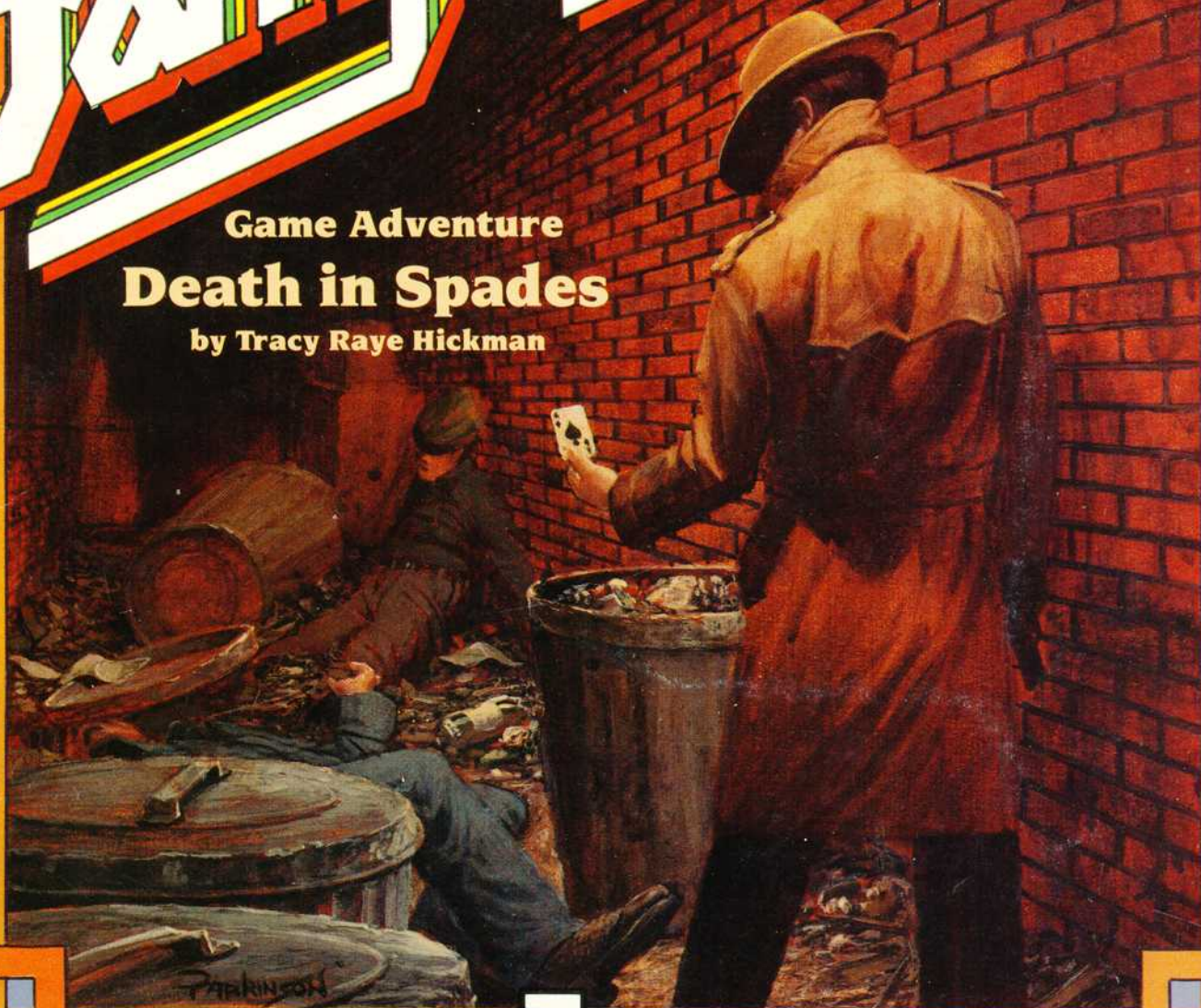


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Module GB5

Gangbusters™

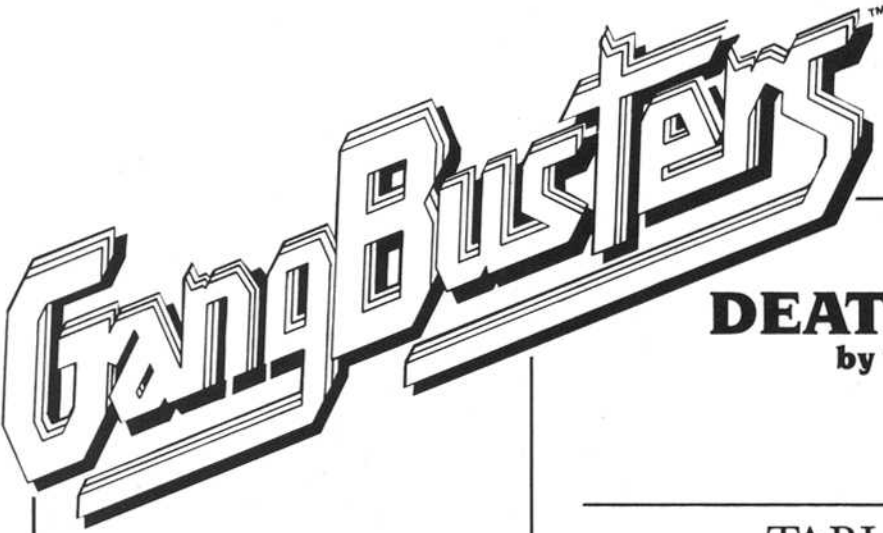
Game Adventure
Death in Spades
by Tracy Raye Hickman



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DEATH IN SPADES

by Tracy Raye Hickman

Module GB5

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For Character Levels 5-7



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CHAPTER 1: Ante Up.....9

Strangers lurk in a smoke filled hall. This mecca of the underworld trades vices faster than a .38 slug. Tuxedos and gowns don't hide the feel of the gutter. Trash is trash no matter how it's packaged. Death wears black, too—and he's dealing a fatal hand.

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"To the victor belong the spoils," they say. Yet sometimes victory comes to those who just survive. A cold stiff has already gone to his reward. Only if you are warm and breathing does victory count.

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Turn Of The Card

DEATH IN SPADES

Introduction

Welcome to Lakefront City! The tour maps say it's the prettiest city on the shores of the Great Lakes. Lots of parks. Places to get good grub or dance the night away. Peaceful and quiet the way good folks like. Don't believe it. I never do.

So welcome. Things are about to heat up in this ol' town. Death is going to walk the streets. And the players must find out why.

The action goes down with player characters of levels 5 to 7. These are PCs of respectable power. Detective Lieutenants; Newspaper Reporters; Fed Section Chiefs—you know the type. They'll all have their chance under the lights.

TURN OF THE CARD

Notes to the Game Judge

Death in Spades is different from other GANGBUSTERS modules because the plot of the adventure changes each time you play the adventure. The draw of a single card

determines the plot, who is playing the assassin (he eliminates four suspects during the adventure), and the assassin's victims. As Game Judge, generate the game plot using the following steps.

First, list the following titles on a separate piece of paper.

CARD NUMBER:

PLOT NUMBER (See Table 2):
CHAPTER 3 CLUE RANGE (See Table 2):

CARD SUIT:

CULPRIT NUMBER (See Table 3):
CHAPTER 4 CLUE RANGE (See Table 4):
WHO-DUN-IT (See Table 4):

STEP 1: DRAW A CARD

Draw a card from a standard 52-card deck of playing cards (without jokers). This card helps determine the plot of *Death in Spades*.

If you don't have a deck of cards, roll

TABLE 1: CARD DECK CONVERSION

(0-25%) Clubs	(26-50%) Diamonds	(51-75%) Hearts	(76-100%) Spades	Card
1-2	26-27	51-52	76-77	2
3-4	28-29	53-54	78-79	3
5-6	30-31	55-56	80-81	4
7-8	32-33	57-58	82-83	5
9-10	34-35	59-60	84-85	6
11	36	61	86	7
12-13	37-38	62-63	87-88	8
14-15	39-40	64-65	89-90	9
16-17	41-42	66-67	91-92	10
18-19	43-44	68-69	93-94	J
20-21	45-46	70-71	95-96	Q
22-23	47-48	72-73	97-98	K
24-25	49-50	74-75	99-100	A

percentile dice and refer to Table 1. At the top of the table, find the number rolled and the suit of the card. Read down the column to find the number rolled and then across to the column on the far right. This is your card. Record this information following the **CARD NUMBER** and **CARD SUIT** listings on your paper.

STEP 2: DETERMINE THE PLOT NUMBER AND CHAPTER 3 CLUE RANGE:

In the first column of Table 2, find the number of your card. Read across the row to find the **Plot Number** and **Chapter 3 Clue Range**. Record these numbers.

TABLE 2: PLOT NUMBER AND CHAPTER 3 CLUE RANGE

Card	Plot Number	Clue Range
2-3	1	1-17
4-6	2	4-20
7-9	3	6-22
10-Q	4	11-27
K-A	5	13-29

STEP 3: DETERMINE THE CULPRIT NUMBER

Using Table 3, find the suit of the card and add the modifier for that suit to the **Plot Number**. This gives you the **Culprit Number**.

TABLE 3: SUIT OF THE CARD

Suit of the Card	Plot Modifier
Clubs.....	+0
Diamonds.....	+1
Hearts.....	+1
Spades.....	+2

STEP 4: DETERMINE CHAPTER 4 CLUE RANGES

Find the **Culprit Number** on Table 4. Write down the **Chapter 4 Clue Range**, and **Who-Dun-It** as read across the row from the Culprit Number. You are then ready to begin play with chapter 1.

TABLE 4: WHO-DUN-IT?

Culprit Number	Clue Ranges	Who-Dun-It?
1	(9-18)	Alicia Mancussi
2	(1-3/12-18)	Enrico Mancussi
3	(1-5/18-22)	Saul Josephs
4	(4-7/22-27)	Mori Hausen
5	(8-12/24-28)	Nathan Sykes
6	(8-15/28-29)	Erik Johansen
7	(15-24)	Richard Barston

GAME SUMMARY

The adventure will probably follow the rough sequence of events outlined below. However, you may find it necessary to slightly alter the sequence of events or the plot because of unexpected PC actions.

Chapter 1

The PCs become acquainted with the main NPCs. Richard Barston is "killed" at the grand opening of Mancussi's Place, a night club. You know who is paying the assassin, but the players will not. The players will also not know the identity of the assassin.

Chapter 2

Two people are killed in the chapter (determined by the Plot Number).

Chapter 3

As the players begin their investigation, they gather important clues. Parts of the puzzle begin to make sense. The Culprit Number determines the clues the players discover.

Chapter 4

Two more suspects are eliminated in this chapter.

Chapter 5

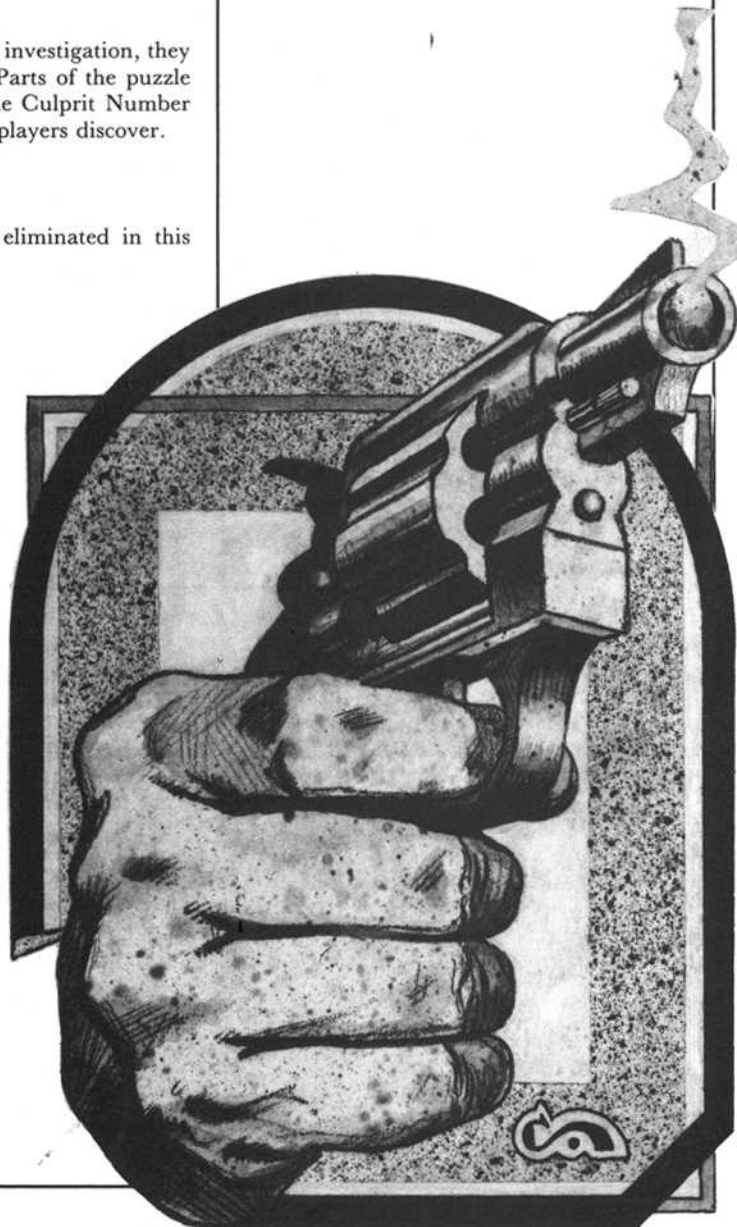
The assassin, known only as the Hangman, makes his move. He tries to lure the PCs into some special traps.

Chapter 6

The showdown with the Hangman finally comes to a head.

Chapter 7

If any PCs survive the confrontation in Chapter 6, they learn the answer to the mystery.





CULPRIT AND VICTIMS TABLE

The following table presents each possible culprit and the victims. Find your Plot and Culprit Number. Read across to find the Culprit, the victims in chapter 2, and the victims in chapter 4.

PLOT NUMBER	CULPRIT NUMBER	CULPRIT	CHAPTER 2 VICTIMS	CHAPTER 4 VICTIMS
1	1	Alicia Mancussi	Nathan Sykes Erik Johansen	Richard Barston Enrico Mancussi
1	2	Enrico Mancussi	Nathan Sykes Erik Johansen	Moose Morgan Saul Josephs
1	3	Saul Josephs	Nathan Sykes Erik Johansen	Mori Hausen Moose Morgan
2	2	Enrico Mancussi	Nathan Sykes Herman Thurber	Moose Morgan Saul Josephs
2	3	Saul Josephs	Nathan Sykes Herman Thurber	Moose Morgan Mori Hausen
2	4	Mori Hausen	Nathan Sykes Herman Thurber	Moose Morgan Saul Josephs
3	3	Saul Josephs	Enrico Mancussi Erik Johansen	Moose Morgan Mori Hausen
3	4	Mori Hausen	Enrico Mancussi Erik Johansen	Moose Morgan Saul Josephs
3	5	Nathan Sykes	Enrico Mancussi Erik Johansen	Saul Josephs Moose Morgan
4	4	Mori Hausen	Enrico Mancussi Herman Thurber	Saul Josephs Moose Morgan
4	5	Nathan Sykes	Enrico Mancussi Herman Thurber	Saul Josephs Moose Morgan
4	6	Erik Johansen	Enrico Mancussi Herman Thurber	Nathan Sykes Moose Morgan
5	5	Nathan Sykes	Enrico Mancussi Mori Hausen	Saul Josephs Moose Morgan
5	6	Erik Johansen	Enrico Mancussi Mori Hausen	Nathan Sykes Moose Morgan
5	7	Richard Barston	Enrico Mancussi Mori Hausen	Erik Johansen



SEQUENCE OF EVENTS

The chronology below outlines the sequence of events that may take place in this adventure. However, read the events marked with a spade only if the *Culprit Number* (in parentheses) matches yours.

1. **10 YEARS AGO.** Det. Lt. Sykes and F.B.I. agent Richard Barston investigate the Oberklein Mansion murders. Barston discovers that the murderer is his brother and allows him to escape.
2. **10 YEARS AGO.** Barston's superiors drum him out of the F.B.I. They reprimand and demote Sykes, even though he did not help free the killer. Sykes becomes dedicated to bringing the killer to justice. But every time he tries, the Hangman makes him look like a fool.
3. **10 YEARS AGO.** Barston is tried and sentenced to 3 years in the state pen for obstruction of justice. Barston's brother, who has a talent for killing, becomes a successful freelance hit man.
4. **7 YEARS AGO.** Barston is released from prison. He works a variety of part-time jobs, before finally landing a full-time job as a night watchman at a shoe factory.
- ♠ (1) 5. **APR 1, 1936.** Moose Morgan has a crush on Alicia Mancussi. She encourages him to create an underground organization of his own.
- ♠ (2) 6. **APR 1, 1936.** Enrico Mancussi has Moose quietly form a separate mob.
7. **MAY 4, 1936.** Mob tensions are on the rise. Several small hits and reprisals spring up between the O'Connor and Tolino gangs. Tolino goes to Enrico Mancussi, the notorious lone "Mob without a country," to negotiate a truce with O'Connor. Mancussi agrees to arbitrate. He begins a campaign to convince O'Connor to negotiate a truce.
- ♠ (1) 8. **MAY 5, 1936/ 3 p.m.** Alicia looks into newspaper files under references for federal officers. She wants to find a boyfriend

that Daddy will hate. She concentrates on the Barton/Oberklein case.

9. **MAY 7, 1936** Alicia meets Barston. Barston falls for her. Alicia refuses to talk to Moose.
10. **MAY 8, 1936/ 10 a.m.** Moose Morgan, feeling rejected by Alicia, tries to make her jealous by dating Saul Joseph's daughter, Sarah. Moose asks Sarah out, but Saul forbids Sarah to go out with Moose.
11. **MAY 8, 1936/ Noon.** When Mancussi discovers that Alicia is dating an ex-fed, he hits the ceiling. He rages at Alicia, saying she doesn't even have enough brains to choose a good husband. Moose listens in on the conversation. When Alicia leaves, Moose tells Mancussi how he wants to make Alicia jealous by dating Saul Joseph's daughter. Mancussi agrees to set things up with Saul.
12. **MAY 8, 1936/ 2 p.m.** Mancussi forces Saul to agree to a date between Moose and Sarah. Mancussi, fresh from his confrontation with Alicia, is none too kind to Saul. Saul reluctantly submits. Thus Moose begins to date Sarah.
- ♠ (4) 13. **MAY 10, 1936.** Mori Hausen, a drunkard, and the informant during Barston's trial, reads about blackmail in a pulp magazine. He decides to give it a try. He goes to the newspaper and looks up information on the Hangman. He discovers Lt. Sykes was involved in the Hangman case, which provides him with another blackmail victim.
- ♠ (5) 14. **MAY 11, 1936.** Detective Lieutenant Sykes picks up his research into the Hangman case. He learns how to get in touch with the Hangman from street contacts. He is now interested in who he can use to bait the Hangman.
15. **MAY 12, 1936.** Mob violence within Lakefront City increases. Violence between Tolino and O'Connor becomes

more frequent and more destructive. O'Connor finally agrees with Mancussi that a peace meeting would be in everyone's better interests.

16. **JUNE 3, 1936/ 10 a.m.** A justice of the peace marries Barston and Alicia in the Lakefront Courthouse.
17. **JUNE 4, 1936/ 3 p.m.** Mancussi is outraged that his daughter would marry this Barston bum. He also sees the need for a little extra insurance in town during the next few weeks, so he has Saul contact the Hangman in Philadelphia to contract the assassin "to take out a bum named Richard Barston and maybe take care of a little more business" at the same time. They agree to the usual fee of \$10,000, although the Hangman does not know who has hired him.
18. **JUNE 4, 1936/ 6 p.m.** The Hangman calls Barston at his apartment. He warns Barston that "someone in town wants you dead." As the Hangman does not know who put the contract out, the two make plans to fake the shooting. When everyone thinks the job is done, Barston will try to discover who hired the Hangman.
- ♠ (7) 19. **JUNE 4, 1936/ 10 p.m.** Barston compiles a list of all those who were involved in his trial 10 years ago.
- ♠ (1) 20. **JUNE 7, 1936/ 9 a.m.** Alicia, not knowing of her husband's contact with the Hangman, calls the assassin and purchases his further services. She wants her husband bumped off as well as a few others. The Hangman assures her that he will ultimately fulfill his contract before the week is up. He also warns her to expect a few surprises along the way. The Hangman will fake the first killing of Barston—but not the second.
- ♠ (6) 21. **JUNE 7, 1936/ 1 p.m.** The Assistant D.A., Erik Johansen, gets the Hangman's address from Sykes, claiming it would aid him in a current investigation and prosecution.



- ♠ (4) 22. *JUNE 7, 1936/ 9 p.m.* Mori Hausen gets the Hangman's address from Sykes in exchange for some additional information on the Hangman that Mori has picked up on the street.
- ♠ (2) 23. *JUNE 7, 1936/ 9 p.m.* Mancussi composes a list of enemies within his organization. These are the people he must get rid of. Mancussi calls the Hangman and reads the list to him personally.
24. *JUNE 7, 1936/ 11 p.m.* Moose Morgan, still in a stupor because of Alicia's marriage to Barston, takes out Sarah Josephs and gets drunk. He beats her and leaves her unconscious in the street in front of her house. Saul is enraged and leaves angrily to see Mancussi.
- ♠ (3) 25. *JUNE 8, 1936/ 1 a.m.* Saul rages at Mancussi. Mancussi cuffs Saul around and tells him to learn his place and stay in it. Saul, who is no hero, crawls away. Although humiliated, Saul is not beaten. He, too, knows how to reach the Hangman, as he has been a go-between before. Saul composes a blackmail note to the Hangman, threatening exposure unless the assassin does a job for him.
- ♠ (1) 26. *JUNE 10, 1936/ 5 a.m.* Alicia writes encouraging letters to Moose.
- ♠ (4) 27. *JUNE 11, 1936.* Mori writes a blackmail note to the Hangman.
- ♠ (5) 28. *JUNE 11, 1936.* Sykes writes a blackmail note to the Hangman.
- ♠ (5) 29. *JUNE 11, 1936.* Sykes begins a diary of his adventures. Although his writing is rather overblown and self-glorifying, it details every step in his pursuit of the Hangman.

- ♠ (6) 30. *JUNE 11, 1936/ 11 a.m.* Assistant D.A. Erik Johansen calls the Hangman and arranges for his services. At the Hangman's instruction, Johansen then compiles a list of criminals that he wants offed. Erik takes \$10,000 from his own safe.

31. *JUNE 11, 1936/ 1 p.m.* Assistant D.A. Erik Johansen calls the police and reports \$10,000 stolen from his office safe.

32. *JUNE 12, 1936/ 7 p.m.* Enrico Mancussi arranges a meeting between Al Tolino and O'Connor in a back room of the casino below the supper club. It is scheduled for the night of the grand opening festivities that Saturday. He will collect a negotiation fee for his services.

33. *JUNE 16, 1936/ 10 a.m.* Enrico orders Saul to withdraw \$10,000 from Enrico's checking account. As Saul leaves the office, he runs into Alicia. Alicia says she is going to the bank anyway and would be glad to get the money. Alicia goes to the bank with the check.

- ♠ (1) 34. *JUNE 16, 1936/ 11 a.m.* Alicia withdraws \$10,000 from her father's bank account to pay the Hangman. She figures that by the time the withdrawal is discovered, her daddy will be long dead. She keeps the money and does not deliver it to Saul. She calls Saul and tells him the bank was closed by the time she got there so she tore up the check rather than carry it around.

- ♠ (3) 35. *JUNE 16, 1936/ Noon.* Alicia delivers the money to Saul. Saul puts it in his safe.

36. *JUNE 17, 1936/ 5:45 p.m.* Det. Sykes' service gun is stolen from his apartment while he sleeps. The Hangman is responsible.

CHAPTER 1: ANTE UP

37. *JUNE 17, 1936/ 7:30 p.m.* The gala grand opening of Mancussi's Place starts at 7:30 p.m. Al Tolino arrives, followed some time later by O'Connor. Both are taken to separate rooms in the casino.

38. *JUNE 17, 1936/ 8 p.m.* Mancussi, dining with Alicia and Barston, is informed that Tolino and O'Connor are here. He motions to Barston to begin the announcing as he excuses himself from the table.

39. *JUNE 17, 1936/ 8:30 p.m.* Tolino and Mancussi meet O'Connor in a casino back room.

- ♠ (2) 40. *JUNE 17, 1936/ 8:40 p.m.* Mancussi excuses himself from the meeting and calls Moose. He tells Moose to begin the big hits across the city as the bosses are all in his place.

41. *JUNE 17, 1936/ 8:45 p.m.* Both Tolino and O'Connor claim the other started this mess. Neither wants a war right now and would stop all the killing if the other would, too.

42. *JUNE 17, 1936/ 8:45 p.m.* Big hits (gangland killings and vandalism) occur against both Tolino's and O'Connor's mobs.

43. *JUNE 17, 1936/ 8:50 p.m.* Barston announces the first act of the supper club. A waiter calls Alicia from the table to answer a phone call.

44. *JUNE 17, 1936/ 9 p.m.* Barston announces the second act. In the middle of his announcement, the fireworks scheduled for later in the evening suddenly start going off. In the noise and confusion, a red stain suddenly blossoms on Barston's chest. He bucks back and then pitches forward . . . apparently dead.

45. *JUNE 17, 1936/ 9:03 p.m.* Mancussi is informed of Barston's shooting.

46. *JUNE 17, 1936/ 9:15 p.m.* Barston is taken to the hospital in an ambulance.

47. **JUNE 17, 1936/ 9:15 p.m.** On the way to the hospital, Barston is switched for a dead body. The ambulance is a fake driven by two of the Hangman's hired accomplices.
48. **JUNE 17, 1936/ 9:15 p.m.** Tolino and O'Connor take off. Mancussi gently cautions both. He then comforts his daughter, vowing to find the man responsible for Barston's death.
49. **JUNE 17, 1936/ 9:17 p.m.** The police arrive at the Mancussi's Mansion. They take the statements of various witnesses.
50. **JUNE 17, 1936/ 11:30 p.m.** Sykes is arrested in his apartment. His gun was found on the floor of the club. It had been fired. He claims that he was not present at the party that night. Sykes' partner, Herman Thurber, begins an investigation.
51. **JUNE 18, 1936/ 3 a.m.** Sykes is released on bail with a temporary suspension from duty.
- ♠ (4) 52. **JUNE 18, 1936/ 5 a.m.** Sykes begins searching for Mori Hausen.
53. **JUNE 18, 1936/ 3 a.m.** Barston returns to his apartment. He has Alicia hire a P.I. to investigate his own murder.
54. **JUNE 18, 1936/ 10:30 a.m.** Alicia hires a detective.
55. **JUNE 18, 1936/ 11 a.m.** A police detective is assigned to the case.
56. **JUNE 18, 1936/ 11:30 a.m.** An Editor is assigned to the case by the Lakefront Tribune.
57. **JUNE 18, 1936/ Noon.** O'Connor and Tolino want to know who is behind the killing in Mancussi's place. The war won't end until that is laid to rest.

CHAPTER 2: A PAIR OF DEUCES

- ♠ (1) 58. **JUNE 18, 1936/ 8:00 a.m.** Sykes and the Assistant D.A., Johansen, are found dead in the D.A.'s office.

- ♠ (2) 59. **JUNE 18, 1936/ 8:00 a.m.** Sykes and Thurber are found dead on an elevated train platform. It looks as though Sykes was trying to escape from Thurber.
- ♠ (3) 60. **JUNE 18, 1936/ 8:00 a.m.** Mancussi and the Assistant D.A. are found dead in the D.A.'s office. It looks as though Mancussi was going to pay off Erik Johansen, but pulled a gun on him instead.
- ♠ (4) 61. **JUNE 18, 1936/ 8:00 a.m.** Mancussi and Herman Thurber are found dead in Mancussi's Place. It looks as though there was some gunplay between the two when Thurber came to investigate.
- ♠ (5) 62. **JUNE 18, 1936/ 8:00 a.m.** Mancussi and Mori Hausen are found dead in an alley. It looks as though Mori tried to roll Mancussi and both bought it during the fight.

CHAPTER 3: FULL HOUSE

63. **JUNE 19, 1936.** Gang war violence increases. Hits on both sides continue.
- ♠ (2) 64. **JUNE 19, 1936/ 2 p.m.** Mancussi divides \$10,000 among the new gang members recruited by Moose.
- ♠ (1) 65. **JUNE 19, 1936/ 2 p.m.** Mancussi is worried and is now looking for protection. The Hangman has returned to town, and is killing his former employers.
- ♠ (5) 66. **JUNE 19, 1936/ 3 p.m.** Sykes starts following different people who have at one time or another had dealings with the Hangman.
67. **JUNE 20, 1936/ 10 a.m.** The fake "Barston" is buried. Alicia attends the funeral and puts on a good tearful performance.

CHAPTER 4: ALL BETS OFF

- ♠ (1) 68. **JUNE 21, 1936/ Midnight.** The real Barston lies dead along with Enrico Mancussi. Both are in Barston's apartment and apparently died in a gun battle.
- ♠ (3) 69. **JUNE 21, 1936/ Midnight.** Moose Morgan and Saul Josephs lie dead in Mancussi's mansion. Saul apparently found Moose opening Mancussi's safe and attempted to stop him. Both died in the resulting struggle.
- ♠ (2) 70. **JUNE 21, 1936/ Midnight.** Mori Hausen and Moose Morgan lie dead in an alley. Mori was apparently shot as he smashed a booze bottle over Moose's head.
- ♠ (4) 75. **JUNE 21, 1936/ Midnight.** Saul Josephs and Moose Morgan lie dead in Moose's apartment. Saul apparently came to confront Moose about Sarah. Both died in the struggle.
- ♠ (5) 72. **JUNE 21, 1936/ Midnight.** Moose Morgan and Saul Josephs lie dead in Josephs' office. Moose's pockets are stuffed with money. Both hold .38s.
- ♠ (6) 73. **JUNE 21, 1936/ Midnight.** Sykes and Moose Morgan are dead. Both died in an apparent brawl in Little Augie's.
- ♠ (7) 74. **JUNE 21, 1936/ Midnight.** Erik Johansen is dead. He apparently died in a gangland assassination. He was carrying papers incriminating Sykes of perjury.
- ♠ (2) 75. **JUNE 21, 1936/ 10 a.m.** Mancussi withdraws an additional \$10,000.
- ♠ (4) 76. **JUNE 21, 1936/ 11 a.m.** Mori Hausen, now quite scared, starts phoning tips to police and investigators.



- ♠ (6) 77. **JUNE 21, 1936/ Noon.** The Assistant D.A. compiles a list of those investigators that are closing in for the kill. His plan of vengeful justice is failing and now he must start covering his tracks.

CHAPTERS 5-7

The events and encounters that occur in chapters 5-7 are random and cannot be listed in any chronological order.

RANDOM EVENTS IN LAKEFRONT CITY

Roll 1d10 once every four game hours to see if an encounter takes place. If the roll is a 1 or 2, then roll 1d10 again and consult the table below.

1-2 AN UNEXPECTED NPC SUSPECT IS SEEN

Select one of the NPC suspects. They are seen at a distance. It is up to you whether the PCs are able to catch the suspect or not.

3 AN ABDUCTION

Five thugs of either the Tolino or O'Connor gang abduct one of the NPC suspects who are still alive. Any PCs present may attempt to stop this abduction, which occurs at the NPCs' residence. All the hoods have the same statistics.

Thugs

MU	AG	OB	PR	DR	LU	HP	PS	LEV
67	63	57	6	60	39	18	4	2

Weapons: Thompson submachine guns, 50-round drum

The Tolino gang takes the victim to the Miller Brothers Trucking Company warehouse. The O'Connor gang takes the victim to Little Augie's. They try to find out what the victim knows about the hits going on all over town and who is behind them. The victim escapes by June 20. Ignore this encounter on or after June 20.

4 HIJACK

From 1-3 (1d10)/4) thugs of either the O'Connor or the Tolino mob attempt to hijack a truck belonging to the other gang. This happens within 100 feet of one of the PCs. In addition, 1-3 gunmen of the mob who owns the truck tries to repel them.

Hijackers

MU	AG	OB	PR	DR	LU	HP	PS	LEV
73	61	62	1	62	17	19	4	2

Weapons: Thompson submachine guns, 50-round drum

Gunmen

MU	AG	OB	PR	DR	LU	HP	PS	LEV
89	52	69	2	61	45	20	5	1

Weapons: Thompson submachine guns, 50-round drum

5-6 FIREBOMBER

From 1-5 (1d10/2) stooges of either the Tolino or the O'Connor mob attempt to firebomb a store that is paying protection money to the opposing mob. This happens within 100 feet of a PC. The mob's plan is to drive up with one man at the wheel and the rest on the running boards holding gasoline-filled bottles. They throw the bombs through the store windows, torch the place, and drive off.

Arsonists

MU	AG	OB	PR	DR	LU	HP	PS	LEV
56	84	13	10	49	16	19	3	1

Weapons: .45 automatic pistol, gasoline-filled bottles

The firebombs do 1-10 points of damage to anyone it by one. The arsonists are armed and will fight madly to get away after their job is done.

7-8 PROTECTION HIT

From 1-10 (2d10/2) hit men from either the Tolino or O'Connor mob force their way into and shoot up a store that is paying protection money to the opposing gang. One remains behind the wheel of their car to make a quick getaway. The hit takes place within 100 feet of a PC. The mobsters mow down anyone who gets in their way.

Hit Men

MU	AG	OB	PR	DR	LU	HP	PS	LEV
41	72	83	8	78	26	17	2	2

Weapons: Thompson submachine guns, 50-round drum

9-10 GANGLAND SHOOTOUT

From 2-20 hit men of either the Tolino or the O'Connor mob make a hit on a stronghold of the opposite side. They are opposed by 2-20 thugs of the opposite side. Choose the location you want this hit to occur.

Hit Men

MU	AG	OB	PR	DR	LU	HP	PS	LEV
60	80	80	6	80	11	19	4	3

Weapons: Thompson submachine guns, 50-round drum

Surprised Thugs

MU	AG	OB	PR	DR	LU	HP	PS	LEV
90	76	59	5	68	9	22	5	2

Weapons: Thompson submachine guns, 50-round drum



CHAPTER 1: ANTE UP

NOTE: Each chapter consists of Events and/or Encounters. Events occur regardless of the player characters' actions. Encounters occur when the player characters attempt to discover information.

CHAPTER 1 EVENTS

1. START THE PARTY

TIME: 8:30 p.m. / June 17, 1936

PCs INVOLVED: All have received invitations

The player characters are greeted at the door by Enrico Mancussi, who introduces them to his daughter Alicia and her husband, Richard Barston. Waiters seat all the PCs near the back of the club.

The Oberklein Mansion, now known as Mancussi's Place, has quite a history. Murder and mayhem. They locked the doors and threw away the key. Mancussi must have found it. He opened a supper club there. Now it's the hit of the town.

The mansion sits atop its own hill. You can look at least 200 yards in any direction from that hill and never gaze on anyone else's property. The only driveway up to the joint winds back and forth between 13 sets of hairpin turns. The whole drive is lined with hedgerows. If anyone ever wanted to raid this place, the cops would have a long, slow drive up to the door in full view of the house. Yes, sir, a great place for a party.

The doors opened three weeks ago but the grand opening is tonight. Quite a splash. The city hasn't seen a bash like this since before prohibition. Everyone who is anyone—or thinks he is—is here. Even the mayor and a couple of senators are seated at the head table. There is power in this room. The leeches of power follow it. Their tuxedos and gowns don't hide the smell of the gutter. Trash is trash no matter how it's packaged.

The smoke floats lazily over the tables that dot the room. A spotlight cuts through the gloom like a knife and shines brightly on the stage. Mancussi's new son-in-law steps up to the large round mike. "Ladies and Gentlemen! Welcome to the gala grand opening of Mancussi's—the finest in club entertainment. We present to you a gift of frolic and fun . . ."

Sequins and shine bounce onto the stage. What a torch. The dame's voice, sharp as a razor, cuts through the club.

A waiter calls Alicia Barston away from the table for a phone call just as the singer's crystal voice rings its last tunes.

Barston, smiling, steps up to the mike. Suddenly, the fireworks outside thunder to life. Great fountains of light gush and bang. Judging from the waiters' surprised faces, the fireworks went off early. Someone's going to get it for this.

Someone did. A great red stain spreads across Richard Barston's crisp white shirt. The mike squeals as he pitches over onto it. Richard coughs once. A woman screams. It looks as though tonight's show is going to end a lot earlier than expected.

When the main lights come on, the customers decide to move. Exits suddenly become quite popular. Waiters and cooks run side by side with the more elegant crowd. The party comes to a disappointing end.

An ambulance arrives within seconds of the shooting and takes only Barston away. The crowd prevents the PCs from reaching Barston to examine him before the ambulance whisks him away. Make every effort, without being obvious, to separate the PCs from the ambulance if they decide to pursue it.

PCs here may attempt to search the area from where the gunshot was heard. Anyone searching who makes a successful observation roll finds a .38 caliber pistol on the floor, still smoking. It is a police issue gun. The serial number is registered to Detective Nathan Sykes. Smudged fingerprints on the gun match those of Sykes.

The cards at the table where the gun is found gives the names, Mr. Nathan Sykes, Mr. Saul Josephs, and Mr. Erik Johansen. All the names are on the guest manifest. The doorman indicates that all were here tonight.

2. HOSPITAL ENCOUNTERS

TIME: 9:45 p.m. / June 17th, 1936

PCs INVOLVED: Any present

A gunshot victim is rushed out of the hall and into an emergency room at 9:45 p.m. PCs present are not allowed into the room. A nurse emerges with the man's wallet and registers him as Mr. Richard Barston. Dr. Harold Blake enters the emergency room

shortly thereafter. Five minutes later he pronounces the man dead.

Police and/or F.B.I. PCs present are allowed to see the victim five minutes after they demand it. See the Hospital Encounter in the Encounters section for details.

3. NATHAN SYKES IS ARRESTED AND RELEASED.

TIME: 11:30 p.m. / June 17th, 1936

PCs INVOLVED: Any present

Det. Lt. Sykes is arrested at his home on suspicion of murdering Richard Barston. He is taken down to the 12th Precinct and interrogated for 3 hours. With nothing more to hold him on, he is released and returns home.

4. THE WIDOW HIRES HELP

TIME: 10:30 a.m. / June 18th, 1936

PCs INVOLVED: Private Investigators in the office.

NOTE: If all the PCs are out of the office, Alicia will wait until noon and then leave word that she can be reached at home by phone. She insists on coming to the P.I.s' office to meet and will not disclose the nature of her business over the phone.

The veil couldn't hide her eyes. They're the kind you can get lost in; big dark pools that a man could kill for. The question is whether someone already did.

The black dress and veiled hat are symbols of mourning and death. Yet the cut of her clothes is nothing short of perfect and the lush figure it covers is breathtaking.

"I want to hire you," she says with steel-like confidence. "I want the man responsible for my husband's death."

This dame is used to getting her way—and she has the bucks to back it up. She will pay \$250.00 in advance for services and \$50.00 per day plus any reasonable expenses. She gives a brief background of herself if asked, and knows some background of her late husband, Richard Barston. She wants the PCs to find out who is behind her husband's killing, and to collect enough evidence to convict those responsible. She believes the killer is a hired professional and probably far out of town by now.



5. THE COMMISSIONER CALLS THE SHOTS

TIME: 11:00 a.m. / June 18th, 1936

PCs INVOLVED: All police PCs

The commissioner leans back in his overstuffed leather chair. The shiny brass buttons of his vest seem ready to explode from the expanse they confine.

Next to him, a thin, nervous fellow can't seem to decide whether to put his hands in his pockets or not. Everyone knows Erik Johansen, the Assistant D.A.

Without preamble, the commissioner speaks. "The mayor just spent half an hour chewing on me for allowing the killing last night. Then he spent another 15 minutes speculating on where I'd be working if I didn't see this criminal brought to justice. I want this Barston murderer captured, drawn, and quartered in front of a judge before this week is out. Or my boat won't be the only one to sink.

"Mr. Johansen here will help with any matters regarding legal procedures. We've had a poor arrest/conviction rating so far and I don't want this job botched. Keep me informed and be prepared to report to me when I ask for it. That is all."

Mr. Johansen follows the PCs out of the office. He asks if there is anything he can do to assist in the capture of this desperate criminal.

If the PCs ask Johansen about himself, he will reveal the information found in the NPC Summary.

6. THE STORY BREAKS

TIME: 11:30 a.m. / June 18th, 1936

PCs INVOLVED: Any reporters in their newspaper office

The editor-in-chief puffs cigar smoke like a locomotive. The stogie flares in counterpoint with the smoke. The visibility in the room is rapidly getting worse.

The old man gets out of his chair, cigar still churning. "OI! Barston was standing pretty as you please in the middle of all that money. Then POW! He drops like lead. I tell ya, boys, half the politicians in this city were there last night. All the power that is. It makes no difference.

BAM! Barston's as dead as yesterday's fish just like that. Somebody big is behind all this. Bad enough to pump lead into some poor wino down on Drunk Alley just because he won't pay his loan shark." The chief begins to pace. Now the smoke really flows. "But in the middle of high class society folk? There's a rat as big as my desk in this somewhere."

The old man stops and plants his fist in the general vicinity where his waist would be if he had one. "You boys have got to bring this clown in. I don't care how you do it. I'm putting you editors on the job right now. Take a few boys and hit the streets. Dig up the dirt. Check the files downstairs and see what you shake loose." His voice rises to a shout, "But if I see it in any other paper first, you know I'll be pretty unhappy! Get the guy responsible! I want his name on my headline!"

7. MATT JACKSON RINGS THE BLOWER

TIME: 10:00 a.m. / June 18th, 1936

PCs INVOLVED: All Federal Agents

The clammer of the phone rolls around inside your head. Bad way to start a Sunday. People call on Sunday afternoon to chat. Sunday morning can only be bad news.

"You've got a job to do." The voice is too familiar. Matt Jackson, Special Agent in Charge of Lakefront City never was much for preliminaries. "An ex-fed by the name of Richard Barston was killed last night. It looks like a professional job. If there's a pro in town I want to know who he is and who hired him. Get some operatives and hit the streets." The phone goes dead.

8. ITCHING FINGERS

TIME: Morning / June 18th, 1936

PCs INVOLVED: All gangsters

It's dark. Plush offices always feel that way. The smell of old leather, heavy wood and dark. Luxury they call it.

The lean man in the pinstripe suit behind the desk talks quietly. That doesn't matter. He means every word. You know from experience not to miss any.

"There's a war cooking between

Tolino and O'Connor. The two of them were at Mancussi's last night to try to patch things up. While they were there, someone made a hit on Mancussi's son-in-law."

His steely eyes glinted from beneath the shadow of his hat. "We don't want a war right now. Tolino thinks O'Connor took out this Richard Barston guy. O'Connor has it the other way around. We gotta know who is behind it all or there's gonna be a bloody war no one wants.

"Get some boys and hit the streets. Find out who's the moola behind the killings. Now, beat it."

CHAPTER 1 ENCOUNTERS

All encounters in this chapter take place in one of the following locations. Any other locations yield no useful information and only generate random encounters which may have no bearing on the case. The locations marked with an asterisk are closed on Sunday and will not be open to inquiries. The PCs may find the clues in the locations noted in parentheses. Refer to the "Clues" section for the clue.

Descriptions of these locations are found in the "Tour of the City" section. Read the description of those locations the first time the PCs go there. Any people or encounters noted in the "Tour of the City" are always there no matter what chapter the players are working through. Any additional encounter actions that are specific to this chapter are presented under the location.

Chapter Encounter Locations

1. 12th PRECINCT POLICE STATION
1. NATHAN SYKES' APARTMENT
3. BARSTON'S APARTMENT
4. LAKEFRONT GENERAL HOSPITAL
5. FIRST NATIONAL BANK*
6. HERALD EXAMINER*
7. POST OFFICE* (F.B.I.)
8. D.A. OFFICE (COURTHOUSE)*
9. MOOSE MORGAN'S APARTMENT
10. THE MANCUSSI MANSION
11. DRUNK ALLEY
12. DUTCHMAN WAREHOUSE

* closed on Sunday



1. 12th PRECINCT POLICE STATION

Inside the Precinct, the police are going about their business. Any inquiries are directed toward Captain McClellen, who is the officer of this watch. He readily gives the following information.

Barston was shot in the chest at 9:00 tonight. No one at Mancussi's remembers anything about anyone with a gun, as the fireworks had begun prematurely and there was considerable confusion at the time. The body had apparently stopped the bullet, as no slug or hole was found in the wall behind him.

If the PCs did not find and remove the pistol, the police will have it. The gun is a police issue. The serial number is registered to Det. Lt. Nathan Sykes of the 12th Precinct.

Clue

- 16 (Captain McClellen)
- 23 (Captain McClellen)
- 28 (Captain McClellen)

2. NATHAN SYKES' APARTMENT

Nathan Sykes is at home. He does not willingly let anyone in and is not interested in talking about anything. He certainly does not allow a search of his room by anyone without a warrant.

If, somehow, the PCs do convince Sykes to talk to them, check the standard clue range listed for him in the NPC suspects sections.

3. BARSTON'S APARTMENT

Alicia is here. She is still wearing her mourning dress, although her hat is now resting on a chair. She gladly talks with almost anyone, but she does not allow her home to be searched. See the NPC Suspects section for the clues known by Mrs. Barston.

4. LAKEFRONT GENERAL HOSPITAL

Hospital records show that a gunshot victim arrived in the emergency room of the hospital at 9:30 p.m. Saturday, June 17th. The man was registered as Mr. Richard Barston of 1277 South Maxwell, Apt. 3F, Lakefront City. Barston's wallet, keys and \$16.37 in bills and change were found in his pockets. He was pronounced dead on arrival by Dr. Harold Blake, the physician on call in emergency at the time. Cause of death was listed as massive hemorrhaging and organ damage caused by a severe chest wound. The entry of the projectile was from the front. A large wound was evident in the back. No bullet slug was recovered.

PCs may talk to Dr. Blake if they are willing to wait 20 minutes until the doctor is free.

Dr. Harold Blake

MU	AG	OB	PR	DR	LU	HP	PS	LEV
48	99	94	4	97	50	20	20	3

Dr. Blake will only talk to Law Enforcement Officials or the immediate family about the case. He admits that he has never met Mr. Barston before tonight. He has no more light to shine on the case beyond the autopsy report.

Only Police and F.B.I. PCs are allowed to examine Barston's personal effects. Anyone examining the wallet should make an Observation Check. If successful, they notice that there is no identification in the wallet with Barston's photograph.

Police, F.B.I. and immediate family may see the remains if they request it, although Alicia will refuse to look at him. Any PC who does get to see the remains immediately knows that the corpse is not that of Richard Barston. Indeed, they have never seen this man before. The F.B.I. can run a check on the man's fingerprints but it would take days to get the results back. If such a check is made with Washington, the reply comes back in chapter 4 that the prints are those of F.B.I. Agent Edward Rockland, currently assigned as S.A.C. (Special Agent in Charge), in Lakefront City.

5. FIRST NATIONAL BANK

The First National is closed today. No investigation here may take place until tomorrow.

6. HERALD EXAMINER

The Herald Examiner is closed on Sundays. No research other than today's paper is possible.

7. POST OFFICE (F.B.I.)

Both the Post Office and the F.B.I. headquarters located in the basement are closed today and no access to its files are possible until tomorrow morning.

8. D.A. OFFICE (COURTHOUSE)

The building is open but most of the offices are closed today. A single janitor works in the hall cleaning the floor.

Although technically closed, a light is on in the Assistant D.A.'s office. Inside, Erik Johansen is catching up on some case work for trials coming up during the next week.

He is congenial and answers any questions the PCs may have. He does not allow his files to be searched without a warrant. See the NPC Summary for the clue range of Johansen.

9. MOOSE MORGAN'S APARTMENT

No one is home. Anyone breaking in arouses the suspicions of the neighbors. They call the police to investigate.

Should the PCs break in, have them make an observation check. If the check is successful, they notice a note scrawled on a pad of paper next to the phone. It reads, "MANCUSSI—RIGHT AWAY—URGENT." It is not dated.

10. THE MANCUSSI MANSION

The Mancussi Mansion is buzzing with activity. Mancussi himself may be found in his study, sitting behind a massive desk. Just behind him and to one side stands Moose Morgan. Sitting in a chair before the desk is Saul Josephs. They appear to be discussing financial matters.

Mancussi is charming as usual. He insists, however, that Moose be present at all times during any prolonged interview. He answers whatever he can for the PCs without giving away any secrets of his operation or any clue of his involvement in the Barston murder last night. He claims that it was a terrible tragedy—and just as Barston and he were starting to warm to each other, too.

This sociability does not last for long. For every question the PCs ask Mancussi, roll 1d10. For every question he answers, add 1 to the die roll. (Add 1 to the second roll if he answers, 2 to the third, etc.) If the result is a 9 or greater, Mancussi terminates the interview abruptly, stating that he has important business to conduct. The range of Mancussi's clues are found in the NPC Summary section.

Moose does not answer any questions unless Mancussi specifically tells him to do so. Mancussi does, of course, insist on sitting in on any such questioning. The range of clues for Moose are found under his name in the NPC Summary section.

If the PCs ask Saul Josephs any questions, Saul respectfully asks Mr. Mancussi if it would be all right to answer. Mancussi grants his permission. Saul then suggests that the PCs come with him to his office.

12. DUTCHMAN WAREHOUSE

The warehouse is locked up. There is no information to be learned here today.

CHAPTER 2: A PAIR OF DEUCES

CHAPTER 2 EVENTS

(8:00 a.m. / June 18, 1936)

Death has many faces, but none of them are pretty. It has struck twice.

To determine the victims of the attack, refer to Table 5. Find your *Plot Number* on the table and read across to the Victims number.

TABLE 5: FIRST VICTIMS

Plot	Victims
1 -----	1
2 -----	2
3 -----	3
4 -----	4
5 -----	5

VICTIMS #1: NATHAN SYKES & ERIK JOHANSEN

Both are discovered early in the morning by the cleaning woman. The scene seems complete. Johansen lies stretched over the back of his chair. A nickel-plated revolver covered with his prints lies on the floor next to him. The safe is open and empty. Sykes lies sprawled on the floor. A civilian .38 rests in his hand. Exactly \$524 is stuffed in Sykes' pockets—the amount the ledger says the safe contained.

VICTIMS #2: NATHAN SYKES & HERMAN THURBER

In the dark of the early morning hours, several passengers find Detective Sykes and Detective Thurber dead on an elevated train platform. Thurber is holding his service revolver. Sykes is holding a civilian .38 revolver. Both guns have been fired. In one of Thurber's pockets is a note. It says, "Herm; I can't stay on the run like this. Meet me on the El where we used to meet and I'll give myself up. (Signed) Sykes."

VICTIMS #3: ENRICO MANCUSSI & ERIK JOHANSEN

The cleaning lady finds quite a mess to clean up. The Assistant D.A. Erik Johansen and Enrico Mancussi lie dead in Johansen's office. It is early Monday morning. About 100 blood-stained \$20 bills lie crumpled and strewn about Johansen's chair. Johansen sits in his chair with one hand clutching some of the bills and the other lying next to a nickel-plated revolver on the desk. The big red blos-

som on Johansen's chest tells how his life ended.

Mancussi lies face down as though heading toward the door. There is a .44 caliber automatic under his lifeless weight. Both guns have been fired. Mancussi was obviously shot in the back. In Mancussi's coat pocket is a note which reads, "I got you cold for the Barston kill. Meet me with \$1,000 in 20 minutes or take the chair. (Signed) A.D.A."

VICTIMS #4: ENRICO MANCUSSI & HERMAN THURBER

The Mancussi study is no longer a picture of perfection. Tables are knocked over. Chairs are strewn about the room like old toys. A picture lies on the floor. The wall safe it once hid stands open and empty. On the floor before the safe, Enrico Mancussi lies dead.

But this is a double play. Before the desk lies Detective Thurber of the Lakefront City Police. His pockets are stuffed with jewels and money worth at least \$4,000 on the open market. Thurber appears to have died instantly from a shot to the chest. His police issue .38 lays beside him.

Mancussi has also been shot to death. He holds a .44 caliber automatic beneath him. He wears a smoking jacket. In one pocket is a note which reads, "I've got you linked solidly to the Barston killings and have hard evidence to back it up. All I want is a little consideration for my silence. (Signed) H.T."

VICTIMS #5: ENRICO MANCUSSI & MORI HAUSEN

Both men lie sprawled in the garbage of the street. Broken glass is everywhere. Mori holds the broken top of a bottle in one lifeless hand. He died of a gunshot wound to the chest. Mancussi holds a .44 caliber automatic under his lifeless body. He died of a crushing blow to the head with a bottle. In Mancussi's coat pocket is a note which reads, "Mancussi; I got pictures tying you to the Barston murder. Bring \$1,000 and the pictures may disappear. (Signed) Mori."



CHAPTER 3: FULL HOUSE

Remember: Read the listings marked by a spade only if the **Culprit Number** (in parentheses) is the same as your Culprit Number. Random encounters will now take place on a roll of 1-3 rather than 1-2.

CHAPTER 3 EVENTS

1. GANG WARS HEAT UP

TIME: All day / June 19th, 1936

PCs INVOLVED: Any present

Gang wars become more violent throughout the day. Several parts of the city become unsafe for anyone in the area.

2. THE MORNING NEWSPAPER

TIME: 6 a.m. / June 19, 1936

PCs INVOLVED: Any with the newspaper

The morning papers contain any articles submitted by PCs. The main headlines (some of which may be PC articles) read, "BARSTON KILLER STILL AT LARGE"; "SYNDICATE CRIME ON UPSWING"; and "MAYOR PROMISES COOPERATION WITH COUNCIL." There is nothing in any of these articles that is particularly illuminating.

♠(2) 3. MANCUSSI PAYS 10 Gs TO NEW MOB

TIME: 9 a.m. / June 19th, 1936

Throughout the morning, hoods go into the Flying Dutchman Warehouse. At 9:00 a.m., Mancussi arrives with Moose Morgan. Morgan carries a large valise. The valise contains \$10,000 in cash which Moose distributes under Mancussi's supervision.

Mancussi then gives a pep talk, introducing himself as their boss and leader. He encourages them to get out and keep aggravating the war between Tolino and O'Connor. "How else," he says, "will we become top dog in this city?"

♠(1) 4. MANCUSSI WORRIED, LOOKS FOR PROTECTION

TIME: 9 a.m. / June 19th, 1936

Mancussi calls a private investigator to come out to his house. He is worried for his safety but refuses to explain why.

If any PCs go out to the house, they are allowed to see Mancussi right away. Mancussi gives the PC P.I. all the clues he has and appeals to them to stop the person paying Hangman.

"The Hangman never does his job unless someone is paying him to do it. Find the man behind the killing and the killing stops." He offers \$100 in advance and \$50 a day plus reasonable expenses. Mancussi sends the PCs to see Saul Josephs in his office to get the first installment.

♠(5) 5. SYKES FOLLOWS PEOPLE WHO HAD HIRED THE HANGMAN

TIME: 3 p.m. / June 19, 1936

Throughout the day, there is a 20% chance (20 or less on percentile dice) that Lt. Sykes is seen following any of the NPC suspects. If caught, he is most embarrassed. He does not wish to talk at all and attempts to get away as quickly as possible.

6. BARSTON'S FUNERAL

TIME: 10 a.m. / June 20th, 1936

A service is held at the Lakefront City Cemetery. Alicia Barston, Saul Josephs, and Moose Morgan attend. Alicia appears quite upset throughout the proceedings.

CHAPTER 3 ENCOUNTERS

All encounters in this section are in the same places as in "Tour of the City." Use the boxed descriptions from that section if the PCs are entering there for the first time. Any other locations yield no useful information and only generate random encounters which have little bearing on the case.

Chapter Encounter Locations

1. 12TH PRECINCT POLICE STATION
2. NATHAN SYKES' APARTMENT (Bayshore Apartments)
3. BARSTON'S APARTMENT (Kingscourt Apartments)
4. LAKEFRONT CITY GENERAL HOSPITAL
5. FIRST NATIONAL BANK*
6. HERALD EXAMINER*
7. POST OFFICE* (F.B.I.)

8. D.A. OFFICE (Courthouse)*
9. MOOSE MORGAN'S APARTMENT (The Kenmore Hotel)
10. THE MANCUSSI MANSION
11. DRUNK ALLEY
12. FLYING DUTCHMAN WAREHOUSE

* closed on Sunday

Whenever a PC enters an encounter location in this chapter, the changes in that location are noted in this chapter. Otherwise, everything is the same as in "Tour of the City."

The information the PCs may learn in this section is determined by their Clue Range.

Following each of the locations listed below is a number or series of numbers. If any numbers listed under the location are within your Clue Range, then that information is discovered. Do not reveal any information outside your Clue Range, even if the number is listed under the location.

The name or object listed in parentheses is where the information is found.

NOTE: If the NPC who is the source for that clue is not alive, do not read that clue to the players.

1. 12TH PRECINCT POLICE STATION Clue

- | | |
|-------|-----------------------|
| 7 | (Det. Thurber) |
| 12 | (Det. Thurber) |
| 14 | (Any Police officers) |
| 16 | (Det. Thurber) |
| 18-21 | (Det. Thurber) |
| 28 | (Det. Thurber) |

2. SYKES' APARTMENT Clue

- | | |
|-------|------------------------|
| 3 | (Notebook) |
| 7 | (Small Ledger) |
| 13 | (Notebook) |
| 14 | (Newspaper Clippings) |
| 18-21 | (Newspaper Clippings) |
| 26 | (Notebook) |
| 28 | (Old Notebook of Case) |

3. BARSTON'S APARTMENT Clue

- | | |
|-------|--------------------------------|
| 1 | (Letters from Moose to Alicia) |
| 2 | (Written on paper) |
| 4 | (Diary Entry) |
| 6 | (Receipt for the withdrawal) |
| 17 | (Barston is here) |
| 18-20 | (Barston) |
| 27 | (Barston is here) |
| 28 | (List on note pad) |



4. LAKEFRONT CITY GENERAL HOSPITAL

No clues may be found here.

5. FIRST NATIONAL BANK OF LAKEFRONT CITY*

For law enforcement & P.I.s only

Clue

- 4 (Bank Official)
- 6 (Bank Official)
- 9 (Bank Official)
- 23 (Bank Official)

6. LAKEFRONT CITY HERALD EXAMINER*

Clue

- 10 (Newspaper Clippings)
- 12 (Newspaper Clippings)
- 13 (Newspaper Clippings)
- 18 (Newspaper Clippings)
- 21 (Newspaper Clippings)
- 22 (Newspaper Clippings)
- 24 (Newspaper Clippings)
- 29 (Newspaper Clippings)

7. UNITED STATES POST OFFICE* (F.B.I.)

ENCOUNTER: The F.B.I. headquarters consists of several offices in the basement of the Post Office. S.A.C. Rockland's office as well as the shared offices of other agents are found there. The agency's files are located just outside Rockland's office.

The receptionist is Margret (Maggie) Appleton.

Margret "Maggie" Appleton

MU AG OB PR DR LU HP PS LEV
60 75 66 8 71 8 19 3 3

Weapons: none

Maggie has been with the bureau for only a few weeks. She also acts as the secretary to the S.A.C.

Agents entering the office on Monday are greeted with the chirp of Maggie's cheerful voice. "Mornin', boys. Don't go lookin' for the big man, 'cause he's flown the coop." She'll hold out a note from Matt Jackson, your usual special agent in charge. It says that he has been urgently called to the coast and that his replacement, Ed Rockland will be running the store for a couple of weeks.

Actually, the real Ed Rockland is dead. The man calling himself Rockland is really the Hangman, Fredrik Barston.

"Rockland" will ask the agents to keep the people in the office fully informed on the investigation. He will be out working the case as well and will check in from time to time to coordinate their efforts. He will then leave. *It is imperative that the Hangman leave alive.*

**Fredrik Barston**

(a.k.a. Hangman and Edward Rockland)

MU AG OB PR DR LU HP PS LEV

97 87 77 4 82 35 15 5 9

Weapon: .45 automatic pistol

For F.B.I. agents only

Clue

- 3 (Field Agent Report)
- 5 (Field Agent Report)
- 8 (Field Agent Report)
- 12 (Newspaper Clippings)
- 18-20 (Newspaper Clippings)
- 25 (Rockland's Secretary)

8. ASSISTANT D.A.'S OFFICE**Clue**

- 3 (Mancussi File)
- 5 (Mancussi File)
- 8 (Mancussi File)
- 10 (Mancussi File)
- 13 (Hangman File)
- 14 (Hangman File)
- 21 (Hangman File)
- 22 (Case File)
- 23 (Theft Report)
- 24 (List of Caseload)
- 25 (Appointment Book)
- 26 (Mancussi File)

9. MOOSE MORGAN'S APARTMENT**Clue**

- 1 (Letters between Alicia & Moose)
- 3 (List of trusted people)
- 5 (List of trusted people)
- 6 (List of trusted people)
- 7 (List of trusted people)

10. MANCUSSI'S MANSION**Clue**

- 3 (Notebook in safe)
- 4 (Copy of will in safe)
- 5 (Notebook in safe)
- 6 (Notebook in safe)
- 7 (Notebook in safe)

11. DRUNK ALLEY**Clue**

- 5 (New gang forming under Mancussi)
- 6 (Mancussi money being used to finance gang)

- 11 (Mori has witnessed each murder)
- 12 (Mori once was famous in another murder trial)
- 28 (Mori sold out on the trial 10 years ago)

12. DUTCHMAN WAREHOUSE

During the morning, many street hoods enter the warehouse in ones and twos. Mancussi himself arrives at about 9 a.m.

If the PCs get inside they witness event 3 in the Chapter Events. At all times today, this building is guarded. No other information can be found here.



CHAPTER 4: ALL BETS OFF

CHAPTER 4 EVENTS

1. MAKING A KILLING

The **Culprit Number** indicates who is killed this night. Use the following table to determine who has been killed.

Culprit Number

- 1 Richard Barston and Enrico Mancussi are found dead in Mancussi's office.
- 2 Moose Morgan & Saul Josephs are found dead in Saul's office.
- 3 Mori Hausen & Moose Morgan are found dead in an alley.
- 4 Saul Josephs & Moose Morgan found dead in Moose's apartment.
- 5 Moose Morgan & Saul Josephs are found dead in Drunk Alley.
- 6 Nathan Sykes & Moose Morgan are found dead in Sykes' apartment.
- 7 Erik Johansen is found dead in his office.

CHAPTER 4 ENCOUNTERS

Give the players *only* information that falls within one of the **Clue Ranges** determined in chapter 1. The information in parentheses is where the clues are found. If the suspect is dead, do not read that clue.

Encounter Locations

1. 12th PRECINCT POLICE STATION
2. NATHAN SYKES' APARTMENT (Bayshore Apartments)
3. BARSTON'S APARTMENT (Kingscourt Apartments)
4. LAKEFRONT CITY GENERAL HOSPITAL
5. FIRST NATIONAL BANK*
6. HERALD EXAMINER*
7. POST OFFICE* (F.B.I.)
8. D.A. OFFICE (COURTHOUSE)*
9. MOOSE MORGAN'S APARTMENT (The Kenmore Hotel)
10. THE MANCUSSI MANSION

1. 12th PRECINCT POLICE STATION

Clue

- 7 (McClellan just found out)
- 14 (Good friend on the force)
- 23 (McClellan arrested real thief)
- 28 (Good friend on the force)

2. NATHAN SYKES' APARTMENT

Clue

- 3 (Sykes' journal)
- 7-8 (Sykes working undercover)
- 10 (Sykes' journal)
- 29 (Sykes' journal)

3. BARSTON'S APARTMENT

Clue

- 1 (Poison pen letter from Alicia)
- 2 (Alicia is home)
- 6 (Find receipt from Saul)
- 10 (Alicia is home)
- 17 (Barston is there)
- 29 (Barston is there)

4. LAKEFRONT CITY GENERAL HOSPITAL

Proper identification will have come through for the body that was supposed to be Barston. It is now identified as Edward Rockland, Special Agent in Charge of Lakefront City.

5. FIRST NATIONAL BANK*

Clue

- 6 (Saul called saying he had the money)
- 23 (Heard from an accountant)

6. HERALD EXAMINER*

No new information has surfaced from the files.

7. POST OFFICE* (F.B.I.)

Clue

- 5 (Field Agent report)
- 8 (Field Agent report)
- 22 (Memo from the Assistant D.A.)
- 23 (Field Agent report)
- 24 (Field Agent report)

8. D.A. OFFICE (COURTHOUSE)*

Clue

- 3 (New list on desk)
- 8 (Memo from Police Chief)
- 22 (Memo copy)
- 23 (Arrest report)

9. MOOSE MORGAN'S APARTMENT

Clue

- 1 (Poison pen letter from Alicia)
- 3 (List of enemies)
- 5 (Note on list)

10. THE MANCUSSI MANSION

Clue

- 3 (List, Mancussi's study)
- 5 (Note, Mancussi's study)
- 6 (Ledger entry, Saul's office)
- 9 (Ledger entries, Saul's office)



CHAPTER 5: CALL OR BLUFF

CHAPTER 5 EVENTS

- ♠(2) 1. Mancussi draws another \$10,000 from his bank account. He intends to use this money to pay off the Hangman.

2. ANONYMOUS TIPS

Someone starts phoning in anonymous tips to the police and P.I.s on the case. Some of these are legitimate—but some of them are the Hangman. The PCs may receive more than one phone call from the Hangman.

Every 1-5 hours, a call is made to a player character. Roll 1d10 and refer to Table 6 to determine the type of PC that receives the call. Roll again if your players are not playing that type of PC.

TABLE 6: PLAYER CHARACTER CALLED

1-2	Police PCs
3-4	P.I. PCs
5-6	Reporter PCs
7-8	F.B.I. PCs
9-10	Mob PCs

Choose one of the PCs of that type to receive the call. Have the player of that PC roll 1d10 while you do the same. If the PCs number is *greater* than yours, the call is legitimate. If the PCs number is *less than* or *equal to* your roll, then the call is a set-up by the Hangman.

After the first time the PCs receive a critical clue, ignore the comparative roll. The rest of the calls are from the Hangman and thus not legitimate.

IF THE CALL IS THE HANGMAN:

Roll 1d10 and refer to Table 9 for the event that takes place.

IF THE CALL IS LEGITIMATE:

A strangely muffled voice says, "If you want the real goods on the Hangman, meet me in half an hour." The voice then gives one of the following locations. Roll percentile dice to determine the location.

TABLE 7: TIP OFF LOCATIONS

1-20%	A field 20 minutes from town
21-40%	The Flying Dutchman Warehouse
41-60%	Little Augie's Speakeasy
61-80%	Forsythe Building (Abandoned)
81-100%	Dutton Court Alley

The **Culprit Number** determines who the PCs meet and the tip they receive. Find the Culprit Number on Table 8 and give the information listed.

TABLE 8: CRITICAL TIPS

1. MORI HAUSEN

Mori Hausen looks like a fish out of water. Not that Mori drinks water. He hasn't touched the stuff in years. Behind those bloodshot eyes, however, there's usually a good tip.

"Thought you'd like to know—Alicia Mancussi took \$10,000 out of her daddy's bank account for him the other day but never turned it over to Saul like she was supposed to. I can guarantee that there's no record of it in Saul's office and I'd bet that a thorough search of Alicia's place would turn up some hard evidence."

2. MORI HAUSEN

Mori Hausen looks at you with dim, glassy eyes. It's hard to see out of all that liquor.

"Word's out on the street," he says, "about who's been stirring up all the trouble between Tolino and O'Connor. Mancussi himself! See, he's always been neutral but I guess now he wants a bigger piece of the pie. He's formed his own mob on the sly, see. They been whipping things up between the two big bosses hoping they'll blow each other's brains out and leave the city to him. There must be some kind of hard evidence in Mancussi's office—or maybe at Moose Morgan's, since he's the one doing the leg work for Mancussi."

3. LAMAN ANZALONE

Laman Anzalone, one of Mancussi's thugs, digs his feet into the ground. His hands are in his pockets. The kid's cheap suit reflects his inner self. The kid's got guts meeting you on the sly.

"O.K., I know the murderer is this Hangman guy, but someone's paying him. Saul knew how to reach this pro. Moose beat up this guy's daughter. Go through Saul's office and I'd bet you your next fee you come up with something hot!"

4. THE DRUNK

The pile of rags could be anyone from the gutter. They are all the same. Same face. Same look. Same smell. This lump of humanity must be from Drunk Alley.

"I got some info. Mori said that you can always sell what you know if you know who needs it." He licks his cracked lips. "I figure you need it. — Old Mori's been a'braggin lately. He was always talking about the killing at the old mansion and how he was in on it. When Mori came on real hard times a few weeks ago, he got this idea from a dime novel he read. He said he wrote to his Hangman fella and threatened to expose him if he didn't pay Mori a big roll of century notes. Mori's crazy, he'll get himself killed for sure. Ya gotta stop him—he's at the old mansion right now trying to collect. Said he was to meet him in the Casino."

5. RICHARD BARSTON

Richard Barston hides himself as best he can. He looks pretty healthy for a dead man.

"I don't have much time," he starts without preamble. "The Hangman is on a rampage, killing anyone who ever had anything to do with him in this burg. I have a hunch Sykes is behind this. Sykes always kept a journal of his cases. If he is behind it, a thorough search of his apartment ought to uncover it."

Barston wants to leave right away but stays long enough to answer a few questions.

6. LAMAN ANZALONE

Laman Anzalone stands like a granite block before you.

"I, uh, I know the boss is dead, see. I got a tip this morning from one of the boys that it's that D.A. Johansen that's been having all the people plugged. The money

for the pay off is in his safe. Find that and you probably have a case.

"Look, all I want is to keep living, O.K.?"

Anzalone will not stay around.

7. NATHAN SYKES

Det. Lt. Nathan Sykes looks as rumpled as his suit. The last few days haven't been good to the detective.

"The force won't listen to me since Barton's show at the mansion the other night. They still think he's dead, although I know better. He was a good egg but he's gone bad now. All he wants is blood—probably mine next.

"He's at his apartment now. Maybe you can shake him down and find out what's going on. He's got \$10,000 of Mancussi's money and I think he's going to pay for part of my funeral today."

TABLE 9: BAD TIP EVENTS

1-2. THE CAR

The muffled voice on the phone tells the PC to meet him at Little Augie's in 10 minutes. The voice claims to have a hot tip on the murders. As the PCs pull out with their car, the brakes and clutch fail and the accelerator plunges on its own to the floor.

The ignition was short circuited and does not turn the automobile off. The car automatically accelerates to top speed and stays there. This requires the PC driving to make a driving check in every intersection he passes through as well as whenever he attempts to turn a car around a corner. If a player states that his PC is going to try to disengage the gearshift, he must first make a driving check to do so and then make a second check to avoid a crash. This is because the acceleration of the car keeps pressure against the gears. Treat crash damage normally. Play this up—it should be a hair-raising experience.

2-3. BAD SANDWICH

The muffled voice on the other end of the phone says, "I've got hard evidence on the character behind the killings. Meet me in the Flying Dutchman Warehouse in 10 minutes."

When the PCs arrive, a black sedan screeches to a stop behind them. Three of Tolino's hit men start blazing away with

Thompsons, throwing slugs into the windows of the warehouse. Inside, three O'Connor goons start blasting back with Thompsons of their own.

The PCs find themselves in the middle of a hit. There are enough boxes and crates in the area to provide cover.

TOLINO HIT MEN

Fred Frazino

MU	AG	OB	PR	DR	LU	HP	PS	LEV
46	89	43	8	66	13	19	3	3

Weapons: Thompson submachine gun, 50-round drum

Johnny "Cheeky" Chavanau

MU	AG	OB	PR	DR	LU	HP	PS	LEV
78	74	90	8	82	13	20	4	4

Weapon: Thompson submachine gun, 50-round drum

Murry Morino

MU	AG	OB	PR	DR	LU	HP	PS	LEV
32	80	54	8	67	14	17	2	3

Weapon: Thompson submachine gun, 50-round drum

O'CONNOR GUARDS

Jake Jannise

MU	AG	OB	PR	DR	LU	HP	PS	LEV
94	29	45	8	37	16	18	5	2

Weapon: Thompson submachine gun, 50-round drum

Peter Pasky

MU	AG	OB	PR	DR	LU	HP	PS	LEV
35	70	31	10	51	8	16	2	3

Weapon: Thompson submachine gun, 50-round drum

Arnold Parks

MU	AG	OB	PR	DR	LU	HP	PS	LEV
29	92	31	3	62	49	18	2	3

Weapon: Thompson submachine gun, 50-round drum

5. FLYING CIRCUS

The muffled voice on the other end of the phone wants to meet with the PC to reveal hard evidence about the Mancussi murders. He wants to meet in a field 20 minutes outside of the city.

When the PCs arrive, there is no one about except for a single figure standing 200 feet

away in the middle of a wheat field. The figure does not respond to anyone calling.

If the PCs investigate, they find that the figure is an NPC operative that disappeared earlier in the game. His lifeless body is tied to a post. If no NPC operatives died in the game, then the body is someone unknown to the PCs.

Have the PCs present make an Observation Check. If successful, they notice a small plane approaching from the city. The biplane is 10 turns away if noticed now. If no one notices the plane, have them make another check 5 turns later.

The plane flies low overhead. A Thompson submachine gun is fired by someone from the back seat at the PCs as the plane flies over. Treat as firing on automatic from a fast moving car. The gunman has three drums for the Thompson.

There is no cover in the field. The plane makes 5 passes before it flies away. Use the following table for Vehicle Damage done by the PCs to the airplane.

Dice Roll	Result
2-3	Control cable severed. Check pilot's Driving skill for crash.
4-6	Engine hit. Smoke pours from engine and plane flies away.
7-15	Fuselage hit. No serious damage.
16-18	Extreme critical hit. Gas line severed. Plane explodes.
19-20	Pilot hit. Plane crashes and explodes.

The two men in the plane will die in any crash and be burned beyond recognition. Both men have been hired by the Hangman for this job. They are from out of town and do not have any useful information other than they were hired by the Hangman for this job.

6. DEMOLITION

The muffled voice on the phone says that it has hard evidence on the recent murders and wants to meet in the Forsythe Building. The Forsythe Building is an old abandoned three-story building on the south side of the city. The building is scheduled to be torn down within the next few weeks.

If the PCs enter the building, have them make an observation check. If the check is successful, they notice a pair of wires leading into the basement.



PCs following the wires into the basement find the wires lead to 20 sticks of dynamite fitted with blasting caps. Unless the wires are cut, the dynamite explodes within 15 turns, bringing the entire building down. If the PCs follow the wires out of the building, they find a detonator plunger abandoned. The Hangman would have seen them coming and left before he could be discovered.

If the PCs do not discover the wire or the dynamite, then the building blows in 15 turns and collapses. Anyone inside the building when the dynamite explodes will receive 15 points of wounds.

7-8. FRAMED

The muffled voice on the phone says that it has hard evidence in the recent bunch of murders. The voice says it wants to meet the PCs in the abandoned Forsythe Building on the south side of town. It is scheduled to be torn down in a few weeks.

Anyone who visits the sight finds a black briefcase conspicuously placed. Inside are papers and documents that link "Big" Bill Thompson, the mayor of Lakefront City, directly to the crime. The papers say that Big Bill paid the Hangman to come in and blow away people who weren't paying him protection money. All the papers are fakes. The Mayor can prove this. The Hangman is trying to throw the PCs off the scent.

9-10. THE WRONG MAN

A muffled voice on the telephone calls and says that he has hard evidence on the person behind the killings. He wants to meet in the alley called Dutton Court in 10 minutes.

As the PCs enter the alley, they notice a pile of crates to one side and an open doorway across the alley from the crates. The door opens into the Kenmore Hotel. As the PCs approach, three shots ring out from behind the crates. The flash of the gun is plainly visible. Suddenly, a figure in a gray coat leaps out from behind the crates and runs for the door of the Kenmore.

The three shots from the crates are all blanks. No slugs are found from that gun. The figure in the gray coat is Capt. McClellan of the Lakefront City Police department who the Hangman allowed to escape at that moment. If the PCs shoot at McClellan, they hit him and he dies immediately. If they do not shoot him, the Hangman does so from his position. McClellan dies immediately.

There is a window into the basement of the Sacred Heart Mission obscured by crates in the alley. It is through this window that the Hangman makes good his escape. He locks the window behind him.

The Hangman calls the police just before the shooting. The police arrive just in time to see the body of the police captain and the PCs standing there. It was the Hangman's intention to frame them for the death of the chief. If the PCs shot McClellan, their slugs are in his body.

CHAPTER 5 ENCOUNTERS

Some locations have critical clues that point straight to the final encounter. Use only those critical clues with numbers that are the same as the **Culprit Number**. Only the following encounter locations have anything unusual about them.

Chapter Encounter Locations

2. NATHAN SYKES' APARTMENT
3. BARSTON'S APARTMENT
6. HERALD EXAMINER*
8. D.A. OFFICE (COURTHOUSE)*
9. MOOSE MORGAN'S APARTMENT
10. THE MANCUSSI MANSION
11. DRUNK ALLEY

*closed on Sunday

2. NATHAN SYKES' APARTMENT

**Culprit
Number**

- 4 **CRITICAL:** (Sykes' journal) Any PCs finding this journal must make an observation roll. If successful, they discover that Sykes, upon being released the night of the Barston killing, hit the streets looking for Mori Hausen. "That bum asked me for the Hangman's address a few weeks ago and I'm sure he's got something going with this."
- 5 **CRITICAL:** Any PCs searching the room find Sykes' journal. It details all his activities for the last few months. Sykes' descriptions of his activities are overblown and self-glorifying. The last entry is under today's date. It reads: "Now, after a cunning ploy, I have lured the desperado from his hiding place. I now go to meet the evil genius. Into the casino! Into the depths of

the mansion I go to meet my foe!" The time of the meeting is given as 15 minutes from the current time.

- 6 **CRITICAL:** (Sykes' journal) A journal entry from three weeks ago reads: "The Assistant D.A. Johansen called again today. I, the foremost criminological authority on the Hangman, easily gave the man his wish—to have the Hangman's phone number. How his need for justice may be served in this I know not."

3. BARSTON'S APARTMENT

**Culprit
Number**

- 1 **CRITICAL:** Any PCs investigating the room may make an observation check. If the check is successful, the PCs discover a phone bill covering the last few weeks. It lists several calls from this apartment to Philadelphia. The number called is the Hangman's.
- 7 **CRITICAL:** If Alicia is alive, she will be home, crying. If the PCs question her, she tearfully replies. "You don't understand. He's gone to meet him. I had no idea! The reason that Richard let the Hangman go all those years ago—the reason he went to prison. The Hangman—he's really Fredrik Barston, Richard's brother!"
She explains that he has gone to the casino under the mansion to meet the Hangman.

6. HERALD EXAMINER*

**Culprit
Number**

- 1 **CRITICAL:** Any PCs checking at the Herald Examiner meet the file clerk, Myrtle, there. If the PCs mention the Mancussi case, she says, "As a matter of fact, I met Mr. Mancussi's daughter here just a few months ago. As I recall, she was interested in looking up files on federal officers."
Myrtle keeps records of who uses what files and when. The PCs may request Myrtle to look up what Alicia was interested in that day. The PCs will discover that Alicia was looking at clippings of Barston three weeks before they first met.



5 **CRITICAL:** Any PCs checking at the paper meet Myrtle as above. If they mention the Hangman or Sykes, Myrtle says, "As a matter of fact, I met a Detective Sykes in here a couple of months ago. As I recall, he was interested in the Hangman file."

If the PCs request Myrtle to look up what Sykes was interested in that day, the PCs discover that Sykes had done extensive research lately into the Hangman. If the PCs check the file itself, have them make an observation roll. If the check is successful, they notice a telephone number scrawled in the corner of one of the folders. It is the Philadelphia number of the Hangman.

8. D.A. OFFICE (COURTHOUSE)*

Culprit
Number

6 **CRITICAL:** If the PCs look through the address book on Johansen's desk, have them make an observation check. If the check is successful, they note a listing as "H" followed by a phone number. The number is the Philadelphia number of the Hangman.

6 **CRITICAL:** There is a phone bill in the waste basket next to Johansen's desk. Have the PCs make an observation check if they are searching the room to find this. If found, it lists several calls to the Hangman's number in Philadelphia.

6 **CRITICAL:** The PCs meet the cleaning lady in the hall outside the office. She says, "Eh! Are you the fellas who lost all that money?"

If questioned about it casually, she says, "I seen that Mr. Johansen comin' out of his office a few minutes ago with a big case. I guess I spooked him, 'cause he dropped the case and it fell open. What a bundle! I never seen such money! He said his police boys had found it and he was goin' to return it to it's owner out at that Mancussi Mansion. He just left. Well, is it yours or ain't it?"

6 **CRITICAL:** If the PCs manage to open the D.A.'s safe, they find two hand-written lists. The first is of criminals investigated over the last 10 months. Mancussi is among those listed. His name is crossed out as are several others on the list.

The second list is of law enforcement officers and P.I.s. The PC's names are on that list and circled. Other names include Sykes and Thurber. The NPCs who have died in the game thus far are on one or the other of the lists and their names have been crossed out as well. Any PCs who have died are crossed out also.

6 **CRITICAL:** If the PCs come during normal business hours, the secretary is there. If the PCs ask whereabouts of Johansen, she replies, "I am sorry, Mr. Johansen just received an urgent phone call and had to leave suddenly. I do not know when he will return." If questioned, she replies that he left with a large valise. She thought she overheard him say something about the Mancussi Mansion.

9. MOOSE MORGAN'S APARTMENT

Culprit
Number

1 **CRITICAL:** If the PCs search the room, make an observation roll. If the check is successful, the PC discovers a hidden shoebox. Inside are letters from Alicia Mancussi dated just a few days ago. In them, she tells Moose she has been a fool and that she wants Moose to take her back. One of the letters says, "Your new mob has proven to me how strong you are."

10. THE MANCUSSI MANSION

Culprit
Number

1 **CRITICAL:** If the PCs check into the books of Saul's accounting office, have them make an observation roll. If the check is successful, the PC discovers a note in last week's accounting book in Saul's handwriting. It says, "Alicia has not returned with the \$10,000. Check to ensure all is right."

2 **CRITICAL:** (Saul's office) PCs checking into Saul's books may make an observation check. If the check is successful, the PCs discover that Alicia did not cash the \$10,000 check. However, the same amount is deducted in the ledger with the note: "Mr. Mancussi" next to it. Further down the page is another draw listed to Enrico Mancussi.

2 **CRITICAL:** (Mancussi's office) PCs

searching the room must make an observation check. If successful, they find a phone bill on Mancussi's desk. It lists three calls to Philadelphia. The number called is the Hangman's.

Have the PCs make a second observation roll. If successful, they also note a phone call by Mancussi to a local number just prior to the killing of Barston in the club. The number is of a phone in the warehouse where the new mob is operating from.

2 **CRITICAL:** (Mancussi's office) Any PC entering the room should make an observation roll. If successful, the PC notices a hastily scribbled note on a notepad on Mancussi's desk. It reads, "Hangman! Casino downstairs. \$10,000." It lists a time 5 minutes from now.

3 **CRITICAL:** (Saul's office) If the PCs manage to break into Saul's safe, they find a letter hidden in the back of the safe. It reads, "Hangman: I need a job done. You have worked for me in the past and I can turn you over to the authorities. I will not do this if you will do a job for me. Reply to general delivery at Lakefront City to the name of John Maxim within three days or face peril."

There is also a short letter next to it addressed to a John Maxim from Philadelphia agreeing to his terms.

3 **CRITICAL:** (Saul's office) The ledger lists the \$10,000 as having been delivered by Alicia to Saul and as being put in Saul's safe. If the PCs open the safe, they discover that the \$10,000 is no longer there.

11. DRUNK ALLEY

Culprit
Number

4 **CRITICAL:** The PCs find a wino in the street. If asked about Mori Hausen, the drunk responds, "Yesh, sir! What a hero! Lotta guts that guy! You—you know, he told me he actually wrote a letter to a killer an' threatened him! That guy's got a lotta guts. Said he'd expose him if he didn't pay him some bucks!"

Boy, ol' Mori will sure be rolling in it soon! He said that he had a meeting with the creep to collect the dough. Said it was in a tasino under some mansion." If asked when the meeting is to take place, the drunk gives a time 15 minutes from now.



CHAPTER 6: THE LAST HAND

CHAPTER 6 EVENTS

The gun battle in Mancussi's casino is the only event in this chapter. It's the PCs against a single gunman. We'll see who walks away.

The NPC who hired the Hangman is also in the casino looking for him. The PCs will not have found the Hangman yet when they find the NPC.

The Hangman has positioned himself in the cashier's cage with two Thompson sub-machine guns, a B.A.R., and the twin .44 caliber revolvers he normally carries. He tries to destroy the PCs from here. He also has a can of gasoline with which, after taking out the PCs, he intends to burn the mansion down—for old time's sake.

If, at any time, the Hangman feels he is being pressed by the PCs, he attempts to escape through the tunnel to the back of the waterfall and to his car. He does *not* allow the NPC that hired him to escape with him. Whoever hired him must face the PCs alone after the Hangman flees.

CHAPTER 7: CASHING IN

After the PCs meet the Hangman in the casino, read the description below that matches your **Culprit Number**.

1 *Alicia Mancussi Tangles in Her Own Web*

The slight form of a woman emerges from the shadows. Alicia Mancussi has always lived on borrowed time. Her credit has just run out.

She walks over to the bar. A stiff shot of booze and she's ready to talk. For a sweet sister, she knocks hard liquor like water. "I had it all figured. Do you know how hard it is for a woman to make it in this world? Do you? Sure. Clean the clothes, wash the dishes and cook, cook, cook. That's not my life, see? I'm a Mancussi and I cut my own way. Dad wanted a son he could leave the business to. All he had was me. But a woman can't run the family business, can she? I wanted it all; the power and the money. But he wouldn't give it to a woman. I hated him for it."

She turns and leans back against the bar. "So I worked it out myself. I found someone to marry that I knew Daddy would really hate. I played 'em both for a sap. I knew Dad would hire the Hangman. I hired him, too. Old Saul, the accountant, cut the checks, after a little persuasion on my part. Dad never knew

he hired his own murderer.

"I had to smash Dad's hold on his mob. A few key murders did that. Sykes' fed Dad all the wrong information so my plan would work. You were my only real mistake."

She fools no one. She made her mistake long ago. Whenever you buy trouble, you always pay twice. Her bill is long overdue.

2 *Enrico Mancussi Cleans House*

Laughter suddenly rolls through the room. Enrico Mancussi sits on the steps of the casino. He'd better laugh while he can; he won't be laughing for long.

"Hey, O.K., so you got me. What can I do, eh?" His fat hands spread palms up in front of him. "Look, this is business. Nothing personal. People inside my organization were bleeding me dry. I needed to clean house. I figured if I squawked about a mad killer on the loose, who would get wise? I set 'em up and the Hangman took the rap. It could've worked."

Mancussi wants a clean house, so we'll give him one—the big house. They'll keep him plenty busy there until the firing squad is ready.

3 *Saul Josephs' Books in the Balance*

Fear quivers behind the thick glasses. His thin hand stabs at the sweat on his balding head. Saul Josephs, the accountant, is about to be audited for the last time.

"What was I to do?" he stammers. "I was forced to work for Mr. Mancussi. The only thing that kept me goin' was my daughter, Sarah. She is the pride of my life. A more beautiful child you will never see."

"One day Moose, Mancussi's goon, wanted to date her. I couldn't take it. But Mancussi called me aside and insisted that I let Moose take Sarah out. I had no choice. Then, one night he dropped her home, bruised and barely alive. I wanted that thug dead. So I got to thinking about what Mr. Mancussi would do. I didn't have money to hire a hit man, but Mr. Mancussi had just hired one to bump off Ali's husband. I still had the address. I was crazy with hate."

"I wrote this Hangman guy a letter threatening to expose him unless he did a job for me. I figured he would just do it and get out of town."

"He came to town, all right—looking for me! He bumped off anyone he worked for here, figuring they're the only ones who knew enough to blackmail him. Oh, the killing! All my fault! I set up this meeting to pay him off with money stolen from Mancussi."

Now the accounts are in. The red ink on the page is blood. Saul will have to balance his own books. The city jail is the first stop.

4 *Death and the Bottle of Booze*

The drunk surfaces from behind the bar. He looks as though he's gone to heaven. If he is behind these killings, the courts will see him well on his way.

"Good, solid hooch! That's all I've lived for." He opens a bottle and gulps three mean swigs. It doesn't even phase him.

"You know, I've been a stoolie most of my life. See, some people are just weaker than others. I've never been a very strong person. That ain't my fault. I've always been kind'a sickly like. Pain has been a constant companion. The booze is medicine to me. It keeps the pain away."

"A few weeks ago, I overheard Mancussi talking about some guy called the Hangman who was supposed to come into town and do a job for him. I'd helped this Hangman joker a few years back. I knew Sykes had the guy's address. I bought it from Sykes for some street wisdom. I figured to blackmail this Hangman fella to get myself a grubstake. We were supposed to meet here tonight for the payoff."

The Hangman thought one of his old employers was blackmailing him. It was just a gutter drunk who knew too much. Whiskey is a bad bargain when it's traded for murder. The drunk's problems are at an end, too. The state is going to be taking care of his pains—for good.

5 *Detective Sykes Tries Too Hard*

Detective Nathan Sykes speaks from the corner of the casino. "Ten years on the detective force and the Hangman has always slipped by me like butter. I called him out with a phoney blackmail letter."

The detective's chin rests on his chest. "Every time he escaped, they blamed me," he murmurs. "They called me a lousy cop and kept promotions from me because he was so slick! It wasn't my



fault! But they wouldn't listen. They didn't care. All they considered was that he'd killed again and that jerk Sykes couldn't catch him! Couldn't catch him!"

Sykes stands up. He yells, "I set him up. He killed a lot of people trying to get to me. But look who got who!"

Sykes never fired a shot. He is a coward who reads too many police stories and listens to too many radio plays. A lot of people have died. Now, the D.A. will want to hang Sykes on his wall. A badge is never a shield you can hide under. Even if you're a cop, to cause people to die is murder.

6 *The Assistant D.A. Tips the Scales of Justice*

A slim form slowly sits on a table. His feet dangle over the edge. He holds his head in his hands and sniffs. The tough Assistant D.A. is about to have his day in court.

"It went so well at first," he sobs. "The courts are lousy with corruption. It seems like you can buy nearly any judge in the city. I prosecute with a good solid case and the mobsters and murderers walk out of the courtroom. It isn't so much that the criminals go free as that I lose my case every time. It really gets to me. So I figured that you've got to fight fire with fire, right?"

"I've worked with Ed Rockland on some cases before, and so I knew this guy who came into town posing as the F.B.I. Special Agent in Charge was an imposter. I guessed who he was and went to him. He was a man for hire—so I hired him.

"We worked together. I fed him the names I wanted hit and paid him out of the D.A. office. I was to cover for him if his position as Special Agent was ever questioned. I kept him safe and he did my work. It was a happy arrangement.

"But some of the investigators got wise. It was self-defense, I tell you, self-defense! We had to rub them out or be discovered."

He chokes as he says, "I didn't think it would go this far."

Justice carries a two-edged sword. Some say that's so it will hurt those who try to swing it too heavily. Erik Johansen thought justice was a little too blind. He swung too hard. Now he is about to feel the sharpness of that sword—on his own neck.

7 *Richard Barston is Alive and Enjoying Vengeance*

The ex-fed flops into a chair like a bag of rice. He looks like he's just been hung.

"So, you finally fingered me, huh? I thought I had you covered. Of course, I thought I had it covered 10 years ago. That didn't quite work out either.

"I was the cream of the crop then. I played ball. Kept my nose clean. Then they put me on the killings in this mansion. I was riding a clear track to promotion.

"Except, when I was ready to spring the trap, the killer turned out to be my own kid brother. Can you beat that? So I let him slip and covered his tail. As he left, he turned and smiled. 'I owe you,' he said. He vanished and I was left with my hand in the cookie jar.

"I did my time. I did more than my time. I got out, sure, but who hires an ex-fed who's done time in the pen? I've pushed my share of mops.

"Then my life was turning around. Alicia had fallen for me and things were looking up. But, out of the blue, I got a phone call telling me that someone had put a contract out on me.

"When I was shot here last week, the slug didn't hurt as much as wondering who was behind it. My brother and I faked that shooting. A little vial of blood in my shirt and I seemed to bleed a river. I must have looked like death itself. I knew, though, that I wasn't going to die—at least not then.

"The ambulance was hired. I was let out and the Rockland stiff was put in my place. See, I had called in the one favor my brother owed me. That didn't mean the person who hired him in the first place would let it lie at that. I also figured it must be one of the creeps that helped put me away 10 years ago. One by one they made my list—one by one they paid."

He stops and hangs his head. They say vengeance is sweet. They're wrong. It has a bitter taste you never lose. He's sent a lot of people to their just reward. He is about to receive his.



NPC SUMMARY: THE SUSPECTS

NOTE: Only reveal the clues the NPCs know when it is appropriate. Do not reveal the clues if you feel they will give the PCs too many answers too early in the game.

The clues the NPCs know from chapter 3 are noted as "(3)," and the clues from chapter 4 are noted as "(4)."



Alicia Mancussi

MU	AG	OB	PR	DR	LU	HP	PS	LEV
35	75	84	7	79	8	16	2	2

Weapon: none

"I guess you can call me a rogue— yea, kinda romantic don't ya think? Daddy keeps this little girl on a pretty tight leash. Maybe that's why I fight him so much. Daddy doesn't like Richard."

Alicia is the daughter of Enrico Mancussi. The old man has never gotten along with his little girl. Alicia's marriage to Barston was against Mancussi's wishes. That is like her. Impetuous, compulsive, but hard as steel at the core.

The most remarkable thing about her is her deep, dark eyes. Yet even those seem cool and calculating. Whenever she talks with strangers, the temperature of the room seems to drop five degrees. This doll's still water runs very deep.

She cares for Moose Morgan, but won't date him because Daddy approves of him. She also deeply resents the role society forces her into. She would very much like a big piece of the pie.

If pressed, she will reveal the following.

Clues (3): 1, 4, 7-10

Clues (4): 1, 2, 10, 17



Enrico Mancussi

MU	AG	OB	PR	DR	LU	HP	PS	LEV
73	89	67	8	78	31	19	4	5

Weapon: .44 caliber automatic

"Hey, look at me, huh? You're lookin' at the big time! Most guys come from abroad and start sweepin' up other people's dirt, ya know? Me, I came over from the old country and made a home for myself and my family. I put in a business here and there to support them. Do I get any thanks from the family? No, they think they got it comin' to 'em. They think I owe 'em something."

Enrico Mancussi was always big. He weighed 12 pounds at birth. Sicily itself seemed too small to hold him. Yet his tiny mother taught him well. The big kid had class beat into him—it was a lesson he never forgot.

After being one of the tired, hungry, and poor, he came to the land of opportunity. The class he carried with him made him popular with friends. His size put a quick end to his enemies.

Over the years he has done what he had to do to survive and make a home for his family. He has never dealt in the dirty side of life, preferring what he calls the "innocent temptations" of gambling and bootlegging. He is honest and honorable. He never participates in gang wars, staying neutral to all sides—no easy trick to pull. He never threatens any-



one's territory. Whenever someone threatens his, he simply calls the Hangman.

Mancussi is dead-set against his daughter's wedding to Barston. As a matter of personal pride, he has hired the Hangman to take care of Barston.

Mancussi prefers to deal with his own problems and does not like to volunteer information. If, however, his reaction is friendly, he may offer the following.

Clues (3): 1, 4-6, 8-10, 13, 18-22

Clues (4): 1-4, 9, 10

Saul Josephs

MU AG OB PR DR LU HP PS LEV
37 43 93 1 68 37 13 2 3

Weapon: none

"Well, I have worked for Mr. Mancussi for many, many years. He ushered me into the business, you might say. I have a dear wife and a most charming daughter. I am a lucky man to be sure."

Mr. Josephs is not being very honest. The truth is that he hates Mancussi for forcing him into a life of crime.

Saul is a smallish, balding man who peers at people over thick, wire-rimmed glasses. He wears a thin bow tie on a white shirt.

He knows the following.

Clues (3): 1, 4, 10

Clues (4): 1, 4, 6, 9, 10

Mori Hausen

MU AG OB PR DR LU HP PS LEV
6 43 96 5 69 36 10 1 4

Weapon: blackjack

"Psst! Come 'ere. I got the low down on everything that plays on the street. If it happened, ol' Mori knows about it. Don't let these ol' clothes fool ya. A little drink to start my boiler and I can give you whatever you need!"

Mori lives in a bottle of cheap wine. He'd sell his mother for a shot of gin. Mori has been a stoolie on the street for years.

Ten years ago, Mori played a big part in Barston's hearing. It was on the strength of his testimony that Barston was sent up the river. Mori himself no longer remembers whether he actually saw what happened or whether he was just paid to say he did.

Mori is about 50 years old but looks much older. He is overweight and has a beard that he must wash from time to time despite it's looks to the contrary. There isn't a piece of his clothing that doesn't have a hole in it.

Mori never gives away information, but will always sell it—preferably for a good hard jolt from a glass. There is always a 20% chance that, if he doesn't know an answer to a question, he will make up an answer he thinks the interrogator wants to hear.

Clues (3): 3, 8, 12, 14, 18-21, 28

Clues (4): 5, 7-8, 11-12, 14, 28



Detective Nathan Sykes

MU AG OB PR DR LU HP PS LEV
35 59 52 9 56 5 15 2 5

Weapon: .38 revolver

"Look, bub, I just do my job, see? I've been beating my brains out trying to get ahead. What happens? I make one mistake. One lousy mistake, and they won't let me forget. Ever. Awww, what's the use?"

For ten years, Nathan Sykes has been trying to forget the night he and Barston went to the mansion and found the Hangman. He tried to save Barston's neck during the case, and he ruined his own career in the process.

Sykes has a weight problem that he fights by trying not to think about it. His disposition seems as rumpled as his clothes. One always gets the feeling that he is thinking of something, somewhere else. When he is lucid, he is seldom pleasant. He has few friends.

Sykes knows the following.

Clues (3): 1, 5, 8, 10, 12, 18-23

Clues (4): 7-8, 11-14, 16, 22-23, 28, 29

**Erik Johansen**

MU AG OB PR DR LU HP PS LEV
56 64 77 6 71 7 17 3 4

Weapon: .45 revolver

"I came into this profession with only one goal in mind. It has been my lifelong dream to stop crime and evil in all its many forms. Justice must be served or our society as a whole cannot continue."

Erik Johansen is a thin, young prosecuting attorney who works as Assistant to the D.A. He tends to make all of his speeches from a political soap box. He is deadly earnest in his desire to fight crime.

Unfortunately, Erik isn't really bright enough to fight crime effectively. He has the worst conviction rate of any assistant to hold his post. As a result, he has terrible guilt feelings and finds himself horribly frustrated at his job.

Erik knows the following.

Clues (3): 3, 5, 8, 11, 13, 25

Clues (4): 3, 5, 7-8, 13, 16, 22-25

Richard Barston

MU AG OB PR DR LU HP PS LEV
34 96 78 7 87 34 18 2 4

Weapon: .38 revolver

"I guess I'm just a guy who's had a few bad breaks. Alicia is probably the best thing that ever happened to me—but not knowing who contracted the hit on me is driving me crazy."

Richard Barston has had more than his share of hard times. Ten years ago, as an up-and-coming F.B.I. agent, Barston was involved in the Oberklein Mansion Murder investigation.

He entered the mansion with Officer Sykes and two other beat cops. They got separated and Barston suddenly came face to face with the killer—his own younger brother. Barston hesitated and then dropped his gun. His brother smiled at him and mouthed silently, "I owe you," then left. When the backup arrived, Barston gave them the wrong direction to follow.

The rest is history. He was drummed out of the F.B.I. and sentenced to three years for obstruction of justice. He served his time (learning a few lessons of life while in the pen) and then spent the next few years going from one job to the other. All that ended with Alicia's love.

Barston knows the following.

Clues (3): 1, 5, 7, 12-14, 16-21, 28

Clues (4): 1, 15, 29

**POLICE OFFICERS****Officer Francis Mahoney**

MU AG OB PR DR LU HP PS LEV
45 46 72 5 59 49 15 3 1

Weapon: .38 revolver

Officer Gerry Flaherty

MU AG OB PR DR LU HP PS LEV
47 43 60 8 52 7 14 3 1

Weapon: .38 revolver

Officer Percival Hanrahan

MU AG OB PR DR LU HP PS LEV
68 29 81 10 55 33 15 4 1

Weapon: .38 revolver





MANCUSSI MOB

Fredo "Moose" Morgan

MU	AG	OB	PR	DR	LU	HP	PS	LEV
98	18	78	8	48	4	18	5	4

Weapon: .38 revolver

Laman Anzalone

MU	AG	OB	PR	DR	LU	HP	PS	LEV
85	81	12	7	36	47	22	5	4

Weapon: 9 mm automatic pistol

Lemual Anzalone

MU	AG	OB	PR	DR	LU	HP	PS	LEV
59	39	39	3	39	28	15	3	4

Weapon: Double-barrel shotgun, 24 shells

POLICE FORCE

Lieutenant Mark O'Shaughnessy

MU	AG	OB	PR	DR	LU	HP	PS	LEV
39	53	88	4	71	29	15	2	3

Weapon: .38 revolver

Sergeant Herman Thurber

MU	AG	OB	PR	DR	LU	HP	PS	LEV
69	21	66	9	44	26	14	4	4

Weapon: .38 revolver

THE HANGMAN

Fredrik Barston

MU	AG	OB	PR	DR	LU	HP	PS	LEV
94	87	77	4	82	25	24	5	9

Weapon: two .44 caliber revolvers



NPC ASSISTANTS

Each PC has 1-3 assistants of his own (roll 1d10 and divide by 4, rounding up). The PCs can tell their assistants to perform specific duties and/or assist in the basic research of the case.

Whenever an NPC assistant is sent out, roll 1d10. Consult Table 10 for the result.

Whether the NPC assistant successfully discovers information or not, he returns 1d10 hours later.

TABLE 10: NPC ASSISTANT RESULTS

Dice Roll	Result
1-3	NPC has discovered information. In chapter 3 and chapter 4 the NPC discovers clues. For chapters 1 and 2, ignore this result.
4-9	No soap. Nothing new is discovered.
10+	The NPC met the Hangman. He has taken a one-way trip to the Pearly Gates. The assistant is never seen again. There is a 10% chance that before he disappeared, he called in, saying only that "he thought he was on to something really hot" and had to rush off.

Each time an NPC assistant successfully discovers information (i.e. rolls a 1-3), add 1 to subsequent rolls on this table. For example, if a reporter successfully discovers a clue, add 1 to his roll on the next assignment. If he succeeds again, add 2 to his roll the next assignment. This means that the more an NPC assistant is used, the less likely it is that he discovers anything more and the more likely it is that he finds the Hangman.

To determine the information an assistant discovers, refer to Table 11 and find your Plot Number. Roll percentile dice and add the modifier in the next column. The resulting number falls between a range of corresponding numbers found in the "Chapter 3 Clues" section. These are the clues the NPC Assistant discovers.

For example, your Plot Number is 3. You roll a 71 on percentile dice and add the modifier (+40) for a result of 111. Refer to the "Chapter 3 Clues" section for percentile ranges that include the number 111. The NPC Assistant discovers clue 19.

TABLE 11: NPC CLUE RANGE

Plot Number	Modifier
1	—
2	+20
3	+40
4	+70
5	+80

To determine which clues an NPC assistant discovers in chapter 4, find the Culprit Number on Table 12 and roll 1d10. If the die roll is less than the number in the die roll column, add the number in column A. If the die roll is greater than or equal to the number, add the number in column B. The resulting number is the number of the clue the NPC assistant found.

TABLE 12: NPC CLUES (Chapter 4)

Culprit Number	Die Roll (1d10)	A	B
1	0	-	8
2	3	0	8
3	5	0	12
4	3	3	17
5	7	7	18
6	7	7	19
7	0	0	14

If the PCs have no assistants of their own, you may provide any of the following.



F.B.I. AGENTS

Agent Murry Klugg

MU	AG	OB	PR	DR	LU	HP	PS	LEV
62	70	91	6	81	30	19	4	6

Weapon: .38 revolver

Agent Laurence Hooper

MU	AG	OB	PR	DR	LU	HP	PS	LEV
37	57	53	7	55	17	15	2	1

Weapon: .38 revolver

Agent Horace Sinclair

MU	AG	OB	PR	DR	LU	HP	PS	LEV
73	61	62	1	61	17	19	4	1

Weapon: .38 revolver

PRIVATE INVESTIGATORS

Martin Sachski

MU	AG	OB	PR	DR	LU	HP	PS	LEV
89	52	90	8	71	55	20	5	5

Weapon: .38 revolver

Sheila Knight

MU	AG	OB	PR	DR	LU	HP	PS	LEV
46	90	87	7	89	30	19	3	6

Weapon: .38 revolver

Maxwell Nelson

MU	AG	OB	PR	DR	LU	HP	PS	LEV
71	71	83	5	71	22	20	4	5

Weapon: .38 revolver

REPORTERS

Gerald O'Craugh

MU	AG	OB	PR	DR	LU	HP	PS	LEV
54	46	72	5	59	49	15	3	6

Weapon: none

Norma Solheim

MU	AG	OB	PR	DR	LU	HP	PS	LEV
47	43	65	8	54	7	14	3	5

Weapon: none

Johnny "Scoop" Kirkhov

MU	AG	OB	PR	DR	LU	HP	PS	LEV
58	60	62	1	61	17	17	3	1

Weapon: none

MOBSTERS

Bruno Hoffman

MU	AG	OB	PR	DR	LU	HP	PS	LEV
87	53	66	5	60	48	19	5	5

Weapon: .45 automatic pistol

Lucius "Weasel" Weise

MU	AG	OB	PR	DR	LU	HP	PS	LEV
81	98	22	6	62	13	23	5	5

Weapon: .45 automatic pistol

Alonzo "Shadow" Simpler

MU	AG	OB	PR	DR	LU	HP	PS	LEV
86	48	30	1	39	50	19	5	1

Weapon: .38 revolver



TOUR OF THE CITY

There are only a few joints in this town that mean anything to this case. Some are nice. Some aren't. But whenever a PC goes there, it always looks the same.

The regular stuff that happens there is listed in this section. Any special dope that depends on the time of the day or week is in the chapters. Give the players the scoop about the place from here and then look at the chapter under the correct time and day to find out what is happening when they arrive.

Use the Random Events table if the PCs want to visit any other joints. If they want to go to grandma's house that's O.K. It just won't get them any closer to the solution.

Encounter Locations

1. 12th PRECINCT POLICE STATION
2. NATHAN SYKES' APARTMENT (Bayshore Apartments)
3. BARSTON'S APARTMENT (Kingscourt Apartments)
4. LAKEFRONT GENERAL HOSPITAL
5. FIRST NATIONAL BANK*
6. HERALD EXAMINER*
7. POST OFFICE* (F.B.I.)
8. D.A. OFFICE (COURTHOUSE)*
9. MOOSE MORGAN'S APARTMENT (The Kenmore Hotel)
10. THE MANCUSSI MANSION
11. DRUNK ALLEY
12. FLYING DUTCHMAN STORAGE

* closed on Sunday

1. 12TH PRECINCT POLICE STATION

The 12th Precinct House is no prettier than the run-down neighborhood it vows to protect. It is just another division of the endless row of buildings smashed together. Only the cracked precinct lamps in front of the steps give any clue that justice lies not behind a gun but behind those doors. Looking at that precinct house, the gun might be preferable.

2. NATHAN SYKES' APARTMENT

Sykes' apartment is generally a mess. It is difficult, even for him, to find anything in it. Dime novels and countless notebooks cover the floor. Sykes fills reams of the notebooks with his idea of the great American novel.

3. BARSTON'S APARTMENT

Now and then, in the middle of the city squalor, a gem of cleanliness shines. That's Barston's place. The hall to the apartment looks like any other but once you pass the door, it's another world.

Crisp, clean draperies filter warm light into the room. Everything has a place.

You could swear you smelled bread baking. Home should be like this.

4. LAKEFRONT GENERAL HOSPITAL

The walls of dirty white stand austere against the gray skyline of the city. Even from the street you can whiff the disinfectant smell of death. Hospitals are for the sick and dying. It's where you start. It's where you'll end up.

5. FIRST NATIONAL BANK*

Like a granite mountain, the national bank looks as solid as its name. The bankers inside look as cold and gray as the stone. Here's the power of the city. When all is said and done, the fastest road to where you want to go—right or wrong—is always dollar-bill green.

6. THE LAKEFRONT CITY HERALD EXAMINER*

The Lakefront City Herald Examiner sits just across the street from the hospital. The great gray building may not look like much—but truth has come in stranger packages. If there was ever anything printed about a person in the city, you can find it here.

The receptionist directs PCs interested in research to the rather extensive clippings file. A card-referenced catalog lists clippings by subject, place, and name from the day the paper opened in 1885 until the present. Players attempting to learn information must tell the referee what heading or listing they are looking under. If that heading (or something reasonably close) is found inside the range of clues, then give the players the information listed there.

The files are open from 9 a.m.-11:30 a.m. and from 1 p.m.-4:30 p.m. on weekdays. They are closed on weekends. Miss Myrtle Maryweather is in charge of the files.

Myrtle Maryweather

MU AG OB PR DR LU HP PS LEV
36 56 79 4 60 10 15 3 1

Weapons: none

7. POST OFFICE* (F.B.I.)

Thousands of letters each day pass through here. Some are to sweethearts far away. Some ask for donations. Most are bills. Some travel far. Some only go downstairs. That's where the feds have their office. Their letters are murder.

8. D.A.'S OFFICE (COURTHOUSE)*

The paint on the glass says, "Justice has its Finest Hour," and beneath that, "Erik Johansen, Assistant District Attorney." Justice needs a better hour.

The D.A.'s office is open weekdays from 9 a.m.-5 p.m. and closed weekends and holidays. Johansen is almost always in his office these days, since he hasn't been prosecuting much lately.

9. MOOSE MORGAN'S DIVE

The apartment that Moose lives in looks like what you would expect of a guy named Moose. Not much furniture. Most of that is faded and old. Even the lamp seems dim. The only bright spot is a carefully polished picture frame next to the bed. Alicia Mancussi looks out from the frame.

10. MANCUSSI'S MANSION

For decades the old Oberklein mansion was the symbol of wealth, power and mystery through all of Lakefront City. Now that Mancussi has taken over, it will probably maintain the reputation.

The property is 1000 feet square with the mansion itself built on the crest of a hill just north of the center of the property. Rumors have it that the stone and iron fence around it is electric. Trees rim the property and form a small private forest on the south end. A river cuts through one corner of the property and a waterfall drops into a pool near the south boundary of the plot. The rest of the grounds are rolling, manicured lawns. Pretty and practical. You couldn't get within 200 yards of the house without being seen.

The only direct access is the driveway bordered with thick hedgerows. The hedges caress 13 hairpin turns. It's a slow drive from the single northern gate and it's always in full view of the house.

The map of the mansion shows the details of the building. There are always 2-20 (2d10) guards on the roof serving as lookouts.

The mansion does not just draw crowds because of its excellent food and night entertainment in the club. In each of the public restrooms there is a door next to the large mirrors labeled "Janitor." Each of these doors is fitted with a lock of unique design. Only those having the key to the lock can open the door. The door leads to a staircase—and the casino.

The casino itself has a main floor playing area and it's own well-stocked bar. A cashier window is kept busy most of the time. There are private game rooms in the back of the casino. Behind the safe is a tunnel which leads down behind the waterfall on the property, so escape is possible if the need should arise. Most of the upper crust of Lakefront City society have a key to this casino—and use it often.

Saul Josephs' office is in the mansion. He spends much of his time at work here.

Mancussi maintains his suite on the top floor of the mansion. He conducts most of his business in his study.

CHAPTER 3 CLUES

- Clue**
- 1 (1-8%) Moose is crazy about Alicia and will do anything she tells him to do.
 - 2 (9-16%) Alicia has the Hangman's address and her phone bill indicates calls to him.
 - 3 (17-24%) All of the victims supported Enrico Mancussi. Most were on Mancussi's payroll.
 - 4 (25-32%) Mancussi just changed his will.
 - 5 (33-40%) There is evidence of sabotage inside Mancussi's operation.
 - 6 (41-46%) A substantial amount of money (\$10,000), is missing from Mancussi's bank account.
 - 7 (47-52%) Detective Sykes is working for Mancussi.
 - 8 (53-58%) There is a police detective on the take. He has been tipping off Mancussi's mob for months.
 - 9 (59-64%) Mancussi's accountant knows the Hangman's address. All the financial arrangements were made through his office.
 - 10 (65-70%) Saul, Mancussi's accountant, has a beautiful daughter who left town suddenly a few weeks ago. The girl had been seen with Moose Morgan.
 - 11 (71-75%) A lone drunk was noticed near the scene of nearly all the crimes.
 - 12 (76-80%) A drunkard informant sold Barston up the river. Because of the informant, Barston was washed up as a fed.
 - 13 (82-84%) Most of the victims had hired the Hangman at one point or another.
 - 14 (85-88%) Detective Sykes was desperately embarrassed by the Hangman on several occasions.
 - 15 (89-92%) Ed Rockland's picture is missing from his file. No one in the department has worked for him before.
 - 16 (93-96%) Sykes is a lousy detective. Many of his cases have been thrown out of court because of his slipshod work and poor attitude.
 - 17 (97-100%) Richard Barston is alive! He made a switch with another shot victim. He has been hiding out ever since.
 - 18 (101-107%) Barston was busted out of the feds while working on a Hangman case.
 - 19 (108-114%) Barston once worked for Rockland.
 - 20 (114-120%) Barston had been kicked out of the feds in a scandal 15 years ago.
 - 21 (121-130%) Sykes has a deep grudge against the Hangman. The Hangman has made him look pretty stupid over the years.
 - 22 (131-140%) Johansen, the D.A., has not won a case in over 10 months.
 - 23 (141-146%) Over \$10,000 is missing from the D.A.'s budget. Johansen reported it as a theft.
 - 24 (147-152%) All of the victims were recently acquitted of crimes. In each case, Johansen was the prosecuting attorney.
 - 25 (153-158%) Johansen has been working very closely with Rockland, trying to solve the murders in the city.
 - 26 (159-163%) Same Clue 3
 - 27 (164-170%) Same as Clue 17
 - 28 (171-175%) Sykes set Barston up to be drummed out of the feds. Neither ever liked each other. Sykes takes revenge on Barston for all the trouble the Hangman case caused.
 - 29 (176-180%) Most of the victims had participated in the Barston scandal trial 15 years ago.

CHAPTER 4 CLUES

- Clue**
- 1 Moose is crazy about Alicia, but she can't show that she still cares for him. Although Moose has written many letters to Alicia, she has never returned any of them.
 - 2 Alicia has the Hangman's phone number, but doesn't really know who it's for. Moose gave it to her, telling her that if she was ever in trouble, she should call that number.
 - 3 Not all of the victims supported Mancussi. In fact, many of those who looked like Mancussi's friends were his most bitter enemies.
 - 4 The changes in Mancussi's will were not very important. Alicia still got most of the share.
 - 5 All the hits were actually done by a new gang forming in town. None of it can be traced to anyone inside the Mancussi organization.
 - 6 Mancussi's \$10,000 is not missing. Alicia gave the money to Saul, who put it in the safe. It is still there.
 - 7-8 Sykes is working for Mancussi, but in an official undercover position on assignment from the police office. His activities in this regard are probably legitimate.
 - 9 The actual contact made with the Hangman was always done through Moose Morgan. Saul only got the money and kept the books straight. He never knew how to contact the Hangman.
 - 10 It is true that Moose Morgan beat up Sarah Josephs. Saul went to Mancussi that night. Mancussi gave Saul the money to send Sarah to California.
 - 11 The drunks seen near the murders were apparently different bums. There is no connection between the two.
 - 12 Mori Hausen was the drunk who spilled his guts to the investigating committee 10 years ago. He only told what he saw that night and now just wants to forget about it.
 - 13 The latest victims have no connection to the Hangman. There is no record that they ever communicated in any way.
 - 14 Although he was embarrassed by the Hangman, Sykes eventually decided to let it go. "No point stirring up the mud," he said. Lately he hasn't done anything about the Hangman case.
 - 15 A picture of Rockland has arrived at the F.B.I. It was apparently lost in the transfer of files. The picture certainly is not of the same man that is now sitting in the S.A.C. chair.
 - 16 Although prone to mistakes, Sykes is still a hard-working cop. He takes his job seriously and is hurt by his superior's insinuations that he doesn't care about his work.
 - 17 Richard Barston staged the first shooting to discover who was after him. The Hangman owed him a favor from 10 years ago. He collected and is alive today. He still has no idea who wants him dead, but figures the Hangman is behind the killings.
 - 18-20 Although interesting, none of this seems to connect to the case.
 - 21 Same as Clue 14
 - 22 It bothers the Assistant D.A. that he has not won a case in 10 months. He is currently working on a series of police/attorney meetings so the departments can get together and work more closely. Certainly not the act of a man desperate for vengeful justice.
 - 23 The thief who took the \$10,000 from the D.A.'s office has been caught. An office worker with a previous record was arrested. Most of the money was still under his bed in a valise. He admitted his guilt. The Assistant D.A. is working on the case right now.
 - 24 Some of the victims were not criminals. Some that were thought to have been prosecuted by Johansen were prosecuted by someone else.
 - 25 Johansen has also been working closely with the police department and private detective agencies to solve the case and gather evidence.
 - 26 Same as Clue 3
 - 27 Same as Clue 17
 - 28 Sykes didn't like Barston personally but that didn't stop him from liking him professionally. Sykes admired Barston's ability to quickly grasp the root of the case and dig it out. Although they often fought bitterly, Sykes still admires the good detective qualities of Barston and hopes Barston can get his life straightened out.
 - 29 Many of the victims now have no connection to the old Oberklein murders.



NAME: Martin Sachski
PROFESSION: Private Investigator

LEV: 5

MU	89	DR	71
AG	52	LU	55
OB	90	HP	20
PR	8	PS	5



NAME: Maxwell Nelson
PROFESSION: Private Investigator

LEV: 5

MU	71	DR	77
AG	71	LU	22
OB	83	HP	20
PR	5	PS	4



NAME: Sheila Knight
PROFESSION: Private Investigator

LEV: 6

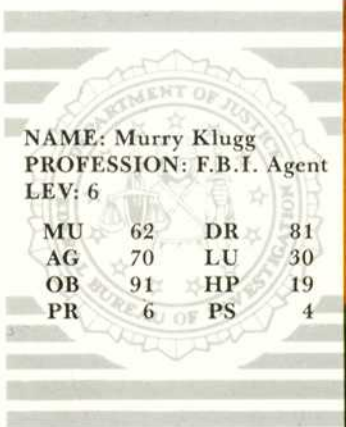
MU	46	DR	89
AG	90	LU	30
OB	87	HP	19
PR	7	PS	3

PRESS

NAME: Norma Solheim
PROFESSION: Reporter

LEV: 5

MU	47	DR	54
AG	43	LU	7
OB	65	HP	14
PR	8	PS	3



NAME: Murry Klugg
PROFESSION: F.B.I. Agent

LEV: 6

MU	62	DR	81
AG	70	LU	30
OB	91	HP	19
PR	6	PS	4



NAME: Bruno Hoffman
PROFESSION: Thug

LEV: 5

MU	0	DR	60
AG	53	LU	48
OB	66	HP	19
PR	5	PS	5

PRESS

NAME: Gerald O'Craugh
PROFESSION: Reporter

LEV: 6

MU	54	DR	59
AG	46	LU	49
OB	72	HP	15
PR	5	PS	3



NAME: Bruno Hoffman
PROFESSION: Thug

LEV: 5

MU	0	DR	60
AG	53	LU	48
OB	66	HP	19
PR	5	PS	5

NAME: Lucius "Weasel"
Weise
PROFESSION: Hit Man

LEV: 5

MU	81	DR	62
AG	98	LU	13
OB	22	HP	23
PR	6	PS	5



Maxwell Nelson

Skills: Ballistics 59; Photography 85

Age: 33 Ht: 5'9" Wt: 155
Eyes: Hazel Hair: Black Assimilated
Salary: Paid by the job

Note: At level 3, the character's Presence score is increased by two points whenever he or she deals with NPCs of the opposite sex.

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Martin Sachski

Skills: Lockpicking 67; Stealth 81; Wiretapping 60;
Stealth 58; Alarm Systems 88

Age: 28 Ht: 5'10" Wt: 170
Eyes: Blue Hair: Blond Polish
Salary: Paid by the job

Note: At level 3, the character's Presence score is increased by two points whenever he or she deals with NPCs of the opposite sex.

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Norma Solheim

Skills: Lockpicking 77; Pickpocketing 65; Stealth 76;
Auto Theft 46; Disguise 52

Age: 27 Ht: 5'5" Wt: 120
Eyes: Brown Hair: Brown Assimilated

Salary: \$55 per week

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Sheila Knight

Skills: Shadowing 92; Fingerprinting 79; Wiretapping 56; Public Relations 87

Age: 23 Ht: 5'7" Wt: 130
Eyes: Blue Hair: Brown Assimilated
Salary: Paid by the job

Note: At level 3, the character's Presence score is increased by two points whenever he or she deals with NPCs of the opposite sex.

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Gerald O'Craugh

Skills: Photography 85; Shadowing 72; Public Speaking 51; Accounting 91

Age: 25 Ht: 6'1" Wt: 180
Eyes: Green Hair: Red Irish

Salary: \$60 per week

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Murry Klugg

Skills: Stealth 75; Shadowing 65; Fingerprinting 63;
Accounting 61

Age: 35 Ht: 5'10" Wt: 180
Eyes: Brown Hair: Black Jewish
Salary: \$67 per week

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Lucius "Weasel" Weise

Skills: Pickpocketing 93; Martial Arts 83

Age: 24 Ht: 5'8" Wt: 150
Eyes: Blue Hair: Blond German

Salary: \$50 per week

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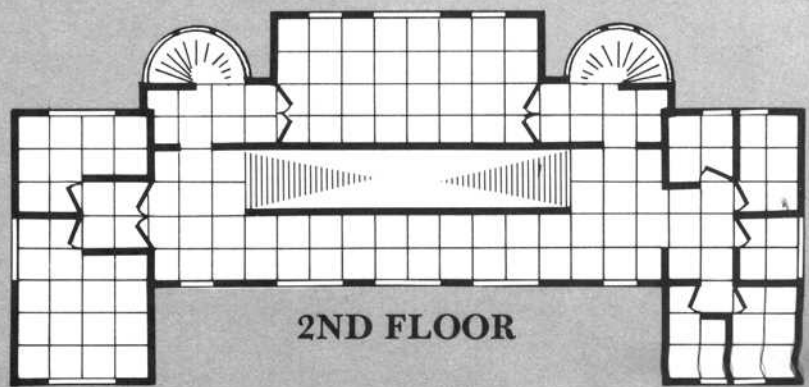
Bruno Hoffman

Skills: Auto Theft 89; Stealth 81; Lockpicking; Auto Mechanics 83

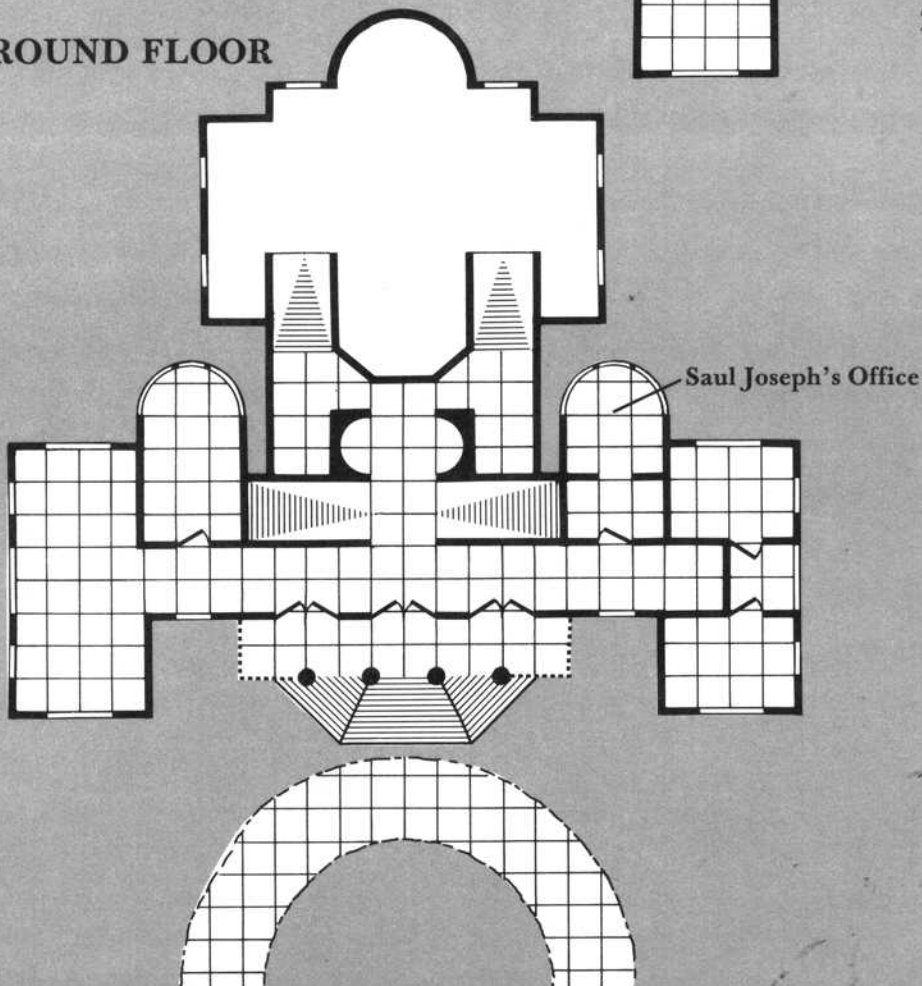
Age: 25 Ht: 5'11" Wt: 165
Eyes: Brown Hair: Brown

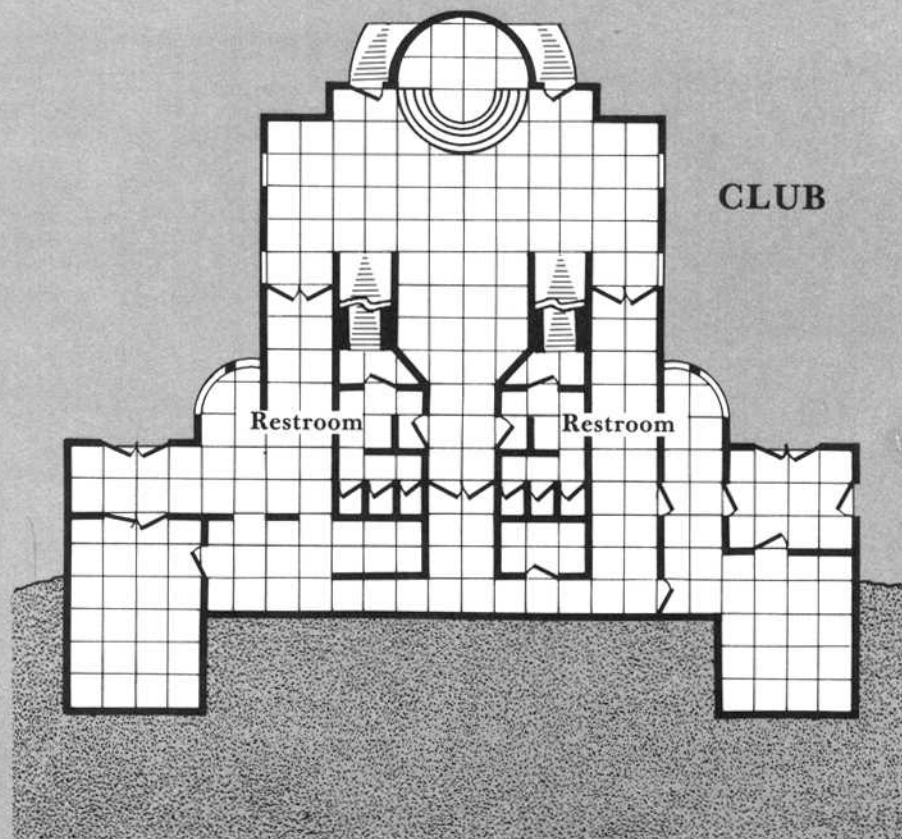
Salary: \$50 per week

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GROUND FLOOR





CLUB

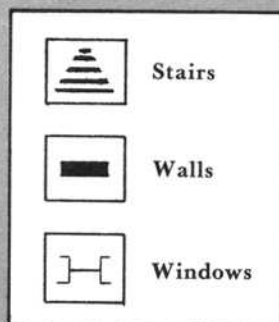
Restroom

Restroom

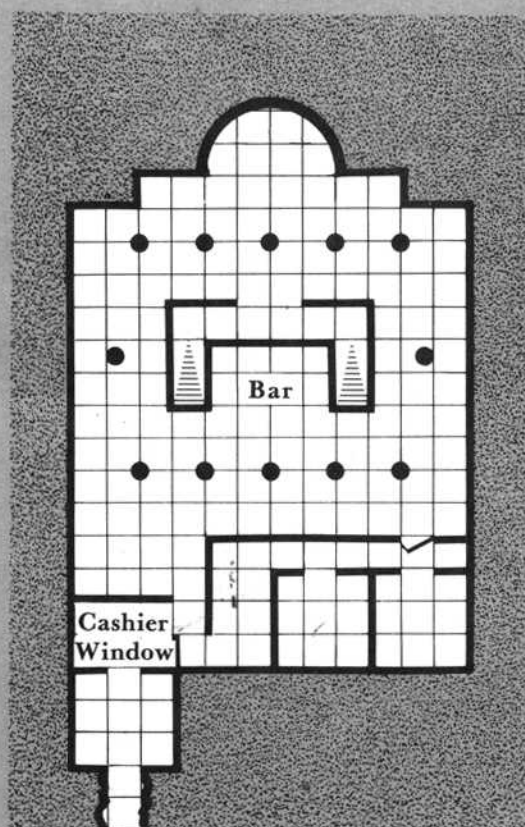
THE MANCUSSI MANSION

CASINO

KEY



1 Square 5 Feet



Bar

Cashier
Window

Tunnel

The Oberklein Mansion was the scene of murder ten years ago. Now a supper club owned by Enrico Mancussi, it once again surfaces as the scene of foul play, the scene of death.



Enrico Mancussi—a man who works hard for what he wants, and always gets it.

Richard Barston—the man someone wants dead.

Alicia Mancussi—the over-protected, but head-strong daughter of Enrico.

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The hand is dealt and someone holds the Ace. Don't bet on anyone's innocence when it's Death in Spades.

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