

Module GB1

SPECIAL CAMPAIGN
MODULE

Gangbusters™

Trouble Brewing

by Tom Moldvay



This is the first in a series of modules for use with the GANGBUSTERS™ rules. TROUBLE BREWING is specially designed for the game judge who needs a background for a GANGBUSTERS campaign. Included here are details for the First Ward of Lakefront City, a series of ready-to-play adventures, over 150 non-player characters, and a special page of full-color car counters to use with the GANGBUSTERS street maps.

GANGBUSTERS™

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The Great Beer War! Tires squeal as a black sedan rounds the corner. The peace of Lakefront City is shattered by the roar of a tommy gun as the man at the speakeasy door turns and pulls his .45. Too late! He crumples to the ground as the sedan speeds away. Trouble is brewing in Lakefront City!

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Distributed to the toy and hobby trade by regional distributors

Distributed in the United Kingdom by TSR Hobbies (UK) Ltd.

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SPECIAL CAMPAIGN
MODULE

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394-52596-STSR0550
ISBN 0-935696-84-9

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GANGBUSTERS™

Adventure Module GB1

TROUBLE BREWING

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

This module is intended for use with the **GANGBUSTERS** rules and requires the maps included in those rules. As a campaign module, it will also require one person to act as Judge.

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

PART 1: INTRODUCTION

This module is divided into three parts.

PART 1 explains how to use this module.

PART 2 outlines the political organization of the First Ward of Lakefront City (including its powerful criminal and law enforcement groups), details the **BLOCK MAP** (1 square = 5') from module **GB 0**, and introduces over 150 non-player characters (NPCs).

PART 3 describes how to introduce players to the campaign and outlines the events (scenarios) that will make up Lakefront City "Beer War."

In addition, the cover of this module includes a full-color page of car, truck, and other vehicle illustrations. These can be cut apart and used as counters on the **BLOCK MAP**.

The adventures given in this module 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 given in Part 3 of this module outline a conflict between gangs led by Al Tolino and Deanie O'Conner in the First Ward of Lakefront City. This "war" can be used as the background of an on-going **GANGBUSTERS** campaign.

How to Use This Module

This is 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) 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.

This module is meant to be played over a period of several weeks. The Judge should not try to rush the action, but should let the campaign develop at its own pace. If the players are having fun with a minor adventure, the Judge can delay the next big event in the gang war without harming the flow of action.

Before trying to use this module, read it through once or twice. Use the **BLOCK MAP** from the **GANGBUSTER** rules to learn where all the buildings are — and who controls them. Know 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 gang war 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 (from most to least developed) 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!



PART 2: CAMPAIGN BACKGROUND



This part of the module briefly outlines the political organization of Lakefront City, the NPCs who make up its law enforcement and criminal groups, and the businesses found on the BLOCK MAP. For quick reference, a list of buildings and NPCs are given in the cover of the module.

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 his 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 32-27 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 the **GANGBUSTERS** rules, p. 29. 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 position on most issues.

Local Businesses. 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 the module.

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 him.

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 somewhere near Lakefront City.

NPC information 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

DR = Driving

PR = Presence

LK = Luck

HP = Hit Points

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 councilman-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 councilman-at-large (age 33, Italian)

Level 4 Politician.

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 Gutzman — 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 \$1000 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.



"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 — April 1903, served 1 year in the State Penitentiary. Arrested for Carrying a Concealed Weapon—December 1905, released with a fine of \$150. Arrested for Auto Theft—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 was 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 flareups 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: a \$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 a 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 girl friend. 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 BAR 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 Systems 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 member 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 he 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 his wallet.



O'Connor Gang — 6-8 members, either player characters or the NPC criminals provided at the end of the module. 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)

Level 3 Criminal.

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 Powers' closest friend and the gang member who has worked with him longest.

Weapons: Thompson submachine gun.

Carries: \$20 in his wallet.

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 is a freelance criminal who 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.

Paul Sand — FBI undercover agent (age 21, Assimilated)

Level 1 FBI Agent.

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 twin 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

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.

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.

"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.

THE POLICE DEPARTMENT, FIRST WARD

William "Billy" Brown — police captain (age 46 Assimilated)
Level 6 Police Officer.

Skills: Shadowing 50, Counterfeit Detection 82.

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.

MS=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 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.

Weapons: .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 head 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 his 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 Sport 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).



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

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 an coarse, likable Irishman, even something of a buffoon. 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 Tolino's 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 chauffer and bodyguard (age 24, Irish)

Level 1 Criminal.

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 Character 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'Rorke — 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.

together. The first block, which contains the headquarters for the O'Connor gang, is located in the southeast corner of the BLOCK MAP.

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 wooden club.

Carries: \$10 in her purse.

HESSSEL'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 Woczak**, private investigator, as a guard. If a robbery is attempted, Hessel will have 1d10 x \$100, but the morning trip should be reduced by 1d10 x \$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.

Owns: 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.

Skills: Shadowing 85.

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 am 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.

Owns: 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.

Owns: 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

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 as 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 a 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 a 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)

Level 2 Private Investigator.

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 Tolino 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 Agnes'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 at 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.

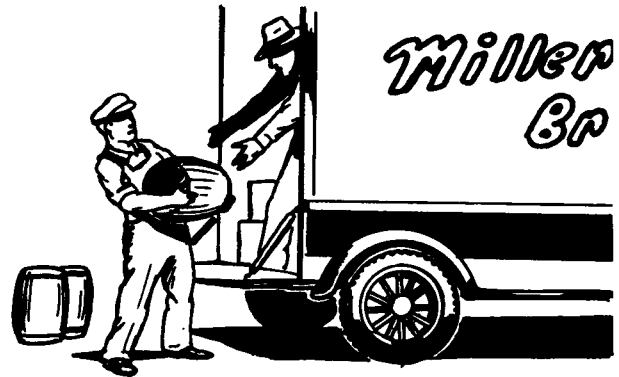
Record: none.

MS=75, AG=91, OB=41, DR=66, PR=8, HK=18, HP=22

Tony is a third generation Italian-American. He 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 Meuller — 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 road 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 SPEAR'S 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 Heinrich 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 that 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 **Cesere 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.

Owns: 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

Janet is Samuel's daughter.

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 — 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 set-up 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** (Level 4, Bookkeeping 79). 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** rules 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.

Owns: 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 the 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.

Owns: 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 Dusenbergl 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)

Level 3 Businessman.

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 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 business 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.

Owens: 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.

Owens: 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.

TOWNSPEOPLE

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.

Skills: Shadowing 84.

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 be barely noticed and quickly forgotten in a crowd.

Carries: \$10 in his wallet.

Becky Flick — Tribune reporter (age 24, Assimilated)

Level 3 Reporter.

Skills: Public Speaking 78, Disguise 91.

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 infiltrating 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)

Level 1 Worker.

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, PR=8, 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.

PART 3: THE CAMPAIGN GAME

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	P.I. = Nick Wozzac
FBI Agent = Paul Sand	Reporter = Carl Storinski
Proh. Agent = Carl Beck	Criminal = O'Connor gangster

STARTING THE PLAYERS

The following suggestions outline how to start characters in an open campaign. Using this module in other ways will require less set-up 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. The player will begin the adventure by learning 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 character might also form a partnership with another 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 Willam Hessel and VanDorn 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 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 certain 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 (see **O'Connor Income Table** on the cover). 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 criminal 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 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 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 basic direction of the scenarios given here is 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.

Set-Up 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** 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 Wozac 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 players 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 Set-Up: 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 a 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 they are 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**, as on p.50 of the **GANGBUSTERS** rules). 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. Halfway to 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 one up.

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 Set-Up: 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, or so on). 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 x \$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 Millers. 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 Set-Up: 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 (for example, see the **GANGBUSTERS** rules p56). 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 Set-Up: 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 have 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 Barbershop*) 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.

Set-Up: 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 Judge 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.

Set-Up: 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, townspeople **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.

Set-Up: 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 be 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 Set-Up: 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 wit-

nesses, unco-operative 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 Comennus**, 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 be 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.

Set-Up: A beautiful woman walks into the investigator's office. She is very upset. "Please say you can help me," she begins.

She is **Rebecca Lynne 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 had 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.

Set-Up: The hit men are all standard NPC hit men 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.

Set-Up: 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.

Set-Up: 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 x \$1000. If any of the guests are killed, there may be a public outcry (see **Public Opinion** in the **GANGBUSTERS** rules). 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 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!)

Set-Up: 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.

Set-Up: 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 Scenario: 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.

Set-Up: The O'Connors can make any preparations for the meet-

ing 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 what the lookout wants to do. If the lookout warns everyone, 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 chose 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.

Set-Up: 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.

Set-Up: The Judge should assign enough police and law enforcers to the raid to make sure all that 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 situation, he will get away. Otherwise, he will be taken to the country and shot. A character who survives a shooting (by a luck roll) will be found and taken to a hospital by a friendly NPC.

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

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.

Credits

Design: Tom Moldvay

Development: Al Hammack and Tom Moldvay

Editing: Jon Pickens

Art: Jim Holloway, Jeff Easley

Able Assistance: Harold Johnson, Edward G. Sollers

TOLINO MOBSTERS

Name	MS	AG	OB	DR	PR	LK	HP	Weapon
Basque	53	88	64	76	4	49	18	Knives
Butcher Bertello	86	99	75	88	8	23	22	.38 revolver*
Jerry Butler	73	62	98	80	6	22	19	9mm revolver
Vito Lipuri	53	88	34	61	4	17	20	.45 revolver
Gino Nitti	56	63	54	59	5	34	17	.38 revolver
Luther Schultze	70	62	57	60	5	18	19	.38 revolver
Al Tolino	56	30	98	64	10	50	14	.38 revolver
Joey Tolino	30	49	77	58	4	15	13	2--.45 revolver
Johnny Volterra	36	90	41	66	3	30	20	.38 revolver
Sollie Wiesmann	40	51	63	57	4	39	15	none
Sophia Arbella	41	78	38	56	8	47	20	.22 revolver
Maria Volterra	29	86	26	55	9	30	17	.22 revolver
Sam Miller	46	70	79	75	8	17	17	.45 revolver
Joe Miller	84	85	70	78	1	21	22	.38 revolver
Guilio Salerno	87	58	41	50	5	18	20	.38 revolver

*sawed-off shotgun also carried on a "job"

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

Lakefront City Crime Lab Facilities			
Art Expertise	25	Counterfeit Detection	40
Ballistics	60	Graphology	30
Chemical Analysis	50	Fingerprinting	40

Income from Sales to Harrigan's Speakeasy				
	Beer (Barrels)	Liquor (Cases)	Total Profit*	Gang Profit (50% 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** 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 — See GANGBUSTERS rules p. 43			--
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
Sm = Small

Lg = Large
Lux = Luxury

Tav = Tavern (seating units given)

NPC LIST

POLITICAL ADMINISTRATION

Big Bill Johnson (*mayor*)
Robert Steale (*city attorney*)
Dan Garrett (*chief of police*)
Joseph DeMotte (*Democratic councilman-at-large*)
Anthony Santini (*Republican councilman-at-large*)
David Cohen (*councilman, 1st ward*)
Pat Flannigan (*councilman, 1st ward*)
Saul Gutzman (*1st ward Democratic boss*)
Mike Harrigan (*1st ward Republican boss*)

LEGAL SYSTEM

Elias Upton (*judge*)
Jonas Cassavetes (*district attorney*)
William Morris (*U.S. attorney*)
Robert Little (*Tolino lawyer*)
Steve Jolson (*O'Connor lawyer*)
John Samson (*lawyer*)

TOLINO MOB

Al Tolino (*syndicate boss*)
Vito Lipari (*Al's bodyguard*)
Jerry Butler (*Al's driver*)
Joey "the Book" Tolino (*second-in-command*)
Johnny Volterra (*Joey's bodyguard*)
Gino "the Ferret" Nitti (*mobster*)
Luther Schultze (*mobster*)
Sollie Weismann (*mob bookkeeper*)
Butcher Bertello (*hit man*)
The Basque (*hit man*)
Maria Volterra (*gun moll*)
Sophia Arbella (*gun moll*)

O'CONNOR GANG

Deanie O'Connor (*syndicate boss*)
Fingers O'Malley (*second-in-command*)
Player or NPC mobsters

CODY POWERS GANG

Cody Powers (*gang leader*)
Mack "Lucky" Lamb (*second-in-command*)
Bob "Weasel" McKinley (*driver*)
Jake Malone (*bank robber*)
Paul Sand (*undercover FBI agent*)

FREELANCE CRIMINALS

Mike McGuire (*thief*)
Corinne Dufarge (*cat burglar*)
Tommy Bathory (*killer*)
Laddy Williams (*thief*)

POLICE DEPARTMENT — FIRST WARD

Billy Brown (*captain*)
George Lewis (*lieutenant*)
Jimmy Harrigan (*sergeant*)
John Wright (*detective*)
Tony Marcini (*master patrolman*)
Luigi Vespacci (*car patrol*)
Gus Peterson (*car patrol*)
John Franklin (*beat patrolman*)
Kevin O'Donnell (*beat rookie*)

PITZER'S NEWS CORNER

Jack Pitzer (*owner*)
Alice Pitzer (*worker*)

* Friend of the Tolino mob
** Friend of the O'Connor gang

FBI

Matt Jackson (*special agent in charge*)
Tom Snow (*field supervisor*)
Ben White (*special agent*)
Bob Clark (*special agent*)

BUREAU OF PROHIBITION

Mario Antonelli (*district commissioner*)
John Burns (*agent*)
Carl Beck (*agent*)

HARRIGAN'S SPEAKEASY

Mike Harrigan (*1st ward Republican boss*)
Johnny Harrigan (*bodyguard-chauffer*)
Player or NPC manager
Player or NPC bouncers
John O'Rourke (*bartender*)

FANUCCI'S FRUITS & VEGETABLES

Alberto Fanucci (*owner*)
Maria Fanucci (*worker*)
Julio Fanucci (*worker*)

VELMA'S RESTAURANT

Velma Douglas** (*owner*)
Player or NPC bouncer
Brigit O'Malley** (*waitress*)
Alice Gordon (*cook*)

HESEL'S FURRIERS

William Hessel (*owner*)
Frank Smith (*assistant*)
Nick Wozak (*private investigator*)

STEVENSON'S MACHINE SHOP

Carl Stevenson (*owner*)
Jim Stevenson (*foreman*)
Dave Stevenson (*worker*)
Ed Stoner (*worker*)
Mark Cameron (*worker*)
Mike Mitchell (*worker*)
Harry Maxwell (*worker*)

THE LEXINGTON HOTEL

James Holbeam (*manager*)
Lance Terrell* (*house detective*)
Gary Wellman (*desk clerk*)
Jimmy Smith (*bellhop*)
Holly Samuels (*maid*)
Agnes Smith (*maid*)
Jack Smith (*maintenance man*)

G.C. HURLEY'S FIVE & DIME STORE

George Hurley (*owner*)
Mary Fitzgerald (*salesgirl*)
Matilda Jones (*salesgirl*)
Corinna Valdez (*salesgirl*)
Matt Barlow (*stockboy*)

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

MILLER BROTHERS TRUCKING COMPANY

Sam Miller* (*co-owner*)
 Joe Miller* (*co-owner*)
 Jack Brown* (*foreman and driver*)
 Anton Brodski* (*truck driver*)
 Tony Farelli* (*truck driver*)
 Sven Johansson* (*truck driver*)
 Guilio Salerno* (*guard*)
 The Basque (*Tolino Mob*)
 Hans Meuller (*master brewer*)
 Giovanni Salerno* (*brewing assistant*)

THE SPEAR'S BUILDING

Heinrich Zimmermann (*manager*)

EMPTY STOREFRONT**LEVON'S PAWN SHOP**

Samuel Levon (*owner*)
 Abraham Levon (*worker*)

THE FOUR DEUCES

Al Brown** (*manager*)
 Jimmy Villani** (*bouncer*)
 Alberto Albertini* (*bartender*)
 Anna Kolchak** (*waitress*)
 Danny Black (*busboy*)
 Dora Kolchak (*cook*)

THE MANSON BUILDING

Bart Carruthers (*manager*)

BERKELEY CLINIC

Joseph Berkeley (*doctor*)
 William Berkeley (*dentist*)
 Samuel Berkeley (*doctor*)
 Judy Holliday (*senior receptionist*)
 Janet Berkeley (*receptionist*)
 Mary Cook (*receptionist*)
 Alicia Berkeley (*head nurse*)
 Joan Collier (*nurse*)
 Betty Jurgensen (*nurse*)

HIME'S BARBER SHOP

Adolph Hime* (*owner*)
 Cesare Ricco** (*barber & would-be syndicate boss*)
 Jack Dubois (*barber*)

THE BOOKIE JOINT

Joey the Book (*Tolino Mob*)
 Johnny Volterra (*Joey's Bodyguard*)
 Vito Barboni** (*bouncer*)
 Charles Dubois** (*bookie*)
 Nick Comemnus* (*bookie*)
 Luigi Conterinni (*bookie*)

GOLDSTEIN'S JEWELRY STORE

Saul Goldstein (*owner*)
 Fred Russell (*assistant*)

LITTLE AUGIE'S SPEAKEASY

Little Augie Barton** (*manager & ex-owner*)
 Billy Alexius** (*bouncer*)
 Sammy Spielman* (*bouncer*)
 Max Schultz* (*bartender*)
 Alice Barton** (*waitress*)

HARSHAW'S HARDWARE STORE

Joe Harshaw (*owner*)
 Dave Harshaw (*worker*)
 Sam Harshaw (*worker*)

THE FIRST NATIONAL BANK

Charles W. Grant (*president*)
 Sinclair Dillingham (*vice-president*)
 Abraham Saperstein (*bank officer*)
 Thomas Hunyadi (*bank officer*)
 Angus MacPherson (*loan officer*)
 Alan Johnson (*teller*)
 Victoria Moran (*teller*)
 Walter Munday (*teller*)
 Henry Seton (*teller*)
 Pete Clark (*guard*)
 Stefan Radu (*guard*)
 Jane Hamilton (*receptionist*)
 Margaret Fletcher (*secretary*)
 John Boyer (*bookkeeper*)
 Cathy Flynn (*bookkeeper*)
 Owen Davies (*bookkeeper*)
 Herman Frankel (*bookkeeper*)
 Barbara Jackson (*bookkeeper*)
 Louis Dumarier (*bookkeeper*)
 John Giovanni (*bookkeeper*)
 Rowena Jones (*bookkeeper*)
 Helen Patras (*bookkeeper*)
 Evan Vandameer (*clerk*)
 Laura Griffith (*clerk & notary public*)
 Luke Howard (*clerk*)
 Olaf Gunderson (*maintenance man*)
 Mabel Ford (*switchboard operator*)

THE PRESTON BUILDING

Bert Carruthers (*Manson Building*)

HENSON & PAULEY BUILDERS

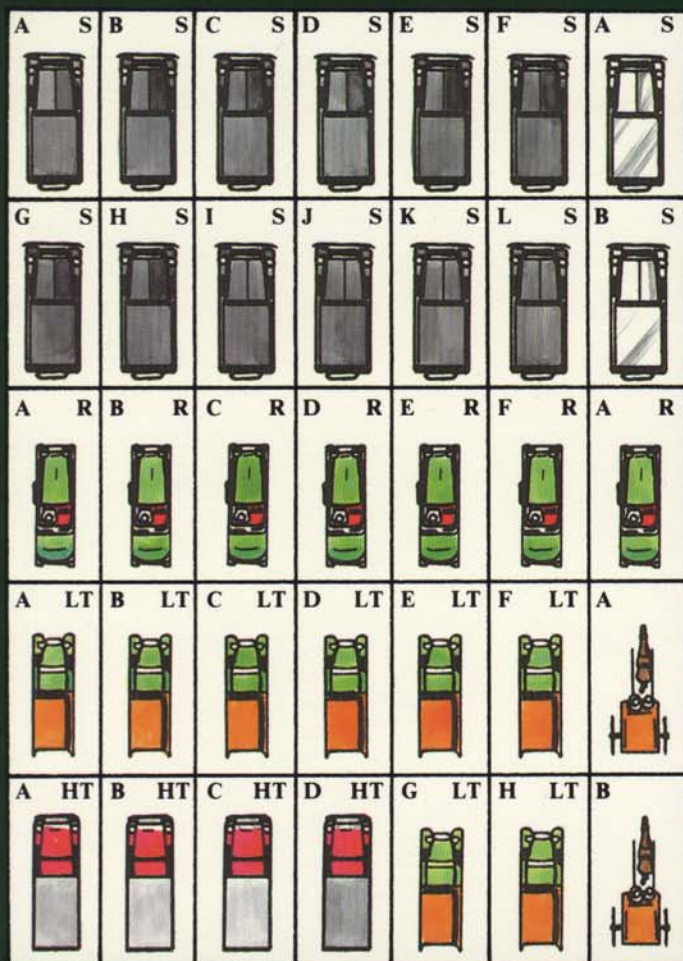
Tim Henson (*co-owner*)
 Rick Pauley (*co-owner*)
 Janet Farmer (*receptionist-secretary*)

HARDY'S FINE MEAT

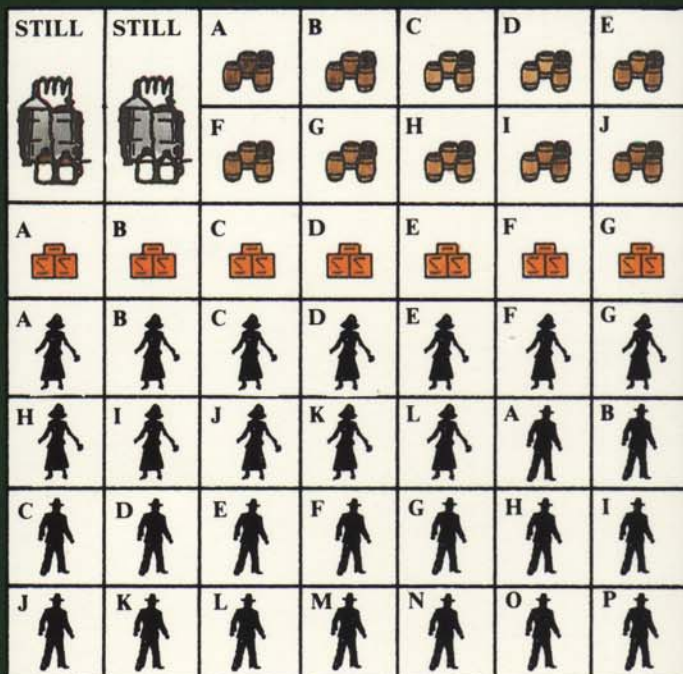
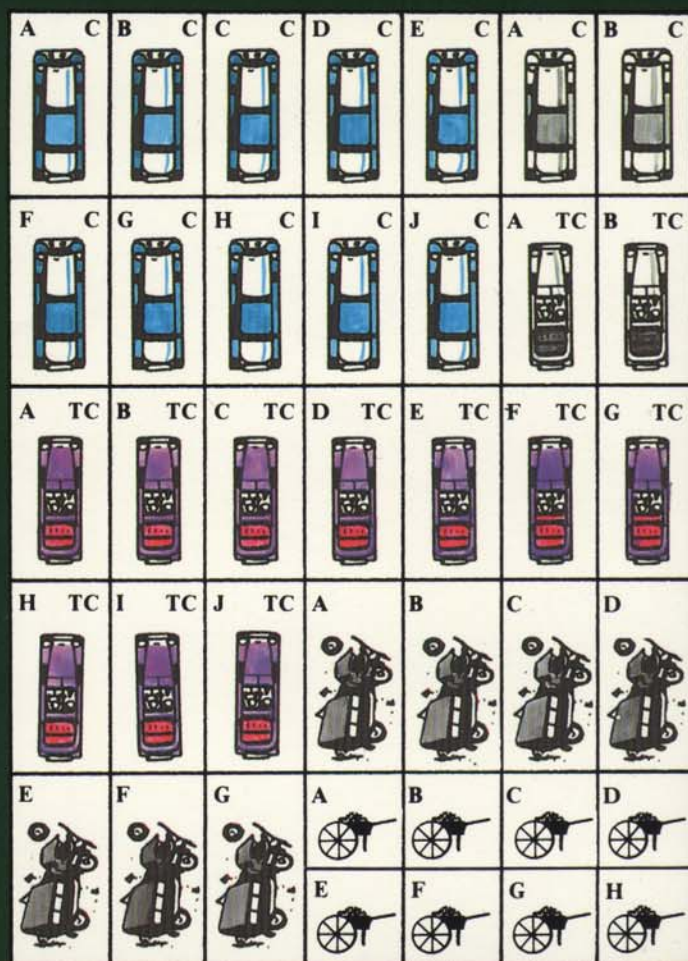
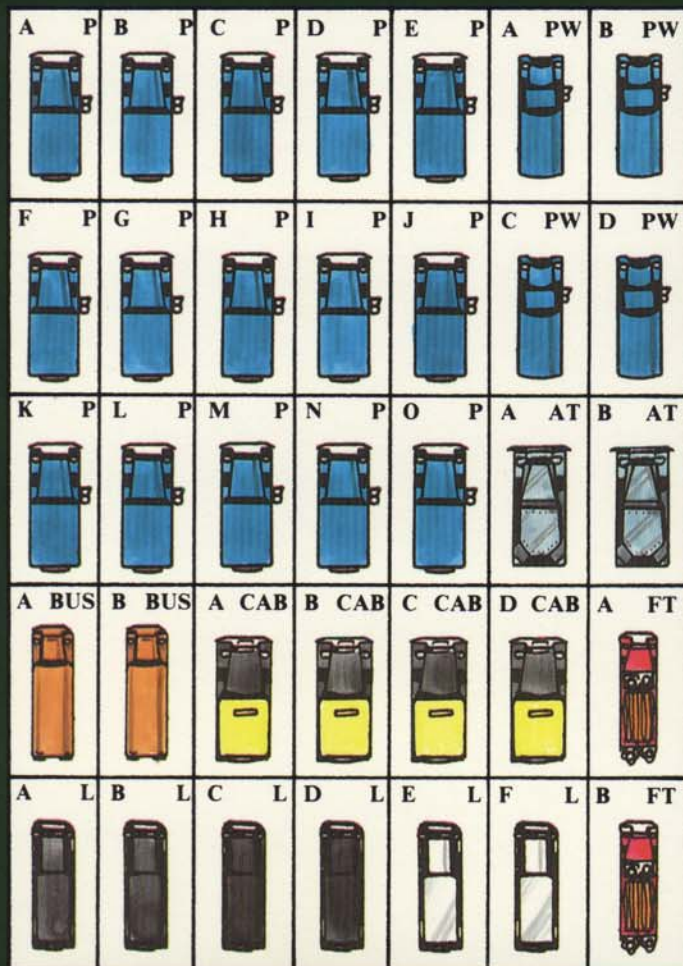
Jim Hardy (*owner*)
 Stan Colton (*butcher*)
 Cathy Mansfield (*worker*)

TOWNSPEOPLE

Donald Sinclair (*cab driver*)
 Carl Storinski (*cab reporter*)
 Jake Mingle (*Star reporter*)
 John Clark (*Herald reporter*)
 Becky Flick (*Tribune reporter*)
 Lucius King (*private investigator*)
 Bob Rivers (*traveling salesman*)
 Karen Frazier (*housewife*)
 Henry Van Dorn (*gem appraiser*)
 Marty Flaherty (*dock worker*)
 Mitch Cameron (*boxing manager*)
 Scott Home (*boxer*)
 Harold Magnusson (*sailor*)
 David Thomas Morgan (*millionaire*)
 Albert Mortimer (*chauffer*)
 Lisa Hanse (*private secretary*)
 Johnny Cannon (*bodyguard*)
 Rebecca Lynne Morgan (*David Morgan's wife*)



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KEY:

S = Sedan
C = Coupe
R = Roadster
L = Limousine
TC = Touring Car
White = Luxury Car

P = Police Car
LT = Light Truck
HT = Heavy Truck
AT = Armored Truck
PW = Paddy Wagon
FT = Firetruck

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)

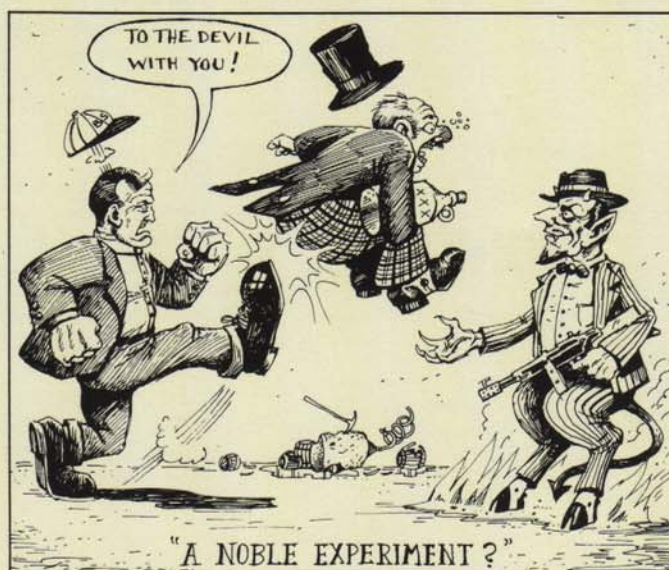
A RADIO IN THE WHITE HOUSE

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 LOWERS 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, Carpenter 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)

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