. Independents and partnership P.I.s must provide themselves with an office, a secretary and a city business license. These cost between \$50 and \$75 per week, but all P.I.s are assumed to earn enough money in minor cases to cover their office expenses. If any private investigator goes six weeks without a special case, and does not have at least \$100 in case, that P.I. must get a special case the next week or he will be unable to pay his expenses and will be kicked out of his office.

LARGE AGENCIES. A private investigator can try to get a job with a large detective agency. Beginning detectives must make a Presence check by rolling 1d10. If the roll is equal to or lower than the PC's Presence, the PC has landed a job. Private investigators who have reached third level or above can get a job with a large detective agency automatically.

Beginning private investigators are paid \$25 per week by their agency. In addition, they may receive bonuses if their employer (usually an NPC played by the judge) is impressed with their work. PCs must negotiate their own pay raises with their employer. Third level or higher detectives usually can command a salary of \$35 to \$50 per week. Top detectives (seventh level or higher) can sometimes negotiate salaries up to \$100 per week.

Private investigators who work for large agencies will be fired if they fail two assignments in a row.

Special Cases. A special case is

1. Any case brought to a private investigator by a PC; or
2. Any case brought to a private investigator that the game judge decides is a special case.

Obtaining Special Cases. Private investigators can obtain special cases in the following ways:

1. Employees of large detective agencies will always be assigned to special cases by their agency;

2. All cases brought to private investigators by other PCs are special cases;
3. A private investigator has a 10% chance per level per week of obtaining a special case, if he or she is not already working on one (these must be made up by the judge);
4. The campaign judge can give a P.I. a special case at any time. The campaign judge must create special cases for private investigators whenever they are supposed to have one, or should have one for the good of the campaign. Such cases often can be made up on the spot; see the example under **How To Play A Private Investigator**.

Fees for Special Cases. Independent or partnership private investigators must negotiate their own fees with the client who brings them the case. First-level investigators should try to get at least \$10 per day plus expenses. This may be higher if the case involves special dangers. Higher-level private investigators can command much higher fees.

Private investigators who work for a large agency are paid a salary, so the fee the agency charges the client is of little interest to them. However, agency employees can negotiate with the client for a higher fee for their agency if the case involves more work than was expected. In such cases, the investigator usually will receive a bonus in addition to his regular salary.

Benefits Of Gaining Levels. Private investigators who go up in level gain the following special benefits in addition to the normal benefits:

Level 3—the character's Presence score is temporarily increased by two points (to a maximum of 10) whenever he or she is dealing with NPCs of the opposite sex.

Level 5—the character's Luck score is permanently increased by 10 points.

Level 7—the character can lose his license only if convicted of a felony; his prestige is enough to prevent local officials from removing his license.

Level 10—the character gains the permanent friendship of any congressman, senator, governor or judge of his or her choice.

How To Play A Private Investigator. The following are tips for players with private investigator characters:

1. Become acquainted with as many PCs and NPCs as possible. You never know when you might need a tip or a favor. Private investigators should make a point of becoming acquainted with the local police, ward bosses, politicians, crime reporters, bootleggers and secretaries in the offices of the high and mighty. They are valuable sources of information.
2. Make good use of public information sources such as credit bureaus, car license branches, city agencies which give building permits, zoning changes, business licenses, etc. They are easy sources of fast and often very important information.
3. Always protect your license. Essentially, this means either being on good terms with the chief of police, or having information



about him that he does not want the public to hear. You may sometimes have to bend a few laws to get the information you need for a case.

4. Always get at least part of your fee in advance.

EXAMPLE OF PLAY. Nick Angelino has set up an office as an independent private investigator. Nick is still at first level, so he has a 10% chance per week of getting a special case. On the third week, Nick gets lucky and rolls 09 on percentile dice; he gets a special case!

The campaign judge tells Nick that a young blonde woman comes to his office, sobbing over the disappearance of her father, a prominent local businessman. He has been missing for three weeks. The police are baffled. Can he find her father?

Nick quickly negotiates his fee, and takes \$100 in advance. He then questions the lady in detail, learning all he can about her father, his business and the circumstances surrounding his disappearance. The campaign judge, who is playing the daughter, make up most of this information in response to Nick's questions. Before the investigation gets very far, of course, the judge will have to decide what really has happened to the girl's father.

Nick learns from the woman that her father was the president and founder of Fabco Manufacturing Co. He had an annual income of \$11,000 per year. He was last seen three weeks ago, at 5:30 p.m. Friday, in his office at the plant. The last person to see him was his secretary. He never came home that night, and has not been seen since. He had no known enemies and no problems at home.

Nick begins his investigation by checking with a friend at the police department to see what the cops have on the case. He calls another friend at the local newspaper to see what he knows about Fabco. He checks into the company's finances by asking some discreet questions of local stock brokers and investment analysts.

We'll end our example here; your character might have to work on a similar case in your campaign!

Private Investigator Experience Points. Private investigators gain experience points as shown on the following table:

PRIVATE INVESTIGATOR X.P.s

Action	X.P.s Earned
Earned fee or bonus money on special case	1 X.P. for each \$1
Solved special case	1,000 X.P.s × level of client
Criminal convicted due to investigator's work	2,500 X.P.s × level of criminal
Politician convicted due to investigator's work	10,000 X.P.s × level of politician

Newspaper Reporters

Reporters are characters employed by newspapers to write news stories. Their work involves finding as many major news stories as possible and getting those stories printed before competing newspapers hear about them. Their goal is to uncover and make public as much information as possible about local crime and corruption.

Qualifications. A character must have an Observation score of 60 or higher to begin a career as a reporter.

Restrictions. Reporters can own automatic pistols, revolvers and rifles without violating any law. Reporters may not legally own an automatic weapon, and may not legally carry any concealed weapon.

Employment and Salaries. All first-level reporters start their careers by working as "cub" reporters for a daily newspaper. Starting salary is \$25 per week. PC reporters must negotiate their own pay raises, but normally should get a raise of \$5 to \$10 per week each time they go up one level. Editors should make \$50 to \$75 per week. Editors-in-chief earn at least \$80 per week, up to a maximum of \$125 per week.

Beats (Optional). Reporters who have reached second level or higher can be assigned to beats, either by the judge or by a PC editor. A beat is a news source that the reporter covers exclusively. Examples of beats are listed below.

City Hall. The city hall beat includes covering the city council, the mayor, the school board, public works, city politics and city elections.

Police. Police and crime reporters handle breaking police and fire department news, as well as sifting through police arrest records daily looking for interesting crimes.

Society. The society beat covers rich and famous citizens, their romances, weddings, parties and problems, and all other gossip that can be discovered about their private lives.

Business. Business reporters follow major business deals, sales of businesses, bankruptcies, stock scandals and other financial news.



High-Level Reporters. Reporters become eligible for more important positions and higher salaries at higher levels.

5th Level. 5th level reporters are eligible for promotion to editorial positions. Editors have charge over a large number of reporters. They assign reporters to stories and can edit what the reporters write. The most important editor on most daily papers is the city editor. He is in charge of all local news, including local politics, and the reporters who cover local news.

7th Level. A 7th level reporter can write a daily or weekly column which will be syndicated and run in many newspapers across the country. Obviously, the reporter must have something to write about in each column. A columnist is paid \$100 per week in addition to his regular salary.

8th Level. An 8th level reporter is eligible to become editor-in-chief of a major daily newspaper, if an opening exists (this is up to the game judge). The editor-in-chief is responsible for the day-to-day operation of the newspaper's entire news department. He controls beat assignments, raises, promotions and the hiring and firing of reporters. A reporter who writes a nationally syndicated column must give up the column if he becomes an editor-in-chief; the editor-in-chief job will require all the reporter's time.

10th Level. 10th level reporters are the cream of their profession. They are shown great respect, even by editors-in-chief. They usually cover and associate with the upper levels of society, such as congressmen, senators, cabinet members and the very wealthy. They can write freelance articles and books, if they choose.

Major Stories. A major story is any news story the game judge decides should be front-page news. If the city editor or editor-in-chief is a PC, the PC can make this decision with the game judge's approval. The types of stories that qualify can be illustrated most easily with examples:

1. 17 Die in Slum Apartment Fire
2. Mayor Embezzled Campaign Funds
3. Bootlegger Says Payoffs To Cops Total \$100,000!
4. Secret Documents Show Councilman took Kickbacks!
5. Reporter Uncovers Boss of \$1 Million Numbers Racket!
6. Six Die In Gangland Massacre!

The following probably would not be considered major stories in a well-run campaign:

1. Planning Commission Approves Zoning Change
2. Council Passes New Dog Control Ordinance
3. Police Chief Vows War On Crooks . . . Again
4. Thieves Take \$120 Radio From Store
5. Boy Scout Jamboree To Be April 19

How Reporters Get Major Stories. There are three ways reporters can get the information they need for a major story: legwork, tips and assignments.

Legwork is going out and talking to people, asking lots of questions and digging into anything that is going on. This is the way PC reporters will discover most of their major stories. Most of the people the PCs talk to will be NPCs, so in many cases a major

story will be evolving in the game judge's mind just one step ahead of the PC's legwork.

EXAMPLE. PC reporter Norm Rippom is assigned to the police beat in the 1st ward. While he is at the police station checking the routine arrest records for the day, a petty thief is brought in and booked for an attempted burglary at Goldstein's Jewelry Store. Norm talks the desk sergeant into letting him look at the list of the prisoner's belongings. They include some burglary tools, a wallet with \$359 (mostly in \$20 bills), three driver's licenses in three different names and a slip of paper with a telephone number on it. Checking the arrest report, Norm notices that the prisoner's name matches none of the driver's licenses. The report also states that the prisoner was inside the store for some time before being caught, but he had not taken anything. In fact, the list of belongings shows that the prisoner was not even carrying a sack or suitcase to carry his loot in. Norm asks to talk to the station's detective, Det. O'Mallory. O'Mallory brushes Norm aside, saying the case is open and shut; the guy is a petty crook and nothing more.

Norm has a lot of unanswered questions and a lot of legwork to do. Why did the prisoner have three fake driver's licenses? How did he get them? What is his real name? Whose phone number was he carrying? Why does a petty crook walk around with more than \$300? What was he planning to take from the jewelry store? Who owns the store? What's in there that might be of value to someone, other than the obvious jewels? At the very least, Norm will be talking to the jewelry store owner, the Bureau of Motor Vehicles and the county clerk's office (to check for a birth certificate for the prisoner). Norm may also check all the wanted posters he can find. He may develop a contact at the phone company to find out whose phone number the prisoner had. He may even decide to interview this petty crook, if the man will talk to him. This kind of legwork can turn an everyday, dull story into a major one!

Tips are information given to a reporter by friends and other contacts that can lead to major stories. There is a 5% chance per week per level of the reporter that one of his contacts will call with a tip. It is up to the reporter to meet and develop these contacts.

Assignments are made by editors. Editors receive numerous tips, and will sometimes assign reporters of second level or higher to look into a situation they have heard about. The chance a reporter will get an assignment is 5% per week per level of the reporter. Some typical assignments are listed below.

1. "There's a rumor syndicate boss Al Tolino is trying to fix the welterweight championship fight next month. Check it out."
2. "A friend of mine says this guy Antonelli who owns Antonelli's Construction Company is a crook. Find out why he keeps getting construction contracts from the city."
3. "You know that apartment building that burned down on 79th St. yesterday? How come there weren't any fire escapes on it when the city code requires them?"



4. "There was a traffic accident down at Dutton Court this morning. Some guy plowed into a \$16,000 imported car. The guy who owns that car is a city health inspector who makes \$30 a week. Where'd he get a car like that?"

Writing Major Stories. In order to get a major story printed in his newspaper, a PC reporter must

1. Obtain all the information he needs to write the story;
2. Give the game judge a list of all the information the story will contain, and the sources of that information;
3. Tell the game judge how the story will be slanted.

Slanting Stories. The same set of facts can be used to tell two or more different stories, depending upon how they are presented. The way a reporter presents his facts is called the slant or angle of the reporter's story. For example, this set of facts might be the basis for a typical news story:

1. An apartment building at 1209 S. 13th St. burned down this morning.
2. The fire department arrived just five minutes after receiving the alarm.
3. Fire department workers were able to save 42 people.
4. 17 people were trapped on the fifth floor and died.
5. The building had no fire escapes.

This story could be slanted at least two ways. One reporter could write a story praising the city fire department for its fast response and valiant efforts to save the people in the building. Another reporter could use the same facts to write a story emphasizing that 17 people died because the building had no fire escapes. A little more digging would reveal that the city requires fire escapes, that the building was inspected two months ago by a city inspector who reported no violations, and that the building is owned by a ward boss who is a member of the party in power at city hall.

Deadlines. A reporter must turn in his story by a certain time to get it in that day's newspaper. The deadline for an afternoon newspaper is 12 noon. The deadline for a morning newspaper is 10 p.m. the evening before. This can be extended to 2 a.m. if the editor-in-chief thinks the story is important enough.

Scoops. A scoop is a major story that a newspaper prints before any of its competitors hear about it. When a newspaper gets such a story, it is said to have "scooped" the competition. Getting

scoops is the best way for reporters to earn experience points.

Every major story written by a PC reporter will fall into one of the following categories and have the stated chance of being a scoop:

Breaking Stories. These are stories involving some obvious event any reporter could find out about. Examples include the robbery of a jewelry store and the apartment fire discussed above. If the PC journalist does some legwork to develop such a story, he has a 5% chance per level of scoring a scoop. To count, the story must be filed by that day's deadline.

Assigned Stories. A reporter working on a story assigned by an editor has a 25% chance of scoring a scoop if the story is filed by deadline on the day the assignment is given. This chance decreased by 5% each day the reporter works on the story. Thus, if the story is filed the day after it is assigned, there is a 20% chance the reporter will score a scoop.

Personal Stories. Personal stories are stories the reporter develops on his own, about events or situations that are not obvious. There is a 40% chance a personal story will be a scoop. This chance decreases by 5% each day the reporter works on the story.

Exclusives. Stories it would be impossible for another reporter to get are exclusives. Exclusives are always scoops. The game judge must decide whether a story is an exclusive.

Changing Types of Stories. A reporter can, by his actions, change the category into which a story is placed. This usually happens when a breaking story is turned into a personal story. For example, Norm Rippom's story about the jewelry store burglar was a breaking story. He had a 5% chance per level of scoring a scoop, because he did a little extra legwork and was not satisfied with the easy answers given by the police. If Rippom had decided to spend a few days finding answers to his questions before writing the story, he would be working on a personal story with higher chances for scoring a scoop. He would still file a story about the arrest of the burglar, but it would have no chance of being a scoop unless Rippom included all his unanswered questions. This could be risky, because it would tip off all the other reporters in town as well as the burglar, the police and everyone else that he would be investigating the matter.

The game judge makes the final decision about what category a story belongs in and what its chances are for being a scoop. The game judge may rule that a story has no chance to be a scoop if, in his opinion, the reporter did not include any information beyond what could be found by a casual observer.

False Stories. Reporters sometimes make mistakes. They may be misled by others, they may misinterpret what others tell them or they may be tempted to lie or make up a few facts to score a scoop or make a story more interesting. The game judge should use the following procedure whenever a reporter files a story containing false information for any reason.

1. The judge determines if the reporter's newspaper finds out about the false information. If the information is of vital concern to a person, corporation or the city government, there is a



100% chance that the concerned people will call the newspaper to complain. If the information is not very important, there is a 50% chance that a complaint will be called in to the newspaper.

2. If a complaint is called in, the following things will happen:
 - a. The PC will get a severe reprimand from his boss;
 - b. If the information was completely false and made up by the reporter, the reporter will be fired;
 - c. If the information was used to severely criticize someone, there is a 50% chance the individual will sue for libel. See Civil Suits in Part II, Chapter Three.

Reporters' Experience Points. Reporters gain experience points as shown on the NEWSPAPER REPORTER X.P.s table.

NEWSPAPER REPORTER X.P.s

Action	X.P.s Earned*
Scooping the competition	3,400 at first level; 5,000 at second level or above
Providing information that leads to the arrest and conviction of any criminal	2,500 × level of criminal, plus points for scoop, if any
Providing information leading to the arrest and conviction of any politician	5,000 × level of politician, plus points for scoop, if any

*Reporters who take photographs to go along with their scoops add 10% to X.P.s earned for each scoop.

Careers in Crime

Any character can pursue a career in crime. This section of the rules concerns characters who earn their livings through crime. It does not cover characters with other careers who happen to run afoul of the law.

Criminals can work as independents, as members or leaders of a gang, or as members or leaders of an organized crime syndicate.

Independent Criminals

Independent criminals usually work alone, committing crimes without help from other criminals. They may have contacts with gangs or a syndicate, but are not members of a gang or syndicate.

All first-level criminals begin a campaign game as independent criminals. They can try to join a gang or a syndicate only after committing at least one major crime.

Specialists. Specialists are experienced independent criminals who commit only a few types of crimes. They usually have high scores in the skills needed for their specialty. Typical specialists are safecrackers, pickpockets, forgers and counterfeiters. An independent criminal can become a specialist during the game by concentrating on one type of crime and learning the special skills needed for it.

FINDING JOBS. Specialists above first level will automatically be offered jobs by other criminals or persons in need of their services. A specialist has a 10% chance per level per week of being of-





ferred employment. Thus, a fifth-level specialist has a 50% chance per week of being offered some type of job.

FEES. The fee charged by a specialist must be negotiated for each new job, and varies with the skill of the specialist and the danger involved. The fee may be either a set amount of money or a percent of the profit from the job.

Gangs

A gang is a group of criminals who work together committing crimes and who move around frequently from city to city or state to state. These criminal gangs should not be confused with street gangs, groups of toughs who try to control an area within a city. The gangs headed by John Dillinger and Ma Barker are typical examples of the gangs covered by these rules. These gangs roamed the Midwest in the 1930s, terrorizing the citizens, especially the bankers, of the states they visited.

Forming a Gang. Independent player character criminals can decide to cooperate and form a gang at any time.

Independent PC criminals who have reached third level or higher will attract first-level NPC criminals who want to join up with them. There is a 10% chance per week per level of the PC criminal that a first-level NPC criminal will ask to join the PC criminal's gang. If there is more than one PC criminal in the gang, only the gangleader can attract NPC criminals in this way. The game judge must create these NPC criminals.

Organized Crime Syndicates

An organized crime syndicate is a group of criminals who work together to commit crimes and who usually limit their activities to one city or even one area within a city. This definition covers everything from groups which are little more than organized theft rings to groups which are commonly thought of as gangsters and often referred to loosely as "the Mafia," "the syndicate" or "the mob." The definition is intentionally broad, to reflect the fact that modern criminal organizations evolved gradually during the 1920s from less sophisticated groups of street toughs and petty criminals.

Joining An Organized Crime Syndicate. In order to join an organized crime syndicate, a PC must meet and get a favorable reaction from another character (PC or NPC) who is already a member of the group. Such meetings are left to the discretion of the game judge. If the gangster is an NPC, use the NPC reaction system described on page 66. No character can join an organized crime syndicate until he has successfully committed at least one major crime as an independent. (The judge may decide to let PCs join a syndicate without having committed a crime, if it would benefit the campaign.)

Characters who join an organized crime syndicate may be given a specific job with a set salary or they may be assigned to various jobs and paid a percent of the profits from each. The pre-

cise arrangements must be negotiated in either case.

Forming An Organized Crime Syndicate. PCs who have reached third level or higher and are attracting NPC criminals (described under **Forming A Gang**) may decide to have their gang settle in a city and thus become an organized crime syndicate. Newly formed syndicates should realize that any syndicates already established in the area will not welcome them, and will in fact fight to defend their territory.

Syndicate Organization. There is no set organization or structure for all crime syndicates, nor is there any set pattern to their activities. Some organized crime syndicates try to control only one type of criminal activity in one section of a city; others try to control all criminal activity in an entire city. The following characteristics, however, were common among many historical organized crime syndicates. Players and judges may wish to incorporate them into the syndicates in their campaign.

Insulation of Top Bosses. The top bosses in an organized crime syndicate seldom take part in illegal activities themselves, especially once they become wealthy enough to hire other people to do their dirty work for them. Orders from top bosses typically are passed through several subordinates before reaching the characters who actually carry out those orders. This makes it difficult to trace a crime all the way back to a top boss.

Use of Legitimate Fronts. Organized crime syndicates often gain control of legitimate businesses, which are then used as fronts or covers for illegal activities. Money earned through illegal activities can be funneled through these legitimate businesses and, with sufficient accounting skill, made to look like legal profit.

Use of Family Members. Some organized crime syndicates, especially the type often portrayed in movies, are organized and run by families. Many of the members of the syndicate are related to one another, with the top boss being the head of the major family in the syndicate.

Semi-Independent Operations. Some operations are not directly controlled by the organized crime syndicate, but are financed by the syndicate in exchange for a percentage of the profits. An example would be a gambling or loan sharking operation "given" to a new son-in-law in the family.

Penetration of Government. Organized crime syndicates cannot exist for long without the silent cooperation of at least some politicians, policemen and judges. Syndicates typically have several persons from each of these professions on their payroll. In some cases, syndicate members were actually elected to office and served on important boards, commissions and agencies.

Criminal Experience Points

Criminals earn experience points solely by making money. Players and judges must be very careful to award experience points to criminals only for profits, not for gross income. They must also be careful not to award experience points more than once for the same money.



EXAMPLE: First-level criminal Willy Johnson sticks up some small businesses and puts together the sum of \$3,600. According to the **CRIMINAL X.P.s TABLE** below, he has earned 360 X.P.s. Willy takes his \$3,600 and buys 100 cases of liquor for \$36 each. He sells those cases for \$75 each, a total of \$7,500. Willy does not get another 750 X.P.s; that would be counting the same money twice toward experience. Instead, Willy gets 7,500 minus 3,600 = 3,900; 3,900/10 = 390 more experience points.

CRIMINAL X.P.s	
Level Of Criminal	X.P.s Earned
1-3	1 X.P. per \$10 profit
4-7	1 X.P. per \$100 profit
8-9	1 X.P. per \$1,000 profit
above 9	1 X.P. per \$10,000 profit

Experience for Syndicate Businesses. PC criminals who run an operation for a syndicate earn X.P.s for a percentage of the profit from the operation and not for the money the syndicate pays them. The judge can award experience points for 10% to 50% of the operation's profits, depending on the PC's level and the amount of money and risk involved.

Experience for Stolen Items. If a criminal steals an item and uses it to commit another crime, the judge may award X.P.s for the item even though the criminal did not earn any money directly by stealing it. For example, if a criminal steals a truck and then uses it to deliver bootleg alcohol to speakeasies, the judge may award X.P.s for the truck the same as if the character had sold it to a fence (see *Fencing Goods*).

Crimes Committed by Independents and Gangs

This section describes crimes usually committed by independent criminals or gangs. PC independents and gangs are not limited to these crimes; they are given only as examples.

Armed Robbery

Armed robbery is stealing something from someone or some place (such as a bank) while using a gun or other weapon to threaten the victims of the robbery.

Value of Loot. The amount of cash stolen from a business cash register or safe during an armed robbery can be determined by consulting the **ARMED ROBBERY TABLE**.



ARMED ROBBERY TABLE

Type Of Business	Cash Registers or Teller Windows, per register or window	Safe
Average store or handbook (see Bookmaking)	1d10 × \$10	1d10 × \$100
Large store or speakeasy	1d10 × \$20	1d10 × \$1,000
Luxury store	1d10 × \$100	1d10 × \$1,000
Bookie parlor or small bank*	1d10 × \$150	1d10 × \$1,500
Medium bank*	1d10 × \$250	1d10 × \$2,500
Large bank*	1d10 × \$1,000	Percentile dice × \$1,000
Super bank*	1d10 × \$1,000	Percentile dice × \$3,000
Other businesses	Percentile dice × \$1	1d10 × \$100
Mail truck**	Number of bags = 1d10 × 20	1d10 × \$1,500 per bag

*Banks are rated for size by the number of teller windows they have; 1-10 tellers is a small bank, 11-15 is a medium bank, 16-25 is a large bank and over 25 is a super bank.

**Applies to mail trucks going to or leaving from a post office in a major city.

All cash registers will be empty at night. There is also a chance a cash register or teller window has just been emptied, and contains only 10% of the listed cash. This is left for the judge to decide.

Burglary

Burglary is the act of breaking into and entering a home or business and stealing something from it.

Value of Loot. The value of goods stolen from a home or business can be found by rolling 1d10 and consulting the **STOLEN GOODS TABLE**.

STOLEN GOODS

Goods Stolen From	Multiply Roll of 1d10 by
Working class home	\$10
Middle class home	\$30
Upper class home	\$100
Average retail business	\$500
Luxury retail business (fur shop, jewelry store, etc.)	\$1,000 (or more at judge's discretion)

The campaign judge uses this table only when the value of the stolen goods is not known. If a more precise value for the stolen goods becomes available during the game, then that value should be used.



The values on the table are actual retail values of the stolen goods. In order to receive money for stolen goods, thieves must sell them to a specialist known as a fence (see Fences, below). A fence will pay no more than one-third of the retail value of the goods and usually far less than that. The amount the fence will pay is left to the discretion of the judge. Ten percent of the retail value is suggested.

EXAMPLE: Two criminals randomly pick a home in an upper class neighborhood to burglarize. They break in when no one is home and randomly grab anything they can carry easily. Using the **STOLEN GOODS TABLE**, the game judge rolls 1d10 and gets a result of 5, determining that the value of the stolen goods is about \$500 ($5 \times \100). The criminals will be able to sell the stolen items to a fence for \$166 at most.

EXAMPLE: The same two criminals notice a man buying a \$5,000 diamond necklace in a jewelry store. They follow him home, break in, and steal the diamond. The diamond is known to be worth \$5,000, so there is no need to consult the **STOLEN GOODS** table. The burglars will be able to fence this necklace for no more than \$1,600, and will probably only get \$500 for it.

Both burglars and armed robbers can try to get into safes. Use the **ARMED ROBBERY TABLE** whenever a safe is robbed.

Loot taken in other types of robberies and burglaries can be determined by the game judge, using the amounts shown on the **ARMED ROBBERY** and **STOLEN GOODS** tables as guidelines.

Fencing Goods

A fence is a specialist who buys stolen goods from criminals and resells them to people who do not mind buying stolen goods, or to people who do not know the goods are stolen.

Fencing common merchandise usually is not difficult; sometimes fences can be found in pawn shops or stores that sell used merchandise, with the store serving as a legitimate front for fencing activities. Fencing special items, such as stolen jewelry, art works, large gems, etc. is more difficult. The fence must have extensive underworld contacts, which can only be developed over a long period of time.

A PC who becomes a fence with a legitimate front can earn about \$50 per week through his legitimate business. Earnings from fencing stolen goods must be kept track of separately. The retail value of stolen goods brought to a PC fence each week will be $\$500 \times$ the level of the fence. PC fences who have developed extensive contacts for handling special items will be offered goods with a retail value equal to $\$2,500 \times$ the level of the fence each week. The PC fence can negotiate a purchase price for the goods with the criminals who bring them in. The goods can be resold for any price up to their retail value, subject to the judge's discretion.

Players should remember that known fences are watched almost constantly by the police.

Murder

Most murders committed by independent criminals and gangs occur during another crime and are neither intentional nor pre-planned. However, some independent criminals specialize in murder for money. These professional "hit men" are sometimes hired semi-permanently by organized crime syndicates.

Fees. The fee charged by a hit man depends on both his level and the victim's level. Multiply the base fee for the victim's level by the level of the hit man to find the final cost.

Victim's Level	Base Fee
0	\$100
1	\$200
2	\$300
3	\$600
4	\$1,200
5	\$2,000
6	\$3,000
7	\$4,000
8	\$5,000
9	\$7,000
10	\$9,000
11 or higher	\$10,000 and up

Success. PCs who commit a murder for money must play out the murder in the normal course of play. When NPCs are hired to commit a murder, the game judge must determine two things:

1. Whether the murder attempt is successful
2. Whether the hit man leaves behind any evidence that could link the person who hired him to the murder (or, if caught, whether he gives any information to the police).

To determine these things, the judge must calculate the hit man's chance for success. An NPC murder attempt has a 50% chance to succeed. This chance is increased by $10\% \times$ the hit man's level, and decreased by $10\% \times$ the victim's level. Thus a fifth-level NPC hit man has a 10% chance to kill a ninth-level victim.

After calculating the chance of success, the judge rolls percentile dice twice. The first roll determines whether the victim was killed. The second roll determines whether evidence was found linking the PC who hired the hit man to the crime. A dice roll less than or equal to the hit man's chance for success means he killed the victim (first check) or avoided tipping off the police (second check).

Bootlegging

It is difficult for independent criminals or gangs to make much money in bootlegging; most bootlegging is controlled by crime syndicates. However, independents and gangs can get small amounts of bootleg alcohol by

1. Hijacking trucks belonging to a syndicate;
2. Robbing a federal warehouse where confiscated alcohol is stored;
3. Finding caches of alcohol owned by bootleggers, stealing the alcohol and reselling it;



4. Any other way the independent or gang can think of. The resale prices for bootleg alcohol are given in the sections on bootlegging by organized crime syndicates, below.

Petty Crime

Petty crime includes mugging, pickpocketing and other crimes against individuals. The amount of money made from petty crimes is left to the judge's discretion. As a general rule, people of lower or middle class will rarely carry more than \$10 at one time.

Crimes Committed by Organized Crime Syndicates

This section provides details and guidelines on some of the crimes usually committed by organized crime syndicates. Syndicates are not limited to these crimes; they are given as examples only.

Bootlegging

Bootlegging is a general term referring to the manufacture, transport and sale of alcoholic beverages in violation of the National Prohibition Act and numerous other state and local laws. The National Prohibition Act took effect Jan. 16, 1920, and was in effect until December 5, 1933. During this period, bootlegging was by far the most profitable syndicate crime. PCs who bootleg must keep careful records of their purchases, production and sales.

Obtaining Bootleg Liquor and Beer. Criminals can obtain bootleg beer and liquor, referred to simply as bootleg or bootleg booze, in three ways:

1. Buy it from Canadian, Caribbean or European manufacturers;
2. Steal it from legal manufacturers, government warehouses or other criminals;
3. Manufacture it themselves.

BUYING BOOTLEG. Genuine hard liquor, referred to as "the real stuff," can be bought from Canadian, Caribbean and European brewers at an average price of \$36 for a case of 12 bottles. Beer can be bought for \$3 per barrel. PC criminals must make their own contacts with manufacturers, and must make their own arrangements for smuggling the bootleg into the country. Historically, a tremendous amount of bootleg was smuggled across the Canadian border, and ships carrying bootleg cargoes from Europe crowded the waters along the Atlantic coast.

PCs may also buy bootleg from other criminals. The price must be negotiated with those criminals, whether PC or NPC.

STEALING BOOTLEG. Under the prohibition law, a few distillers were allowed to produce limited amounts of liquor for medicinal purposes, and large amounts of pure alcohol for industry. This liquor and alcohol was stored in warehouses under the supervision of the Bureau of Prohibition. A large amount of bootleg was stolen from these warehouses in the early years of Prohibition. Such warehouses should contain 1d10 × 1,000 cases of

hard liquor. It is up to the PCs to discover the location of such warehouses.

Government warehouses were established at the beginning of Prohibition to house huge amounts of confiscated liquor produced by legitimate manufacturers before the National Prohibition Act took effect. Almost every city with a population of 1,000,000 or more had at least one of these warehouses, under the supervision of the Bureau of Prohibition. By 1925, these warehouses had been consolidated into only seven or eight locations, due to the large amount of liquor being stolen from them. Should PCs locate such a warehouse, it will contain at least 1d10 × 1,000 cases of hard liquor.

Bootleggers in the 1920s also faced the constant problem of having their shipments and truck convoys of bootleg stolen or destroyed by other criminals. It is up to the PCs to figure out where rival syndicates are storing their bootleg booze and when they are shipping it.

MANUFACTURING BOOTLEG. Criminals can set up stills to produce pure alcohol and breweries to produce beer.

A still can be set up in about one week for \$500. It requires an area equal to eight squares on a 15' scale map. The still requires a crew of four workers who must tend it about eight hours per day. Such workers are normally paid \$10 to \$15 per day. A still this size will produce 100 gallons of alcohol per day, or 700 gallons per week. The alcohol can be made from grain, potatoes, corn, grapes, or almost any other plant. This material will not cost more than \$10 per week, but still operators must make arrangements to purchase it and get it to the still. The alcohol produced can be used to make imitations of legitimately made liquor or to cut legitimately made liquor (see *Cutting Liquor*, below).

A brewery can be set up for \$1,000. It takes nine squares on a 15' scale map, and a crew of four men. These men must be present only one hour per day, but are paid \$10 to \$15 per day. A brewery will produce 100 barrels of beer per day. A brewery requires 70 cents worth of grain per barrel of beer produced, or \$490 worth of raw material per week.

Cutting Liquor. Bootleggers commonly "cut" legitimately produced hard liquor with pure grain alcohol and other ingredients to add color and flavor. One case of the "real stuff" could be cut and diluted into three cases. PCs who choose to cut their "real stuff" will need nine gallons of still-produced alcohol per case of "real stuff." They must also arrange to get bottles and forged labels. These will cost 1% to 2% of the resale value of the alcohol.

Selling Bootleg Liquor And Beer. Bootleg booze can be sold to private citizens, to speakeasy owners, to the public through speakeasies and to other criminal syndicates. Sales to the general public through speakeasies are covered in a separate section. Sales to other criminals must be negotiated with those criminals. The remainder of this section covers building a bootleg business with speakeasy owners and private citizens.

FIRST-LEVEL BOOTLEGGERS. First-level bootleggers must build their own list of clients through the normal play of the game. This means they must visit speakeasy owners and wealthy



private citizens and try to sell them their wares. Local ward bosses can be a valuable source of information concerning possible customers, especially if a nice "political contribution" is dropped in their hands.

HIGHER-LEVEL BOOTLEGGERS. Bootleggers of second level or higher can hire two salesmen per level to handle extra customers. These salesmen may be NPCs or PCs. Their wages must be negotiated. If there is a gang war for control of the bootleg business in certain areas of town, salesmen will want significantly higher salaries than normal.

Each salesman must specialize in serving either private citizens or speakeasies. A salesman serving speaks will obtain a number of speakeasy customers equal to his Presence score. A salesman serving private citizens will obtain a number of customers equal to his Presence score $\times 10$.

AMOUNTS SOLD. The volume and dollar amount of bootleg sales are determined each week by the bootlegger PC using the following procedure:

1. Roll percentile dice and consult the TYPE OF WEEK TABLE to determine whether this was a good, average or poor week for business.
2. Check the BOOTLEG SALES TABLE to determine the number of barrels of beer and cases of liquor sold to speakeasy customers. Multiply the amounts shown by the number of speak customers to get the total sales.
3. Check the BOOTLEG SALES TABLE to determine the number of barrels of beer and cases of liquor sold to private citizens. The amounts shown on the table are sales per 10 customers. To find the total sales to private citizens, divide the number of private citizen customers by 10, dropping any fractions. Multiply the result by the amount shown on the table.

TYPE OF WEEK TABLE

Dice Roll	Type of Week
10-20	Good
30-80	Average
90-00	Poor

BOOTLEG SALES TABLE

Type of Customer	Type of Week		
	Good	Average	Poor
Speakeasy (Per Speak)	24 B; 20 C (\$2,930)	20 B; 16 C (\$2,300)	12 B; 12 C (\$1,500)
Citizen (Per 10)	1 B; 4 C (\$350)	3 C (\$225)	2 C (\$150)

B = Barrels of Beer; C = Cases of Liquor

The profits on the BOOTLEG SALES TABLE are gross income. Players must subtract the cost of manufacturing or buying the bootleg, the cost of shipping, salesmen's salaries and payoffs to police.

EXAMPLE: 8th level bootlegger Al Tolino has 16 salesmen working for him, producing a total of 140 customers per week. Eighty of these customers are speakeasies; 60 of them are wealthy individuals. At the beginning of the game week, Tolino rolls percentile dice to determine the type of business week. He rolls a 64. Checking the TYPE OF WEEK TABLE, Tolino sees this will be an average week. Next, Tolino checks the BOOTLEG SALES TABLE. He sees that in an average week, each of his speak customers will buy 20 barrels of beer and 16 cases of liquor for a total of \$2,300. He multiplies all the figures by 80, the number of speaks he serves. The results indicate sales of 1,600 barrels of beer and 1,280 cases of liquor for a total of \$184,000. Tolino checks the table again and sees that for every 10 private customers he will sell three cases of liquor for a total of \$225. Tolino has 60 private customers. Dividing 60 by 10, he gets six. He multiplies three cases and \$225 by six. The result is sales of 18 cases for \$1,350. Adding all the figures together, Tolino sees that his total sales for the week are: 1,600 barrels of beer and 1,298 cases for liquor for a total of \$185,350.

Competition. The above example shows why competition among criminals for control of the bootleg market was fierce and bloody. In the game, PCs and the judge must assume that any bootleggers selling to speaks, and most bootleggers selling to private citizens, are invading some other bootleggers's territory. The speaks and citizens who are buying from PCs in a game were buying from someone else before, and that someone else is going to be unhappy about losing a very lucrative business. It is worth noting, for example, that Chicago gangsters warring for control of bootleg markets managed to kill about 215 rival gangsters between September 1923 and October 1926!

Just how often there will be trouble with rival syndicates, and the nature of that trouble, is left to the discretion of the campaign judge. PC bootleggers should be warned, however, to expect a lot of trouble a lot of the time.

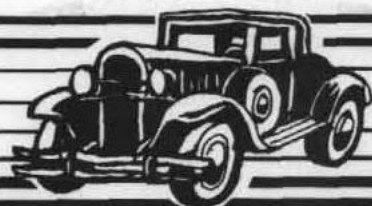
Bootleg Price Summary. The BOOTLEG PRICES TABLE is a general reference to determine the going price for bootleg whenever sales are being negotiated of local prices are fluctuating. The table shows the average prices that were used to set up the BOOTLEG SALES, SPEAKEASY SALES and SPEAKEASY INCOME tables.

BOOTLEG PRICES TABLE

	Liquor (Case)	Beer (Barrel)	Homebrew*
Wholesale from foreign manufacturer	\$36	\$3	NA
Retail as sold to speaks, citizens and other criminals	\$75	\$55	\$4/gallon or \$75/case**

Notes:

*Homebrew is grain alcohol made in stills, as described under MANUFACTURING BOOTLEG.



****Homebrew** may be sold as pure grain alcohol for \$4/gallon. In this form, it is often used to cut "real stuff" as described under *Cutting Liquor*. When homebrew is mixed with flavoring and coloring chemicals and bottled and labeled, it can be passed off as "real stuff" for \$75 per case.

Other Forms Of Bootlegging. The bootlegging methods described above are just a few of those actually used in the 1920s. This rule book is too small to describe all the bootleggers' tricks, but a few more will be mentioned so judges and players can use them if they want.

Needle Beer. Under the National Prohibition Act, it was legal to produce a distasteful product called "near beer" which contained only one-half of 1% alcohol. In order to make near beer, however, a brewer had to make real beer first, then extract the excess alcohol. There was a ready market for this excess alcohol, especially among criminals who would buy both the alcohol and the beer, then shoot the alcohol back into the bottled beer with needles.

Neighborhood Distillers. Mobsters in several cities paid ghetto residents to set up stills and cook alcohol in their homes. The gangsters collected the alcohol each week. A home still could turn out 350 gallons of raw alcohol per week. The residents usually were paid \$15 per week per family for their efforts.

Takeover of Legitimate Breweries. When Prohibition came into effect, some legitimate brewers struck deals with gangsters whereby the brewers would supply the equipment, capital and brewing skill, while the gangsters handled political protection, legal problems and sales and distribution. Gangsters acquired many formerly legitimate brewing companies this way.

Speakeasies

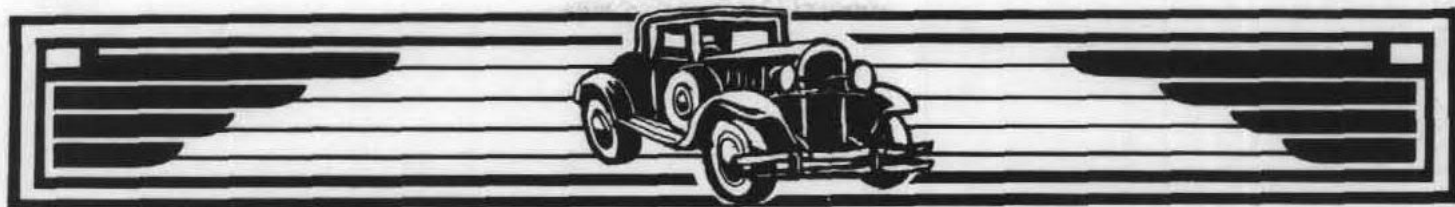
Speakeasies are illegal bars operated in violation of the National Prohibition Act and numerous other state and local laws. When the National Prohibition Act went into effect, speakeasies sprang up like mushrooms in every large city in the country. The name "speakeasy" refers to the fact that a person needed to know a password or have a membership card to get into many speaks. Owners took this precaution to prevent undercover federal agents from getting inside.

Types of Speakeasies. For game purposes there are three types of speakeasies:

1. Dives are very cheap, shabby, somewhat rough places that cater to a lower class of client;
2. Taverns are average bars that cater to all classes;
3. Nightclubs are high-class bars that cater to wealthy clients. They furnish a band and perhaps a floor show in addition to serving drinks.

SPEAKEASY PROFITS TABLE

Dive				Tavern				Nightclub			
Seating Units	\$Income			Seating Units	\$Income			Seating Units	\$Income		
	Good	Avg.	Poor		Good	Avg.	Poor		Good	Avg.	Poor
1	-205	-340	-475	1	-30	-260	-435	1	1,650	1,055	385
2	265	-5	-275	2	615	155	-195	2	3,975	2,785	1,445
3	735	330	-75	3	1,260	570	45	3	6,300	4,515	2,505
4	1,205	665	125	4	1,905	985	285	4	8,625	6,245	3,565
5	1,550	875	200	5	2,425	1,275	400	5	10,825	7,850	4,500
6	2,020	1,210	400	6	3,070	1,690	640	6	13,150	9,580	5,560
7	2,490	1,545	600	7	3,715	2,105	880	7	15,475	11,310	6,620
8	2,960	1,880	800	8	4,360	2,520	1,120	8	17,800	13,040	7,680
9	3,430	2,215	1,000	9	5,005	2,935	1,360	9	20,125	14,770	8,740
10	3,675	2,325	1,100	10	5,425	3,125	1,375	10	22,225	16,275	9,575
11	4,145	2,660	1,175	11	6,070	3,540	1,615	11	24,550	18,005	10,635
12	4,615	2,995	1,375	12	6,715	3,955	1,855	12	26,875	19,735	11,695
13	5,085	3,330	1,575	13	7,360	4,370	2,095	13	29,200	21,456	12,755
14	5,555	3,665	1,775	14	8,005	4,785	2,335	14	31,525	23,195	13,815
15	5,900	3,875	1,850	15	8,525	5,075	2,450	15	33,725	24,800	14,750
16	6,370	4,210	2,050	16	9,170	5,490	2,690	16	36,050	26,530	15,810
17	6,840	4,880	2,450	17	9,815	5,905	2,930	17	38,375	28,260	16,870
18	7,310	4,880	2,450	18	10,460	6,320	3,170	18	40,700	29,990	17,930
19	7,780	5,215	2,650	19	11,105	6,735	3,410	19	43,025	31,720	18,990
20	8,025	5,325	2,625	20	11,525	6,925	3,425	20	45,125	33,225	19,825



Ownership of Speakeasies. Some speakeasies are owned by independent operators who buy their beer and liquor from organized crime syndicates. Other speakeasies are owned by syndicate bosses. Independent owners operate under the continual threat that organized crime syndicates will try to take over their business. Ownership often is shared, with the independent operator serving as a manager for a syndicate partner who takes a large cut of the profit in exchange for liquor and protection from both the law and other syndicates.

Space Requirements. Space requirements for speakeasies are given in numbers of squares on a 15' scale map. Remember that one square on a 15' scale map equals nine squares on a 5' scale map.

SEATING CAPACITY. Speakeasies can provide seating for 20 customers in one 15' map square. One such square is considered the basic unit of seating capacity. The maximum seating capacity for any speakeasy in the game is 20 units (400 customers).

OTHER REQUIREMENTS. In addition to seating, a speakeasy must provide space for the following additional areas:

1. All speakeasies must provide at least one square for an office or manager's back room, and at least one square for storage;
2. Nightclubs must provide at least one square for a bandstand, at least two squares for a dance floor and at least two squares for performers' dressing rooms and lounges.

Speakeasy Profits. Speakeasy owners calculate their profits each week by rolling on the TYPE OF WEEK TABLE and then checking the SPEAKEASY PROFITS TABLE.

The SPEAKEASY PROFITS TABLE shows profits after deducting liquor costs, rent, wages, payoffs to law enforcement officers and miscellaneous expenses. The profits shown are based on the assumption that the speakeasy owner is paying a minimum of \$300 per week to local cops, politicians and prohibition agents, and that the owner is paying a manager \$150 per week to run the speakeasy for him. If the cost of buying off the law goes up, the profits should be reduced accordingly. Similarly, an owner who acts as his own manager can add \$150 per week to the profits shown.



The Numbers Game

The numbers game is a form of illegal gambling that has netted huge profits for organized crime syndicates since it started in the late 1800s.

How The Numbers Game Works. The numbers game appeals mainly to small wage earners who see it as a chance to make an enormous profit on a small wager. The person playing bets a small amount, usually less than 50 cents, that a certain three-digit number will be picked in some type of lottery. If the bettor's guess is correct, he can win up to 600 times the amount bet.

The winning number is supposed to be picked randomly. It may be picked in a drawing, or it may be the last three digits of the U.S. Treasury balance for the day, or it may be the sum of various odds at a given race track. All that is important is that the people making bets believe the operator of the numbers game cannot control the winning number.

In a fair game, the odds against picking the winning number are 1,000 to 1. If the bettor wins, he is paid off at only 600 to 1, at most. Thus, the person operating the numbers game will make 40 cents on each \$1 bet, on the average. If the operator of the numbers game can control the winning number, he can make even greater profits simply by picking the number with the fewest bets on it as the winner.

How Criminals Organize The Numbers Game. The numbers game is usually set up in lower-class neighborhoods with large ethnic minorities. In such neighborhoods, there may be as many as 1,000 people in a single block who play the numbers every day.

The syndicate has a runner in each block. The runner is the person who contacts the bettors in the block, takes the bets and collects the money. The money is then turned over to a bag man. A bag man collects money from many runners and takes it to a central location, called a "bank." At the bank, the money is sorted and counted, and the amount that must go to the winners is set aside. The bag men then take the winnings back to the runners, who deliver it to the winners.

Any numbers game set up by an organized crime syndicate in a campaign must have one runner for every block and one bag man for every 10 blocks. A bank can handle any number of bag men's deliveries. However, each bank should have at least two workers for each bag man delivering to it.

Income From The Numbers Game. The weekly income from a numbers game can be determined by rolling 2d10 and consulting the NUMBERS INCOME TABLE. The amounts shown on the table are profits per block of territory in which the syndicate is running its game.

MODIFIERS. The dice roll is modified as follows:

1. For ethnic minority neighborhoods +3
2. For lower-class assimilated neighborhoods +1
3. All other neighborhoods, except upper class -1



The numbers game cannot be set up in an upper-class neighborhood.

LOSSES. If the roll to determine income from the numbers game is a 20 before the addition of any modifiers, a second roll of 2d10 must be made. If this second roll is also a 20, the syndicate has lost that day. The amount of money lost is \$500 per block where the game is run. This loss must be paid from the syndicate's own funds. If the loss is not paid, the judge must determine what will happen. At the very least, the syndicate's game will fall apart in neighborhoods where the loss was not paid.

FIXED NUMBERS. It is sometimes possible for a syndicate to control the selection of the winning number. If, for example, the winning number is selected by totalling odds at a given race track and a member of the syndicate owns that race track, the odds can be manipulated to produce a winning number of the syndicate's choice. Syndicates that fix the numbers determine their weekly income by reading the Fixed column on the NUMBERS INCOME TABLE.

NUMBERS INCOME TABLE

Modified Dice Roll	Normal	Fixed
1	-\$22	\$20
2	\$6	\$90
3	\$34	\$160
4	\$62	\$230
5	\$90	\$300
6	\$118	\$370
7	\$148	\$440
8	\$174	\$510
9	\$202	\$580
10	\$230	\$650
11	\$258	\$720
12	\$286	\$790
13	\$314	\$860
14	\$342	\$930
15	\$370	\$1000
16	\$398	\$1070
17	\$426	\$1140
18	\$454	\$1210
19	\$482	\$1280
20	\$510	\$1350
21	\$538	\$1420
22	\$566	\$1490
23	\$594	\$1560

EXAMPLE: Al Tolino's mob has a numbers operation covering 30 blocks in an ethnic minority neighborhood and 25 blocks in a lower-class assimilated neighborhood. To determine the weekly income from the numbers game, Tolino rolls 2d10. The result is 11. Tolino uses this number for both neighborhoods. First, Tolino finds the income from the 30 blocks in the ethnic minority neighborhood. He adds the +3 modifier for the neighborhood to 11, obtaining 14. Checking the NUMBERS INCOME TABLE, he sees that the income per block for this neighborhood is \$342.

Multiplying this figure by the number of blocks, Tolino nets \$10,260 ($30 \times \$342 = \$10,260$). Next, Tolino finds the income from the 25 blocks in the assimilated neighborhood. In this neighborhood, the modifier is +1, so the modified dice roll is 12. Again consulting the NUMBERS INCOME TABLE, Tolino sees that the income per block is \$286. Multiplying this figure by the number of blocks, Tolino rakes in \$7,150 ($25 \times \$286 = \$7,150$) from this neighborhood. Thus Tolino's total income from his numbers game for this week is $\$10,260 + \$7,150 = \$17,410$.

Expenses. The expenses of operating a numbers game are figured into the profits on the NUMBERS INCOME TABLE, so PCs do not have to deduct any further expenses. The expenses assumed when setting up the table were a 30% total cut of the profits to runners, bag men and bankers, plus \$50 per week per block to pay off local police.

Starting a Numbers Game. A PC criminal can try to start his or her own numbers game. The criminal must have a starting bank of at least \$500 in cash per block, and must organize at least 10 blocks. The PC must recruit his or her own runners, bag men and bankers. The person in charge of each bank must have accounting or bookmaking skill.

Competition. Just as there often is bloody competition for bootleg markets, there often is violent competition for control of numbers operations in profitable neighborhoods. The extent and violence of this competition is left to the discretion of the campaign judge.

Bookmaking

Bookmaking is a form of illegal gambling. Bookmakers take bets on the outcome of a variety of events, with horse races, boxing, ball games and other sports events being the most popular.

An independent criminal with bookmaking skill can set up his or her own bookmaking operation, but most bookmaking operations are set up as part of, or at least in partnership with, an organized syndicate.

Requirements. A bookmaking operation requires the following:

1. One character with bookmaking skill per ward in which the operation is being run;
2. A central office, preferably with ample room for bettors to await the results of races and sporting events;
3. At least 20 handbooks (see below) per level of the bookmaker;
4. Access to the racing wires.

Handbooks. A handbook is a place where a private citizen can make a bet. Many handbooks are legitimate businesses which take bets on the side. Each bookmaker must have at least 20 such handbooks for each level he or she has attained. The bookmaker must keep a record of the name, address and contact person at each handbook. The handbook manager takes bets and either phones them in to the bookmaker or delivers them to a bag man sent by the bookmaker.



Racing Wires. A racing wire is a special wire service that flashes the latest track results, track odds and other racing information to customers across the country. The racing wires themselves are a legitimate business. Control of the racing wires in a given city is a franchise that is purchased from the parent company. There is only one racing wire service per city, and only one franchise holder. Anyone can be connected to the racing wire by paying a fee to the franchise holder. This fee may be a fixed amount per week or, in the case of bookmakers, a percentage of their profits. PCs must negotiate their own deals with the franchise holder in their city. The fee should never be less than 5% of the bookmaking operation's weekly income.

A franchise holder can sell the franchise, but probably would not unless he was under tremendous pressure.

Limits On Bookmaking. An organized crime syndicate may have only one top bookmaker per ward. This means that the syndicate rolls only once per ward on the BOOKMAKING INCOME TABLE.

Income. Income from bookmaking is determined each game week by rolling percentile dice and consulting the BOOKMAKING INCOME TABLE. Cross index the result of the percentile dice roll with the skill score of the bookmaker in the ward being checked. The result is the profit made per level of the bookmaker.

EXAMPLE: Al Tolino has a large bookmaking operation in the 1st ward. It is headed by Joey "The Book" Tolino, Al's clever younger brother. To determine his income from bookmaking for a given week, Joey rolls percentile dice and gets a 55. Joey looks on the BOOKMAKING INCOME TABLE in the column headed "51-60" and moves down to the row with his bookmak-

ing skill score, which is 73. The number listed there is \$1,400. Joey multiplies this number by his own level, which is four. Joey and Al's bookmaking operation has earned them a total of $4 \times \$1,400 = \$5,600$ in the 1st Ward.

Stings. A bookmaking operation has been stung whenever the dice roll used to determine weekly income is 01 or 02. If a syndicate has bookmaking operations in more than one ward, all of them suffer a sting if any one rolls 01 or 02. When a bookmaking operation is stung, it loses money. The amount lost is determined by rolling percentile dice and multiplying the result by \$1,000.

EXAMPLE: Joe Tolino rolls for weekly income and gets a result of 02. Joey has taken a sting. He rolls percentile dice again and gets 74. Joey has lost $74 \times \$1,000$ or \$74,000.

When a sting occurs, it is up to the campaign judge to tell the bookmaker who stung him and how it was done.

EXAMPLE: To continue the example above, the judge might tell Joey that he took a bet for \$1,480 on a horse that was a sure loser and gave the "sucker" making the bet odds of 50 to 1. The bettor then fixed the horse race so his horse won. If the judge decides to give Joey a chance to get his money back he might simply tell Joey the name of the bettor. Joey will have to figure out how the bettor beat him, but Joey, Al and some of the boys will certainly be on hand to have a little chat with this bettor when he comes by to pick up his winnings.

Windfalls. A bookmaking operation has a windfall (tremendous profit) whenever the dice roll to determine weekly income is 99 or 00. If a syndicate has bookmaking operations in more than one

BOOKMAKING INCOME TABLE

Skill Score	Dice Roll											
	01-02	03-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-98	99-00
26-30	S	0-	100	200	300	400	500	600	700	800	900	WF
31-35	S	100	200	300	400	500	600	700	800	900	1,000	WF
36-40	S	200	300	400	500	600	700	800	900	1,000	1,100	WF
41-45	S	300	400	500	600	700	800	900	1,000	1,100	1,200	WF
46-50	S	400	500	600	700	800	900	1,000	1,100	1,200	1,300	WF
51-55	S	500	600	700	800	900	1,000	1,100	1,200	1,300	1,400	WF
56-60	S	600	700	800	900	1,000	1,100	1,200	1,300	1,400	1,500	WF
61-65	S	700	800	900	1,000	1,100	1,200	1,300	1,400	1,500	1,600	WF
66-70	S	800	900	1,000	1,100	1,200	1,300	1,400	1,500	1,600	1,700	WF
71-75	S	900	1,000	1,100	1,200	1,300	1,400	1,500	1,600	1,700	1,800	WF
76-80	S	1,000	1,100	1,200	1,300	1,400	1,500	1,600	1,700	1,800	1,900	WF
81-85	S	1,100	1,200	1,300	1,400	1,500	1,600	1,700	1,800	1,900	2,000	WF
86-90	S	1,200	1,300	1,400	1,500	1,600	1,700	1,800	1,900	2,000	2,100	WF
91-95	S	1,300	1,400	1,500	1,600	1,700	1,800	1,900	2,000	2,100	2,200	WF
96-00	S	1,400	1,500	1,600	1,700	1,800	1,900	2,000	2,100	2,200	2,300	WF

Notes:

S means the operation has been stung.

WF means the operation has had a windfall.

Double the profits shown if the events have been fixed.



ward, all of them have a windfall if any one rolls 99 or 00. The amount of money made in a windfall is determined by rolling percentile dice and multiplying the result by \$1,000. It is up to the judge to tell the bookmaker what caused the windfall.

EXAMPLE: Joey Tolino is rolling for weekly income and rolls a 99, a windfall! He rolls percentile dice again and gets a 43. He multiplies this by \$1,000 and gets a total of \$43,000. The judge tells Joey that the heavily favored horse in a major race dropped out of the race (scratched) at the last minute.

Fixing Events. A bookmaker can double his weekly income if his syndicate can fix the major sporting events of the week in their city. Fixing events must be done through the normal play of the game. The judge must use his discretion in this.

Expenses. The expenses for bookmaking include

1. Payoffs to handbooks for their services, usually 5% or 10% of the take;
2. Payment to the wire services;
3. Payoffs to local law enforcement officers.

All of these expenses must be negotiated. In addition, syndicates must negotiate with bookmakers for their services.

Competition And Dangers. Like other forms of criminal enterprise, bookmaking can set off violent competition. However, bookmakers run an additional risk. Whenever violence breaks out between competing gangs and the local police are pressured into a temporary crackdown on vice and organized crime, bookmaking offices usually are among the first places to feel the results. Bookies often keep their records on chalkboards or light paper so they can be destroyed quickly during a raid by police or rival syndicates.

Casinos

The types of gambling houses called casinos varied so widely prior to the appearance of the modern Las Vegas-style luxury casino that it is not possible to give specific rules for casino operations. The campaign judge must use his discretion in determining the cost of setting up and operating a casino, and the profits generated. As a guideline, a high-class casino catering to the very wealthy would require at least twice as much space as a nightclub and could generate as much as $1d10 \times \$5,000$ per week in profits.

Slot Machines

Slot machines are illegal in most states, but anyone willing to make enough payoffs can get them placed in speakeasies, cigar stores, candy stores and other businesses. The machine must be purchased from a manufacturer, and manufacturers usually will deal with only one syndicate in a territory (a territory is the size of a major city). Prices for the machines and exclusive rights to place them in a territory are negotiable, but should not be less than \$500 per machine. Each slot machine placed will produce $1d10 \times \$10$ per week. PCs should simply roll $1d10$, multiply the result by \$10 and then by the number of machines in operation. Payoffs to local officials and law enforcement officers are higher than normal for slot machines, because of their high visibility.

Loansharking

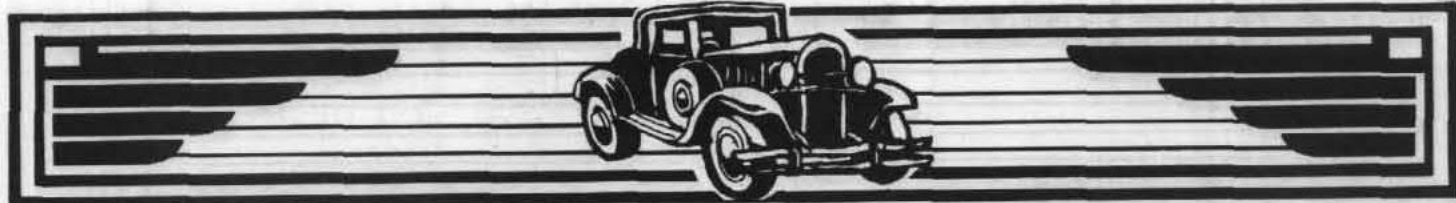
Loansharking is loaning money at higher interest rates than those offered by legitimate loan sources and often higher than those allowed by law. Loansharks find customers in debt-ridden businessmen who cannot get bank loans and in gamblers who have suffered heavy losses.

A loanshark's first loan to a customer usually is made at 10% interest, compounded weekly. The money is loaned for a short time, often only four weeks. If the customer cannot repay the loan and the interest at the end of that time, he or she is forced to take a new loan to pay for the old loan. This new loan usually has a higher interest rate, sometimes 15% or 20%. This borrowing of money at higher and higher interest to pay off the original loan continues through two or three cycles. If the customer cannot repay the loanshark after the third loan is due, the loan is "enforced." Enforcement starts with verbal threats, followed by violence to the borrower, his business and/or his family.

Setting Up A Loansharking Operation. PC criminals can set up a loansharking operation if they have a starting bank of \$100,000 or more. PCs who want to shark loans but who do not have such a bank can work for a higher-level "banker." Making the contacts to get such a job is up to the PC.

A PC who is sharking for a higher-level banker normally pays that banker 5% interest per week on the money he is using. Interest rates may fluctuate at the discretion of the campaign judge.

PC Sharks. A PC loanshark who works for a higher-level banker will be able to loan out $1d10 \times \$1,000$ per week. The initial loan should be at 10% interest for a period of four weeks. The amount the loanshark should collect at the end of those four weeks can be



calculated from the LOAN SHARK TABLE. The table shows the amount owned on a \$100 loan at various times.

LOAN SHARK TABLE

Week	5%	10%	15%	20%	50%
1	105.00	110.00	115.00	120.00	150.00
2	110.25	121.00	132.25	144.00	225.00
3	115.76	133.10	152.09	172.80	337.50
4	121.55	146.41	174.90	207.36	506.25
5	127.63	161.05	201.14	248.83	759.38
6	134.01	177.16	231.31	298.60	1139.06
7	140.71	194.87	266.00	358.32	1708.59
8	147.75	214.36	305.90	429.98	2562.89
9	155.13	235.79	351.79	515.98	3844.34
10	162.89	259.37	404.56	619.17	5766.50

EXAMPLE: Pete DiLuca is a small-time loanshark working for a higher-level banker. In his first week in business, Pete rolls 1d10 and gets a seven. Pete has loaned out \$7,000. Four weeks later, Pete is ready to collect on those loans. Consulting the LOAN SHARK TABLE on the 10% column and the "4 weeks" row, Pete sees he should collect \$146.41 for every \$100 loaned out. Pete has loaned out $7,000/100 = 70$ hundreds of dollars. He is due $70 \times \$146.41 = \$10,248.70$. He borrowed the \$7,000 from his banker at 5% interest, so he owes the banker \$121.55 per \$100 he borrowed. This comes to a total of $70 \times \$121.55 = \$8,508.50$. Pete's net profit is $\$10,248.70 - \$8,508.50 = \$1,740.20$.

PC Bankers. A PC running a loanshark bank (minimum of \$1000,000 needed to start) will be able to loan out up to 1d10 times \$10,000 for every \$100,000 in his bank per week. The PC loans this money to lower-level loan sharks at 5% interest compounded weekly, usually for four weeks.

EXAMPLE: Al Tolino uses some of his earnings from gambling and bootlegging to run a loanshark bank. At the beginning of the week he has \$355,000 in the bank. Al can roll 3d10 to determine how much he can loan out this week. He rolls a total of 17. Multiplying this by \$10,000, Al sees that he can loan out up to \$170,000 this week at 5% interest. After four weeks, those loans will come due. Consulting the loan shark table, Al sees that he should collect $1,700 \times \$121.55 = \$206,635$. This is a profit of \$36,635 in four weeks. The week after loaning out the \$170,000, Tolino's bank is temporarily reduced to \$185,000, so he can roll only 1d10 to determine the amount he can loan out that week. Tolino could, of course, decide to put more money into the bank from his other sources of income.

Bad Debts. Ten percent of all the money PC loansharks and bankers loan out will not be repaid. When weekly payments come due, the PC and the judge should determine 10% of the amount due. This amount is deducted from the PC's collections for the week. The judge should give the PC the name of the borrower or borrowers who owe him this money so the PC can try to enforce the loan. How the loan is enforced is up to the PC, provided the borrower can be found.

EXAMPLE: When Al Tolino tries to collect the \$206,635 owed him in the previous example, he finds that he comes up \$20,663.50 short. The judge tells him this debt is owed by one of his loansharks. Al takes some of this boys to call on the loanshark and instruct him in the virtues of timely payment. The loanshark is not home, however, and Al learns later that he bought a ticket on the train for Mexico City. Al probably will call up an "enforcer" friend of his in Texas.

NPCs And Bad Debts. Most bad debts owed to PC loansharks and bankers will be owed by NPCs. Smart loansharks will take steps to prevent these NPCs from leaving town. If this is the case, most NPCs will try to raise the money owed in some way. If they cannot raise it legally, they probably will try something illegal. The judge can decide what they will do, based on the NPC's character.

BUSINESS TAKEOVERS. When independent businessmen are unable to pay money they owe to loansharks, the loansharks will often take part ownership of the business instead of payment. This is one of the means most frequently used by syndicates to take control of legitimate businesses. This option is open to PC loansharks and bankers.

Racketeering

Racketeering is using or threatening to use violence to extort money from legitimate businesses.

The Protection Racket. The protection racket is the most basic form of racketeering. It is brutal, direct and often effective. The organized crime syndicate sends representatives to various businesses, usually in a specific territory. These representatives tell the owner of the business that he has two choices:

1. He can pay the syndicate a specified amount of money per month for protection; or
2. He can expect acts of violence which will harm his business, his health, his family and perhaps his life.

The acts of violence help "persuade" the businessman that he should pay protection money to the syndicate, and serve as an example of what will happen to other businessmen if they refuse to pay.

Union Racketeering. In the late 1920s and 1930s, organized syndicates began infiltrating labor unions with three intentions:

1. Controlling the unions made it easier to extort money from businesses. An employer who refused to pay the syndicate could have strikes and other labor problems;
2. The unions themselves were a source of money that could be taken from workers directly through payroll deductions and indirectly by embezzling pension funds.
3. By controlling the unions, the syndicate could sometimes force legitimate businessmen to trade only with other companies the syndicate controlled.

INFILTRATING UNIONS. Syndicates were able to gain power in some unions, especially after 1929, because the unions were very poor. Unions need money to organize more workers, strike for recognition and other goals, and support political action. The



syndicates were a source of large amounts of cash for the unions. In return for their money, the syndicate leaders were sometimes able to put their own people in powerful positions in the unions.

PC ACTIVITIES. PC syndicate bosses in a **GANGBUSTERS™** campaign may attempt union racketeering. The campaign judge must determine what unions are set up and their financial conditions.

Income From Racketeering. Due to the wide variety of rackets, there are no complete guidelines for determining how much money a syndicate can make from racketeering. The income PCs earn from racketeering will depend on the type of businesses the PCs victimize and the judge's estimate of how much those businesses could afford to pay. For large-scale rackets, profits running into millions of dollars per year are certainly realistic and possible.

Character Advancement

Each PC in a campaign game has some type of career. Characters who are successful at their careers earn experience points. Characters who earn many experience points are able to rise in level. Gaining levels makes characters more powerful and better able to solve the problems they face in the game.

Experience Points

Experience points (abbreviated X.P.s) are a measurement of a PC's success in his or her career. PCs earn X.P.s by performing tasks related to their careers. For example, PCs with careers in law enforcement earn X.P.s by capturing criminals, while reporters earn X.P.s by finding and publishing major stories before the competing newspapers. The tasks PCs can perform to earn X.P.s are described in the sections on the various careers. Experience points should be recorded in the space marked "Career Total" on the character sheet.

Level

Levels are an easy way to express the number of X.P.s a character has earned. All PCs begin a campaign game as first-level characters. Characters can advance in levels as shown on the **CHARACTER ADVANCEMENT TABLE**.

CHARACTER ADVANCEMENT TABLE

Level	X.P.s Needed	X.P.s To Spend
1	0-9,999	0
2	10,000-29,999	10,000
3	30,000-59,999	20,000
4	60,000-99,999	30,000
5	100,000-149,999	40,000
6	150,000-199,999	50,000
7	200,000-249,999	50,000
8	250,000-349,999	50,000
9	350,000-499,999	100,000
10	500,000-749,999	150,000
Above 10	250,000 per level	250,000

Note: A PC can never advance above 15th level.

EXAMPLE: PC Joe Sullivan begins a campaign game as a first-level character with zero X.P.s. After five sessions of play, Joe finds he has earned 10,500 X.P.s. This is enough to advance Joe to second level. When his X.P. total passes 30,000, Joe can advance to third level, and so on.

What Levels Mean. A character's level is an indication of how successful that character has been at his or her career. It measures how much professional respect that character has among NPCs in the same career. Level also can be used as a general guide to what level of society a character is accepted in.

EXAMPLE: A first-level policeman is a rookie, and will spend most of his time dealing with other PCs and NPCs who also are first level. A fifth-level policeman deserves much more respect, will handle tougher cases, and will be able to associate more easily with social and political leaders. Law enforcement officers who reach 10th level or higher are living legends, and the mere mention of their name will strike terror into lower-level criminals.

Advantages of Advancement

Characters who advance in level earn the following advantages:

1. They can use accumulated experience points to increase their basic ability scores;
2. They can use accumulated experience points to learn new skills;
3. They can add five points to their score for one skill they know already;
4. They earn other special benefits that apply to their career. These are described in the sections on the various careers.

IMPROVING BASIC ABILITIES

When a character advances a level, the player may spend some of the character's experience points to improve his basic ability scores.

Procedure

The following procedure should be used whenever a character rises a level:

1. In the space on the character sheet marked "Level," note the character's new level.
2. Find the number of X.P.s the character can spend. It is listed in the third column of the **CHARACTER ADVANCEMENT TABLE** above. Add this number to any number already in the space on the character sheet labeled "X.P.s To Spend."
3. The character can spend any number of X.P.s up to the number shown under "X.P.s To Spend," to improve his basic ability scores or learn new skills. Points spent are subtracted from the "X.P.s To Spend" total shown on the character sheet.

A character is never forced to spend X.P.s. A character can save X.P.s in his or her "X.P.s To Spend" record as long as he or she wants to.



EXAMPLE: In the previous example, PC Joe Sullivan had earned 10,500 X.P.s and advanced from first to second level. When that happened, Joe did the following:

1. He noted that he had 10,500 X.P.s under his "Career Total" record;
2. He recorded 10,000 points in his "X.P.s To Spend" record;
3. He spent all 10,000 of these points, reducing his "X.P.s To Spend" record to zero.

Costs of Score Improvements

The number of X.P.s that must be spent to improve the various basic ability scores is given on the **ABILITY SCORE IMPROVEMENTS TABLE**.

ABILITY SCORE IMPROVEMENTS TABLE

Improvement	Cost
Add 1 to Muscle Score	2,000 X.P.s
Add 1 to Agility Score	5,000 X.P.s
Add 1 to Observation Score	3,000 X.P.s
Add 1 to Presence Score	20,000 X.P.s

Limitations On Score Improvements

The following limitations apply to improving basic ability scores by spending X.P.s.:

1. Muscle, Agility and Observation scores never can be increased more than 20 points above their original level.
2. The Presence score never can be increased more than two points.
3. No ability score can be increased above 100.
4. A character's Presence score never can be increased above 10.





Chapter 3: Skills & Equipment

Skills

Characters who advance in level can spend X.P.s to learn special skills. Skills give characters unique abilities. Spending X.P.s for skills is done the same as spending X.P.s to improve basic ability scores. The costs in X.P.s for skills are given on the SKILL COST TABLE.

SKILL COSTS

Skill	Cost in X.P.s
1. Auto Theft	5,000
2. Fingerprinting*	5,000
3. Lockpicking	5,000
4. Photography	5,000
5. Pickpocketing*	5,000
6. Public Speaking*	5,000
7. Shadowing	5,000
8. Stealth	5,000
9. Wiretapping*	5,000
10. Alarm Systems*	20,000
11. Auto Body Work*	20,000
12. Auto Mechanics*	20,000
13. Bookmaking*	20,000
14. Boxing*	20,000
15. Disguise	20,000
16. Explosives	20,000
17. Finding Smuggled Goods	20,000
18. Gambling*	20,000
19. Graphology (Forgery Detection)*	20,000
20. Knife Throwing*	20,000
21. Smuggling	20,000
22. Accounting*	35,000
23. Ballistics*	35,000
24. Forgery	35,000
25. Martial Arts*	35,000
26. Public Relations	35,000
27. Safecracking*	35,000
28. Art Expertise*	50,000
29. Chemical Analysis*	50,000
30. Counterfeit Detection*	50,000
31. Gunsmithing*	50,000
32. Jeweler*	50,000
33. Art Forgery*	100,000
34. Counterfeiting*	100,000

*Exclusive Skill

Definitions

There are two types of skills: exclusive skills and general skills. Exclusive skills give a character the ability to do things that only characters with that skill can do. General skills can be used by

anyone, with a 20% chance for success. Characters with training have a better chance to use general skills successfully.

Skill Scores

When a character learns a skill, the player must roll percentile dice to find the character's score for that skill. This dice roll is modified using the ABILITY MODIFIERS TABLE from page 6. When the character tries to use the skill, he or she must make a skill check. Skill checks are made the same way ability checks are. The character passes the check if he rolls less than or equal to his skill score. A character who tries to do something that is covered by a general skill, and who does not have that skill, is assumed to have a score of 20. Characters who learn a skill will never get a score lower than 26.

EXAMPLE: Shadowing is a general skill. Joe Sullivan does not have the shadowing skill, but is trying to shadow another character anyway. Joe has a 20% chance of success. If Joe had learned shadowing and had a score of 52 (for example) he would have a 52% chance of success.

Automatic Failure. A dice roll of 100 (00) on any skill check means the attempt to use the skill has failed, regardless of the character's skill score.

Secrecy of Checks. All skill checks are rolled secretly by the game judge. The judge should not tell the character whether the check was successful; the judge should simply describe the effects of the check on the course of play.

EXAMPLE: A character with disguise skill disguises himself in order to rob a bank without being recognized. The judge secretly rolls a skill check and notes that the character failed the check. He tells the player nothing. When the character commits the robbery, several witnesses in the bank may be able to give the police a good description despite the character's disguise.

Modifiers. The game judge can introduce skill score modifiers if he decides a specific task is more difficult than the average task covered by that skill. Some examples are a -10 modifier for taking photographs in dim light or a +10 modifier for opening a small, poorly made safe.

Improving Scores. A character can increase his or her score for one skill by five points each time the character goes up one level. The character can increase the same skill several times, or a different skill each time he advances a level. A skill score can be increased to any level.

Skills At The Start Of A Campaign

At the beginning of a campaign game, the judge should let each character choose one skill. This skill must be chosen from those costing only 5,000 X.P.s.

Skill Descriptions

Following are brief descriptions of the skills. They are listed in alphabetical order. Exclusive skills are indicated with an (E).



Accounting (E)—the ability to keep all types of financial records, to alter financial records to hide stolen or misused money and the ability to detect altered records. A character with this skill is able to manipulate financial books to hide wrongdoing from anyone except another accountant. When falsified or doctored books are examined by another accountant, use the following procedure to see if the changes are detected:

1. Subtract the skill score of the accountant who doctored the books from the skill score of the accountant checking them.
2. Use the result as a positive or negative modifier to the skill score of the accountant checking the books.
3. Use the modified skill score to make a skill check for the accountant checking the books. If the modified skill score is negative, the check will fail automatically, but the judge should pretend to roll it anyway.

EXAMPLE: Pete Longello is Al Tolino's accountant. Pete has an accounting skill score of 86. He has "fixed" the books of Al's "athletic club" to hide large amounts of illegal gambling income (this is called laundering money). Frank McLoughlin, F.B.I. accountant with a skill score of 73, has been sent to check those books. The game judge subtracts Pete's accounting score of 86 from Frank's score of 73 for a difference of -13 . The judge then modifies Frank's score by this difference, getting a modified score of $(73 - 13) = 60$. Finally the judge rolls percentile dice. If the result is 60 or less, Frank will have found Pete's manipulations of the books. If the roll is 61 or greater, Frank will have missed the manipulation.

Alarm Systems (E)—the ability to connect and disconnect all types of burglar alarms. The score is the percent chance to successfully connect or disconnect the system. Failing a check when disconnecting a system means the alarm goes off. A character can try to disconnect a particular system only once during a single adventure. Disconnecting an alarm takes 2 to 20 minutes (the game judge rolls 2d10). A character with this skill can detect tampering with an alarm system by using the procedure described under Accounting.

Art Expertise (E)—a general knowledge of art and art works and the ability to detect art forgery. The score is used

1. As the character's percent chance to be familiar with a piece of art or a specific artist;
2. As the character's chance to detect an art forgery. The procedure outlined under Accounting is used. The art expertise score of the detecting character is compared to the art forgery score of the forger to find the modifier. If the work being checked is not a fake, the judge should roll against the character's unmodified score to see if he can tell that the work is genuine.

Art Forgery (E)—the ability to forge paintings and sculptures and, at the judge's discretion, other types of art. Usually, the fake is substituted for the original art and the original is sold illegally

for a high price. Any character with this skill will be able to make fakes which will automatically fool anyone except a character with the art expertise skill. An art forger also can detect forgeries, using his forging skill score.

Auto Body Work (E)—the ability to repair or modify a car or truck so that no character without this skill will notice the alteration or repair. If another character with this skill examines the vehicle, the procedure described under Accounting is used to see whether the changes are noticed.

Auto Mechanics (E)—the ability to do any type of mechanical work on a car or truck, with the proper tools. The score is

1. The percent chance to repair a mechanical problem. If a character trying to make repairs fails his skill check, the car will develop problems of the judge's choosing sometime within the next game week;
2. The percent chance to modify an engine to increase a car's maximum speed by 10 miles per hour. (This can be done only when players are using the expert rules.)

Auto Theft —the ability to enter a locked car or truck without the keys and start it. The score for this skill is the character's percent chance to do this in 15 seconds. Failure means the car has not started. The character can continue trying to hotwire the car, checking for each 15-second interval until the car starts. There is a 5% chance any car a character tries to steal will not start no matter what the character does. This is determined secretly by the game judge.

Ballistics (E)—the ability to determine whether a specific bullet was fired from a specific gun by using lab tests. The score is the percent chance that the character conducting the ballistics test will reach a definite and accurate conclusion.

Bookmaking (E)—Bookmaking skill is fully explained in the section on Bookmaking under **Careers In Crime**.

Boxing (E)—the boxing skill is fully explained in Chapter 5.

Chemical Analysis (E)—the ability to use chemical tests conducted in a laboratory and a general knowledge of science to analyze evidence in a criminal case. The score is the character's percent chance of drawing a correct conclusion from his or her tests. The use of this skill may be limited at the discretion of the campaign judge.

EXAMPLE: The prime suspect in a murder case has two friends who swear that he was nowhere near the scene of a murder. However, an F.B.I. agent with chemical analysis skill is able to prove that some tiny fibers found under the victim's fingernails are made of the same material that is found in the suspect's coat.

Counterfeit Detection (E)—the ability to detect counterfeit money. Use the procedure outlined under Accounting.



Counterfeiting (E)—the ability to make printing plates for counterfeit money, the ability to run a press and, equally important, contact with people who can supply the special paper needed to make good counterfeit bills. These contacts, acquired with the counterfeiting skill, are NPCs played by the game judge. A character with this skill can produce counterfeit bills that are so realistic they can be detected only by characters with counterfeit detection or counterfeiting skill.

Disguise—the ability to use make-up, clothes, wigs, masks and other items to disguise a person's appearance. The score is the percent chance that the disguised character cannot be recognized or described accurately by others, except people who know the disguised person very well. If the skill check roll is 05 or less, even close personal friends can be fooled by the disguise. This is true regardless of the character's Presence.

Explosives—the ability to use all types of explosives to make bombs, blow up safes, etc. The score is the percent chance that the character will set up the explosives correctly and safely. Failing an explosives skill check can mean the character made a minor mistake (the fuse didn't work) to a major mistake (the fuse was too short and the character blew himself up). The seriousness of the failure should depend on the amount by which the character missed his explosives score. A small difference should indicate a minor mishap; a large difference should be a major mishap. The effects of explosives are covered in Chapter Five under Explosives.

Finding Smuggled Goods—the ability to find smuggled goods which have been hidden in a car, truck, boat, airplane or other vehicle. A character without this skill will not find smuggled goods by searching normally. A character's score for this skill is modified by the smuggling score of the smuggler, using the procedure outlined under Accounting.

Fingerprinting (E)—the ability to take fingerprints at the scene of a crime, analyze and match sets of prints and recognize attempts to alter fingerprints. The score is the character's percent chance to do these tasks correctly.

Forgery—the ability to produce fake signatures, documents, and other papers, and knowledge of what equipment is needed to forge a document. Note that this is not an exclusive skill. Whenever forgery is attempted, a skill check must be made. A successful check means the forgery can be detected only by characters with graphology/forgery detection skill. Failing the check means the forgery can be detected by any character who examines the document closely and passes an Observation check. The character examining the document must know what he or she is looking for. For example, a character could not detect a forged signature without having seen the handwriting of the person whose signature was forged.

Gambling (E)—the characters with gambling skill are considered professional gamblers, and may even decide to earn their liv-

ing solely by gambling. The skill score can be used to influence the outcome of private card games, to determine winnings when the character gambles at a casino and to determine the character's chances when placing bets with a bookie. The score is also the character's percent chance to detect cheating at cards, fixed tables in casinos, loaded dice, etc.

Card Games. When characters gamble at card games, each character should role percentile dice. The highest roll wins the hand. Characters with gambling skill can add 20 to their dice roll if they pass their skill check. (If players actually play out hands of poker, characters who make a successful gambling check can read their hand as the lowest type of the next highest hand. For example, two pairs becomes three deuces).

Casinos. When characters gamble at a casino, use the following procedure:

- Step 1: Each character announces how much money he or she will gamble that evening;
- Step 2: Each gambler makes a skill check;
- Step 3: Gamblers who fail their skill check lose the stated amount of money;
- Step 4: Gamblers who pass the skill check increase their initial funds as follows:

Gambling Skill minus Dice Roll	Winnings
1-20	Initial amount plus 10%
21 or more	Initial amount plus 25%
Any roll of 01 or 02	Double initial amount

Bookies. Characters who gamble with a bookmaker have a percent chance to pick winning horses or sports teams. This chance is equal to their gambling score divided by two with fractions rounded down. This assumes that the races or sports events are not being fixed.

Graphology/Forgery Detection (E)—the ability to analyze handwriting and detect forgery. Characters can detect forgeries using the procedure outlined under Accounting. Any character who makes a successful graphology check while examining a handwriting sample can determine the sex, age (within 10 years) and general state of mind (happy, excited, depressed, normal, etc.) of the person who wrote the sample at the time it was written.

Gunsmithing (E)—the ability to make and repair any type of firearm available in the 1920s or 1930s. A successful check means the character can repair or build the item in question. The game judge must use his or her discretion concerning the types of special weapons gunsmiths can make for PCs. Typical special items include silencers, remote trigger-pulling cables, guns that can be hidden inside books, etc.

Jeweler (E)—the ability to recognize the value of jewelry, gems and precious metals and to produce fake items of jewelry and fake gems. A successful skill check means that only another gemnol-



gist can detect the fakery, using the procedure outlined under Accounting.

Knife Throwing (E)—the ability to throw knives accurately in fistfights or gunfights. Throwing a knife is handled the same as gunfire, but the throwing player checks against his knife throwing score instead of his Agility score. The game judge can allow players to throw other items, if he wants.

Lockpicking (E)—the ability to open locks using a small set of lockpicking tools. These tools can be obtained legally by anyone with a locksmith's license (available from the state for \$50) or they can be bought or made illegally. A successful check indicates the character with this skill can pick the lock in question. Picking a lock takes 3 to 30 seconds (judge rolls 3d10). Lockpicking skill cannot be used to open a safe.

Martial Arts (E)—this special skill is explained in Chapter 5.

Photography —the ability to shoot and develop clear, usable photos under most conditions.

Pickpocketing (E)—the ability to steal things out of another person's pockets, purse, vest, etc. The score is the character's percent chance to pick someone's pocket without being noticed.

Public Relations —the ability to gain the support and favor of newspaper reporters and publishers. The score is the character's percent chance to favorably impress reporters or publishers at a press conference or an interview. A successful check means anything written as a result of the press conference or interview will be favorable to the character. This skill has no effect on PC reporters.

Public Speaking (E)—the ability to make a speech that will sound convincing to most of the people who hear it. A successful check means a majority of the people listening to the speaker either believe what he says or have a reaction to him of 13 or higher on the NPC Reaction Table. (See Page 66 for an explanation of NPC reactions.) This skill is especially useful when a character is on trial.

Safecracking (E)—the ability to break into a safe, bank vault or similar high-security box. The score is the character's percent chance to get into any particular safe. At the judge's discretion, some safes (no more than 10%) may be impossible to open without explosives, regardless of the safecracker's skill score. Characters need both explosives and safecracking skill to open such safes; characters with only explosives skill will either fail to open the safe or blow it up, along with all its contents.

Shadowing —the ability to follow someone under normal circumstances, on foot or in a car, without being noticed. A shadowing check should be made whenever:

1. The character being shadowed makes any movement that would, in the opinion of the game judge, make it difficult to keep him in sight. Typical moves include running into a crowd or suddenly getting on a bus. Failing the check means the character has gotten out of sight of the character who was shadowing him or her;
2. The character being shadowed moves more than 60 feet indoors, two blocks outdoors in the city or two miles outdoors in the country. Failing a check in one of these situations means the character being shadowed has noticed he is being followed. It does not mean the character knows he is being followed intentionally; that is left to the discretion of the game judge, based on the characters involved and the overall situation.

Smuggling —the ability to hide contraband goods in cars, trucks, boats, airplanes and other vehicles so that border police, customs officials, federal agents, etc., cannot find them. A successful smuggling skill check means that the items being smuggled can be found only by persons with skill at finding smuggled goods.

Stealth —the ability to move short distances without being seen or heard, and the ability to hide in a position where you can watch someone else without being seen. Characters with stealth skill use darkness, shadows, doorways and other natural cover to stay out of sight. Characters using stealth must make a skill check whenever:

1. Someone is actively looking for them or trying to see them during the turn;
2. They have moved 60 feet;
3. They first come into someone's Field of Vision.

Failing a check under these circumstances means other characters involved get to make an Observation check. If they pass the Observation check, they have seen or heard the character using stealth. The game judge must not let players abuse this skill. To use it, there must be darkness or cover for the character to hide in. A character carrying a tommy gun down the street in broad daylight cannot say he is using stealth so the cop at the corner won't notice him! Stealth cannot be used along with shadowing. Characters in gunfights do not need stealth skill to completely conceal themselves behind cover.

Wiretapping (E)—the ability to connect and run wires from someone's telephone line to another location where their telephone conversations can be secretly overheard and recorded. Usually this location can be no more than 50 feet from the telephone pole which carries the wire to the phone being tapped. Failing a wiretapping skill check means either the equipment malfunctioned or the character made a mistake wiring the tap. In either case, the person setting up the tap probably won't know there is a problem until the person being tapped seems to get by for a long, long time without making or receiving any phone calls.



Equipment Price Lists

The following lists show typical prices from the 1920s for a variety of goods and services. Players and judges should note that prices fluctuated dramatically between 1920 and 1939; as a general rule, deduct 40% from the prices shown after the 1929 stock market crash.

Weapons

Handguns, rifles and shotguns can be bought in gun shops or through criminal suppliers. Guns bought from gun shops will be registered with the local police. Automatic weapons (Thompsons and B.A.R.s) can be bought through military surplus stores under severe restrictions, or from criminals. The prices shown for weapons are general guides; the game judge can adjust the prices as he sees fit, due to circumstances or the quality of the weapon sought. Guns bought from criminals may cost as much as twice their listed value.



WEAPONS

.22 revolver	\$25 or more
.38 revolver	\$40 or more
.44 or .45 revolver	\$45 or more
9mm or .38 automatic	\$50 or more
.45 automatic	\$75 or more
Any rifle	\$50 or more
Thompson submachine gun	\$200 or more
Rifle, pistol and tommygun ammunition	\$2 per box of 100
Shotgun ammunition	\$2 per box of 24

CLOTHES and ACCESSORIES

Man's suit, plain	\$12
Man's suit, well-made	\$15 to \$40
Man's suit, excellent	\$200 or more
Shoes	\$3 to \$60
Woman's dress, plain	\$3
Woman's dress, well-made	\$5 to \$10
Woman's dress, excellent	\$100 to \$4,000
Fur coat	\$200 or more
Fur stole	\$500 or more
Silk ties	\$10 to \$50
Jewelry	\$250 or more
Fine watch	\$40 or more

RENT and REAL ESTATE

Room, cheap hotel	\$2 per night
Room, good hotel	\$5 to \$7.50 per night
Room, best hotel	\$25 or more per night
Suite, best hotel	\$100 or more per night
Apartment, tenement	\$10 to \$15 per week
Office, cheap	\$30 per week
Office, luxury suite	\$60 or more per week
Rent, 2 or 3 bedroom home	\$20 to \$40 per week
Residential lot, cheap area	\$300
Residential lot, average area	\$350 to \$500
Residential lot, exclusive	\$1,000 or more
Industrial land	\$500 or more per acre
Commercial lots	\$500 to \$5,000
2-bedroom house and lot	\$3,500 or more
Lakefront mansion	\$50,000 or more
Construction, new building	\$1.50 or more per square foot of space

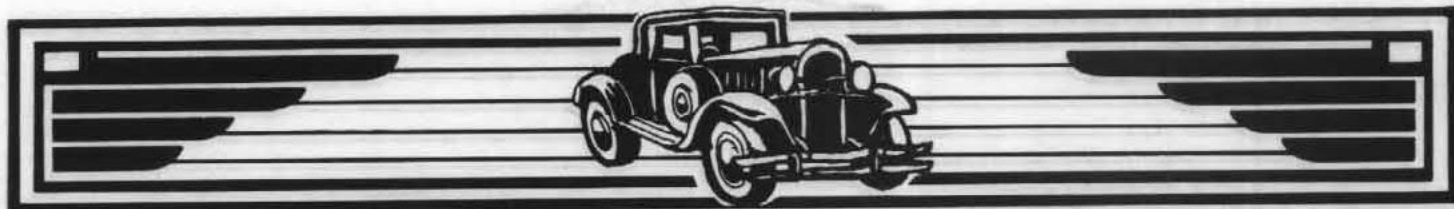
WAGES (Per Week)

Factory Worker	\$20
Secretary	\$25 to \$30
Waitress	\$20 to \$25
Store clerk	\$25 to \$30
Low-level manager	\$35 to \$45
Middle-level manager	\$45 to \$55
Corporate executive	\$100 to \$200 or more
Lawyer	\$75 to \$125
Doctor	\$60 to \$125
Salesman	\$50 to \$100
Small business owner	\$40 to \$75
Executive below cabinet level in Washington, D.C.	\$175
Top-level gangsters	\$350,000 or more, per week

MISCELLANEOUS EXPENSES

Car: gas, oil and maintenance	\$5 per week
Lawyer's fees:	
Criminal defense	\$25 or more, negotiable
Civil suit	50% or more of any settlement
Doctor's fees:	
Office call	\$1 or more
House call	\$1.50 or more
Movies	50 cents to \$1.50
Meal in fancy restaurant	\$15 to \$20 for best in town
Radio (large crystal set)	\$35
Furniture, cheap	\$100 or more per room
Furniture, quality	\$150 or more per room
Hospital room	\$15 to \$25 per day

Notes on Expenses. The game judge must determine costs for items that are not listed, using the prices above as a guide.



Chapter 4: Action

This part of the rules explains how to move and how the ability scores are used in play. It also explains game time and basic game play.

The Game Turn

It is important for the players to keep track of time and the distance their characters have moved. This section describes how that is done.

Game Time

Players should understand the difference between real time and game time. Real time is the time that has passed for the players of the game; if you have been playing for two hours, then two hours of real time have passed. Game time is the time that has passed for the characters in the game. Game time is kept track of by using turns. Each turn is equal to one second of game time.

Speeding Up the Action

When characters are only moving and are not having fistfights or gunfights, it is easy to speed up the action and ignore the turn sequence. The turn sequence is needed only during fights and chases, where a few feet or a few seconds can make the difference between living and dying. If characters are driving across town for a meeting with the mayor, the action can be condensed for any number of turns that is agreeable to the players.

Sequence of Events

A turn consists of seven steps, performed in the order outlined below.

SEQUENCE OF PLAY OUTLINE

- Step 1: Check to see if any characters were surprised by actions in the previous turn.
- Step 2: Players declare what action each character will perform this turn. These can be jotted down on a sheet of paper and revealed simultaneously, if the players want.
- Step 3: Characters who are closing with an opponent for a fistfight are moved. Some characters may be able to fire at this time—see **Guns in Fistfights**.
- Step 4: All other characters who are moving complete one-half of their movement.
- Step 5: Fistfighting actions are resolved.
- Step 6: Gunfighting and other actions are resolved.
- Step 7: Characters finish moving.

SURPRISE

Characters who are attacked suddenly and unexpectedly may be surprised. An Observation check is used to determine whether a character is surprised and how long the character remains surprised. Surprised characters cannot do anything while they are surprised.

When To Check For Surprise

A character must check for surprise when

1. The character first sees or hears an enemy he did not expect.
2. The character is first attacked by an enemy he did not expect or by someone he thought was a friend.
3. The judge (in games with a judge) decides the character should check for surprise.

How To Check For Surprise

A character being checked for surprise must make an Observation check. If the Observation check fails, the character is surprised. The same dice roll determines how long the character remains surprised. To find out how many turns a character will be surprised, subtract the character's Observation score from the Observation check dice roll and find the result on the SURPRISE TABLE.

SURPRISE TABLE

D100 minus Observation:	Surprised for:
1-20	1 turn
21-40	2 turns
41 +	3 turns

Effects Of Surprise

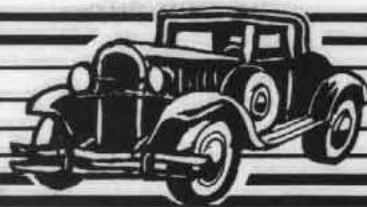
Characters who are surprised

1. Can take no actions for the number of turns indicated on the SURPRISE TABLE.
2. Are automatically hit in fistfights each turn that they remain surprised. Their attackers do not have to make an Agility check to hit them.

Surprised Drivers. Characters who are surprised while driving a car must make a Driving check to avoid an accident. If the driver passes his check, there is no crash. The surprised driver cannot bump, cut off or do racing turns as long as he remains surprised. If the driver fails the check, the car crashes and the driver must roll on the CRASH TABLE.

Sighting

Before deciding whether a character must be checked for surprise, it is important to know what the character can and cannot see. Normally, a character can see anything that is in front of him or her, in the space shown on the Field of Vision illustration. Note that the Field of Vision extends until it is blocked, except at night. A character always faces the direction he or she is moving or shooting. If you are using the counters and maps in this set,



you can turn the counters so their tops point in the direction the character is facing.

- Diagrams A and B show the fields of vision of a character facing the side or corner of a square.
- Diagrams C, D and E show the fields of vision of characters looking through doors or windows.
- Characters cannot see through a window into a completely dark room.
- Diagrams F, G and H show the fields of vision of characters who are looking past buildings or other obstacles.
- Diagram I shows the field of vision of a character who is leaning around a corner to fire a gun.

Light and Darkness. The following restrictions apply in normal darkness, such as an unlit street on a moonless night:

1. Characters can see no more than 50 feet;
2. Characters' Observation scores are modified by -20 when checking for surprise.

Hearing

It is difficult to give precise rules for what characters can and cannot hear. The following statements are guidelines only. The judge can modify them to deal with different situations.

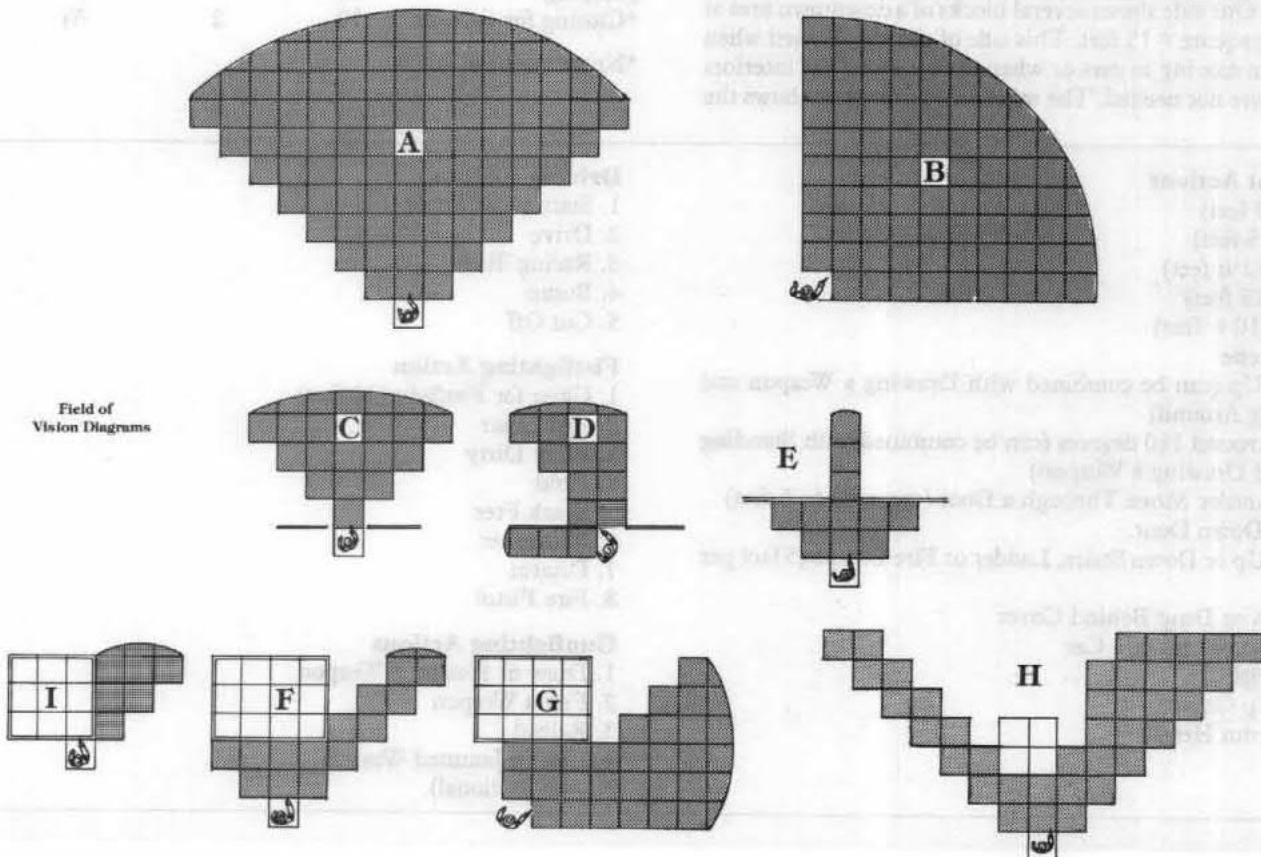
Characters will normally be able to hear anything that is said or done in the same room. Characters outside a room normally will not hear anything inside that room except unusually loud sounds such as screaming, shouting, gunshots or crashing furniture. Characters who are outside on a city street will hear gunshots within 150 feet and burglar alarms within 600 feet.

Surprise Judgment

It is impossible for the rules to cover every case that could come up in a game, so sometimes players will have to decide for themselves whether a character should check for surprise. In games with a judge, the judge makes this decision. The judge should consider everything the character can see and hear, and what the character is expecting to happen.

EXAMPLE: Federal agent John Burns and his partner, Rico, are about to crash through the door of a warehouse. They believe several crooks are hiding inside. They muscle down the door and go in with weapons drawn. There are three criminals in the warehouse. Two are standing in the open and one is hidden behind some boxes. All three criminals must check for surprise. Burns and Rico do not have to check for surprise because they have not seen, heard or been attacked by anything they did not expect. The two criminals in plain view raise their hands and surrender.

Field of Vision Diagrams





The third criminal draws his gun and opens fire from behind the boxes. Burns and Rico did not see the third criminal and were not expecting this attack, so they must check for surprise at the start of the next turn.

ACTIONS

Every turn, players must choose an action for each character they control. A character can perform one action per turn, unless the description of the action says otherwise. The actions characters can choose from are listed below.

Movement

Movement gets characters from one place to another. It includes walking, running, crawling, jumping, leaping and difficult movements.

Keeping Track Of Movement

Using the Counters. Use one counter to represent each character. As the character moves, move the counter the appropriate number of squares on the map. Players can keep track of the direction a character is facing by pointing the top edge of the counter in that direction.

Using the Maps. The large map included in this book is printed on two sides. One side shows several blocks of a downtown area at a scale of one square = 15 feet. This side of the map is used when characters are moving in cars or when details about the interiors of buildings are not needed. The other side of the map shows the

interiors of several buildings in detail at a scale of one square = 5 feet. This side of the map is used during gunfights and chases, when building floor plans and other details are needed.

Movement On Foot

The distances a character can move on foot in one turn are listed on the FOOT MOVEMENT TABLE. Counters can move diagonally through the square grid on the map.

A character can move freely through a square that contains other characters. A character can try to prevent someone from moving through his or her square by using a hold action. Holds are explained under Fistfights (Chapter Five).

If the counters and maps are used, a character can make one 90 degree turn or two 45 degree turns at any point during his movement. Miniature figures can be turned up to 90 degrees.

FOOT MOVEMENT TABLE

Action	Distance Moved During One Turn:		
	Feet	5' squares	15' squares
Walking	5	1	1/3
Running	15	3	1
Crawling	2 1/2	1/2	1/6
Leaping	15	3	1
Jumping	10 +	—	—
*Closing for fistfight	10	2	2/3

*Note: See page 48.

Movement Actions

1. Walk (5 feet)
2. Run (15 feet)
3. Crawl (2 1/2 feet)
4. Leap (15 feet)
5. Jump (10 + feet)
6. Fall Prone
7. Stand Up (can be combined with Drawing a Weapon and Turning Around)
8. Turn Around 180 degrees (can be combined with Standing Up and Drawing a Weapon)
9. Open and/or Move Through a Door (move up to 5 feet)
10. Break Down Door.
11. Move Up or Down Stairs, Ladder or Fire Escape (5 feet per turn)
12. Crouch or Drop Behind Cover
13. Get Into or Out of a Car
14. Stand Still
15. Pick Up Object
16. Fall From Height

Driving Actions

1. Start a Car Engine
2. Drive
3. Racing Turn
4. Bump
5. Cut Off

Fistfighting Action

1. Close for Fistfight (10 feet)
2. Fight Fair
3. Fight Dirty
4. Hold
5. Break Free
6. Maneuver
7. Disarm
8. Fire Pistol

Gunfighting Actions

1. Draw or Holster a Weapon
2. Fire a Weapon
3. Reload
4. Clear a Jammed Weapon
5. Aim (optional)



Movement Actions

Some movement actions require special explanations. These are listed below.

Leaping and Jumping. Characters can try to leap horizontal distances or jump vertical distances. The maximum distance a character can leap or jump is shown on the FOOT MOVEMENT TABLE above. Leaping includes vaulting over fences, leaping from rooftop to rooftop and leaping over or behind furniture to get to cover.

Characters trying to leap or jump must make an Agility check. Characters who fail this check have not made their jump or leap and have fallen down.

Doors and Stairways. Moving characters must stop when they reach a closed door or stairway. If the character is next to a door or stairway at the start of the turn, he can move through the door or onto the stairway. A character on stairs can move only 5 feet per turn. A character can move at his full movement rate on the turn he leaves the stairs.

Getting into a car is done the same as moving through a door; the character must stop when he reaches the car, and can get into the car during the next turn.

Fall Prone, Stand Up, Turn Around, Crouch. A character using one of these actions does not move out of his square.

Breaking Down Doors. Characters who try to break down a locked door must make a Muscle check. A successful check means the character has kicked the door down or shouldered it open (character's choice). Failure means the door is still shut. Characters can keep trying to break down the door until they succeed. Anyone behind the door should be checked for surprise after the first attempt, however, so characters will lose the advantage of surprise if it takes more than a few turns to break the door open. Shooting locks off doors is explained under Gunfights.

Dropping or Falling. Characters who drop or fall from a height of more than 20 feet will receive one wound point for every 5 feet they fall. Any fractions of distance are ignored. For game purposes, each story of a building adds 10 feet to the building's height. If a fall would kill a character, that character is allowed to make a Luck check as explained in Chapter One.

EXAMPLE: Joe Sullivan is trying to walk along the third story ledge of a building. This is a difficult movement (see below), so Joe must make an Agility check. Joe fails the check and falls off the ledge. He falls 30 feet (3 stories (TS) 10 feet). Joe receives six points of wounds from the fall.

Picking Up an Object. A character can try to pick up an object during a gunfight or fistfight by making an Agility check. If two or more characters try to pick up the same object at the same time, the character with the highest Agility checks first.

Difficult Movements

Difficult movements are standard actions that are being performed under dangerous conditions. Examples of difficult move-

ments are walking along a ledge, climbing a wall or jumping out of a fast moving car. Characters who try a difficult movement must make an Agility check. Characters who fail the check have not performed the difficult movement. The exact result of the failure (where the character ends up, whether the character is injured, etc.) is left for the game judge and the players to decide.

Cars

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

Car Movement

In the basic game, all cars have two speeds; slow and fast. The distance a car can move in one turn is shown on the CAR MOVEMENT TABLE.

CAR MOVEMENT TABLE

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

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

Keeping Track of Car Movement. Counters representing cars are provided in this set. When used on the maps, the car counters should be placed so the front of the counter is pointing in the direction the car is moving. When the car moves, the counter is moved the appropriate number of squares on the map. (On the 15-foot-per-square map, the front half of the counter shows the position of the car.

Movement Rates

In the basic game, cars move at either slow or fast speed. Using the optional rules, cars can move at any speed that is an even multiple of 10 miles per hour (10, 20, 30, 40, etc.).

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

Acceleration And Braking

Various types of cars can accelerate and decelerate at different rates. These are shown on the EXPERT CAR DATA TABLE. The numbers shown on the table are the numbers of turns needed to accelerate 10 mph or slow down 10 mph.



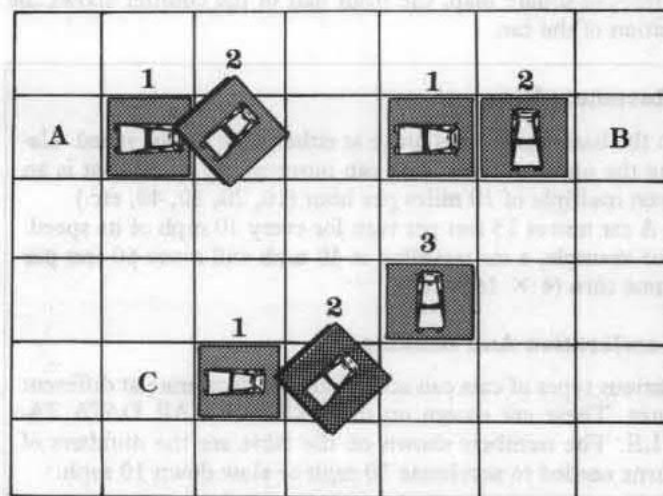
EXAMPLE: The table shows that a standard five-passenger sedan has an acceleration rate of 5 and a braking rate of 2. This means the car must travel at the same speed for five turns before increasing its speed by 10 mph and for two turns before decreasing its speed 10 mph. If the driver of this car wanted to accelerate from a dead stop to 40 mph, it would take 16 turns; the car must travel at 10 mph for five turns, at 20 mph for five turns and at 30 mph for five turns. It would hit 40 mph at the start of the 16th turn. The driver then could decelerate to a stop in nine turns; the car must travel at 40 mph for two turns, at 30 mph for two turns, at 20 mph for two turns and at 10 mph for two turns. It stops at the beginning of the 9th turn.

Turning. A car moving at slow or fast speed can turn 45 degrees to the right or left if it has traveled at least 15 feet in a straight line since the last time it turned. This means a car can turn 45 degrees in each 15-foot square it enters, or in each third 5-foot square it enters. If the car is moving at slow speed, one of these turns can be a 90 degree turn. A car moving at fast speed can make one 90 degree turn if it does not make any 45 degree turns, but the driver must make a Driving check to avoid crashing.

Diagram A shows a car making a 45 degree turn. The car moves one square straight ahead and turns 45 degrees to the left. If this maneuver is performed on the 5-foot-per-square map, the car must travel straight three squares before turning again. On the 15-foot-per-square map, a car can turn 45 degrees in each square it enters.

Diagram B shows a 90 degree turn on the 15-foot-per-square map. The car moves ahead one square and then turns 90 degrees. The car can make no other turns during this move if it is traveling at fast speed. A car traveling at slow speed could make another 45 degree turn during this move.

Diagram C shows a car making a 90 degree turn on the 5-foot-per-square map. The car makes two 45 degree turns, one immediately after the other.



Car Crashes

A crash happens automatically whenever two cars are in the same space at the same time during their normal movement. In addition, the driver of a car must make a Driving check whenever

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

A driver who fails one of these Driving checks must consult the **DRIVING CHECK TABLE**.

DRIVING CHECK TABLE

Dice Roll	Result
More than 20 points below Modified Driving score	No Effect
20 or fewer points below Modified Driving Score	Car must immediately brake to slow speed
Above Modified Driving score	Car Crashes

EXAMPLE: Joe Sullivan is driving his car at fast speed, trying to get away from a police car that is chasing him. Joe enters an intersection. His Driving score is 65. Making his Driving check, Joe rolls a 45. He does not crash, but he must brake to slow speed because the dice roll was within 20 points of his Driving score. This will give the police car a chance to get closer to him.

Crash Locations. When a car crashes because the driver failed a Driving check, check the **CRASH TABLE** to see where the car counter should be placed.

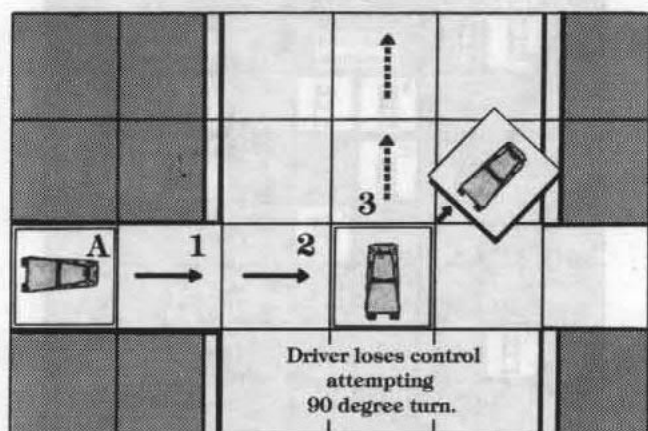
CRASH TABLE

If Car	Car Should Be Placed
Crashed while going through intersection	In center of intersection; car hit NPC's car in intersection
Crashed while making left turn	Adjacent to nearest building to car's right
Crashed while making right turn	Adjacent to nearest building to car's left
Crashed while bumping or cutting off another car	One full move off the right side of the road or street (car may hit building)
Crashed while making racing turn	Adjacent to nearest building in direction of the turn

The car is in square A at the beginning of the turn. It is moving at fast speed down the alley. The driver tries to make a 90 degree



Crash Diagram



turn to the left, but fails his Driving check. The car goes out of control and crashes into the building across the street.

Crash Damage. When a crash occurs at fast speed, the driver of each car involved should roll 2d10 and consult the CRASH DAMAGE TABLE.

CRASH DAMAGE TABLE

Dice Roll	Injury to Passengers	Damage to Car
2-4	None	minor Body Damage; Car will run again in 10 turns
5-8	5 points each	Body Damage; Car will not run until repaired
9-14	10 points each	Body and Engine Damage; Car will not run until repaired
15-18	15 points each	Body and Engine Damage; Car will not run until repaired
19-20	20 points each	Roll and Explode; Car totally destroyed

All injuries suffered by passengers in a crash are wounds.

Crashes at slow speed automatically cause minor body damage, with no injury to passengers.

Luck in Crashes. Passengers (including the driver) in a car crash are allowed to make Luck checks. Those who make successful Luck checks take only one-half the injuries shown on the CRASH DAMAGE TABLE. If a character who makes a successful Luck check would be killed even by the reduced crash injuries, the character is still alive but one more wound will kill him (see The Luck Check in PART 2).

Optional Rules: Car Crashes

When using the expert rules, drivers must check for car crashes in the same situations listed in the basic game. Any speed of 30 mph or faster is considered fast speed.

EXPERT CAR DATA TABLE

Standard Cars and Trucks

Type	Psngrs	Price	HP	A/B	Top spd.
Coupe	2-3	\$800-1,200	12	5/2	50 mph
Sport touring	2-3	\$900-1,300	12	5/2	60 mph
Touring	5-7	\$1,500-2,000	14-16	5/2	60 mph
Sedan	5-7	\$2,000-3,500	16-18	5/2	60 mph
Limousine	5-7	\$2,500 +	18-20	5/2	70 mph
Light Truck	2-3	\$800-1,300	14-18	6/2	50 mph
Heavy Truck	2-3	\$1,000-1,500	16-20	6/3	50 mph

Super Luxury Cars

Type	Psngrs	Price	HP	A/B	Top Spd.
1929 Mercedes					
Bens 99KL	2	\$12,000	15	4/2	120 mph
1929 Dusenber					
Model J	5-7	\$5,000 +	16	4/2	100 mph
1932 Rolls Royce					
Phantom II	4	\$18,000	15	4/2	90 mph
1932 Packard					
Phaeton	5-7	\$3,990	18	3/2	90 mph

Notes:

Psngrs = number of passengers

HP = hit points (see Shooting At Cars)

A/B = acceleration/braking

Top Spd. = top speed

A coupe is a two-door car with one seat and a hard top.

A touring car has an open or canvas top.

A sedan is a two-or four-door car with two seats and a hard top.

How to Check for Crashes. When checking to see if a car crashes, use the following procedure:

1. Note the driver's Driving score;
2. Add 2 to that score;
3. Subtract the speed of the car in miles per hour;
4. Roll percentile dice. A result greater than the driver's modified Driving score means the car has crashed.

Crash Damage. With the expert rules, all vehicles have a number of hit points which are used just like character hit points. Damage caused in an accident is subtracted from the vehicle's hit point total. Vehicles that are reduced to zero hit points are totally destroyed and beyond repair. The number of hit points a vehicle has is given on the CAR DATA TABLE.

To determine the effect of a car crash, roll 2d10 and add the speed of the car in miles per hour to the result. Find this number on the EXPERT CRASH RESULTS TABLE.



EXPERT CRASH RESULTS TABLE

Modified Dice Roll	Vehicle Damage	Critical Damage	Passenger Wounds
12-18	2 points	10%	none
19-25	4 points	20%	2 each
26-32	6 points	30%	4 each
33-39	8 points	40%	6 each
40-51	10 points	50%	8 each
52-58	13 points	60%	12 each
59-65	15 points	70%	16 each
66-72	18 points	80%	22 each
73 +	Total	100%	Killed

The EXPERT CRASH RESULTS TABLE shows the number of points of damage a vehicle takes in an accident, the percent chance that the vehicle will not run until repaired (Critical Damage) and the number of wounds suffered by passengers. Passengers who should be killed are allowed to make Luck checks as in the basic game.

Repairing Damaged Cars

Repairing a damaged car costs \$25 to \$50 per point of damage. The exact price depends on how expensive the car was originally.

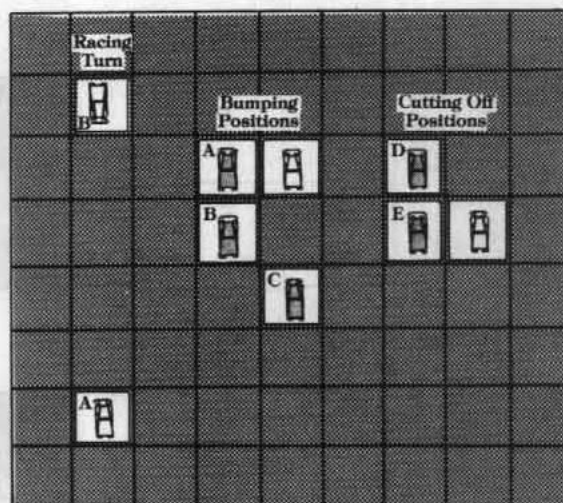
Special Driving Actions

There are three special driving actions: racing turns, bumping and cutting off. The illustration on this page shows these three maneuvers.

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

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

Cutting Off. Forcing another car off the road by passing it and then turning directly in front of it is called cutting off. Cutting off can be done at any speed. The driver who is cutting off the other car must make a Driving check. If the check fails, neither car crashes. If the check is successful, the driver of the car being cut off must make a Driving check with a modifier of -30. If this check succeeds, the driver has avoided being cut off. If the check fails, the car crashes. There is a 50% chance the car that was cut



off will run off the road and crash, and a 50% chance it will crash into the car that cut it off.

The first car is performing a racing turn on the 15-foot downtown map. It starts its move at position A and ends at position B. The black car can bump the white car from position A, B or C. The black car can cut off the white car from position D or E. The cars must be in these positions on the 5-foot map to bump or cut off.

Optional Car Rules

Driving Maneuvers

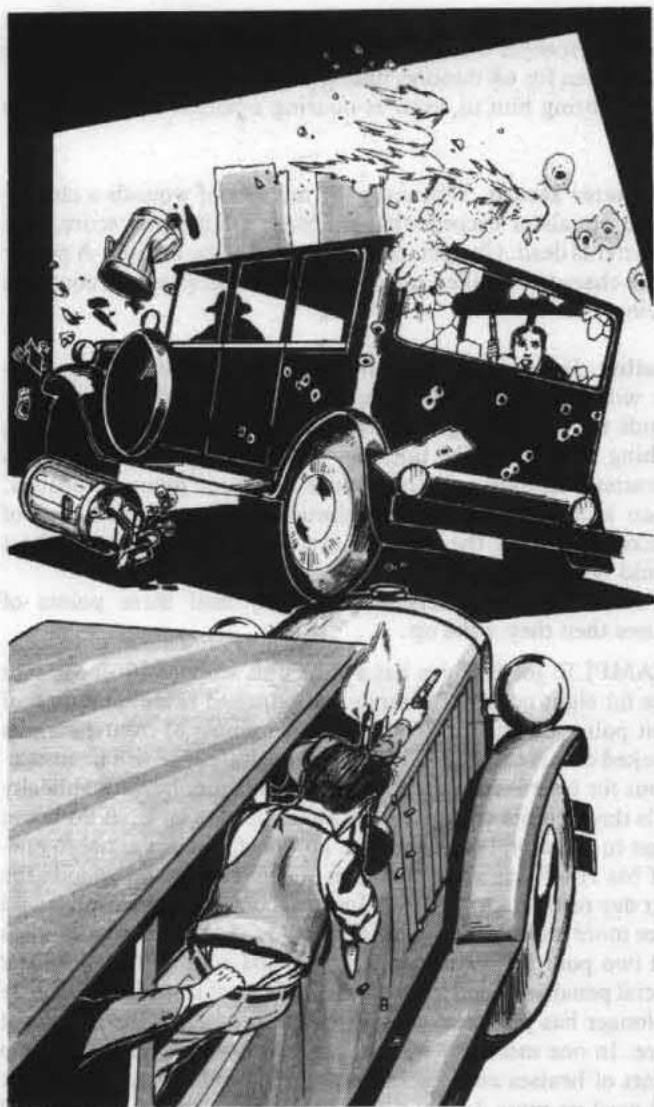
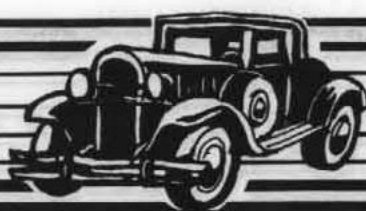
All special driving maneuvers from the basic game are included in the expert rules. When making Driving checks during maneuvers, ignore the Driving score modifiers from the basic rules and use the procedure given under How to Check For Crashes.

Jumps. Jumping is a new driving maneuver. Drivers can try to make their cars jump over obstacles under the following conditions:

1. There must be a ramp angled at 45 degrees or less for the car to jump from. The ramp must be at least five times longer than the car.
2. The car must be traveling at least 50 mph.

DISTANCE JUMPED. A car making a jump will clear vertical obstacles that are less than 10 feet higher than the ramp. It will travel 5 feet horizontally for every 10 mph or speed.

DRIVING CHECK. The driver of a car making a jump must make a Driving check using the procedure given under How To Check For Crashes. However, there is an additional modifier of -20 for this check. Failing the check means the car crashes when it lands.



Firing Weapons From Cars

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

Shooting At Cars

Shooting at cars is handled exactly as the basic game with one exception. When a burst from an automatic weapon hits a car, the attacker must check to see where each bullet hits. Bullets

that hit the windshield or a window will wound one passenger each. The game judge determines which passenger each bullet hits, either choosing randomly or by considering the angle of the shot and the arrangement of the passengers in the car.

Bulletproofing. Bulletproofing increases a car's Hit Points by 10 and reduces its top speed by 20 mph. The windshield and windows of a bulletproofed car can withstand five single shots or one burst before shattering. Bulletproofing costs one-half as much as the car being bullet-proofed. Touring cars cannot be bulletproofed. Without bulletproofing, no stock car can have more than 20 Hit Points.

Pedestrians

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

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

Traffic

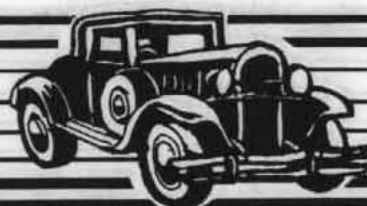
Traffic is not considered in the basic game. In the expert game, players can take into account varying densities of traffic at various times of day. The amount of traffic found in downtown areas at various times are shown on the TRAFFIC DENSITY TABLE.

TRAFFIC DENSITY TABLE

Time Of Day	Type Of Traffic
10:01 p.m. to 6:00 a.m.	Light
6:01 a.m. to 9:30 a.m.	Heavy
9:31 a.m. to 12:00 noon	Moderate
12:01 p.m. to 1:30 p.m.	Heavy
1:31 p.m. to 3:30 p.m.	Moderate
3:31 p.m. to 6:30 p.m.	Heavy
6:31 p.m. to 10:00 p.m.	Moderate

Effects of Traffic Density. Traffic density affects the chance that a driver will crash. A character's Driving score is modified by the types of traffic as follows:

Light traffic	+ 10
Moderate traffic	+ 0
Heavy traffic	- 20



Chapter 5: Combat

This chapter gives you the laws of the streets—your fists and your gun. You will be given information on injuries and recovery, fistfighting, gunfights, and all the data necessary to keep your agents and your thugs alive on the streets of Lakefront City.

Hit Points and Injury

Characters can be injured in gunfights, fistfights and car crashes, and by falling from heights. Injury is measure in points. Each character has a Hit Point score. A character's Hit Point score is the total number of points of injury the character can take before being knocked unconscious or killed.

There are two types of injuries: wounds and bruises. Wounds are serious injuries to a character's head, bones or internal organs. For example, all injuries caused by gunshots are wounds. Bruises are minor injuries. Most of the injuries from a fistfight are bruises.

Players must keep an exact record of the amount and type of injuries their characters suffer. There are two lines in the area on the character sheet marked "Injuries." One line is for recording wounds and the other is for recording bruises. Players should mark the appropriate line for each point of injury their character receives. When injuries are healed (explained below), the appropriate number of wound/bruise marks should be erased.

Other Effects of Injury.

A character who has wounds equal to or greater than one-half his number of Hit Points suffers three special effects:

1. The character's Muscle, Agility and Driving scores are reduced by 20 points.
2. The character's movement rates are halved (movement rates are explained on page 42);
3. The character must be treated by a doctor within 24 hours. Any character who is not treated by a doctor within 24 hours will die at the end of that time.

The first two of these effects apply only as long as the character has wounds equal to or greater than one-half his Hit Points.

Character Unconsciousness. Whenever a character receives points of injury (of any type) equal to or greater than that character's Hit Point score, that character is unconscious (knocked out). Both wounds and bruises are counted when determining if a character has been knocked out. Characters who are knocked out will be unconscious for a number of minutes equal to a roll of percentile dice. Unconscious characters can be revived by other characters. Unconscious characters automatically heal three points of bruise injuries when they wake up.

EXAMPLE: Joe Sullivan has a Hit Point score of 16. Joe is shot once, taking eight points of wounds, and punched twice, taking

four points of bruises from each punch. The last punch knocks Joe out. Percentile dice are rolled, and the result is 68. Joe will be unconscious for 68 minutes unless another character does something to bring him to, such as pouring a bucket of water in his face.

Character Death. Whenever the number of wounds a character has equals or exceeds that character's Hit Point score, that character is dead. Characters are never killed by bruises. A player whose character is killed can create a new character and continue playing.

Healing. Injury points are removed when they are healed. Injuries will heal only if the injured character rests. A character spends the day resting if he receives no new injuries and does nothing strenuous, like fighting. For each day spent resting, a character heals one point of wounds and three points of bruises. When a character heals, the appropriate number and type of checked boxes in the Injuries section of the character sheet should be erased.

Unconscious characters automatically heal three points of bruises then they wake up.

EXAMPLE: Joe Sullivan has a Hit Point score of 16. Joe is shot once for eight points of wounds and punched twice for a total of eight points of bruises. Joe now has 16 points of injuries and is knocked out. A roll of percentile dice indicates Joe will be unconscious for 68 minutes. At the end of that time, he automatically heals three points of bruises and wakes up. Joe now has 24 hours to get to a doctor, because he has points of wounds equal to one-half his Hit Point score. Joe goes to the doctor and spends the next day resting. On that day, Joe heals one point of wounds and three more points of bruises. Joe now has seven points of wounds and two points of bruises remaining. Joe is not affected by the special penalties listed under Other Effects of injuries because he no longer has points of wounds equal to one-half his Hit Point score. In one more day of rest, Joe will heal the remaining two points of bruises and one more point of wounds. After that, he will need six more days of rest to heal the remaining six points of wounds.

Fistfights

A fistfight includes punching, kicking, gouging and brawling in general, using fists, clubs, knives, chair legs or whatever else is handy. A fistfight starts whenever any character closes with another character, or whenever two or more characters are in the same square and one of those characters chooses a fistfighting action for the current turn.

Punching

A character's Punching score is the number of points of bruises the character causes when he hits an opponent in a fistfight.



Fistfight Sequence

- Step 1: Characters who are closing for a fistfight are placed in the same square as the character or characters they are attacking. A character who is closing can be shot at by someone who is not involved in the fistfight (see Guns in Fistfights).
- Step 2: Characters who are trying to get a hold on an opponent make Agility checks.
- Step 3: Characters who are trying to disarm an opponent make Agility checks.
- Step 4: Characters who are fighting fair or fighting dirty make Agility checks, and any characters who were hit or who are held record their injuries.
- Step 5: Characters who are trying to break free make Agility checks.
- Step 6: Characters who are firing pistols make Agility checks.
- Step 7: The fistfight continues, turn by turn, until all the characters on one side have escaped or are knocked out or killed.

Fistfighting Actions

A character in a fistfight must choose one of the following actions: close, fight fair, fight dirty, hold, break free, maneuver, disarm, fire pistol.

Closing. Closing is charging into an opponent's square to fistfight him. Closing characters can move 10 feet to get to their opponent. Note that closing happens first in the turn sequence. Someone who is attacked by a closing character cannot move unless his declared action is breaking free and he makes a successful Agility check. A closing action can be combined with any other fistfighting action except breaking free or maneuvering. This means a character can close with an opponent and try to hit him in the same turn.

Fighting Fair. Fighting fair includes punching, kicking, jabbing and body slamming. Characters who pass their Agility check when fighting fair will do points of injury equal to their Punching score.

Fighting Dirty. Fighting dirty includes such ungentlemanly things as biting, gouging and rabbit punching (punching the kidneys). Characters who fight dirty must make their Agility check with a modifier of -30. If they pass the check, they cause six points of injury.

Holding. Holding includes bear hugs, arm twists, tackling, most types of wrestling holds and, in general, actions that both cause injury and prevent the opponent from fighting back. A hold causes only half as much injury as fighting fair (round fractions up), but this injury is inflicted each turn the hold is maintained. A hold always causes at least one point of injury each turn it is maintained. The only action the victim of a successful hold can try is breaking free. Until the character breaks free, the hold is maintained automatically. If two or more characters get holds on each other at the same time, all the hold attempts fail.

Breaking Free. Braking free can involve pushing, tripping, twisting out of holds or even scattering furniture in someone's path as they charge at you. It can be used to escape from a fistfight, to avoid a character who is closing for a fistfight or to get out of a hold. A character who tries to break free must make an Agility check. If the character is being held, there is a -20 modifier. If he passes the check, the character is immediately placed 15 feet away from his opponent, facing whatever direction he chooses. If an obstacle prevents the character from moving 15 feet, the character is placed as far from his attackers as possible. Breaking free cannot be combined with any other actions.

Maneuvering. Maneuvering is a means of staying close to your opponent without attacking. It involves ducking, dodging blows, feinting attacks and preparing for your next attack. There are two types of maneuvering: offensive and defensive. Offensive maneuvering makes it harder for an opponent to break free. If a character tries to break free from an opponent who is maneuvering offensively, there is a -10 modifier to his Agility for that turn. Defensive maneuvering makes a person harder to hit or hold, because the person is ducking and blocking punches. If a character tries to hit or hold an opponent who is maneuvering defensively, there is a -10 modifier to his Agility for that turn. Maneuvering never causes injury to an opponent and never requires an Agility check to use.

Disarming. A character can disarm an opponent by knocking the weapon from his hand. A character trying to disarm an opponent makes an Agility check with a modifier of -20. If the disarming attempt is successful, the disarmed character drops his or her weapon in the same square. On any following turn, any character can try to pick up the dropped weapon by making an Agility check. If two or more characters try to pick up the weapon at the same time, the character with the highest Agility checks first.

Special Movement Restrictions

When one character closes for a fistfight with another, the character being attacked cannot move that turn unless his declared action was breaking free and he makes a successful Agility check. A character in a fistfight cannot move away from his opponent unless the opponent is knocked out or killed, or the character breaks free.

Limits On Attacks

Characters who tried fighting fair, fighting dirty or disarming, and characters who tried a hold and failed, can choose only maneuvering, breaking free or picking up a dropped weapon for the next two turns. This means that a character can hit or try to hold an opponent only once every three turns (unless the character maintains a hold on the opponent).

Surprised Characters

A character can hit a surprised opponent each and every turn the opponent remains surprised. No Agility check is required to hit a surprised opponent. This is an exception to the rule that limits fistfighting blows to one every three turns.



Multiple Character Fights

When more than two characters are involved in a fistfight, the following rules apply:

1. Only four characters can be in a 5-foot square at one time. If more than four characters get into a fistfight, the extras stand in an adjacent square.
2. No character can attack more than one opponent in a single turn;
3. No character can be attacked by more than three opponents in a single turn;
4. A character can be held by one opponent and hit by up to two others in the same turn. On each following turn, the character who is being held can be hit by two opponents and the attackers do not need to make Agility checks. This is an exception to the rule that limits fistfighting to one blow every three turns.

Injuries In Fistfights

Injuries received in fistfights usually are bruises. However, for each point of injury received from a single blow, there is a 5% chance the injuries from that blow are wounds.

EXAMPLE: Joe Sullivan and federal agent John Burns are in a fistfight. Burns hits Sullivan (Burns, of course, is fighting fair). Burns has a Punching score of 5. Joe will take 5 points of injury. There is a 25% chance ($5 \text{ points} \times 5\%$) that these points will be wounds. Percentile dice are rolled. If the result is 25 or less, the injuries will be wounds. If the result is 26 or more, the injuries will be bruises.



Pulled Punches. Characters can deliberately “pull” their punches, reducing the injuries they cause. For example, a character with a Punching score of 5 could decide to cause only 3 points of injury. Players must announce their intention to pull a punch and how much injury it will do before rolling the dice to see if the punch hits.

Hand Weapons in Fistfights

Many items can be used as weapons in fistfights. A character using a weapon chooses whether he will fight fair or dirty and makes his Agility checks as usual. If he hits his opponent, the character consults the **HAND WEAPONS TABLE**. The table shows the extra injuries caused by the weapon; these injuries are in addition to the injuries normally caused by the attack. All injuries caused by knives, broken bottles or other cutting weapons are wounds. Knife throwing is a special skill used only in the campaign game. The effect of a heavy thrown object, such as a chair, is left to the discretion of the judge and the players.

HAND WEAPONS TABLE

Weapon	Extra Injury
Wooden Club, Baseball Bat, Billy Club	+ 5 points
Lead Pipe, Blackjack, Gun as Club	+ 7 points
Brass Knuckles, Coin Roll Inside Fist	+ 4 points
Small Knife	+ 3 points, wound
Large Knife	+ 5 points, wound
Broken Bottle	+ 2 points, wound
Axe, Sword	+ 6 points, wound

Note: The word “wound” in the Extra Injury column means the additional injury points inflicted are wounds.

Guns In Fistfights

Characters involved in fistfights can fire pistols, but no other type of gun. A character cannot fire a pistol on the same turn someone hits him by fighting fair or fighting dirty, disarms him, holds him or tries to hold him. Firing a pistol counts as fighting fair, so it can be done only once every three turns. A character who fires a pistol while involved in a fistfight has a modifier of -40 to his Agility score.

Characters in fistfights cannot fire pistols until after all other fistfighting actions are resolved. A character is in a fistfight from the time his opponent closes with him until he wins the fight or breaks free. This means that a character cannot fire a gun at someone who is closing with him until after the opponent has a chance to hold, hit or disarm him.

Someone who is not already in a fistfight can shoot at a character who is closing with someone else. He fires at the midpoint of the closing character's move.

Examples of Fistfighting

Federal Agent John Burns has just kicked down the door of a ho-



tel room, expecting to find Joe Sullivan inside. Burns was right, Sullivan is inside. This example will follow the rest of the action turn by turn.

Turn 1. Sullivan is checked for surprise. His Observation score is 92; the percentile dice roll is 58, so Joe is not surprised. Both characters now declare their actions for this turn. Burns will close and fight fair; Sullivan declares he will run for the back door. Because Burns is closing, he reaches Joe before Joe gets a chance to move. Burns' counter is placed in the same square with Joe. Burns takes a swing at Joe. He passes the Agility check and hits Joe for five points of injury. There is a 25% chance this will be wounds. Percentile dice are rolled and the result is 53, so the injuries are only bruises.

Turn 2. Burns used a fighting fair action last turn, so he cannot try to hit Joe again until Turn 4. Instead, he maneuvers offensively, reducing Joe's chance to break free. Joe tries to break free anyway. His Agility is 37, modified to 27. He rolls a 49 and fails to break free.

Turn 3. Joe declares he will try to hold Burns, who must maneuver again this turn. Burns is still maneuvering offensively, so there is no modifier for Joe's attack. Joe fails his Agility check anyway. He does not get a hold on Burns, and will only be able to maneuver or try to break free for the next two turns.

Turn 4. Joe tries to break free while Burns fights fair. Burns swings at Joe and passes his Agility check, so he hits Joe for five more points of injury. A second percentile dice roll is made to check for wounds, but it results in a 73; Joe now has 10 points of bruises. Joe makes his Agility check and rolls a 17; he has broken free! Joe is immediately placed 15 feet away from Burns, which in this case puts him out in the hall, through the door Burns kicked down.

Turn 5. Joe runs down the hall, and Burns chases him. Joe gets to the stairway door, which is closed. Burns is 15 feet behind Joe.

Turn 6. Joe opens the door and moves through it. Burns gets to the door, which is still open.

Turn 7. Seeing that Burns is within 10 feet, Joe declares that he will try to break free. Burns will close and fight fair. Joe rolls a 62 on his Agility check, so he has not broken free. Burns swings, passes his Agility check and hits Joe for five more points of injury. There is a 25% chance the injuries will be wounds, and Burns rolls a 22, so the injuries are wounds.

Turn 8. Burns cannot attack this turn, so he maneuvers offensively. Joe does not try to break free, but desperately kicks back at the federal agent, fighting dirty. He has a -30 modifier on his Agility check, but he rolls an amazing 06 and passes the check! Burns takes six points of injury. Percentile dice are rolled again and the result is 28; Burns' injuries are wounds.

Turn 9. Burns maneuvers offensively again this turn, trying to keep Joe from escaping. Joe tries to break free. He rolls a 31 for his Agility check, but his Agility is modified to 27 because of Burns' maneuver. Joe does not break free.

Turn 10. Joe will try to break free again, but before he can make his Agility check Burns gets a hold on him, causing three points of injury. Percentile dice are rolled, indicating the injuries are bruises. Joe has now taken a total of 18 points of injury. He has only 16 hit points, so he is knocked out. Burns will bring Joe to the police station for questioning.

Expert Fistfight Rules

Boxing

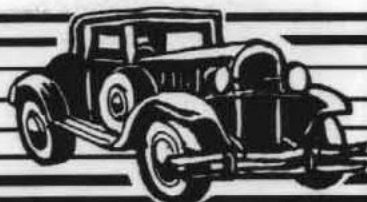
Boxing is a skill. It gives characters the following advantages in fistfights:

1. A character with boxing skill can make a boxing skill check instead of an Agility check when trying to hit an opponent in a fistfight.
2. A successful check means the boxing character has hit his opponent twice in the same turn. One hit causes normal injuries, the second hit causes double injuries.
3. If a boxing character fails his boxing check, that character can still try to hit his opponent normally by making an Agility check.
4. All modifiers that apply to a character's Agility score in a fistfight also apply to a character's boxing score.
5. A character with boxing skill who rolls 05 or less when making a boxing check has knocked out his or her opponent.

Martial Arts

Martial arts such as judo and ju-jitsu were just becoming known in the United States in the 1920s. The deadlier forms of the martial arts, such as karate, were almost unheard-of during this period. Characters who have martial arts skill gain the following advantages in fistfights:

1. Martial arts actions are resolved before all other actions except closing in a fistfight.
2. Characters using martial arts make a skill check instead of an Agility check.
3. A successful check means the character with martial arts skill has accomplished two things:
 - a) he has caused any attack being made by his opponent to miss automatically;
 - b) he has either gotten a hold on his opponent or thrown his opponent to the ground, causing injuries equal to his punching score. Characters thrown to the ground must spend a turn standing up.
4. If two characters with martial arts skill fight one another and both make successful martial arts checks, neither inflicts any damage on the other.



Gunfights

Gunfight Procedure

The following steps are used whenever a character fires a weapon:

- Step 1: Check to see if the character can see the target.
- Step 2: Determine the range (the distance between the attacker and the target).
- Step 3: Check the FIREARMS DATA CHART to see if the attacker's weapon is effective at this range. (It is helpful to write the ranges of the weapons a character carries on the character sheet).
- Step 4: Check the GUNFIGHT MODIFIERS TABLE to find out how the character's Agility score is modified for this shot.
- Step 5: Use the character's modified Agility score to make an Agility check. If the check is successful, the target is hit; proceed to Step 6. Otherwise, the target is missed.
- Step 6: Determine the injury or damage caused. The FIREARMS DATA CHART gives the number of wounds caused by each type of weapon. The VEHICLE DAMAGE TABLE describes the effect of gunfire on vehicles.
- Step 7: Repeat the first six steps for each character who is firing. Remember that all gunfire is simultaneous. This means that characters who are hit will not suffer penalties for their wounds until the following turn. Characters who are killed die at the end of the turn.

In GANGBUSTERS™ games, characters may not shoot at targets they cannot see. Characters can see a target only if it was within their Field of Vision at the beginning of the turn. Characters who fire a weapon cannot perform any other action in the same turn.

Special Weapons

Three of the weapons available to players require special explanation. They are discussed below.

Thompson Submachine Guns. The Thompson submachine gun (or tommy gun) is an automatic weapon. It can be fired as a single-shot weapon (at the rate of 1 shot per turn) or as a full automatic weapon (at the rate of 10 shots per turn). 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 . . .

- a) 20 points of wounds if there is only one target character in the area of the burst.
- b) 15 points of wound on each of two characters in the area of the burst.
- c) 40 points of wounds divided evenly (drop fractions) among all characters in the area of the burst if three or more characters are present.

EXAMPLE: Joe Sullivan, Agility 37, is firing a burst at three characters. The -30 modifier for firing a burst modifies Joe's agility score to 7. Joe gets lucky and rolls an 06. Each of the three characters in the area of the burst takes 13 points of wounds ($40/3 = 13\frac{1}{3} = 13$).

Targets that are completely hidden behind cover (not exposed to fire) are not hit by bursts, but do count as targets in the area of the burst. Thompsons with fewer than 10 bullets left in them cannot be used to fire a burst.

Browning Automatic Rifles. The Browning Automatic Rifle (BAR) can be fired as a single-shot weapon or it can fire a burst like the Thompson submachine gun. The BAR also can be fired as a semi-automatic weapon, firing two or three shots per turn. The firing character chooses how many shots will be fired.

A separate dice roll is made for each shot when the BAR is fired as a semi-automatic. The firing character's Agility is modified for each shot as follows:

- 0 for the first shot
- 10 for the second shot
- 20 for the third shot

A character firing a BAR gets the +10 modifier for firing a rifle and can get the +10 modifier for taking an aiming turn (see Aiming Turns). The aiming turn modifier applies only to the first shot when the BAR is fired as a semi-automatic.

Shotguns. At a range of 25 feet or less, a shotgun will hit only one target and will inflict 15 points of wounds. Between 26 and 75 feet, it will hit all targets in an area 15 feet wide, with its centerline being the Line of Vision of the firing character. At this range, a shotgun will inflict five wound points on each target. At ranges of 76 to 225 feet, a shotgun will hit all targets in a similar target area but will inflict only two points of wounds on each target character.

Ammunition

Players must keep track of their characters' ammunition. The number of rounds of ammunition each weapon can hold is given on the FIREARMS DATA CHART. Removing a round or clip from a weapon takes two seconds (two turns). Loading one round into a clip or weapon, or loading a full clip into a weapon, also takes two seconds. This means it takes a total of four seconds (four turns) to remove a spent shell and load a new round in each chamber of a multi-chamber weapon (two seconds to remove the empty shell and two seconds to load the new round). It would take 12 seconds to load an empty six-shot revolver and 24 seconds to reload the same revolver (12 seconds to unload the empties from the six chambers and 12 seconds to load new rounds into them). A gun does not have to be completely reloaded to be used. A character in a gunfight could reload only one round into a six-shot revolver, if the player wanted.



GUNFIGHT MODIFIERS TABLE

Situation	Modifier
Target is	
... Standing Still	-0
... Crawling, Walking or Prone	-5
... Running, Leaping or Jumping	-20
... Dropping behind Cover	-20
... Behind Cover	-30
... Car Moving Slow	-10
... Car Moving Fast	-30
... Locked Door	+20
Firing character is	
... Prone	= 5
... Firing any type of rifle	+10
... Firing after an aiming turn	+10
... In a car moving slow	-10
... In a car moving fast	-30
... Firing a burst	-30
... Firing a BAR on semi-automatic	-10 (2nd shot) -20 (3rd shot)
... Firing two pistols	-30
... In a fistfight	-40

NOTES:

1. All modifiers that apply are added together into one final modifier.
2. Whenever the result of the gunfire dice roll is 01-05, the target is always hit regardless of modifiers.

FIREARMS DATA CHART

Weapon	Range	Damage	Rate	Ammo
Revolvers:				
.22	150'	4	1	6
.38	150'	5	1	6
.44/.45	225'	6	1	6
Automatics:				
9mm/.38	75'	5	1	8
.45	150'	6	1	8
Rifles: *				
.22	1800'	5	1	10
.30/.30-06	1800'	7	1	5
B.A.R.	1800'	7	Special	2
Special:				
Thompson SMG	300'	7	Special	20/50**
Shotgun	25/75/225'	15/5/2	1	2

Notes:

Range = Range in feet; Damage = Injury in wounds

Rate = Rounds fired per turn; Ammo = Rounds weapon can hold

*All rifles add 10 to AGility of firing character

**Thompson SMG carries a 20-round clip or a 50-round drum.

Cover

Cover is any solid object that hides half or more of a character's body. A character who is completely hidden behind a solid object cannot be hit by gunfire in the Basic Game. Because all players must announce their actions at the same time, characters behind cover can be shot at in case they "stick their heads out" during the turn. A character firing from behind cover is exposed and can be hit. However, characters firing at anyone behind cover suffer the -30 modifier for firing at a covered target.

Can't-Miss Shots

In some cases, it should be almost impossible for a character with a gun to miss his target (for example, when shooting a prisoner who is tied up). In such cases, the target is hit automatically. However, the victim still gets a Luck check if he would be killed.

Shooting Into A Fistfight

A character who shoots into a fistfight has a modifier of -30. If the firing character rolls a number that is higher than his modified Agility score but equal to or less than his unmodified Agility score, he has hit someone other than the person he was shooting at. The person who was hit should be chosen randomly.

Vehicles and Gunfights

Characters can shoot at cars or at passengers in cars. Before rolling the dice, the player must announce whether he is firing at the car or at characters inside it. In either case, the standard gunfight procedure is used. Thompsons and BARs cannot be used to fire bursts at specific persons inside a car. All bursts must be fired at the car.

Shots fired at cars or their occupants are subject to the modifiers on the GUNFIGHT MODIFIERS TABLE for cars moving fast and cars moving slow. These modifiers do not apply if the car is moving directly toward you (not at an angle).

Whenever a car is hit by gunfire, roll 2d10 for each hit or burst and consult the VEHICLE DAMAGE TABLE to determine the damage.

VEHICLE DAMAGE TABLE

Dice Roll	Result
2-3	Tire Hit; driver must check for crash.
4-6	Critical Hit: engine stops running in 5 turns.
7-15	Body Hit: no serious damage.
16-18	Extreme Critical Hit: engine stops immediately.
19-20	Windshield Hit: one passenger wounded. (all passengers wounded if shot was a burst)

The driver of the vehicle must immediately check for a crash if the car takes a Tire Hit. If no crash occurs, the car must slow to slow speed on the next turn, and can travel only at slow speed un-



til the tire is changed.

Vehicles suffering Critical Hits will not run again until the damage is repaired by a mechanic at a shop or garage. Any Windshield Hit results in one passenger being hit (roll a die to decide which one). If a burst of automatic fire hits the windshield, all passengers, including the driver, suffer the full effect of the burst.

If the target of a shot is a passenger in a vehicle, the normal procedure is used to determine whether that character is hit. The target character is a covered target, and there are modifiers that apply if the vehicle is moving. If the target character is hit, the vehicle suffers a Body Hit as well.

Running Boards. If a character fires at someone riding on a car's running board and the body of the car is between the attacker and the target character, then that character is completely covered and cannot be hit. Check the line of fire with the car at the midpoint of its move. Passengers on the running board on the exposed side of a car suffer the full effect of bursts. Running board passengers on the covered side of a car cannot be hit by bursts.

Example of Movement and Fighting

This example uses the movement and gunfighting rules, the counters and the 5-foot scale map from this set. You may want to set up the map and counters and follow this example turn by turn, to actually see how the game works.

Joe Sullivan, Albert "The Worm" Apple and Nick "Enforcer" Bruno have decided to hold up Goldstein's Jewelry Store on Broad Street. They have parked their car in front of the store and walked inside Little Augie's next door to review their plan for the robbery. They are seated at a table in Little Augie's. Across the street, detective Pat O'Flaherty is watching through the northeast window of G. C. Hurley's Five and Dine and has recognized the three crooks. He sees Joe, The Worm, and The Enforcer go into Little Augie's and decides to watch until they come out. O'Flaherty is carrying his .38 revolver. He also has a Thompson submachine gun in his car, which is parked on Michigan Way. The text will follow the action turn by turn.

Turns 1-6. Joe, The Worm and The Enforcer spend six turns walking from the door of Little Augie's to the jewelry store. O'Flaherty watches from the window, becoming more and more suspicious of the three.

Turn 7. Joe opens the door to the store and steps inside. The Enforcer is behind Joe. The Worm steps out into the street in front of the thief's car, which they cleverly left parked outside the store. O'Flaherty keeps watching.

Turns 8-10. The Worm moves to the left of the car, opens the door, gets in and starts the engine. This takes three turns. During this time, Joe moves in front of the cash register while The Enforcer walks toward the back of the jewelry store. O'Flaherty realizes that something is happening when he sees The Worm start the car.

Turn 11. O'Flaherty draws his pistol. Inside the store, Joe pulls out his .45 automatic and points it at the clerk behind the cash register. The Enforcer starts running through the store toward the service window in the rear. The Worm looks up and down the street, making sure the coast is clear.

Turn 12. O'Flaherty runs to the door of the Five and Dine. Joe tells the cashier, "This is a stickup." The Enforcer moves to within one square of the service window. The Worm is still on lookout.

Turn 13. O'Flaherty moves through the door of the Five and Dime and out into the street. The Enforcer approaches the service window. The cashier is handing Joe the money. The Worm spots a man with a drawn pistol (O'Flaherty) running toward the jewelry store.

Turn 14. O'Flaherty runs three squares toward the jewelry store. The Worm, sensing that something is going wrong, draws his .45 automatic. Inside the store, Joe is getting more money from the cash register clerk while The Enforcer is drawing his own .45 automatic.

Turn 15. O'Flaherty, heading for his car, rounds the corner just as The Worm decides that he probably is a cop and takes a shot at him. The shot is fired at the midpoint of O'Flaherty's move. The Worm's Agility of 82 is modified by -20 because O'Flaherty is running. Percentile dice are rolled, with a result of 53. The Worm hits O'Flaherty and causes six wounds. O'Flaherty is not seriously hurt, since he has 24 Hit Points. Inside the store, Joe is still getting money from the cash register. The Enforcer is telling the clerk behind the service window to open the safe. Both robbers hear the shot from outside.

Turn 16. O'Flaherty does not have to check for surprise; he knew The Worm was a crook and he had figured out that a robbery was taking place. He can use the turn to get into his car. The Worm fires again. Because O'Flaherty is getting into his car and the car is between The Worm and O'Flaherty, O'Flaherty is a covered target. He also is walking, so The Worm fires with a total modification of -35. He needs a roll of 47 or less to hit O'Flaherty. The dice roll is 63, so The Worm misses. The players agree that both Joe and The Enforcer should be checked for surprise because of the gunfire. Both pass their check. Joe continues taking money from the cashier and the clerk at the service window walks to the safe.

Turn 17. O'Flaherty grabs the tommy gun from the floor of his car. The Worm fires again and misses again. Joe yells at The Enforcer to hurry up. The service window clerk starts opening the safe.

Turn 18. O'Flaherty fires a burst from the tommy gun at The Worm's car. His Agility is 93 and he has a modifier of -30 for firing a burst, so he needs to roll 63 or less to hit the car. He rolls a 52 and hits. The hit location is found by rolling 2d10. The result



is 20, a windshield hit! The Worm takes the full effect of the burst. Since The Worm has only 13 Hit Points and the burst inflicts 20 points of injury, The Worm should be killed by the attack. He tries a Luck check, but does not pass it. The Worm is dead. Inside the store, Joe and The Enforcer hear the tommy gun burst. The clerk at the service desk continues opening the safe.

Turn 19. O'Flaherty starts his car's engine. Joe and The Enforcer run toward the door of the jewelry store.

Turn 20. Joe gets to the door. The Enforcer is behind him in the store. O'Flaherty's car moves six squares straight ahead at slow speed and then turns 45 degrees to the left in the last square.

Turn 21. Joe steps through the doorway and holds the door open while The Enforcer runs outside. Joe and The Enforcer are now in the same square. O'Flaherty drives his car at slow speed. The car moves straight ahead one square, turns 45 degrees to the left, moves straight four squares, turns 45 degrees to the right, moves one more square and stops. He cannot fire this turn because he was driving the car.

Turn 22. Joe runs for the driver's side of his car. The Enforcer fires at O'Flaherty, who is picking up his tommy gun from the front seat. The Enforcer has an Agility of 53, but O'Flaherty is a covered target (-30 modifier) so The Enforcer needs to roll a 23 or less to hit. He rolls a 94, a clear miss.

Turn 23. O'Flaherty gets out of his car on the driver's side as The Enforcer fires (and misses) again. Joe pulls the Worm's dead body out of the car.

Turn 24. Joe gets into his car. The Enforcer drops prone as O'Flaherty fires a burst from his tommy gun. Joe's car is in the burst area and can be hit. O'Flaherty's Agility of 93 is modified to 63 because he is firing a burst. The roll is 38. The Enforcer also is in the burst area, so he takes 15 wound points (he has 19 Hit Points). Damage to the car is rolled on 2d10. The result is 16, so the car engine dies.

Turn 25. Joe throws himself prone in the front seat of the car, where he is completely covered. The Enforcer fires again at O'Flaherty, who is firing a burst at him. The Enforcer's Agility is modified by -20 because of his wounds and by -30 because he is firing at a covered target. His modified Agility is 03. His only hope is to roll 05 or less for an automatic hit. He rolls 04! O'Flaherty takes six more points of wounds. O'Flaherty fires back with a burst, hitting The Enforcer with a roll of 42. The Enforcer tries a Luck check, fails it and dies.

Turn 26. O'Flaherty turns 90 degrees to his left, calling to Sullivan to surrender. Joe decides he would rather face a judge than O'Flaherty's tommy gun and agrees to give up.

Optional rules

The following rules will add more color to your games, as well as some complexity. Players should decide before the game whether they will use these rules.

Critical Hits (Optional). Whenever the dice roll is 01 or 02, the target has been hit in the head and killed. The target character can make a Luck check whenever this happens. A successful Luck check means that the character has a critical head wound and is unconscious; one more wound will kill the character.

Automatic Jam (Optional). On a roll of 00, all weapons except revolvers jam automatically. Weapons being used for full automatic fire jam on a dice roll of 98-00. Jammed weapons cannot be fired until cleared. Clearing a jammed weapon takes three turns and all three turns must be in sequence. If you stop after one or two turns to do something else, you have to start clearing the weapon all over again with the first turn.

Aiming Turns (Optional). Characters can increase their accuracy by taking an aiming turn before firing. During an aiming turn, the character does nothing but aim a weapon at a specific target he can see. On the turn immediately following an aiming turn, the aiming character gets a modification of +10 to Agility (in addition to other modifiers) for that shot. Aiming turns cannot be used by characters who are firing a burst or who are in (or on the running boards of) a moving car. An aiming turn gives a +10 modifier on the first shot fired from a BAR on semi-automatic, but not on succeeding shots during the same turn.

Shooting Off Locks (Optional). Characters can shoot locks off doors instead of breaking them down by using the procedure for shooting at characters. However, the only modifiers used are those that apply to the firing character and a +20 modifier for firing at the lock. A hit will blow the lock open. Anyone behind the door should be checked for surprise.

Firing While Moving

In the basic rules, characters could not combine a gunfighting action with any other action. In the expert rules, characters can fire a gun while moving or performing any other action the game judge decides is possible. Firing while moving will affect a character's Agility as explained below.

A character who fires a gun while performing another action has a modifier to his Agility because of the action. In most cases, this modifier is the same as the one that would apply if the target character was performing the additional action.



This modifier is added to any normal modifiers for target movement or action.

EXAMPLE: A PC is standing on the roof of a one-story building. He decides to jump from the roof to the ground while firing a burst from a tommy gun at a running target. The target is at close range. The modifiers that apply are:

- 30 for firing a burst;
- 20 for firing at a running target (see Bursts, below);
- 20 for firing while jumping (the same as if the target was jumping).

The total modifier for this shot is -70.

Special Cases. There are three new gunfighting moves that do not have target modifiers listed on the GUNFIGHT MODIFIERS TABLE. These are listed below.

ADDITIONAL GUNFIGHT MODIFIERS

Firing Character's Action	Modifier
Drawing and Firing	-10
Turning Around and Firing	-10
Turning Around, Drawing and Firing	-20

The game judge should feel free to set up modifiers for any other special or unusual cases that arise.

Range

The basic rules largely ignore the range from the firing character to the target. In the expert rules, each type of weapon has four ranges—point blank, short, medium and long—and specific modifiers for each range. These ranges and modifiers are listed on the EXPERT FIREARMS DATA character. If you use this rule, ignore the +10 modifier for rifles from the basic game.

EXPERT FIREARMS DATA

Weapon	Pistols			
	Point Blank 5' or less	Short 6'-15'	Medium 16'-75'	Long 76' to max.
.22	+10	0	-10	-20
.38	+10	0	-10	-20
.44/.45	+10	+5	0	-10
9mm/.38	+5	0	-10	X
.45 auto	+5	0	-10	-20

Rifles and Thompson submachine guns

Weapon	Point Blank 25' or less	Short 26'-100'	Medium 101'-300'	Long 301'-max.
Any rifle*	+20	+10	+5	0
Thompson SMG	+5	0	-10	X





Notes:

* includes B.A.R.

X Beyond maximum range

Shotguns are not affected by range; use the basic rules for shotguns. Maximum ranges are listed on the FIREARMS DATA TABLE.

Bursts

When a character fires a burst, use the following procedure:

1. The firing character rolls percentile dice to see if the target(s) are hit. The modifiers that apply are
 - 30 for firing a burst
 - Any expert rules modifiers for cover
 - All modifiers for the firing character's actions
 - All target modifiers
2. If a hit is indicated, divide 10 (the number of bullets fired) by the number of targets in the area. Drop all fractions. The result is the number of bullets that hit each target.
3. Each bullet that hits causes seven points of wounds. If you are using the Hit Locations and Variable Injury rule, roll hit location and injury separately for each bullet.

Players should note that these rules make it more difficult to hit targets with a burst, but such hits are more deadly.

Hit Locations And Variable Injury

In the basic rules, one dice roll determines whether the target is hit. In the expert rules, the dice must be rolled a second time to determine where the target is hit and how badly the target is injured. The firing character must roll percentile dice again and check the HIT LOCATIONS AND INJURY table. If a burst was fired, roll separately for each bullet that hits the target.

HIT LOCATIONS AND INJURY

Dice Roll	Location	Injury
01-05	Head	Full
06-10	Head	3 points
11-12	Neck	Full
13-14	Neck	3 points
15-25	Chest	full
26-30	Chest	3 points
31-35	Right Shoulder	Full
36-37	Right Shoulder	3 points
38-42	Left Shoulder	Full
43-44	Left Shoulder	3 points
45-48	Right Arm	Full
49-50	Right Arm	3 points
51-54	Left Arm	Full
55-56	Left Arm	3 points

Dice Roll	Location	Injury
57-58	Right Hand	Full
59-60	Left Hand	Full
61-75	Abdomen	Full
76-80	Abdomen	3 points
81-85	Left Leg	Full
86-90	Left Leg	3 points
91-95	Right Leg	Full
96-00	Right Leg	3 points

Wound Effects. Wounds restrict a character's actions. The exact effect must be decided by the game judge. Some examples are:

1. A character shot in the hand cannot hold a gun in that hand.
2. A character shot in the leg or abdomen cannot run.
3. A character shot in the shoulder will have difficulty firing a rifle.

A wound that has full effect should be more crippling than one that causes only three points. These penalties are in addition to the effects of having more wounds than one-half of your Hit Points.

Partial Cover

In the basic rules, there is a - 30 modifier to hit a target behind partial cover. In the expert rules, this modifier is changed to - 10. If the target is hit, check the hit location. If the hit location is a part of the target's body that is behind cover, the shot misses unless the bullet can penetrate the cover (see Penetration).

Full Cover

In the basic game, a target that is completely hidden behind solid cover cannot be hit. In the expert rules, a character can shoot at a hidden target with a modifier of - 30. The character must know where the target is. If the target is hit and the bullet can penetrate the cover (see Penetration), roll on the HIT LOCATIONS AND INJURY table as usual.

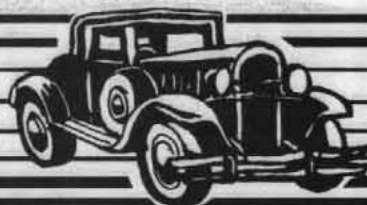
Penetration

Gunfire can penetrate certain types of cover to hit whatever is behind it. Guidelines for different types of weapons are given below.

Pistols and Revolvers. Automatic pistols and revolvers can penetrate soft cover when fired at point blank range.

.22 CALIBER. Handguns of .22 caliber can penetrate up to 1 1/2 inches of soft wood (pine, for example) and still inflict full damage.

.38 CALIBER. Handguns of .38 caliber will penetrate up to 2 inches of soft wood if fired at point blank range. The bullet will still inflict full damage.



.45 CALIBER. Handguns of .44 or .45 caliber will penetrate up to 2½ inches of hard wood or 4 inches of soft wood if fired at point blank range. The bullet will still inflict normal damage.

Other Weapons. Rifles of greater than .22 caliber, B.A.R.s and Thompson submachine guns will penetrate most wood or plaster walls, floors or ceilings when fired at short range or less. rifles of .22 caliber are treated as .22 caliber pistols for penetration.

Special Cases. In any uncertain cases, it is left to the game judge to decide whether a bullet will penetrate a specific type of cover. Bullets that do not penetrate a target's cover miss the target automatically. The penetration limits given above are the maximum penetration for the weapons listed.

EXPLOSIVES

The most common explosives in a **GANGBUSTERS™** game are dynamite and nitroglycerine. All characters can use explosives in the campaign game, but the game judge should note that characters who do not have explosives skill have only a 20% chance to use them correctly.

Obtaining Explosives

Law enforcement characters can get all types of explosives (within reason) through their police department or agency. Other characters can get explosives by buying them legally or by acquiring them illegally. Explosives can be bought only by persons with a permit issued by the state. Known criminals and persons who cannot demonstrate a need for explosives will not be given a permit.

Effects Of Explosives

The effects of nitroglycerine and dynamite are summarized below.

EXPLOSIVES TABLE

Type	Blast Radius	Injury In Radius	Injury Within 20' of Radius
Dynamite (1 stick)	10' + 5' per extra stick	3 wound pts per stick	1 wound pt per stick
Nitroglycerine (1 ounce)	15' + 5' per extra ounce	Luck check; pass or die	3 wound pts per ounce

Bombs

Characters can use explosives to make various types of bombs. The types of bombs that can be made and their effects are so variable that they are left to the discretion of the game judge and the ingenuity of the players.

Hand Grenades

Gangsters were sometimes known to use hand grenades, called "pineapples," to intimidate other gangsters and everyone else nearby. Hand grenades usually can be found in U.S. Army Reserve armories. Getting them out is left to the ingenuity of the players.

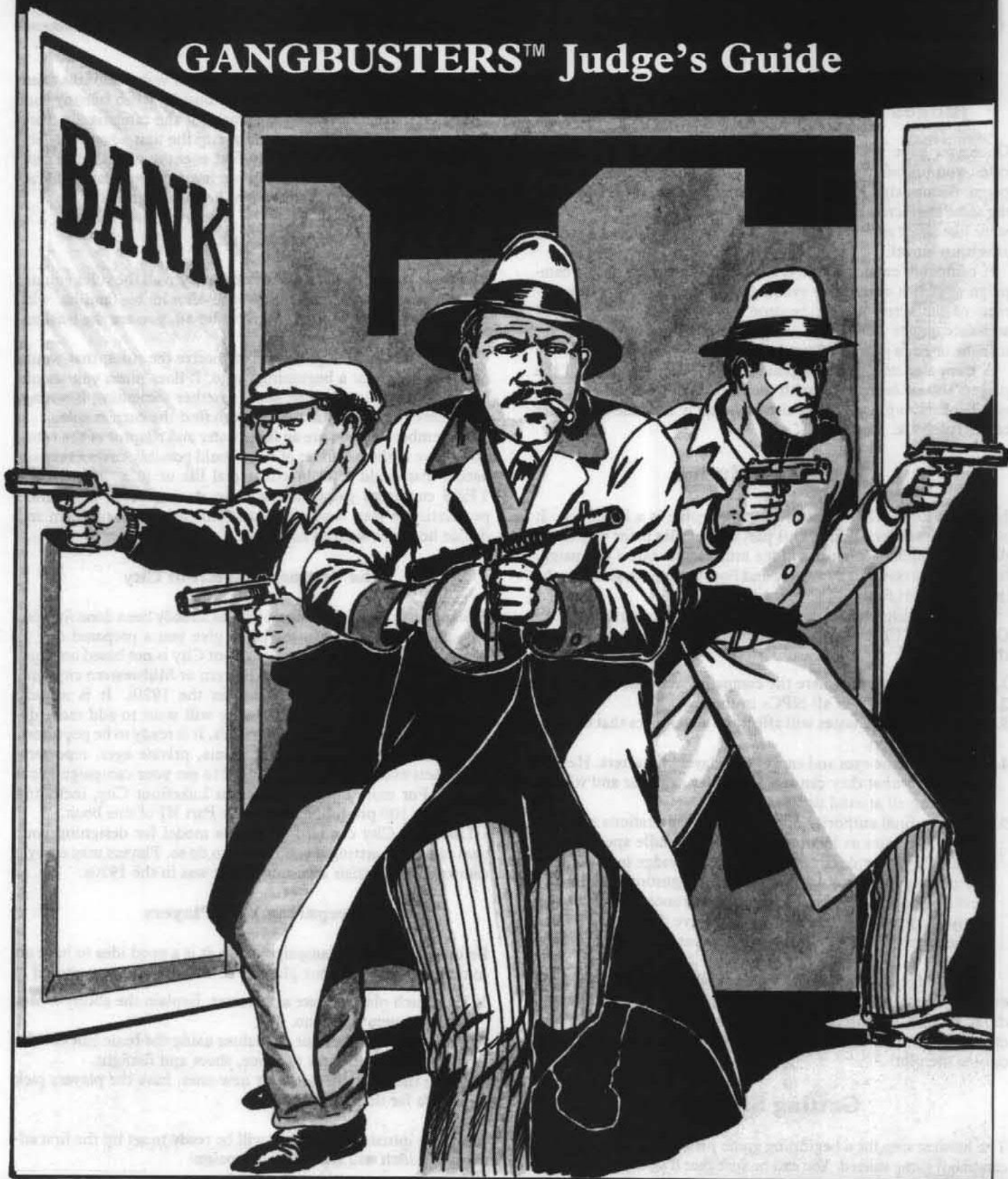
Grenades have the following effects:

1. All characters within 30 feet of an exploding grenade must be checked for surprise;
2. Characters within 10 feet of an exploding grenade will take 2d10 points of wounds;
3. Characters within 20 feet of an exploding grenade will take 1d10 points of wounds;
4. Characters within 30 feet of an exploding grenade must make a Luck check. Those who pass are not injured; those who fail take 1d10 points of wounds.



PART II.

GANGBUSTERS™ Judge's Guide





Chapter 1: Judges' Intro and Campaign Play

Once you have mastered the basic GANGBUSTERS™ game rules, you probably will want to play a GANGBUSTERS campaign. A campaign is a continuing series of adventures involving the same characters. The short games you have played up to now were like short adventure stories; a campaign is like an exciting adventure novel.

A campaign cannot be played in one evening. Rather, a campaign stretches over many evenings of play, and follows the careers of characters as they become more and more experienced and face grater challenges. A good campaign can go on for months or even years, as long as players are having fun.

A campaign must have a game judge. The judge and all the players should be familiar with the rules in Parts I and II of this rule book. The judge should also be familiar with the remainder of the rulebook.

The Game Judge

Judging a GANGBUSTERS campaign game is a lot of fun. It also is a big responsibility. This part of the rules is for beginning judges. It explains what the judge must do to start a campaign, how to keep a campaign running and how to keep the game lively, interesting and fun!

The game judge is in some ways the most important player in a GANGBUSTERS campaign game. He does the following things:

1. He designs the city where the campaign will take place.
2. He plays the roles of all NPCs in the city.
3. His planning and tastes will affect the adventures that develop in the campaign.
4. He serves as the eyes and ears of the player characters. He tells the players what they can see, what they can hear and what is happening all around them at any time.
5. He is the final authority on all rules interpretations and may modify the rules as he or she sees fit to handle special situations. If a player does not like the way a judge is handling a campaign game, the player can make suggestions but should never argue with the game judge. If differences cannot be reconciled otherwise, the player should leave the game. A game judge's authority over his or her game is and must be absolute.

As the judge of a campaign game, you are like the author of an exciting adventure novel. You have a big advantage over most authors, though, because some of your major characters, the player characters, will be eager and willing to help you work out the details of the plot!

Getting Started

The hardest step for a beginning game judge often is getting the campaign game started. You can be sure that if you get your game

off to a successful start, you are well on your way to months of enjoyable play. There are four things to consider when starting your campaign game: the rules, the setting for the campaign, getting the players ready to play, and setting up the first adventure. You probably will find that after the first evening of play, the campaign will take off and practically run itself as your player characters build new adventures through their own actions!

The Rules

As a game judge, you should be familiar with all the rules you use in your campaign. This means you should be familiar with PARTS I and II of this rule book. After all, you are the final authority on the rules in your game!

This does not mean you must memorize the rules; that would not be possible for a beginning judge. It does mean you should know them well enough to know whether something is wrong, and where to look in the rule book to find the correct rule.

Remember that you are an interpreter and adaptor of the rules, not a slave to them. No set of rules could possibly cover every situation that could arise in either real life or in a GANGBUSTERS campaign game. If the rules do not cover a situation peculiarity in your campaign, just think about the problem and decide how you want to handle it.

The Setting—Lakefront City

The hardest part of the judge's job has already been done for you. The maps included with the game give you a prepared city in which to set your campaign. Lakefront City is not based on a particular city, but is typical of any Eastern or Midwestern city with a population of about 2,100,000 in the 1920s. It is already mapped out, although you probably will want to add more detailed maps as your campaign expands. It is ready to be populated with all the policemen, federal agents, private eyes, reporters, politicians and crooks you will need to get your campaign game started. For more information about Lakefront City, including more than 100 pre-rolled NPCs, see Part III of this book.

Lakefront City can also serve as a model for designing your own campaign setting if you choose to do so. Players may enjoy a campaign set in their own town, as it was in the 1920s.

Preparing Your Players

Before starting your campaign game, it is a good idea to have an initial meeting with your players. At this meeting you should

1. Have each player create a character. Explain the ability scores as the players roll them.
2. Play a short gunfight or encounter using the basic rules so the players can learn how to move, shoot and fistfight.
3. Using the same characters or new ones, have the players pick careers for their characters.

After this initial meeting, you will be ready to set up the first adventure which will start your campaign.



The First Adventure. The first adventure your PCs encounter should be carefully planned. You should try to set it up so that the following things happen:

1. Each and every PC should have something important and exciting to do right away. You should have at least one planned encounter for each beat cop, a case for each federal agent and private investigator to work on, a story or tips on a story for the cub reporters, some leads for prohibition agents, etc. The exception to this is criminal PCs. They must make their own opportunities from the very start.

2. The cases and adventures the various players are working on should be designed so the PCs will meet each other naturally and start working with (or against) one another.

EXAMPLE: A campaign game has one reporter, one beat cop, one F.B.I. agent, one private investigator and one criminal. The game judge sets up a first adventure involving a murder mystery. The murder takes place on the cop's beat. The cub reporter is told that his "nose for news" tells him there is more to the story than meets the eye. A relative of the murder victim hires the private investigator to look into the case, and the F.B.I. is called in because the murder suspects were seen leaving the scene of the crime in a car stolen from across the state line. The criminal PC is left to his own devices in determining what he wants to do first.

Making the Game More Fun

A good game judge should always remember that the reason his or her friends are playing is to have fun! The following tips will help you make your campaign as much fun as it can be for your players.

Flow Of Play

The game judge controls the pace of the game, and it is important that the game be kept moving. Players do not like long time periods with nothing to do.

Handling Many Events At Once. There will be times when you will have several PCs all trying to do different things in different places at the same time. Don't panic! Resolve the situations one at a time, taking care to move from situation to situation if you find you are spending too much time on just one PC's activities.

EXAMPLE: A PC private investigator goes to interview a prospective client, a beat cop is walking his beat and a criminal is getting ready to pull a robbery. The judge runs the robbery first. If the robbery takes more than a few minutes of real time, the judge moves on to one of the other players and then switches from one to another, giving each player a chance to do something.

Confused Situations. Gunfights or fistfights involving many characters can get very confusing. Again, don't panic! Follow the sequence of play carefully each turn, resolving each action at the correct time.

Game Time. It is crucial that you, as the judge, keep careful track of game time. It is in your power to slow the action down or speed it up. You must always know what day and time it is during the game. When characters are interacting with each other, and especially if they are working against each other, you cannot let one player get very far ahead of the others in game time.

Balance

It is very important for the game judge to balance the abilities of the player characters with the problems or challenges they face. As a game judge, you are neither for nor against the PCs; you are absolutely neutral. The judge can control the balance of the game by adjusting the numbers of NPCs encountered and the levels of NPCs. As a judge, you must be prepared to handle players who blunder foolishly into problems as well as those who plan their actions wisely and avoid trouble.

Numbers of NPCs. It is important that you, as judge, control the number of NPCs the players encounter in gunfights and other deadly situations. A PC criminal who walks into a bank intending to rob it only to find half the police force inside depositing their pay checks will have no chance of escaping alive. On the other hand, if six prohibition agents raid a still, there should be more than one or two criminals on hand to protect it. This does not mean you should pull characters out of trouble if they act foolishly; it does mean that when they play well, they should have a fighting chance against fair odds.

Levels. Level is another key to balance in a game. It is very important that PCs seldom meet or associate with characters of higher levels. High-level characters have greater ability scores, more skills, more friends and more power. All these things make them too tough for lower-level characters to handle. Gear your encounters to the level of your characters. Note that most citizens are first level, and always will be, so as PCs go up levels they will become more powerful than average citizens. However, they should then spend most of their time interacting with the higher-level characters in the city.

Wise and Foolish Play.

Some players will play their characters with intelligence, while others make rash and foolish mistakes. Those who make mistakes should be allowed to suffer the natural consequences.

EXAMPLE: On the very first evening of play in a campaign game, a PC criminal decides to rob Goldstein's Jewelry Store. To create a diversion, he steals a stick of dynamite and throws it into the candy store around the block. He then robs the jewelry store, using no mask or disguise, and returns to the hotel room where he is staying. Two children are killed by the explosion in the candy store. The criminal has committed a needless double murder, he has been seen by dozens of people on the street and he has taken no precautions to conceal his location after the robbery. It is very likely that he will be caught quickly. In fact, there is a chance the



policemen in the area may decide a child killer is not worth the expense of a trial; he may be shot down "resisting arrest." The game judge is not stacking the odds against the criminal by over-reacting to the crime; the PC made a foolish mistake and the judge is letting him suffer the consequences.

What Characters Can Know

It is necessary for you as a campaign game judge to prevent players from using information their characters would not know. Players will often hear things during the game that their characters would have no way of knowing. You must not let their characters act on the basis of such information. For example, a beat cop cannot run to the scene of a robbery if no one has reported it yet. Usually a friendly reminder like "No, your character would have no way of knowing that" is sufficient.

Improvising

From time to time you will need to make up events or NPCs as you play. You will never be able to predict or plan ahead for everything your players might do. Do not be afraid to improvise as you go. Just be sure to keep notes so you do not forget important details as you develop a story or adventure in the middle of playing it out!

Player Interaction

The judge should take every opportunity to encourage PCs to interact with one another. Player characters should always be encouraged to deal with other PCs. Suppose, for example, that a reporter PC wants to hire a private detective. There may be dozens listed in the Lakefront City phone book, but it is much better for the game if he decides to hire the PC private investigator. It may be difficult to give criminal characters much interaction with the other characters at the beginning of the game. Once the criminals advance past first level they should start making deals with a few crooked NPC politicians, who probably are involved with other PCs.

Encouraging Role-Playing

Whenever possible, you should encourage your players to "act out" the parts of their characters rather than simply announcing what the character is doing. The players will get the idea from you, if you do a good job acting the parts of important NPCs. Try to give each NPC a distinct personality.

EXAMPLE: This is an example of poor role playing:

PC F.B.I. AGENT: I'm asking Al Tolino to tell me where the stolen money is hidden.

JUDGE: (Makes a reaction check) He won't tell you.

This is an example of better role playing:

AGENT: Okay Tolino, you know we've got you red-handed this time. Why don't you make it easy on yourself and tell us where

you stashed the dough?

JUDGE: Take a hike, G-man.

Game Creation and Play

The rest of the rules describe how to run a continuing campaign and how to add more color and depth to your games. To begin, the following rules will show you how to set up exciting short **GANGBUSTERS™** games.

Types of Adventures

Short games can be about almost anything. However, most good, short games involve two or more groups of characters in some type of conflict. Suggestions for short adventures include

1. Robberies: One group plays the robbers and the other plays the police who arrive in the middle of the robbery.
2. Raids: One side plays local police or federal agents trying to capture the other characters, who might be gangsters in their hideout or bootleggers loading trucks for delivery.
3. Car Chases: One side can play the members of a gang trying to get away from the scene of a crime while the other side plays the local sheriffs or police.
4. Reenactments: Players can play out their favorite events from books, movies or newspapers from the 20s and 30s. Shoot outs that led to the capture or demise of famous criminals make especially good reenactments.

Play Balance

Whatever type of adventure you set up, it is important to keep the game balanced. This means each group of characters should have about the same chance of surviving the adventure, and each group should have about the same chance to win or to achieve their goals.

As you become more familiar with the game, it will be easier for you to balance adventures. At first, it is important to have about the same number of characters on each side. It also is important to limit the number of Thompson submachine guns and BARs. Some players tend to run wild with these weapons, and they are very deadly; one character with an automatic weapon can wipe out a small army in just a few turns. It is best to allow no more than one of these weapons per side.

Another important factor in play balance is the power of individual characters. If one side has three characters with more than 20 hit points each and the other side has three weak characters with low Agility scores and only 10 or 12 hit points each, the game is seriously unbalanced. It is a good idea to give each team a mixture of characters; one character who is very strong, another with very high Agility, another with a high Observation score, and so on. One way to get interesting characters is to let players roll three ability scores and then assign them to Muscle, Agility and Observation however they want. It is all right to tamper with the ability scores you rolled in order to balance your games. This should not be allowed, however, if the characters are going to be used in more than one adventure.



Maps

The maps provided in this set are all you will need for endless GANGBUSTERS™ games. There will come a time, however, when you will want to experiment with special situations or places you designed. When you draw your own maps, be sure to use graph paper. Include all the details you will need to play. Ask yourself questions like: Are all the buildings one story tall, or do they have several floors? Is there a fire escape by the window? Is there a police call box somewhere on the block? Are doors open or shut? Are they locked? Drawing in as much detail as possible before the game starts will speed up the game and make it more fun to play.

Game Time and Game Turns

In the basic game, all turns were one second long. These one second turns are still used in the campaign game, but only when there is a shoot-out, a fistfight or a chase in progress. The game judge keeps track of time in a campaign game. Time can pass in seconds, minutes, hours, days or weeks, depending upon what is happening in the game.

Week-long turns are recommended for campaign games. At the beginning of each game week, players tell the judge what their characters will do that week. The plans should include specific times whenever possible. When the judge has the players' plans for that game week, he can decide how to pace the action.

Changing The Rules

As stated above, the campaign game judge can modify any rules to handle special situations. The judge and players may decide to expand their campaign by adding rules to cover new character careers, animals, airplanes or anything else they decide they want. However, changes should be made only after extensive play with the rules as they are. Changes made by players who are not completely familiar with all the rules could seriously affect the game's balance, giving some characters great advantages over others.

Observation In Campaign Games

A character's Observation score is more important in a campaign than in short basic games. The game judge should require characters to make Observation checks whenever

1. The judge has any doubt about whether the character would see a person, thing, clue or unusual situation;
2. A character is searching for something which is hidden or difficult to see.

EXAMPLE: A rookie police officer is searching for clues at the scene of a crime. The judge secretly makes an Observation check for him. In this case, the rookie passes the check and notices a tiny diamond earring lying in the gutter by the curb where the victim was attacked.

The game judge can decide to make Observation checks secretly or let the characters roll them for themselves.

Example of Campaign Game Play

The actual play of a campaign game is a constant conversation between the players and the game judge. Players tell the judge what they are doing; he tells them what happens as a result of their actions. Watching an actual gaming session is the easiest way to see how a campaign game is played.

In this example, six players are involved in a campaign. Three characters are criminals: Joe Sullivan, Lucky Nelson and Bruno Antonino, the notorious Sullivan gang. The others are law officers: John Burns, federal prohibition agent, and Adam Smith and Bill Jones, city police officers. The campaign has been going on for several weeks of game time. Smith and Jones heard Joe Sullivan has financial troubles, and eventually learned he was solving them by getting involved with Al Tolino's bootlegging mob. Smith and Jones called in Burns, knowing he would love to nail anyone connected with Tolino's operations.

The game started with the characters presenting their plans for the week to the judge. Smith is shadowing Sullivan, Jones is staking out Sullivan's hotel room and Burns is catching up on paperwork until he hears from Smith or Jones. Meanwhile, Sullivan and his hoods have planned to rob a bank in a small town about 30 miles outside the city. They have slated the job for 3 p.m. Wednesday afternoon, just as the bank is about to close. Our example will follow the dialogue between the characters and the judge.

JUDGE: Okay, from looking at your plans for the week, I can tell you that not much happens on Monday or Tuesday. Smith, you shadow Sullivan, but he only does the usual things: goes out to eat, window shops, and so forth.

JONES: Do I notice anything unusual around Sullivan's hotel? I'm running the stakeout from a room above the grocery store across the street. (Jones shows the judge the location on the map).

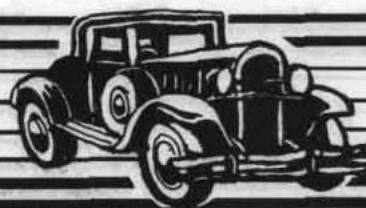
JUDGE: No, you don't notice anything until Wednesday. At about 1 p.m. you see two of Sullivan's old playmates, Lucky Nelson and Bruno Antonino, go into the hotel.

BRUNO: Yeah, we park the car out front and go in the front door just like nothin's up, see? And we ain't showin' no rods, neither.

LUCKY: Right. Do we notice the heat in the window across the street?

JUDGE: Since you thought to look, Lucky, I'll let you make an Observation check. Let's see, your Observation score is 63, right? Okay, roll for it (Lucky rolls a 77). No, you don't notice anything unusual.

BRUNO: Okay, we go right up to Joe's room and use the key he gave us to get in.



JOE: Right. And following our plan, I show up at about 1:15 p.m.

JUDGE: Okay. Smith, that means you'll show up right after that.

SMITH: I go up to the room where Jones is running the stake-out. I park my car about a block away and go up the back entrance and stairs.

SULLIVAN: We're getting our guns ready for the robbery. I'm taking my .45 automatic, loaded, and two extra magazines.

BRUNO AND LUCKY: (At the same time) Yeah! We're packing the chopper in the violin case!

JUDGE: Okay, okay. How much ammo?

BRUNO: Two 50-round drums.

JOE: We leave around 2 p.m., since it will take us about 45 minutes to get to the Smalltown Bank. Lucky, you go downstairs first, look around and start the car. Bruno and I will follow you.

LUCKY: Right. Do I notice anything this time?

SMITH: We're watching from an open window, but we're staying well inside the room.

JUDGE: No, you wouldn't normally be able to see anything at this angle unless they were right at the window, the way Jones was before.

LUCKY: I give the guys the sign to come out.

JOE: We pile into the car. Lucky will drive. We head off down the street, toward highway 37. It's about a mile from here.

SMITH AND JONES: (At same time) We spotted that violin case!

JUDGE: Okay, what do you do?

SMITH: I'll run for the car— out the back way. Jones, you call Burns and tell him something's up. Then call headquarters and see if a uniform boy can track them until we can get our tail running.

JONES: Right.

JUDGE: Okay, you've made your calls and are in the car.

SMITH: I'll drive. We drive fast until we get them in sight.

JONES: Burns said he could pick them up if they go all the way to the highway.

BURNS: Yeah, my office is only a few blocks from there. (The judge knows this already.)

JUDGE: Okay, Smith, you luck out and don't have any accidents. (The judge has been rolling percentile dice.) You spot them just as they turn onto highway 37. Burns, you pick them up about 300 feet down the highway. (The judge points to the map of the street system. He has worked out the relative speeds of the vehicles involved, and the time it would take Burns to get to the highway from his office.) You are headed in the opposite direction, so they see your car. However, none of them know you, so they don't think anything is up.

BURNS: I'll turn around.

SMITH: I'm dropping back behind them.

JUDGE: I'll be rolling for Smith's shadowing check every two miles, since we have a long way to go. (About 14 miles out of town, Lucky finally notices a car that keeps hanging back, just within sight.)

LUCKY: I think someone's on our tail!

JOE: Make a turn and then stop behind a hill. See if they follow.

SMITH: Of course I follow, hanging back.

JUDGE: Okay. Lucky has the car stopped. Joe, your gang sees the car with Smith and Jones pop over a hill, and another car right behind that one.

SMITH: We'll keep going right past them.

JOE: I know those two guys!

JUDGE: Okay, but you might not recognize them in the car. Make an Observation check as they pass. (Joe passes the check.) Okay, you've spotted Smith and Jones. The guy in the second car you've never seen before.

JOE: Turn around! Let's get out of here! We'll head back to the hotel.

BRUNO: I'm getting out my tommy gun.

JOE: No!

SMITH: We're turning around.

As Smith's car approaches, the irrepressible Bruno opens up with the tommy gun. At this point, the judge slows the action down to one-second turns until the fighting is finished.



Chapter 2: Judges and NPCs

In any GANGBUSTERS™ game, one of the Judge's most important jobs is to role-play the NPCs, or non-player characters. These are the characters who populate the game world and are not under the players' control. It is the Judge's NPCs who project much of the flavor and color of the world of the Prohibition Era.

Most GANGBUSTERS campaign games will have three to ten players. Most campaigns are set in cities with populations of at least 500,000. It is obvious PCs will spend a lot of their time dealing with non-player characters (NPCs). The game judge spends countless hours developing the NPCs and their city.

Creating Non-Player Characters

Non-player characters are created nearly the same way player characters are. However, the ability scores for NPCs are never increased by using the ABILITY MODIFIERS TABLE. NPC Presence scores are found by rolling 1d10 with no additions.

NPC Levels

NPCs who are criminals, law enforcement officers, private investigators or reporters should be given a level by the game judge when they are created. They may have any level the judge decides is reasonable for his or her campaign.

NPCs who do not fall into one of the above classes usually are assumed to be first level for purposes of the game. However, a game judge may assign these NPCs higher levels as he sees fit. In general, the more important, wealthy or powerful an NPC is, the higher his or her level should be. An NPC's level determines how many experience points PCs get for arresting or convicting him or her; NPCs who are hard to capture or convict should have high level.

Here are some guidelines for assigning levels to NPCs:

NPC's Position	Level
Ward boss	1-5
City councilman	2-5
Mayor	4-6
District attorney	3-7
Judge	4-8
Small business owner	1-3
Wealthy businessman	4-10
Lawyer	3-10
Doctor	3-10

NPC Skills

Most first-level NPCs do not have any special skills. NPCs do not acquire skills unless the game judge decides to let them. If the game judge decides an NPC should have one or more skills, he may give whatever skills and skill scores he chooses to the NPC, up

to a maximum of one skill per level of the NPC. In terms of levels, count an additional level for every two skills an NPC possesses. For example, a 1st level criminal with 3 skills counts as a 2nd level criminal in terms of experience rewarded for his capture.

Special NPC classes

Cronies

Cronies are NPCs who are close friends of a PC. At the start of a campaign game, a PC is assumed to have a number of cronies equal to his or her Presence score.

Playing Cronies. A player running a character may, at the game judge's discretion, also play his or her character's cronies. Control of cronies can be taken back by the game judge at any time. The judge should do this if a player is abusing the privilege of playing cronies by using them to take risks the character himself will not take, failing to play them as separate personalities, etc.

Crony Advancement. Cronies can earn experience points and advance levels at one-half the rates given for PCs. All cronies will guard their chances to earn experience points just as jealously as a PC would.

Crony Reactions. The personalities of cronies should be well enough developed during the course of play that it will seldom be necessary to roll an NPC reaction from them. However, if this should be necessary, the crony uses the PC's Presence and adds a bonus of +1. A roll of two or less means the crony has decided to abandon the PC and perhaps betray or attack him or her.

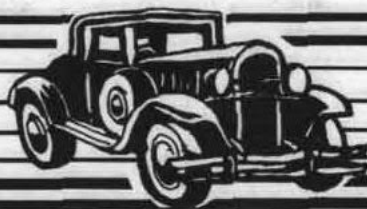
NPC Politicians

Most organized criminals, law enforcement officials, reporters and private investigators will quickly find themselves involved with a number of NPC politicians. This section of the rules outlines the types of politicians likely to be encountered in a campaign game.

The chief official of any city is its mayor. A mayor has control over city jobs. For game purposes, he awards these jobs to people who worked for him in the last election. The mayor appoints important city officials like the chief of police, the city attorney and heads of the various city departments. These include the street department, which spends lots of money building and repairing streets; the transportation department, which handles city buses and trains; the water and sewer utilities, which handle vast sums of money; and, in a GANGBUSTERS™ game, the school board.

Each city also has a city council. The city council passes laws for the city and approves the city budget. A city council consists of two members from each ward in the city. Lakefront City has 28 wards as shown on the ward map. In addition, each city council has three members elected at large.

Finally, there are the ward bosses. Each party has a ward boss in each ward. The ward boss looks after the party's interests in



the ward, recruits campaign workers, recommends people for city jobs, and generally tries to ensure that people who support his or her party are treated well by the city.

Political corruption was a major factor in the rise of crime syndicates in the 1920s. Payoffs to high-level policemen and politicians often were arranged through ward bosses. Ward bosses could influence the awarding of important city contracts. Some ward bosses were so powerful that even mayors from their own party would not risk offending them. Of course, many mayors were corrupt themselves and worked with crooked ward bosses to stay in power and make money. A lot of money could be made by taking bribes from syndicates; this was a major reason why organized syndicates were able to grow so powerful.

An imaginative game judge can easily construct some adventures involving NPC politicians. This will add considerable interest, as well as reality, to the game.

NPC Reactions

There will be many times during **GANGBUSTERS™** games when the judge must decide how an NPC will react to something a PC does or says.

EXAMPLE: PC criminal Joe Sullivan walks into a tailor shop. The NPC store clerk approaches Joe, asking if he can be of help. Joe tells the clerk about a new "Tailor's Protective Association" being formed. Joe says the tailor should join this association immediately, and that the dues are \$50 per week. The association assures that no "unfortunate accidents" happen to the shops, their owners or their customers. How will the store clerk, who is the shop owner, react to this attempt at extortion?

Reaction Priorities

The game judge can determine an NPC's reaction in one of four ways. These are listed below in the order the judge should consider them.

Planned Reactions. Often the game judge will have decided before play begins how certain NPCs will respond in certain situations. He bases this decision on the personality and abilities of the NPC in question.

EXAMPLE: Joe Sullivan has been running his protection racket for several weeks without any difficulty. The game judge decides it is about time one of these tailors stood up to Joe. He decides before play begins that the next tailor Joe approaches will refuse to pay, will try to get Joe out of the store and will call the police.

Reactions According to Personality. NPCs always react in a manner consistent with their intelligence, personality and own best interests. NPCs have goals and desires just like PCs. They are not stupid (usually) and will act intelligently to defend themselves, their property and their goals. In some situations, the game judge may have a general personality in mind for the NPC,

but no specific responses to situations. In such cases, the game judge should let the NPC respond in a manner consistent with his personality.

EXAMPLE: The game judge has decided that the bouncer at Little Augie's speakeasy is a fellow with a nasty temper who happens to hate the Irish. If Joe Sullivan (who is Irish) walks into Little Augie's, there is a good chance the bouncer will at least insult him, if not try to start a fistfight.

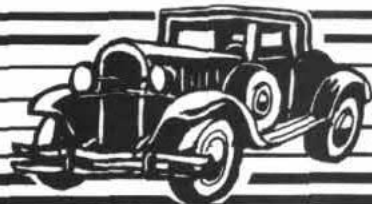
Professional Reactions. NPCs will act in a manner consistent with their professions or careers. For example, policemen will not stand around quaking with fear when they see an armed robbery taking place, politicians will not normally get involved in gunfights and police who have been bribed will not normally close down the speakeasies paying them off.

Random Reactions. When the game judge cannot decide how an NPC will react in a given situation, the judge can roll a reaction on the NPC REACTION TABLE. The table does not give specific reactions; it would be impossible to list all the reactions NPCs could have to any given situation. Instead, the table gives general guidelines to the degree of hostility or friendliness the NPC shows toward the PC involved. The judge can fit the behavior of the NPC to the specific situation.

EXAMPLE: Joe Sullivan walks into another tailor shop and makes the same demand for protection money. The game judge rolls for the NPC's reaction and gets a dice roll of eight. He modifies this by adding Joe's Presence score of four, subtracting the tailor's Presence of seven, and adding one because Joe made a believable threat. The final result is six, indicating hostility. The game judge decides the tailor will agree to pay the money, but will try to talk Joe into coming back later to pick it up. In the meantime, he will call the police.

NPC REACTION TABLE

Modified Dice Roll (2d10)	Reaction of NPC
2 or less	Violent and hostile; attacks regardless of situation
3-4	Abusive and hostile; attacks if provoked
5-6	Hostile, but will not attack immediately; may plot revenge at a later time
7-8	Annoyed, mildly hostile, but will not attack
9-13	Uncertain, hesitant; make another offer, roll again
14-15	Pleasant, but will take no action to help; may answer questions
16-17	Friendly, likes the PC; probably will help
18-19	Very friendly; will go out of his way to be helpful
20	Extremely friendly; will risk own life to help



Modifiers To NPC Reaction Table

PC's Presence	+ Presence score
NPC's Presence	- Presence score
Someone has drawn weapon	+ 1 if PC; - 1 if NPC
Someone makes believable threat*	+ 1 if PC; - 1 if NPC

*The game judge decides what counts as a believable threat.

When interpreting the results of an NPC reaction roll, the game judge should note that an attack is not necessarily a physical attack; it may be verbal, political or economic, and it may be delayed. A roll of two, however, means the NPC has completely lost his or her temper and will attack physically regardless of the circumstances. Also, a friendly reaction does not mean an NPC is happy, for example, about being held up. It simply means the NPC will try to be as pleasant as possible until the hold up is over. A roll of 20, however, means the NPC has for some reason taken an instant liking to the PC, and will cooperate with almost anything the PC wants to do.

Loyalty

In some situations an NPC's reaction is determined using the Presence score of another character rather than the Presence score of the NPC himself. This will happen if the game judge decides the NPC has a sense of loyalty to another character, such as a gang leader.

Conditions of Loyalty. The game judge is the final authority in determining whether an NPC is loyal to some other character (PC or NPC). The game judge should consider the following factors when making his decision:

Blood Relation. Members of the same family (husbands, wives, sons, daughters, uncles, aunts, etc.) usually will feel some loyalty to other family members.

Cronies. Cronies are friends of PCs. They usually are loyal to one another.

Employees. Employees will in many cases be loyal to their employer, if for no other reason than to keep their jobs.

Intimidation. Some NPCs will be intimidated by other characters to the point where they will act loyal to them regardless of their personal feelings.

EXAMPLE: Federal agent John Burns is trying to get a tailor to give information about Joe Sullivan's protection racket. The tailor hates Joe Sullivan and is a decent law-abiding citizen. However, he is scared to death of what the Sullivan gang will do to him if he talks. The judge decides the tailor is intimidated and treats him as if he were loyal to Joe Sullivan.

Handling Loyalty. An NPC who is loyal to another character uses that other character's Presence score rather than his own when he is checked for NPC reaction. This is done only if the

NPC is being asked to do something that would be against his loyalty to the other character.

EXAMPLE: Continuing the previous example, the game judge decides to roll an NPC reaction for the tailor. Rather than modify the dice roll by the tailor's Presence score and Burns' Presence score, the judge modifies the dice roll by Joe Sullivan's Presence score and Burns' Presence score.

Persuasion

Persuasion is the use of physical violence in an attempt to change an NPC's reaction.

Procedure. The character using persuasion tells the game judge he is doing so, and then inflicts injury on the character being persuaded. The character being persuaded loses one point from his or her Presence for each five points of wounds or bruises inflicted. A new NPC reaction check can be made very time the character being persuaded loses at least one point from his or her Presence.

Limits on Persuasion. The following limitations apply to the use of persuasion:

1. Persuasion stops automatically when the character being persuaded has lost three points from his or her Presence.
2. Persuasion stops automatically if the character being persuaded becomes unconscious or dies.
3. A person or group of people can try to persuade an NPC only once. If the attempt fails, then that particular NPC is just too tough to be forced into submission with physical violence.

EXAMPLE: Al Tolino, gangster boss, has captured NPC Rico, the partner of federal agent John Burns. Tolino wants to know what Burns has found out about Tolino's operations, but Rico won't talk. Because Rico is loyal to Burns, the game judge is using Burns' Presence rather than Rico's when checking for reaction. Burns has a Presence of 10. Tolino decides Rico should be persuaded to talk, and has one of his thugs start beating Rico. The thug hits Rico for five points of bruises. Rico's Presence modifier for NPC reaction drops to nine. A check is made for NPC reaction. Rico still will not talk. The thug hits him for five more points of bruises. Rico's modifier drops to eight and another reaction check is made. Rico tells Tolino to rot. The thug hits Rico a third time, and Rico's modifier drops to seven. The third reaction check shows that Rico still won't talk. Tolino has failed to persuade Rico to talk.

Honesty

There is a 30% chance that any NPC randomly met by PCs will be completely honest. These NPCs will always cooperate with law enforcement officers regardless of their personal loyalties. They will always try to obey the law, report crimes, oppose criminals, and generally perform their duties as citizens. Such NPCs can never be bribed, but they can sometimes be persuaded by criminals.



Police Honesty. Law enforcement officers are more likely to be honest than the general public (this is not a historical statement, but a necessary element of the game system). The chance that an NPC law enforcement officer is completely honest is given on the following table:

POLICE HONESTY TABLE

Type Of Officer	Chance Officer Is Completely Honest
Local policeman	40%
Prohibition agent	35%
F.B.I. agent	95%

This table is included to provide balance for the game. Gamers and judges who are experienced with role-playing games and knowledgeable of the period should feel free to adjust the percentages for local police and prohibition agents to more accurately reflect the reality of the times.

A policeman who is not completely honest is not necessarily wholly dishonest. A cop can be willing to take a bribe without being in league with a crime syndicate.

Bribery

Bribery played a major role in the relations between police, politicians and criminals in the 1920s and 1930s. A prominent Pennsylvania machine leader in the 1920s defined a good politician as one who "stayed bought" once he was paid off. This section of the rules provides guidelines for minimum bribes and limitations on the use of bribery.

Minimum Bribes. PCs can be bribed if they are willing to be bribed. The amount of money involved is entirely up to the PCs in the situation. When PCs try to bribe NPCs, however, the following minimums must be observed:

MINIMUM BRIBES

NPC	Minimum Bribe NPC Will Consider
Beat policeman	\$40 per incident
Police Lt. or higher rank	\$50 per level of the policeman
Prohibition agent	\$75 per level of the agent
Politician	\$1,000 per level of the politician
Judge	\$2,000 per level of the judge
All others	As determined by the game judge

The game judge can raise these minimums if the situation involves special risks to the NPC.

Limitations On Bribery. Police officers and politicians who are not honest can generally be bribed to overlook bootlegging and gambling. They usually cannot be bribed to overlook crimes

of violence or any crimes which cause an adverse public reaction. (See the section on PUBLIC REACTION AND HEAT.) NPC reporters, private investigators and F.B.I. agents cannot normally be bribed.

Bribery Procedure. To determine whether an NPC will accept a bribe, the game judge rolls for an NPC reaction. In addition to all other modifiers, modify the dice roll by +1 for each multiple of the minimum bribe offered.

EXAMPLE: Offering a policeman \$40 to overlook a truckload of beer allows a modifier of +1. Offering the policeman \$120 allows a modifier of +3.

This procedure is not used if the game judge has some other way to determine the NPC's reaction to the bribery attempt. For example, a game judge should know automatically that a beat cop cannot be bought off by a criminal in the middle of an armed robbery, etc.

Encounters

An encounter is any situation involving a meeting between PCs and NPCs. The game judge must decide how many NPCs are present in most encounters, using common sense and experience as his guide.

EXAMPLE: A PC walks into a large downtown bank intending to commit armed robbery. The game judge notes that it is 10:30 a.m. on a weekday, and that the bank is one of the largest in town. He tells the PC there are about 50 people in the bank building, about 20 of whom are customers.

Encounters During Crimes

When a crime is being committed, the game judge must check to determine:

1. The number of witnesses to the crime, if any;
2. Whether any of the witnesses can identify the criminals involved;
3. Whether any of the NPC witnesses or bystanders will try to call the police or stop the crime;
4. Whether a policeman or police patrol car happens to come by while the crime is being committed.

Obviously, not all these things need to be checked for all crimes. An accountant who is altering some books alone in his home at night need not worry about a beat cop dropping by for a chat. The game judge must use his discretion to decide when these checks are necessary.

Witnesses. The number of witnesses who may notice a crime in progress depends on the time of day and location of the crime. The following is given as a general guideline; it may be modified by the game judge to suit circumstances:



WITNESSES AND BYSTANDERS

Time Of Day	Chance For Witnesses	Number of Witnesses
Rush hour	75%	2-20 (2d10)
Daytime	50%	1-10 (1d10)
Night	15%	1-5 (1d10/2)

Witnesses may include customers inside a business, people passing by outside, or the guy who just happens to be looking through the window, all at the discretion of the game judge.

Recognition. The chance that a witness to a crime will be able to recognize a criminal and give a description to the police is determined as follows:

1. If the witness saw the criminal from a distance of 10 feet or less and spoke to the criminal or was given orders by the criminal, there is a 95% chance the witness will be able to describe the criminal, pick him or her out in a line-up, etc.
2. If the witness saw the criminal from a distance of greater than 10 feet, the percent chance the witness can accurately describe and recognize the criminal is equal to the criminal's Presence score $\times 10$. For example, a criminal with a Presence of five has a 50% chance of being recognized and identified by a witness.
3. A criminal's Presence is reduced by one point during night or if it is dark when the crime is committed. This applies specifically to 2 above.
4. Criminals using Disguise skill who make a successful disguise check will not be recognized by witnesses other than close friends or relatives.

Witness Reactions During Crimes. The game judge does not need to roll an NPC reaction for each witness observing or involved in a crime situation. Instead, the judge can determine the reaction of all witnesses using the following guidelines:

1. If any witnesses are free to do so, there is a 90% chance that at least one will try to call the police or otherwise raise an alarm.
2. Witnesses who are not free to move, such as customers in a store during an armed robbery, usually will obey orders. There is a 10% chance that one out of every 10 witnesses will try to interfere with the criminals' actions.

Police Patrols. The chance that a beat patrolman or squad car will come by the scene of a crime while the crime is being committed is 5% cumulative each minute the crime is in progress up to a maximum chance of 50%. If a crime takes five minutes to commit, there is a 5% chance the police will come by during the first minute, a 10% chance during the second minute, and so on, up to 25% during the fifth minute. The chance that the police will come by never is greater than 50%, regardless of the time involved in committing the crime.

TYPICAL NPCs

Following is a list of typical NPCs. The game judge can use them as he needs them. The ability scores given are considered average for that type of character. The game judge can modify these scores to suit the needs of his or her game. The judge should assign levels and skills to the NPCs as he or she sees fit.

NPC	Mu	Ag	Ob	Pr	Dr	Lu	HP
F.B.I. Agent	63	82	90	7	88	30	20
Prohibition Agent	50	50	57	5	57	15	15
Patrolman	63	69	57	5	63	23	19
Police Sergeant	70	73	66	6	70	25	20
Police Captain	65	68	72	7	70	33	20
Detective	75	73	74	6	74	28	20
Private Investigator	73	68	79	6	74	42	20
Newspaper Reporter	45	60	75	4	67	16	16
Independent Punk	55	65	60	3	63	18	17
Gangster	68	58	57	5	58	14	18
Gangster Enforcer	78	72	43	8	58	12	20
Gangster Driver	37	84	80	3	82	09	18
Gangster Hit Man	71	80	83	6	81	15	21
Gangster Gun Moll	33	65	78	7	72	13	15
Syndicate Boss	62	54	89	9	72	39	17
District Attorney	51	48	90	8	69	40	15
Judge	45	39	94	9	68	26	14
Defense Lawyer	48	43	90	7	67	22	15
Store Clerk	50	55	45	3	50	14	16
Store Owner	45	52	60	5	56	16	15
Corporate Executive	47	53	74	7	64	37	15
Blue Collar Worker	70	54	44	4	49	20	18
Career Girl	28	43	70	5	57	22	13
Flapper	31	53	57	6	55	11	14
Ward Boss	50	49	83	8	66	24	15
Derelict	44	32	28	1	30	48	13





Chapter 3: The Long Arm of the Law

Criminals who are arrested will be brought to trial unless they can convince the district attorney to drop the charges against them. This is not normally possible without political influence. If the charges against a criminal are not dropped, the criminal must go through the following steps:

1. Arraignment hearing
2. Plea bargaining
3. Trial
4. Sentencing (if found guilty)

Arraignment Hearings

An arraignment hearing usually is held within 48 hours after the arrest of a criminal. At an arraignment hearing, the criminal is told what he is being charged with and he enters a preliminary plea. Bail may also be set.

Preliminary Pleas

A preliminary plea is a statement by the criminal as to whether he is guilty or not guilty. Most criminals plead not guilty at arraignment hearings. Criminals who plead guilty waive their right to trial by jury. They are instead given a hearing before a judge. Their lawyer may be present. The criminal usually is sentenced after such a hearing.

Bail

A character who wants to be released from jail before his trial must pay a large sum of money (bail) to the court. The amount of bail is set high enough to ensure that the character will appear at his trial, since the money is returned to the suspect after the trial. The amount will depend on the crime the suspect is charged with and his or her criminal record. Criminals usually can pay a bail bondsman 10% of the bail amount, and the bondsman will pay the rest. The bondsman does not return the 10% fee.

Criminals who post bail are released into the custody of someone the court trusts, usually a relative or the criminal's attorney (see Lawyers, below). Criminals who jump bail (leave town or hide) will be pursued by the police and by the bail bondsman, if they used one. Criminals who cannot post bail must stay in jail until after their trial.

The game judge decides whether the suspect will be released on bail. The amount of bail depends on the crime the suspect is charged with and his or her criminal record. The following suggestions are given for setting bail:

Offense	Bail
Burglary	\$1,000
Armed Robbery	\$10,000
Murder	\$50,000
Murder of a Law Officer	No bail
Kidnapping	No bail
Violation of the Volstead Act	Released without bail

Bail can be set substantially higher for criminals who have been arrested or convicted before. Bail may be denied if the suspect is charged with a particularly brutal or ruthless crime; bail will be denied if the public opinion reaction to the crime was four or less.

Trial Dates

At the end of the arraignment hearing, the judge sets a date for the criminal's trial. Criminals charged with more than one crime will be tried for only one at a time, unless they are charged with several counts of the same crime, such as three counts of armed robbery. Trial dates usually are set within four to eight weeks after the arrest of the criminal.

Plea Bargaining

Criminals can try to plea bargain with the district attorney (D.A.) or with federal prosecutors. In plea bargaining, the criminal agrees to plead guilty to a less serious offense, usually with a promise of a lighter sentence, and the D.A. or federal prosecutor is spared the trouble of preparing for a trial. The following rules apply to plea bargaining:

1. Local prosecutors can be bargained with using the usual NPC reaction system.
2. Federal prosecutors usually will not bargain over pleas. They might bargain if the criminal can provide evidence against another criminal the federal officers are more interested in convicting.
3. The Presence score of a criminal who is plea bargaining is reduced by two when rolling for NPC reaction from prosecutors.

Trials

Most cases will be tried before a 12-member jury. The jury determines the guilt or innocence of the criminal.

Lawyers

Criminals are always allowed to have a lawyer represent them at a trial. NPC lawyers can be hired for the price shown on page 39. If the criminal cannot afford a lawyer, the court will sometimes appoint one to defend him; this is entirely at the judge's discretion.

NPC lawyers have legal skill. This skill is available only to NPC lawyers. The game judge determines the lawyer's legal skill score by rolling percentile dice, or by simply assigning a number. A lawyer's legal skill score affects his client's chance of being found not guilty.

Trial Procedure

All criminals start their trial with a 50% chance of being found Not Guilty. This chance is modified as follows:



TRIAL MODIFIERS

Situation	Modifier
Each point of prosecutor's legal skill score	-1
Each point of defense lawyer's legal skill score	+1
Each piece of solid evidence used against the defendant	-5
Each piece of solid evidence used for the defendant	+5
Each witness testifying for the prosecution	-10
Each witness testifying for the defense	+10
Each eyewitness to the crime testifying for the prosecution	-20
Each "alibi" witness or eyewitness for the defendant	+10

After all witnesses have been called and all evidence introduced, the game judge calculates the defendant's percent chance to be found not guilty. Percentile dice are rolled. If the number rolled is less than or equal to the defendant's percent chance of being found not guilty, the defendant goes free. If the dice roll is higher than the defendant's chance of being found not guilty, the defendant is convicted.

Evidence

Solid evidence is physical evidence that can prove or disprove the defendant's innocence. Examples of physical evidence include fingerprints, a weapon, a bit of clothing, etc.

Witnesses

Witnesses can be called to give testimony regarding

1. The facts of the case, if the witness is aware of them;
2. The location of the defendant at the time of the crime;
3. Expert opinions regarding the evidence;
4. The defendant's law-abiding nature (limit of two character witnesses per trial).

Finding Witnesses. In simple cases involving hold-ups, burglaries and so forth, the game judge will have noted the number of people who witnessed the crime. In more complex cases, witnesses may include accountants who examined bookkeeping records, agents who have run wiretaps, etc. All witnesses must be approved by the game judge. A character's husband or wife cannot be forced to testify against him or her.

Value of Witnesses and Evidence. Some witnesses' testimony and some pieces of physical evidence may be more important than others. The game judge can change the modifier for any witness or piece of evidence. The game judge may also decide that the evidence against a defendant is so overwhelming there is no chance the jury will not convict him. The judge simply ignores the trial procedure in such cases.

Jury Tampering

Anyone can try to bribe or influence members of a civil or criminal trial jury. Players must use their own ingenuity to figure out how they can accomplish this. However, if even one juror is successfully influenced, the trial will result in a hung jury; in such cases there is only a 20% chance the criminal will be retried for the same offense.

Jury tampering is a felony and carries a penalty of 10 to 15 years in prison.

Sentences

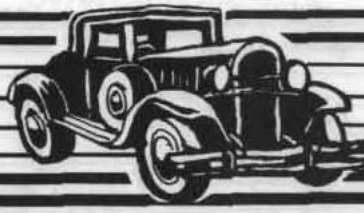
Sentences for crimes varied widely from state to state and year to year during the 1920s and 1930s. The following typical sentences should be used as guidelines by judges and players. The game judge must use some discretion in imposing sentences.

TYPICAL SENTENCES

Crime	Sentence (Minimum to Maximum)
Armed Robbery	5 to 25 years
Arson	1 to 15 years
Assault	3 to 15 years
Auto Theft	1 to 5 years
Bank Robbery (F*)	5 to 25 years
Bribery, offering	1 to Life
Bribery, accepting	1 to 25 years
Burglary	3 to 7 years
Conspiracy to Commit a Crime (the maximum sentence was given only if the crime was committed.)	3 to 25 years
Crossing State Lines to Avoid Prosecution(F*)	1 to 15 years
Election Fraud	1 to 15 years
Espionage(F)	15 to Life/Death
Forgery	3 to 15 years
Fraud	3 to 15 years
Harboring a Fugitive	1 to 15 years
Jury Tampering (State or F)	10 to 25 years
Kidnapping an adult(F*)	1 to 15 years
Kidnapping a minor(F*)	Life (30%)/Death
Loansharking (Usury)	1 to 7 years
Murder, 3rd degree (accidental)	1 to 15 years
Murder, 2nd degree (in passion)	10 to 25 years
Murder, 1st degree (premeditated)	15 to Life/Death
Murder of a Law Officer	Death
Possession of Illegal Weapon	6 months to 1 year
Racketeering (F*)	10 to 25 years
Sabotage (F)	10 to 25 years
Tax Evasion (F)	3 to 15 years + \$10,000 fine + back taxes
Transportation of Stolen Car Across State Lines (F)	1 to 15 years

F = Federal Offense

F* = Federal Offense after 1934; F.B.I. called in automatically



Sentences are given out in a range of years, as listed above. A sentence of 5 to 15 years means the character will not spend more than 15 years in prison, and will be eligible for parole after one third of five years (see Parole). If a criminal is convicted on several charges, the game judge decides whether the sentences are added together (served consecutively) or if the criminal serves only the longest sentence (served concurrently).

Repeat offenders should expect maximum sentences. Sentences for misdemeanors (very minor offenses) range from fines of \$10 to \$1,000 and 10 to 60 days in jail.

Sentences for violating the National Prohibition Act are given in the section The National Prohibition Act.

Parole

All sentences for serious crimes are served in a state prison (for violating state laws) or a federal prison (for violating federal laws). Parole is release from prison before the sentence is finished. A prisoner is eligible for parole after serving one-third of the minimum time of his sentence. A criminal sentenced to 5 to 15 years becomes eligible for parole after serving one-third of five years, or one year and eight months.

Getting Parole

A criminal can win parole by getting a reaction of 15 or better from an NPC parole board. When checking for the parole board's reaction, use the normal NPC reaction modifiers. In addition, the prisoner can get a +2 modifier if the prison warden recommends that parole be granted. A criminal can check for parole once per year.

Being On Parole

A criminal released on parole must report once each week to a parole officer. He or she must get a job, earn a steady living and stay free of criminal associates. The criminal will be returned to prison if he violates any of these regulations.

Civil Suits

Civil suits are brought by PCs or NPCs against other characters. They usually involve a dispute over money. Instead of having a

trial to determine if a crime has been committed, there is a trial to determine if one character should pay money to another. The trial procedure outlined under criminal trials can be used for civil suits.

The National Prohibition Act

The National Prohibition Act, also known as the Volstead Act, went into effect at midnight, Jan. 16, 1920. It continued in force until December 5, 1933. The act made it illegal to manufacture, transport or sell alcoholic beverages in the United States. Some production for religious and medicinal purposes was allowed under special permits granted by the commissioner of prohibition.

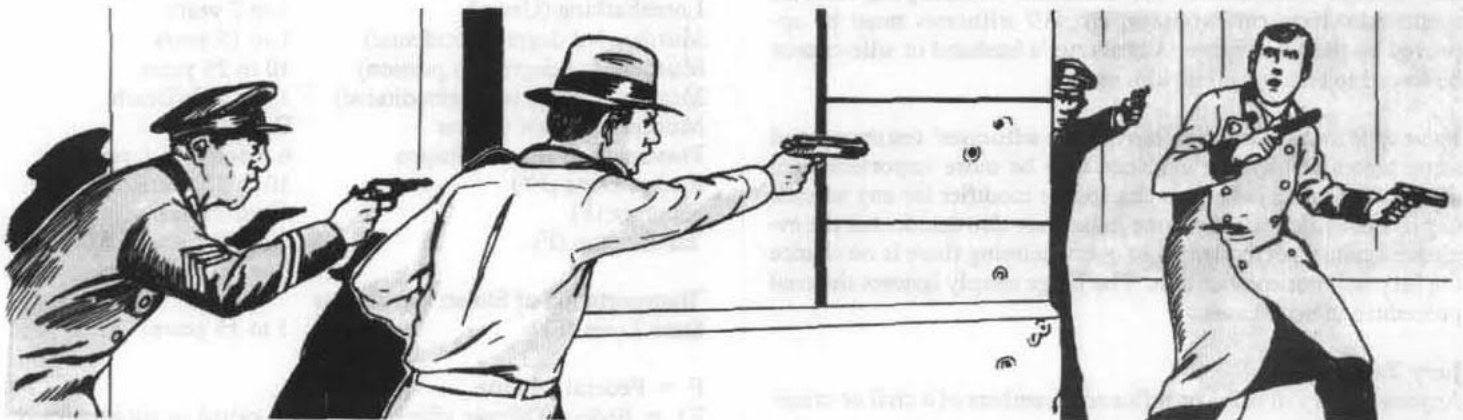
Prior to March 2, 1929, the penalties for violating the act were

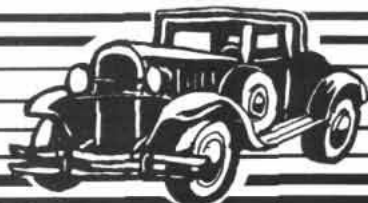
- First Offense, manufacturing or selling: a fine of not more than \$1,000 or imprisonment for not more than six months;
- Second or Subsequent Offense, manufacturing or selling: fine of not less than \$200 but not more than \$2,000 and imprisonment for not less than one month but not more than five years;
- Other Offenses, first offense: a fine of not more than \$500;
- Other Offenses, second offense: a fine of not less than \$100 and not more than \$1,000 and imprisonment for not more than 90 days;
- Other Offenses, third or subsequent offense: a fine of not less than \$500 and imprisonment for not less than three months but not more than two years.

After March 2, 1929, the penalties were increased so the maximum penalty for any offense was a fine of not more than \$10,000 and/or imprisonment for not more than five years. The minimum penalties were not changed.

Speakeasy customers who are arrested in a raid may be charged with Visiting a Common Nuisance, a misdemeanor.

Players will notice quickly that the penalties for violating the Volstead Act were hardly severe enough to deter professional criminals like Al Capone who, by violating the act, was putting \$300,000 or more into his pockets every day.





Chapter 4: The World of the 20s and 30s

America and the Roaring Twenties

What should the world of the 1920s look like to a role-player of the 1990s? Imagine the streets of Chicago, Model T Fords lining the curbs. Notice the variety of people around you: the nattily dressed gentlemen in pinstripe suits, felt hats firmly on their heads; the “flappers,” young women in ‘scandalously’ short skirts with their hair bobbed, a new fad; the wise-cracking cub reporters laughing loudly to themselves, straw hats tipped jauntily back on their heads. The sights and sounds of the city can also be sinister, such as the dark-suited gangsters peering nervously from an alleyway, sounds of gunfire echoing away above the rooftops.

World War I recruiting posters have disappeared and are being replaced by colorful posters advertising the latest vaudeville shows. Leaflets can be found eliciting support for women’s suffrage on many signposts. Newspaper boys can be found on nearly every corner, each selling one of a half-dozen papers published in 1920s Chicago. Flappers draw whistles from many men they pass, but the latest fashion of men’s suits for women draws only stares.

The sounds of the big bands and Dixieland jazz could be heard everywhere. The Charleston was the latest dance, and people brought the dances and the music into their homes via the latest invention, the radio. The Ford motor car allowed many people the freedom to travel greater distances than to the local town. Indeed, it allowed a near-steady shipment of bootleg alcohol to enter Prohibition America from Canada.

Prohibition and Crime

Despite a wide range of other activity by other notables, the gangsters seem to have left an indelible mark on the history of the 1920s and 1930s. During the thirteen years of Prohibition, former small-time criminals became rich and powerful on the public demands for alcohol. The criminals seemingly took hold of entire cities thirsty for alcohol, and kept their hold on them by violence. Overnight, cities like Chicago and New York became frequent witnesses to gangland slayings, large-scale bribery scandals, and a general increase in lawlessness.

During this time, public opinion and respect for law enforcement officials declined, primarily due to suspicions of bribery and graft. If one couldn’t be sure of an honest policeman, whose honesty could one trust? This is not to say that there were no honest people during the Prohibition era, but the general lawlessness prevented many from voicing their concerns publicly. The general public opinion versus the gangs was far outweighed by the fear of the gangs’ retribution. A few notable citizens had the conviction and the clout to combat the gangs, but did so covertly. The “Secret Six,” a group of prominent businessmen and others, gathered in secret and did their bit to clean up Chicago and curb the dangers of living in the city ruled by the Capone mob. The

actions of the Secret Six led to the formation of the now-famous squad of Prohibition agents known as the Untouchables.

During the 1920s, America prospered. The public cringed at the brutal killings and gang activities, and cheered when the criminals were brought to justice. Church membership was high, and the economy seemed to be in great shape. Despite the activities of Al Capone, Ma Barker and her boys, and others, America was happy and enjoying life in the 1920s.

America in the Thirties

On October 24, 1929, the stability went out of the American economy with the crash of the New York Stock Exchange. From the heights of the 1920s, America plunged into the Great Depression. The stock market crash affected everyone in the country, save the very poor with nothing to lose. The liberal atmosphere of the 20s was one of the first things to dissolve as people became frugal and conservative overnight; for many, though, many turned to the rich (and short) life of crime instead of the dead-end job or poverty. With the repeal of Prohibition in 1933, the bootleggers and criminal empires went underground once more, the criminal elements never to be such public figures again. Where excess was once the word for the times, frugality became the key to the 30s.

The **GANGBUSTERS™** game is perfect for role-playing in a 1920s setting, a law and order campaign up against notorious gangsters and bootleggers. You, as a Judge, can adapt campaigns using the 1930s as a setting also. Criminals become more interested in taking over unions and embezzling money; police try to keep the peace amidst the poverty. The game becomes a role-playing session through history. Judges may even want to expand the scope of a **GANGBUSTERS** campaign even further, and set the time frame for the 1940’s: reporters in war-torn Europe, or PI’s tracking down Nazi sympathizers in Lakefront City. The game is limited only by your imagination and your information. Utilize the history above, as well as many works listed in the bibliographies on pages 123 and 124, to make your **GANGBUSTERS** campaign real and alive for you and your players alike.

Public Opinion and “Heat”

Public opinion is the reaction of the hundreds of thousands of people living in a city to the events that happen in the city. It is a powerful force that can influence the actions of all PCs.

When Public Opinion Is Checked

The game judge just determine public opinion about an event, issue or situation whenever a major event is made public during the campaign game.



Major Events

A major event is any incident that would normally make front-page news in the city daily papers. Examples of major events include

1. Exposure of crime or corruption in local politics;
2. Scandals involving PCs or important NPCs;
3. Gangland murders;
4. Bank robberies;
5. Any violent crime committed by a PC;
6. Any violent crime that injures law enforcement officers, the elderly, children or any other group the public usually is sympathetic toward.

How Public Opinion Is Checked

The game judge determines the public's reaction to an event by rolling on the PUBLIC OPINION TABLE. The judge rolls 2d10, applies any modifiers for the situation, and gets a general result from the table. The game judge then translates this general result into specific actions based on the situation in the campaign.

Minimum And Maximum Results

When checking for public reaction to a crime, the maximum result that can be obtained on the PUBLIC OPINION TABLE is 11. A modified dice roll greater than 11 should be treated as 11. If the event is some law enforcement activity, the minimum result that can normally be obtained is 11. The judge may modify this rule to handle special situations, such as the arrest of a crooked but popular politician.

Interpreting Public Opinion

The game judge must use common sense when interpreting the results of a public opinion check.

EXAMPLE: Two children are accidentally killed by a gangster's bomb aimed at another gangster. A public opinion check shows that the public is angry. Two weeks later the bomber is arrested and public opinion is checked again. The game judge should ignore any result indicating the public is indifferent, since people were angry just two weeks ago.

PUBLIC OPINION TABLE

Modified Dice Roll	Result
2 or less	Public enraged, demands immediate action; vigilante or action groups forming; violence likely. Public officials who fail to act will automatically lose any election held with the next six months.
3-4	Public angry, demands action; will make this event a major issue in any election held in the next six months.

- 5-6 Public hostile, wants some action; event has 50% chance of becoming an issue in any election held in the next six months.
- 7-8 Public annoyed; would like action, but expects none.
- 9-13 Public indifferent; attention diverted to other issues.
- 14-15 Public mildly favors but will not actively support the issue, event or situation.
- 16-17 Public favors the issue or event; will support attempts at further action; will remember as an issue in any election in the next six months.
- 18-19 Public strongly aroused, demands action in favor of the issue or situation; this will be an issue in any election in the next six months.
- 20 Public wild with enthusiasm, takes to street in support; politicians who actively oppose will automatically lose any election held in the next six months.

Modifiers To Public Opinion Dice rolls

Situation	Modifier
Gangland murder	-1
Two or more gangland murders	-3
Police officer killed	-4
Federal agent killed	-5
Violent crime affecting children, elderly, etc.	-5
Unnecessary killing by police	-1
Action to stop bootlegging in city	-3
Action to stop bootlegging in rural areas	+3
Newspaper campaign*	+1 or -1
Church campaign*	+1 or -1

*See rules sections below.

Politicians And Public Opinion

NPC politicians will take public opinion very seriously. They will always try to curry public favor. Specifically, if the public reaction to a crime is six or less on the PUBLIC OPINION TABLE, the politicians in control of the city will order a crackdown on crime. This will mean at least rounding up suspects, closing many local speakeasies and attempting to visibly harass criminals. The stronger the public disapproval of a crime is, the stronger the crackdown or "heat" generated will be. It is even possible that gangsters will help local police solve certain crimes just to get the heat turned off.



Newspapers

Each big city in a GANGBUSTERS™ campaign game should have at least two daily newspapers. Newspapers can affect public opinion by mounting crusading campaigns.

Newspaper campaigns can be started three ways:

1. At least one city newspaper will start a campaign whenever the reaction to an event on the PUBLIC OPINION TABLE is eight or less.
2. A PC can influence an NPC publisher to start a campaign using the normal NPC reaction system.
3. An NPC can influence either a PC or NPC editor or publisher to begin a newspaper campaign.

Newspaper campaigns have the following effects:

1. Each week of the campaign, the game judge should check public opinion with a modifier of +1 or -1, depending on the position taken by the newspaper.
2. All politicians should be harassed constantly by the press until the issue or situation is resolved.
3. An NPC politician with the power to do so will always maintain at least a mild crackdown as long as a newspaper campaign concerning crime is going on.

A newspaper campaign will continue until the event or situation that sparked the campaign is resolved to the newspaper's satisfaction or for three months, whichever comes first.

Churches

Churches and clergy organizations played an important part in the social and political life of the 1920s and 1930s. In a GANGBUSTERS game, churches have the power to mount public opinion campaigns, ministers thundering from their pulpits about local events. The rules for newspaper campaigns apply to all church campaigns.

Hospitals

Hospitals will admit patients at any time through the emergency room. However, hospitals and doctors are required to report to the police all gunshot wounds or other suspicious "accidents." Prices for medical treatment are listed in Appendix Two.

Jobs

Characters may need to get jobs outside their normal career areas for various reasons. The types of jobs available include almost any job that could have been found in a city in the 1920s or 1930s. Before 1929, any character has a 100% chance of finding some job that will pay at least \$20 per week. No PC should ever find a job that pays more than \$35 per week outside their normal career area. After 1929, a character's chance of finding any job at all is 5% per point of the character's Presence. A character can roll to find a job once per week.

Bank Loans

Banks are an important source of extra money for PCs. Banks will make loans to PCs at interest rates between 3% and 5% (game judge's discretion). To qualify for a loan, the PC must

1. Have no criminal record;
2. Have collateral equal to the amount of money being borrowed;
3. Be able to make a down payment in cash of at least 10% for a piece of real estate or 20% for a car or other consumer item;
4. Have a steady job with enough income to meet the monthly payments.

Loan Payments

The BANK LOAN PAYMENTS TABLE can be used to determine the monthly payments for a loan of any amount. To use the table, follow these four steps:

1. Determine the time period for the loan. This is at the judge's discretion. Most consumer loans are for three to five years. Loans for real estate purchases usually are for 10, 20, or 30 years.
2. Determine the interest rate for the loan.
3. Cross index the time period with the interest rate. The amount shown is the amount which must be paid each month for each \$100 borrowed.
4. Calculate the total monthly payment by multiplying the amount obtained in step 3 by the number of hundreds of dollars borrowed.

EXAMPLE: A PC borrows \$1,500 from a bank for five years at 4% interest. Cross indexing five years with 4% on the BANK LOAN PAYMENTS TABLE gives a result of \$1.84. The character has borrowed 15 hundreds of dollars (\$1,500/100 = 15). The amount of the character's monthly payment is $15 \times \$1.84 = \27.60 .

BANK LOAN PAYMENTS TABLE

Years	3%	4%	5%	6%	7%	8%	9%	10%
.5	16.81	16.86	16.91	16.96	17.01	17.11	17.16	
1	8.47	8.51	8.56	8.61	8.65	8.70	8.75	8.79
1.5	5.69	5.73	5.78	5.82	5.87	5.91	5.96	6.01
2	4.30	4.34	4.39	4.43	4.48	4.52	4.57	4.61
2.5	3.46	3.51	3.55	3.60	3.64	3.69	3.73	3.78
3	2.91	2.95	3.00	3.04	3.09	3.13	3.18	3.22
3.5	2.51	2.56	2.60	2.65	2.69	2.74	2.78	2.83
4	2.21	2.26	2.30	2.35	2.39	2.44	2.49	2.54
4.5	1.98	2.03	2.07	2.12	2.16	2.21	2.26	2.31
5	1.80	1.84	1.89	1.93	1.98	2.03	2.08	2.12
6	1.52	1.56	1.61	1.66	1.70	1.75	1.80	1.85
7	1.32	1.37	1.41	1.46	1.51	1.56	1.61	1.66
8	1.17	1.22	1.27	1.31	1.36	1.41	1.47	1.52
9	1.06	1.10	1.15	1.20	1.25	1.30	1.35	1.41
10	.97	1.01	1.06	1.11	1.16	1.21	1.27	1.32
20	.55	.61	.66	.72	.78	.84	.90	.97
30	.42	.48	.54	.60	.67	.73	.80	.88

LAKEFRONT CITY:

The Official GANGBUSTERS™ Campaign Setting

Decent News

for a

Decent City

The Lakefront City Star

THE WEATHER

Fair and Sunny

Vol LXI...No 17,523

LAKEFRONT CITY, SUNDAY, JULY 3, 1921 — 28 Pages

TWO CENTS

GANG WAR!

3 DIE AS GANG VIOLENCE ERUPTS IN THE 1ST WARD

Gun Battle on Broad Street

Lakefront City, July 2

Yesterday, death came to Lakefront City in a hail of gunfire. Three unidentified men were shot in broad daylight. Although the murders took place at the height of the noon rush hour, there were no witnesses to identify the killers.

The killers, driving down Broad Street, opened fire from the back of a black sedan. The victims all drew weapons and fired back — but to no avail. The three men were dead before the ambulance arrived.

The First Ward once again becomes the scene of gangland violence. It is only a matter of time before innocent bystanders are killed. Is this the reality behind the mayor's "open town" policy?

(Continued on page 2)

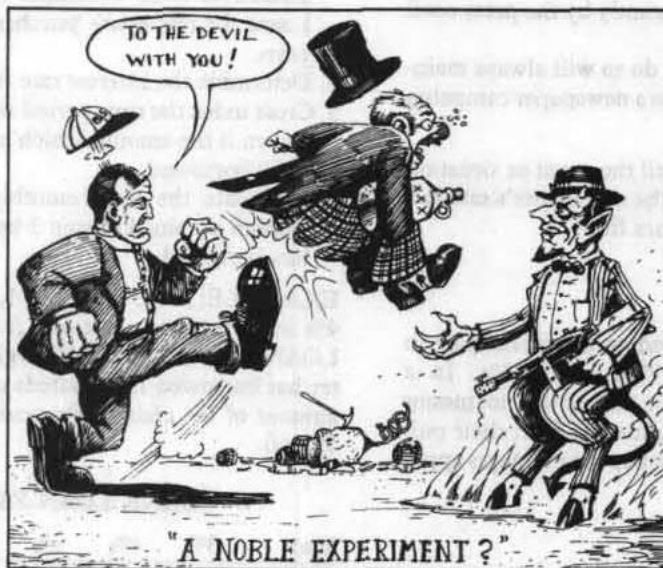
A RADIO IN THE WHITE HOUSE

Associated Press

Washington, July 2.

In order to "keep abreast of the times", President Harding today became the first President to install a radio in the White House. The President was not to be denied the fruits of American progress.

(Continued on page 7)



NOW SHOWING

At the Biograph Theatre:
QUEEN OF SHEBA
starring Fritz Lieber
and Betty Blythe

At the Grand Imperial:
THE SHEIK
starring
Rudolph Valentino

At the Lexington Theatre:
THE THREE MUSKETEERS
starring Douglas Fairbanks

At the Rialto:
LITTLE LORD FAUNTLEROY
starring Mary Pickford

US STEEL LOW- ERS WAGES

Pittsburgh, July 2.

U.S. Steel today announced that it is lowering its wages back to the pre-war level of 30 cents an hour. "The new policy will actually mean more jobs since we will be able to pay more people", said a spokesman for the company.

(Continued on page 4)

BESTSELLER LIST

1. MAINSTREET
by Sinclair Lewis
2. THE MYSTERIOUS RIDER
by Zane Grey
3. THE BEAUTIFUL AND THE DAMNED
by F. Scott Fitzgerald

DEMPSEY WINS!

The Battle of the Century

Jersey City, July 2.

Jack Dempsey is still the world's heavyweight champion. Yesterday, before 91,000 fans, he knocked out Georges Carpentier in only four rounds.

In the second round, Carpentier landed a staggering blow that almost ended the fight. But Dempsey never quit. He fought like an unbeatable machine. The Frenchman was badly outmatched. Unbowed, but bloody, the soldier of France went down for the count before the fourth round ended. The gate for the fight is believed to exceed \$1,500,000.

THE BABE FINED

New York, July 2.

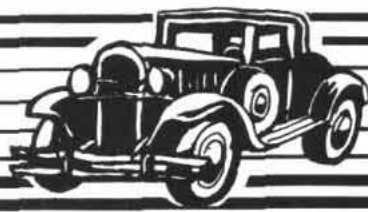
Babe Ruth was sentenced to a \$100 fine and a day in jail yesterday for speeding. But even judges are baseball fans. The Sultan of Swat was released at 4:00 P.M. so that he could reach Saturday's game by the sixth inning.

IT'S GOOD FOR WHAT AILS YOU

By Jake Mingle

Attorney General Palmer decreed today that it is legal for doctors to prescribe beer as medicine. Beer can now be dispensed in two and one-half gallon quantities — by prescription only. Doctors are expected to do a booming business.

(Continued on page 10)



Chapter 1. Welcome to Lakefront City.

All the information in Part III relays a as a variety of scenarios cial **GANGBUSTERS™** game setting.

Before trying to use the scenarios, read Part III through once or twice. Use the Block Map to learn where all the buildings are—and who controls them. Learn who all the important NPCs are and how they fit into the overall campaign. Know also how the NPCs are related: who has political “pull” (and with whom), which characters are friends (or enemies), and so on. Study the order of events in the Chapter 5 scenarios to find out where each takes place and which characters are involved. A good Judge pays attention to these details and knows how each event fits into the campaign.

Types of Campaigns

The Judge can set up this campaign in many different ways. Some of these include:

- 1. Open Campaign.** The players play whatever characters they like. The Judge fits everyone into the overall flow of events by connecting as many minor events as possible with the main adventure.
- 2. Cops vs. Robbers.** The Judge uses the gang war as a background for the law-enforcing actions of the players. The players try to break up both gangs and close down the brewery as the war runs its course.
- 3. Gang War.** The players side with the O'Connor gang and try to “take over” bootlegging operations in the First Ward. The campaign ends when one of the gangs is put out of business or police raids close down their operations.
- 4. Individual Scenarios.** When the players get together, each takes the part of one or more of the given characters. The adventure is played out under the direction of the Judge. Win, lose, or draw, the players go on to the next event in the gang war, possibly playing on the opposite side next time! The Judge plays other NPCs as needed, controls how fast the “war” develops, keeps track of who survives, and decides if replacement characters are needed.

Regardless of how the campaign is set up, the Judge must be flexible enough to allow for player actions. *Forcing an adventure to a pre-set conclusion is a sign of a poor judge.* Part of the fun of this campaign is creating a special history for Lakefront City. Thus, the Judge should use the outlined scenarios as guidelines only—the final outcome may well be unexpected!

Welcome to Lakefront City!

Lakefront City is a sprawling, brawling metropolis located on the shores of one of the Great Lakes somewhere in the American Midwest. The city has a population of 2,100,000.

The Mayor. Lakefront City is dominated by its colorful mayor, **William “Big Bill” Johnson**. Big Bill, a Republican, won the election in November, 1920, by capturing 54.8% of the vote against Democratic opponent, **Walter Richardson**. Johnson had earlier defeated Republican reformer **Jonas Upton** in the primary campaign.

Big Bill ran on the slogan, “Lakefront City: A Wide Open Town!” He says the slogan means that he favors business expansion and increased prosperity for all.

The City Council. Lakefront City Council is composed of 56 councilmen (two from each ward) and 3 councilmen-at-large (elected by all wards). All council members are elected for 4-year terms, with the elections staggered so that only half the council is up for re-election in any given election year. Big Bill swept 18 Republican councilmen and 2 councilmen-at-large into office with him, giving his party a big 32-37 majority. However, five of the Republican councilmen are staunch reformers, and could prove troublesome to the mayor.

The First Ward. Lakefront City is divided into 28 smaller areas (called wards) for administrative purposes. Each ward has a ward boss, who controls his party's political organization in the ward. The Republican boss of the First Ward is **Mike Harrigan**.

Police Department. The police are organized as described in Part I (p. 13). The local police station is the 12th Precinct Headquarters and its highest ranking official is “**Billy**” **Brown**, the Captain of Police.

The FBI. The ranking agent here is **Tom Snow**, the field supervisor. There is also a “special-agent-in-charge” responsible for all of Lakefront City.

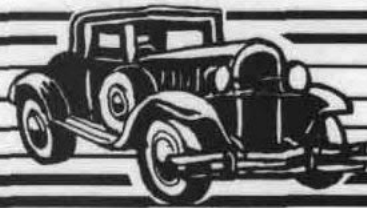
Department of Prohibition. This department is undermanned in the First Ward, having only two agents who report to **Mario Antonelli**, the District Commissioner (unless the Judge wants to add more).

Detective Agencies. Both the widespread Burns and Pinkerton Detective Agencies have offices in Lakefront City. Independent investigators can rent office space in the Preston or the Spear's building on the Block Map.

Crime Lab Facilities. Official crime laboratories have not been organized yet. The Police and FBI both use the Lakefront University Criminal Laboratory when necessary. Unless a character with higher skill is using these facilities, there is a base chance for successful analysis (see **Lab Table**).

Lakefront City Crime Lab Table

Art Expertise	25	Counterfeit Detection	40
Ballistics	60	Graphology	30
Chemical Analysis	50	Fingerprinting	40



Newspapers. There are three major daily papers in Lakefront City. The *Herald Examiner* is an independent newspaper with the lowest circulation of the three. It refused to support either candidate in the last mayoral campaign. The *City Star* is technically an independent paper, but its management has close ties to the Democratic leadership in the city. The biggest paper, the *Lakefront City Tribune* has both a morning and an evening edition. It endorsed Big Bill as the lesser of two evils, and favors the Republican party opinion on most issues.

Local Business. The incomes of the local businesses, including the amount of cash they have on hand and how much "protection" money they pay the Tolino mob, are given in a special table at the end of Chapter 4.

Crime. Prohibition has just started, and many small syndicates are struggling for a piece of the bootlegging action. The front runner is **Joe "The Boss" Massere**, who has a strong position due to his control over profitable gambling and organized theft operations. However, there are many newer gangsters who want to challenge Joe the Boss as soon as they secure their own holdings. **Al Tolino** and **Dion O'Connor** are two such gangsters. Both are trying to set up a bootleg monopoly in the First Ward. Insiders say Massere is happy to let Tolino and O'Connor fight; as long as they're busy, they won't be thinking about them.

In addition to organized crime, Lakefront City has many freelance criminals and specialists. The infamous **Cody Powers** and his gang—professional bank robbers who work across several states—are also somewhat near Lakefront City.

Information Key

NPC information in all the following chapters is given as follows:

Name—profession (age, ethnic background)

Level and Class

Skills (if any)

Arrest Record (if any)

Ability Scores

History or Character Traits

Weapons (if any)

Valuables Carried

Vehicle Owned (if any)

Ability scores are abbreviated as follows:

MS = Muscle

AG = Agility

OB = Observation

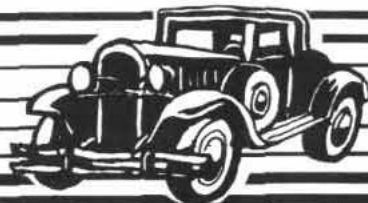
HP = Hit Points

DR = Driving

PR = Presence

LK = Luck





Chapter 2: Politics, Law & Order

The Lakefront City Political Administration

The following are a few of the more important politicians and administrators in Lakefront City. There are, of course, many more who are not named.

William "Big Bill" Johnson—mayor (age 52, Assimilated)

Level 10 Politician.

Skills: Public Speaking 90

MS = 26, AG = 63, OB = 44, DR = 54, PR = 10, LK = 41, HP = 14

Big Bill is a Republican who made his fortune in cattle ranching out west and in building contracts in Lakefront City. Rumor says he is not completely honest. He has let the syndicates thrive in the first months of his administration.

Carries: \$100 in his wallet

Owns: 1921 Cadillac Sedan.

Robert Steale—city attorney (age 47, Assimilated)

Level 8 Politician.

Skills: Law Degree 83.

MS = 84, AG = 99, OB = 94, DR = 97, PR = 6, LK = 48, HP = 24

Bob has made his fortune by advising Big Bill. He now holds the job of City Attorney. He advises the mayor on legal matters and represents the city in court.

Carries: \$30 in his wallet.

Owns: 1921 Packard Phaeton Sedan

Dan Garrett—chief of police (age 54, Assimilated)

Level 10 Policeman.

Skills: Wiretapping 83; Graphology 62; Boxing 96; Counterfeit Detection 55.

MS = 100, AG = 70, OB = 37, DR = 54, PR = 8, LK = 02, HP = 22

Dan is a big, tough, allegedly mean cop who worked his way up through the ranks. He is often charged with corruption, but no charges have ever been proven. Garrett usually tolerates bootleggers, but can't stand thieves.

Carries: \$30 in his wallet.

Joseph DeMotte—Democratic councilmen-at-large (age 42, Assimilated)

Level 5 Politician.

MS = 70, AG = 30, OB = 12, DR = 21, PR = 10, LK = 17, HP = 15

Anthony Santini—Republican councilmen-at-large (age 33, Italian)

MS = 77, AG = 54, OB = 82, DR = 68, PR = 6, LK = 44, HP = 19

David Cohen—councilman, 1st ward (age 38, Jewish)

Level 3 Politician.

MS = 29, AG = 59, OB = 91, DR = 75, PR = 7, LK = 40, HP = 14

Pat Flannigan—councilman, 1st ward (age 53, Irish)

Level 3 Politician.

MS = 92, AG = 85, OB = 90, DR = 88, PR = 8, LK = 29, HP = 23

Saul Gutzmann—1st ward Democratic boss (age 62, Jewish)

Level 4 Politician.

MS = 54, AG = 76, OB = 51, DR = 64, PR = 6, LK = 35, HP = 18

Mike Harrigan—1st ward Republican boss

SEE *Harrigan's Speakeasy*

The Lakefront City Legal System

Elias Upton—judge (age 63, Assimilated)

Level 8 Lawyer

Skills: Law Degree 75.

MS = 45, AG = 54, OB = 68, DR = 61, PR = 8, LK = 23, HP = 15

Jonas Cassavetes—district attorney (age 44, Assimilated)

Level 10 Lawyer.

Skills: Law Degree 90.

MS = 71, AG = 25, OB = 79, DR = 52, PR = 9, LK = 20, HP = 15

William Morris—U.S. Attorney—Federal court (age 39, Assimilated)

Level 7 Lawyer.

Skills: Law Degree 81.

MS = 24, AG = 62, OB = 86, DR = 74, PR = 5, LK = 14, HP = 14

Steve Jolson—lawyer (age 35, Assimilated)

Level 3 Lawyer.

SKILLS: Law Degree 79.

MS = 45, AG = 77, OB = 90, DR = 84, PR = 7, LK = 32, HP = 18

Steve is the lawyer for the O'Connor gang. His specialty is criminal law. He joined when he realized a dishonest lawyer can make much more money than an honest one in Lakefront City.

Robert Little—lawyer (age 37, English)

Level 3 Lawyer.

Skills: Law Degree 60.

MS = 61, AG = 26, OB = 82, DR = 54, PR = 8, LK = 04, HP = 14

Robert is the lawyer for the Tolino Mob. He became completely crooked after his regular practice failed. His office is in the Preston Building.

Weapons: .38 revolver kept in his desk drawer.

Carries: \$30 in his wallet, keeps \$1,000 in his safe.

Owns: 1921 Lagonda Rapide Sport Touring Car.

John Samson—lawyer (age 32, English)

Level 3 Lawyer.

Skills: Law Degree 74.

MS = 37, AG = 39, OB = 98, DR = 69, PR = 9, LK = 07, HP = 13

John is an independent defense lawyer who specializes in criminal cases. He will not usually take a case unless he is fairly sure that his client is innocent. He is honest and hates bribes and threats of violence. His office is in the Spear's Building.



Carries: \$20 in his wallet.
Owns: 1920 Ford Model T Coupe.

The Police Department, First Ward

William "Billy" Brown—police captain (age 46 Assimilated)
Level 6 Police Officer.
Skills: Shadowing 50, Counterfeit Detection 83.
MS = 88, AG = 86, OB = 94, DR = 90, PR = 10, LK = 38, HP = 23
"Billy" Brown is well loved by his men. In return he is devoted to their welfare, even over his desire to catch crooks. He dislikes the large amount of corruption in the police force, but feels he can best change the situation "from the inside."
Weapons: .38 revolver in a belt holster.
Carries: \$30 in his wallet.
Owns: Vauxhall Sedan.

George Lewis—police lieutenant (age 32, Assimilated)
Level 5 Police Officer.
Skills: Fingerprinting 62, Chemical Analysis 72.
MS = 67, AG = 51, OB = 56, DR = 54, PR = 7, LK = 44, HP = 17
George is a hard-working law officer who doggedly pursues most criminals. He is willing to overlook bootlegging and gambling, however, which he does not consider truly criminal activities.
Weapons: .38 revolver in a belt holster.
Carries: \$20 in his wallet.
Owns: 1919 Model T Ford Coupe.

Jimmy Harrigan—police sergeant (age 44, Irish)
Level 4 Police Officer.
Skills: Stealth 54, Ballistics 83.
MS = 58, AG = 55, OB = 64, DR = 60, PR = 7, LK = 46, HP = 17
Jimmy is the brother of ward boss **Mike Harrigan**. He owes his job to his brother, and is Mike's informant inside the police department. He is corrupt and takes bribes from both the Tolino Mob and the O'Connor gang.
Weapons: .38 revolver in a belt holster.
Carries: \$50 in his wallet.
Owns: 1921 Dupont Speedster Coupe.

Luigi Vespacci—patrolman, car patrol (age 27, Italian)
Level 3 Police Officer.
Skills: Shadowing 51, Boxing 74.
MU = 86, AG = 79, OB = 72, DR = 76, PR = 6, LK = 13, HP = 22
Luigi is a second generation Italian-American. He is a dedicated policeman who believes he is doing a necessary job to the best of his ability. Recently, however, the edge has worn off his idealism, as he has seen too much corruption in official circles. Luigi and his partner **Gus Peterson** patrol the Block Map area (along with several other blocks) in a police car. If an alarm is sounded, they will probably be the first police officers on the scene.
Weapons: .38 revolver in a belt holster.
Carries: \$10 in his wallet.

Tony Marcini—master patrolman, homicide (age 28, Italian)
Level 3 Police Officer.
Skills: Fingerprinting 75, Graphology 68.
MS = 74, AG = 62, OB = 83, DR = 73, PR = 7, LK = 16, HP = 21
Tony is a third generation Italian-American. He has recently been transferred to Homicide and works with detective **John Wright**. He is a determined investigator who pays careful attention to detail. By personally examining every bit of evidence, he can usually solve the most baffling case.
Weapon: .45 automatic in a shoulder holster.
Carries: \$10 in his wallet.

When they need a car, the two use a 1920 Dusenbergs Sedan.

John Wright—police detective (age 29, Assimilated)
Level 4 Police Officer.
Skills: Fingerprinting 38, Chemical Analysis 91.
MS = 64, AG = 76, OB = 99, DR = 88, PR = 9, LK = 31, HP = 19
John is a brilliant detective who prefers intuition and logical deduction to the steady collection of physical evidence. In the past, John has solved several celebrated murder cases. He and **Tony Marcini** make an excellent team.
Weapons: .45 automatic in a shoulder holster.
Carries: \$20 in his wallet.

Gus Peterson—patrolman, car patrol (age 28, Assimilated)
Level 2 Police Officer.
Skills: Fingerprinting 89.
MS = 61, AG = 72, OB = 57, DR = 65, PR = 5, LK = 26, HP = 19
Gus was once an honest policeman, but he has gone crooked. He takes payoffs and tries to convince his partner **Luigi Vespacci** to ignore bootlegging as a "harmless" crime.
Weapons: .38 revolver in a belt holster.
Carries: \$30 in his wallet.

Patrol Car: Buick Model 21-47 Sedan, driven by Luigi. The officers usually have a shotgun in the car. If the Judge thinks it necessary, they may also have a Thompson submachine gun.

John Franklin—beat patrolman (age 24, Assimilated)
Level 2 Police Officer.
Skills: Shadowing 83.
MS = 66, AG = 86, OB = 73, DR = 80, PR = 7, LK = 08, HP = 21
John Franklin is in charge of the beat that includes the Block Map area. He is now showing rookie **Kevin O'Donnell** around the beat. John is conscientious and honest. He hates the fact that many local criminals have political connections that prevent him from stopping their activities.
Weapons: .38 revolver in a belt holster.
Carries: \$10 in his wallet.

Kevin O'Donnell—rookie (age 21, Irish)
Level 1 Police Officer.
Skills: Fingerprinting 59.
MS = 82, AG = 68, OB = 67, DR = 68, PR = 3, LK = 50, HP = 19



Kevin is a second generation Irish-American. He has just joined the force. He has the makings of a good policeman, if he can learn to control his temper.

Weapons: .38 revolver in a belt holster.

Carries: Change only.

The FBI

Matt Jackson—special agent in charge (age 43, Assimilated)
Level 10 FBI Agent.

Skills: Fingerprinting 94, Wiretapping 75, Graphology 71, Ballistics 63, Martial Arts 71.

MS = 86, AG = 92, OB = 94, DR = 93, PR = 9, LK = 22, HP = 23

Matt is an ace FBI agent with an excellent record of arrests. Recently, he has been sent here to lead the local office and upgrade the image of the FBI in Lakefront City.

Weapons: .45 automatic in a shoulder holster.

Carries: \$30 in his wallet.

Tom Snow—field supervisor (age 35, Assimilated)
Level 7 FBI Agent.

Skills: Fingerprinting 83, Ballistics 91, Chemical Analysis 84.

MS = 82, AG = 94, OB = 95, DR = 95, PR = 7, LK = 27, HP = 23

Tom is the direct superior of player character FBI agents. He is an expert criminologist with a Masters Degree in Chemistry.

Weapons: .38 revolver in his coat pocket.

Carries: \$10 in his wallet.

Ben White—special agent (age 28, Assimilated)
Level 3 FBI Agent.

Skills: Wiretapping 79, Disguise 95.

MS = 76, AG = 89, OB = 91, DR = 90, PR = 9, LK = 39, HP = 22

Ben has worked in Lakefront City for the past two years, most of it in the First Ward. He is dedicated, but not ambitious. He prefers to remain unknown, as fame would lessen his effectiveness undercover.

Weapons: .45 automatic in a shoulder holster.

Carries: \$10 in wallet.

Bob Clark—special agent (age 27, Assimilated)
Level 2 FBI Agent.

Skills: Stealth 86.

MS = 79, AG = 86, OB = 84, DR = 85, PR = 7, LK = 19, HP = 22

Bob is the partner of **Ben White**. He is more flamboyant than his partner, and is perfectly willing to take the credit if the two of them break a big case.

Weapons: .45 automatic in a shoulder holster.

Carries: \$10 in his wallet.

The FBI have a number of cars for use including:

1921 Chevrolet Sedan, 1920 Dusenberg Touring Car.

The Judge may also give them shotguns or a Thompson submachine gun for special assignments if desired.

The Bureau of Prohibition

Mario Antonelli—District Commissioner (age 46, Italian)
Level 10 Prohibition Agent.

Skills: Stealth 53, Finding Smuggled Goods 83.

MS = 56, AG = 29, OB = 95, DR = 57, PR = 3, LK = 01, HP = 14

Mario is a third generation Italian-American. He was appointed because he swung certain key sections of town to Big Bill Johnson in the last election. The mayor has given him orders "not to interfere too much" with bootlegging. Mario is taking this opportunity to grab as much money as he can.

Weapons: None.

Carries: \$300 in personal jewelry, \$50 in his wallet.

Owns: 1921 Mercedes Benz Sports Coupe.

John Burns—Prohibition Agent (age 29, Assimilated)
Level 3 Prohibition Agent.

Skills: Shadowing 62, Finding Smuggled Goods 75.

MS = 52, AG = 67, OB = 57, DR = 62, PR = 6, LK = 17, HP = 17

John is a dedicated, honest man. He knows all about the policy set by his boss Antonelli, but refuses to accept it. He will stop bootlegging whenever and wherever he can. His actions have already led to several arguments with Antonelli, and will cause more trouble in the future.

Weapons: .38 revolver in his coat pocket.

Carries: \$10 in his wallet.

Carl Beck—Prohibition agent (age 25, Assimilated)
Level 1 Prohibition Agent.

Skills: Shadowing 82.

MS = 50, AG = 90, OB = 55, DR = 73, PR = 7, LK = 19, HP = 20

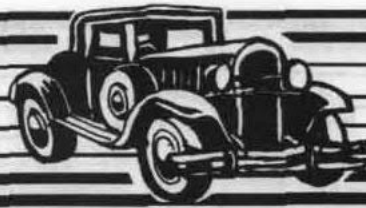
John had to search for a long time to find another Prohibition agent as honest as he is. In Carl he has met his equal. They have recently decided that the only way to improve the situation is to force the removal of **Mario Antonelli**—boss or not, what he is doing is a crime. They are secretly collecting evidence of Mario's illegal activities, which they plan to hand over to the FBI when their file is complete.

Weapons: .45 automatic in a shoulder holster.

Carries: \$10 in his wallet.

The only car the agents have access to is a battered 1915 Model T Ford coupe (Mario will not let them use any of the better agency cars).





Chapter 3: The Shady Side of the Street

The Tolino Mob

"Big Al" Tolino—syndicate boss (age 36, Italian)
Level 6 Criminal.

Skills: Auto Theft 61, Auto Body Work 86, Auto Mechanics 69, Smuggling 71, Public Relations 75.

Record: **Alphonse Tolino**, alias **Al Black**. Arrested for Burglary in April 1903, served 1 year in the State Penitentiary. Arrested for Carrying a Concealed Weapon in December 1905, released with a fine of \$150. Arrested for Auto Theft in March 1915, released for lack of evidence.

MS = 56, AG = 30, OB = 98, DR = 64, PR = 10, LK = 50, HP = 14

Al Tolino came to this country from Naples at age 8. His family was poor and he had little time for formal education. He joined the Red Rabbits, a Lakefront City street gang whose banner was a freshly killed rabbit tied to a pole. Al quickly rose to power in the ranks of the street hoodlums. When the gang split, Al's faction renamed the "Tolino Mob." When Prohibition started, Al was ready. He formed his own syndicate and began to take over crime in the First Ward of Lakefront City. He also started a new youth gang known as "Tolino's Rats."

Al is highly charismatic and even his sworn enemies tend to like him. He is usually calm, but has unpredictable temper flar-ups in which he is likely to become suddenly violent.

Weapons: .38 revolver in a shoulder holster.

Carries: Personal jewelry worth \$500 (a diamond ring and a diamond stickpin), plus \$200 in his wallet.

Vito Lipari—Big Al's bodyguard (age 23, Italian)
Level 1 Criminal.

Skills: Stealth 59.

Record: None.

MS = 53, AG = 88, OB = 34, DR = 61, PR = 4, LK = 17, HP = 20

Vito is a veteran of World War I, where he served as a private, first class. He is unemotional and cool under fire.

Weapons: .45 automatic in a shoulder holster.

Carries: \$50 in his wallet.

"Jerry" Butler—Big Al's driver (age 22, Assimilated)
Level 1 Criminal.

Skills: Shadowing 58.

Record: **Jerome Butler**. No previous record.

MS = 73, AG = 62, OB = 98, DR = 80, PR = 6, LK = 22, HP = 19

Jerry was a private in World War I. He met **Vito Lipari** in the trenches, where they became close friends. He treats crime as a joke or a lark. Jerry is friendly, and is liked by most gang members.

Weapons: 9mm automatic in the glove compartment of the Cadillac.

Carries: \$50 in his wallet.

"Joey the Book" Tolino—second-in-command (age 26, Italian)
Level 3 Criminal.

Skills: Auto Theft 34, Bookmaking 79.

Record: **Joseph Tolino**. Arrested twice for Auto Theft, no convictions.

MS = 30, AG = 49, OB = 77, DR = 58, PR = 4, LK = 15, HP = 13

Joey remained with the Tolino family in Naples until his brother sent for him in 1911. Joey is hardly the master criminal type. He is nervous and paranoid, and tends to see danger everywhere. He is highly dependent on his older brother.

Weapons: two .45 automatics in twin shoulder holsters, a switchblade in one coat pocket, and a blackjack in the other coat pocket.

Carries: \$500 in money belt along with an unset diamond worth \$200. He has used the money in the past to bribe his way out of tight spots.

"Johnny" Volterra—Joey's bodyguard (age 25, Italian)
Level 1 Criminal.

Skills: Auto Theft 60.

Record: **Giovanni Volterra**. Arrested for Assault and Battery—September 1914, given a 3-month suspended sentence. Arrested for Assault and Battery—May 1917, served 6 months in the County Jail. Arrested for Aggravated Assault—July 1920, released for lack of evidence.

MS = 36, AG = 90, OB = 41, DR = 66, PR = 3, LK = 30, HP = 18

Johnny is a second generation Italian-American. He was recruited for the Tolino Mob from Tolino's Rats. He is hotheaded and quick to take insult.

Weapons: .38 automatic in a shoulder holster.

Carries: \$35 in his wallet.

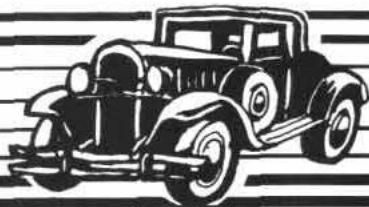
Gino Nitti—mobster (age 24, Italian)
Level 2 Criminal.

Skills: Shadowing 99, Stealth 87.

Record: Alias **"The Ferret."** No previous record.

MS = 56, AG = 63, OB = 54, DR = 59, PR = 5, LK = 34, HP = 17

Gino is a second generation Italian-American. He was a street



punk in Tolino's Rats. Al thought Gino had potential and recruited him for the Tolino Mob. Gino is sneaky and double-dealing. Al, however, once saved his life and Gino is devoted to him. Except for his personal loyalty to Al, Gino is untrustworthy. *Weapons:* .38 revolver in his jacket pocket, blackjack in the other pocket.

Carries: Emerald stickpin worth \$100 and \$50 in his wallet.

Luther Schultze—mobster (age 27, Assimilated)

Level 1 Criminal.

Skills: Lockpicking 62.

Record: None.

MS = 70, AG = 62, OB = 57, DR = 60, PR = 5, LK = 18, HP = 19

Luther was a private in the army in the First World War. When he left the army he drifted into Lakefront City. Here, he became friends with **Gino Nitti**, who recruited him for the Tolino Mob. *Weapons:* .38 revolver in a shoulder holster, blackjack in his coat pocket.

Carries: \$40 in his wallet.

"Sollie" Wiesmann—bookkeeper (age 43, Jewish)

Level 2 Criminal.

Skills: Accounting 94.

Record: **Saul Wiesmann**. Arrested for Embezzlement—June 1902, served 2 years in the State Penitentiary.

MS = 40, AG = 51, OB = 63, DR = 57, PR = 4, LK = 39, HP = 15

Sollie was a bookkeeper at a bank until he was caught stealing funds. He met Al Tolino in prison and they became friends. Sollie is unemotional and unscrupulous. His sole weakness is his love for fine vintage brandy.

Weapons: None.

Carries: \$10 in his wallet.

"Butcher" Bertello—hit man (age 29, Italian)

Level 2 Criminal.

Skills: Shadowing 90, Stealth 61.

Record: **Frank Bertello**. Arrested for Murder—February 1916, released for lack of witnesses. Arrested for Murder—August 1918, released for lack of witnesses. Arrested for Murder—May 1919, released for lack of witnesses.

MS = 86, AG = 99, OB = 75, DR = 88, PR = 8, LK = 23, HP = 22

Frank emigrated to the U.S. from Naples at the age of 18. He worked as a butcher until he lost his job because he drank too much. Though a cold-blooded murderer, he has charm, and few who meet him really believe he has committed all the crimes attributed to him (he has). His drinking has tapered off since he has joined the Tolino Mob. He will not drink when on a "job."

Weapons: .38 revolver in a shoulder holster; on a job he carries a sawed-off shotgun (his favorite weapon) under his coat.

Carries: a diamond ring worth \$200, plus \$100 in his wallet.

The Basque—hit man (age 23, Spanish)

Level 3 Criminal.

Skills: Shadowing 71, Stealth 99, Knife Throwing 88.

Record: **Rodrigo Vitoria**. Wanted for murder in Spain. No arrest record in the U.S.

MS = 53, AG = 88, OB = 64, DR = 76, PR = 4, LK = 49, HP = 18

The Basque fled to the U.S. in 1917, one jump ahead of the Spanish police. In Spain he was a political activist, and took part in several political killings. He is enigmatic and soft spoken, a mysterious figure of death who stalks through the night.

Weapons: Twin throwing knives in a special holster plus a switchblade (small knife) in his pocket. He prefers knives, though he will use a gun if he has to. Throwing knife range is 20' and damage is 5 wounds when thrown.

Carries: \$10 in his wallet.

Maria Volterra—Vito Lipari's gun moll (age 21, Italian)

Level 1 Criminal.

Skills: Pickpocketing 73.

Record: None.

MS = 29, AG = 86, OB = 26, DR = 55, PR = 9, LK = 30, HP = 17

Maria is the sister of **Johnny Volterra**. She is engaged to **Vito Lipari**. Normally she has a sweet (even angelic) disposition, but she will turn into a vengeful fury to protect or avenge Johnny or Vito.

Weapons: .22 revolver in her purse.

Carries: \$30 in her purse.

Sophia Arbella—Big Al's gun moll (age 22, Italian)

Level 1 Criminal.

Skills: Wiretapping 33.

Record: None.

MS = 41, AG = 78, OB = 38, DR = 56, PR = 8, LK = 47, HP = 20

Sophia is Big Al's current girlfriend. She was raised in the Italian slums of Lakefront City. She will do whatever seems necessary to survive and prosper.

Weapons: .22 automatic in her purse.

Carries: Furs and jewels worth \$1500, plus \$200 in her purse.

The Tolino Mob also owns several cars and extra weapons. The cars are:

1921 Cadillac Limousine, 1921 Buick Model 21-47 Sedan, 1920 Chevy Cabriolet (touring car), 1921 Model T Ford coupe.

The weapons are: 1 Thompson submachine gun in Al's Cadillac, 1 Browning Automatic rifle in Joey's Buick, and one shotgun in each of the other cars.

The O'Connor Gang

"Deanie" O'Connor—syndicate boss (age 35, Irish)

Level 5 Criminal.

Skills: Lockpicking 61, Alarm System 81, Smuggling 93, Public Relations 88.

Record: **Dion O'Connor**. Arrested for Burglary—February 1901, received a suspended sentence. Arrested for Breaking and Entering—October 1907, served 30 days in the County Jail. Arrested for Burglary—June 1915, released for lack of evidence.

MS = 77, AG = 46, OB = 62, DR = 54, PR = 9, LK = 06, HP = 18

Deanie is a second generation Irish-American. He was a mem-



ber of the Red Rabbits with Al Tolino. Once, they were friends, but now they are bitter enemies. Deanie is fiery and charismatic. He is a good planner, but rash.

Weapons: .44 revolver in a shoulder holster.

Carries: \$500 in personal jewelry, plus \$200 in his wallet.

"Fingers" O'Malley—second-in-command (age 32, Irish)
Level 4 Criminal.

Skills: Lockpicking 65, Alarm Systems 58, Safecracking 94.

Record: **Joseph O'Malley.** Wanted in the United Kingdom for murder. Arrested for Petty Theft—April 1908, charge dismissed for lack of evidence. Arrested for Burglary—November 1913, served 1 year in the State Penitentiary. Arrested for Burglary—June 1915, released for lack of evidence.

MS = 58, AG = 84, OB = 98, DR = 91, PR = 4, LK = 13, HP = 20

Joe fled Ireland at the age of 16 after killing a British policeman. He is good at following orders, but is no leader. He is fanatically loyal to Deanie.

Weapons: .38 revolver in his coat pocket and a blackjack in the other pocket.

Carries: \$50 in wallet.

O'Connor Gang—6-8 members, either player characters or NPC criminals. One will manage Harrigan's Speakeasy and two will be bouncers there; one will be a bouncer at Velma's Restaurant (bouncers maintain order and throw out undesirable customers).

Cars owned by the O'Connor gang are:

1920 Packard Sedan, 1920 Buick Model 21-47 (touring car).

The O'Connors will also have: 1 Thompson submachine gun and 2 shotguns.

The Cody Powers Gang

Cody Powers—gang leader (age 31, Assimilated)
Level 4 Criminal.

Skills: Auto Theft 79, Alarm Systems 86, Explosives 93.

Record: Arrested for Armed Robbery—October 1915, served 1 year in the Federal Penitentiary. Arrested for Armed Robbery—January 1919, escaped after serving 3 weeks in the State Penitentiary.

MS = 83, AG = 88, OB = 90, DR = 89, PR = 10, LK = 40, HP = 23

Cody is a tough, charismatic leader. However, he suffers from severe headaches. When he has a headache, he becomes mean and insanely self-destructive.

Weapons: two .45 automatics in twin shoulder holsters.

Carries: \$20 in his wallet.

Mack "Lucky" Lamb—gang member (age 30, Assimilated)

Skills: Auto Theft 58, Explosives 79.

Record: **Maxwell Lamb.** Arrested for Armed Robbery—November 1915, served 1 year in the State Penitentiary.

MS = 54, AG = 93, OB = 60, DR = 76, PR = 4, LK = 50, HP = 20

Lucky has nerves of steel. He is Cody Power's closest friend and the gang member who has worked with him longest.

Weapons: Thompson submachine gun.

Carries: \$20 in his wallet.

Bob "Weasel" McKinley—driver (age 28, Assimilated)
Level 2 Criminal.

Skills: Auto Theft 44, Stealth 95.

Record: **Robert McKinley.** Arrested for Auto Theft—June 1914, served 3 months in the County Jail. Arrested for Grand Theft, Auto—December 1915, served 6 months in the Federal Penitentiary.

MS = 34, AG = 92, OB = 89, DR = 91, PR = 2, LK = 24, HP = 18

Bob is a sniveling, unlovable person, but an excellent driver. He has been Cody's driver ever since they met in the State Penitentiary.

Weapons: .38 revolver in his coat pocket.

Carries: \$10 in his wallet.

Paul Sand—FBI undercover agent (age 21, Assimilated)
Skills: Wiretapping 94.

Record: Supposedly arrested for Armed Robbery—July 1920 and sentenced to 6 months in the State Penitentiary. Actually, he was planted in prison, then allowed to escape so he could infiltrate the Cody Powers gang.

MS = 71, AG = 87, OB = 80, DR = 84, PR = 7, LK = 45, HP = 21

Paul's job is to infiltrate the Cody Powers gang, tap any phones they might use, and give advanced warning of their next job. Unfortunately, Cody is extremely suspicious of new gang members and Paul has not had a chance to inform the authorities that Cody plans to rob the First National Bank of Lakefront City. If a fight should start, he will do his best to side with the authorities.

Weapons: two .45 automatics in shoulder holsters.

Carries: \$10 in his wallet.

Jake Malone—gang member (age 24, Irish)
Level 1 Criminal.

Skills: Auto Theft 74.

Record: **Jacob Malone.** Arrested for Armed Robbery—March 1918, served 9 months in the County Jail.

MS = 89, AG = 50, OB = 66, DR = 58, PR = 5, LK = 03, HP = 19

Jake is a second generation Irish-American. He has a fiery temper and is quick to shoot when trouble starts. He is a new gang member.

Weapons: sawed-off shotgun.

Carries: \$20 in his wallet.

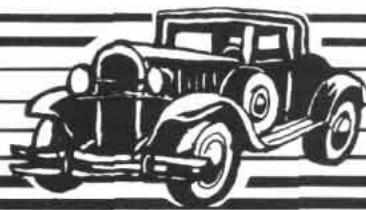
Freelance Criminals

Corinne Dufarge—cat burglar (age 25, French)
Level 3 Criminal.

Skills: Stealth 93, Alarm Systems 97.

MS = 57, AG = 86, OB = 78, DR = 82, PR = 9, LK = 25, HP = 20

Corinne specializes in stealing luxury goods like jewels, and



furs. She is wanted in both France and England. Corinne was born in France and speaks both French and English. In France she is known as "Le Chat" ("The Cat").

Weapons: None.

Mike McGuire—freelance criminal (age 27, Irish)
Level 3 Criminal.

Skills: Lockpicking 87, Stealth 90, Explosives 73.

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

Mike was a member of the Irish Republican Army. He came to this country after he was outlawed for killing a British soldier. Since then he has turned his skills toward robbery. He is available for hire, and often works with **Corinne Dufarge**.

Weapons: .38 revolver in his coat pocket.

"Tommy" Bathory—freelance criminal (age 22, Hungarian)
Level 2 Criminal.

Skills: Pickpocketing 94, Stealth 82.

Record: **Thomas Bathory**, alias **"Tommy Gun" Bathory**. No previous record.

MS = 73, AG = 90, OB = 58, DR = 74, PR = 7, LK = 34, HP = 22

Tommy is a second generation Hungarian-American. He was a World War I hero who made sergeant. He learned to use the Thompson submachine gun in the trenches. In the war he became a killer with no conscience.

Weapons: .45 automatic tucked into his belt; Tommy gun in a violin case when out on a job.

Carries: \$300 in personal jewelry, \$50 in his wallet.

"Laddy Williams"—freelance criminal (age 21, Polish)
Level 1 Criminal.

Skills: Shadowing 74.

Record: **Ladislav Wujakowski**. Arrested for Petty Theft—December 1918, served 60 days in the County Jail. Arrested for Murder—March 1920, released due to lack of witnesses.

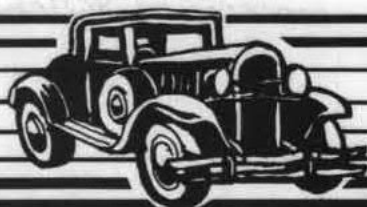
MS = 33, AG = 93, OB = 68, DR = 81, PR = 5, LK = 49, HP = 18

Ladislav uses the name Laddy Williams because it "sounds more American." Laddy is a second generation Polish-American. He is friendly and loyal. He and **Tommy Bathory** often work as partners and prefer to work together if hired.

Weapons: two .38 automatics in twin shoulder holsters; sawed-off shotgun.

Carries: \$50 in his wallet.





Chapter 4: Places to Go, People to See. . .

Key to the Block Map

Details of each business on the Block Map are given in this section, along with information about NPCs likely to be found there. All the descriptions of businesses in one block are given together. The first block, which contains the headquarters for the O'Connor gang, is located in the southeast corner of the Block Map.

Harrigan's Speakeasy

Tavern-5 seating units

Harrigan's Speakeasy is owned by Republican ward boss Mike Harrigan, but managed by the O'Connor gang. Along with Velma's Restaurant, Harrigan's is the center of the gang's operations. Mike Harrigan pays no protection to the O'Connor gang.

Mike Harrigan—Republican First Ward boss and owner of Harrigan's (age 54, Irish)

Level 4 Politician.

Skills: Public Speaking 87, Gambling 68, Public Relations 93.

Record: None.

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

Mike Harrigan emigrated to the U.S. at the age of 19. He appears to be a coarse, likable Irishman, even something of a buffon. His public image is a front—actually he is ruthless and highly capable. He has controlled the First Ward for over 10 years. When Prohibition started, Mike turned a cafe he owned into a speakeasy. The Tolinos are blocking his plans to expand, however, so he is letting the O'Connor gang do his dirty work for him.

Weapons: None.

Carries: personal jewelry worth \$200, \$50 in his wallet.

Owns: 1921 Dusenber Sedan.

Johnny Harrigan—his father's chauffeur and bodyguard (age 24, Irish)

Level 1 Politician.

Skills: Public Speaking 86.

Record: None.

MS = 32, AG = 90, OB = 79, DR = 85, PR = 6, LK = 15, HP = 18

Johnny is a second generation Irish-American. He is a veteran of World War I. Outside, he is friendly, but inside he is as ruthless as his father. His father is teaching him the fine points of political control and Johnny hopes to follow in his father's footsteps.

Weapons: two .45 automatics in twin shoulder holsters.

Carries: \$20 in his wallet.

Owns: 1919 Mercedes Benz Sport Coupe.

Player Characters or NPC Bouncers and Manager

The O'Connor gang member with the highest total of Presence

plus level will be the manager of Harrigan's. Of the rest, the two with the greatest number of hit points will become bouncers. Ties are won by player characters, or by rolling a die, with the highest roll getting the position. The manager will be paid a salary of \$150 a week, the bouncers will be paid \$30 a week each. Salaries do not count toward experience.

John O'Rourke—bartender (age 31, Irish)

Level 1 Criminal

Skills: Stealth 30.

Record: None.

MS = 64, AG = 77, OB = 34, DR = 56, PR = 5, LK = 32, HP = 20

John is a third generation Irish American. He is Fingers





O'Malley's brother-in-law. John is torn between his dislike of all criminal activity and his strong family ties. He is a sympathetic listener; always willing to hear another person's troubles without giving unwelcome advice.

Weapons: a bung starter (a type of wooden hammer—treat as a wooden club) kept under the bar.

Carries: \$20 in his wallet.

Fanucci's Fruits & Vegetables

Average Store

Fanucci's is a family owned store with a cash register and a safe. Fanucci pays the Tolino Mob \$20 a week for protection.

Alberto Fanucci—owner and operator (age 46, Italian)
Level 1 Businessman.

MS = 40, AG = 43, OB = 82, DR = 63, PR = 5, LK = 27, HP = 14

Alberto emigrated from Rome at the age of 23. In Italy, he worked in his family's grocery store. When he first came to this country he was energetic and worked hard, but he has gradually become lazier. He now relies on his daughter to run the store.

Carries: \$10 in his wallet.

Maria Fanucci—store clerk (age 22, Italian)
Level 2 Worker.

MS = 15, AG = 29, OB = 95, DR = 62, PR = 7, LK = 28, HP = 10

Maria is a second generation Italian-American. She is hard-working and self-reliant. Without her, the store would soon go broke.

Carries: \$10 in her purse.

Julio Fanucci—part-time employee (age 15, Italian)
Level 1 Worker.

MS = 64, AG = 57, OB = 39, DR = 48, PR = 5, LK = 29, HP = 18

Julio is Maria's brother. He does the heavier work, such as unloading, that Maria is not strong enough to do. Like Maria, he is a serious worker. Julio plans to leave school soon to work in the store full time.

Carries: change only.

Velma's Restaurant

Average Business

Velma's Restaurant is very popular. Because Velma is a good friend of ward boss Harrigan, she supports the O'Connor attempt to take over the Tolino operations. Velma pays no protection money. In fact, an O'Connor gang member works as a waiter and bouncer in her restaurant in case of trouble with the Tolinos, who have demanded payment. (The bouncer is the O'Connor gang member with the 3rd highest number of hit points, and will be paid \$50 a week.) Velma's has a cash register and a safe.

Velma Douglas—owner and operator (age 30, Assimilated)
Level 2 Businesswoman.

MS = 50, AG = 75, OB = 94, DR = 85, PR = 9, LK = 33, HP = 18

Velma was raised in the Appalachian Mountains but left for the big city when she was 16. Velma is a hard-headed business woman. She has worked hard to own her own business and intends to make it a success. Her restaurant and delicatessen have already acquired a reputation for good food at reasonable prices.

Carries: \$20 in her purse.

Owns: 1919 Model T Ford (3 passenger coupe).

Bouncer—Player character or NPC

Brigit O'Malley—waitress (age 16, Irish)
Level 1 Worker.

MS = 54, AG = 50, OB = 13, DR = 32, PR = 7, LK = 09, HP = 16

Brigit is **Fingers O'Malley's** daughter by his first wife (who died in Ireland). She is kindly and usually has a sweet disposition. Brigit seldom loses her temper, but if she does—watch out! She is very protective of her family and friends.

Carries: change only.

Alice Gordon—cook (age 57, Assimilated)
Level 2 Worker.

MS = 62, AG = 76, OB = 70, DR = 73, PR = 2, LK = 40, HP = 18

Alice is a tough old lady with a mean disposition toward everyone except Velma, who is her friend. Alice's excellent cooking more than makes up for her meanness. However, she is very sensitive about her cooking and has been known to attack customers who insult it with a rolling pin.

Weapons: rolling pin (sometimes)—treat as a wooden club.

Carries: \$10 in her purse.

Hessel's Furriers

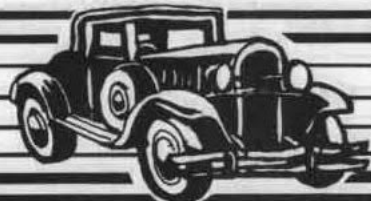
Luxury Store

Hessel's Furriers is a prestigious fur store. It has a cash register, but no safe. Each morning at 9:30, William Hessel takes out cash from the First National Bank. Each afternoon at 4:30, he deposits the contents of the cash register. For these trips, he has hired *Nick Woznac*, private investigator, as a guard. If a robbery is attempted, Hessel will have $1d10 \times \$100$, but the morning trip should be reduced by $1d10 \times \$5$. Hessel pays the Tolino Mob \$40 a week protection money.

William Hessel—owner and operator (age 48, Assimilated)
Level 3 Businessman.

MS = 37, AG = 48, OB = 99, DR = 74, PR = 5, LK = 13, HP = 14

William is a dour, conservative Republican who insists on being called William, never Bill. He dislikes the present city administration but usually keeps silent about it. William pays protection to the Tolino Mob, and if robbed he will loudly complain to them, demanding that they capture the culprit. He will offer 10% of the value of the stolen goods as a reward, provided the thief is arrested and sentenced, or taken care of in some other suitable way. He also



tries to remain friendly with ward boss Harrigan (who has convinced Hessel that he secretly agrees with Hessel's views).

Carries: \$30 in his wallet.

Owens: 1920 Buick Model K-46 Coupe.

Frank Smith—assistant (age 39, Assimilated)

Level 2 Worker.

MS = 54, AG = 40, OB = 17, DR = 29, PR = 9, LK = 04, HP = 15

Frank relies on charm to sell furs. He has a photographic memory and remembers the names and personal details of regular customers. He often pretends to be far richer than he really is, and can be bribed if the money is right.

Carries: personal jewelry worth \$300, and \$40 in his wallet.

Nick Woczak—private investigator (age 25, Slavic)

Level 1 Private Investigator.

MS = 88, AG = 77, OB = 87, DR = 83, PR = 3, LK = 33, HP = 22

Nick is a second generation Slavic-American and an independent private investigator. He was once on the Lakefront City police force, but found that he did not take orders very well. He soon quit to go into business for himself. He is tough and dependable, though not particularly likable. Every Monday through Friday at 9:30 and 4:30 pm he escorts William Hessel to the bank. For this service, Nick is paid \$10 a week.

Weapons: .45 automatic in a shoulder holster.

Carries: \$20 in his wallet.

Stevenson's Machine Shop

Average Business

Stevenson's shop makes machine parts for other businesses. It has no cash register, but does have a safe. Carl Stevenson refuses to pay protection. (Unknown to both syndicates, Carl's sons have brought back four German rifles and 100 rounds of ammunition from their service in the war. These are kept handy in the shop—Carl is expecting trouble and intends to deal with it.)

Carl Stevenson—owner and operator (age 48, Assimilated)

Level 2 Businessman.

MS = 97, AG = 59, OB = 42, DR = 51, PR = 10, LK = 46, HP = 21

Carl is a kindly man, well loved by friends, family, and workers. When criminals try to push him around, however, his mild manners disappear. He hates the way that criminals have taken over much of Lakefront City and absolutely refuses to give in to them. If the police cannot or will not help him he is ready to take the law into his own hands.

All three of Stevenson's sons fought in World War I. His eldest son, Carl Jr., was killed in action. Knowing how hard it is for veterans to find jobs, Carl will only hire ex-soldiers. Carl treats them fairly, with respect, and—whenever possible—shares the profits of the shop with them. In return, his workers look at him as a second father and are completely devoted to him.

Weapons: .38 revolver kept in his desk drawer.

Carries: \$30 in his wallet.

Owens: 1920 Maxwell Touring Car.

Jim Stevenson—foreman (age 24, Assimilated)

Level 2 Worker.

MS = 88, AG = 99, OB = 52, DR = 76, PR = 8, LK = 40, HP = 24

Jim is Carl's youngest son. He was a sergeant in World War I and was decorated for bravery under fire. Jim is out-going and can think quickly—a natural leader. He prefers to settle problems without violence, but will act quickly if violence breaks out. His best friend is Ed Stoner, another worker, who was his corporal in the war.

Weapons: .45 revolver (his service revolver) kept in his pocket (until the trouble between his father and the Tolino Mob is over).

Carries: \$20 in his wallet.

Owens: 1914 Buick Model 24 Roadster (2 passenger coupe).

Dave Stevenson—worker (age 25, Assimilated)

Level 1 Worker.

MS = 70, AG = 77, OB = 42, DR = 60, PR = 4, LK = 38, HP = 22

Dave is Carl's second oldest son. He is aggressive and forceful. Once, already, he has fought (and beaten up) Johnny Volterra when Johnny came to demand protection money.

Carries: \$10 in his wallet.

Ed Stoner—worker (age 23, Assimilated)

Level 1 Worker.

MS = 75, AG = 59, OB = 37, DR = 48, PR = 5, LK = 26, HP = 19

Ed was a corporal in World War I. He is very pleasant, even-tempered, and easy-going. Ed is also extremely loyal to his friend Jim.

Mark Cameron—worker (age 26, Assimilated)

Level 1 Worker.

MS = 42, AG = 83, OB = 20, DR = 52, PR = 1, LK = 23, HP = 18

Mark was a sniper in World War I. He is quiet, but deadly—a difficult man to like. Mark's only close friend is Dave Stevenson. He and Dave served together in the same platoon during the war.

Carries: \$10 in his wallet.

Mike Mitchell—worker (age 32, Assimilated)

Level 1 Worker.

MS = 83, AG = 45, OB = 35, DR = 40, PR = 5, LK = 10, HP = 18

Mike is a serious worker who hates criminals and all they represent. Mike is also a war veteran, and served as a private, first class in World War I.

Carries: \$10 in his wallet.

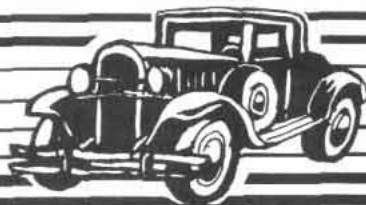
Harry Maxwell—worker (age 27, Assimilated)

Level 1 Worker.

MS = 58, AG = 46, OB = 64, DR = 50, PR = 2, LK = 40, HP = 16

Harry was a mechanic in World War I. His calm exterior hides a barely controlled temper that is likely to erupt if he is pushed too far.

Carries: \$10 in his wallet.



Pitzer's News Corner

Average Store

Pitzer's News Corner can be a good source of information. It has a cash register, but no safe. Jack Pitzer pays the Tolino Mob \$20 a week for protection.

Jack Pitzer—owner and operator (age 48, German)
Level 1 Businessman.

MS = 26, AG = 58, OB = 87, DR = 73, PR = 6, LK = 12, HP = 14

Jack is second generation German-American. He is very friendly, always willing to talk about what's happening in the city. He is a good source of general information, since many people pass through his store each day.

Carries: \$10 in his wallet.

Alice Pitzer—worker (age 41, German)
Level 1 Worker.

MS = 42, AG = 47, OB = 72, DR = 60, PR = 2, LK = 06, HP = 14

Alice is Jack's wife. She is also a second generation German-American. She only works in the store when her husband cannot and she hates it. She is likely to be unfriendly when working.

Carries: change only.



The Lexington Hotel

Large Store

The Lexington Hotel is actually owned by the Tolino Mob, though ownership is hidden behind a number of dummy companies. The Lexington is classed as a Large Store and has a cash register and a safe. Often, an upstairs room is used for high-stakes poker game set up by the Tolino Mob. Naturally, the hotel pays no protection.

James Holbeam—manager (age 53, Assimilated)
Level 1 Businessman.

MS = 64, AG = 11, OB = 82, DR = 47, PR = 8, LK = 18, HP = 13

James used to be the owner of the Lexington, but he played in the high-stakes poker game once too often and lost the hotel to the Tolino Mob. He hates the idea of his hotel being owned by criminals but is afraid to do anything about it. James appears pleasant and easy-going, but sometimes the stress he is under shows. Since losing the hotel, he has become a secret drinker and keeps a bottle in his filing cabinet.

Carries: \$10 in his wallet.

Lance Terrell—house detective (age 32, Assimilated)
Skills: Wiretapping 74.

MS = 79, AG = 93, OB = 77, DR = 85, PR = 7, LK = 27, HP = 23

The Terrells have been in the U.S. Since 1858. Lance is an ex-policeman who was fired from the force in one of the rare clean-ups of police corruption in Lakefront City. After he was fired from the force, he somehow got a private investigator's license, but wasn't very successful. He is now a house detective on the To-

lino payroll. He keeps undesirables out of the poker game and reports anything of interest to the Tolino Mob.

As a sideline, he has tapped most of the hotel phones, and sometimes blackmails indiscreet guests. Only James Holbeam, the manager, knows about Lance's illegal activities. James is afraid to expose Lance because it might anger the Tolino Mob, and because it would bring the hotel bad publicity. Lance is outwardly cheerful and pleasant. Inwardly he is mean, deceitful, and conniving.

Weapons: .38 revolver in his pocket.

Carries: \$30 in his wallet.

Owns: 1920 Packard Sedan.

Gary Wellmann—desk clerk (age 45, Assimilated)
Level 1 Worker

MS = 41, AG = 07, OB = 57, DR = 32, PR = 6, LK = 47, HP = 10

Gary is talkative and well-meaning. He tries his best to be helpful. He knows about the poker game but doesn't think poker is a serious crime.

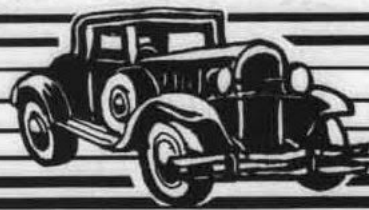
Carries: \$10 in his wallet.

Jimmy Smith—bellboy (age 17, Assimilated)
Level 1 Worker.

MS = 55, AG = 31, OB = 13, DR = 22, PR = 3, LK = 28, HP = 14

Jimmy is a practical joker with a warped sense of humor. He is also lazy and spiteful.

Carries: change only.



Holly Samuels—maid (age 27, Assimilated)

Level 1 Worker.

MS = 72, AG = 44, OB = 41, DR = 43, PR = 3, LK = 03, HP = 16

Holly is a spinster who is looking for a husband. She is industrious and hard-working.

Carries: \$10 in her purse.

Agnes Smith—maid (age 40, Assimilated)

Level 2 Worker.

MS = 27, AG = 30, OB = 05, DR = 18, PR = 5, LK = 13, HP = 11

Agnes is Jimmy's mother. She works hard to keep her family together despite many problems.

Carries: \$10 in her purse.

Jack Smith—maintenance man (age 44, Assimilated)

Level 1 Worker.

MS = 64, AG = 30, OB = 61, DR = 46, PR = 3, LK = 48, HP = 15

Jack is Jimmy's father and Agne's husband. He is often drunk. When sober he is pleasant, but drink turns him mean.

Carries: change only.

G.C. Hurley's Five & Dime

Large Store

Hurley's is one of the more popular "Five-and-Dime" stores in Lakefront City. It has three cash registers and a safe. George Hurley pays the Tolino Mob \$40 a week for protection.

George Hurley, Jr.—owner and operator (age 38, English)

Level 3 Businessman.

MS = 41, AG = 50, OB = 38, DR = 44, PR = 6, LK = 38, HP = 15

George Hurley is the son of George Clarence Hurley, founder of the store. George Junior is ambitious and would build a chain of stores if he could raise the money. He doesn't like paying money to the Tolino Mob just to be able to do business. He will help elect any official who would put a stop to the protection racket.

Carries: \$30 in his wallet.

Owns: 1921 Studebaker Sedan.

Mary Fitzgerald—salesgirl (age 21, Assimilated)

Level 1 Worker.

MS = 32, AG = 54, OB = 47, DR = 51, PR = 8, LK = 03, HP = 14

Mary is a third generation Irish-American. She is fiery and fun-loving, a typical "flapper."

Carries: change only.

Matilda Jones—salesgirl (age 23, Assimilated)

Level 1 Worker.

MS = 02, AG = 20, OB = 60, DR = 40, PR = 8, LK = 36, HP = 8

Matilda is rather frail and shy, but attractive.

Carries: change only.

Corinna Valdez—salesgirl (age 20, Assimilated)

Level 1 Worker.

MS = 13, AG = 81, OB = 71, DR = 76, PR = 9, LK = 29, HP = 15

Corinna is a modest girl, despite her beauty. She is helpful and friendly, a favorite with most customers.

Carries: change only.

Matt Barlow—stockboy (age 18, Assimilated)

Level 1 Worker.

MS = 35, AG = 10, OB = 34, DR = 22, PR = 7, LK = 12, HP = 10

Matt is a good worker who is learning George Hurley's business methods. He hopes to own his own business someday.

Carries: change only.

Miller Brothers Trucking Company

The Miller Brothers Trucking Company delivers beer for the Tolino Mob. The beer is brewed right in the warehouse. The Miller Brothers receive 10% of the Tolino profit from beer sales. Naturally, they do not have to pay for protection. The Miller brothers have a safe in their office. If they are robbed, the Tolino Mob will help them find the thieves.

Sam Miller—co-owner and operator (age 38, Assimilated)

Level 3 Criminal.

Skills: Auto Theft 63, Smuggling 42.

Record: None.

MS = 46, AG = 70, OB = 79, DR = 75, PR = 8, LK = 17, HP = 17

Sam is the businessman of the family. He tries to keep his hot-headed younger brother out of trouble. Sam's deal with the Tolino Mob makes him a staunch supporter of Al Tolino.

Weapons: .45 automatic kept in his desk drawer.

Carries: \$30 in his wallet.

Owns: 1920 Packard Touring Car.

Joe Miller—co-owner and operator (age 35, Assimilated)

Level 1 Criminal.

Skills: Auto Theft 44.

Record: Arrested for Assault and Battery—June 1913, fined \$100.

Arrested for Assault with a Deadly Weapon—April 1919, served 6 months in the County Jail.

MS = 84, AG = 85, OB = 70, DR = 78, PR = 1, LK = 21, HP = 22

Joe is tough and hard-nosed. He is ready to fight any time and tries to bully anyone he thinks is weaker than himself.

Weapons: .38 revolver in jacket pocket.

Carries: \$50 in his wallet.

Owns: 1919 Maxwell Sedan.

Jack Brown—foreman and driver (age 41, Assimilated)

Level 1 Criminal.

Skills: Public Speaking 80.

Record: None.

MS = 72, AG = 40, OB = 71, DR = 56, PR = 9, LK = 13, HP = 17

Jack is the Miller brothers' foreman. He is pleasant, always smiling and joking. He is, however, tough as nails.

Weapons: baseball bat.

Carries: \$10 in his wallet.



Anton Brodski—truck driver (age 36, Slavic)

Level 1 Criminal.

Skills: Stealth 90.

Record: Arrested for Assault and Battery—September 1906, fined \$50. Arrested for Assault—May 1909, fined \$50. Arrested for Assault—December 1916, served 3 months in the County Jail. Arrested for Assault and Battery—November 1918, served 6 months in the County Jail.

MS = 82, AG = 63, OB = 93, DR = 78, PR = 2, LK = 48, HP = 20

Anton is a second generation Slavic-American. He is a fighter who can barely control his temper. He is very sensitive about ethnic slurs.

Weapons: tire iron (treat as a lead pipe).

Carries: \$10 in his wallet.

Tony Farelli—truck driver (age 33, Italian)

Level 1 Criminal.

Skills: Shadowing 43.

Record: None.

MS = 75, AG = 91, OB = 41, DR = 66, PR = 8, HK = 18, HP = 22

Tony is a third generation Italian-American. He is Jack's assistant, and often handles loading and unloading. Tony is a likable fellow who avoids violence if possible.

Weapons: None.

Carries: \$10 in his wallet.

Sven Johansson—truck driver (age 34, Scandanavian)

Level 1 Criminal.

Skills: Stealth 41.

Record: None.

MS = 47, AG = 82, OB = 72, DR = 77, PR = 2, LK = 25, HP = 18

Sven is a second generation Scandanavian-American. He is moody and cynical, but a hard worker and a good driver.

Weapons: tire iron (treat as a lead pipe).

Carries: \$10 in his wallet.

Guilio Salerno—guard (age 22, Italian)

Level 1 Criminal.

Skills: Stealth 34.

Record: None.

MS = 87, AG = 58, OB = 41, DR = 50, PR = 5, LK = 18, HP = 20

Guilio is the younger brother of Giovanni Salerno (see below). He wants to join the Tolino Mob and is serving his "apprenticeship" guarding the brewery. He usually works with the Basque (Tolino hit man). Both men have orders not to fire guns, if possible.

Weapons: .38 revolver in jacket pocket, or baseball bat.

Carries: \$20 in his wallet.

The Basque—guard (see Tolino Mob)

Hans Mueller—brewmaster (age 52, German)

Level 1 Criminal.

Skills: No criminal skills.

Record: None.

MS = 87, AG = 67, OB = 58, DR = 63, PR = 7, LK = 15, HP = 20

Hans came to this country at the age of 32. He still speaks broken English. He is a master brewer who resents Prohibition and the necessity of working for crooks in order to practice his profession. His family has produced brewmasters for as long as anyone can remember. Hans does not consider himself a criminal.

Carries: \$10 in his wallet.

Giovanni Salerno—brewing assistant (age 35, Italian)

Level 1 Criminal.

Skills: Shadowing 48.

Record: None.

MS = 51, AG = 75, OB = 23, DR = 49, PR = 6, LK = 36, HP = 18

Giovanni is a third generation Italian-American. He is learning the art of brewing from Hans so he can eventually take over the brewery (the Tolinos think Hans is too honest to be trustworthy). Giovanni is inquisitive and eager to learn. He likes Hans and is sorry that he will be replacing the man.

Weapons: None.

Carries: \$20 in his wallet.

NOTE: Usually, only one brother and two drivers will be in the Miller Brothers warehouse. The others will be out on the roof making deliveries. Normally, the truckers will fight to protect the brewery as long as no guns are involved. However, if law enforcement officials are there, or gunplay starts, they will surrender or run.

The Spears Building

The Spear's Building rises above the **Empty Storefront** and **Levon's Pawn Shop**. The second floor has seven offices. A typical office rents for \$30 a week. The building is managed by Henrich Zimmermann but owned by the Tolino Mob (the building is a Mob front). Heinrich is also a "handbook;" that is, he takes bets for the Bookie Joint.

Heinrich Zimmermann—manager (age 34, German)

Level 2 Criminal.

Skills: Stealth 42, Accounting 59.

Record: None.

MS = 90, AG = 92, OB = 72, DR = 82, PR = 6, LK = 22, HP = 24

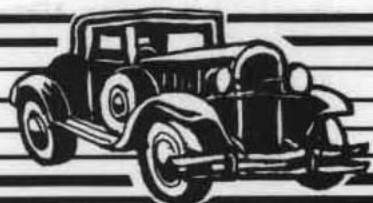
Heinrich is a big burly man who emigrated to the U.S. From Germany at the age of 18. While he acts "tough," he is actually a coward. He avoids fights if possible and will try to stay neutral in any gang war.

Carries: \$30 in his wallet.

Owns: 1920 Maxwell Sedan.

Empty Storefront

This deserted building is owned by David Thomas Morgan (see the **Manson Building**). The Judge can suggest this as a place for secret meetings.



Levon's Pawn Shop

Average Store

Levon's Pawn shop has a cash register and a safe. Samuel Levon pays \$20 protection money each week to the Tolino Mob.

Samual Levon—owner and operator (age 55, Jewish)
Level 2 Businessman.

MS = 34, AG = 07, OB = 86, DR = 47, PR = 7, LK = 07, HP = 9

Samual came to the U.S. from Poland at the age of 19. He is a sharp bargainer, but honest. He will not deal in stolen merchandise and he will not cheat customers. He would prefer to work alone, but his family pressured him into giving his nephew Abraham Levon a job. Samual thinks his nephew is an imbecile and a cheat, and does not like him.

Carries: \$10 in his wallet.

Abraham Levon—would-be fence (age 24, Jewish)
Level 1 Criminal

MS = 59, AG = 36, OB = 26, DR = 31, PR = 7, LK = 15, HP = 14

Abraham is a second generation Jewish-American. He dislikes his uncle Samual and thinks he is old-fashioned. He doesn't mind cheating a customer when he can. Abraham wants to deal in stolen goods but is afraid of being caught by his uncle. His connections are limited and he will usually only deal with player characters.

Carries: \$10 in his wallet.

The Four Deuces

Tavern—4 seating units

The Four Deuces is owned by the Tolino Mob and is managed by Al Brown. It makes more money than usual each week because of its popular bartender. Besides serving liquor, The Four Deuces also serves simple meals.

Al Brown—manager (age 34, Assimilated)
Level 3 Criminal.

Skills: Stealth 48, Smuggling 76.

Record: None.

MS = 90, AG = 34, OB = 94, DR = 64, PR = 9, LK = 43, HP = 18

Al is a charming but deadly criminal who has lately become ambitious. He is a close friend of Cesare Ricco (**Hime's Barber Shop**) and supports Ricco's takeover bid.

Weapons: .38 revolver in coat pocket, baseball bat in his office.

Carries: \$200 in personal jewelry, \$50 in his wallet.

Owens: 1920 Stutz Bearcat Coupe.

Jimmy Villani—bouncer (age 33, Italian)
Level 1 Criminal.

Skills: Shadowing 40.

Record: None.

MS = 87, AG = 70, OB = 68, DR = 69, PR = 3, LK = 43, HP = 21

Jimmy is a second generation Italian-American. He is proud

and stubborn. While slow to lose his temper, Jimmy is a deadly enemy if angered. He is personally loyal to Al Brown, who helped Jimmy's family when they needed help.

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

Carries: \$20 in his wallet.

Alberto Albertini—bartender (age 38, Italian)
Level 1 Criminal.

Skills: Public Speaking 86.

Record: None.

MS = 48, AG = 73, OB = 34, DR = 54, PR = 10, LK = 37, HP = 17

Alberto is a friendly and charismatic bartender. He is a major reason for the success of the Four Deuces.

Weapons: None.

Carries: \$20 in his wallet.

Anna Kolchak—waitress (age 27, Slavic)
Level 1 Criminal.

Skills: Stealth 38.

Record: None.

MS = 57, AG = 68, OB = 85, DR = 77, PR = 9, LK = 06, HP = 18

Anna is the younger sister of **Dora Kolchak** (see below). She came to the U.S. with Dora at the age of 3, and was raised by her after their parents died. Anna is now a war widow with a 6-year-old boy. She speaks English without a trace of accent and is a close friend of Al Brown.

Weapons: .22 revolver in her purse.

Carries: \$20 in her purse.

Danny Black—busboy (age 17, Assimilated)
Level 1 Worker.

MS = 94, AG = 73, OB = 58, DR = 66, PR = 5, LK = 10, HP = 22

Danny is a bit naive. He hero-worships gangsters

Carries: change only.

Dora Kolchak—cook (age 42, Slavic)
Level 1 Worker.

MS = 77, AG = 40, OB = 35, DR = 38, PR = 3, LK = 05, HP = 17

Dora came to the U.S. from Austro-Hungary at the age of 18. Dora speaks broken English. She is stern and strict, as well as fastidious.

Carries: \$10 in her purse.

The Manson Building

The Manson Building is above **The Four Deuces**, **Hime's Barber Shop**, **The Bookie Joint**, **Goldstein's Jewelry Store**, **Little Augie's**, and **Harshaw's Hardware**. The second floor has 20 offices for rent. Eight of these house the **Berkeley Clinic**—medical facilities for the three Berkeley brothers (two of whom are doctors and one of whom is a dentist) plus a nursing/receptionist staff of 6. Nick Wozcak, the private investigator, has his office in another. The other offices can be rented for \$40 a week.



Bart Carruthers—manager (age 40, Assimilated)

Level 1 Businessman.

MS = 25, AG = 04, OB = 59, DR = 32, PR = 6, LK = 41, HP = 8

Bart is efficient and trustworthy, a good manager for the local Morgan holdings. He also manages the Preston Building and the Empty Storefront.

Carries: \$20 in his wallet.

Owns: 1917 Model T Ford Coupe (2 passenger).

The Berkeley Clinic

The clinic can treat all normal illnesses and even has emergency facilities for treating unusual cases such as gunshot wounds. (Note that all gunshot wounds must be reported to the police.)

Joseph Berkeley—doctor (age 58, Assimilated)

Level 6 Doctor.

MS = 48, AG = 85, OB = 93, DR = 89, PR = 7, LK = 28, HP = 18

Joseph is a good doctor with the bedside manner of an older uncle. He is much loved in the community.

Carries: \$40 in his wallet.

Owns: 1920 Chevrolet Sedan.

William Berkeley—dentist (age 51, Assimilated)

Level 5 Dentist.

MS = 67, AG = 83, OB = 78, DR = 81, PR = 5, LK = 14, HP = 20

William lacks his older brother's patience. Even so, he is a good dentist.

Carries: \$30 in his wallet.

Owns: 1921 Maxwell Coupe.

Samuel Berkeley—doctor (age 43, Assimilated)

Level 4 Doctor.

MS = 56, AG = 89, OB = 88, DR = 89, PR = 9, LK = 46, HP = 20

Samuel is the baby of the family. He is pleasant, and well-liked by almost everyone who meets him. He is the most ambitious of the three brothers and hopes to expand the clinic some day.

Carries: \$30 in his wallet.

Judy Holliday—senior receptionist (age 55, Assimilated)

Level 3 Worker.

MS = 35, AG = 59, OB = 78, DR = 69, PR = 6, LK = 29, HP = 15

Janet Berkeley—receptionist (age 23, Assimilated)

Level 1 Worker.

MS = 46, AG = 81, OB = 39, DR = 65, PR = 7, LK = 39, HP = 18

Mary Cook—receptionist (age 31, Assimilated)

Level 2 Worker.

MS = 43, AG = 58, OB = 48, DR = 53, PR = 6, LK = 23, HP = 16

Alicia Berkeley—head nurse (age 35, Assimilated)

Level 3 Nurse.

MS = 57, AG = 78, OB = 94, DR = 86, PR = 8, LK = 26, HP = 19

Alicia is Joseph's daughter.

Joan Collier—head nurse (age 27, Assimilated)

Level 2 Nurse.

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

Betty Jurgensen—nurse (age 21, Assimilated)

Level 1 Nurse.

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

Hime's Barber Shop

Average Store

Hime's is the local barber shop and front for the Bookie Joint. It has a cash register and a safe.

Adolph Hime—owner and barber (age 50, German)

Level 1 Criminal.

Skills: Stealth 33.

Record: None.

MS = 24, AG = 75, OB = 14, DR = 45, PR = 6, LK = 38, HP = 15

Adolph came to this country from Bavaria at the age of 25. His barber shop here lost money until he rented the backroom to the Tolinos. They pay him \$200 a week, and he pays no protection. Of course, the bookie operation is illegal, which is making Adolph nervous and cautious. He expects to be arrested at any moment.

Carries: \$20 in his wallet.

Cesere Ricco—barber (age 27, Italian)

Level 3 Criminal.

Skills: Stealth 44, Bookmaking 63.

Record: None.

MS = 76, AG = 94, OB = 85, DR = 80, PR = 9, LK = 48, HP = 22

Cesere is a second generation Italian-American. He is bold, cunning, and unscrupulous. He is studying the Bookie Joint setup while planning to take it over from **Joey Tolino**. He favors uniting all rival Lakefront City syndicates into one. Cesere dislikes bosses who give orders from a distance and "soft" characters who "can dish it out but can't take it." He is short, but powerful, and a crack shot.

Weapons: .44 revolver in his coat pocket.

Carries: \$30 in his wallet.

Jack Dubois—barber (age 44, Assimilated)

Level 1 Worker.

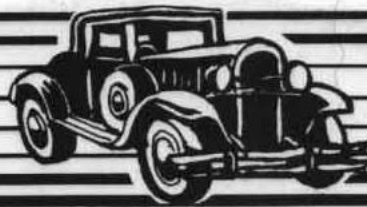
MS = 51, AG = 82, OB = 13, DR = 48, PR = 7, LK = 31, HP = 19

Jack is pleasant and harmless. He only wants to do his work and not get involved with all the crime around him.

Carries: \$10 in his wallet.

The Bookie Joint

The Bookie Joint is owned by the Tolino Mob. It is run by Joey the Book (see the **Tolino Mob** entry). The Bookie Joint is the "bank" for all the Tolino handbooks in the First Ward. It has 3 "tills" (which are the same as teller windows) plus a safe. (See the



Bookmaking Table in the **GANGBUSTERS™** Player's Guide (Part I of this book) for weekly income.)

"Joey the Book" Tolino—manager (see Tolino Mob)

Johnny Volterra—Joey's bodyguard (see Tolino Mob)

Vito Barboni—bouncer (age 24, Italian)

Level 1 Criminal.

Skills: Lockpicking 54.

Record: Arrested for Burglary—February 1920, released for lack of evidence.

MS = 64, AG = 70, OB = 88, DR = 84, PR = 6, LK = 21, HP = 19

Vito is a second generation Italian-American. He is personally loyal to **Cesere Ricco**, who managed to "fix" the burglary charge against Vito. Vito is acting as Cesere's spy inside the Bookie Joint. He does his job well, and has avoided suspicion so far.

Weapons: .32 revolver in his coat pocket, blackjack in the other pocket.

Carries: \$20 in his wallet.

Charles Dubois—bookie (age 41, Assimilated)

Level 3 Criminal.

Skills: Shadowing 42, Gambling 67.

Record: None.

MS = 72, AG = 17, OB = 70, DR = 44, PR = 5, LK = 06, HP = 14

Charles is the ambitious younger brother of **Jack Dubois** (*Hime's Barber Shop*). He is another friend of Ricco's who is anxious to see a change in management.

Weapons: None.

Carries: \$30 in his wallet.

Nick Comemnus—bookie (age 37, Greek)

Level 3 Criminal.

Skills: Stealth 38, Gambling 59.

Record: None.

MS = 23, AG = 84, OB = 85, DR = 85, PR = 2, LK = 46, HP = 16

Nick is a second generation Greek-American. He is nervous and excitable. Nick is a friend of **Joey the Book**.

Weapons: None.

Carries: \$20 in his wallet.

Luigi Conterinni—bookie (age 40, Italian)

Level 1 Criminal.

Skills: Shadowing 38.

Record: None.

MS = 83, AG = 36, OB = 42, DR = 39, PR = 6, LK = 07, HP = 17

Luigi came to the U.S. At the age of 20. He is lazy. He prefers crime because he thinks it gives him a living with less work than an honest job.

Weapons: None.

Carries: \$20 in his wallet.



Goldstein's Jewelry

Luxury Store

Goldstein's is a luxury store. It has a cash register and a safe. Saul Goldstein pays the Tolino Mob \$30 a week for protection.

Saul Goldstein—owner and operator (age 54, Jewish)

Level 2 Businessman.

MS = 43, AG = 51, OB = 83, DR = 67, PR = 6, LK = 23, HP = 15

Saul's family have been jewelers in Lakefront City for the last three generations. He inherited the store from his father. Saul is kind and compassionate, contributing to a number of charities. His wife and child died in a car accident, and Saul has no direct relatives to inherit the store.

Carries: \$20 in his wallet.

Owns: 1920 Model T Ford Coupe.



Fred Russell—salesman (age 46, Assimilated)

Level 2 Worker.

MS = 53, AG = 39, OB = 61, DR = 50, PR = 8, LK = 35, HP = 15

Fred is a dependable worker who has been with Saul for more than 20 years. The two men are close friends. In his will, Saul has left Fred the business.

Carries: \$20 in his wallet.

Little Augie's Speakeasy

Dive—7 seating units

Little Augie's is classed as a Dive because it is a favorite hangout of criminals. It has a cash register and a safe. Little Augie's is owned by the Tolino Mob and managed for them by Little Augie Barton.

"Little Augie" Barton—manager (age 43, Assimilated)

Level 3 Criminal.

Skills: Stealth 36, Gambling 59.

Record: Augustus Barton. No previous record.

MS = 49, AG = 77, OB = 83, DR = 80, PR = 8, LK = 39, HP = 17

Augie pretends to be happy-go-lucky. Actually, he hates the Tolino Mob, who took over his speakeasy about a month ago. He has only stayed on as manager to plot his revenge. He secretly supports **Cesere Ricco** and will take his revenge when Ricco makes his move to take over the Bookie Joint.

Weapons: .44 revolver in a shoulder holster.

Carries: \$20 in his wallet.

Owens: 1919 Maxwell Sedan.

Billy Alexius—bouncer (age 23, Russian)

Level 1 Criminal.

Skills: Shadowing 58.

Record: None.

MS = 81, AG = 93, OB = 30, DR = 62, PR = 7, LK = 18, HP = 23

Billy is a second generation Russian-American. He projects a boyish charm, but in reality he is a deadly killer. As **Cesere Ricco** once saved his life, Billy will do almost anything for him. He will also try to avenge Ricco if Ricco is killed.

Weapons: two .45 automatics in twin shoulder holsters.

Carries: \$20 in his wallet.

Sammy Spielman—bouncer (age 31, German)

Level 1 Criminal.

Skills: Stealth 42.

Record: Arrested for Assault—October 1919, released for lack of evidence.

MS = 93, AG = 67, OB = 60, DR = 64, PR = 4, LK = 31, HP = 21

Sammy is a third generation German-American. He is a large burly man with little imagination. He is content to do his job and do it well.

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

Carries: \$10 in his wallet.

Max Schultz—bartender (age 45, German)

Level 1 Criminal.

Skills: Stealth 52.

Record: None.

MS = 78, AG = 48, OB = 32, DR = 40, PR = 9, LK = 07, HP = 18

Max came to the U.S. with his parents at the age of 4. He is a likable person, but will stand for no nonsense. He hates to be lied to.

Weapons: blackjack kept behind bar.

Carries: \$10 in his wallet.

Alice Barton—waitress (age 34, Assimilated)

Level 1 Criminal.

Skills: Stealth 91.

Record: None.

MS = 50, AG = 47, OB = 37, DR = 42, PR = 7, LK = 16, HP = 15

Alice is Little Augie's wife. She also wants revenge against the Tolino Mob, and constantly nags her husband about it. She has secretly talked with **Deanie O'Connor**, who has told her that the O'Connor gang will support Little Augie and Cesere when they make their move.

Weapons: .32 revolver in her purse.

Carries: \$30 in her purse.

Harshaw's Hardware

Average Business

Harshaw's not only sells hardware and retail lumber, but also provides most of the lumber for Henson & Pauley construction contracts. The office has a cash register and a safe. Joe Harshaw pays the Tolino Mob \$20 a week for protection and "fire insurance."

Joe Harshaw—owner and operator (age 53, Assimilated)

Level 2 Businessman.

MS = 70, AG = 43, OB = 92, DR = 68, PR = 4, LK = 33, HP = 17

Joe is a mild-mannered businessman. He wants no trouble from either the police or the mob. He is willing to bend the law (like providing lumber for padded contracts) but not break it.

Carries: \$20 in his wallet.

Owens: 1921 Model T Ford Coupe.

Dave Harshaw—worker (age 30, Assimilated)

Level 1 Worker.

MS = 31, AG = 80, OB = 74, DR = 77, PR = 1, LK = 10, HP = 17

Dave is Joe Harshaw's eldest son. He is irritable and sarcastic, an altogether unlovable person.

Carries: \$10 in his wallet.

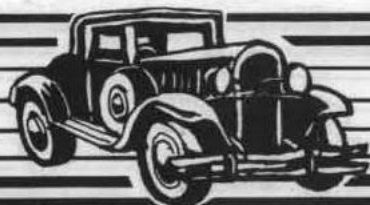
Sam Harshaw—worker (age 27, Assimilated)

Level 1 Worker.

MS = 23, AG = 56, OB = 18, DR = 37, PR = 1, LK = 19, HP = 13

Sam is Joe Harshaw's youngest son. It is difficult to say which brother is worse. Sam is not quite as mean as Dave, but he is more stupid. Both brothers are avoided by the citizens of Lakefront City.

Carries: \$10 in his wallet.



The First National Bank

Small Bank

The First National Bank of Lakefront City has four teller windows and is guarded by an alarm system that rings in the nearest police station as well as aloud. Only the most important characters at the bank are outlined in detail, though names and ability scores are given for minor characters, too. The Tolino Mob does not demand protection money from the bank—it would upset too many important people (like **David Morgan**).

(Charles W. Grant—president (age 44, Assimilated)
Level 6 Businessman.

MS = 62, AG = 99, OB = 97, DR = 98, PR = 8, LK = 42, HP = 23

Charles was a "Rough Rider" with the U.S. Cavalry in the Spanish-American War. He is a crack shot, and practices to keep up his skill. He is bluff and hearty, and has a keen business sense. He has no respect for **Sinclair Dillingham**, the vice-president of the bank.

Weapons: .45 automatic kept in his desk drawer.

Carries: \$30 in his wallet.

Owns: 1921 Dusenbergh Model J Sedan.

Sinclair Dillingham—vice-president (age 45, Assimilated)
Level 4 Businessman.

MS = 34, AG = 02, OB = 93, DR = 47, PR = 9, LK = 24, HP = 9

Sinclair is pushy in a sneaky sort of way. He wants Grant's job. He hates Grant anyway, and would like nothing better than to see him lose the president's job.

Carries: \$30 in his wallet.

Owns: 1921 Packard Touring Car.

Abraham Saperstein—bank officer (age 49, Jewish)
Level 3 Businessman.

MS = 96, AG = 34, OB = 79, DR = 57, PR = 8, LK = 29, HP = 18

Abraham came to the U.S. from Holland at the age of 15. By working hard and using his brains he has reached his present position. He is neutral in the feud between **Sinclair Dillingham** and **Charles Grant**.

Carries: \$20 in his wallet.

Owns: 1920 Model T Ford Coupe.

Thomas Hunyadi—bank officer (age 50, Hungarian)
MS = 85, AG = 74, OB = 80, DR = 77, PR = 9, LK = 30, HP = 21

Thomas is a second generation Hungarian-American. He was once a teller in this same bank, but was promoted after he foiled a robbery. Since then, Thomas has worked his way up to a bank officer. He is a close friend of **Charles Grant**, and has a fair knowledge of guns.

Carries: \$20 in his wallet.

Owns: 1919 Vauxhall Sedan.

Angus MacPherson—loan officer (age 47, Assimilated)
Level 3 Businessman.

MS = 97, AG = 75, OB = 88, DR = 82, PR = 9, LK = 37, HP = 23

Angus started his career as a dock worker. He educated himself in his spare time and earned his present position. He is a friend of **Sinclair Dillingham**, who has promised him the vice-presidency if Dillingham becomes bank president.

Carries: \$20 in his wallet.

Owns: 1920 REO Sedan.

Alan Johnson—teller, Window 1 (age 50, Assimilated)
Level 2 Worker.

MS = 96, AG = 61, OB = 66, DR = 64, PR = 4, LK = 05, HP = 21

Alan has been robbed once before while working at another bank. If he has a reasonable chance, he plans to fight back if this bank is robbed. He is dating **Victoria Moran**, another teller.

Weapons: .32 revolver kept in a drawer near his teller's cage.

Carries: \$10 in his wallet.

Victoria Moran—teller, Window 2 (age 27, Assimilated)
Level 1 Worker.

MS = 76, AG = 92, OB = 91, DR = 92, PR = 9, LK = 41, HP = 23

Victoria is dating **Alan Johnson**. She agrees with his idea about fighting back in case of a robbery, if there is a reasonable chance to do so.

Weapons: .22 revolver kept in a drawer near her teller's cage.

Carries: \$10 in her purse.

Walter Munday—teller, Window 3 (age 45, Assimilated)
Level 1 Worker.

MS = 69, AG = 42, OB = 05, DR = 24, PR = 7, LK = 33, HP = 17

The Mundays have lived in the U.S. since 1842. Walter is timid and somewhat cowardly. He would never resist bank robbers.

Carries: \$10 in his wallet.

Henry Seton—teller, Window 4 (age 34, Assimilated)
Level 1 Worker.

MS = 45, AG = 15, OB = 69, DR = 42, PR = 4, LK = 41, HP = 11

Henry is a good worker but will not risk his life for his job.

Carries: \$10 in his wallet.

Pete Clark—bank guard (age 35, Assimilated)
Level 2 Worker.

MS = 80, AG = 73, OB = 90, DR = 81, PR = 4, LK = 16, HP = 21

Pete is neither a fool nor a hero. He will defend the bank from robbers only if he has a reasonable chance of success.

Weapons: .38 revolver in a belt holster.

Carries: \$10 in his wallet.

Stefan Radu—bank guard (age 33, Romanian)
Level 1 Worker.

MS = 77, AG = 90, OB = 69, DR = 80, PR = 8, LK = 32, HP = 22

Stefan is a second generation Romanian-American. He likes to imagine that he is a hero. He will try to stop any bank robbers unless the attempt would be certain death.

Weapons: .38 revolver in a belt holster.

Carries: \$10 in his wallet.



Jane Hamilton—receptionist (age 41, Assimilated)
MS = 77, AG = 75, OB = 47, DR = 66, PR = 6, LK = 47, HP = 21

Margaret Fletcher—secretary (age 29, Assimilated)
MS = 21, AG = 74, OB = 47, DR = 61, PR = 4, LK = 14, HP = 15

John Boyer—bookkeeper (age 40, Assimilated)
MS = 30, AG = 75, OB = 49, DR = 62, PR = 2, LK = 11, HP = 16

Cathy Flynn—bookkeeper (age 40, Irish)
MS = 35, AG = 94, OB = 63, DR = 79, PR = 8, LK = 14, HP = 18

Owen Davies—bookkeeper (age 30, Assimilated)
MS = 78, AG = 45, OB = 20, DR = 33, PR = 6, LK = 31, HP = 18

Herman Frankel—bookkeeper (age 46, German)
MS = 40, AG = 76, OB = 41, DR = 59, PR = 3, LK = 17, HP = 17

Barbara Jackson—bookkeeper (age 34, Assimilated)
MS = 27, AG = 21, OB = 81, DR = 51, PR = 4, LK = 37, HP = 10

Louis Dumarier—bookkeeper (age 29, French)
MS = 29, AG = 87, OB = 32, DR = 60, PR = 4, LK = 36, HP = 17

John Giovanni—bookkeeper (age 44, Italian)
MS = 04, AG = 62, OB = 35, DR = 49, PR = 5, LK = 39, HP = 12

Rowena Jones—bookkeeper (age 41, Assimilated)
MS = 69, AG = 42, OB = 05, DR = 24, PR = 7, LK = 33, HP = 17

Helen Patras—bookkeeper (age 32, Greek)
MS = 32, AG = 29, OB = 17, DR = 23, PR = 9, LK = 18, HP = 12

Evan Vandameer—clerk (age 47, Assimilated)
MS = 15, AG = 78, OB = 64, DR = 71, PR = 6, LK = 42, HP = 15

Laura Griffith—clerk (age 35, Welsh)
MS = 09, AG = 75, OB = 14, DR = 45, PR = 3, LK = 31, HP = 14

Luke Howard—clerk (age 29, Assimilated)
MS = 100, AG = 69, OB = 25, DR = 47, PR = 4, LK = 21, HP = 22

Olaf Gunderson—maintenance man (age 58, Scandanavian)
MS = 62, AG = 65, OB = 08, DR = 37, PR = 5, LK = 07, HP = 18

Mabel Ford—switchboard operator (age 41, Assimilated)
MS = 85, AG = 49, OB = 63, DR = 56, PR = 1, LK = 28, HP = 19

The Preston Building

The Preston Building is above **Henson & Pauley Builders** and **Hardy's Fine Meats**. The second floor has 8 offices, usually renting for \$40. The offices are owned by **David Thomas Morgan** and are managed by **Bart Carruthers** (*Manson Building*).

Henson & Pauley Builders

Large Business

Henson & Pauley are major building contractors. They build large buildings, do road construction, and build public works. Their office safe holds money used to bribe officials and gain "padded" contracts (these offer much more money than is needed to do the actual work). While their buisness practices are shady and unethical, they have never quite become criminal.

Tim Henson—co-owner (age 45, Assimilated)
 Level 4 Businessman.

MS = 11, AG = 09, OB = 94, DR = 52, PR = 8, LK = 27, HP = 7

Tim is short and thin—even sickly—but because he is considerate and friendly, he is also popular. However, he is also greedy and sometimes accepts shady contracts. He absolutely insists, however, on using reasonably good building materials. Padded contracts are one thing; shoddy, dangerous work is another. He is in love with **Janet Farmer**, the receptionist, and has recently asked her to marry him.

Carries: \$30 in his wallet.

Owns: 1920 Nash Rambler Sedan.

Rick Pauley—co-owner (age 43, Assimilated)
 Level 4 Businessman.

MS = 37, AG = 75, OB = 93, DR = 84, PR = 3, LK = 42, HP = 17

Rick is an egomaniac and completely dishonest. If **Tim Henson** didn't stop him, he would use cheap, substandard materials. He secretly hates Tim Henson, and has also recently asked **Janet Farmer** to marry him. He has a violent temper when his desires are blocked.

Carries: \$40 in his wallet.

Owns: 1921 Alfa Romeo Sport Coupe (2 passenger).

Janet Farmer—receptionist (age 30, Assimilated)
 Level 2 Worker.

MS = 43, AG = 76, OB = 34, DR = 55, PR = 8, LK = 08, HP = 17

Janet is kind and friendly. She is in love with **Tim Henson**, but is afraid to tell him for fear of Rick's violent temper.

Carries: \$10 in her purse.

Hardy's Fine Meats

Average Store

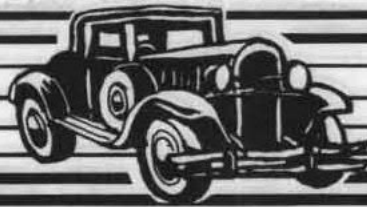
Hardy's is an average business, with a cash register and a safe. Jim Hardy pays \$20 a week protection to the Tolino Mob.

Jim Hardy owner and operator (age 41, Assimilated)
 Level 2 Businessman.

MS = 76, AG = 20, OB = 93, DR = 56, PR = 7, LK = 50, HP = 15

Jim is a peaceful, friendly man, content to live his own life. His business is important to him, but not important enough to risk serious injury for.

Carries: \$20 in his wallet.



Stan Colton—butcher (age 37, Slavic)
Level 1 Worker.

MS = 94, AG = 82, OB = 07, DR = 45, PR = 1, LK = 43, HP = 23

Stan is a second generation Slavic-American. He is active in the Pan-Slavic movement (the historical movement to set up independent Slavic states in Eastern Europe—the membership ranged from patriots to terrorists). He is a bitter man and a constant complainer, but he is good at his job.

Carries: change only.

Cathy Mansfield—salesgirl (age 20, Assimilated)
Level 1 Worker.

MS = 14, AG = 97, OB = 34, DR = 65, PR = 4, LK = 47, HP = 17

Cathy is a hard worker—when she works—but she spends much of her time daydreaming.

Carries: \$10 in her purse.

Townpeople

These are additional characters the Judge can use in the campaign (customers, off-duty workers, contacts, sources of information, and so on). Some have been given personality outlines, and the Judge is encouraged to outline the others.

Donald Sinclair—cab driver (age 25, Assimilated)
Level 1 Worker.

MS = 42, AG = 92, OB = 80, DR = 86, PR = 8, LK = 32, HP = 19

Donald is a talkative, likable person. He is a good source of information. He knows most of what is going on in Lakefront City, both the facts and the gossip.

Carries: \$30 for change for fares.

Drives: 1921 Buick Model 21-45 Touring Car repainted as a taxi.

Carl Storinski—cub reporter (age 20, Polish)
Level 1 Reporter.

MS = 83, AG = 31, OB = 72, DR = 52, PR = 8, LK = 44, HP = 17

Carl is a second generation Polish-American. While new to his job, he is ambitious. He even looks for stories in his spare time. He is good-looking and likable, two helpful traits, since he is not above using any trick he can to get a story.

Carries: \$20 in his wallet (used mainly to buy information).

Jake Mingle—*Star* reporter (age 26, Assimilated)
Level 3 Reporter.

Skills: Lockpicking 73, Wiretapping 56.

MS = 84, AG = 42, OB = 78, DR = 60, PR = 5, LK = 48, HP = 18

Jake is a crime reporter for the *Lakefront City Star*. He is good at ferreting out facts. However, he usually uses the information to blackmail criminals rather than to report the stories. A close look at his financial records will reveal that he owns more property and has more money than he could possibly have, considering his salary.

Weapons: .38 revolver in his coat pocket (Jake is justifiably afraid of being murdered by one of his victims).

Carries: \$50 in his wallet.

Owns: 1921 Aston Martin Sport Coupe.

John Clark—*Herald* reporter (age 27, Assimilated)
Level 3 Reporter.

Skills: Stealth 90, Shadowing 78.

MS = 53, AG = 72, OB = 89, DR = 81, PR = 4, LK = 25, HP = 18

John is an investigative reporter for the *Herald Examiner*. He specializes in undercover work. John is best described as inconspicuous, for he will barely be noticed and quickly be forgotten in a crowd.

Carries: \$10 in his wallet.

Becky Flick—*Tribune* reporter (age 24, Assimilated)
Level 3 Reporter.

MS = 43, AG = 89, OB = 96, DR = 93, PR = 6, LK = 06, HP = 18

Becky works for the *Lakefront City Tribune*. She had a rough time breaking into the world of crime reporting, but she has been very successful. While other reporters just cover the news, Becky often makes it. She specializes in exposes. She is now working on a story about the Tolino Mob, and has hired **Lucius King**, a private investigator, to infiltrate the mob.

Carries: \$10 in her purse.

Lucius King—private investigator (age 29, Assimilated)
Level 3 Private Investigator.

Skills: Stealth 74, Shadowing 69, Disguise 84.

MS = 46, AG = 73, OB = 94, DR = 84, PR = 5, LK = 18, HP = 17

Lucius is a recent arrival to Lakefront City. He is presently in-



filtrating the Tolino Mob for **Becky Flick**.

Weapons: .44 revolver in his coat pocket.

Carries: \$10 in his wallet.

Bob Rivers—traveling salesman (age 36, Assimilated)

Level 2 Salesman.

MS = 33, AG = 49, OB = 49, DR = 49, PR = 9, LK = 40, HP = 14

Karen Frazer—housewife (age 31, Assimilated)

Level 1 Housewife.

MS = 60, AG = 20, OB = 21, DR = 21, PR = 8, LK = 05, HP = 13

Henry VanDorn—gem appraiser (age 44, Dutch)

Level 4 Businessman.

MS = 23, AG = 36, OB = 91, DR = 64, PR = 7, LK = 17, HP = 11

Marty Flaherty—dock worker (age 28, Irish)

MS = 91, AG = 28, OB = 78, DR = 53, PR = 8, LK = 22, HP = 17

Mitch Cameron—boxing manager (age 35, Assimilated)

Level 1 Businessman.

MS = 83, AG = 31, OB = 72, DR = 52, PR = 7, LK = 44, HP = 17

Scott Holme—boxer (age 23, Assimilated)

Level 1 Boxer.

Skills: Boxing 74.

MS = 94, AG = 82, OB = 47, DR = 64, PR = 8, LK = 35, HP = 23

Harold Magnusson—sailor (age 27, Scandinavian)

Level 1 Worker.

MS = 55, AG = 55, OB = 38, DR = 47, PR = 3, LK = 20, HP = 16

David Thomas Morgan—rich investor (age 38, Assimilated)

Level 10 Businessman.

MS = 78, AG = 63, OB = 98, DR = 81, PR = 9, LK = 44, HP = 20

David Thomas is something of a playboy. He is, nevertheless, extremely shrewd and has doubled the family fortune since he inherited it eight years ago. David Thomas is one of the powers behind **Big Bill Johnson**. The Tolino Mob and the O'Connor gang have learned that it is not wise to try to pressure Morgan. He pays no protection for any of the businesses he owns. In fact, he receives a substantial cut of both syndicates' profits merely for letting them operate freely without much police harassment. David Thomas is usually accompanied by his chauffeur, **Albert Mortimer**; his personal secretary, **Lisa Hanse**; and his bodyguard, **Johnny Cannon**.

Carries: \$1000 in personal jewelry and \$200 in his wallet.

Owns: 1921 custom built Rolls Royce Limousine, top speed = 100 mph, hit points = 16, A/B = 4/2; 1921 custom built Mercedes Benz Sport Coupe, top speed = 120 mph, hit points = 15, A/B = 4/2.

Albert Mortimer—chauffeur (age 37, English)

Level 2 Worker.

MS = 76, AG = 95, OB = 68, DR = 82, LK = 19, HP = 23

Albert is not a citizen of the U.S., he is a citizen of the British

Empire. He acts more like a butler than a chauffeur—always proper and very British.

Carries: \$20 in his wallet.

Lisa Hanse—private secretary (age 22, German)

Level 5 Worker.

MS = 13, AG = 54, OB = 93, DR = 74, PR = 9, LK = 42, HP = 12

Lisa is a second generation German-American. She is charming and intelligent, with a photographic memory that makes her an invaluable secretary. She speaks German, French, and Italian fluently and translates for Morgan during meetings involving international business deals.

Carries: \$50 in her purse.

Johnny Cannon—bodyguard (age 24, Assimilated)

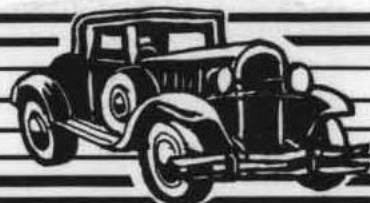
Level 4 Private Investigator.

Skills: Stealth 87, Disguise 90.

MS = 84, AG = 87, OB = 71, DR = 79, PR = 8, LK = 45, HP = 23

The Cannons have been in the U.S. since 1804. Johnny is an ex-policeman who found that he could make three times the





money working as a private investigator and bodyguard for **David Thomas Morgan**. He is likable, but deadly if crossed. *Weapons:* two .45 automatics in twin shoulder holsters. *Carries:* \$30 in his wallet.

Rebecca Lynne Morgan—David Morgan's wife (age 36, Assimilated)

Level 10 Socialite.

MS = 30, AG = 41, OB = 19, DR = 30, PR = 3, LK = 48, HP = 13

Rebecca is the wife of **David Thomas Morgan**. She comes from Boston, from a very respectable (and wealthy) family. She is beautiful and has excellent connections, but is rather absent-minded.

Carries: Personal jewelry worth \$750, \$200 in her purse.

Pre-Rolled Characters. The following pre-rolled characters can be used for player or non-player character O'Connor gang members. They can also be used as replacements for characters who are out of action. Further details (names, skills, weapons, valuables, and so on) are up to the Judge.

Pre-Rolled Characters

	MS	AG	OB	DR	PR	LK	HP
1.	45	74	95	85	3	34	17
2.	53	65	35	50	4	38	17
3.	95	41	49	45	4	30	18
4.	72	56	52	54	4	20	18
5.	87	48	30	39	5	27	18
6.	41	68	74	71	5	46	16
7.	59	86	37	62	6	23	17
8.	62	77	40	59	7	18	19

Income Tables for Block Map

Income From Sales to Harrigan's Speakeasy

	Beer (Barrels)	Liquor (Cases)	Total Profit*	Gang Profit (5 0% Total)
Poor Week	12	12	\$1092	\$546
Average Week	20	16	\$1664	\$832
Good Week	24	20	\$2028	\$1014

*50% must go to O'Connor and the rest is divided among the gang members. Figures are based on pp. 38-40 of the **GANGBUSTERS™** game rules, with costs already deducted. The most important column is the last—gang member income.

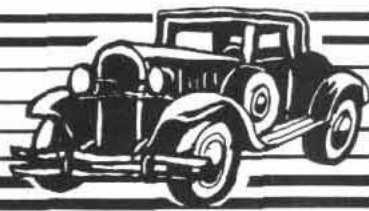
BLOCK MAP BUSINESS INCOME TABLE

Business	Type	Window/ Register*	Safe*	Poor**	Average**	Good**	Protection
Bookie Joint	—	x150	x1500	Variable	—	—	—
Fanucci Fruit & Veg.	Av	x10	x100	50	60	70	20
First National Bank	Sm	x150	x1500	—	—	—	—
Four Deuces	Tav-4	x20	x1000	385	985	1095	—
Goldstein's Jewelry	Lux	x100	x1000	80	100	120	30
Hardy's Fine Meats	Av	x10	x100	50	60	70	20
Harrigan's Speakeasy	Tav-5	x20	x1000	400	1275	2425	—
Harshaw's Hardware	Av	x10	x100	60	70	80	20
Henson & Pauley Bldrs.	Lg	—	x1000	800	1000	1200	—
Hessel's Furriers	Lux	x100	—	100	125	150	40
Hime's Barbershop	Av	x10	x100	40	50	60	—
Hurley's Five-and-Dime	Lg	x20	x1000	100	120	140	40
Levon's Pawn Shop	Av	x10	x100	50	60	70	20
Lexington Hotel	Lg	x20	x1000	60	70	80	—
Little Augie's	Dive-7	x20	x1000	600	1545	2490	—
Miller Bros. Trucking	—	—	x1000	2000	2800	3600	—
Pitzer's News Corner	Av	x10	—	50	60	70	20
Stev. Machine Shop	Av	—	x100	70	85	100	—
Velma's Restaurant	Av	x10	x100	60	70	80	—

*Multiply the number given by 1d10 for total cash

Abbreviations: Av = Average; Lg = Large; Tav = Tavern (seating units given); Sm = Small; Lux = Luxury

See **GANGBUSTERS™ game rules p. 26



Chapter 5: A Day in the Neighborhood

Setting the Stage

This chapter has a series of related adventures designed for 8-12 players of any level of experience. If fewer players are available, the Judge may allow non-player characters (NPCs) to help the player characters, or let the players run more than one character each. If the players run more than one character, the Judge must make sure the players keep their roles separate and distinct.

The adventures given in this section are set in Lakefront City in 1921. At this time, many small gangs are fighting for control of the profitable bootlegging trade. Large organized crime syndicates have not yet developed.

The scenarios outline a conflict between rival gangs led by Al Tolino and Deanie O'Connor in the First Ward of Lakefront City. This "war" can be used as the background of an on-going GANGBUSTERS™ campaign.

After reading the city background and scenarios thoroughly, the Judge should plan how to fit the players into the adventure. Some ways of doing this are:

1. The Judge allows a player to use his or her own character for the scenario instead of a given NPC. (The NPC is saved and used later.)
2. The player character is added to the scenario, and has the same goal as a NPC (the Judge must make sure this does not make the scenario too easy for one side).
3. Let the players run NPCs as player characters according to the given character descriptions.

If direct substitution is used, the following are recommended:

Policeman = Kevin O'Donnell
FBI Agent = Paul Sand
Prohibition Agent = Carl Beck
Private Eye = Nick Wozzac
Reporter = Carl Storinski
Criminal = O'Connor gangster

Starting the Players

The following suggestions outline how to start characters in an open campaign. Using these scenarios in other ways will require less setup time, and may be easier for inexperienced Judges. The Judge may not need all the information given: for example, if there are no reporter player characters, all the information on reporters can be ignored.

Policemen

A player character starting as a policeman should be given a beat that includes the area on the Block Map. John Franklin will be assigned to show rookies around the beat: meeting the store owners and discovering where the stores and streets are. The Judge

should also have a few minor encounters planned to give the player the feeling of being a policeman in Lakefront City (see the section about short scenarios given later). The Judge can also use these encounters to give hints and clues that can be developed into more adventures.

FBI Agents

One player character who starts the adventure as an FBI agent will be assigned to infiltrate the Cody Powers gang. A Judge who wants to start the action right away can assume the FBI agent has already infiltrated the gang. The campaign begins with the *Bank Robbery* (the first scenario).

The Judge's other choice is to set up the infiltration of the gang at the point the FBI agent is about to be released from prison. The agent has befriended Len Black, a past member of the gang who is serving time for armed robbery. Len has suggested that the agent look up Cody Powers when he is released.

The agent's first problem is convincing Cody Powers to let him join the gang. The Judge should take Cody's part when the agent confronts Cody. Cody's normal paranoia is moderated by two factors. He trusts Len Black and is willing to let a friend of Len's prove himself—and he needs another gang member for the Lakefront City job. After some initial suspicion, Cody should accept the agent, unless the agent blows his cover badly.

As long as the agent is taken into the gang, the adventure can proceed as normal to the *Bank Robbery*. If the FBI agent does not infiltrate the gang, he or she must still try to gather evidence to convict Cody Powers. In particular, the Judge should let the agent track Cody to Lakefront City. The agent might try to follow gang members or tap Cody's phone, or any other method the player can think of.

A character starting as an FBI agent can also be assigned to the local FBI office right away, and work on special cases with the police. (The Judge should set up several special cases if this is done, such as the *Stolen Car Ring* scenario given later.)

Prohibition Agents

A Prohibition agent character's goal is to gather enough solid evidence to link members of the Tolino Mob and the O'Connor gang to the illegal liquor operations on the BLOCK MAP. The Judge should set up a trail of clues and evidence (see the *Stolen Car Ring* scenario) for Prohibition agents before starting the campaign. Agents may also work with police or FBI officers on cases related to bootlegging. Prohibition agents may also work for the removal of Mario Antonelli, their corrupt district boss.

Private Investigators

The Judge must be prepared to help a player investigator find an office, form a partnership, or join a large agency. Two large agencies maintain branch offices in Lakefront City: the *Pinkerton Detective Agency* and the *Burns Detective Agency*. A player investigator or the NPC Nick Wozzac (*Hessel's Furriers*). In either case, the character will have to find an office.

Offices can be rented in the Preston Building for \$40 a week, or in the Spear's Building for \$30 a week. The Spear's Building has an unsavory reputation (some say it is owned by the Tolino Mob).



Here, an investigator's income would probably be \$5-\$10 a week less, as his or her clients would be of a lower class.

The Judge can also have the NPCs William Hessel and Van Dorn hire the player character instead of Nick Wozzac.

Reporters

Before play, the Judge should plan two or three stories for reporters to work on in the area covered by the Block Map. One reporter's first assignment will be to interview *Charles Grant*, the president of the First National Bank of Lakefront City (possibly about his U.S. Cavalry days). When the players are setting up, the Judge may also help the player and reporter decide which paper to work for, play the reporter's editor, and so on.

Criminals

It is easiest if all player character criminals taking part in the given adventures are members of the O'Connor gang. The Block Map is the "territory" that Deanie O'Connor will assign to them.

The O'Connor gang starts the game with Harrigan's Speakeasy as their base of operations. Velma's Restaurant is also an O'Connor stronghold. The Judge should determine which character will manage Harrigan's, and which will be bouncers at Harrigan's and Velma's. The player character with the highest total of Presence plus level will be Deanie O'Connor's local "boss" and manager of Harrigan's. Of the rest, the characters with the two highest hit point totals will be bouncers in Harrigan's. The third highest will be the bouncer in Velma's. In case of ties, each player rolls a die, with the high roll getting the position. Any other criminal characters are ordinary gang members.

The O'Connor gang should have at least 6-8 members for the scenarios given here. If not enough players are available, the Judge can fill out the gang with the NPCs given later, or let the players run more than one gang member each. The Judge should also allow replacements for members of both gangs who have been put out of action.

The first orders given to the player characters by Dion O'Connor is to "case" (look over) the First National Bank of Lakefront City and to hand over the plans to Cody Powers (whom the PCs will know by sight). Once this is done, the players will start planning a raid on the *Miller Brothers Warehouse*.

The O'Connor gang will try to take control of all of the Tolino operations on the Block Map. The O'Connor gang characters will know that *The Four Deuces* and *Little Augie's* are speakeasies controlled by the Tolino Mob. *Hime's Barber Shop* is a front for a Tolino bookmaking operation. The *Miller Brothers Warehouse* actually contains the main Tolino brewery. Also, a big poker game controlled by the Tolinos takes place in the *Lexington Hotel*, in the meeting room on the ground floor.

Deanie O'Connor and Fingers O'Malley should put in minimal appearances. They will give the original orders for a job, and loan the characters whatever special equipment is needed (within reason), but the details of the planning and action are left to the player characters. Deanie may also require gang members to return equipment after the scenario, as decided by the Judge.

Experience for criminal player characters is based on how much money they make from crime. At the start of the game the only income O'Connor gang members have is from selling beer and liquor to Harrigan's Speakeasy. Note that the salary a character gets as a manager or bouncer does NOT count toward criminal experience.

If O'Connor gang members make more money by independent action during the course of the campaign, 50% goes to O'Connor. (This pays off the police, political officials, and the Prohibition Bureau; pays bail and lawyers' fees; and replaces lost equipment. It also keeps Deanie from bringing over a dozen of his boys to beat up gang members who try to cheat him.) The other 50% is divided between the gang members who survive the scenario.

Note on Bouncers. Bouncers act as guards in speakeasies and similar places. They keep out unwanted guests, break up fights, and so on. Each speakeasy door has a small window that the bouncer opens to see who is outside. Usually speakeasy customers must say a special password to the bouncer before they are let in. Velma's is a restaurant (no password).

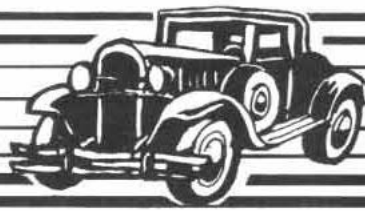
Note: A player character does not have to be an O'Connor gang member. However, a player who wants to play an independent criminal is on his or her own. The Judge should ask what the player wants to do, make available such equipment or help as is reasonable, then build the player's plans and actions into the campaign.

Judge's Notes

The first challenge for the Judge is starting the action rolling when the players are new and unfamiliar with the game. Background information given to the players should be kept short—getting them into play is most important. NPCs should be introduced by rumor or described as the players run into them. Always describe at least one special feature of an NPC (size, clothing, facial feature, habit, etc.). This will help the players remember whom they are talking to. Remember that the characters should have basic knowledge about their city—give them what is reasonable, but don't give away secret information. (For example, if a character meets Jack Mingle, the character might know he is a reporter, might know what paper he works for, and might know that he is "smart" or "has connections;" but shouldn't know about his blackmailing.)

The Judge should also make sure that everyone has a chance to play. If the action is taking place in various parts of the map, the Judge should switch back and forth between groups of players so that everyone gets the same amount of playing time. Players who don't have a major scenario to work on and don't fit into the other adventures can be given a short encounter when it is their turn to play. Examples of short encounters are given after the major scenarios.

Multiple Characters. Although beginning role players should be encouraged to run only one character at a time, there is nothing



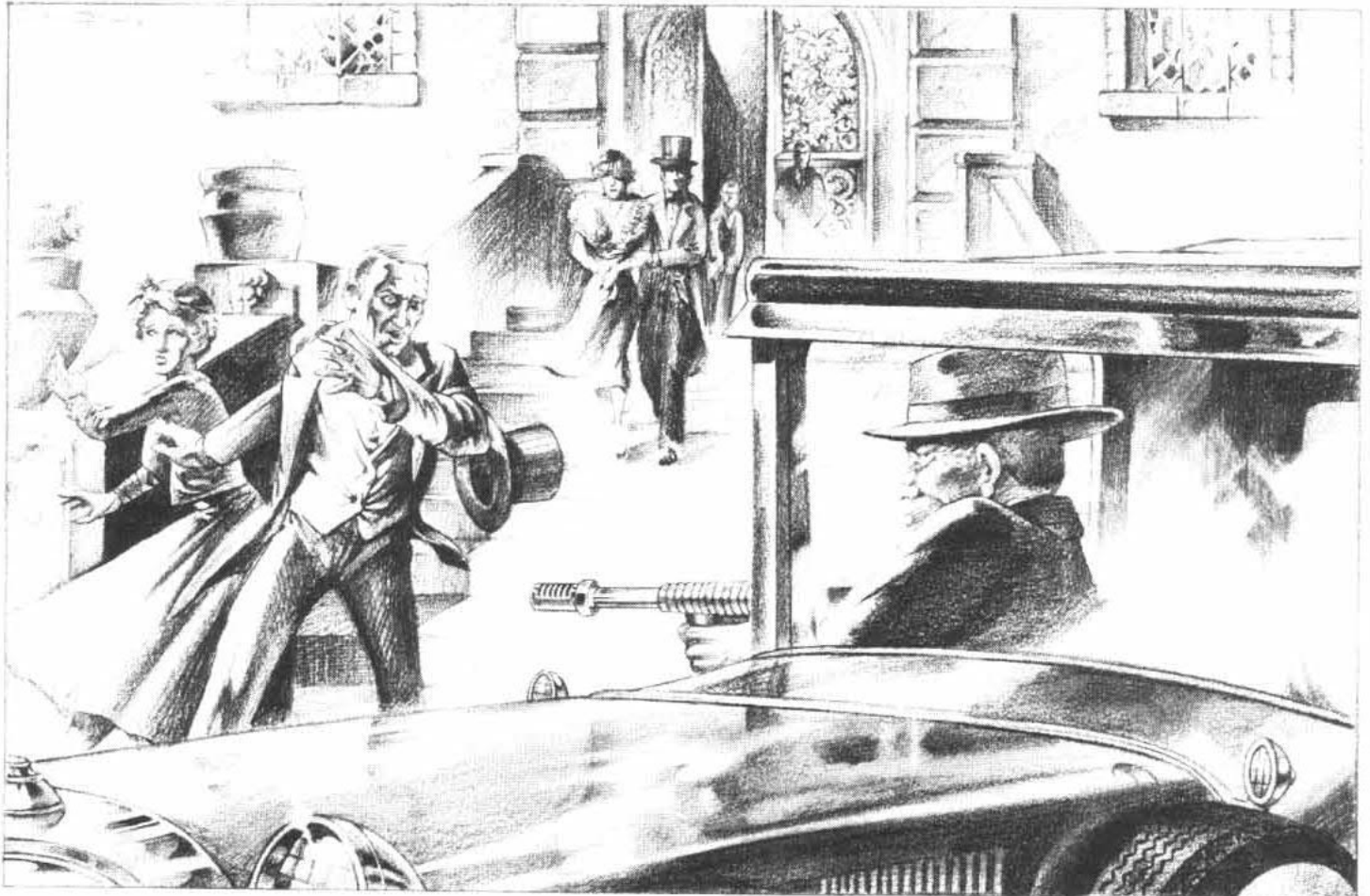
ing to prevent them from having several characters in the campaign—in fact, this may be useful if the main character is out of play for some reason. If the players are experienced with other role playing games, the Judge may allow them to play more than one character at one time. If so, the Judge must make sure the players keep the roles separate and distinct. (Allowing a player to run two characters on opposite sides of a scenario is **not recommended**—also, the Judge might consider forbidding a player to take certain actions that are out of character. It is unfair for players to take advantage of information their characters would not know. The players should be told this before play.)

The Judge may also consider letting a player whose character is out of action play (or at least roll the dice for) a friendly NPC, if one is available.

The Scenarios

Many short scenarios make up a campaign. However, the Judge must keep the overall direction of the campaign in mind at all times. The scenarios given here are basically a series of clashes between the Tolino and O'Connor gangs. These increase in violence (with the O'Connors slowly gaining the upper hand) until public outrage forces the authorities to organize a massive raid to close down the criminals. An experienced Judge may allow the campaign to go in other directions by changing the scenarios to fit the flow of play.

The following scenarios are designed for the different character classes. "**Law Enforcers**" means the main role is played by police and FBI agents (and possibly Prohibition agents). "**Gang War**" means the scenario is part of the conflict between the Tolino mob and the O'Connor gang. "**Investigation**" means the scenario can be a major adventure for a private investigator or reporter character. Often minor changes will allow a scenario to be used for other classes (like the *Hijacking* scenario given later).





Each scenario is organized as follows:

Scenario gives the general theme of the adventure.

Judge Preparation tells the Judge what is needed to set the stage for the adventure.

The Plan is how one side expects the action to go.

Setup gives the location of the characters as play begins.

The Action describes things that will happen during play. Events may not always go as planned!

The Wrap-Up details the end of the adventure, gives special notes on awarding experience, and outlines any special effect the scenario may have on the entire course of the campaign.

Alternate Scenarios are different ways to run the adventure. These help make sure no two GANGBUSTERS™ game campaigns are the same.

The Bank Job

(Law Enforcers)

Scenario: As the Cody Powers gang robs the First National Bank, undercover FBI agent Paul Sand tries to stop it with help from other player characters.

Judge Preparation: In this scenario, the Judge must plan carefully to make sure all the player characters are in the right starting positions before the action begins. The **FBI agent** (Paul Sand or a player character) should be part of the Cody Powers gang. A **private investigator** (Nick Wozzac or a player character) will be hired by NPC townsman **Henry VanDorn** (gem appraiser) to escort him from the bank to Goldstein's with a case of gems. A **reporter** (Carl Storinski or player) will have a routine interview with the bank president, **Charles Grant**. **John Franklin** (policeman) and a **rookie** (Kevin O'Donnell or player) will stop by Velma's for a cup of coffee. Other player characters could be nearby for whatever reason the Judge chooses. The **O'Connor gang members** have already given Cody the bank plans and will be busy planning their raid on the Miller Warehouse (next scenario—note that it is possible to run both the O'Connor raid and bank job at the same time).

The Plan: The Powers gang will pull up outside the bank in a 1921 Maxwell Sedan (provided by the O'Connor gang). **Weasel McKinley** will stay in the car with the motor running. **Cody Powers**, **Jake Malone**, **Lucky Lamb**, and **Paul Sand** will go into the bank. Jake and Paul will drift close to the guards. When they are in position, Cody and Lucky will pull guns on the tellers while Jake and Paul disarm the guards, shouting: "This is a robbery! Everybody down on the floor with your hands behind your backs! Now! Move it!"

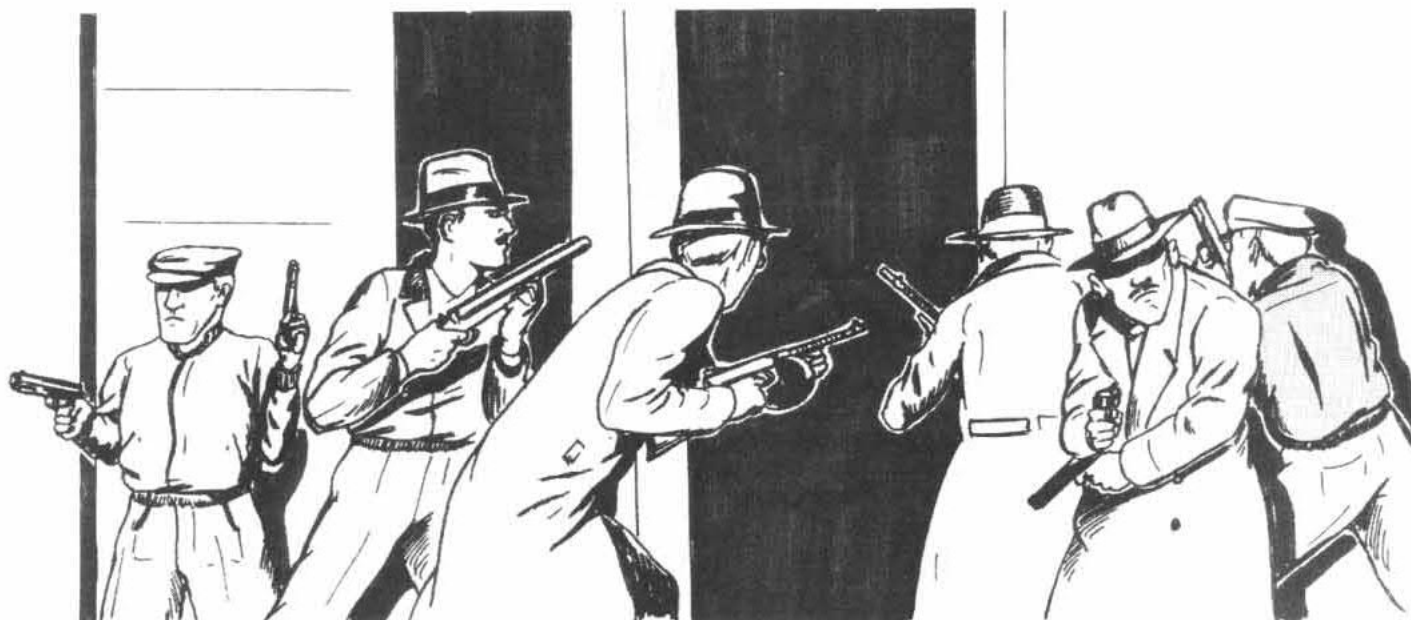
Lucky will make sure the workers and customers obey, while Cody gets the cash from the tellers. Then the gang will crack the safe, grab the loot, and escape.

The Setup: The Judge decides where the bank workers, customers, and guards are placed. Paul Sand's guard is **Stephen Radu**. Nick and VanDorn are in the Safety Deposit Box Room. Carl is with the president in his office. The following townspeople are present: **Bob Rivers** (salesman), **Karen Frazier** (housewife), and **Janet Farmer** (receptionist) are at teller windows; and **Mitch Cameron** (boxing manager) and **Scott Holme** (boxer) are in loan officer **Angus MacPherson's** office trying to get a loan. The police officers are at Velma's.

The Action: The action starts when Paul makes his move. If Paul is an NPC, he will tell his secret to Stephan Radu, then take action sometime after the gang tries to open the vault, but before they escape. He will give the guard back his gun and they will try to stop the robbery. The robbers will shoot back. Cody will try to kill Paul, shouting as he fires, "You dirty rat! This is what I do to coppers!"

One of the tellers will set off the alarm, alerting the police at





Velma's who will now enter play. If Weasel sees them approach (a successful observation check), he will fire at them. However, Weasel will surrender if surprised by policemen with drawn weapons. The Judge should roll every turn for the chance that the police patrol car (Luigi and Gus) will arrive to investigate the alarm.

The rest of the gang will fight as long as they think they have a chance to escape, but will surrender if it looks hopeless. Cody, however, has sworn never to be taken alive and will fight until he escapes or goes down.

The reporter should meet Janet Farmer in this scenario. This will help set up the *Murder of Tim Henson* scenario given later.

The Wrap-Up: If the gang gets away, 10% of the loot goes to the O'Connor gang, who provided the car and guns. If the Powers gang is captured, there will be no direct evidence to link them to the O'Connors (though the Judge may later develop this into a reporter's adventure if desired). The Judge should also check **Public Opinion** on p. 75). If the Judge plans to use the *Return of Cody Powers* scenario given later, Cody should automatically make his luck roll for survival. He will be convicted and imprisoned. Sometime before the *Return* scenario, the Judge should announce that Cody has recovered and broken out of jail.

Alternate Scenario: If a player character FBI agent has failed to infiltrate the gang, the agent may either trail the gang or be posted to Lakefront City by the FBI office in Washington. The agent can be assigned to watch the bank or might recognize gang members on the street. The Judge may also give the Powers Gang a typical NPC gangster to replace the FBI agent for the job.

Raid on the Miller Warehouse

(Gang War)

The Scenario: Dion O'Connor sends word—the Tolino brewery must be closed down! His boys should smash it up and grab what they can, but there should be no gunfire unless necessary.

The Plan: If possible, the hit on the Tolino brewery should be planned by an O'Connor gang player character. If not, the Judge should make up an NPC to do the job.

In daytime, only the front door is open. At night all the doors are locked. All doors have a small panel that can be opened to see who is at the door. Here, the Tolinos use the password "Toledo" to identify friends. (If the players think of checking for a password before the raid, the Judge should allow them to discover it.) If the O'Connor gang tries to talk their way in without the password, or tries to break the door down, the Tolinos will be alerted.

The Setup: The O'Connors have 6-8 gangsters. The Judge should place the Tolinos during play as the O'Connors encounter them. Two trucks are in the warehouse. One truck has just been loaded with 10 barrels of beer by **Anton Brodski** and **Sven Johansson** (truck drivers); the other truck has 10 barrels of beer next to it.

Hans Mueller (master brewer), **Giovanni Salerno** (brewing assistant), and **Guilio Salerno** (guard) are tending brewing equipment located in the warehouse against the long wall next to the office. **Joe Miller** (co-owner) and the **Basque** (Tolino hit man) are talking in the office. Only Joe Miller, the Basque, and Guilio Salerno have guns.



The Action: If alerted, Hans Mueller will dive for cover. Anton Brodski and Sven Johansson will grab tire irons (treat as lead pipes). Guilio and Joe will draw guns, while the Basque pulls a knife. Anton and Sven will try to surprise the O'Connors and hit them with the tire irons. If they see drawn guns, however, they will drop the irons and surrender.

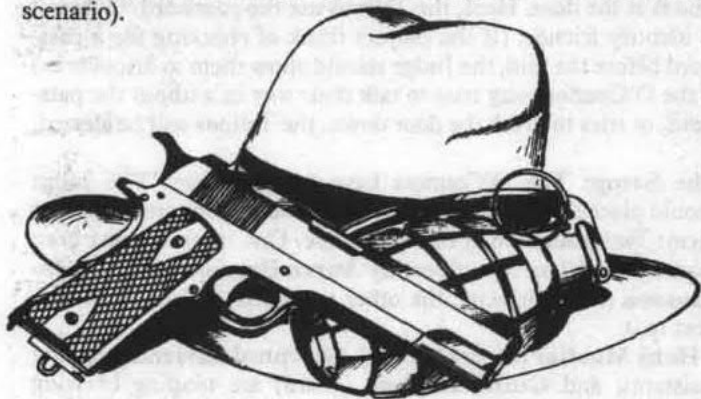
If one of the O'Connors has a Tommy gun, any Tolino who might see it must make an observation check. If successful, the gun is spotted and the Tolino must make a reaction check. The character will drop his weapon and surrender on a roll greater than 5. Also, if it is obvious to the Tolinos that they have no chance to beat the O'Connors, they will surrender.

If the Judge chooses, the usual checks for police patrols can be made.

Destroying the Brewery: Destroying the brewing machinery takes four characters about 5 minutes. The loaded truck can be driven away (the keys are in the ignition). The second truck will require 10 minutes to load (the keys are also in the ignition). This second truckload is a bonus for a fast and silent job—the O'Connors will not have time to load it if they alerted the Tolinos (scare the O'Connors off with approaching police sirens, bring in some Tolino reinforcements, etc.). The O'Connors should be allowed to rob the safe if they think of it.

The Wrap-Up: The O'Connors only get experience for stealing beer or cracking the safe. The safe holds 1d10 × \$1000. The beer is worth \$55 a barrel, and each truck is worth \$500 to Dion O'Connor. Dion will take the trucks and get buyers for the beer. Remember that Dion's 50% cut of the profits comes out before experience is figured.

Alternative Scenario: This could also be played later as a raid by law enforcement officials. For example, a rumor of tainted beer could be investigated by a Prohibition agent or reporter. The Judge would prepare by making a list of clues and encounters that would eventually lead to the raid (see the *Stolen Car Ring* scenario).



Smashing Harrigan's

(Gang War)

The Scenario: Big Al is furious about the raid on the Miller Warehouse. He blames the O'Connor gang and orders a raid on Harrigan's Speakeasy.

Judge Preparation: Arrange for the characters who will be involved (including 6-8 O'Connor gang members) to be at Harrigan's. A few rumors hinting at different types of trouble should be prepared (a regular customer is having trouble with a boyfriend who may show up and cause trouble; a corrupt policeman has demanded a higher bribe; the FBI is going to try to infiltrate the speakeasy; and so on)—ideally the players should not know this scenario is a Tolino raid. Have a few real customers arrive to put the bouncers off guard.

The Setup: The involved characters and 10-15 customers are placed in Harrigan's Speakeasy.

The Action: Three Tolino cars will drive up to Harrigan's. Al's Cadillac (driven by **Jerry Butler**) holds **Big Al**, **Vito Lipari**, **Gino Nitti**, and **Luther Schultze**. The Tolino Buick (driven by **Sophia Arbella**) holds **Butcher Bertello**, the **Basque**, **Joe Miller**, and **Guilio Salerno**. Sam Miller's Packard (driven by **Sam Miller**) holds **Jack Brown**, **Anton Brodski**, **Tony Farelli**, and **Sven Johansson**.

The drivers and Big Al will stay in the cars. Butcher Bertello will knock on the door. When the bouncer opens the panel and asks for the password, Bertello will shove his sawed-off shotgun through and snarl: "Cold lead! Let us in. Now!"

The Tolinos will break down the door if necessary. The second Tolino will have a Tommy gun and the third will have a BAR. They won't shoot unless necessary, but they won't hesitate if the O'Connors draw weapons. As soon as the Tolinos enter, the customers will panic. They will try to push out the door, but will dive for cover if shooting starts.

If the O'Connors attack hand-to-hand, a big brawl will start. If the O'Connors are knocked out or surrender, the Tolinos will smash Harrigan's—breaking bottles, chairs, tables, and beer kegs—doing as much damage as they can in a short time.

If it looks like the Tolinos might lose, they will retreat to the cars and try to get away. If they win, they will smash Harrigan's.

The Wrap-Up: If Harrigan's is smashed, the Judge must decide how long repairs will take (probably 1-3 weeks). During this time, the O'Connor gang receives no money or experience for Harrigan's. The Judge may decide that damage from the fight will reduce the week's profits, even if Harrigan's isn't closed.



The Murder of Tim Henson

(Investigation)

The Scenario: Investigators try to discover who killed Tim Henson of Henson & Pauley Builders.

Judge Preparation: A reporter character should know **Janet Farmer** (receptionist). Also, decide how each NPC will talk to the investigators. Be ready for questions about Henson's known friends, enemies, income, recent activities, and so on; plus, similar questions about Janet, Rick Pauley, and others. Decide what will happen if the investigators question those in nearby businesses, like **Sam Colton** (*Hardy's Fine Meats*) who will become important later.

The Judge should also keep the NPC police detectives out of this; either arranging for them to have more urgent cases, or having them kept out by the political "pull" of corrupt officials. Let

the players ask their own questions as they work out the case step-by-step.

The Setup: Janet Farmer has alerted the police and her reporter friend. She will later hire a private investigator. The scenario starts in the office of Henson & Pauley Builders, with Janet, some player characters, and at least two NPC police present.

The Action: Janet Farmer, trusted receptionist and secretary for Henson & Pauley Builders, unlocks the office each morning. Today, the door was open. Fearing a robbery, she had gone to the storage room where the safe was kept. There, she found the body of Tim Henson, who had been stabbed repeatedly. The safe door was open and the safe was empty. She called **Rick Pauley**, Henson's partner, and then the police. She is very upset, as Henson had recently asked her to marry him.

Rick Pauley will reveal, when questioned, that he and Tim Henson had just put \$10,000 in the safe. This was for payroll and





recent "unusual business expenses." He also appears very upset and closes the office until after the funeral.

The knife used for the murder is gone, and the safe has no usable fingerprints. All apparent evidence suggests that Henson surprised a burglar. One of the NPC police should suggest that a repeated stabbing doesn't sound like the type of crime a burglar would commit, but this idea will be quickly rejected by the NPC officer in charge. The police will start looking for a thief and murderer.

Later, Janet will call her reporter friend. Rick has asked her to marry him and she has refused. He is an egomaniac who won't accept her refusal and she is afraid. He has a terrible temper—he and Tim had argued in the past. If the reporter asks probing questions, she will say she doesn't know if Rick had anything to do with the murder. If the reporter does not suggest it, Janet will think of hiring a private investigator after this talk.

Rick is guilty. He killed Tim Henson and made it look like a robbery. If the investigation seems to be turning away from the robbery motive, he will, reluctantly, mention that he and Henson have had dealings with the Tolino and O'Connor gangs. The \$10,000 was money for bribes. Rick will do all he can to shift suspicion to any other possible murderer.

Two days later, the body of **Stan Colton** (butcher) will be found inside the walk-in freezer at Hardy's Fine Meats. He has been stabbed. In his hand is a scrap of newspaper. It is part of a story from the *Tribune* on the Henson murder. The murder weapon is missing, but might be like the one that killed Tim Henson. Under Stan Colton's fingernails is dried blood. Chemical analysis will reveal the blood is human, type AB negative. Stan Colton's blood type is O positive.

Stan Colton heard Henson and Pauley arguing just before the murder. He planned to blackmail Pauley, so Pauley murdered him to keep him quiet. Investigation will reveal that Stan Colton always bought his newspapers from Pitzer's News Corner. Any investigator asking **Jack Pitzer** about Stan will find out Stan stopped by late on the night he was killed. He told Jack that he had to work late. He had to meet someone later at the butcher shop—it was important. He also bought every paper with a story about the Henson killing, and several old papers. (These have stories about the past business dealings of Henson & Pauley builders.) When Jack asked Stan what he wanted the papers for, Stan said: "To set a trap for a rat."

Pauley will have a bandaged hand. He will claim it was scratched by an alley cat he tried to pet. Pauley's medical records are on file in **Dr. Joseph Berkeley's** office in the Berkeley Clinic. His blood type is AB negative.

Rick has the murder weapon in a briefcase, along with the money, contracts, and bonds that were in the safe. He is thinking about how to get rid of them safely. He doesn't want to touch the knife again—he has forgotten to wipe off his fingerprints—and he is too greedy to get rid of the money and bonds.

One of the documents from the safe is a copy of the expenses from the last Henson & Pauley contract, signed by Pauley. After each item is a note in Tim Henson's handwriting. The notes list different facts and figures for each entry (for example, after the entry: "Grade A concrete—100 tons at \$12 a ton, subtotal \$1200" is Henson's note: "Mixture, 60% concrete, 40% sand—100 tons at \$5 a ton, subtotal \$500, difference \$700"). Henson had discovered that Pauley was using substandard materials and cheating on the contract.

The Hijacking

(Gang War)

The Scenario: With beer deliveries upset by the raid on the Miller Warehouse, Al Tolino buys three truckloads of beer from Joe "The Boss" Massere. Cesare Rico (*Hime's Barbership*) has learned of this and passed the word to Deanie O'Connor, who orders his gang to stop the shipment.

Judge Preparation: Freelance criminals **Tommy Bathory** and **Laddy Williams** are available for hire.

The Plan: The convoy will pass down Dutton Court on the way to Broad Street and the Four Deuces at 1:00 Wednesday morning. Further planning is up to the players involved.

Setup: The convoy is arranged in a single line: the Tolino's 1921 Buick, three trucks and the Tolino 1920 Chevy Cabriolet. The first car (driven by **Jerry Butler**) carries **Butcher Bertello**. Each truck will have a Miller Brothers driver. The second truck will have **Guilio Salerno** as a guard. The last car (driven by **Maria Volterra**) carries **Vito Lipari**.

Gino Nitti, the **Basque**, and **Luther Schultze** are in the Four Deuces waiting for delivery.

The Action: When the hijack is attempted, any gunfire will alert the Tolinos in the Four Deuces. The Judges should also remember that the truck drivers are neither armed with guns nor heroes.

The Wrap-Up: If successful, each truckload of beer is worth \$550 and each truck is worth \$500 to Deanie O'Connor. Deanie's 50% cut comes out before experience is figured.

Alternative Scenario: This can also be played as an arrest at the end of a Prohibition agent's investigation. In this case, the Judge will have to set up a series of clues leading to this adventure.



Burglary at Hessel Furriers

(Law Enforcers)

The Scenario: Independent thief **Mike McGuire** teams up with **Corinne Dufarge** to rob Hessel's Furriers on a moonless night. **Abraham Levon** (*Levon's Pawnshop*), a would-be fence, has come along to observe.

Judge Preparation: This can be used as a chance encounter for a policeman character on a night beat, as the starting point of an investigation, or as an arrest scenario at the end of an investigation arranged by the Judge. The Judge should decide how much preparation is needed.

The Plan: Mike will pick the lock while Corinne acts as lookout. Then Mike will act as lookout while Corinne disarms the alarm system. They will enter and lock the door behind them while they pile the most valuable furs into three piles. The thieves can carry one pile to the car at a time. If not disturbed, they will steal all three piles, then turn them over to Abraham for fencing.

Setup: Mike and Corinne are by Hessel's door. Abraham Levon has stayed with their car, which is parked in Tiffin Alley. The Judge decides where and when the players start.

The Action: While Corinne is working on the alarm, townsperon **Harold Magnusson** (sailor) comes strolling down the street. If Mike makes a successful observation check, he warns Corinne in time and Harold will see nothing. If not, the Judge makes an observation check for Harold. If successful, Harold sees them. (The Judge should decide what Harold will do or roll a NPC reaction; for example, he might try to stop the robbery, call the police, ignore the burglars, blackmail them, and so on.)

For each trip the thieves make, the Judge rolls 1d10. A roll of 1 or 2 means there is someone on the street who may be a witness if a successful observation check is made. The thieves will take what they have and go if they see someone on the street (a successful observation check is needed—it is a very dark night).

If this is an encounter for a policeman player, the player should appear before the thieves drive away. He should be checking the locks on all the buildings. If he does not catch the criminals in the act of robbery, the policeman gets two observation checks to notice something suspicious: one to notice tampering with Hessel's lock and one to see Abraham Levon and the car in the alley.

If the policeman catches the thieves and tries to make the arrest alone, the criminals will pretend to surrender as long as the policeman has a gun pointed at them. If given a chance, Mike will grab for the gun and Corinne will run away. Abraham will not do anything—he has meekly surrendered.

The Wrap-Up: The value of the fur piles is \$3000, \$2500, and \$2000, if this becomes important. A successful robbery will have an affect on the gang war. (If the Judge does not actually run this scenario, the robbery is assumed to be successful). The next day Deanie O'Connor will phone a friend at the **Tribune** and claim that "as an informed source" he knows the Tolino mob is behind the theft. At the same time, Al Tolino will be calling a friend at the *City Star* and saying he has "conclusive evidence" that points to the O'Connor gang as the robbers. Both papers will print the stories, adding more fuel to the gang war.

Shootout at Stevenson's Machine Shop

(Gang War)

The Scenario: The O'Connors try to muscle in on the Tolino protection racket, and meet unexpected resistance. (This scenario will trigger the last scenario, *Raid!* within 1-3 game weeks, so the Judge should not use it until he or she is ready).

Judge Preparation: Little Augie gives the O'Connor gang information about how much local businessmen pay the Tolinos. He suggests that if the payments were lowered \$10 a week, the businessmen would be more willing to side with the O'Connors.

Deanie O'Connor agrees. He doesn't know why Stevenson's doesn't pay, but orders his boys to hit the place up for \$30 a week. Although most businesses will agree (if the O'Connors can convince them that the Tolinos will cause no trouble) Stevenson will refuse. Any plan for "persuasion" is up to the O'Connor player characters.

Setup: At least one worker will always be on guard with a rifle. Most of the Stevenson workers will be in the shop at all times, with rifles and pistols near at hand. They will even sleep in the shop. There are a total of four rifles here, German Mausers with a 4-shot clip. The Stevensons have 25 clips of ammunition. They





have also put up several powerful lights in the alley to keep it lit at night. There are enough .38 pistols to arm everyone in the shop.

The Judge should decide where the workers will be if the O'Connors attack.

The Action: This depends on the O'Connor gang, but the most likely result is a shootout. The Judge can always have Deanie cancel his orders to avoid problems with public opinion when the strength of the resistance is known.

The Wrap-Up: Because the Stevensons are only protecting their property from criminals, this scenario is likely to cause great public outcry. It will determine when the final scenario, *Raid!*, will take place. If no Stevenson workers are killed, the *Raid!* will take place in three weeks. If one of the Stevenson workers is killed, the *Raid!* will take place in two weeks. If one of the Stevenson family is killed, the *Raid!* will take place in one week. Because the O'Connor gang's income comes from operations like Harrigan's, this will affect how much money gang member players will make.

Alternate Scenario: Tolino mobster **Johnny Volterra** has been beaten up by **Dave Stevenson** and vows revenge. A raid on the Stevensons is planned and made by the Tolino mob, with players assigned the parts of the NPCs. The results of the raid are the same.

The Sting

(Gang War)

The Scenario: Cesere Ricco (*Hime's Barbershop*) tries to take over the Bookie Joint, with O'Connor support.

Judge Preparation: The Judge should occasionally mention the races at the Lakefront City Downs. One day, **Cesere Ricco** will open negotiations with the O'Connor gang through **Alice Barton**, Little Augie's wife (*Little Augie's Speakeasy*). When the deal is struck, Dion O'Connor will order his gang to fix a certain race so that a horse called Whirlwind will win.

Whirlwind is a good, fast horse, secretly owned by Deanie O'Connor. Deanie has been holding the horse back, making it look slow and unreliable. The horse has finished dead last in its last three races. Whirlwind will race again on Thursday, in the fifth race at Lakefront City Downs, at odds of 20:1. Deanie has picked this race because Whirlwind, in his best form, is faster than the other horses.

The Plan: The O'Connor gang will be given \$5000 of Dion O'Connor's money to bet on Whirlwind by Cesere at the Bookie Joint. The rest of the fix is up to the players involved. Typical plans include bribing jockeys, doping the other horses' food, and so on.

The Setup: The Judge should allow a number of chances for the plan to go wrong (depending on how good the plan is) then set up appropriate encounters (with guards, jockeys, bystanders, and others). Possible problems include bystanders who may become witnesses, uncooperative jockeys, chance meetings with personal enemies, and so forth.

The Action: If the plan succeeds, **Joey the Book** will lose \$100,000. Cesere will take some O'Connor gang members along when he collects. Cesere will leave some gang members as lookouts while he talks to Joey and his bodyguard, **Johnny Volterra**. Also present are bookies **Charles DuBois**, **Nick Comemnus**, and **Luigi Conterinni**. Joey will be suspicious (where did Cesere get all that money?) and refuse to pay. If the plan has failed, Joey will have found out about the attempt. Cesere and the O'Connors must act fast.

At this, Cesere will signal **Vito Barboni** (bouncer). Both will draw and fire at the Tolinos while the bookies dive for cover. Joey and Johnny Volterra will fire back. A few Tolino mobsters will arrive as determined by the Judge to engage the lookouts and try to rescue Joey.

The Wrap-Up: If the takeover is successful, the Bookie Joint will run as an O'Connor operation: 50% to Deanie, 25% to the O'Connor gang, and 25% to the new manager. The new manager will be Cesere Ricco, if he survives. Otherwise, the manager will be, in order: Charles DuBois, Vito Barboni, Al Brown, Jimmy Villani, and the O'Connor gang (as Harrigan's). Two O'Connor gang members will also be assigned here as guards.

If the takeover is unsuccessful, the war remains deadlocked.

Alternative Scenario: This can be played as a straight shootout by using most of the above information as background only.

The Morgan Necklace Caper

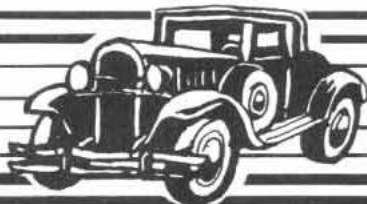
(Investigation)

The Scenario: A private investigator tries to recover a stolen necklace.

Judge Preparation: The Judge should arrange to make **Gino Nitti** (Tolino mobster) one of the investigator's underworld contacts. The Judge should also know the details of the case to decide how fast the case should develop.

Setup: A beautiful woman walks into the investigator's office. She is very upset. "Please say you can help me," she begins.

She is **Rebecca Lynn Morgan**, wife of townsman David Thomas Morgan, the financial wizard. She was at a party last night and drank some "imported" scotch. It made her ill and she took off her necklace when she laid down to rest. When she woke up, she discovered that a thief had broken in and robbed the house. The necklace was also gone. She doesn't know what to do.



The necklace wasn't insured. Her husband had given her the insurance money, but she lost it playing roulette. She had told him the necklace was insured, meaning to buy insurance later, but she forgot all about it until last night. Her husband mustn't know the necklace wasn't insured; would the investigator take the case?

She will pay the investigator \$20 a day, plus expenses, and a \$500 bonus if the necklace is returned before Thomas Morgan finds out.

She is willing to ransom the necklace for up to \$1000 (it is worth \$5000).

The Action: If the investigator checks her story against the newspapers, he or she will find that there was a party last night and that the house was broken into.

Gino Nitti will reveal (if asked) that he can contact the thief.



Nitti also knows the thief will return the necklace for \$1500. Gino will act as intermediary, and the thief will eventually be talked down to \$1000. (Gino should be paid at least \$50 for his services.)

The thief agrees to meet the private investigator in the Empty Storefront at 12:00 midnight, but makes it clear that he will not show himself unless he is sure the investigator is alone. At this meeting, the necklace will be exchanged for the money.

The thief is the **Basque** (Tolino mobster), who is doing some private thieving on his own. He will be watching to make sure the investigator is alone. If so, he will meet the investigator. The Basque has no intention of letting the investigator leave with the necklace. He plans to kill the investigator silently with a knife. (If this is too deadly, the Judge can have the Basque frightened away at the last minute by a NPC or police patrol before he can kill the investigator.)

Alternative Scenario: The Basque has had a fake necklace made. Unless the investigator tests the necklace (like scratching a piece of glass with one of the diamonds), the investigator will recover a fake necklace. If the investigator discovers the fake, the Basque will attack with a knife. The Judge decides where the real necklace is.

The O'Connor Hit

(Gang War)

The Scenario: Big Al has had it with Deanie O'Connor. He hires three hit men from the Detroit Purple Gang to kill Deanie.

Judge Preparation: The O'Connor gang players should be near Velma's or Harrigan's at the start of this scenario.

The Plan: A middleman has rented a room on the second floor of the Preston Building above Henson & Pauley Builders. The hit men will shoot Deanie as he goes into Velma's, then escape in the black limousine sedan they have parked outside.

Setup: The hit men are all standard NPC hit men and armed with rifles.

(MS = 71, AG = 88, OB = 83, DR = 86, PR = 5, LK = 15, HP = 21)

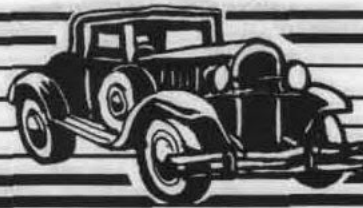
Their sedan is parked outside the Preston Building on Canal Street. The action starts as soon as **Deanie O'Connor** and **Fingers O'Malley** drive up in Deanie's Rolls Royce.

The Action. First, O'Malley makes sure the street is clear. Then he and Deanie get out of the car. When Deanie is halfway to the door of Velma's, a flurry of shots ring out and Deanie will crumple (dead, unless he makes his luck roll).

Any character who the Judge decides might see the hit men gets an observation check to see the flash of the rifles as the hit men fire. Fingers O'Malley will see the flashes if no one else does. If the characters react immediately, there will be a gun battle with the escaping hit men.

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

If Deanie dies, Al Tolino has won this round of the war. Fingers O'Malley will take over the O'Connor gang. If Deanie is only wounded, he will probably be out of action for the rest of the campaign (and Al might try again!).



Robbery at Goldstein's

(Law Enforcers)

The Scenario: Free-lance criminals **Tommy Bathory** and **Laddy Williams** hold up Goldstein's Jewelry store.

Judge Preparation: Arrange to have as many non-criminal player characters as possible near Goldstein's so they can try to stop the robbery. Depending on the number of players, Tommy may have a full ammunition drum for his Thompson, a single clip only, or a .45 instead of the submachine gun. Laddy will have a sawed-off shotgun.

The Plan: Tommy and Laddy have their guns concealed under long, unbuttoned overcoats. After they enter, they will suddenly draw their guns and say: "This is a stick-up! Do what you're told and you won't get hurt."

They will order any customers to lie down on the floor. **Sam Goldstein** (owner) and **Fred Russell** (assistant) will be ordered to pile the jewelry on the counter. The criminals will stuff the jewelry and the money from the cash register into their pockets. Then they will run to their souped-up 1921 Model T (which can do 70 mph, A/B = 5/2) and escape.



Setup: The Judge decides where the player characters start. The criminals, Sam Goldstein, Fred Russell, and any customers are in the store. The car is parked in front of the store.

The Action: As the criminals reach their car, the alarm will go off, alerting the Law Enforcers. The scenario ends when the criminals escape or are captured.

The Big Poker Game

(Gang War)

The Scenario: The O'Connor gang raids the big poker game in the big meeting room of the Lexington Hotel.

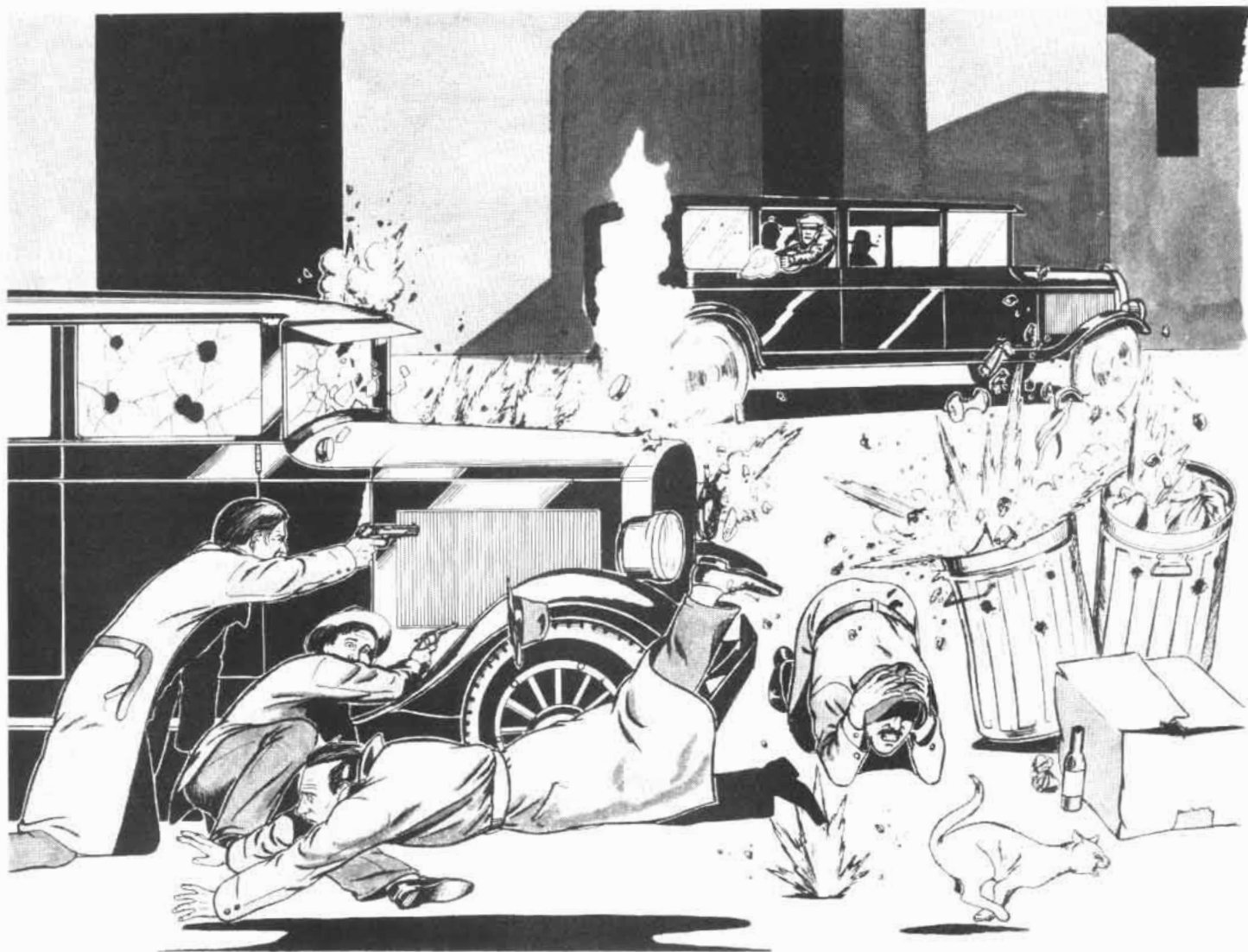
The Plan: The O'Connor gang will do the planning, as usual. However, they are ordered to avoid bloodshed if possible. There will be influential people there, and it will cause trouble if they are injured. For the same reason, the guests are not to be robbed, only the dealer. The purpose of the raid is to make the Tolino mob look weak and unable to protect its interests.

Setup: The front doors of the hotel are open, but the alley door is locked. **Lance Terrell** (house detective) and **Butcher Bertello** (Tolino hit man) are outside the doors to the meeting room, acting as bouncers. In the room are **Sophia Arbella** (Tolino gun moll), who is dealing, and up to six characters selected by the Judge (councilmen, administrators, and so on).

The Action: Lance and Butcher will not fight if it is obvious they are outnumbered and outgunned. However, if the O'Connor gang always kills Tolinos who surrender, they will fight back—they have nothing to lose.

The Wrap-Up: The robbers will get $1d10 \times \$1000$. If any of the guests are killed, there may be a public outcry (see *Public Opinion* on pg. 75). If the guests are robbed, the Judge should make a note of this—the NPC may try to get revenge on the O'Connor gang at a later time. (For example, if Judge Elias Upton is robbed here, the O'Connor gang member who does it may get a stiffer sentence if he is ever arrested!)

Alternative Scenario: This can also be run as a raid by law enforcers—possibly as part of the Prohibition agents' investigation of **Mario Antonelli**. Mob money (20% of the total) will be confiscated, Tolino mobsters will be arrested and the participants may be fined.



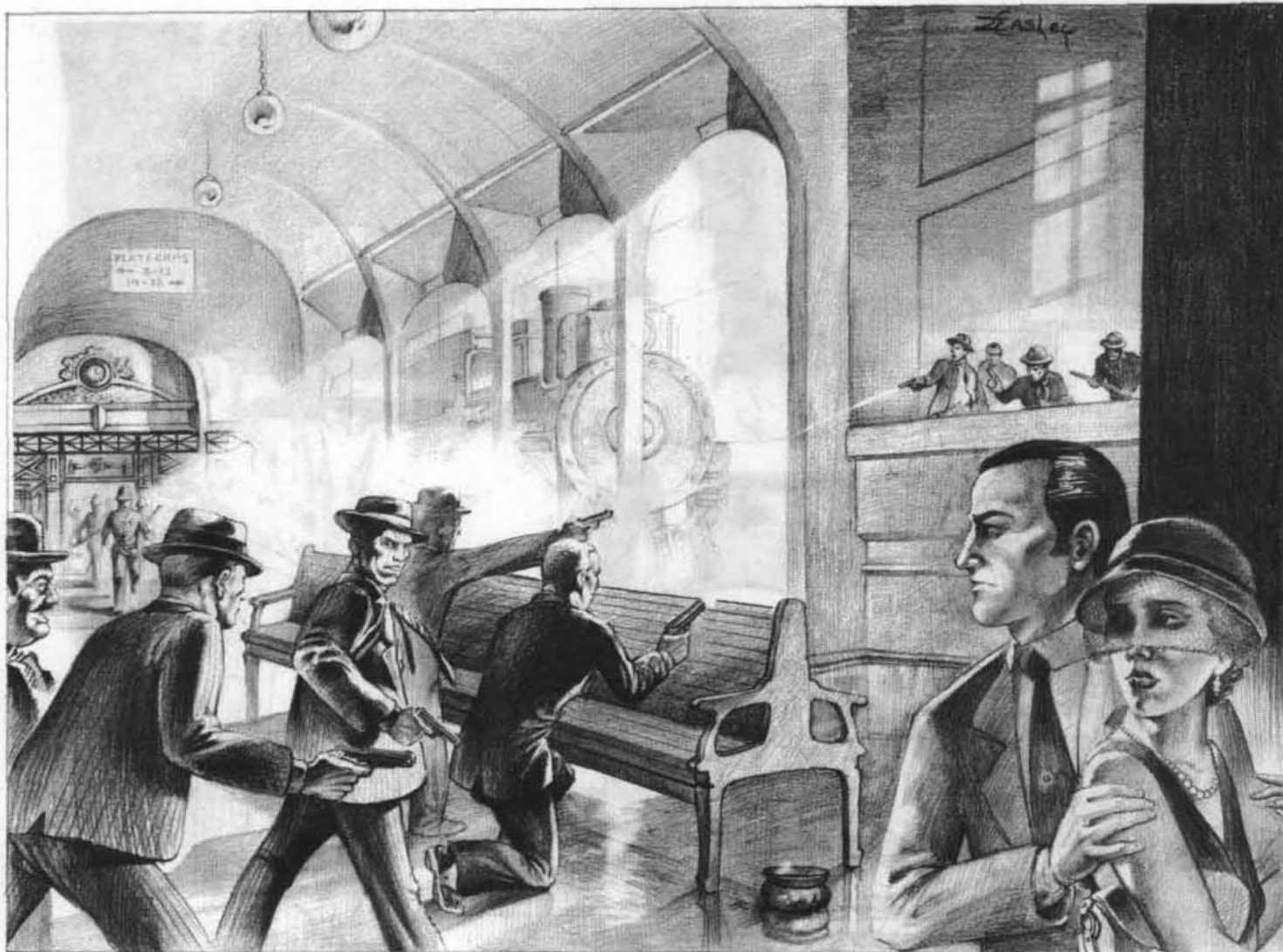
The Stolen Car Ring

(Law Enforcers)

The Scenario: The Miller Brothers brewery has been closed down by the O'Connor raid or by Prohibition agents and Hans Mueller has left town in disgust. The Millers have started stealing cars and reselling them (some receive fresh coats of paint and new license plates). Some of the cars have been transported across the state lines, which officially brings in the FBI.

Judge Preparation: This is a long-term investigation. The Judge should make a list of clues and evidence like those below that will point eventually to the Miller Brothers Warehouse (including a few false leads).

The success of this scenario depends on keeping the players interested in the investigation, so special care should be taken in preparing the NPCs and contacts encountered. The Judge should prepare a special "routine" for each. (Like little Grandmother Higgins, who stuffs the investigators full of gingerbread and tea. She will talk on and on about her cat, Sylvester, and her niece, Doris—who happens to be the next NPC the investigators will talk to, if they follow this clue. Or maybe she will mention the "nice man with the strange scar" whose car broke down right outside her door last week at midnight!)



Setup: Typical encounters and clues might include:

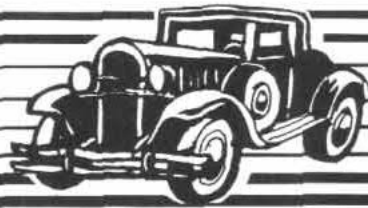
- **An auto theft victim who is sure he saw his car.
- **An underworld contact who has a tip on liquor smugglers (wrong—he has seen stolen cars being moved)
- **A gun moll getting back at her boyfriend (who is a known auto thief) mentions he is working for the Millers.
- **The Millers recently bought welding equipment at Harshaw's.
- **An independent enforcer warns off an investigator who is getting too close (an attack, or threatens a contact, or so on).
- **A prominent citizen's car is stolen—results demanded fast!
- **Midnight traffic around the Miller Warehouse is heavy.
- **The Millers seem to have a lot of cash.
- **The same stolen car is reported seen in various areas, each of which must be checked out.

**A stolen car is recovered—chemical analysis of paint will match paint in the warehouse—the Millers bought the paint from Harshaw's Hardware.

**The investigators go to Judge Elias Upton to get a search warrant.

The Action: The clues should be related in unexpected ways. Players like remembering things they have encountered before, and makes the adventure more fun. Experienced Judges often make up special connections as they go, but it is a good idea for beginning Judges to plan a few first—and write down any changes made during play.

The Wrap-Up: The adventure ends when the police and FBI raid the warehouse. There will be half a dozen stolen cars, some being changed to avoid recognition. The Millers and two drivers will be in the warehouse, in locations decided by the Judge. Nobody will resist arrest as long as they know the raid is official.



The Return of Cody Powers

(Law Enforcers)

The Scenario: Bank robber **Cody Powers** is coming back to kill those who broke up his gang.

Judge Preparation: While running the other scenarios, occasionally mention developments in the Powers case.

Setup: After Cody's wounds healed, he tricked his guards by carving a "gun" from wood and staining it with boot polish to make it look real. He has returned to Lakefront City and taken a room in the Lexington Hotel. Cody has also dyed his hair and is wearing a false beard, but he will still be recognized by anyone who has seen him before unless he makes a successful disguise check (20%).

Cody has stolen a .38, and will begin to stalk the characters who broke up his gang. The Judge should arrange several attempts to kill NPCs to establish a pattern for the players to recognize. These might include lawyers, the judge, NPC law enforcers, and so on.

The Action: The only real requirements of the action are that a player confront Cody and that the player has a chance to avoid being killed immediately. The exact details are up to the Judge, but television, movies, and fiction should provide some ideas.

Alternative Scenarios: This would be a race to track down and capture Cody before he can finish his plans for revenge. It would end in a final chase, shootout, or arrest as law enforcement officials close in.

The Bombing of Velma's

(Gang War)

The Scenario: The Tolino gang strikes back. (This scenario is supposed to get the O'Connors really mad at the Tolinos before the *Showdown!* scenario).

The Plan: Tolino hit man **Butcher Bertello** will call the acting leader of the player character O'Connors. He and a few of his friends are tired of the war and want to switch sides. Butcher will try to set up an appointment at Velma's an hour after it closes. He will be coming with two bodyguards.

The Tolinos will watch Velma's. Their attack is timed for a half hour before the meeting, provided all the O'Connors are there. If not, the attack will come five minutes after the meeting was supposed to start.

Two Tolino cars will drive past Velma's at 20 mph, while the Tolinos throw grenades through Velma's front window. The first car will be the 1921 Buick sedan (driven by **Jerry Butler**).

Butcher Bertello will throw the grenade. The second car will be the Chevy Cabriolet (driven by **Vito Lipari**). The **Basque** will throw the grenade. When the grenades are thrown, both cars will speed up to 50 mph as soon as possible.

Setup: The O'Connors can make any preparations for the meeting they want to. Most important is who will be there, when the characters will arrive, and where the characters are when the meeting begins. The Judge should have this information before starting play. The Tolino cars will approach on Broad Street with the passenger side nearest Velma's.

The Action: If the O'Connor gang has a lookout, the lookout gets an observation check to recognize the cars as Tolino's and sense that something is wrong. The Judge should ask for everyone's immediate reaction. Anyone diving for cover should be given some protection from the coming blasts (Judge's decision, maybe half damage—rounded up—or similar). If there is no warning, the characters just take the coming damage. If the O'Connors catch the Tolino cars, the fight is played normally.

Grenade throwing range is 100'. A miss will explode outside Velma's, causing no damage (unless characters are in the blast area). Grenades that go into Velma's will explode in a square determined by the Judge (pick one or choose by die roll). Characters within 10' take 2d10 points of wounds, those within 20' take 1d10, and those within 30' take 1d10 if they fail a luck check. In addition, all characters are checked for surprise (this is the chance of being stunned or shaken up by the blast).

The Wrap-Up: After this, the players should be quite ready for the *Showdown!*

Showdown at Little Augie's

(Gang War)

The Scenario: Little Augie makes a deal with the O'Connors to wipe out the Tolino mob.

Judge Preparation: Criminal **Little Augie Barton** sends word to the O'Connor gang that they can catch the entire Tolino mob together Friday night at his speakeasy. The Tolinos are getting together to celebrate Big Al's birthday. All Little Augie wants is control of his speakeasy when the war is over. It might be a trap, but: "You can't win if you don't take chances. It's time for a showdown" is the opinion of the NPC gang members.

The Plan: The bouncer **Billy Alexius**, Little Augie's man, will be watching the door. He will let the O'Connors in, then the O'Connors will try to wipe out the entire Tolino mob. Further details are up to the O'Connor players.

Setup: The whole Tolino mob and Little Augie are in Little Augie's Speakeasy. Billy Alexius is watching the door.



The Action: As the O'Connors arrive, everything should seem all right. Billy will let them in: "It's okay," he says. "They're just getting ready to drink a toast to Big Al. Let's get this over. The sooner it's done, the better, as far as I'm concerned."

This is no trap. As the O'Connor gang bursts through the door, each Tolino must make an observation check for surprise. Little Augie and Billy Alexius will draw their guns and help the O'Connors. The war should end very quickly.

The Wrap-Up: If all has gone well, this should leave the O'Connor gang in charge of Harrigan's, the Four Deuces, and the Miller Brothers' Warehouse. Cesere Ricco should be running the Bookie Joint, and Little Augie should be running his speakeasy. If the O'Connor gang leaders have been killed, the gang member with the highest Presence plus level will become the new leader and the gang will be renamed after him. If a player wants to change this, role play it out (there may be another war!)

Alternative Scenario: At the last minute, Al Tolino was suddenly called away to a business meeting in Florida, and will not be present when his gang is wiped out. He will later rebuild his gang and try to get revenge.

Alternative Scenario: This is a trap! The Tolinos will ambush the O'Connors as they come in. (Billy Alexius will be very nervous and Little Augie has gone for a "ride.") The surviving O'Connors will have to go into hiding and rebuild their gang if they lose.

RAID!

(Law Enforcers)

The Scenario: There has been too much violence in the First Ward. Even Big Bill Johnson's administration is forced to do something. A massive raid is planned to close down all illegal operations on the Block Map.

Judge Preparation: The Law Enforcer players should help plan the raid. The following places will be raided at the same time: Harrigan's (if it has re-opened), The Four Deuces, Little Augie's, the Bookie Joint, and any other center of gang activity the law enforcers have located. Private investigators or reporters who have helped the law enforcement agencies will be invited to take part.

Setup: The Judge should assign enough police and law enforcers to the raid to make sure that all exits can be blocked, and that the criminals will face overwhelming odds. The exact placement of these forces is up to the players involved (or the NPC agency bosses, if necessary).

The Action: The raids should generally follow the plan, with the Judge slanting his descriptions to make it appear that armed resistance would be suicidal (it is). Some criminals might be clever or lucky enough to escape, but their operations will be shut down.

The Wrap-Up: Criminals who do not resist arrest will be released after one month with a warning and a fine (the Judge can use this to remove criminal money from the campaign if necessary). Criminals who resist arrest without gunfire will be given 3 months. Criminals who shoot without killing anyone will be given 6 months. Criminals who have any part in the death of anyone on the law enforcement side will be tried for murder and be given the maximum sentence if convicted.

The adventure ends with the closing of the speakeasies. Trouble is no longer brewing in Lakefront City, at least for a while. In two months, however, the speakeasies, the brewery, and the bookie joint will be back in operation. Then the Judge can create additional adventures of his own, like:

1. Boss Massere Moves In
2. Big Al Returns
3. Greedy Gang Member Tries Inside Takeover
4. Anti-Corruption Crusade Cleans Up Police

Short Scenarios

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

1. **Misunderstandings.** Harold Magnusson (sailor) is smashing up Fanucci's store. He is drunk and angry, and claims that Alberto and Maria Fanucci have stolen his wallet. They claim he must have lost it. Actually, Harold has accidentally dropped his wallet on the floor, where it will be found when someone (like the player character) suggests a search.
2. **Stopping Fights:** A policeman character hears a fight in Harshaw's, where both Harshaw brothers are fighting Marty Flaherty (dock worker). Marty had complained about some tools he bought. The Harshaws lost their tempers and the fight was on. Both sides will stop when ordered and neither will press charges (but the next encounter like this may become a general brawl).
3. **The Enforcer.** One player character is getting too close to the truth. A hired enforcer tries to "discourage" him (by threats, smashing property, beating, attempted murder, and so on).
4. **The Informer.** The player character receives a secret tip, but must meet the informer for more information. While talking to the informer, a hit man takes a shot at them, possibly killing the informer.
5. **The Ride.** A character's enemies decide to make him disappear. Mobsters grab the character and hustle him into a black limousine. Chance gives the character an opportunity to escape (like a traffic accident ahead causes a policeman to stop the car). If the character can trick or talk his way out of the sit-

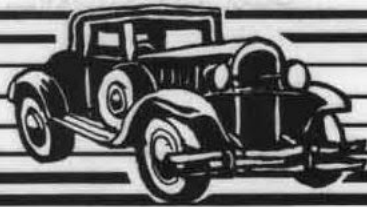


uation, he will get away. Otherwise, he will be taken to the country and shot. A character who survives a shooting (by a luck roll) will be found and taken to a hospital by a friendly NPC.

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

The actions of the player characters will often lead to new adventures. For example, a criminal character decides to rob a luxury store. The Judge sets up the robbery, considers things that might affect the action (see the *Burglary at Hessel's* scenario), and decides how well the character deals with the problems he or she will meet. If the robbery succeeds, law enforcer characters could be called in to solve the robbery and arrest the culprit. The Judge might have the store owner hire a private investigator to find the criminal. News reporter characters may try to get a scoop about the robbery. Once a series of adventures starts, future adventures are easily created by deciding how NPCs will react to what the players are doing.





Chapter 6: On the Lakefront

You have already been introduced to Lakefront City and its illustrious First Ward in the previous chapters; this chapter expands the scope of Lakefront City across the river and into the Third Ward. The map on page 119 does not adjoin the Block Map of the First Ward, but it provides an overall view of Pier 109 and its environs.

This chapter follows the format of the previous chapters' campaign setting of the First Ward. After a short background of the activities in the Third Ward, you will be introduced to the people and businesses of the waterfront, as well as being given scenarios for use in this setting. Though it may be played as an independent setting, the lakefront works very well as a companion to the First Ward setting. If nothing else, it gives the PCs a good place to end a car chase or catch a liquor shipment.

Background

You, as the Game Judge, are the only person to know the following information at the start of the game. You may reveal portions of it to your players at appropriate times during the game session.

For years the wealthy and powerful shipowners have imposed unsafe working conditions and low wages on the powerless dockworkers. Two years ago, desperation drove the workers to form the Longshoremen's Association, and they immediately called a strike to demand recognition from the owners. The Association was broken by the owners with the aid of Mayor Bill Johnson and often brutal police crackdowns. One year later, Vasily Leonovich Ulnovsky, a brilliant and dedicated Trotskyite, arrived in Lakefront City and offered the workers some hope. Trotskyites were a form of Communist in the 20s and 30s who believed in the violent overthrow of governments by the working classes. Ulnovsky soon became a unifying force behind the union, and the Longshoremen's Association became a force to be reckoned with.

The shipping owners formed the WIA ("Waterfront Improvement Association"), publicly proclaiming to "better the working conditions of Lakefront City dockworkers;" privately, however, they enlisted fellow shipowner Ned Flynn to seize control of the dockworkers' union and control the workers for them. Flynn proceeded to terrorize the dockworkers by various brutal beatings of key union members. Ulnovsky and other leaders were arrested for "inciting a riot," and the frightened workers elected Ben Whittier, Flynn's step-brother, their new president.

In the time since Whittier's election, tension has grown steadily worse, and tempers are flaring up. Disgruntled dockworkers are voicing their complaints louder than usual; Flynn is ordering the beating of more dockworkers, to "remind them of how happy they should be in their situation." Most recently, the body of Jim Malloy, a syndicate opposition leader and friend to Ulnovsky, has been found dead, a victim of gangland execution. Ulnovsky has been released from jail and is currently trying to rebuild the union while striking back against the Flynn syndicate.

PC Roles in the Third Ward

Your PCs have entered the Third Ward and the pressures are building to even greater proportions than before. Various classes can easily fit into the scenarios, such as a reporter covering the recent muggings and troubles of the Third Ward who wants to find the real story behind it all, or the beat cop reassigned to the beat down by Pier 109. Other options are to assign FBI agents undercover "mole" assignments within the dockworkers union, or Prohibition agents tipped off to major liquor shipments being unloaded at Pier 109. Criminals could join the Flynn syndicate or join a rival syndicate and try to horn in on Flynn's business on the waterfront; many criminals would be angry with Flynn for interrupting liquor shipments, and you might be assigned to "solve the problem" in the Third Ward. Keep in mind that tension is high and everyone is choosing sides here; the atmosphere is strained and PCs must be careful to choose correctly in order to fulfill their goals.

Personalities

The Flynn Syndicate

Ned Flynn—syndicate boss (age 42, Irish)
Level 4 Criminal.

Record: No previous record

MS = 65, AG = 53, OB = 94, DR = 74, PR = 10, LK = 39, HP = 17

Ned Flynn, an ambitious Irish-American shipping company owner and gangster, has found his niche in Lakefront City's Third Ward. Flynn hopes that, with his control over the Longshoremen's Association, he can make or break any businesses in the city which rely on dockworkers to load and unload cargo. In addition, he could control the supply lines of liquor coming through the Great Lake from Canada and ruin the business of fellow bootleggers. Flynn is a no-nonsense man with a short and terrible temper.

Weapons: .45 automatic pistol in shoulder holster

Carries: Emerald ring worth \$200 and \$200 in his wallet.

Sean O'Casey—Flynn's bodyguard (age 34, Irish)
Level 3 Criminal.

Skills: Boxing 66, Knife Throwing 81

Record: Arrested twice for Assault and Battery—no convictions

MS = 92, AG = 79, OB = 68, DR = 84, PR = 8, LK = 12, HP = 24

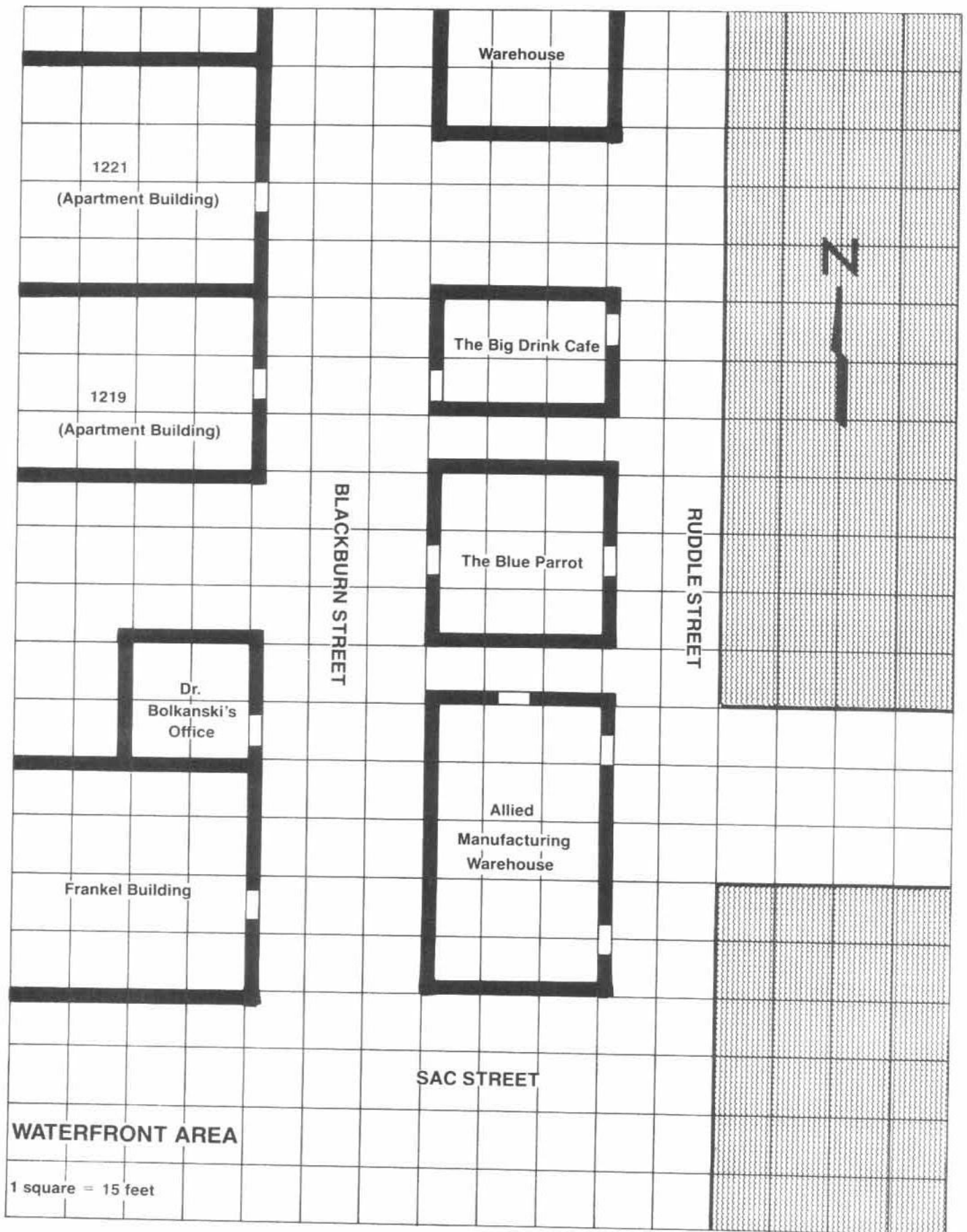
Weapons: .45 automatic in shoulder holster; Thompson sub-machine gun with 50 round drum in study; brass knuckles in coat pocket

Carries: \$50 in his wallet

Dion Carmody—(age 44, Irish)
Level 2 Criminal.

Skills: Auto Theft 57

Record: Arrested twice for assault and battery; served two years in prison, 1919-1920.





MS = 83, AG = 54, OB = 42, DR = 48, PR = 6, LK = 18, HP = 21

Weapons: Blackjack; 9 mm automatic pistol

Carries: \$17 in his wallet

Pat Ryan—(age 41, Irish)

Level 1 Criminal.

Skills: Stealth 55

Record: Arrested three times on gambling charges; served six months in prison

MS = 71, AG = 80, OB = 64, DR = 73, PR = 4, LK = 20, HP = 17

Weapons: Double barrelled shotgun in his car

Carries: \$25 in his wallet

Justin Doyle—Hit man (age 39, Irish)

Level 1 Criminal.

Skills: Lockpicking 44

Record: No arrests. Believed by police to have organized crime connections, probably with the Flynn syndicate

MS = 84, AG = 71, OB = 33, DR = 52, PR = 6, LK = 44, HP = 22

Weapons: Blackjack, .45 automatic pistol

Carries: \$15 in his wallet

Spike Johnson—Hitman (age 44, Assimilated)

Level 2 Criminal.

Skills: Stealth 76, Shadowing 64

Record: Known to Detroit police department as professional killer; no arrest record.

MS = 78, AG = 87, OB = 46, DR = 69, PR = 7, LK = 21, HP = 22

Weapons: Double barrelled shotgun, 24 shells; blackjack

Carries: \$9 in his wallet

Joey Ferret—Driver (age 33, Assimilated)

Level 2 Criminal.

Skills: Lockpicking 74, Pickpocketing 91

Record: Known to Detroit police department as professional gangland driver; arrested July 1916, for possession of stolen goods; charges dismissed when evidence disappeared from police custody

MS = 32, AG = 80, OB = 79, DR = 90, PR = 4, LK = 32, HP = 17

Weapons: 9mm automatic pistol with extra clip

Carries: \$25 in his wallet

The Trotskyites

Vasily Leonovich Ulnovsky—Revolutionary (age 35, Russian)

Level 3 Criminal.

Skills: Public Speaking 87, Lockpicking 66, Explosives 79

Record: Born Kiev, Russia to Russian father, American mother; immigrated to U.S. 1919; application for citizenship pending; arrested 1923 for disturbing the peace and inciting a riot—served 18 month prison sentence

MS = 78, AG = 84, OB = 92, DR = 81, PR = 10, LK = 14, HP = 22

More commonly known on the docks as "Comrade Leon," Ulnovsky is a very charismatic person, his slender, wiry frame contradicting his powerful voice. Ulnovsky has found his perfect soapbox in the Longshoremen's Association, and the problems

with Flynn have only brightened his revolutionist ideals. He is seeking to overthrow the Flynn syndicate through force, and will not look upon PCs favorably if they do not share his convictions of the workers' rights to fight their opponents with force.

Weapons: None

Carries: \$7 in his wallet

Katrina Pavelovna Krasnik—Revolutionary (age 30, Russian)
Level 1 Criminal.

Skills: Wiretapping 64

Record: Born Moscow, Russia, 1894; Parents Russian; immigrated to U.S. 1921; application for citizenship pending; no record of arrest

MS = 32, AG = 80, OB = 94, DR = 90, PR = 8, LK = 24, HP = 17

Weapons: .45 automatic pistol in briefcase

Carries: personal jewelry worth \$45, \$21 in her purse

Mike Jones—Revolutionary (age 31, Assimilated)

Level 1 Criminal.

MS = 92, AG = 50, OB = 61, DR = 56, PR = 7, LK = 34, HP = 20

Stan Woczynski—Revolutionary (age 35, Polish)

Level 1 Criminal.

MS = 69, AG = 87, OB = 43, DR = 65, PR = 8, LK = 12, HP = 21

Sean O'Hara—Revolutionary (age 33, Irish)

Level 1 Criminal.

MS = 55, AG = 62, OB = 73, DR = 68, PR = 6, LK = 41, HP = 17

The Workers

Typical Dockworker/Striker—(age 35 (average), Any)

Level 1 Worker.

MS = 71, AG = 54, OB = 44, DR = 49, PR = 4, LK = 20, HP = 18

Typical Strikebreaker/"Scab" worker—(age 29 (average), Any)

Level 1 Worker.

MS = 68, AG = 55, OB = 40, DR = 48, PR = 3, LK = 31, HP = 17

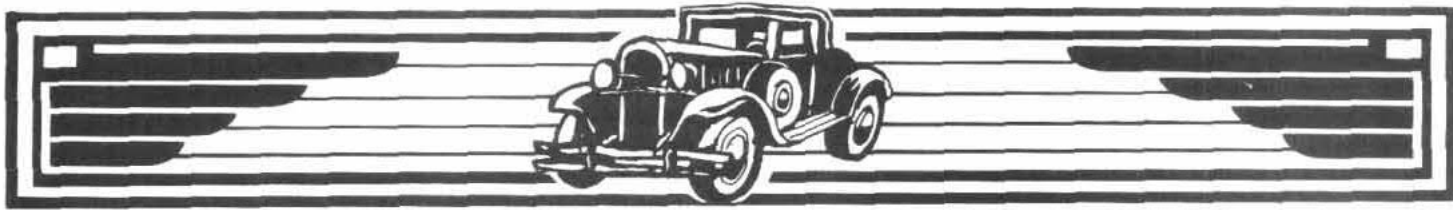
The Waterfront

Warehouse

This warehouse has been empty for some time due to the labor problems in the district. It belongs to a rival crime syndicate, and is used to store bootleg liquor before transporting it to buyers.

The Big Drink Cafe

This is the local diner for many dockworkers and their friends. George and Etta Gray, the owners, are friendly and courteous to their customers, regulars and strangers alike. The food is good and prices are reasonably cheap.



George Gray—Owner and operator (age 52, Assimilated)

Level 2 Businessman.

MS = 55, AG = 54, OB = 82, DR = 68, PR = 5, LK = 21, HP = 17

Etta Gray—Co-owner and cook (age 48, Assimilated)

Level 1 Businesswoman.

MS = 45, AG = 42, OB = 67, DR = 55, PR = 9, LK = 43, HP = 14

The Blue Parrot

Tavern—5 seating units

The Blue Parrot is managed by Benito Bonarotti; its sales have increased recently due to a new, popular bartender whose dislike for Flynn has brought in the strikers and the Trotskyites. The Blue Parrot serves hot and cold snacks, and has meals delivered from the cafe next door.

Benito Bonarotti—Manager (age 49, Italian)

Level 2 Criminal.

MS = 54, AG = 78, OB = 90, DR = 94, PR = 7, LK = 43, HP = 19

Marco Vicenza—bartender (age 28, Italian)

Level 1 Criminal.

MS = 66, AG = 50, OB = 74, DR = 62, PR = 6, LK = 31, HP = 17

Weapon: Double barrelled shotgun behind bar

“Knuckles” Troy Ponti—bouncer (age 30, Italian)

Level 1 Criminal.

MS = 98, AG = 72, OB = 44, DR = 58, PR = 6, LK = 12, HP = 22

Weapon: Blackjack in coat pocket

Allied Manufacturing Warehouse

If investigative work is done, PCs will find that this warehouse recently changed hands; it was sold to Arthur Baldwin, lawyer for Ned Flynn, for a price double the value of the property. No hint of illegal activities can be found on the premises. Arthur Baldwin has his offices in the Frankel Building.

Arthur Baldwin—lawyer (age 44, Assimilated)

Level 2 Attorney.

MS = 42, AG = 51, OB = 93, DR = 72, PR = 8, LK = 43, HP = 15

1219 and 1221 Blackburn

Apartments

These apartment buildings are 4 stories high each, with 20 rooms on each level. They are both becoming quite run-down, and many poor people reside here since they can't afford to live elsewhere. Ulnovsky lives in Apt. #410 of 1219 Blackburn, and many dockworkers live in these complexes too.

Dr. Bolkanski's Office

The clinic here is small, but it can treat all normal illnesses and has emergency services for treating gunshot and stab wounds. Note that all gunshot wounds must be reported to the police. The

doctor is a widower and lives in a small apartment above the clinic. He is sympathetic to the Trotskyites, and will not report any gunshot wounds of theirs to the police.

Dr. Edward Bolkanski—physician (age 58, Polish)

Level 3 Physician.

MS = 45, AG = 49, OB = 93, DR = 71, PR = 7, LK = 41, HP = 16

Scenarios on the Waterfront

The following scenarios are simply actions which will occur and may involve PCs directly. All of the events will affect one another, and some can be directly solved by the PCs. Unlike the previous scenarios for the First Ward, these need to be expanded by the Judge; they are simple setups which will spark reactions and numerous adventures all around the Third Ward.

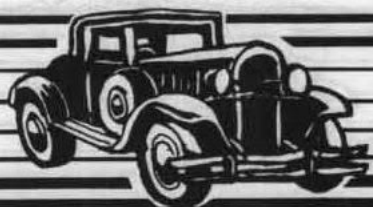
- An undercover FBI agent is approached by Ulnovsky to join his small band of revolutionary Trotskyites; he probes the PC for information, and if the PC seems interested and willing to use force (including explosives) against Flynn, he sets up further meetings to speak with the PC and include him in plans to give the murdered Malloy “vengeance and justice.”

- PI characters are hired by **Katrina Krasnik** (under the alias “Katherine”) to find out all they can about the Flynn syndicate. They will receive a fee of \$40 per day plus expenses with a \$200 advance. She will not divulge any more information or answer any questions not dealing specifically dealing with the case. The Trotskyites need information about Flynn to fight for control of the union.

- As tempers and actions escalate, the Trotskyites will kidnap and murder Ben Whittier. They will wrap the body in burlap and deposit it on **Ned Flynn's** front lawn. If any PCs are staking out the house, they will see this take place; the NPCs are all Longshoremen's Association members, and none of them has a previous record. If stopped and caught, the NPCs are identified as **Mike Jones, Stan Woczynski, and Sean O'Hara**. They are armed with clubs. Ulnovsky planned this, but has an alibi—he has been sitting at the Blue Parrot, as many will later attest.

- Prohibition agents receive an anonymous tip that **Ned Flynn's** ship, *The Irish Rose*, will be lying one half-mile out from the harbor tonight. “Be there if you'd like to find half a million worth of Canadian hooch.” The informer is really **Ned Flynn** himself, hoping to embarrass and discredit the Prohibition agents with false leads and failed raids. If the Prohibition agents raid the *Irish Rose*, they will find nothing except a cargo of machine parts; this is only an old ship painted like Flynn's ship to act as a decoy.

These are simply a few setups you can use to start a campaign on the waterfront. Continuing these adventures, you could have riots on Pier 109 of strikers fighting the “scab” workers while they unload the real *Irish Rose's* cargo; the Trotskyites could become even more extreme, plotting to kill the shipowners or even the mayor at a press conference on the ward violence. In most cases, Ned Flynn will strike back with extreme force, and hopefully the PCs can defuse these situations, bringing law back to the Third Ward.



Appendix A: Bibliographies

Beginning judges in the **GANGBUSTERS™** game will require background information on the 20s and 30s in order to run a realistic campaign. The best sources of information can be first-hand knowledge: talk to your grandparents and relatives who lived during the time periods in question. Visit your public library and look for biographies of noted figures, fictional and non-fictional accounts of Prohibition, the 20s, or the gangsters. With the rise of classic video tapes, your local video rental store becomes a good source for material on what life was like in the early 20th century.

Below are a number of bibliographies which you can use for finding excellent information for a 1920s game campaign. These are only a few examples of sources you can use for researching your **GANGBUSTERS** game characters and settings; there are many, many more sources to choose from.

Book Bibliography

- Allen, Fredrick. *Only Yesterday: an informal history of the 1920s*. NY: Harper & Row. 1959.
- . *Since Yesterday: the 1930s in America*. NY: Harper & Row. 1940.
- Bonanza Books. *100 Best Songs of the 20s and 30s*. NY: Bonanza Books. 1985.
- Barron, John. *Breaking the Ring*. Boston: Houghton-Mifflin. 1987.
- Fraleigh, Oscar. *The Last of the Untouchables*. NY: Pocket Books. 1988.
- Horan, James D. *The Desperate Years: a pictorial history of the Thirties*. NY: Crown Publishers. 1962.
- Jenkins, Alan. *The Twenties*. NY: Universe Books. 1974.
- Karpis, Alvin with Bill Trent. *The Alvin Karpis Story*. NY: Coward, McCann, & Geoghegan, Inc. 1971.
- Lee, Raymond and B.C. Van Hecke. *Gangsters and Hoodlums: the Underworld in the Cinema*. New Brunswick, New Jersey: A. J. Barnes. 1971.
- Kittredge, William, and Steven M. Krauzer, ed. *The Great American Detective*. NY: New American Library (Mentor). 1978.
- Montgomery Ward, Co. *1922 Montgomery Ward Catalog*. NY: HC Publishers, Inc. 1969.
- Nash, Jay Robert. *Bloodletters and Bad Men: a narrative encyclopedia of American criminals from the pilgrims to the present*. NY: M. Evans & Co. 1973.
- . *Hustlers and Con Men*. NY: M. Evans & Co. 1976.
- Ness, Eliot, with Oscar Fraleigh. *The Untouchables*. NY: Award Books. 1975.

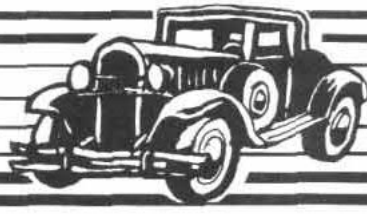
- Sann, Paul. *The Lawless Decade*. NY: Crown Publishers. 1957.
- Toland, John. *The Dillinger Days*. NY: Random House, Inc. 1963.
- Tyler, Gus. *Organized Crime in Society*. Michigan: University of Michigan Press. 1962.
- Ungar, Sanford J. *FBI*. Boston: Little Brown. 1978.
- Whitehead, Don. *The FBI Story*. NY: Random House. 1956.

Movie List

(Rated *** or more) * = Highly Recommended

Organized Crime/Law Enforcement

- Al Capone* (1959). Rod Steiger.
- The Amazing Doctor Clitterhouse* (1938). Edward G. Robinson, Humphrey Bogart.
- Angels with Dirty Faces* (1938). James Cagney, Pat O'Brien.
- The Big House* (1930). Wallace Beery, Chester Morris.
- Bonnie and Clyde* (1967). Warren Beatty, Faye Dunaway.
- Bullets or Ballots* (1936). Edward G. Robinson, Joan Blondell.
- Bureau of Missing Persons* (1933). Pat O'Brien, Bette Davis.
- Dead End* (1937). Joel McCrea, the Dead End Kids, Humphrey Bogart.
- Dillinger* (1973). Warren Oates, Richard Dreyfuss.
- The FBI Story* (1959). James Stewart, Vera Miles.
- G-Men* (1935). James Cagney, Ann Dvorak.
- The Godfather, Part II* (1974). Al Pacino, Robert DeNiro, Diane Keaton, Talia Shire.
- The Killers* (1946). Burt Lancaster, Ava Gardner.
- *Little Caesar* (1930). Edward G. Robinson.
- Murder, Inc.* (1960). Stuart Whitman, Peter Falk.
- Once Upon a Time in America* (1984). Robert DeNiro, James Woods.
- Pretty Boy Floyd* (1974). Martin Sheen, Kim Darby.
- * *Public Enemy*. (1931). James Cagney, Jean Harlow.
- The Rise and Fall of Legs Diamond* (1960). Ray Danton.
- * *The Roaring Twenties* (1939). James Cagney, Humphrey Bogart.
- * *Scarface* (1932). Paul Muni, Boris Karloff.
- The Untouchables* (1987). Kevin Costner, Sean Connery, Robert De Niro.
- *White Heat* (1949). James Cagney.



Dramas

- * *All the King's Men* (1949). Broderick Crawford.
- Beau James* (1957). Bob Hope, Vera Miles.
- Broadway* (1942). George Raft, Pat O'Brien.
- * *Grand Hotel* (1932). Greta Garbo, Joan Crawford, Lionel Barrymore.
- The Great McGinty* (1940). Brian Donlevy, Muriel Angelus.
- Hard Times* (1975). Charles Bronson, James Coburn.
- Izzy & Moe* (1985). Jackie Gleason, Art Carney.
- Johnny Apollo* (1940). Tyrone Power, Dorothy Lamour.
- Lady for a Day* (1933). Warren William, May Robson.
- Manhattan Melodrama* (1934). Clark Gable, William Powell, Myrna Loy.
- Marked Woman* (1937). Bette Davis, Humphrey Bogart.
- The Mouthpiece* (1932). James Flood, Warren William.
- Mr. Deeds Goes to Town* (1936). Gary Cooper, Jean Arthur.
- * *Mr. Smith Goes to Washington* (1939). James Stewart, Jean Arthur.
- Paper Moon* (1973). Ryan O'Neal, Tatum O'Neal.
- Pete Kelly's Blues* (1955). Jack Webb, Janet Leigh.
- * *The Sting* (1973). Paul Newman, Robert Redford.

Detective Series

- Charlie Chan* (1939-46). Warner Oland/Sidney Toler.
- Mr. Moto* (1937-39). Peter Lorre.
- Philo Vance* (1929-49). William Powell and others.
- * *The Thin Man* (1934-47). William Powell, Myrna Loy.

Newspaper/Press

- Five Star Final* (1931). Edward G. Robinson, Boris Karloff.
- *The Front Page* (1931). Adolphe Menjou, Pat O'Brien.
- His Girl Friday* (1940). Cary Grant, Rosalind Russell.
- I Cover the Waterfront* (1933). Ben Lyon, Claudette Colbert.
- The Murder Man* (1935). Spencer Tracy, Virginia Bruce, James Stewart.

Private Eyes/Mysteries

- The Big Sleep* (1946). Humphrey Bogart.
- Chinatown* (1974). Jack Nicholson, Faye Dunaway.
- Farewell My Lovely* (1975). Robert Mitchum.
- * *The Maltese Falcon* (1941). Humphrey Bogart, Mary Astor, Peter Lorre.
- * *Murder My Sweet* (1944). Dick Powell, Claire Trevor.

Comedies

- * *Bringing Up Baby* (1938). Cary Grant, Katherine Hepburn.
- Charlie McCarthy, Detective* (1939). Edgar Bergen, Charlie McCarthy.
- The Little Giant* (1933). Edgar G. Robinson, Mary Astor.
- Mr. Lucky* (1943). Cary Grant.
- My Man Godfrey* (1936). William Powell, Carole Lombard.
- The Whole Town's Talking* (1935). Edgar G. Robinson, Jean Arthur.
- You Can't Cheat an Honest Man* (1939). W. C. Fields, Edgar Bergen.

Musicals

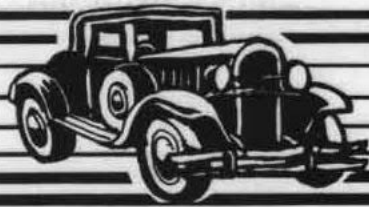
- Guys and Dolls* (1955). Frank Sinatra, Marlon Brando.
- Robin and the 7 Hoods* (1964). Frank Sinatra, Sammy Davis Jr., Dean Martin, Bing Crosby.

Gangster Movies

- (Rated **1/2 or less)
- Kansas City Massacre* (1975). Dale Robertson. (sequel to *Melvin Purvis—G-Man*)
- King of the Roaring 20s* (1961). David Jansen.
- The Lady in Red* (1976). Pamela Sue Martin, Robert Conrad.
- Lepke* (1975). Tony Curtis.
- Machine Gun Kelly* (1958). Charles Bronson.
- Melvin Purvis—G-Man* (1974). Dale Robertson.
- Portrait of a Mobster* (1961). Vic Morrow, Leslie Parrish.
- Roger Touhy, Gangster* (1944). Preston Foster.
- St. Valentine's Day Massacre* (1967). Jason Robards.
- The Valachi Papers* (1972). Charles Bronson.
- Young Dillinger* (1965). Nick Adams.

TV Series

- Banyon* (1972). Robert Forster, Joan Blondell.
- City of Angels* (1976). Wayne Rogers.
- Gangster Chronicles* (1981). Michael Nouri, Joe Penny.
- The Lawless Years* (1959-60). James Gregory.
- The Roaring Twenties* (1960-1962). Rex Reason, Donald May.
- The Untouchables* (1959-63). Robert Stack, Bruce Gordon. (Two double-length episodes, *Al Capone* and *The Gun of Zangara* sometimes appear as movies.)



Appendix B: Rogues Gallery

This section gives statistics for famous gangsters, gangs, prohibition agents and F.B.I. agents. Many of these people were active from the 1920s through the 1950s, but the statistics given are only for the 1920s and 30s.

The first seven characteristics are the NPC's basic ability scores: Muscle (Mu), Agility (Ag), Observation (Ob), Presence (Pr), Driving (Dr), Luck (Lu) and Hit Points (HP). The eighth number is the character's level (Lv). The ninth number (Re) is a reaction modifier. This number is added to or subtracted from the NPC's reaction roll when meeting a PC. For example, if a PC meets Albert Anastasia, the judge determines Anastasia's reaction to the character by rolling 2d10 and subtracting 2 (Anastasia's reaction modifier). The last two numbers are the lowest (Mn) and highest (Mx) reactions the NPC can have to a player character. No minimum figure is given for Anastasia, so his reaction to a PC can be as low as 2. However, he will never have a better reaction than 17. In general terms, this means Anastasia might dislike a player character strongly, and will never really like anyone.

Criminal Class

Historical Characters

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	Mx
Albert Anastasia	81	77	56	7	67	29	21	7	-2	17	
1903-1957. Allegedly one of the murders of Joe "the Boss" Masseria. Alleged head of Murder, Inc., and ally of Lucky Luciano.											
Arizona Barker	44	37	89	8	63	24	14	5			
1872-1935. "Ma" Barker. Organizer of the Barker Gang, consisting mainly of her sons. The gang specialized in robbing banks and kidnapping.											
Arthur Barker	52	74	55	6	65	31	18	5			
1899-1939. "Doc" Barker. Skill: auto theft 58%.											
Fred Barker	54	71	57	6	64	25	18	5			
1902-1935. Skills: lockpicking 25%, alarm systems 24%.											
Herman Barker	53	64	51	6	61	23	17	2			
1894-1927. Skills: lockpicking 28%, alarm systems 19%.											
Clyde Barrow	57	84	55	6	70	14	17	2	-3	15	
1909-1934. Small-time robber and murderer. Skill: auto theft 64%.											

Name Mu Ag Ob Pr Dr Lu HP Lv Re Mn Mx

Louis

Buchalter 59 63 92 9 78 34 18 9

1897-1944. "Lepke" Buchalter. Controlled many New York garment district unions. Ally of Lucky Luciano. Killed Little Augie Organ. Skills: smuggling 61%, gambling 50%.

Alphonse

Capone 87 74 90 10 82 32 21 9

1899-1947. "Scarface" Al Capone. Gained control of Chicago rackets after extensive gang wars. Believed to have killed Big Jim Colosimo. Skills: smuggling 94%, public relations 86%.

Vincent Coll 70 79 48 7 64 17 20 4 -2

1909-1932. "Mad Dog" Coll. Hired killer who tried to take over from Dutch Schultz and failed. Skill: smuggling 62%.

John Thomas

Diamond 68 93 74 9 84 50 22 7

1896-1931. "Legs" Jack Diamond. bodyguard and killer. Fought a four-year war with Dutch Schultz for control of various territories in New York, but lost. Skills: lockpicking 47%, alarm systems 45%, smuggling 79%, public relations 57%.

John

Dillinger 65 95 72 8 84 36 21 5

1903-1934(?). Bankrobber who led three different gangs. some people still question whether he really was killed in a shootout with F.B.I. agents in 1934. Skills: auto theft 83%, alarm systems 37%.

Charles A.

Floyd 94 86 60 7 73 35 23 3

1901-1934. "Pretty Boy" Floyd, "Chock" Floyd. Bankrobber and murderer. Mistakenly accused of taking part in the Kansas City Massacre, where four law enforcement agents were killed. Skill: auto theft 67%.

Vito

Genovese 65 67 96 9 84 41 18 7 -1 18

1897-1969. "Don Vitone" Genovese. One of Lucky Luciano's partners, rumored at one time to have become Capo di tutti Capi—"Boss of All Bosses"—for the mafia. Helped kill Joe "the Boss" Masseria. Skill: smuggling 94%.

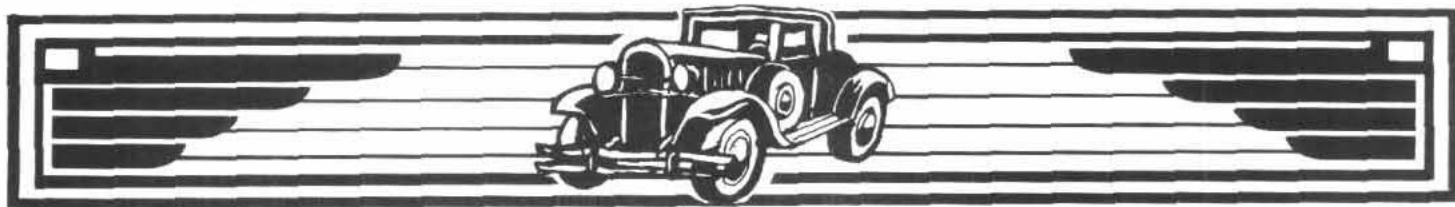
George Kelly 92 71 46 4 58 15 22 2

1897-1954. "Machinegun" Kelly. Small-time bootlegger whose wife goaded him into becoming a successful kidnapper.

Meyer

Lansky 43 57 100 8 78 50 15 9 4

1902-. One of the founders of a national crime organization, along with Lucky Luciano. Skills: auto theft 72%, auto-body work 74%, smuggling 35%, accounting 55%, gambling 63%.



Name Mu Ag Ob Pr Dr Lu HP Lv Re Mn Mx

Charles

Luciano 59 64 99 10 82 50 17 10

1897-1962. "Charlie" Luciano, "Lucky" Luciano. Most powerful boss in the U.S. from 1932 to 1936. Controlled all vice in the New York area. Set up a loosely organized national crime syndicate. Skill: smuggling 97%.

Salvatore

Maranzano 62 63 77 9 70 28 18 7

1868-1931. Successfully fought Joe "the Boss" Masseria for control of the New York rackets in the "Castellamare War." He was murdered shortly after on the orders of Lucky Luciano.

Jack

McGurne 91 99 68 7 85 42 24 4

1904-1936. "Machinegun" Jack McGurne. Ex-prizefighter. Ace hit man for Al Capone, killed more than 20 men. Skill: boxing 76%.

George

Moran 90 76 78 8 77 49 22 7

1893-1957. "Bugs" Moran. Inherited control of the Chicago North Side gang and its war with Al Capone from Deanie O'Bannion and Hymie Weiss. Drifted into obscurity after the St. Valentine's Day Massacre. Skills: lockpicking 58%, alarm systems 45%, safecracking 37%, smuggling 74%.

Dion

O'Bannion 63 74 83 10 79 35 19 7

1892-1924. "Deanie" O'Bannion. Formed a gang to control the rackets on Chicago's north side. His murder, ordered by Al Capone, started a five-year gang war in Chicago. Skills: lockpicking 72%, alarm systems 56%, safecracking 44%, smuggling 89%.

Bonnie

Parker 49 73 51 7 62 13 18 2 -3 15

1911-1934. Murderess, Clyde Barrow's accomplice. Skill: auto theft 43%.

Arnold

Rothstein 78 81 74 8 78 48 21 8

1882-1928. Big-time gambler who made a fortune by financing crime. Allegedly fixed the 1919 World Series. Skill: gambling 98%.

Morris

Rudensky 76 87 80 8 84 47 22 4

1908-. "Red" Rudensky. Master safecracker and burglar who often worked alone. Later reformed completely. Skills: lockpicking 87%, stealth 74%, alarm systems 78%, explosives 73%, safecracking 91%.

Name Mu Ag Ob Pr Dr Lu HP Lv Re Mn Mx

Dutch

Schultz 77 79 82 10 81 29 21 9 -1 18

1902-1935. Arthur Flegenheimer. Controlled beer bootlegging in New York and the numbers racket in Harlem. Murdered by rivals after he threatened to kill the reform district attorney, Tom Dewey. Skills: lockpicking 59%, alarm systems 53%, smuggling 88%, gambling 78%.

Benjamin

Siegel 73 76 77 9 77 21 18 5

1906-1947. "Bugsy" Siegel. Gangster and murderer, junior partner with Meyer Lansky. Originated syndicate gambling in Las Vegas. It is believed he was killed for stealing \$3 million from the syndicate. Skills: auto theft 75%, autobody work 71%, smuggling 73%, gambling 78%.

John Torrio 57 64 99 10 82 45 18 8

1882-1957. "Johnny" Torrio. Al Capone's mentor. A careful gangster who preferred negotiation to violence. After being shot in 1924 he went into semi-retirement.

Joseph Weil 72 79 99 10 85 46 21 6 8 16

1877-?. "Yellow Kid" Weil. Master confidence man. He retired from the con game in 1934 because publicity had made his picture too familiar to prospective victims. Skills: stealth 74%, disguise 38%, public relations 89%.

Famous Gangs

Dillinger "Super Gang"—bankrobbers

John Dillinger, Harry Peirpont, Homer Van Meter, "Three-fingered Jack" Hamilton, "Fat Charley" Mackley and Russell Lee Clark.

Druggen-Lake Gang—rackets and bootlegging

Led by Terry Druggen and Frankie Lake. Staunch Capone allies on the west side of Chicago.

Genna Brothers—bootlegging

Chicago Little Italy gang led by six brothers: "Bloody Angelo," "Tony the Gentleman," Mike "The Devil," Pete, Sam and Vincenzo "Jim" Genna. Started as allies but became rivals of Al Capone.

Lamm Gang—bankrobbers

First bank robbers to use organized methods. Led by "Baron" Herman K. Lamm. Other members were Walter Dietrich, "Oklahoma Jack" Clark and "Dad" Landy.

O'Donnell Brothers—bootlegging and rackets

Two different Chicago gangs led by two unrelated families with the same name. The South Side O'Donnells were led by "Spike," Steve, Walter and Tommy O'Donnell. The West Side O'Donnells were led by "Klondike," Bernard and Myles O'Donnell. Both gangs took sides against Al Capone and lost.



"Owney" Madden Gang—bootlegging and rackets
New York gang led by "Owney" Madden. Feuded with the Waxey Gordon gang.

The Purple Gang—bootlegging, rackets and vice
Led by Abe Bernstein. Ruled the Detroit rackets until incorporated into the national crime syndicate.

"Waxey" Gordon Gang—bootlegging and rackets
New York gang led by Waxey Gordon. Feuded with the Owney Madden gang. The feud was halted on the orders of the national crime syndicate.

Law Enforcement Class

Historical Characters

The Untouchables. The Untouchables were a special squad of 10 men who worked for the Prohibition Bureau in Chicago. Their job was to "dry up" the source of Al Capone's vast criminal income by shutting down his breweries and distilleries and arresting his men. The Untouchables got their nickname because they could not be bribed. Finding an entire squad of prohibition agents who were uncorruptible was so unusual that the event made nationwide headlines. The leader of the Untouchables was Elliot Ness.

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	Mx
Elliott Ness	87	82	85	10	84	50	22	10	+2*	8*	

1903-1957. Leader of the Untouchables. Afterward named chief investigator of prohibition forces in Chicago. In 1935 he was elected director of public safety for Cleveland. Skills: martial arts 74%, public relations 70%, shadowing 60%, stealth 66%.

Marty Lahert	86	82	71	8	77	38	22	4	+2*	8*	
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Skill: martial arts 72%

Sam Seager	94	81	70	7	76	39	23	4	+2*	8*	
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Skill: find smuggled goods 62%

Barney Cloonan	95	79	68	7	69	37	23	4	+2*	8*	
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Skill: find smuggled goods 61%.

Lyle Chapman	83	77	84	7	81	42	21	4	+2*	8*	
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Skill: fingerprinting 67%, accounting 93%, chemical analysis 41%.

Tom Friel	67	78	66	7	72	11	21	4	+2*	8*	
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Murdered in the line of duty by the Capone mob in 1930. Skill: find smuggled goods 76%.

Joe Leeson	68	88	87	7	88	36	21	4	+2*	8*	
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Driver for the Untouchables. Skill: shadowing 92%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	Mx
Mike King	64	67	79	7	73	38	19	4	+2*	8*	

Skills: shadowing 83%, stealth 82%.

Paul Robskey	63	68	78	8	73	35	19	4	+2*	8*	
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Skills: shadowing 81%, stealth 80%, wiretapping 85%.

Bill Gardner	96	91	70	7	81	36	24	4	+2*	8*	
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Skill: find smuggled goods 58%.

*Reaction to non-criminals only. Members of the Untouchables react normally to criminals. Their reaction should be tempered by their desire to see all criminals convicted and sentenced.

Special Citizens' Groups. Citizens did not always meekly accept crime in their cities. To fight the high rate of crime caused by prohibition, citizens sometimes joined together to elect reform candidates and put pressure on public officials to stop crime and corruption. These groups of citizens often remained anonymous to avoid retaliation from gangsters.

Perhaps the most famous citizens' anti-crime organization was formed by six influential businessmen in Chicago. The organization was known as The Secret Six. It was headed by Robert Isham Randolph. The Secret Six was responsible for the formation of the Untouchables, among other things.

FBI Agents

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	Mx
Earl J. Connelly	67	72	73	8	73	41	19	8	+2*	8*	

1892-1957. Special agent in charge in Cincinnati until 1934. Special agent in charge in Chicago from 1934 until 1940. Later served as field assistant director. Skill: martial arts 74%.

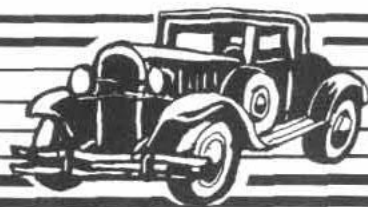
Samuel P. Cowley	63	82	71	8	77	12	19	7	+2*	8*	
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Special agent in charge in Chicago until his death. Helped arrange the demise of John Dillinger (if it really was Dillinger who was killed outside the Biograph Theatre). Killed in a gun battle with Baby Face Nelson in 1934. Skill: martial arts 71%.

Melvin Purvis	81	78	63	8	71	25	21	5	+2*	8*	
---------------	----	----	----	---	----	----	----	---	-----	----	--

Special agent serving throughout the midwest. Helped arrange the demise of John Dillinger. Killed Pretty Boy Floyd in a gun battle in 1934. Skills: martial arts 76%.

*Reaction applies to non-criminals only. Reaction to criminals is normal, tempered by a desire to see all criminals convicted and sentenced.



SEQUENCE OF PLAY OUTLINE

- Step 1: Check to see if any characters were surprised by actions in the previous turn.
- Step 2: Players declare what action each character will perform this turn. These can be jotted down on a sheet of paper and revealed simultaneously, if the players want.
- Step 3: Characters who are closing with an opponent for a fistfight are moved. Some characters may be able to fire at this time—see Guns in Fistfights.
- Step 4: All other characters who are moving complete one-half of their movement.
- Step 5: Fistfighting actions are resolved.
- Step 6: Gunfighting and other actions are resolved.
- Step 7: Characters finish moving.

NPC REACTION TABLE

Modified Dice Roll (2d10)	Reaction of NPC
2 or less	Violent and hostile; attacks regardless of situation
3-4	Abusive and hostile; attacks if provoked
5-6	Hostile, but will not attack immediately; may plot revenge at a later time
7-8	Annoyed, mildly hostile, but will not attack
9-13	Uncertain, hesitant; make another offer, roll again
14-15	Pleasant, but will take no action to help; may answer questions
16-17	Friendly, likes the PC; probably will help
18-19	Very friendly; will go out of his way to be helpful
20 or more	Extremely friendly; will risk own life to help

Modifiers To NPC Reaction Table

PC's Presence	+ Presence score
NPC's Presence	- Presence score
Someone has drawn weapon	+1 if PC; -1 if NPC
Someone makes believable threat	+1 if PC; -1 if NPC

FIREARMS DATA CHART

Weapon	Range	Damage	Rate	Ammo
Revolvers:				
.22	150'	4	1	6
.38	150'	5	1	6
.44/.45	225'	6	1	6
Automatics:				
9mm/.38	75'	5	1	8
.45	150'	6	1	8
Rifles:*				
.22	1800'	5	1	10
.30/.30-06	1800'	7	1	5
B.A.R.	1800'	7	Special	20
Special:				
Thompson SMG	300'	7	Special	20/50**
Shotgun	25/75/225'	15/5/2	1	2

Range = Range in feet

Damage = Injury in wounds

Rate = Rounds fired per turn

Ammo = Rounds weapon can hold

*All rifles add 10 to Agility of firing character

**Thompson SMG carries a 20-round clip or a 50-round drum

GUNFIGHT MODIFIERS TABLE

Situation	Modifier
Target is	
... Standing Still	-0
... Crawling, Walking or Prone	-5
... Running, Leaping or Jumping	-20
... Dropping behind Cover	-20
... Behind Cover	-30
... Car Moving Slow	-10
... Car Moving Fast	-30
... Locked Door	+20
Firing character is	
... Prone	+5
... Firing any type of rifle	+10
... Firing after an aiming turn	+10
... In a car moving slow	-10
... In a car moving fast	-30
... Firing a burst	-30
... Firing a BAR on semi-automatic	-10 (2nd shot) -20 (3rd shot)
... Firing two pistols	-30
... In a fistfight	-40

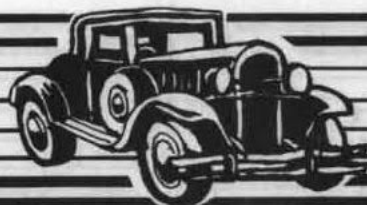
ADDITIONAL GUNFIGHT MODIFIERS

Firing Character's Action	Modifier
Drawing and Firing	-10
Turning Around and Firing	-10
Turning Around, Drawing and Firing	-20

HAND WEAPONS TABLE

Weapon	Extra Injury
Wooden Club, Baseball Bat, Billy Club	+5 points
Lead Pipe, Blackjack, Gun as Club	+7 points
Brass Knuckles, Coin Roll Inside Fist	+4 points
Small Knife	+3 points, wound
Large Knife	+5 points, wound
Broken Bottle	+2 points, wound
Axe, Sword	+6 points, wound





GANGBUSTERS™ Character Sheet

Date Created: ____/____/____

Player: _____

Character:

Alias/Nickname:

Profession:

Rank (if Law Enforcer):

Salary (per week):

Ethnic Background:

Muscle

Luck

Hit Points

Level

Agility

Driving

Career Total XP

Observation

Punching

XP To Spend

Presence

Age: _____ Color-Hair _____ Gen. Description _____

Height _____ -Eyes _____

Weight _____ Scars/Marks _____

Injuries

Bruises: _____

Wounds: _____

Weapon Range Damage Rate Ammo

Criminal Record

Bosses/Superiors

Skills

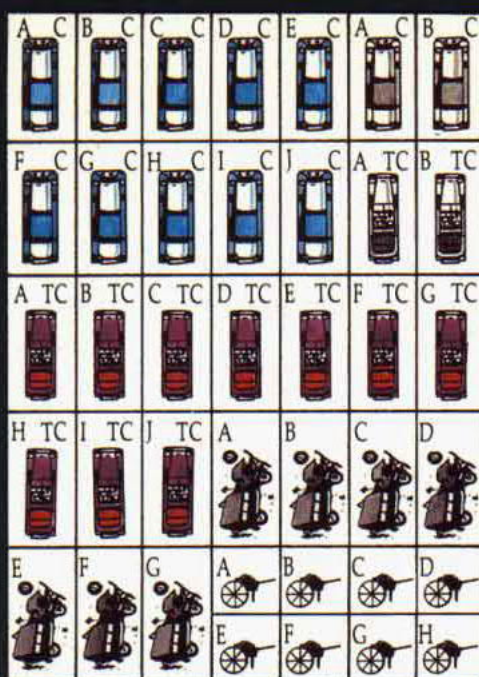
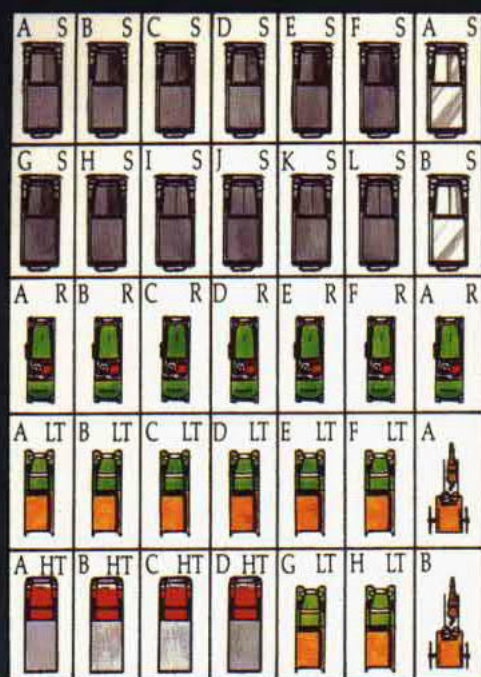
Score

Allies/Cronies

(Profession/Skills)

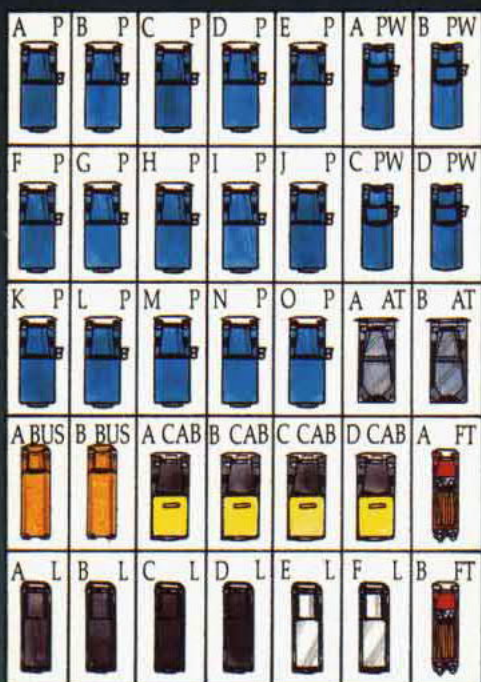
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_____ ()	_____ ()	_____ ()
_____ ()	_____ ()	_____ ()

Equipment: Car—



KEY:

S = Sedan
 C = Coupe
 R = Roadster
 L = Limousine
 TC = Touring Car
 (White) = Luxury Car
 P = Police Car
 PW = Paddy Wagon
 AT = Armored Truck
 FT = Fire Truck
 HT = Heavy Truck
 LT = Light Truck

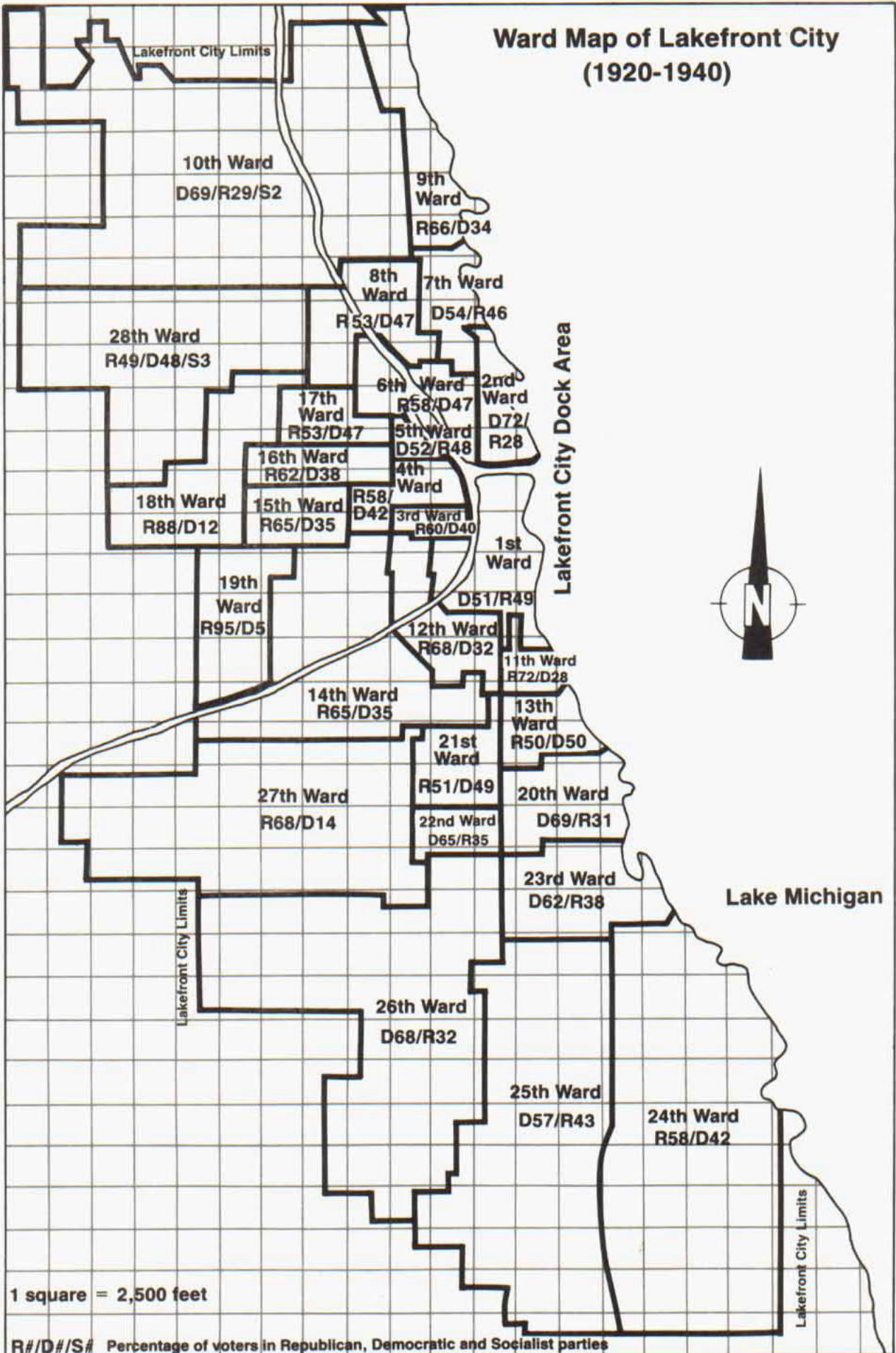


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Gang Busters

1920's Role-Playing Game

Ward Map of Lakefront City (1920-1940)



Alberto
Valenti
& Sons
Funeral
Parlor

The Northside Athletic Club
and Fraternal Hall (gym)

Skolnik and
Maggione
Clothing
(factory)

Angelo's Cue
and Cushion
(pool hall)

apartment
entrance

The Flying Dutchman
Storage Company
(warehouse)

Superior
Garage

Northside
Moving
and
Storage

Lepke's Bakery

The Delmar
Icehouse and
Storage
Company

Willy's
Smokehouse

Lake Aire
Building
Supplies

Levon's

The Booth
Building
(apartments)

International Brotherhood of
Printers & Pressmen
Local 29

Miller Brothers'
Trucking Co.

Shop
Spear's
Building
entrance
empty
storefront

Michigan Way

Lakefront City General Hospital

Bixler Court

The Lakefront City Herald Examiner

G. C. Hurley's
Five and Dime Store

The Lexington Hotel

Tiffin Alley

Matheson's
Ice House and
Storage Company

Coleson's
Moving and Storage

Stevenson's
Machine Shop

Pitzer's
News Corner

Hessel's
Furriers

B. Allan's Department Store

Velma's Restaurant
and Delicatessen

Harrigan's
(speakeasy)

Fanucci's
Fruits &
Vegetables



Wall



Door



Sidewalk



Fire
Escape



Lamp post

Church Street

Brandon's
Coffee
Shop

Shannon's Grill
(speakeasy)

Jankowitz One-Hour
Cleaning and Laundry

Briar's
Furniture Warehouse

Tessio's
Imported
Foods and
Novelties

Rumple's

Tolino's Family Restaurant

Gleason's Books and Gifts

Alpert's Home
Style Bakery

Lakefront
Real Estate

Nelsons'
Flower
Shop

Steese's
Ice Cream
Parlor

Walton's
Pharmacy
and
Gift Shop

Reflex
Printers
and Office
Supplies

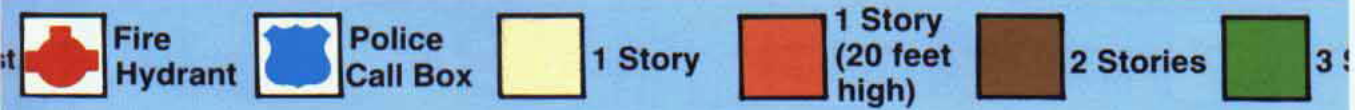
Lustig's
Fine
Clothes

Damieno's
Barber Shop

Manfredi News
and Tobacco Shop

maintenance

Maxwell Street



Department Store

Rustin,
Glynn &
Barber
Brokerage
Firm

The
Algonquin
Restaurant
(speakeasy)

Helmsly Office Building
Entrance & Maintenance Area

Santini Brothers Export Company

The Masfield Gallery
(art and gems)

Clausen's
Grocery Store

Costello's
Candy Store

Steiger's
Fine Watches

Lakefro



nt City Municipal Building

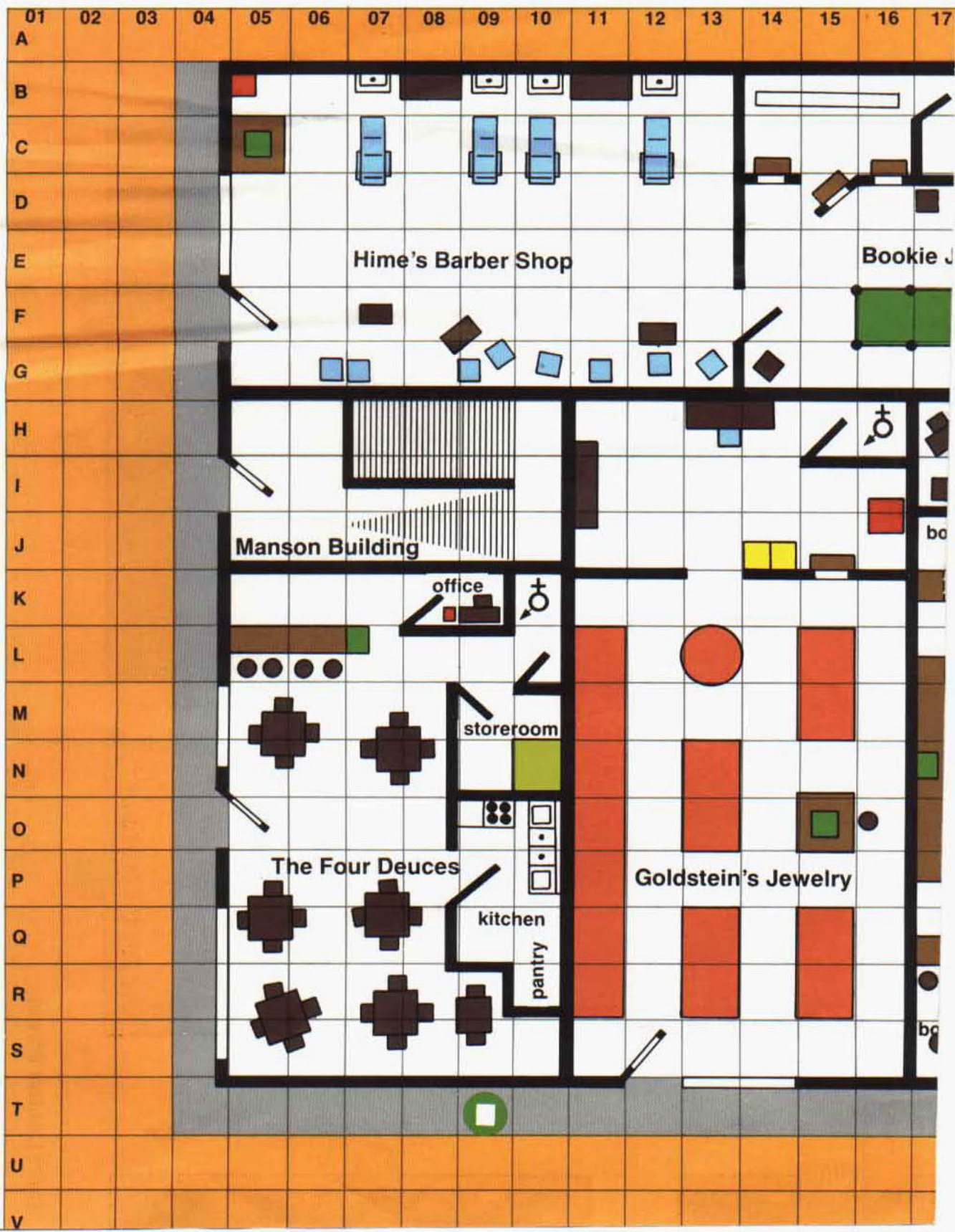
Lakefront City Police Department
12th Precinct Station

Krebs Place

Bud's Garage, Oil and Gas

North Central Street





W

X

Y

Z

AA

BB

CC

DD

EE

FF

GG

HH

II

JJ

KK

LL

MM

NN

OO

PP

Maxwell Street

Levon's
Pawn Shop

office

Spear's
BuildingEmpty
Storefront

elevator



Miller Brothers' Trucking Company

warehouse

office



Wall



Window



Door

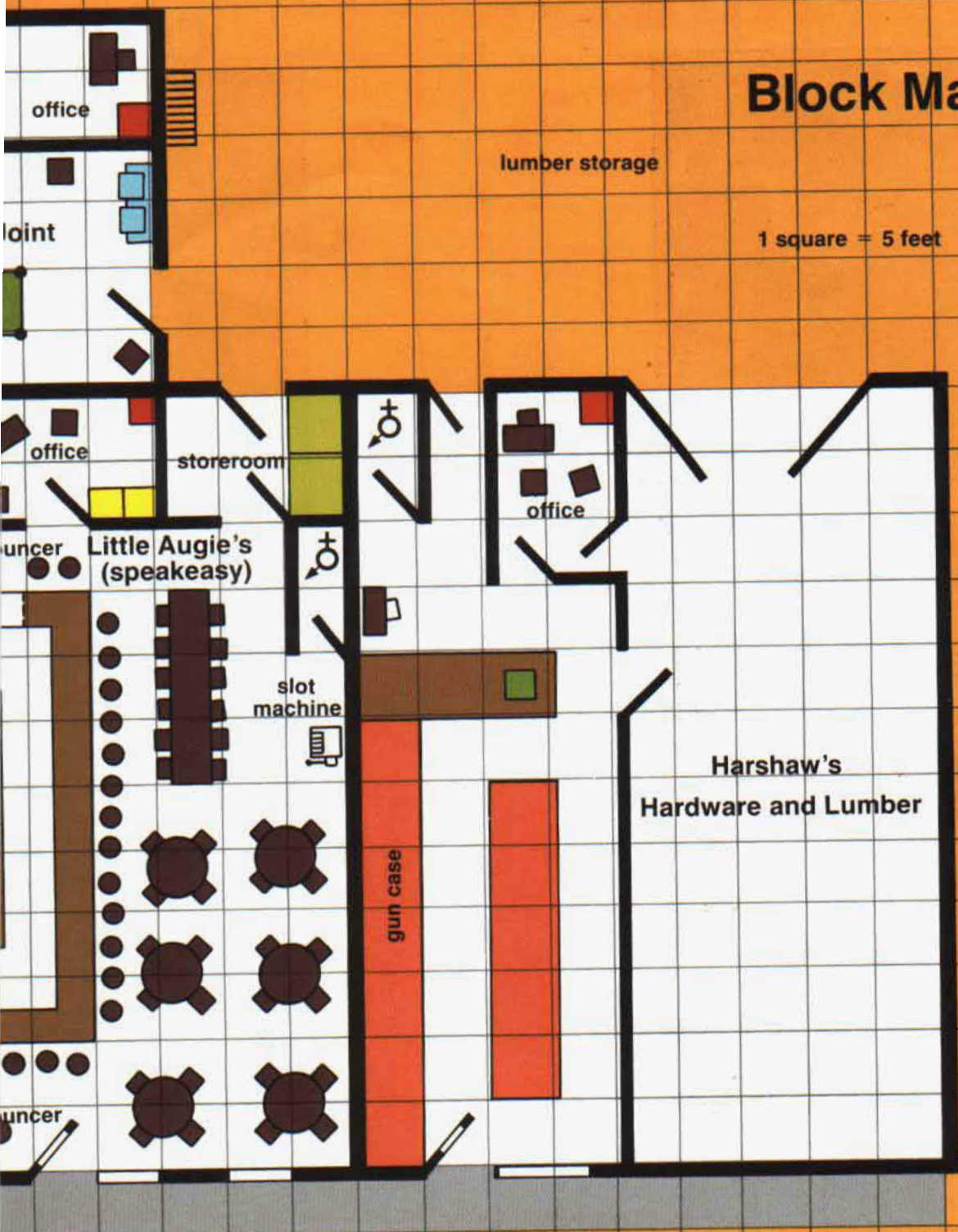
Fire
Escape

Stairs

18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34

Block Map

1 square = 5 feet



Dutton Court

Michigan Way

G. C. Hurley's Five and Dime Store

The Lexington

office

meeting room

storeroom



Service Window



Lamppost



Fire Hydrant



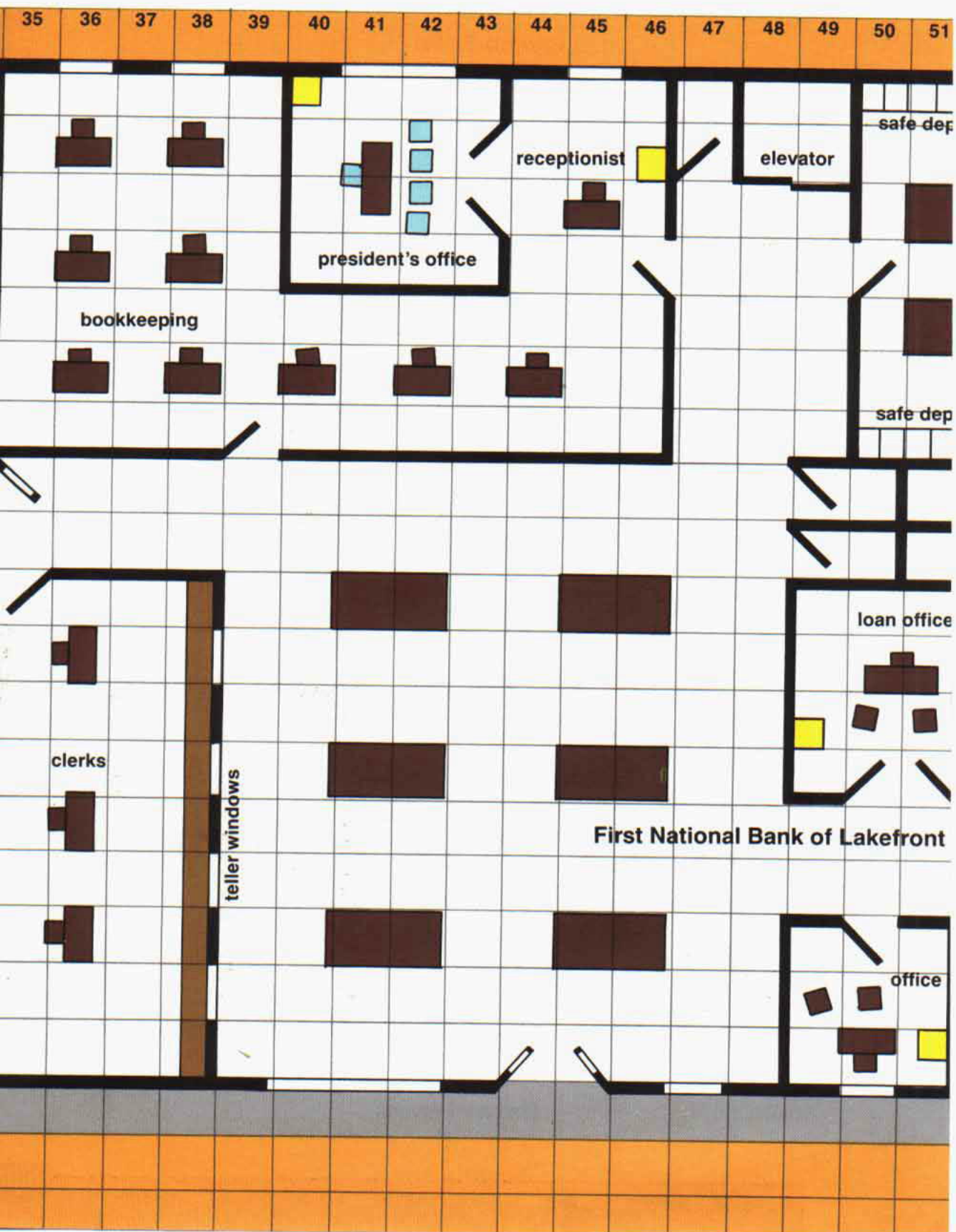
Police Call Box



Men's Restroom



W R









Gangbusters™

1920's Role-Playing Game

Welcome back to the Roaring Twenties! Gangsters and crime syndicates keep whole cities under their control while notorious bank robbers spread terror across the country. This is the age of gangsters, Prohibition, and the Model T. This is the world of the flappers, bathtub gin, and the Charleston. You can live those days of yesteryear with the **GANGBUSTERS™** role-playing game!

Walk in the shoes of a private eye, pound the beat as an honest cop in a dirty world, or enforce the law of the land as a Prohibition Agent. You can be a cub reporter, scooping the competition, or a gangland thug, terrorizing the honest citizens of Lakefront City. Adopt the roles of the famous criminals and crime fighters of the 20's and 30's to face the struggles and problems of the

crime-ridden syndicates of Lakefront City. The **GANGBUSTERS** role-playing game has been thoroughly revised in its new third edition. Material has been separated for use by the players and the judges, and source material has been added for you to find more background information for your games. Everything you need for a **GANGBUSTERS** game is included in this one volume! You don't need any more than the book in your hands and two 10-sided dice to delve into the adventures of the Prohibition Era!

This book includes:

- Game Rules for Players and Judges
- a 28"x19" full-color map of downtown Lakefront City
- a sheet of 156 playing pieces
- Game Statistics for famed gangsters and law enforcers of the 20's and 30's
- over 150 characters for use in Lakefront City, the official **GANGBUSTERS** campaign setting!

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