

HOWARD WHITEHOUSE AND RODERICK ROBERTSON

An illustration of three men in a city street, likely from the 1930s. The man on the left wears a dark suit and a green fedora, holding a handgun. The man in the center wears a tan trench coat and a dark fedora, holding a large, ornate revolver. The man on the right wears a dark suit and a flat cap, holding a handgun. The background shows a city street with buildings and a car. The title 'MAD DOGS WITH GUNS' is written in large, white, distressed letters across the bottom of the illustration.

MAD DOGS WITH GUNS

WARGAMING IN THE GANGSTER ERA

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**HOWARD "LITTLE FOUR EYES" WHITEHOUSE
AND
RODERICK "BLACKIE" ROBERTSON**



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Howard Whitehouse

Thanks to my wife, for putting up with me, and our "fur kids": Balthazar, Orpheus, Odysseus, Bellarion and Petruccio for not getting in the way more than they did. And to the hundreds of gamers I've met over the years, who have forced me to refine my storytelling and writing skills.

Roderick Robertson

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INTRODUCTION

**“Mad dogs with guns in their hands and
murder in their hearts.”**

J. Edgar Hoover

There had been gangs in American cities for at least a hundred years before Prohibition. New York had its Five Pointers and Dead Rabbits – mostly Irish mobs armed with clubs and rocks. Chicago had the North Side gang headed by Dion O’Bannion. Los Angeles had the Matranga Family and the list goes on – every city had one or more gangs. Their criminal activities were mainly protection rackets, prostitution and small-scale gambling operations, often with a lucrative sideline in knocking heads, collecting money and breaking windows for the notoriously corrupt political machines that ran many cities. The gangs were local, having few contacts with their counterparts in other cities. They could arrange a riot to order, but they could not organize commercial affairs beyond basic payoffs, bribes and cuts in the proceeds. They were often ethnic and neighborhood gangs, thinking small and carrying grudges from the Old Country – increasingly from Russia or Sicily rather than Ireland. After Prohibition, all this changed.

In 1919, the United States Congress agreed on a great social experiment. With the passage of the 18th Amendment to the Constitution and the Volstead Act that served as its teeth, America became a “dry” land. With a few exceptions for medicinal elixirs and weak “near beer”, it became illegal to make, distribute or sell alcoholic beverages. The object was to end the problems associated with public drunkenness, domestic violence and absenteeism from work.

“No person shall on or after the date when the eighteenth amendment to the Constitution of the United States goes into effect, manufacture, sell, barter, transport import, export, deliver, furnish or possess my intoxicating liquor except as authorized in this Act and all the provisions of this Act shall be liberally construed to the end that the use of intoxicating liquor as a beverage may be prevented.”

Volstead Act, section 3

It failed in all these aims.

Paradise Times-Dispatch

CICERO, ILLINOIS; JANUARY 1925

The car moved slowly, as the gunners sprayed the front of the Hawthorne Hotel. The windows crashed inwards as diners scattered and chairs fell to the floor. Frankie Rio threw himself in front of the boss as lead and glass showered the restaurant. That was Frankie's job. But, that day in Cicero, he proved he was more than just a bodyguard.

As Capone dusted himself off, cursing, Frankie pulled the big man down before he could march out into the street. "That was a decoy. Stay

down," he whispered. He was right. Eight more cars drove past, like in a parade, hosing the Hawthorne with fire. None of the hundred gunmen on Big Al's payroll did a damn thing except hug the carpet. Hymie Weiss jumped out of the last car and stood, laughing, as he traced row upon row of Thompson bullets across the hotel's entrance.

A woman sitting in a parked car was wounded. Al paid her medical bills



(Copplestone Castings)

What it did do was give the best gift of all time to America's criminal underworld. It allowed small-time hoodlums to become barons in a business that had a massive (and suddenly illegal) market and, in doing so, turn local gangs into the national syndicates of organized crime. From 1920, through the end of Prohibition in 1933 and on into World War II, gangsters enjoyed a golden age of money and power. It was a great time to own a snappy fedora and a Thompson submachine gun – a “Chopper” or “Chicago Typewriter”.

Mad Dogs With Guns is a miniatures game set in the “Roaring Twenties” – the wide-open era of Prohibition, Tommy Guns and concrete overshoes. It's about mad-dog mobsters, crooked cops and the kind of liquor that can send you blind for weeks. It's about fast cars and faster women, paid-off politicians and basement breweries, private eyes and public enemies. But mostly it's about men with silk suits, snap-brim fedoras and automatic weapons, quarrelling violently.

What's In This Book?

“You get more with a smile and a gun than you do with a smile.”

Attributed to Al Capone

Astounding Lawlessness covers the basic rules for running a gun battle or a car chase, blowing up a rival's business or just pasting one on his kisser.

Public Enemies shows how to create your gang, letting you handcraft exactly what sort of mob you want.

A Hail of Gunfire gives you some basic scenarios for setting up miniatures battles.

A Hell of a Town provides the rules for running a campaign and introduces the city of Paradise, Illinois; our fictional campaign setting.



ASTOUNDING LAWLESSNESS

"Midday Burglaries and Bold Robberies..."

N.Y. Times

These rules can be played by anyone who has ever watched a gangster movie and require only a few basic ingredients: A handful of ordinary six-sided dice – the kind you'd play craps with in a back alley (we abbreviate them as D6, because you might need more than two), a pack of regular playing cards (including the Jokers), pens and paper, a miniature landscape set out on the floor or a tabletop – this can be as elaborate or as simple as you like and a number of model hoodlums, cops, G-Men and honest citizens.

The game will usually feature two opposing sides, though it's fun to have several groups who may or may not be friendly to one another. Each player controls a group of figures.

You can even up the sides by letting the players decide whether to have a few good Torpedoes or a lot of, well, irate taxpayers.

Who Are Those Guys?

"We cannot forget that an army of 200,000 persons who will commit murder before they die, roams America."

J. Edgar Hoover

Your small metal gangland characters are not all equal. Some are hardened Torpedoes, others are just petty crooks showing off. Federal agents will usually be steady and reliable. And some, of course, will be bank tellers, waiters and molls with .22s in their garters.

We divide the characters by profiles and base their combat skills and reactions on this. Each profile has a notional cost in dollars, which serves as a

Paradise Times-Dispatch

MANHATTAN, 1914

They were the best of friends. Lepke was small, smart, able to make plans. Shapiro was a hulk. Everyone called him "Gurrah" because he was mush-mouthed; he liked to say "Get out of here", only he couldn't. The pair had met – no lie – when they both tried to rob a pushcart at the same moment. Soon Lepke – Louis Buchalter to his mother – had worked out a nice little routine. He didn't rob peddler's carts anymore. No, he protected them from damage,

for a weekly payment, very reasonable, against people like himself. In case the merchant didn't understand, Gurrah could demonstrate the many bad things that might happen to a business. Kerosene was cheap and everyone had matches.

Little Augie Orgen hired the two boys. They had a great future in the rackets.

balance – and also to indicate that a gangland accountant or a mobster's blonde girlfriend, although weak as combatants, should be carefully preserved for their other abilities.

Gangsters fall into several categories, ranging from cool and efficient killers through flashy toughs, to eager youngsters and dumb muscle. *Mad Dogs With Guns* divides them up as follows:

- **Torpedo:** A professional assassin, often brought in from out of town to do a hit. Rare and very dangerous. Armed with anything he chooses.
- **Enforcer:** A very tough customer, used as a bodyguard, an underboss, or simply to get the job done right. Often the Tommy Gunners or shotgunners.
- **Hoodlum:** The standard-issue experienced gangster. Most gunmen will fall into this group.
- **Slugger:** The manual labor employed loading trucks or breaking legs. Baseball bats and iron pipes are the Slugger's chosen tools.
- **Punk:** Young wannabe gangsters, some with potential and some not.

Cops, Feds and civilians have similar profiles. See the profile tables on [page 107](#).

Paradise Times-Dispatch

MANHATTAN, FEBRUARY 1932

Who'da thought you could trace a phone call so easy?

Mad Dog Vincent Coll had something on Owney Madden. You had to be a tough guy to try to get money out of Madden. He was as hard as anyone in New York. Maybe you didn't have to be tough; no, you had to be nuts. Mad Dog was nuts.

And he was calling to harass Owney again.

The Liverpool-born Madden was no fool. There was no reason not to listen to Coll. No reason not to chat and stall and maybe offer the kind of excuses that a smart listener wouldn't recognize as

bull. If Madden was stalling, there was a reason.

Of course there was. Joey Rao and three other gunsels stepped out of a car on 21st St. Coll could actually see the smile on Rao's face as he aimed the chopper. There was no room in the booth to pull his own gun. Machine guns burst into flame and the phone booth exploded with shattered glass. The door fell open as the torn and bloody corpse of Vincent Coll leaned out and slipped to the sidewalk.

Owney Madden heard the whole thing go down. He put down the receiver. It was good to have friends.

ANATOMY OF A GANGSTER

Characters have 6 attributes: FISTS, GATS, GUTS, STUNTS, SMARTS and HITS. When you are told to "Test against—" it means to roll 1D6 and score equal to or less than your attribute number — so you want high attribute numbers and low rolls!

- **FISTS:** Close combat, with or without weapons. Socking 'em in the jaw, slapping 'em with a pistol, that sorta thing. Test against FISTS in a brawl.
- **GATS:** Shooting with any weapon, including throwing knives, rocks, or bottles as well as Blazing Away with .45s and Tommy Guns. Test against GATS for shooting.
- **GUTS:** Intestinal fortitude when faced with ugly men who wish bad things for you. Test against GUTS when you need to keep your nerve.
- **STUNTS:** All kinds of leaping, diving, dodging, or driving like a madman. Test against STUNTS whenever you do any of these things.
- **SMARTS:** Getting wise to the game, figuring out clues, etc. This includes most kinds of charisma, observation and anything where having a brain might be helpful. Test against SMARTS to spot things, charm people, etc.

- **HITS:** Being the amount of damage a character can take, between 1 and 5. A gangster collects wounds until he has no more HITS, in which case he is out of the game and possibly out of everything.
- **Skills:** Different abilities, personality traits, etc., that distinguish one gangster from another. Some are good, some not as much and some are downright lousy. Life ain't fair.
- **Armament:** The weapons your gangster is carrying. Everyone is assumed to carry some sort of close combat weapon, whether a switchblade knife, baseball bat, or just fists. Guns are divided into Automatic Weapons (Tommy Guns and BARs), Rifles and Carbines and Pistols. We don't worry much about differences between make, caliber and such nonsense. Hand grenades and dynamite are also available, for those times you need a bigger bang.

Random Stats

Sometimes, you'll need to know a stat for a figure, but you haven't determined what it is (say, the GUTS of the Mayor). Determine if he is Better than average, Average, or Less than average and roll on the table below.

RANDOM STATS			
Roll	Better	Average	Less
1	3	3	1
2	4	3	2
3	4	3	2
4	4	4	2
5	5	4	3
6	5	4	3

BACKGROUND FOR OUR EXAMPLES

Roderick and Howard are playing a Raid scenario. Roderick is running the mostly-Irish Sixth Streeters, led by Patrick "Spats" Doogan. Spats is an Enforcer with the Wheelman skill and has a number of "boys" with him (all Hoodlums). They are currently down at Legano's Ristorante, enjoying a linguini lunch and enlightening Enrico Legano on the benefits of switching "suppliers".

Howard runs the Red Bandanas, a mostly-Italian gang. He has sent Tony "Hot Dog" Morelli, a Torpedo, to investigate.

Playing the Game

**“We’re a bunch of saps, Killing each other
and giving the cops a laugh.”**

Maxie Eisen

Each player is given seven cards of the same suit – the Ace, Two, Three, Jack, Queen, King and the Ten.

All players’ cards and both Jokers are shuffled together into a single deck. Use Hearts and Spades for two-sided games, adding Diamonds and Clubs for multi-faction affairs. You can set the remaining cards aside – we won’t need them for playing *Mad Dogs With Guns*, but you’ll want them around when you’re playing poker in the back room.

The cards are turned over one at a time. When one of your cards is turned up, some or all of your band of crooks and/or cops get to move, shoot, hit each other with chairs and talk big – possibly all at the same time.

ACTION CARDS

The Ace, Two, Three, Jack, Queen and King are referred to as Action Cards. Each Action card allows figure(s) to take two actions if used right away, or one if played as a Hold Card.



(Cobblestone Castings)

The low cards (Ace is counted as a low card) allow one figure to act; Court Cards (Jack, Queen, King) allow all figures in the gang to act.

When a card only allows one figure to act, we'll allow any of his friends within 2" to act as well. That way he can drive a car or bust in a door. So, effectively, it's a small unit move.

The actions allowed are:

- **Move:** Creep, walk or run. You can shoot, but not necessarily well.
- **Shoot:** Either a single shot, or blast away wildly.
- **Aim:** In case you really want to hurt somebody in particular.
- **Slug:** Hit somebody hard – with fists, furniture, gats or bats.
- **Recover:** From your natural reaction to a near-miss shot.
- **Spot:** Test against SMARTS to find hidden enemies or objects.
- **Leap:** Through a window, climb into a car, draw a gun, that sort of thing.
- **Talk:** Crack wise, make threats. Real tough guys can give The Look (see [page 29](#)).

These actions may be performed in any order as long as it makes sense – you can't slug someone with a bat, then aim a pistol somewhere else on the same card. But if you run into somebody on your second action, we'll let you hit him for free – we're swell guys that way.

Hold Cards

If you don't want to act right now, you can take the draw card into your hand as a Hold Card. You can hold up to two cards, to play when you need.

You use a Hold Card to interrupt another player's turn with one action of your own. If he has a Hold Card, he can interrupt your interrupt. If you play a second Hold Card, you trump him and still go first! Hot Damn!

Tens

The Tens cards control Civilians. When the Ten is drawn for a player, he may make one action for each civilian figure in play. They cannot be made directly to help criminals, but can be ordered to "Hand over the money!" or moved in the way of other criminal groups.

Optionally, the player drawing a Ten can roll against GUTS for the bravest citizen to see if they try to fight back. If they do, the citizenry rises against one particular gang (chosen by the lucky stiff who activated them). From then on, they will attack the gang in question, although most of the civilians will be unarmed. This GUTS check can be attempted only once per game – if the citizenry doesn't rise then, they never will.

The Tens cards can also be used to trigger random events, or act as a countdown for an event – when the gas tank explodes, or rain starts or stops.

Jokers

When the first Joker is drawn, treat it as a warning and draw another card. When the second Joker comes up, the turn ends and all Hold Cards are thrown in, unused. Thus, no player can ever estimate exactly how the cards will fall. The deck is reshuffled and a new turn begins.

If the second Joker comes directly after the first, sirens sound and the turn ends immediately. In the next turn all gangster figures must be off the board before the first Joker comes up, because hordes of cops arrive to arrest everyone without a badge.

CARD PLAY EXAMPLE

The first card is turned up, a Two for the Red Bandanas. Howard decides to take it as a Hold Card. The second card is a Jack for the Italians and Howard again takes it as a Hold Card.

The third card is turned up and Roderick curses – it's for Howard again. Howard uses it to move "Hot Dog" Morelli, as he can't have more than two Hold Cards.



(Cobblestone Castings)

Legging It: Movement

Figures moving on foot can use one movement rate in any given action. We don't worry about how many times they turn, or which way they end up facing – they are assumed to be keepin' an eye out at all times for trouble.

LEGGING IT		
Move	Distance	Notes
Creep	2"	May move within 4" undetected if opponent fails SMARTS to observe them.
Walk	4"	Can shoot; -1 Gats.
Run	4 + 1D6"	Can shoot – badly; -2 Gats.
Lose half for crossing rough ground or obstacles.		

MOVEMENT EXAMPLE

Tony "Hot Dog" Morelli moves carefully down the alley behind Gruber's Five and Dime. He takes one action at a Creep (2") to the corner, then – seeing nobody – Runs along the street (4+1D6") towards the concealment of a panel van. He rolls a 4, so he can run a total of 8". The van is only 6" away, so he reaches cover safely.

Paradise Times-Dispatch

THE PALAZZO DI FRASSI, ITALY; 1938

"I don't like them guys. I think I'm gonna ice the pair of 'em" said Benny Siegel.

"That's crazy talk, Ben," replied his girlfriend. "They are important people. One's a doctor, for God's sake. You can't just kill 'em. This isn't Brooklyn."

"They're Jew-haters, Dorothy. I know their sort. And they are rubbing me the wrong way. So I might rub them out!"

"Honey, I understand how you feel. Really I do. But you can't just kill everyone you dislike. Besides, we are here on business. Money. Come to bed."

Bugsy Siegel sighed and took his shoes off. Which was lucky for Goering and Dr. Goebbels.



STAIRS AND LADDERS

A figure can move up stairs at half normal rate, or one building floor a turn if you don't have detailed interiors. A figure can move down stairs at its normal rate, or one building floor a turn.

A figure can climb a fire escape or ladder at 2" per turn, or half a building floor per turn. Firing while climbing a ladder has a -2 GATS penalty.

FALLING

If your gangster falls from a height, roll on the Deadly Weapons Table (page 21) with a cumulative +1 modifier for each floor of a building (10 feet or so) the figure falls.

HIDING

Figures can hide by making a SMARTS roll and having appropriate cover – you can't hide behind a fire hydrant! Hidden figures cannot be seen (and thus cannot be attacked) by anyone.

Hidden figures may move about in cover at the Creeping rate. Hidden figures will be revealed if they move out of cover, make loud noises (like firing a gun), or are spotted by enemies listening and watching for them. Use common sense about this.

Lead Poisoning: GATS

"The bullet hasn't been made that can kill me."

Jack "Legs" Diamond

There are two kinds of shooting in *Mad Dogs With Guns*: Single shots and Blazing Away. Single shots get you 1D6 per action with a handgun, rifle or carbine, 2D6 with a shotgun. You can aim a single shot, getting a bonus to your GATS number. Blazing Away with a pistol, Tommy Gun, BAR or scattergun gives you more dice per action, but is not as accurate at anything other than the shortest of ranges.

Modifiers can raise or lower your GATS number. You always roll against the modified GATS. Apply all modifiers that fit the situation. If you are Blazing Away while Running, apply both modifiers. Modifiers for movement, like Running, only apply on the same card; if you use a Hold Card, there is no penalty.

If the roll is equal to or less than your Modified GATS, it's a hit. If the modifiers take your GATS to exactly 0, then re-roll any 1s against your original GATS to confirm the hit. Below 0, ya got no chance. Fair 'nuff?

SHOOTING EXAMPLE

As Morelli gets behind the van, he surprises Tony “Dooley” Doolittle holding a Tommy Gun! Howard plays one of his Hold Cards to get the drop on Dooley and Hot Dog lets him have it with a pistol (as this is not the same card he used to move, he does not suffer the -2 GATS penalty for Running). With a GATS of 5 and a roll of 2, he nails Dooley (see the Lead Poisoning Example, [page 21](#), for what happens to Dooley) and takes his Tommy Gun for a little more firepower.

The cards finally favor the Irish! Roderick moves “Butcher Jim” Kowalski and “Big Tommy” MacDallan from their lookout at the corner. Running down the street, both gangsters open up with their pistols. They are 6” and 7” respectively away from “Hot Dog” and are Running. Their modifiers are -2 for Running and -1 for the light cover of the van, for a total of GATS 0. They each roll D6: Butcher Jim rolls a 3 and misses completely, but Big Tommy rolls a 1! His re-roll is a 4, however and he misses as well. Hot Dog slicks back his hair and flashes an evil grin.

GUN TABLE				
Gun	Short Range	Long Range	Dice	Other Modifiers
.22 Purse/hideout Gun	2”	6”	1	-1 on Deadly Weapons Table.
Pistol	8”	24”	1	
Pistol, Blazing Away	4”	12”	3	-2 GATS at more than 3”.
Carbine	12”	36”	1	
Rifle	18”	48”	1	
High-Powered Rifle	24”	72”	1	+1 on Deadly Weapons Table.
Shotgun	8”	24”	2	
Shotgun, Blazing Away	6”	18”	4	-1 GATS at more than 3”.
Tommy Gun	6”	24”	6	Blazing Away. -2 GATS at more than 3”. Jams if three 6s rolled.
BAR	12”	48”	5	Blazing Away. -1 GATS at more than 3”.
Light Machine Gun (.30 caliber)	24”	60”	7	Blazing Away. -1 GATS at more than Short Range.
Heavy Machine Gun (.50 caliber)	24”	72”	7	Blazing Away. -1 GATS at more than Short Range. +1 on Deadly Weapons Table.

GUNFIRE MODIFIERS	
Took an Action to aim	+1 GATS
Walking Long range Poor light Target in light cover or lying down Shooting from or at a Cruising car	-1 GATS
Running Bad light Hard cover Shooter drunk Running target Firing from a ladder Shooting while driving a Cruising car Shooting from or at a Speeding car	-2 GATS
Shooting while driving a Speeding car Shooting from or at a Racing car	-3 GATS
Shooting while driving at a Racing car	-4 GATS



(Pulp Figures)

AIMING

A gangster can take an action to aim his weapon, gaining +1 GATS for his next shot. You can only aim once per shot and you must take your shot immediately after aiming – if you do anything else (including ducking back from being shot at) between aiming and firing, you lose the benefit.

You cannot Aim and Blaze Away on the same shot.

Aimed shots are also more likely to injure the target – Aiming grants +1 on the Deadly Weapons Table ([page 21](#)).

AIMING EXAMPLE

Another Irish card is turned. “Spats” Doogan (GATS 4) spots Morelli from the window of the Ristorante and takes an action to aim at him, 9” away. His target is in light cover (behind a van) and he is farther than 8”, reducing Doogan’s GATS by 2, making his GATS 2. Since Doogan aims, he adds +1 to his GATS, making his GATS score 3. His second action is actually taking the shot. He gets a 5, missing completely.

Roderick curses.

BLAZING AWAY

Inaccurate, but scary as all hell and great for keeping your opponent’s head down. If you roll equal to or less than your basic GATS but miss due to modifiers, it automatically counts as a Near Miss on the Deadly Weapons Table ([page 21](#)). The target flinches – ducking for cover, hitting the dirt – and misses one action next turn recovering. Blazing Away loses accuracy at anything beyond point-blank range, as shown on the Gun Table above.

Tommy Guns and BARs (and other automatic weapons, such as heavy machine guns) are always considered to be Blazing Away.

Tommy Guns had a reputation for jamming when fired in long bursts (the only kind we allow in these rules). A Tommy Gun shot that scores three 6s jams the weapon for rest of the game.

BLAZING AWAY EXAMPLE

On his next card, Hot Dog (GATS 5) runs to the doorway of Legano’s. He’s now only 2” away from his target, so for his second action he opens up on Doogan with his Tommy Gun. Morelli’s GATS is reduced from 5 to 3 because he Ran on this card. He rolls 6D6, getting 1, 1, 4, 5, 6 and 6. That counts as two shots that actually connect, two that make the target flinch (because he’s Blazing Away) and two clear misses.

“I’M HIT!”

For each hit scored, the target rolls 1D6 on the Deadly Weapons Table to see if he is killed, wounded, scared away, or simply dodges out of the line of fire.

Each wound reduces all stats by the amount shown on the table.

If HITS are reduced to 0, the character dies (or at least, faces a lengthy hospital stay – for all purposes he’s out of the game forever). If any other stat is reduced to 0, the character is unconscious and takes no further part in the battle.

Wounds are cumulative; if you take a Light Wound and a Wound, you lose 3 points off of all stats.

DEADLY WEAPONS TABLE		
Roll	Result	Notes
1	Try Harder!	You’re fine. Laugh in the teeth of danger.
2–3	Near Miss	You dodge out of danger and take one action to recover.
4	Light Wound	Hit the deck. Lose 1 point in all stats. Take one action to recover.
5	Wound	Take a dive. Lose 2 point in all stats. Take 2 actions to recover.
6	It’s Serious	If you ain’t dead, buddy, you’re close – lose 4 point in all stats. You may move at half speed if you have 2 HITS left, otherwise you are prone on the pavement.
7+	Gory Death	You’re messily and completely dead. Everyone who witnesses your death (except Stone Cold Killers) must take a GUTS check at -2. If the corpse is left where the public can see it, raise Public Outrage +1.
-1 for Purse Guns.		
+1 for aimed shot, some high-powered rifles or machine guns, fire axes, meat cleavers, swords etc.		

LEAD POISONING EXAMPLES

The Dooley Case: Dooley has been shot once at point-blank range. Roderick rolls to check damage. He rolls a 6 on the Deadly Weapons Table. Dooley is a simple Hoodlum, with all attributes at 3. He takes 4 HITS and goes down, hard.

The Doogan Matter: “Spats” Doogan has been hit twice by Morelli’s Tommy Gun. Flinching from the two Blazing Away near misses, he ducks back into the restaurant, knocking over a plate of linguini with clam sauce. He rolls 2D6: one for each hit. He rolls a 1 and a 3. His new suit jacket has two holes in it, but he’s fine! Scared, but fine. On his next action, he grabs a bottle of Chianti and swigs from it (it takes one action to recover from that 3).

MULTIPLE TARGETS

If you're shooting at a group of miniatures within 2" of each other, randomly assign any hits you roll.

If you are Blazing Away at a group, all the figures in the group will flinch from missed shots; you don't need to allocate "flinch" dice.

MULTIPLE TARGETS EXAMPLE

Morelli turns his attention to Butcher Jim and Big Tommy. Butcher Jim is 6" away, with Big Tommy an inch behind him. Morelli loses 2 GATS for the range, reducing him down to GATS 3. He rolls 1, 2, 2, 4, 5, 6. The 4 and 5 cause Near Misses automatically under the Blazing Away rules. The three actual hits are allocated randomly between Butcher Jim (two hits) and Big Tommy (one hit). MacDallan rolls a 1 but still flinches from the Blazing Away. Butcher Jim rolls a 3 and 6. The 6 kills him, making the other roll irrelevant.

HOSTAGES

A gangster may take cops or innocent civilians hostage, using them as living shields against gunfire. It takes an action to take a hostage (two, if they are adjacent to each other). Innocent civilians will defer to the man with the gun!

Each figure may only control a maximum of two hostages and they must both be in front of the gangster figure – you can't control one in front and one behind!



(Cobblestone Castings)

Cops, civilians and Federal agents will hold their fire when confronted with hostages (or they will face serious consequences after the game ends!).

Gangsters may fire indiscriminately, including at hostages (unless it's their own families, of course). Use the Multiple Target rules above to determine if the hostage or the gangster is hit.

Hostages reduce movement to 2". There is no Running with hostages!

Hostages forced to flinch by Blazing Away may run for it – Roll against GUTS; on a success the hostage manages to escape. A hostage-taker may release (or shoot) his hostages at any time.

In a campaign game, the use of hostages will raise Public Outrage by +1 (see [page 87](#)). The death of any hostages will raise Public Outrage by +3!

HOSTAGE EXAMPLE

“Hot Dog” Morelli is certainly living up to his nickname! “Spats” Doogan wants to get to his car, but has no intention of getting shot. He grabs a waiter to shield himself from Hot Dog’s Tommy gun.

Considering that the waiter happens to be Morelli’s cousin, he holds fire. And vows revenge...

PURSE GUNS

All guns are assumed to have the same potential for damage (as seen on the Deadly Weapons Table). The exception is dinky little pistols (.22s, .25s, etc.) such as a moll might carry in her garter or wrist purse, or a man might carry in an ankle holster. These smaller guns give a -1 on the Deadly Weapons Table.

AMMUNITION

It takes one action to reload a weapon after rolling a ‘6’ for a pistol, carbine, rifle or pump shotgun; 4–6 for machine gun bursts; two double-barreled shotgun blasts; or after Blazing Away with your pistol or shotgun. Tommy Gun magazines don’t fit in suit pockets – the spare’s in the car (we only worry about those big round magazine – stick magazines are not ‘gangster’ enough!).



Smackin' 'em Around: FISTS

"When arguments fail, use a blackjack!"

Edward "Spike" O' Donnell

When you're right close up to someone it may be a little difficult to shoot them, so you can resort to hitting them instead. There are two results tables if you manage to land one on his kisser: the Brawling Table (page 26) is when all you've got are your fists, maybe with brass knuckles or a pistol; use the Deadly Weapons Table (page 26) when you've got a knife, axe, or other lethal object.

Match figures one-on-one. The attacker can then add extra figures to outnumber his opponent where possible. You can have up to 4:1 odds.

Hand-to-hand combat ends a figure's turn, even if he has an action left.

All figures then roll 1D6 against FISTS. If one side succeeds where the other fails, then roll for each successful hit on the appropriate table. If there is a successful attack with multiple possible targets (say, in a three-on-one brawl), the successful player may choose which target is hit. If both sides roll all successes or all failures, the fight is inconclusive – don't roll on a table.

The brawl may continue on the next card unless either assailant retreats or something else occurs to change the situation.

Paradise Times-Dispatch

CHICAGO, JANUARY 1925

Johnny the Fox was reaching into the car for another parcel, when his wife cried out, "Shotguns!" There was ice on the steps and he wasn't fast enough. Hymie Weiss and Schemer Drucci blasted him five times. Smiling, Johnny Torrio lay among the packages, blood staining the January snow. Bugsy Moran stepped forward for the killing shot; "This is for Deanie". The automatic misfired,

clicking harmlessly. The grinding of a truck startled Moran – "Cops!" It wasn't the police, but the three assassins were already in their car and driving. There'd be another day, if Torrio made it through this one.

He survived, as things turned out, but the Fox decided that Naples might be a better place to recover. He left the Chicago business to his henchman, Big Al.

“KICK ‘EM WHILE THEY’RE DOWN”

If your opponent is on the floor, you get a +1 to FISTS and +1 on the Brawling table (your shoes are probably not deadly weapons). This is just to make sure they stay down, of course...

ENDING A FIGHT

A fight ends when only one person (or side) is standing. Normally this means after all opponents have results of Knocked Out, Out Cold, Light Wound, Wound, It's Serious, Gory Death, or have simply fallen unconscious from their wounds. The man left standing can walk away with no interference from his groaning opponents.

If you want to leave a brawl before your opponent is laid out, you need to make a STUNTS roll to escape with impunity.

- **Pass:** Step back 2" from your opponent without penalty.
- **Fail:** Your opponent can choose to keep you in his grip so that the fight goes on, or let you go, but gets a chance to hit you as a free action! He rolls to hit, but you don't roll, so if he succeeds, it's straight to the relevant damage table.



(Cobblestone Castings)

SMACKIN' 'EM AROUND EXAMPLE

Hot Dog rushes in to finish off Doogan, but runs slap into Kevin "Meat-pie" O'Hurley (Roderick uses a Hold Card). O'Hurley (FISTS 4, because he has the Brutal Champ skill) uses a meat-cutter from the kitchen of the ristorante. That's a Deadly Weapon, though the players judge that it's not large enough to gain a bonus on the Deadly Weapons Table. Meat-pie manages to land a blow on Morelli. Howard rolls on the Deadly Weapons Table and scores a 3 – a light wound. Howard marks off 1 on all Morelli's stats. This ends the round.

On his next turn Morelli can fight O'Hurley again, although the run of the cards may mean that the huge Irish brawler gets to attack first. Howard decides use a Hold Card to step back, rolling a 2 on his STUNTS to get away from Meat-pie without getting cut. He then uses his second action to open up on Meat-pie with his Tommy Gun, riddling his body with bullets.

BRAWLING TABLE

Roll	Result	Notes
1–2	Ouch!	That'll leave a bruise.
3–4	Knocked Down	Get up and fight next card. Take one action to stand up.
5	Knocked Out	Down until next Joker is pulled. Take one action to stand up.
6+	Out Cold	Out of the fight. Out for the rest of the scenario, but will be back as good as new in the next game.
+1 for brass knuckles, lead pipes, pistol-whipping etc.		
+1 for kicking 'em while they're down.		

DEADLY WEAPONS TABLE

Roll	Result	Notes
1	Try Harder!	You're fine. Laugh in the teeth of danger.
2–3	Near Miss	You dodge out of danger and take one action to recover.
4	Light Wound	Hit the deck. Lose 1 point in all stats. Take one action to recover.
5	Wound	Take a dive. Lose 2 point in all stats. Take 2 actions to recover.
6	It's Serious	If you ain't dead, buddy, you're close – lose 4 point in all stats. You may move at half speed if you have 2 HITS left, otherwise you are prone on the pavement.
7+	Gory Death	You're messily and completely dead. Everyone who witnesses your death (except Stone Cold Killers) must take a GUTS check at -2. If the corpse is left where the public can see it, raise Public Outrage +1.
-1 for Purse Guns.		
+1 for aimed shot, some high-powered rifles or machine guns, fire axes, meat cleavers, swords etc.		

Intestinal Fortitude: GUTS

“Don’t shoot, G-Men, don’t shoot!”

Attributed to “Machine Gun” Kelly

Test against GUTS when wounded, when a friend is splattered right in front of you, when a serious Bruno gives you The Look, or any other time your courage is tested.

GUTS TABLE	
Result	Notes
Pass	Carry on smiling. Possibly light a cigarette or pour a whiskey sour.
Fail	Nervous: drop back to any cover within 3”, you can’t move forward. Deduct -2 from all ratings until you Get a Grip, man.
Fail by 3+ points	Terrified: run screaming from the scene.

GUTS EXAMPLE

Spats Doogan has to test against GUTS 4 on seeing his pal O’Hurley shot dead in front of him. He rolls a 6 and fails. He forgets about holding the waiter hostage and retreats 3”, stepping back into the kitchen. Assuming that he can avoid Morelli for a moment or so, he will test to Get a Grip on his next activation (-2 GUTS, so he needs a 1 or 2 to pass). He fails on a 4 and runs for a way out of the situation – his big black Packard parked across the alley.



(Cobblestone Castings)



CHICAGO, NO DATE RECORDED

He was in town to do some shows at a theatre on Wabash Avenue. You could expect threats if you had any sort of name and he did. Show business was about making money and he wasn't about to pay off some small-time hoods. Those Black Handers could demand all they wanted. The entertainer knew who to talk to. His manager had contacts. Things could be arranged.

The two extortionists were relaxed as the came through the dressing-room door. It was a piece of cake. Then, suddenly, it wasn't. Capone's enforcer, Machine Gun Jack McGurn was waiting. The boxer-turned-mobster beat them, kicked them, threw them into the alley. One of them had soiled his shiny serge pants.

The entertainer was impressed. How could he repay the hulking enforcer, a gangland legend? McGurn wanted one thing – to play a round of eighteen holes. Bing Crosby loved the game and today he had a new golfing buddy.

“GET A GRIP!”

Those that have failed a GUTS test can regain their composure with the help of a friend. A figure who is not currently under the effects of a failed GUTS roll, in base contact with the coward, may slap him back to normalcy. Test against the scared gangster's GUTS to regain his manhood. This takes an action of the slapper and can only happen once on any failed GUTS check. Without a friend to slap you, you can test against GUTS-2.

- **Pass:** Return to usual GUTS rating.
- **Fail:** Leave the fight for good. The gangster runs for the nearest exit.

“I GIVE UP!”

If a gangster fails his GUTS check while involved in a fight or shootout with cops or Feds, he surrenders. He will throw down his weapons and move towards

the nearest Cop or Fed figure to be handcuffed and taken into custody. The prisoner must be escorted by a policeman at all times, though one cop can handle up to 5 prisoners at the same time. Normal procedure for the arresting cop to take the gangster back to the precinct house, call for backup, or (if this is a large battle) leave him at a designated area under police guard.

If another gangster of the same gang sees his buddy surrender, he must take a GUTS check to see if he, too, surrenders. It is possible for an entire gang to surrender en masse. Cops and Feds are forbidden to fire at gangsters who surrender (other gangs, on the other hand...).

STONE COLD KILLER

A special reputation only available to those figures who have proven themselves on the street. To become a Stone Cold Killer, the figure must perform one of the following actions:

- Roll a 6 on the Deadly Weapons Table three or more times in a single game.
- Roll a 7 on the Deadly Weapons Table.
- Fire the killing shot into the target of a Hit scenario.
- Survive a Showdown scenario.

The player may then roll 1D6:

- 1-3: The Character gains the Stone Cold Killer reputation and may use The Look.
- 4-6: Nothing.

"The Look"

A simple intimidation device available only to Stone Cold Killers. A character with this ability can stare at his or her victim, causing them to take a GUTS-2 test, so terrifying is the effect. Of course, the user must be standing still and doing nothing else. Range is 6", possibly less for short-sighted targets without their glasses. The Stone Cold Killer can only give The Look to one target per action.

MANHATTAN, OCTOBER 1926

Little Augie had enemies. That was why he paid Jack "Legs" Diamond so well. Legs had arranged to have Kid Dropper taken down. He was good at what he did, smart and fast on his feet. No point in having a slow, stupid bodyguard. But that didn't help when the cab slowed down and stopped as they crossed Norfolk St. "Boss. You didn't hail that cab." Orgen seemed surprised. "Goddamn it, I didn't." Well, of course he hadn't.

The door flew open. Louis "Lepke" Buchalter grinned. The Chicago Typewriter fired two bursts. Orgen was dead before he hit the asphalt. Diamond fell beside him. The taxi sped away through the Lower East Side, Gurrah Shapiro at the wheel.

They asked Legs Diamond what he remembered, but somehow the name of Lepke Buchalter had slipped his memory. At least, for now.

Ka-BOOM: Dynamite, Bombs and Hand Grenades

The use of explosives was relatively rare in gangland wars, but occasionally someone felt the need to make a point.

Whenever something explodes (whether a grenade, dynamite, or gasoline), all figures in the blast radius will try to dive for cover, ending up on the ground behind the nearest bit of cover within 6". If not injured in the blast, they will take an action to recover (just like a Near Miss result on the Deadly Weapons Table).

Any use of explosives in public view will raise Public Outrage in a campaign game.

THROWING BOMBS

Thrown grenades/dynamite/etc. are best depicted by having the player flick a wad of paper, piece of chewed gum, or similar small object at his target from the position of the throwing figure. If he flicks more than 12" it's a dud, less than 3" and he's in trouble.

Paradise Times-Dispatch

COCOS ISLANDS, 1938

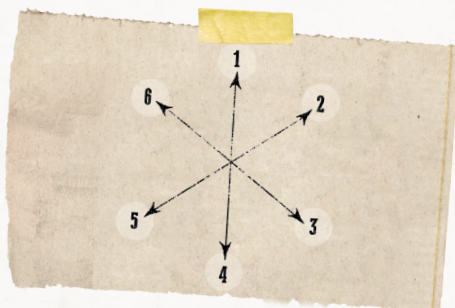
Benny Siegel had finally accepted that it was a wild goose chase. He and the countess should never have listened to the story. A Bowery bum tells you there's \$90,000 buried on some desert island, from some shipwreck – stupid. The Countess DiFrassi had liked the idea, so he'd gone along with it. Maybe he had gone Hollywood, like his Brooklyn

pals said. They'd hired a boat and headed off for the Cocos Islands.

Now, he stood on the beach in a pinstripe suit and two-tone shoes, with a box of hand grenades. One by one, he lobbed them into the jungle, watching the palm fronds fly. You couldn't do this in Brooklyn.

If you would rather roll 1D6, then throwing a grenade or bomb is a -1 GATS roll. If you succeed, place a marker up to 12" away from the throwing figure, in a reasonable place – you can't throw through a wall if there is no window! If you fail, roll 2D6: one is the direction you missed (see Thrown Bomb Deviation diagram below), the other is the distance in inches.

Thrown Bomb Deviation Diagram



BOMB THROWING EXAMPLE

Meanwhile, in another game entirely, Michael "Bomber" Sullivan throws a dynamite bomb at a group of Red Bandanas who are guarding a speakeasy. Roderick flicks a wad of paper at the group and manages to get it within 3" of two gangsters.

Each gangster must make three STUNTS rolls. "Chianti" DiVinci manages to make all three rolls and dives to safety behind a mailbox. "Gimpy" Abrazzi only manages to make one STUNTS roll and rolls for his two hits on the Deadly Weapons Table, putting him out of the game.

Grenades

Everyone within the 3" radius of the grenade rolls three times versus STUNTS, taking one hit for each failure. Roll on the Deadly Weapons Table for the effects of each hit.

Dynamite

Thrown dynamite follows the same rules. One stick is the equivalent of a grenade. Increase the blast radius by 2" for each extra stick in a bundle.

Gasoline

Thrown gasoline bombs follow the same rules, with the following additional rules:

Flammable materials (such as wood, paper or clothing) will catch fire on a roll of 1–5. Wooden buildings will catch fire on 1–3; and brick or stone buildings on a 1. For other things, you'll have to make up your own numbers...

The bomb creates a puddle of flame 1" in diameter which lasts for the rest of the game. It is hazardous to move through, even in a car.

If you want move through the flames on foot, first roll a GUTS test. On a success, you may leap through the flames; on a failure, you need to find another way around 'em. Note that you do not need to worry about other consequences of failing a GUTS check in this instance.

If you drive through a fire, you need to make a GUTS Check at +1 (a car lends a sense of invulnerability). If you succeed, you drive through the flames, but the vehicle may catch fire! Roll another D6: a roll of 6 means that the car has become engulfed in flames. All occupants of the car have exactly one card to flee – the car explodes one card later (see the rules for setting bombs, below). If you fail your GUTS check, the fire counts as a 2-Hazard obstacle (see the Hazards rules on [page 35](#)).

The puddle of flame will produce clouds of thick black smoke, making aiming through it chancy at best. The smoke counts as Light Cover and will reduce SMARTS rolls for scanning an area by -1.

Use of Gasoline bombs in a campaign game has the same Public Outrage results as using Dynamite, with an additional +1 if the fire spreads to a business, +2 if it spreads to a residential building.

SETTING BOMBS

Dynamite bombs may be placed to destroy buildings or cars. The bomb is made of one or more sticks of dynamite. The more sticks, the bigger the bang!

Roll on the bomber's SMARTS to properly cut the fuse and place the bomb.



(Copplestone Castings)

- **Pass:** The bomber declares how long the fuse will burn, in cards. Each time a card for the bomber's gang is turned up, the fuse gets that much shorter. Playing Hold Cards does not affect the fuse on a bomb.
- **Fail:** Roll 1D6 and check the Bomb Failure Table.

Dynamite may also be used to open a safe. One stick is all that is needed for a small, stand-alone safe. A bank vault might need two or three. We'll let you figure it out.

DYNAMITE BOMBS					
Sticks	Radius	STUNTS Rolls	Building Destroyed (Roll D6)	Adjacent Building Destroyed (Roll D6)	Car/Truck Destroyed (Roll D6)
1	3"	3	1	—	Car: Automatic Truck: 1–3
2	4"	4	1–2	—	Automatic
3	5"	5	1–3	1	Automatic
4	6"	6	1–4	1–2	Automatic
5	6"	6	1–5	1–3	Automatic

BOMB FAILURE TABLE		
Roll	Result	Notes
1–3	Dud	A figure may try to re-light the fuse on a SMARTS-2 roll.
4–5	Darn!	reduce effects of explosion to half normal.
6	Oops!	The bomber blows himself up before he can get away. Roll the explosion as normal, centered on the bomber. He may not roll STUNTS...

SETTING A BOMB EXAMPLE

With the guards on the building out of the way, "Bomber" runs to the doorway of the speakeasy and plants a three-stick dynamite bomb to blow up the building. First he must roll against his SMARTS 4 (he's just a Hoodlum, but has the Bomber skill) and gets a 3. He decides that the bomb will go off on the second card – one card for him to get away from the blast radius, then BOOM!

When the bomb goes off, all figures in a 5" radius, including inside the building, must make five STUNTS rolls.

A number of gangsters and an unfortunate number of civilians are killed or injured by the explosion. Sullivan also rolls for the building itself. He rolls a 4, so it remains standing, though badly damaged.

Screaming Wheels!

Cars are important. They are for racing around, shooting out of, climbing onto the roof of, and generally contributing to the mayhem. You can even use them as transport. There are three speeds available.

SCREAMING WHEELS TABLE		
Move	Distance	Notes
Cruising	10"	Sensible motoring, such as you might need while tailing a target, driving out to a little bar in Bay City, or other everyday moving about. Corners and curves slow it down by 1D6".
Speeding	5D6"	Gotta get there fast! Corners and curves cost the highest roll. Corners count as 2 Hazards, curves as 1 Hazard.
Racing	7D6"	Pedal to the metal and go! Corners and curves cost the two highest rolls. Corners count as 4 Hazards, curves as 2 Hazards.

WHO CAN DRIVE?

All native-born Americans between 7 and 70, about half of European immigrants, some others, but not many. And most of those who can, shouldn't.

JACKRABBIT STARTS AND SKIDDING STOPS!

Cars can accelerate from Stopped to Cruising to Speeding to Racing (and vice versa) one speed change per action. Wheel Men can manage two speed changes per action – e.g. from Stopped to Speeding or Speeding to Stopped.

DRIVING EXAMPLE

Spats Doogan fires up his big Packard. Starting from the halt, it can accelerate to Cruising speed, 10" per action. However, since Doogan is a Wheel Man, he can take it to Speeding right away. He rolls 3, 5, 2, 3 and 4 and the big car roars away 17".

On the next action, he moves up to Racing, rolling 7D6" for a total of 28". However, he makes a sharp turn which costs the two highest results, reducing the distance to 16" and counts as 4 Hazards.

HAZARDS

Hazards consist of, well, everything else on the road. Little old ladies on their way to church? They're in the way. Speeding fire-engines, prowling cars looking for emergency doughnut stops, men walking across the street carrying huge panes of glass, pushcarts, dogs, kids playing stickball, the newsboy on the street corner... all are Hazards. And that's ignoring any active participants in today's scene of mayhem.

You have a choice when faced with a Hazard. Either step on the brakes, or try to drive around it.

Each turn, figure out how many Hazards the driver faces. Roll against the character's STUNTS.

HAZARDS TABLE	
Number of Hazards	Roll
1	STUNTS
2	STUNTS-1
3	STUNTS-2
4	STUNTS-3
Pass: Success! Fail: Roll on either the Braking or Swerving table.	

BRAKING TABLE	
Roll	Result
1–2	Reduce one speed level. Skid 45° left for 1D6". If you hit anything, roll on the Crash Table.
3–4	Reduce one speed level. Skid 45° right for 1D6". If you hit anything, roll on the Crash Table.
5–6	Reduce one speed level. Go straight to the Crash Table without collecting \$200.

SWERVING TABLE	
Roll	Result
1	Lose a wing mirror and some paint, but no real damage to anyone.
2	Skid 45° left for 2D6". If you hit anything, roll on the Crash Table.
3	Skid 45° right for 2D6". If you hit anything, roll on the Crash Table.
4	Lose control — opposing player moves you up to 3D6" into anything he likes! Counts +1 on the Crash Table, plus any other modifiers.
5	Roll over — opposing player moves you up to 3D6" into anything he likes — upside down! Counts +2 on the Crash Table, plus any other modifiers.
6	Complete Smashup! Car flies into billboard, goes off cliff, etc. Opposing player moves you up to 3D6" into anything he likes! Counts +4 on the Crash Table, plus any other modifiers.

HAZARDS EXAMPLE

Spats Doogan passes the STUNTS-3 test for making the turn, but then comes unstuck when he runs the red light just as a Macy's van comes through. He tries to evade but the players decides it's a STUNTS-2 roll because of the speed he's going and the fact that it's a damn big truck. Rolling a 6, Doogan fails as he tries to swerve around the vehicle. He rolls a 2, skidding to the left for 2D6". He hits a parked Buick. A nice one, belonging to a little old lady, who just came into town to get a toy train for her grandson.

CRASH!

Roll 1D6. Do a little arithmetic, just so everyone understands that hitting an oncoming truck at 80 MPH is likely to be more painful than clipping a street sign at 20.

CRASH TABLE	
Roll	Result
1-2	Lightly bump object in front – no damage to anyone.
3-4	Crash – car damaged but drivable. Passengers inside car are uninjured. Roll against STUNTS for passengers on running boards or on top of car. On a Fail, roll using the rules for Running Boards, below. No more Racing speed.
5	Crash – car wrecked. Roll on Deadly Weapons Table for all passengers. Car cannot move under its own power.
6	Crash – car blows up, as they do. Roll on the Deadly Weapons Table +2 for injury. Roll against STUNTS to escape from blazing inferno. Fail and you are trapped inside – sorry 'bout that! If it isn't obvious, the car ain't goin' nowhere.

Crash Modifiers

- -1 if you are Cruising and you hit a stationary object, or something going the same direction as you are. Pedestrians and bikes count, since you are bigger than them.
- +1 if you were Speeding and you hit a stationary object or something going the same direction as you are.
- +2 if you were Racing and you hit a stationary object or something going the same direction as you are.
- Oncoming traffic: +1 if Cruising, +2 if Speeding and +3 if Racing. Add the modifiers for both vehicles together. E.g. a Speeding car and a Cruising car hitting head-on would both have +3 on the Crash table.
- If riding a Motorcycle: add an additional +2, dead man

CRASH EXAMPLE

Doogan hits the parked Buick, skidding at Racing speed. He rolls a 1, adding +2 for his speed for a total of 3, which means his car is damaged but still serviceable for his getaway. The Buick isn't really important to the game, so we'll assume that the insurance company will take care of it and move on...

RUNNING BOARDS AND OTHER UNSAFE RIDES

Riding on roofs, running boards, etc., is safe at Cruising speed. Roll against STUNTS if Speeding, STUNTS-1 if Racing. Likewise, if you are climbing between cars, dragging people into the rumble seat, etc.

Each Hazard subtracts -1 from STUNTS. Fail your STUNTS roll and you are flung off of the car. Roll on the Brawling Table if the car is Cruising; the Deadly Weapons Table if Speeding, with a +1 modifier if Racing.

SIMULTANEOUS CAR CHASES

When one car is chasing another, both cars move when either car moves. The active player declares his speed, the other player may match it, or declare a different speed (either faster or slower). Both roll and move their cars at the same time (this rule is meant to simulate the simultaneous and mutual nature of a car chase).



(Pulp Figures)

SHOOTING FROM OR AT MOVING CARS

-1 GATS if Cruising, -2 if Speeding, -3 if Racing. An extra -1 if you are the driver. But just because there's no way to hit anyone, doesn't mean you shouldn't try.

If you rolled any hits against a car, roll 1D6 for each hit:

- **1–3:** You hit somebody inside – roll to see who, then again on the Deadly Weapons Table. The passengers probably need to make GUTS rolls...
- **4–6:** You hit the car. Roll on the Car Hits Table.

The driver of a car that is hit by bullets must make a Hazard Test against GUTS (-2 GUTS if hit by Blazing Away) to see if he flinches or coolly drives away.

CAR HITS TABLE	
Roll	Result
1–2	Struck the bodywork. Nothing to worry about.
3	Engine hit! Moves at half speed (except at Cruising rate, which remains OK) from now on. Roll 1D6 each turn; it stops completely on a 5 or 6.
4	Brake line cut. Cannot slow from current speed except going uphill! All Hazards doubled in difficulty and you can't use the Brake Table. Damn, this is dangerous!
5	Tire hit! Skid 2D6" (random left or right). Car out of action, even if no crash results.
6	Fuel tank! Roll again. 1–3: Gasoline stench – driver tests GUTS, failure counts as a 2-hazard obstacle. Test GUTS for all inside, leap out ASAP on fail. 4–5: Fire – occupants of the car must escape on the gang's next card, or die as the car burns. 6: The car explodes like a gasoline bomb with the force of 2 sticks of dynamite (see page 31). The occupants get to roll Stunts at -2 to escape the explosion.

SHOOTING AT A CAR EXAMPLE

After bouncing off the Buick, Doogan speeds off down the street. The only obstacle between him and safety is Marco "Drop-Shot" Costanza, armed only with a pistol. Marco draws his piece and fires at Doogan's car as it approaches. Rolling a hit on his GATS, he checks to see if it hits the body of the car or the driver. He rolls a 5, hitting the car. He rolls again on the Car Hits Table, getting a 4 and severing the brake line. Doogan cannot slow down!

RUNNING DOWN PEDESTRIANS

You don't need a gun when you're driving a ton and a half of hurtling metal! Whether you mean to mow down a group of gangsters, or accidentally skid into a crowd of civilians, your vehicle is a lethal weapon.

To intentionally hit someone is a one-Hazard maneuver at Cruising, two Hazards at Speeding and three Hazards at Racing speeds.

Pedestrians can try to leap out of the way – test against STUNTS at Cruising, STUNTS-1 at Speeding and STUNTS-3 at Racing. If they make the roll, they end up on the ground with scraped knees, but safe from the car. If they fail, roll on the Deadly Weapons Table: +2 if Speeding, +3 if Racing.

Once you have hit a pedestrian, roll against STUNTS again to keep control of the car: 1 Hazard at Speeding, 2 Hazards at Racing speed. If you fail the roll, roll on the Swerving Table.

RUNNING DOWN A PEDESTRIAN EXAMPLE

Unable (and unwilling) to slow down, “Spats” Doogan aims for “Drop-Shot” Costanza. He rolls against STUNTS-1 (for the two-Hazard maneuver) and makes it – he is on target!

Drop-Shot rolls STUNTS-1 to evade the careening car and misses his roll – he is hit. Checking the Deadly Weapons Table, Spats rolls a 2, raised to 4 by the +2 speed modifier. Drop-Shot is struck a solid blow, smashed and wounded by the car.

Spats now has to make another roll to see if he keeps control of the car. A 6 on his STUNTS roll is not good enough and he loses control. He checks the Swerving Table – a roll of 1 means that he bangs the car up a little more, but gets away.



(Copplestone Castings)

BULLETPROOF CARS

Gangsters like their automobiles and they also value their skins. Vehicles may be armored against gunfire. Small-caliber firearms (up to light machine gun) must make a Confirming Roll.

Due to the weight of the armor, bulletproof vehicles reduce their Speeding and Racing by -1D6 and have a -1 STUNTS modifier when facing Hazards. Fortunately, there are other upgrades to your vehicles...

Confirming Rolls

If you hit a target that requires a Confirming Roll, each hit must be re-rolled and is only confirmed as a hit if you are successful against the original, unmodified GATS of the firer. The driver and passengers will only flinch if the Confirming Roll indicates that they must.

MODIFIED VEHICLES

Souped-up

A good mechanic can tune an engine to get better performance out of it. Souping up a vehicle adds +1D6 to both Speeding and Racing.

Good Suspension

A mechanic can improve the suspension of a car. Good Suspension adds +1 to STUNTS when rolling against Hazards (or removes the penalty for bulletproof cars).

SHOOTING A BULLETPROOF CAR EXAMPLE

FBI Agent Hansen (GATS 4) fires his Tommy Gun at "Red Joe" O'Shaunessy's bulletproof Ford. He rolls 2 hits (after modifiers for speed and Blazing Away). He must re-roll those two hits, trying to roll his unmodified GATS. He rolls 4 and 5, for one actual hit. Note that Red Joe's driver will still flinch due to Hansen Blazing Away, assuming he survives.

TRUCKS

Trucks are slower than cars, but they can carry much more. Trucks can carry three men in the cab and up to 15 men in the bed.

Roll 4D6 when Speeding, 6D6 when Racing in a truck. Suffer an additional -1 to STUNTS or SMARTS when facing Hazards.

Wheelmen may still use their special ability with trucks.

Paradise Times-Dispatch

CHICAGO, MAY 1920

Big Jim was in love. He had married an actress less than half his age and was just back from honeymoon. He was King of Chicago. The money was rolling in, his word was the law and the Mayor listened to his "suggestions". Johnny Torrio, his lieutenant, did most of the day-to-day business for him. Jim had been on top since Ikey Bloom's fall. Torrio kept trying to talk him into the new bootlegging racket, but he'd always done well with the cathouses, the protection schemes, the café on South Wabash Avenue. Best stick to what you know.

Big Jim Colosimo was not expecting anyone to shoot him dead when he walked through the lobby of his restaurant.

It was a hell of a funeral, all right. Judges, a congressman, even an Assistant State DA among the pallbearers. Flowers like you wouldn't believe. It was a shame that the archbishop wouldn't allow Big Jim to

be buried in a Catholic cemetery. Sure, he was a murderer. Sure he made millions off prostitution and extortion. Those things can be overlooked. But Colosimo had divorced and remarried and that was a sin.



SETTING UP YOUR FIRST GAME

**“You dirty rat! You started this.
We’ll end it. You’re as good as dead!”**

Louis “Little New York” Campagna

Now that we’ve shown you how to create mayhem, it’s your turn! For your first game each player should use this basic gang:

- 1 Enforcer
- 4 Hoodlums
- 4 Sluggers

The Enforcer is armed with a Tommy Gun, the Hoodlums are all armed with pistols and the Sluggers with bats, pipes or other hand-to-hand weapons. Roll up skills for your gangsters from the table on [pages 52–53](#).

SAMPLE GANG							
Gangster	FISTS	GATS	GUTS	STUNTS	SMARTS	HITS	Notes & Weapons
Enforcer	4	4	4	4	4	4	Tommy Gun, 1 Random Skill
Hoodlum	3	3	3	3	3	3	Pistol, 1 Random Skill
Sluggers	3	2	3	2	2	3	Bat or pipe

Lay out a board. It can be as small as a card table representing a business and the street outside, or as large as a ping-pong table complete with streets, buildings, alleys, etc. Add civilians going about their business – about as many civilians as gangsters.

Paradise Times-Dispatch

NEWARK, N.J., OCTOBER 1935

Life was good and getting better. Abner "Longy" Zwillman had been a good citizen today. Helpful. He'd directed Charlie "The Bug" Workman and Mendy Weiss exactly how to get to the Palace Chophouse and there the two men had shot Dutch Schultz and his bodyguards. This created a vacancy at the head of the Jersey rackets, which Longy was ideally qualified to fill. He was the only candidate. He'd made sure of that.

Zwillman reached for the phone. It was a toss-up, whether to call his Syndicate ally Meyer Lansky, or to call California. But Lansky would already have heard the news. Instead, he decided to call somebody he'd helped build a career.

Somebody who'd done well, using his money and a degree of talent, of various kinds. He made the call. Jean Harlow was happy to hear that her old boyfriend was doing so well.

One side lays out one group of figures (their Enforcer, all their Hoodlums, or all their Sluggers), the other side follows, until all figures are on the table. Figures can't be placed within 8" and plain sight of their opponents (it's okay to be closer than 8" if out of sight). You can place figures in concealment, but they can't move and remain hidden.

The object of the game is to simply kill or incapacitate all your opponent's gangsters.



(Copplestone Castings)

PUBLIC ENEMIES

"I don't know anything about those people. They were gangsters, weren't they?"

Kiki Roberts, Girlfriend of the late Legs Diamond

The gangs of the Prohibition Era varied from local small timers to very professional organizations affiliated with the national syndicate. Mafia groups were all Sicilian (later extended to all Italians) and followed their own codes, while others were primarily Jewish, Polish, Bohemian or Irish – or a mix of all-of-the-above.

For example, Dion O'Bannon's Chicago Northsiders included Hymie Weiss (Polish Catholic) and Vincent "Schemer" Drucci (Italian), as well as Irishmen. His opponents, the Torrio/Capone gang that became the Chicago Outfit, were an alliance of several ethnically mixed mobs; it was not until the 1950s that "Organized Crime" and "the Mafia" became synonymous.

The Mafia was a Sicilian criminal fraternity built upon a code of obedience and silence. Although it claimed a romantic medieval origin, the Mafia almost certainly dated from the mid-19th century and had members in the United States from the 1890s or before. Initially, the organization was riven with old feuds brought over from Sicily and warred intermittently with the Camorra, an Italian criminal society.

Mafia activities revolved around an extortion-by-threatening-letter scheme called The Black Hand as well as theft, protection rackets and gambling. In the 1920s many Sicilian Mafiosi arrived in America, among them a group sent to impose order on the American Mafia by the bosses at home. This led to a violent and divisive conflict in New York – the Castellammare War, named after a town in Sicily. The war ended with the deaths of the leaders of both factions in 1930–31 at the hands of younger gangsters who wanted to end the old factionalism and incessant feuds based on insults to men's honor in favor of a modern, American business model of profit-oriented crime. The creation of the modern American Mafia is usually attributed to Charles "Lucky" Luciano, in collaboration with Jewish mobster Meyer Lansky, who created the system of regional bosses under a "Boss of Bosses" to minimize conflict and increase business.



Types of Gang

Here are several varieties of (mostly) criminal organization. Note that they are strong on period stereotypes, which may or may not be based on objective truth. These templates can be used to create Not Player Controlled (NPC) gangs for a campaign, or to help theme your own gang.

CRIME SYNDICATE

These are major criminal organization (such as the New York Mafia families or the Chicago Outfit) or their local affiliates. A wide range of hired guns are available – with a strong reliance on hiring out of town talent when needed.

- **Basic Elements:** Hoodlums, Sluggers.
- **Specialist Types:** Enforcers, Torpedoes (e.g. Murder Inc. or Al Capone's American Boys).
- **Purpose:** Take and hold territory. Bring smaller gangs into the organization in a subordinate role.

IRISH GANG

Very tough, good in close combat. Handguns and clubs predominate, with heavier weapons only for Hoodlums and above.

- **Basic Elements:** Hoodlums, Punks, many Sluggers.
- **Specialist Types:** Enforcers, Bombers (ex-IRA).
- **Purpose:** Take and hold territory. Remain on good terms with cousins in the Police Department. Hostile to Mafia and other Italian criminal groups.



(Pulp Figures)

SICILIAN MAFIA (OR NEAPOLITAN CAMORRA)

Loyal, more reliable gunmen. Use firearms including shotguns and Tommy Guns.

- **Basic Elements:** Hoodlums, Punks, many Sluggers.
- **Specialist Types:** Enforcers, Tommy Gunners.
- **Purpose:** Take and hold territory. Hostile to Irish criminal gangs.

CHINESE TONG

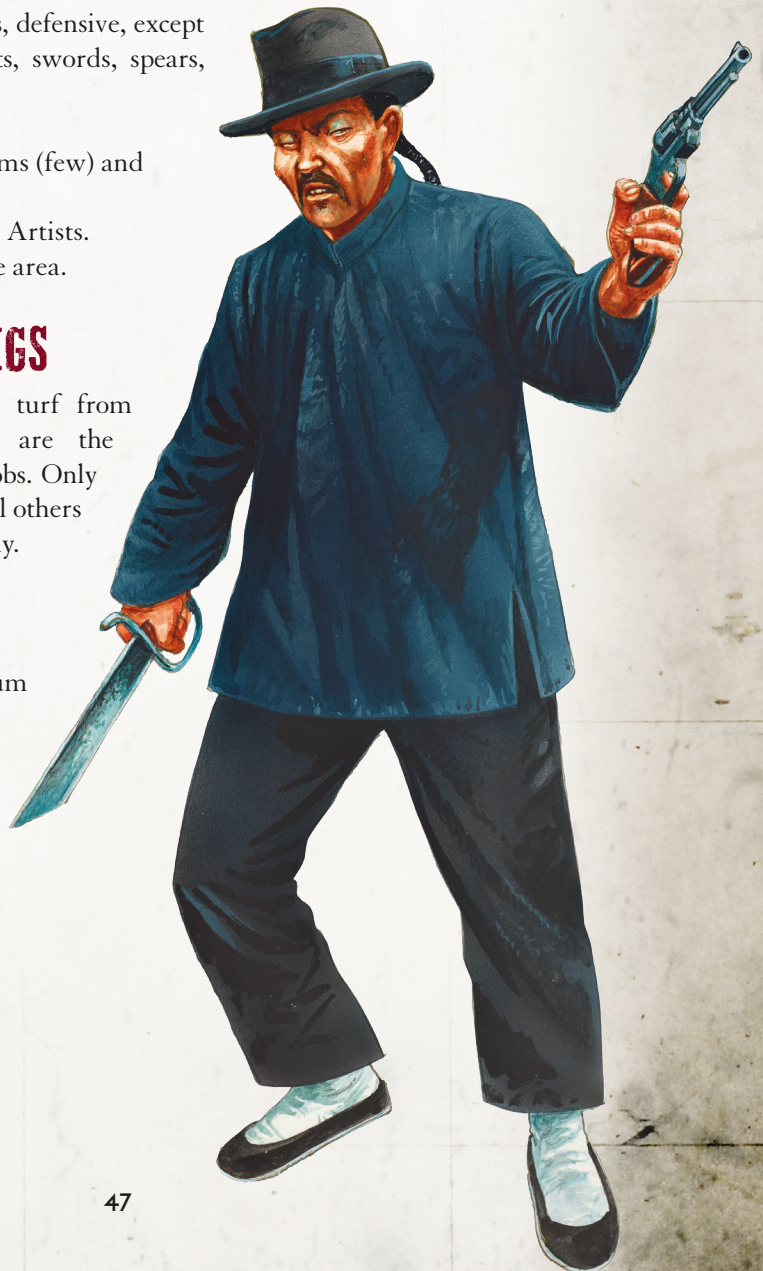
Secretive, strength in numbers, defensive, except against other Tongs. Hatchets, swords, spears, handguns and jingals.

- **Basic Elements:** Hoodlums (few) and Sluggers.
- **Specialist Types:** Martial Artists.
- **Purpose:** Protect Chinese area.

STREET GANGS

Young kids protecting their turf from other street gangs. These are the recruiting grounds for the mobs. Only the leader will carry a pistol, all others use hand-to-hand weapons only.

- **Basic Elements:** Punks, Sluggers.
- **Specialist Types:** Hoodlum (leader).
- **Purpose:** protect their few blocks of turf.





(Cobblestone Castings)

THE COPS

Keepers of the peace. May or may not be bought off by one gang or another. Beat Cops normally patrol singly on foot; prowl cars have two cops, often one Beat Cop and one Rookie. On a raid, each car will carry six cops (1D6 Beat Cops, the rest Rookies). Cops on patrol have their pistols; a prowl car can have a shotgun or carbine. Raids will see the cops armed with rifles, shotguns or Tommy Guns.

- **Basic Elements:** Beat Cops, Rookies.
- **Specialist Types:** Sergeant, Detectives, Crusaders.
- **Purpose:** To arrest the mobsters, or kill them if necessary. To get through the day and return home to their wife and kids. To get the greatest skim they can.

FEDS

The G-Men. Feds always carry a pistol. If they have any preparation time at all, they will appear with any type of gun they wish. Feds are Untouchable – they cannot be bribed. The Feds are called in when Public Outrage (see [page 88](#)) reaches breaking point. They replace one car of cops in raids.

- **Basic Elements:** Agents.
- **Specialist Types:** Crusaders, Top Agents.
- **Purpose:** To destroy criminal organizations.

Your Gang

Gangs have basic requirements to play. Each gang requires a Boss, an Accountant and soldiers – from the sort of stone killers known as Torpedoes down to young Punks good only for minor intimidation and neighborhood legwork.

THE BOSS

The Boss represents you, the player and comes free. You may simply purchase a Boss template Off the Rack ([page 50](#)), roll one up with a free \$25 to spend on a stat or Random Skill, or create your own with a \$225 budget – you must pay anything over \$225.

Gun Moll

Any gangster worth his salt has a Gun Moll hanging on his arm. There are two varieties of Gun Moll: Femmes Fatale and Nice Girls, dependant upon which free skill they choose. See the Skills Table on [page 53](#).

ALL-GIRL GANGS

While the vast majority of gangsters were men, there is nothing to preclude you from having a female Boss, or even an all-female gang! Female gangsters do not get the choice of Femme Fatale or Nice Girl skills for free – that's only for Gun Molls.

Female gangsters do have some advantages – most men will hold doors open for them, not hit them, etc. as long as they are not obviously holding a gun.

THE ACCOUNTANT

You must have one in your gang if you wish to pay off cops, buy city councilmen, judges, etc. An Accountant is also required if you want to run more than one racket; in short, if you want to get anywhere in the world, you need an Accountant. Accountants are not normally sent out on jobs, but may be the target of hits, so are given stats. Note that Street Gangs don't have Accountants...

GANGSTERS

A gang may have as many gangsters, of any ability level and with as many skills, as it can afford.

RECRUITING A GANG

To create a gang, you can: a) buy characters Off the Rack, b) roll up characters, or c) purchase basic Punks and improve them (or any combination). A player may combine all these methods to create his gang (see the example below).

“Off the Rack”

To buy a gangster Off the Rack, just purchase one of the gangster templates below. You may purchase additional stats or skills as below in Buying Punks.

OFF THE RACK								
The Mob	Cost	FISTS	GATS	GUTS	STUNTS	SMARTS	HITS	Notes
Mob Boss	(\$225)	4	4	4	2	4	5	2 Chosen Skills
Accountant	\$100	2	2	2	2	5	3	—
Torpedo	\$300	5	5	5	4	4	4	2 Random Skills* or 1 Chosen Skill
Enforcer	\$200	4	4	4	4	4	4	1 Random Skill*
Gun Moll	\$100	3	3	3	3	4	3	Femme Fatale or Nice Girl
Hoodlum	\$100	3	3	3	3	3	3	1 Random Skill*
Slugger	\$50	3	2	3	2	2	3	—
Punk	\$25	2	2	2	2	2	2	—
* May choose skills (instead of rolling) for an additional \$25 per skill.								

Rolling Up a Mobster

It costs \$100 to roll up a gangster.

Roll 8D6. For every set of 1 and 6 that come up – that’s both a 1 and a 6 – read them as 2 and 5.

Take the best six of the eight results rolled. Decide which result you want to give to each attribute, depending on the kind of character you have in mind. For every 6 that came up (whether modified or not), take a skill. You can randomize that if you like.

The only thing to ensure is that HITS is at least 3 and should generally be close to FISTS in level, because people with tuberculosis seldom hit like Joe Louis.

Buying Punks

A basic Punk costs \$25.

A basic Punk has stats of 2 across the board and no skills. From this base, you may purchase better stats and skills.

IMPROVING PUNKS	
Improvement	Cost
Increase stat to 3	+ \$10
Increase stat to 4	+ \$25
Increase stat to 5	+ \$50
Increase stat to 6	+ \$100
Random Skill	+ \$25
Chosen Skill	+ \$50

WEAPONS AND EQUIPMENT

Your gang needs weapons to wage war. Every figure with a GATS of 3 or more automatically has a pistol and all figures have close combat weapons (fists, bats, pipes, flick knives, etc.).

Additional guns and weapons cost money, just like your gangsters do. You can buy any equipment you want, though it's best to make sure that your gangsters have the skills to use the weapons they are given!

WEAPONS AND EQUIPMENT	
Item	Cost
Tommy Gun	\$200
BAR	\$300
Rifle	\$150
High-powered Rifle	\$300
Carbine	\$100
Pump Shotgun	\$75
Double-barreled Shotgun	\$50
Grenades	\$25 each
Pistol	\$20 (1 free to figures with GATS 3+)
Hand to Hand Weapon	Free
Automobile or Truck	\$200
Fancy Automobile	\$700
Souping up an auto	+ \$150
Good Suspension	+ \$150
Bulletproofing	+ \$500

SKILLS

Throw 2D6. Read them singly, so that a roll of 2 and 5 is read as 2-5. Find the result on the table below.

SKILLS TABLE		
Roll	Skill	Rules
1-1	Bomber	+1 SMARTS to create or place (as opposed to throw) a bomb.
1-2	Boxer	May attack twice per action with bare hands or martial arts.
1-3	Bruiser	+1 to the Brawling and Deadly Weapons tables.
1-4	Brutal Champ	+1 FISTS when he's in a public place and people are watching.
1-5	Cat Burglar	+2 STUNTS for all climbing feats.
1-6	Cold Blooded	Always takes an extra action to ensure that an opponent is down for good. If adjacent to a downed figure for a full round, that figure is automatically killed.
2-1	Crippled	Roll 1D6: 1: -1 FISTS 2: -1 GATS 3: -1 GUTS 4: -1 STUNTS 5: -1 SMARTS 6: -1 HITS
2-2	Drunk/Addicted	Roll 1D6 at beginning of scenario: on a roll of 1-4, subtract -1 from each of GATS, SMARTS, & STUNTS.
2-3	Fast Mover	+3" when Running.
2-4	Gimpy	-1" Movement; -2" Running.
2-5	Gullible	-1 SMARTS when being persuaded or conned.
2-6	Gun Shy	When shot at, all rolls of 1 on the Deadly Weapons Table are treated as 2.
3-1	Hothead	Must attack nearest enemy within 6" in hand-to-hand combat.
3-2	Just Nuts	+1 STUNTS when escaping from opponents by leaping/diving/etc.
3-3	Knife-thrower	+1 GATS when throwing a knife.
3-4	Lucky Cuss	2 re-rolls per game, used only for actions by himself or against himself directly.
3-5	Mack the Knife	+1 FISTS when using a knife hand-to-hand.
3-6	Martial Artist	+1 STUNTS in close combat situations.
4-1	Mean Drunk	When he's got a skinful: +1 FISTS, -2 GATS, +1 GUTS.
4-2	Mumbles	-1 SMARTS when trying to talk to people.
4-3	Not the Face!	Recovery from Knocked Down or Knocked Out results on the Brawling Table requires an extra card (e.g. recover from being Knocked Out on the turn of the second Joker).

4-4	One-Armed Man	Only one arm — certain activities are prohibited, others may require a -1 penalty (STUNTS while driving, etc.).
4-5	Pineapple Man	Can re-do a flick when throwing a bomb or grenade. The second flick stands... If Rolling to throw a bomb, +1 GATS.
4-6	Pistoleer	+1 GATS when using a pistol.
5-1	Real Charmer	+1 SMARTS when persuading people.
5-2	Sharpshooter	+1 GATS when using a rifle or carbine.
5-3	Shotgunner	+1 GATS when using a shotgun.
5-4	Slugger	+1 FISTS when using a club, pipe, baseball bat, etc.
5-5	Snappy Dresser	Costs an additional \$25 (hey, good suits don't come cheap!).
5-6	Spunky Kid	Can re-roll 1 GUTS roll per scenario.
6-1	Squeamish	-1 GUTS when rolling because of your own or a friend's wound.
6-2	Tommy Gunner	+1 GATS using a BAR or Tommy Gun.
6-3	Tough SOB	-1 from wounds against him for first two wounds.
6-4	Two-gun Kid	May fire two pistols per action.
6-5	Wheel Man	+2 to STUNTS for driving feats. Accelerate/decelerate two speeds per action instead of one.
6-6	Player's Choice	Choose your favorite!
Gun Molls (automatic)	Femme Fatale	+2 GATS or FISTS once per episode.
	Nice Girl	Opponents -1 FISTS and GATS when facing her.



(Copplestone Castings)

CREATING A GANG EXAMPLE

Roderick is creating his gang (The Sixth Streeters) with a \$1,200 budget. First he rolls up his Boss. He rolls 4, 3, 3, 5, 6, 6, 1 and 2. The 1 and one 6 change to a 2 and a 5, so the dice read, in order: 2, 2, 3, 3, 4, 5, 5 and 6. He only needs six attributes, so Roderick ditches the 2s. The two 6s rolled means he gets two skills. He also gets an additional \$25 to spend on a skill or stat.

He decides that his Boss, Jimmy "The Nose" O'Donnell, is a scrapper, so allocates his results as shown on the Sixth Streeters roster below. He selects Real Scary and Brutal Champ as his Chosen Skills, spends his free \$25 on a Random Skill roll, getting Tough SOB, and buys a Double-barreled Shotgun for \$25.

He buys an Accountant Off the Rack for \$100.

Every Mob Boss worth his salt needs a Gun Moll, so Sionead is bought Off the Rack for \$100 and upgraded to GUTS 4 for \$25 and with Pistoleer as a Chosen Skill for \$50. He selects Femme Fatale from the two options automatically given to Gun Molls.

Roderick would like to buy a Torpedo for his gang, but he's already spent a quarter of his dough on his command structure. Instead he buys "Spats" Doogan, an Enforcer, as his heavy for \$200, rolling Wheelman as his Random Skill.

Finally, he picks up four basic Hoodlums as soldiers at \$100 each, taking advantage of one rolling the Tommy Gunner skill to raise his GATS to 4 for \$25 and equip him with a Tommy Gun for \$200.

Roderick has spent a grand total of \$1,125 and is ready to control his part of town.



(Copplestone Castings)

THE SIXTH STREETERS									
Name	Cost	FISTS	GATS	GUTS	STUNTS	SMARTS	HITS	Skills	Weapons
Jimmy "The Nose" O'Donnell	\$25	6	5	4	3	3	5	Real Scary, Brutal Champ, Tough SOB	Pistol, Double-barreled Shotgun
Francis Kennedy, Accountant	\$100	2	2	2	2	5	3	—	—
Sionead	\$175	3	3	4	3	4	3	Femme Fatale, Pistoleer	Pistol
"Spats" Doogan	\$200	4	4	4	4	4	4	Wheelman	Pistol
"Dooley" Doolittle	\$325	3	4	3	3	3	3	Tommy Gunner	Pistol, Tommy Gun
"Meat-pie" O'Hurley	\$100	3	3	3	3	3	3	Mack The Knife	Pistol, Knife
"Butcher Jim" Kowalski	\$100	3	3	3	3	3	3	Brutal Champ	Pistol
"Big Tommy" MacDallan	\$100	3	3	3	3	3	3	Mumbles	Pistol

Paradise Times-Dispatch

NEW YORK, 1928

Meyer Lansky didn't advertise. He wasn't flashy, like the Mafia guys. He didn't spend twenty thou on an armored sedan like Capone. You never saw his name in the papers. He treated it like a business and he was doing very nicely. He didn't like it when other guys forgot the rules, flashy hoodlums who watched too many movies about gangsters. Sometimes you had to bring 'em back into line.

Barrett made a bad mistake. He forgot that you were supposed to pass on all the profit. You'd get your cut, sure, but Lansky had to know the numbers. He'd kept some stolen furs and then bitched about how

Lansky got all the money and he took all the risk. It wasn't just dishonesty. It was mutiny. So they took him for a ride and would have shot him in the car, except that it would have got blood on the leather seats. It was a nice car. So they shot him in the street and he didn't die and they tried to poison him in the hospital, but he refused to eat the linguini. And then they took him back.

He was a loyal soldier after that. Which might have been what Lansky wanted all along. And all the other soldiers saw and stayed loyal.

A HAIL OF GUNFIRE

“Shoot the fat man, Mike! Shoot the fat man!”

Mrs. Lottie West gives advice

Gangster scenarios can be as large or as small as you like. At one end, you can have a brief – and clearly one sided – encounter between a man in a barber’s chair and two others with machine guns. You’d need a barber’s shop, a front and back door to street or back alley and that’d be it. Ten minutes playing time, the target wins if he makes it out of either door alive.

At the other extreme, you could have massive gang fights with carload upon carload of gunmen showing up.

We provide several scenarios to make your bones with:

- **Smash and Grab:** Raiding a rival’s business to take Loot and destroy the rest.
- **The Hit:** Gangsters attack an opponent eating lunch, in his car, on the street, etc.
- **The Hijack:** A truckload of bootleg hooch is targeted for new ownership.
- **The Meet:** Two enemies decide to meet to bury the hatchet. They bring their friends.
- **The Raid:** An all-out attack on a business rival’s brewery, gambling house or hotel suite.
- **Show of Strength:** A gang terrorizes a rival’s neighborhood.
- **Showdown:** Two killers test each other’s mettle
- **Rumble:** Low-level violence as two street gangs go at it with knives and clubs.
- **Mean Streets:** This is not a safe neighborhood for a lone car full of hoods!
- **The Police Raid:** It’s time to restore a little Law and Order.
- **Siege:** “Are you coming out, or do we have to go in and get you?”

Scenario Notes

LOOT

Loot is portable wealth, whether in the form of cash, bearer bonds, a truckload of booze, or gems. Each point of Loot is worth \$100 to the gang that controls it at the end of the scenario.

An average business generates 2D6 worth of Loot, although some may be designated specifically to differ from this norm – a jeweler’s store will be wealthier than a corner candy store. Each business will normally have two Hoodlums for each D6 worth of Loot it generates. These come free with the business, but they will not leave the premises – they are guards, not goons.

GANGSTER LEVELS

In some scenarios, “upper level” or “lower level” mobsters are mentioned. Hoodlums are considered the “average” gangster. Mob Bosses, Torpedoes and Enforcers are considered “upper” level gangsters. Sluggers and Punks are “lower” level. Hoodlums can be considered either upper or lower level to make up the numbers.

REINFORCEMENTS BY CAR

If the scenario specifies that reinforcements arrive in a car, you can fit up to 6 men in the car (along with their weapons).

The cars can start at Cruising or Speeding speed, as it is assumed that they are trying to reach the battle in the quickest, but safest, time.

If you want to come on the board at Racing speed, roll a Hazard at -2 to see if the car cracked up before it even reached the table. Sorry, but the streets aren’t really safe at that speed...



(Copplestone Castings)

Smash and Grab

A raid by gangsters on a rival's business.

Attackers

The attacker may allocate any number of gangsters to the raid. They will arrive on the scene in cars.

Attackers are assumed to be armed with appropriate smashing tools: axes, sledge hammers, crowbars, etc. They may use these tools in combat: -1 FISTS (due to the weight of the tools) but +1 to wound on the Deadly Weapons Table.

Defenders

The defender will have the normal guards of the business, plus any additional men assigned to it.

Reinforcements

One telephone is located in the building/business. If a defender spends a whole turn next to the phone, he may call in reinforcements. Each turn thereafter, roll 1D6:

Roll	Result
1	A car with up to 6 gangsters of the player's choice from his gang arrives on the road at the board edge.
2	A car with 1D6 low-level gangsters arrives at the edge of the board.
3	1D6 low-level gangsters arrive on foot on the board edge.
4-6	No reinforcements this turn.

Objectives

The attackers are there to grab whatever they can and smash the rest.

The target business should have 3-6 objectives (stills, roulette tables, sacks of cash, etc.) for the attacker to Smash or Grab.

A gangster spending a turn next to an objective may roll FISTS to destroy it, or STUNTS to pick it up. Objectives meant to be smashed are destroyed on a successful FISTS attack with a smashing weapon (they aren't all that tough, after all).

Objects needing to be grabbed must be taken off the playing area by the attacker to be counted.

Explosives may be used to smash up an operation. This will provoke Public Outrage as per normal (see [page 88](#)).

Length of Scenario

Until one side is wiped out, retreats, or the cops arrive.

Victory

Count the Loot taken away or smashed by the raiders against the un-smashed, un-grabbed Loot left in the building. Whoever has the most Loot, wins!

Campaign Results

Loot taken away by the raiders is added to their bank account. Smashed businesses generate no Loot for 1D6 months.

CONEY ISLAND, APRIL 1931

Luciano knew where and when to find the washroom. He'd strung Joe Masseria along for hours. A long lunch at Scarpato's, in the Sicilian style. Course after course, red wine and cheeses, then a few hands of briscola. The old man liked his cards.

He was washing his hands when the killers came in. Genovese, Adonis, Anastacia and Siegel. A man from each of four organizations. One bullet from every shooter, as arranged. Masseria was old-school; he'd have appreciated the ritual. Albert Anastacia made it certain with a single shot behind the ear.

Lucky Luciano's hands were quite dry as he returned to the dining room. He looked at the white tablecloths, the red wine and spilled blood and the blue uniforms running in. God bless America.





(Cobblestone Castings)

The Hit

This is an attempt to kill a particular target figure. It may be a rival Mob Boss, a city official in the pocket of a rival gang, or even be your own Accountant who was captured by the Feds!

Setting

You can't always predict where a target will become available. Roll 1D6:

Roll	Result
1	One of the target's business establishments (attacker's choice). The defender gets the benefit of the business's guards.
2	A city street. Pushcarts, pedestrians and innocent businesses abound. Public Outrage is assured...
3	A rural road. Empty of traffic, the perfect place for an ambush!
4	A secluded rural location. A farmhouse, clearing in a forest, or similar remote location.
5	A public building (train station, bank, etc.). Lots of citizens; Beat Cops may be already on-board, or be available within 1 round of the first gunshot. Public Outrage is a distinct possibility.
6	A front business staffed only by civilians, such as a restaurant, barbershop, or hot-dog vendor.

Attackers

The attacker may allocate any number of gangsters to the hit. They may arrive on the scene in cars, if applicable.

The attacker must specify a particular individual as the target of the hit.

Defenders

The defender will have at least the target figure. He may have bodyguards assigned to him. A Mob Boss is careful, and rarely moves in public without at least a couple of guards. Other high-ranking gangsters (such as an Accountant or a Moll) may have one or two guards. In a campaign, the player may assign as many guards as desired to a figure, but this will make them unavailable for other purposes. In one-off games, assume that the Mob Boss has two Hoodlums, and other personalities one Hoodlum, accompanying them at all times (unless a result of Suckered! is rolled on the table below, of course...). Civic leaders have the bodyguards assigned as per [pages 84–85](#). Additional forces from the table below are in addition to these starting bodyguards.

At the beginning of the scenario the defender may roll 1D6:

Roll	Result
1	He may add any 1D6 + 1 figures from his gang to his forces.
2	He may add an additional 1D6 + 2 low-level gangsters from his gang to his forces.
3	He may add any single figure from his gang to his forces.
4	He may add 2 additional low-level gangsters to his force.
5	The target is alone with his regular bodyguards.
6	Suckered! The target arrives alone at a romantic rendezvous, business meeting, barber shop, or similar supposedly-safe environment. He doesn't even have his basic bodyguard complement.

Objectives

Kill the target figure.

Length of Scenario

Until the target is dead, the attackers are driven off, or the cops arrive.

Victory

If the target is rubbed out, the attacker wins. If he survives (even if wounded), the defender wins.

Campaign Results

If the target is rubbed out, the owner will probably have to replace him.

If the target is the Mob Boss, then a lieutenant takes over the gang, but there are three major downsides: gangsters may defect, city officials look for other opportunities and businesses may decide to go it alone.

Roll against SMARTS for each gangster to see if he sticks around. On a failure, the gangster defects to another organization. This may be random, or to the strongest faction in play. Decide this according to the situation.

Roll against SMARTS for each city official owned by the gang. On a failure, the official entertains proposals from other gangs – he leaves the gang’s employ for at least a month.

Roll against GUTS (3, unless otherwise agreed) for each business the gang controls. On a success, the business owner decides it’s safe to leave the gang. The business becomes independent (at least for a little while...).

Hijack

Your gang has found out the schedule of a truck full of something useful (booze, surplus military hardware, etc.). Easy pickings!

Setting

A street or road. It could be in the city, in the farmlands outside the city, or deep in the wild countryside.

Attackers

The attacker may allocate as many gangsters as he wants to the hijacking. They probably want to have cars, just in case the truck tries to run for it.

The attacker may block the road with something suitable – a fallen tree in a rural area, a “stalled” car in the city.

Defenders

The truck has a Slugger as a driver and a Hoodlum riding shotgun.

The defender may have gotten wind of the leak and assigned more guards. Roll 1D6:

Roll	Result
1	He may add any 1D6 +1 figures (and suitable cars) from his gang to his forces.
2	He may add an additional 1D6 +2 Hoodlums or Sluggers (with cars) from his gang to his forces.
3	He may add any single figure from his gang to his force. He rides in the back of the truck.
4	He may add 2 additional Hoodlums or Sluggers to his force. They ride in the back of the truck.
5–6	“They wouldn’t dare!” No additional guards.

Objectives

The attackers want to take the truck and its contents back to their boss, without losing too many mobsters doing it. The truck is carrying 1D6 points of Loot.

Length of Scenario

Until clear ownership of the truck is established.

Victory

Whoever controls the truck when it leaves the board is the winner.

Campaign Results

The Loot (or whatever) from the truck is added to the gang's treasury.

The Meet

Rival mobsters meet to discuss their differences. Both bring “friends” to ensure their safety.

Someone needs to suggest a topic of discussion – ownership of a particular business, a treaty against a third gang, peace between gangs, etc.

Setting

Some neutral place – the Paradise Raceway, a restaurant not owned by either gang, a deserted farmhouse, a public park, etc.

Attackers and Defenders

Usually the two negotiators (they'd be well served to have high SMARTS!), plus a number of bodyguards determined beforehand by mutual agreement. Treachery is not only possible, but a near certainty!



(Cobblestone Castings)

Objectives

To resolve the problem in their favor.

This scenario doesn't have to end in gunfire (but what's the fun in that?).

If both players are willing to discuss their problem peacefully, they can make whatever arrangements they want. If one side is from a Not Player Controlled (NPC) gang, then roll SMARTS against SMARTS to decide which side "wins".

To determine the SMARTS of the NPC Boss, roll 1D6:

Roll	SMARTS
1	3
2-4	4
5	5
6	6

Length of the Scenario

Until the negotiations are finished – one way or another.

Campaign Results

The gangs should probably honor their agreement. For at least one campaign turn...

The Raid

This is the basic "take over a rival's business" scenario.

Setting

Usually the place of business. This may be a cigar store covering a gambling parlor, a soda fountain fronting for a house of ill repute, or the marshalling yard of a trucking company.

Attackers

The attacker may allocate as many gangsters as he wishes to the raid.

Defenders

The business will have its normal defenders (2 Hoodlums per D6 Loot), plus any others sent to guard the business by the player. There are also the normal civilian employees and possibly clients.



Reinforcements

One telephone is located in the building/business. If a defender spends a whole turn next to the phone, he may call in reinforcements. Each turn thereafter, roll 1D6 as in the Smash and Grab scenario (page 58).

Objectives

Kill or drive off all guards. Try not to kill civilian employees (you'll need them to run the business for you!).

Length of Scenario

Until one side or the other is wiped out or gives up ownership and retreats.

Victory

Whichever side controls the entire building or game area is the winner

Campaign Results

The winner of the scenario gets the business. There may be a month or two of clean-up needed depending on how badly the infrastructure or personnel were damaged.

Show of Strength

An invasion in large numbers of enemy territory to kill as many of their guys as possible. The defenders start with few men, but reinforcements arrive piecemeal.

Setting

The city hangout of the defender's gang. Ideally this should include several square blocks of buildings, streets and back alleys.

Attackers

The attackers may allocate as many gangsters to the invasion they wish. "All" is as good a number as any, armed as heavily as possible, with cars to transport them to and from the fight.

Defenders

The defender starts off with only a few mobsters on the board and only low-level ones at that.

At the start of the game, the defender may set up 1D6 Punks and 1D6 Sluggers from his gang. If he doesn't have enough Punks and/or Sluggers, too bad. He can set up all that he has.

Reinforcements

There is no need to define any telephones; your Boss (or maybe an underboss – someone, anyway) will be getting plenty of calls. Each round, roll 1D6 to see what reinforcements the defender gets:

Roll	Result
1	A car full of heavily armed upper-level mobsters arrives on the street at the edge of the board.
2	A car with one heavily armed upper-level mobster and 5 Hoodlums arrives at a street at the edge of the board.
3	A car full of Hoodlums arrives at the edge of the table.
4	1D6 lower-level gangsters arrive on foot at a table edge.
5	1 gangster of any type arrives on foot at the table edge.
6	Members of the local street gang join in. 1D6 Punks appear on the board in any location the defender wishes. These are free figures and are not from the defender's gang. On the other hand, they are only armed with cheap hand-to-hand weapons (baseball bats, flick knives, etc.).

If all his gangsters of a particular type are already on the board (or dead), the player should use the next-lowest level of mobster. If all the player's gangsters are on the table, too bad; he doesn't get any more reinforcements unless he rolls a 6.

Objectives

Cause as much mayhem and destruction to the opposing gang as possible and escape before the cops come.



(Copplestone Castings)

Length of Scenario

Until all the attackers are killed or retreat, or the cops appear in overwhelming force and arrest everyone involved.

Victory

Both players count up the number of each type of gangster killed:

Type	Points
Punk	1
Slugger	2
Hoodlum	4
Enforcer	8
Torpedo	12
Gun Moll	4
Accountant	4
Boss	9

Compare the death tolls. The player who killed twice as many points of gangsters as his opponent wins. It is quite possible that there is no winner.

Campaign Results

The object of the scenario is simply to eliminate as many defending gang members as possible – those gangsters sent to the hospital (or morgue) are the normal benefits of the Show of Strength.

Public Outrage is increased by 2 for such a large and public battle.

Showdown

A last-man-standing fight between two characters. Someone's gotta prove who's the better man.

Setting

Wherever the attacker happens to meet up with the defender. It may be a secluded spot agreed upon by both parties – almost like an old-time duel – or a chance encounter on a crowded street.

Attackers and Defenders

Each gang has a Mob Boss, Enforcer or Torpedo.

Objectives

Kill your opponent.

Length of Scenario

Until one figure is killed or driven off.

Victory

Whoever isn't dead or driven off is the winner.

Campaign Results

The death of an important enemy gangster is benefit enough. The killer may roll to see if he gets the reputation as a Stone Cold Killer and The Look. Public Outrage may or may not go up, depending on the situation.

Rumble

A spontaneous clash between low-level Punks – mostly armed with hand-to-hand weapons and a few handguns. A street gang wishes to make an impression on the local organization and attacks another street gang to show their willingness to do whatever it takes.



(Copplestone Castings)

Neither player need use any of their gangsters in this scenario – they are trying to join his gang, after all!

Setting

A vacant lot, the middle of the street, or a public park.

Attackers and Defenders

Each player has 1D6 Punks and 1D6 Sluggers, all armed with hand-to-hand weapons, and one Hoodlum armed with a handgun as the leader.

Objectives

Force the opposing gang to retreat.

Length of Scenario

Until one side is out of action or retreats, or the police arrive.

Victory

Whoever drove off their opponent wins. If the police show up, nobody wins!

Campaign Results

The player who wins the rumble may recruit 1D6 figures (Punks or Sluggers) into his gang for free. Roll 1D6 for each figure:

Roll	Result
1–4	Punk.
5–6	Sluggers.

Mean Streets

Gang members must cross a rival's territory. This may happen on the way to or from a job, or simply by turning down the wrong street. Depending on the number of defenders, this may be an opportunity for some drive-by mayhem, or a desperate attempt to get back to safe territory.

This scenario is not usually planned for. The defender may call for a Mean Streets scenario if the attacker is staging a Raid and must pass through, or close to, the defender's territory.

Setting

A city street. It should be at least 24" long. Be sure to include lots of Hazards to

slow down the attacker's car – pushcarts, innocent civilians, cars and trucks, kids playing stickball...

Attackers

One car full of fully armed low-level gangsters. Roll 1D6: on a 1 you may substitute a high-level gangster for one of the passengers. The car starts at Cruising speed at the edge of the board.

Defenders

Members of the enemy gang who just happen to be around. Roll 1D6:

Roll	Result
1	1D6 Punks, 1D6 Sluggers, 1D6 Hoodlums, 1 Enforcer.
2	1D6 Punks, 1D6 Sluggers, 1D6 Hoodlums.
3	1D6 Punks, 1D6 Sluggers, 1 Hoodlum.
4	1D6 Sluggers, 1D6 Hoodlums.
5	1D6 Hoodlums.
6	1D6 Sluggers.

No-one is armed with anything more powerful than a pistol.

Reinforcements

Roll 1D6 each turn as the call goes up and down the street to see what reinforcements are available to the defender:

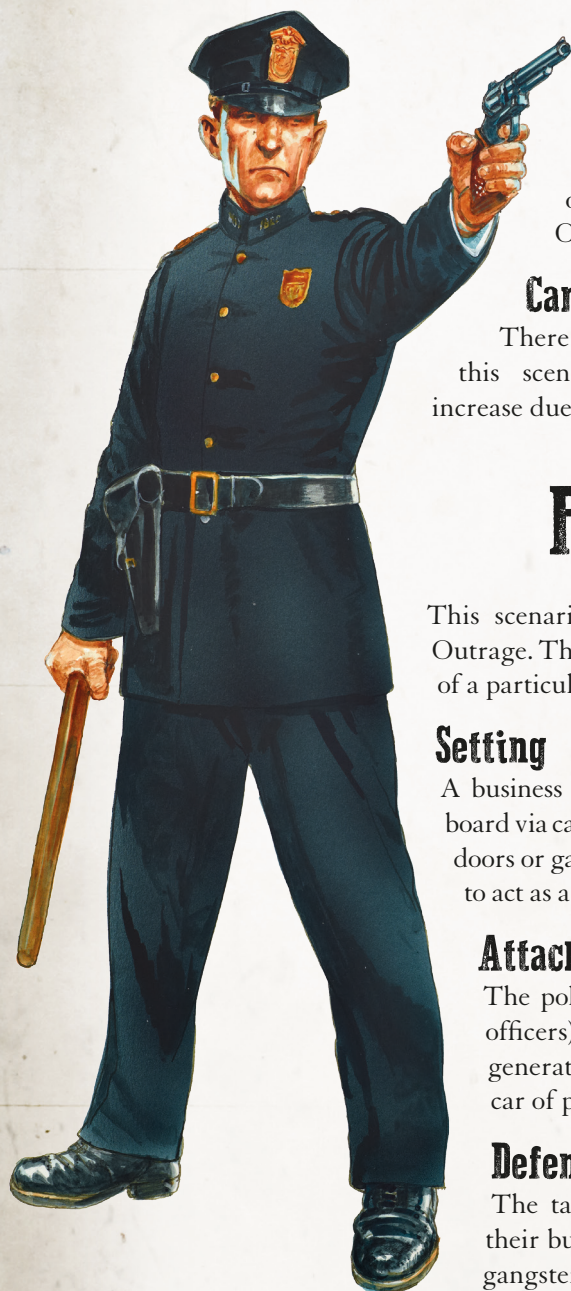
Roll	Result
1	A car full of low-level gangsters with an Enforcer shows up behind the attacker's car.
2	1D6 Hoodlums appear anywhere on the street (from their apartments).
3	1D6 Sluggers appear anywhere on the street.
4	1D6 Punks appear anywhere on the streets.
5–6	Nothing.

Objectives

Survive and leave the board by the opposite table edge.

Length of Scenario

Until the attackers leave the board or are killed.



Victory

If the attacker manages to drive his car off, or walk at least one of his gangsters off, the opposing table edge, he wins. Otherwise, he loses.

Campaign Results

There is no campaign advantage to winning this scenario. Public outrage will probably increase due to the number of civilians around.

Police Raid

This scenario may be run as a result of Public Outrage. The police stage a raid against one business of a particular gang.

Setting

A business run by the gang. The police enter the board via car on turn 1. If the business has reinforced doors or gates, the police may commandeer a truck to act as a battering ram.

Attackers

The police will allocate 1 car full of Police (6 officers) for each 1D6 of Loot that a business generates. If the Feds are in town, replace one car of police with a car of 5 Feds.

Defenders

The target gang has the normal guards for their business (2 per 1D6 Loot), plus any extra gangsters that they have allocated to guard the business.

Objectives

The police are there to close down the business. They may do this by killing all the gangsters, forcing them to flee, or arresting them.

Length of Scenario and Victory

The gangsters may surrender at any time, losing the scenario.

If the gangsters are reduced to one gangster per point of Loot, they will try to make an escape. They may fire at officers in their line of retreat, or return fire on officers that are shooting at them, but must attempt to reach the edge of the board (and disappear into the streets) in the most expeditious manner. They have lost the scenario and their gang loses that particular racket.

If the police are reduced to 2 officers per car, they will attempt to withdraw. They have lost the scenario. All officers will try to reach their cars as quickly as possible. Once all mobile officers are at their cars, they will exit the board.

Campaign Results

If the gangsters surrender, the Public Outrage is mollified. Reduce Public Outrage by -1. The gang loses that particular business (it becomes independent).

If the gangsters try to escape (successfully or not), their gang loses that particular business. Do not reduce Public Outrage.

If the police withdraw, increase Public Outrage by +1 and the gang that shot up the police loses some of their contacts. Roll SMARTS for any Police or Judges the gang controls. Failure means the official refuses to have anything to do with that gang (at least until the heat cools down). The gang keeps the racket.

If the gangsters try to escape or surrender after the Police begin withdrawing, but before they have left the premises, the police still win. The gang loses the racket and may lose contacts. Public Outrage is reduced by -1.

Siege

Someone is holed up in a building and the attackers are going to get them out, one way or another. This scenario is usually the result of a botched Raid or Police Raid, where the defenders have gotten wind of the attack and have made preparations.

Setting

A building, somewhere. This may be a business of the defenders, or a secluded hotel deep in the woods. Hazards on the roads make it difficult for reinforcements to race up to the fight and there may be civilians around (at least for the first few turns...).

Attackers

The forces assigned to a Raid or Police Raid.

Defenders

As for Raid or Police Raid.

Reinforcements

Both the attackers and defenders may call for reinforcements in this scenario. Reinforcements appear on appropriate table edges outside of the besieged building, leading to gun battles outside as the defender's buddies try to break the siege.

Both sides may roll 1D6 for reinforcements each turn:

Roll	Result
1	A car with up to 6 gangsters of the player's choice arrives on the road at the board edge.
2	A car with 1D6 low-level gangsters arrives at the edge of the board.
3	1D6 low-level gangsters arrive on foot on the board edge.
4-6	No reinforcements this turn.

Objectives

Kill (or arrest, if Cops or Feds) the defenders. Don't let them get away and don't let them stay holed up!

Length of Scenario

Until the attackers meet their objectives, or are driven off by the defenders, or the police arrive with massive force (including National Guard troops, if necessary).

Victory

Did the attackers kill (or arrest) the defenders? They win! If not, they lose.

Campaign Results

The location of the siege may or may not be damaged, but public outrage goes up by +2 for such blatant gangsterism.

A HELL OF A TOWN

"I own the police."

Johnny Torrio

Paradise, Illinois, an imaginary city about two hours' drive from Chicago, is an industrial and port city with a mixed population of assimilated Americans, Italians (primarily Sicilian), Irish and Eastern Europeans (both Jews and Christians) with small Chinese and African-American communities. Prior to Prohibition, Paradise was known for its breweries.

The city government is ineffective and corrupt by tradition, the police force especially so. The Police Department is divided into three precincts. The 1st precinct covers the neighborhoods of St Mary's (Cabbageville), Riverside and the docks, dealing with the largely Irish west side and the mixed waterfront areas. The 2nd covers the Black/Sicilian/Irish slums of Hell's Basement, the more established Italians of Little Sicily, the prosperous Cedar Hill and the Jewish/Polish/Czech area of Lincoln Heights. The 3rd covers Downtown (the main business and entertainment area), Chinatown, the rough industrial area known as Southbridge, the Racetrack and Oak Bluff, a once-Anglo area now increasingly popular with prosperous immigrants.

Starting the Campaign

Before the campaign starts, the players must buy their gangs, decide on their beginning businesses and determine what other gangs might be in the city.

Each player should be given an amount of money (\$1,000 is a good start) to purchase a gang. They will also start with businesses worth a total of 4D6 in monthly Loot (see Rackets, [page 92](#)). Each player must choose a neighborhood as their base.



(Pulp Figures)

STARTING GANGS

Paradise is rife with gangs at the start of the campaign, but no single gang is dominant over the others. Besides the players' gangs, there are Not Player Controlled (NPC) gangs which also control businesses in various neighborhoods.

If you have four or more players, there need not be any NPC gangs if you don't wish, or you may have 1–2 NPC gangs. The Chinatown Tongs are a viable player-controlled gang.

If you have three players, The Chinatown Tongs can be played, but are most often an NPC faction. There should be an additional 2–3 NPC gangs in the city.

For two players, NPC gangs include the Chinatown Tong plus 2–4 other gangs.

For solo play, choose 3–5 NPC gangs.

Campaign Turns

The campaign turn is 1 month long. Each month, each player may take some or all of the following actions:

- Collect the Loot from each business you own.
- Pay off the cops for each of your businesses.
- Pay any city officials you currently control.
- Try to buy a city official.

- Heal any injured gangsters.
- Allocate your gangsters – you can send them on raids or assign them to defend a particular business. You can send some to “negotiate” with independent businesses to persuade them to join your organization.

Players announce to each other (or to the Umpire, if you have one) what their gangsters will be doing: which businesses they are going to raid, hits on rivals, etc.

Players then set up and play the scenarios suggested by the activities: a Hit on their rival's Accountant, for instance, or Hijacking trucks full of booze from Canada. Players should feel free to mix up the scenarios – perhaps use the Raid scenario to make a Hit in a speakeasy, or the Hijack scenario as a Raid on a trucking company.

The campaign lasts until one gang has made itself the undisputed master of all the rackets in the city.

CHICAGO, NOVEMBER 1924

Maybe it was making all those wreaths for Mike Merlo's funeral. Maybe he just forgot he was a gangster first and a florist second. Maybe he just didn't believe it could happen to him. Deanie had a lot of confidence in himself.

The big guy came in with two smaller men. The order had come in last night. Dion “Deanie” O'Bannion had the floral arrangement ready. It was nice work. “You come for Mike's flowers?” O'Bannion offered his hand. The big fellow reached out his own. Then it wasn't flower store business anymore. The guy gripped Deanie's hand tight, yanking him off balance and as he did so, the others pulled their guns. Six bullets into the Irishman, the last to the head. He lay among his own cuttings. They left the wreath behind them.

Spending Loot

Each point of Loot is worth \$100. Loot can be gained from running your businesses, or by grabbing it during a scenario.

You may use Loot to upgrade your gang by buying more gangsters or better equipment, upgrading your gangsters, hiring Muscle for a one-time job or buying city officials.

GANG REPUTATION

A gang gets +1 to its Reputation for every each \$500 that it has in the bank (i.e. not spent on gangsters, payoffs, weapons, etc.).

Reputation is necessary when hiring muscle or buying city officials. Neither the Mayor nor out-of-town Torpedoes want to deal with two-bit hoods!

WEAPONS AND CARS

Simply purchase these as you wish. BARs, grenades and Tommy Guns are available from Government auctions of surplus material, pistols, rifles and shotguns are available from any sporting goods store, or even the Sears and Roebuck catalog. There is rarely a time that a gang can't purchase whatever it wants.

Cars and trucks may be purchased, or stolen with a SMARTS roll.

RECRUITING GANGSTERS

Simply pay the money and take a goon Off the Rack ([page 50](#)), or roll him up. There is an infinite supply of all types of gangsters.

SCHOOL OF HARD KNOCKS

You can upgrade your existing gangsters by buying stats or skills for them.

SCHOOL OF HARD KNOCKS	
Raising a stat from	Cost
2 to 3	\$10
3 to 4	\$15
4 to 5	\$25
Random Skill	\$25
Chosen Skill	\$50



(Copplestone Castings)

HIRING MUSCLE

Sometimes your own gang just can't handle a job. Time to get outside help! Gangs may hire muscle to help them in specific scenarios. Any type of gangster can be hired – from groups of Punks to provide numbers, to Torpedoes to provide expertise.

To hire a gangster (or group) the gang must have a minimum Reputation. To hire another increment of the same type of gangster, a gang must have +1 Reputation – i.e. to hire 6–10 Punks, a gang must have at Reputation of at least 2.

Hired Muscle only hangs around for one scenario, then it goes back to wherever it came from and can't be re-hired for at least the Minimum Reputation in scenarios – if you hire a Torpedo for one game, you may not hire any Torpedoes for the next 5 scenarios.

OUTSIDE MUSCLE		
Gangster	Price per Figure	Minimum Reputation
Punk (up to 5)	\$10	1
Slugger (up to 5)	\$15	1
Hoodlum (Up to 5)	\$20	2
Enforcer (up to 2)	\$50	3
Torpedo (1)	\$100	5
Each Additional Group	–	+1

HIRING MUSCLE EXAMPLE

The Sixth Streeters want to hire some muscle for a raid on the Syndicate. Their reputation is 6. They may hire up to 30 punks, 30 Sluggers 25 Hoodlums, 8 Enforcers and 2 Torpedoes – if they can afford it!

GANGLAND FUNERALS

When a prominent member of your “Benevolent Association” dies, it is considered right and proper to give him an extravagant send-off. Even other “Benevolent Associations” will vie to send the most lavish flower arrangements to show their respect.

A gangland funeral costs upwards of \$500 to do in the proper style. The funeral procession of dozens of long black cars, the flowers, the free food for the community... it all adds up.

A gang that throws a proper funeral (spends \$500) gains 1 point of Reputation permanently. For every \$200 spent after the first \$500, the gang gains another point of Reputation.

Other gangs may also get in on the act. Each other player may secretly write an amount of money they will pay for flowers. All players then reveal their bids simultaneously and each deducts the cost of their flower arrangements from their current bank account. The gang that sends the most lavish arrangement gains a point of Reputation as well. Figure that the funeral cortege will consist of one car for each \$200 spent on the funeral and flowers.

Note that funerals are considered neutral ground and no action is expected (or tolerated).

INFLUENCING PUBLIC OPINION

Gangs can spend money to bring down the Public Outrage (see [page 88](#)) by throwing neighborhood parties, funding soup kitchens and the like. Each \$500 spent on Influencing Public Opinion reduces the Public Outrage number by -1.

HEALING AND HOSPITALS

Injured gangsters need time to rest and recuperate. A friendly sawbones is assumed to be available to treat wounds quietly, though more serious injuries really need the aid of a hospital (note that doctors in Paradise are not required to report gunshot wounds to the Police).

Add up all the stats your gangster has lost due to wounds from the Deadly Weapons Table.

Wound	Stats Lost
Light Wound	6
Wound	12
It's Serious	24

HEALING TABLE			
Type of Care	Stats Regained per Month	Cripple Roll Modifier	Cost per Month
Self-Care	4	+4	\$0
Doctor Visits	6	+2	\$50
Hospital	8	+1	\$500
In-Home Doctor	8	—	\$1,000

HEALING EXAMPLE

"Gorilla" Johnson takes a Wound during a gun battle, losing 2 points off of each stat.

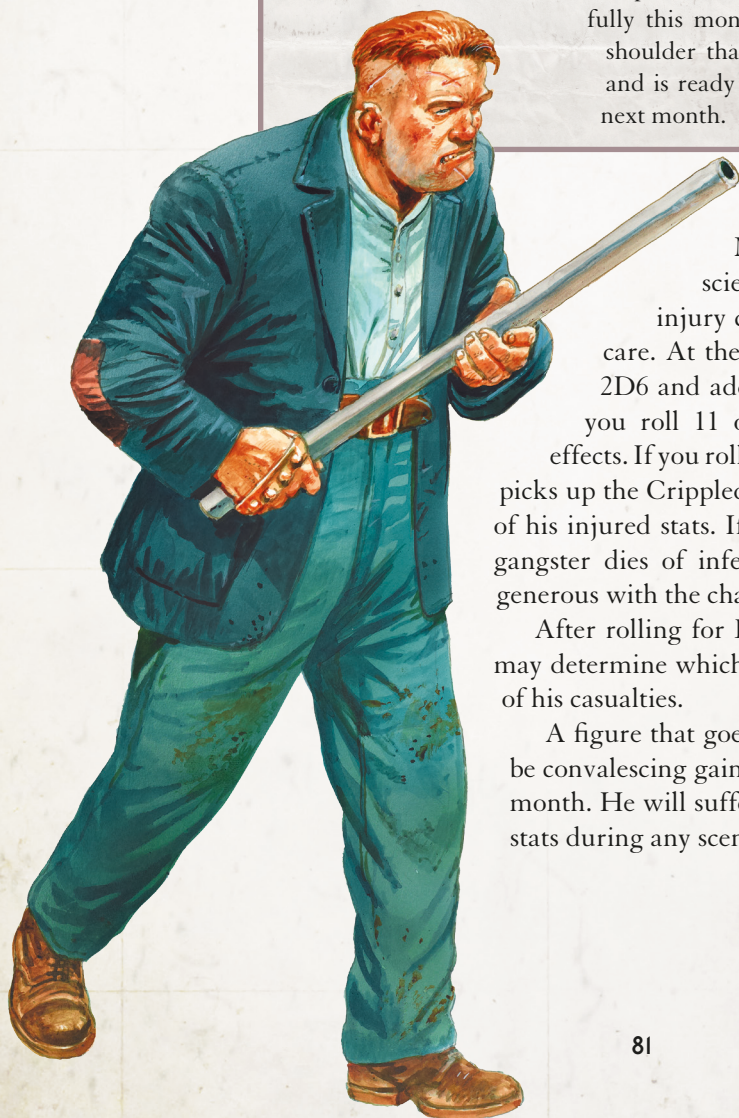
His player doesn't have much dough at the moment, so he'll have to make do with doctor visits.

At the beginning of the month we check to see if he gets crippled or dies: he is visiting the doctor (Cripple Roll +2), so must roll 9 or less to remain healthy. He rolls an 8, so is safe this month.

Doctor Visits allow him to heal 6 points worth of stats; he decide to heal HITS and GATS fully (4 points) and GUTS and FISTS 1 point each. If he went out on a job, he'd have 1 point off of GUTS and FISTS and 2 points off of STUNTS and SMARTS.

The next month he is still visiting the doctor and this time he rolls a 10, so his Cripple Roll is 12 – he is Crippled. The player must choose from the four stats that are still injured, and decides to lose 1 point of

FISTS permanently. However, he heals up fully this month (except for that bum shoulder that still has the slug in it) and is ready to go back to the streets next month.



Medicine is not a foolproof science and death or a crippling injury can occur even with the best of care. At the beginning of each month roll 2D6 and add the Cripple Roll modifier. If you roll 11 or less, the patient has no ill effects. If you roll 12 or more, then your gangster picks up the Crippled flaw, losing a point off of one of his injured stats. If you roll boxcars (two 6s), the gangster dies of infection (and we're being really generous with the chance of death, here!).

After rolling for Death or Crippling, the player may determine which stats heal this month for each of his casualties.

A figure that goes out on a job when he should be convalescing gains no benefits from healing that month. He will suffer the current effects of his lost stats during any scenario.

Buying Better Friends

“Bribe everyone.”

Johnny Torrio

The government of Paradise is as corrupt as any in the country. Everyone knows it and everyone knows nothing can be done about it – except take advantage of it!

Gangsters may buy influence among the city’s rulers. A gang’s Reputation will determine the level of public official that the gang can buy. Some individuals may be bought by more than one gang – Paradise officials are notoriously venal. The cost listed below is the basic monthly payoff for the official, who will certainly accept more, if offered.

If two or more players control the same official and a decision must be made by that official, all players involved should roll 1D6, high roll wins.

OFFICIAL PAYOFFS			
City Official	Monthly Payoff	Minimum Reputation	SMARTS (roll 1D6)
Mayor	\$1,000	6	1-3: 3 4-5: 4 6: 5
Judge	\$750	5	1-3: 4 4-5: 5 6: 6
Councilman	\$250	4	1-4: 3 5-6: 4
Police Chief	\$750	5	1-3: 3 4-5: 4 6: 5
Police Captain	\$500	4	1-4: 3 5: 4 6: 5
City Editor	\$1,000	4	1-4: 4 5-6: 5
Reporter	\$100	2	1-4: 3 5-6: 4

Paradise Times-Dispatch

CHICAGO, JUNE 1930

People just don't expect some things to happen. You walk up to a man in a crowded station underpass, shoot him in the head and make your escape. Nobody quite believes it. It's easy when you are dressed as a priest. It's a good Catholic town.

The witnesses recalled a tall, blond man in clerical garb. He came up behind Jake Lingle at Randolph and Michigan Avenue.

Lingle was the *Tribune's* ace investigative reporter and the paper was furious about the hit. Then it was embarrassed, as the facts came out. Lingle had been a friend to mobsters. He owed Capone a hundred grand in gambling debts. He made threats to people who didn't appreciate that kind of talk. Neither Scarface nor Bugs Moran took well to extortion.

The cops arrested a man called Leo Brothers for the slaying. He got only fourteen years for a cold-blooded murder. A Chicago jury could recognize a fall guy when they saw one.



(Copplestone Castings)

Hizzoner the Mayor of Paradise

He may be bought by any number of gangs.

Benefits

- +3 to Something Must Be Done rolls.
- May hire and fire the Police Chief and Captains.
- The Mayor has 4 Beat Cop bodyguards

City Councilors

There are 12, one for each district in the city. Each City Councilor may only be bought by a single gang.

Benefits

- +1 to Something Must Be Done rolls.
- A City Councilor may request a police escort (two officers) if he feels his life is in danger.

Judges

There are three Judges in Paradise. Each one may be bought by only one gang.

Benefits

- +1 to Something Must Be Done rolls.
- Will release any number of arrested gang members for an extra \$50 each.
- Each Judge may request a police escort (one car of officers) if he feels his life is at risk.

The Police Chief

He may be bought by any number of gangs.

Benefits

- +3 to Something Must Be Done rolls.
- If the player who wins the Something Must Be Done roll has bought the Police Chief, he may allocate an additional car full of officers to the raid.
- The Police Chief is always accompanied by a car full of Beat Cops, plus his own car and a driver.



Police Captains

There are three, one for each Precinct in the city. Each Police Captain may only be owned by one gang.

Benefits

- +2 to Something Must Be Done rolls.
- If the player who wins the Something Must Be Done roll owns a Police Captain, he may choose to raid a business in his precinct.
- A Police Captain is always accompanied by one Beat Cop (his driver).
- A Police Captain may request that he be accompanied by a police escort (up to a car of Beat Cops). This request must be approved by the Police Chief.

City Editor of the *Paradise Times-Dispatch*

The *Times-Dispatch* is the only daily newspaper in the city. The City Editor is in charge of all stories about the city government, corruption, gangs, etc. He may be bought by any number of gangs.

Benefits

- He may squelch any number of stories submitted to the paper.
- He may influence Public Outrage by applying 2 points (up or down) to the D6 roll.
- If more than one gang controls the City Editor, the players must roll 1D6 when determining how he will influence the reading public: high roll wins. Re-roll ties.

Reporter

There are an infinite number of Reporters available. Each Reporter may write one article a month. A gang may have more than one Reporter on their payroll.

Benefits

- Each turn, a gang may roll 1D6 against its paid Reporter's SMARTS to increase or decrease Public Outrage. They may roll for each Reporter they have bought.
- Reporters may write articles exposing corruption in the city government (see Losing Influence, below).

OUTBIDDING THE OPPOSITION

The starting monthly payoff for an official is as shown. If a gang wishes to buy an already-bought official, they may get into a bidding war with the current owner, bidding up the monthly payoff until someone calls quits.

If the bidding war is over positions that have several members (Judges, Police Captains, City Councilors, etc.), those officials who were not involved in the bidding may hear of the new rates and want the same. Each month roll against the official's SMARTS. If the official passes this test, he learned of the increase. The owning gang must match the new rate or release the official.

LOSING INFLUENCE

A gang's control over a particular individual may be lost in a number of ways:

Failure to Pay

The cost associated with each individual is a monthly payoff. If a gang can't afford the going rate for an individual, they lose the benefits of controlling him. If the individual in question may only be bought by a single gang, then another gang is free to buy that person.

Reports of Corruption

Reporters may write stories detailing the corruption of a city official. Roll against the Reporter's SMARTS to write a good story. If it is not squelched by the City Editor, the target of the article may then roll SMARTS to defend himself.

If successful, he keeps his job. If unsuccessful, he is replaced and any gang money paid to him is lost. The new official may be bought the month after he is instated. Each additional Reporter may contribute a +1 or -1 modifier to the original Reporter's (or to the target's) SMARTS for the purpose of these rolls.

Governmental Shakeup

The Mayor may accuse any lower official in the city government of corruption. Roll the Mayor's SMARTS against the Official's SMARTS. If the Mayor wins, the official is fired. He may also be arrested and charged with a crime, but that's outside of this game.

Public Outrage

“The criminal army in America today is on the march – Crime today is sapping the spiritual and moral strength of America.”

J. Edgar Hoover

Gangs must worry about the public as well as their rivals – Public Outrage will force the police to take notice of illegal activities and may even bring in the Feds to clean up the town.

Public Outrage is measured for the campaign as a whole and it is increased by dead gangsters, destruction of property and “civilian” casualties. It can be reduced by “public works” and newspaper stories written by reporters in the pocket of gangs. Public Outrage is not normally fixed on one particular gang, but on “Gangsters” in general.

BASIC RULES

Every month roll 2D6 and add the current Public Outrage number. If you roll under 15, then all is well in Paradise. If you roll snake-eyes (two 1s), Public Outrage is actually reduced by $-D6/2$ (no matter how high the Public Outrage number). If you roll 16 or more, then the Police are put on notice by the citizens that “Something Must be Done”. If you roll boxcars (two 6s), or public outrage is high enough, the Feds are called in.



(Cobblestone Castings)

MODIFYING THE PUBLIC OUTRAGE NUMBER

The campaign starts with Public Outrage at a mere 2. However, the acts of the players will influence Public Outrage. Assess the change in Public Outrage after every scenario:

PUBLIC OUTRAGE MODIFIERS	
Cause	Result
Citizens at risk	+1 when a gunfight occurs in a public place where citizens are present (street, train station, etc.), even if none are hit by stray gunfire.
Citizens killed	+2 if any citizens are killed. +3 if one or more are little old ladies or children.
Hostages taken	+1 if any gangsters take hostages.
Hostages killed	+3 if innocent hostages are killed during a gunfight.
Dead bodies in the streets	+1 if there are dead bodies left in public view at the end of a scenario.
Destruction of property	+2 if any explosives are used in a public place, or where citizens are present.
Police casualties	+1 if any Police officers are killed or wounded by gangsters.
City officials at risk	+2 if any officials or the City Editor are the target of a Hit.
Newspaper column	+1 if a Reporter files a story denouncing the gangs.
Newspaper column	-1 if a Reporter files a story portraying the gangs as "benevolent fraternities" or "friends of the community".
Short memory	-2 if a month passes with no gang activity.

"SOMETHING MUST BE DONE!"

When the Public Outrage number is rolled, the police are given notice: they must show themselves to be on the side of Law and Right. Someone's rackets will be raided and the players may try to make sure that it is their rival's business that takes the heat, rather than their own.

Each player rolls 1D6 and adds the benefits of their bought police and civil servants (Judges, the Mayor, etc.). The player who has the highest modified number may run a Police Raid on a single racket run by another gang.

CALLING IN THE FEDS

As noted, the Feds are called in on a roll of 12 for Public Outrage. If Public Outrage rises above 12, then add +1 to the chance that the Feds will be called in; i.e., if Public Outrage is 13, then the Feds are called in on a roll of 12 or 13; if it is 15, they are called in on 12–15, etc.



There will be a group of 5 Feds. They will raid indiscriminately – once the Feds are called in, there are no more Something Must be Done rolls. Each month they will raid a random business in a random part of town. They will replace a single car's worth of police in a Police Raid scenario.

Should a Fed be killed or wounded, he will be replaced the next month by two Feds. The only way to remove Feds from the game is for an entire gang to be eliminated – this can be an NPC gang.

The Consequences of Crime

“The difference between guilt and innocence is who gets to the judge first with the most.”

Murray “The Camel” Humphreys

Gangsters who surrender in the course of a scenario will be taken to the precinct house and booked. They may be released for \$100 each (your Shyster Lawyer needs to pay for his nice house). If your gang owns a Judge, roll 1D6. On a 1–2, they are sentenced in your Judge's court and he may release them for only \$50 each. If not released, they must face trial.

Trials cost \$100 per figure on trial (your Shyster Lawyer again...) and the lawyer must roll against SMARTS to get him acquitted. Failure sends the figure to The Pen and out of the game. Since most lawyers are SMARTS 5, this isn't usually a problem. Roll 1D6 for your Shyster Lawyer's SMARTS:

Roll	SMARTS
1	4
2–4	5
5–6	6

Gangsters sent to The Pen may turn stool pigeon. You must roll a SMARTS check for each incarcerated gangster. If it fails, he rolls over against the gang he previously worked for. The Feds are called in (if they haven't been already) and target that gang specifically.

The only way to get the heat off is to have your Boss face trial. Your Shyster Lawyer must go up against an Incorruptible Crusading State Attorney General (SMARTS 5). Rubbing out the Attorney General is bad for business – another is appointed, the Feds are called in and all city officials in your pay will re-think their support of your cause (roll against their SMARTS as in The Hit on [page 60](#)).

Paradise Times-Dispatch

MANHATTAN, OCTOBER 1935

"Dewey's my nemesis. He's gotta go!"

Johnny Torrio wondered where Dutch Schultz had heard the word "nemesis". Probably from some pulp magazine; *Black Mask* or *Dime Detective*. Still, Special Prosecutor Thomas Dewey was giving the Dutchman a hard time of it. No reason to be stupid, though.

"You can't just go around bumping off big shots like him, Dutch." The other members of the board – Luciano, Anastasia, Joe Adonis – all said the

same. "Bad for business," and "It'll bring down the heat on all of us."

Schultz hit the roof. "That son of a bitch has got to be hit. Dewey's gotta go. I'm hitting him myself. Inside forty-eight hours." He stormed out of the meeting. As the echoes of the slamming door died away, Lepke Buchalter was the first to speak. "I move that we take steps to protect Dewey's life."

Dutch Schultz was shot to death that same evening. Thomas Dewey almost became president in 1948.



(Copplestone Castings)

The trial continues until the Boss is either Sent Up or Acquitted. Each month the two lawyers roll their SMARTS. The trial ends when one side rolls a success and the other rolls a failure.

Trials of a Boss cost the gang \$500 per month (for jury bribes, private detectives digging up dirt on the State Attorney, etc.).

If the trial happens to be heard in the court of a Judge that the gang owns, the Judge can declare a mistrial for a mere \$200 extra. Unfortunately, nothing less than full conviction of the Boss will sway the Feds. Getting off on a technicality does not impress them – they'll keep digging.

Rackets

"It is my feeling that a mixture of the legitimate and the other stuff is our strongest card."

Johnny Torrio

Organized crime deals in money-making enterprises, most of them against the law. Those that aren't are simply cover operations or money-laundering fronts – the term comes from the Chicago Outfit's brainy Welshman "Curly" Humphreys, who first realized that taking over a chain of laundries (at a very, very reasonable price!) was a great way to filter hot money back into circulation. Some favored forms of commerce were as follows:

The Black Hand was an old Italian form of intimidation-by-letter. Popular in pre-Prohibition times, it died out because a) the real money was in booze and b) smart victims were able to identify the blackmailer and hire other gangsters to deal with them. We do not bother with the Black Hand in these rules, though players may wish to resurrect it. It is a specialty of the Italian and Sicilian mobs.

Prostitution has always been a staple of gang activity, combining a favored recreation with a moneymaking opportunity.

Protection (usually from the protection mobs themselves, or people exactly like them) has long been a staple of gangs in cities all over the world. The United States was never an exception.

Gambling is the classic consensual crime. From craps games in alleys through card games in speakeasies to the fanciest joints where roulette was the order of the day, mobsters know that people like to lose money on gambling. They are very willing to help them in this.

The Slots were a growing side of organized crime, as slot machines could be installed in almost any location. The Chicago Outfit even owned a company that made the machines.

The Numbers is an illegal lottery, widespread in black neighborhoods and increasingly taken over by mobsters. It is a ground-level operation that involves huge numbers of people (whose bets are, in themselves, tiny) that together add up to millions of dollars.

The Track, either horse- or dog-racing, is a traditional recreation for criminals, so it makes sense to use the system of betting to launder money by putting large sums of identifiable cash on a chosen runner. It is better still to own the bookies, or the track itself, so as to pay out that dirty money to winning customers and to take in clean money from the majority who lost it.

Wire services are the next step on from fixing races. The (un-fixed) results of legitimate horse and dog races are transmitted across the country by telegraph. By controlling the wire service, mobsters could delay the transmission of the results for a few minutes to permit themselves to lay bets on the winner of a race that had finished moments ago. There is good money in betting on a horse that you know has already won, but the bookie does not.

Prohibition gave impetus to the gangs, allowing them to grow from neighborhood organizations to national syndicates. The sale of liquor of all kinds skyrocketed and since it was illegal, the profits were immense. Gangs were involved in all aspects of making, importing transporting and selling alcohol of all sorts, from cheap beer to imported Scotch whisky.



(Pulp Figures)



RULES FOR RACKETS

Each neighborhood of the city has some (or even all) of the rackets listed below. An early goal for gangs is to either control all rackets in a particular part of town, or to control a single racket in the entire city.

The ultimate goal of the gang is to control all rackets in the entire city, of course.

Each of the rackets below covers a number of related activities – Booze includes brewing, bootlegging, speakeasies, etc., while Gambling includes bookies, numbers and card games.

Each neighborhood has as many opportunities for each racket (called a “business”) as there are gangs in the city. So if there are five gangs active in Paradise (say, three player-controlled gangs and two NPC gangs), then there are five speakeasies in each city neighborhood, five gentleman’s clubs in the richer parts of town, etc. The exceptions are the named businesses – the Paradise Brewery, Madame Louisa’s, etc. There is only one of these businesses in the city.

Each business needs a primary building in the neighborhood. The business includes the basic civilian employees who actually run things and guards. In general, a business needs 2 guards per D6 Loot that it produces. These guards come free with the business, but are not available to raid other gang’s holdings. On the other hand, they are available to the defender at the beginning of any Raid scenario.

Loot is the amount of money the business makes and is random – some months business booms, others, not so much.

Payoff is a monthly bribe paid to the local cops to turn a blind eye on the illegal activities. This is a set fee and if the business doesn’t make that much money, you’ll have to get it from somewhere, or the cops will shut the business down. This means the business will make no money until the payoff is restored. After three months of no income, the business becomes independent and is up for grabs.

A business may confer additional benefits. These are listed in the description.

BOOZE

Low Dive

A smoky, smelly establishment, where the rougher sorts congregate. Beer is the most popular drink, though rotgut whiskey or bathtub gin are also available. Getting “blind drunk” in one of these dives is more than just an expression: wood alcohol is often substituted for grain and blindness (among other illnesses) are a hazard of frequenting the joint.

Loot: 1D6-1

Payoff: \$100

Other Benefits:

- Every month, roll 1D6 for each low dive you own. On a 1, your booze has poisoned or blinded some of your customers. Public Outrage goes up by +1 and if Something Must Be Done, the cops will raid someone’s Booze racket.

Speakeasy

An illegal club where liquor is served. Passwords or references are normally needed to get in and escape routes are common because of Police raids. Chinatown has opium dens which are, essentially, speakeasies for smoking opium.

Loot: 2D6-1

Payoff: \$200

Nightclub

Much swankier than a mere speakeasy, nightclubs are where the quality folk hang out to dance to the latest bands and drink in a convivial atmosphere. Companionship may be acquired and a back room may hold a casino, but not in all nightclubs.

Loot: 3D6-1

Payoff: \$300

Other Benefits:

- Owners of nightclubs may own the contracts for popular bands (a term that includes bands, singers, or even dance teams). Owning a popular band will add +1D6 to a nightclub’s Loot (for a total of 4D6-1). Bands may be sold, traded or even gambled between club owners. Unfortunately, bands wax and wane in popularity. If a band rolls two 1s in a row for their Loot, they fade into the background and are no longer considered popular. Bands can only affect one nightclub’s Loot per month. If a band rolls two 6s in a row, they have been picked up by a syndicated radio program! Increase their contribution to a nightclub’s Loot to +2D6 (5D6-1 total), but still, rolling two 1s in two months (either both on the same roll or in succeeding months) will see their popularity fade.

Trucking Company

A fleet of trucks is useful to transport your booze to your speakeasies or to carry your men to a raid.

Loot: 1D6-1

Payoff: \$100

Other Benefits:

- May use trucks to transport your troops for free.

The Paradise Brewery

Before the passage of the Volstead Act, the Paradise Brewery was well known in the tri-state area. Supposedly closed down by the act, instead it runs smaller batches of beer. It is a large, walled complex located in Southbridge.

Loot: 5D6

Payoff: \$900

Other Benefits:

- Speakeasies and low dives owned by the owner of the Paradise Brewery don't have to pay so much for their beer, so increase their Loot by +1.

PROSTITUTION

Sometimes called the Oldest Profession, prostitution is illegal and thus highly profitable.

House of Ill Repute

A low-class dive where the floozies and rotgut are both cheap.

Loot: 1D6-1

Payoff: \$100

Brothel

A middle-class joint where the women and booze are freely available.

Loot: 2D6-1

Payoff: \$300

Gentleman's Club

Only for the most discerning.

Loot: 3D6

Payoff: \$500

Other Benefits:

- Owners of a gentleman's club may gain influence over city officials (whether due to blackmail or free services). Reduce the monthly payoff to city officials by -10%.

Madame Louisa's Diamond Escort Service

When the Governor wants an escort while in Paradise, he calls Madame Louisa. Located in a outwardly-modest estate in Cedar Hill.

Loot: 4D6

Payoff: \$900

Other Benefits:

- The owner of Madame Louisa's has influence over city and state officials. He gains the benefits of a gentleman's club and adds +3 to any Something Must be Done rolls.

GAMBLING

Whether it's penny-ante action on a street corner, or dropping thousands of dollars at the track, the gangs want a cut!

Bookies

Bookies take bets and pay off on the dogs, the ponies, or other sporting events.

Loot: 1D6-1

Payoff: \$100

Numbers

The numbers racket is a type of lottery based on the Win, Place and Show payouts from the Paradise Racetrack.

Loot: 1D6-1

Payoff: \$100

Loan Sharks

Considered part of Gambling because most loans are made over gambling debts. Loans from loan sharks have an incredible interest rate – and incredible penalties for not paying.

Loot: 1D6-1

Payoff: \$100

Wire Service

"Owning" a wire service only means having a man on the inside who can delay results of races. Wire services produce no Loot in and of themselves, but increase the Loot generated by Bookies. The payoff listed is the bribe to the inside man, not the police. There are three wire service offices in Paradise: the Main office in Downtown, the North Paradise office in Cedar Hill and the Racetrack office, at the Racetrack.

Loot: Each bookie owned by the gang has its Loot increased by +2

Payoff: \$100

Gambling Den

Whether it's a back-room casino with rigged wheels and crooked dealers, dog fighting, or a traveling Craps game, this is where the lower-class gamblers go. Cheaters (or anyone unlucky enough to win too much) are dealt with "out back".

Loot: 2D6

Payoff: \$200

Gym

There's only one reason to own a gym: the hopes that one of your brawlers will make something of himself in the ring.

Loot: -1D6

Payoff: 0

Other Benefits:

- Boxing matches (see sidebar).
- You can train your goons in FISTS for half the normal cost and buy the Boxer, Bruiser, Brutal Champ and Tough SOB skills for \$25 each. A Martial Arts School is the Chinese equivalent of a Gym and can teach the Martial Artist skill in addition to those above. Fights between champions or students from different Schools are common, but really belong in a different game.

The Paradise Arena

The premier boxing venue in the city, the Paradise Arena is located in the Riverside district. Winners at the Arena will probably go on to state-wide fame, if not national.

Loot: 4D6-4

Payoff: \$500

Other Benefits:

- The owner of the Arena may make up the fight cards (who fights who), so may keep any fighters from getting a chance at the title.
- The owner of the Arena may fix fights for only \$100 (and the promise of getting the fighter a good match down the road).
- Twice a year or so (1 on 1D6 – roll each month), the Arena will host a big-name bout. At those times, its Loot is raised to 4D6+6!

Casino

An upper class club, with relatively honest wheels and decks. The house still gets its cut, but not as much of one as in a gambling den.

Loot: 3D6

Payoff: \$500

BOXING MATCHES

Roll 1D6 every month for each gym you own. On a 6, one of your stable of boxers has a shot at the big time! Roll 1D6 to determine each fighter's FISTS:

Roll	FISTS
1-2	4
3-5	5
6	6

On the day of the Big Fight, roll each boxer's FISTS. The first boxer to succeed when his opponent fails, wins! The owner of the winning boxer gains 3D6 Loot. You can have your boxer fight every 3 months (he needs time to rest and recuperate between bouts) as long as he continues to win. Once he loses (even if he takes a dive, see below), he's washed up.

Betting on the Fights

You may place any amount of money on the fight. If you placed your bet on the winning fighter, you get a pay-out equal to twice your bet.

Rigging the Fight

For \$300, you can pay a boxer to throw the fight. The paid boxer will take a dive if he rolls 6 on his FISTS, even if his opponent also fails his roll. You win the fight and the Loot (from making the appropriate bets). If the unpaid boxer goes down first, you lose your money (and may want to set up a Hit scenario in retaliation!).



(Pulp Figures)

The Paradise Racetrack

The Paradise Racetrack is considered neutral ground by common assent – no hits at the track! Races run every day, though most races are between local nags and hacks ridden by no-name jockeys. Once a year, in June, the Paradise Racetrack hosts the Tri-State Handicap.

Loot: 3D6 normally, 5D6 in June (The Handicap)

Payoff: \$1,000

Other Benefits:

- The owner of the Paradise Racetrack may manipulate the numbers game (it's based on the results of the first race of the day), applying a modifier of +1 or -1 to a particular gang's Loot from the numbers racket.

The Paradise Dog Track

The Paradise Dog Track is also considered neutral ground. Races run every weekend and Thursday. The Dog Track (or “The Kennel”, as it is known) is not as posh – or as profitable – as the Paradise Racetrack, attracting the lower end of the social scale. The Dog Track and its associated kennels is located in Cabbageville.

Loot: 2D6 normally

Payoff: \$600



(Cobblestone Castings)

Paradise Times-Dispatch

LAKE VIEW HOTEL, NEAR DELAFIELD, WISCONSIN, AUGUST 1930

The Lindy Hop was all the rage and Mr. Goodman was happy to feed nickels into the mechanical player-piano. Sometimes he could almost forget his past. It wasn't very long since he was known as Jack Zuta and Jack Zuta had made himself very unpopular with a man in Chicago. He was fully occupied in counting change, so he didn't notice five men file quietly into the dance

pavilion. They lined up behind him, so that he'd see them when he turned. His smile didn't last long. Sixteen slugs saw to that.

Mr. Goodman fell, the dancers screamed, the killers walked out. The player-piano continued to work through the nickels. It was a popular song that summer: Good for You, Bad for Me.

PROTECTION

The Protection racket collects "rent" from every shop owner in a particular area. The protection bought is not from other gangs, but from the bad effects of not paying off the gang who asks. Local street gangs are normally given the job of collecting and delivering protection money to the player's gang. Raids on Protection usually take place in the street gang's hideout – often a business like a soda fountain or candy store, or a local park. Protection is a good starting point for a small gang.

Loot: D6/2

Payoff: None (store owners are afraid to go to the Police!)

NEIGHBORHOOD RACKETS IN PARADISE

Each neighborhood in Paradise has its own particular set of vices, control of which nets the owning gang Loot and sometimes other benefits.

RACKETS OF PARADISE					
Neighborhood	Racket				Notes
	Booze	Prostitution	Gambling	Protection	
Cabbageville	<ul style="list-style-type: none"> - Low Dives - Speakeasies - Trucking Companies 	<ul style="list-style-type: none"> - Houses of Ill Repute - Brothels 	<ul style="list-style-type: none"> - Bookies - Numbers - Loan Sharks - Gambling Dens - Gyms - The Paradise Dog Track 	Yes	Lower-class Irish immigrants.
Cedar Hill	<ul style="list-style-type: none"> - Speakeasies - Nightclubs 	<ul style="list-style-type: none"> - Gentleman's Clubs - Madame Louisa's Diamond Escort Service 	<ul style="list-style-type: none"> - Bookies - Wire Service - Casinos 	No	Well-to-do — where the Mayor, Judges and Police Chief live.
Chinatown	<ul style="list-style-type: none"> - Low Dives - Speakeasies (including Opium Dens) 	<ul style="list-style-type: none"> - Houses of Ill Repute - Brothels 	<ul style="list-style-type: none"> - Bookies - Numbers - Gambling Dens - Gyms (Martial Arts Schools) 	Yes	Mostly run by the Tongs, but other gangs are looking at the potential... No non-Chinese gang can start with any businesses in Chinatown and Chinese business owners have a +2 to their GUTS when a non-Chinese gang tries to take over their independent business.
The Docks	<ul style="list-style-type: none"> - Low Dives - Speakeasies - Trucking Companies 	<ul style="list-style-type: none"> - Houses of Ill Repute - Brothels 	<ul style="list-style-type: none"> - Bookies - Numbers - Loan Sharks - Gambling Dens - Gyms 	Yes	Working class and heavy industry. Many lower-class rackets abound, waiting to relieve dockworkers of their hard-earned pay. Note that the docks themselves are run by the Dockworker's Union, not yet infiltrated by Organized Crime, and it doesn't take kindly to Protection rackets along the docks (inland is fine, but stay away from businesses that cater to the shipping trade!).
Hell's Basement	<ul style="list-style-type: none"> - Low Dives 	<ul style="list-style-type: none"> - Houses of Ill Repute 	<ul style="list-style-type: none"> - Bookies - Numbers - Loan Sharks - Gambling Dens 	Yes	A stew of the lowest classes and the scum of the city.

Lincoln Heights	- Low Dives - Speakeasies	- Houses of Ill Repute - Brothels	- Bookies - Numbers - Loan Sharks - Gambling Dens - Gyms	Yes	Eastern European immigrants, mostly poorer.
Little Sicily	- Speakeasies - Trucking Companies	- Brothels	- Bookies - Numbers - Loan Sharks - Gambling Dens - Gyms	Yes	Second- and third-generation Italian working class.
Oak Bluff	- Speakeasies - Nightclubs - Trucking Companies	- Brothels	- Bookies - Loan Sharks	Yes	Well-off immigrants of all kinds, who consider themselves "hyphenated Americans" (Italian-Americans, Irish-Americans, etc.).
The Racetrack	- Speakeasies	—	- Bookies - Loan Sharks - Wire Service - The Paradise Racetrack	No	A special district consisting of the Racetrack itself, plus the nearby housing for the stablemen, jockeys, grooms, muckers-out, etc.
Riverside	- Speakeasies - Trucking Companies	- Brothels	- Bookies - Loan Sharks - The Paradise Arena	Yes	Middle-class working neighborhood.
Southbridge	- Low Dives - Speakeasies - Trucking Companies - The Paradise Brewery	- Houses of Ill Repute - Brothels	- Bookies - Numbers - Loan Sharks - Gambling Dens - Gyms	Yes	Industry and poorer working class. Many closed breweries, including the Paradise. Most of the working class of the city slave away here.

"NICE PLACE YOU GOT HERE"

Not every business is owned by a gang at the beginning of the game; in fact, most aren't. Each month a player may try to take over one independent business.

Send "da boys" and make a SMARTS roll against the current proprietor's GUTS (usually 2 or 3) to intimidate him into giving up controlling interest in his business to you. Roll 1D6 to determine the owner's GUTS:

Roll	GUTS
1-2	2
3-5	3
6	4

If two (or more) gangs send boys to the same shop in the same month, a heated argument will probably ensue. Set up a battle; winner gets the business.

Once all the independent businesses are snapped up, there is only one way to get to the top of the heap: over the bodies of your competitors!

MOOLAH, LOOT, DOUGH

Each month the players receive Loot from their businesses and make payoffs to the local cops, as noted under the entry for each type of business.

As players take over businesses in their neighborhoods, they absorb the defeated business into their own organization. Each business adds its Loot to the monthly total for the gang.

The benefit of owning more than one of the same business in the same neighborhood is that the gang's payoff for that type of business in that neighborhood is reduced. Each absorbed business reduces the total payoff for that business by -10%.

TAKING OVER A RACKET

Once you control all the businesses of a particular racket in a neighborhood (e.g., Booze), you are both more powerful and more vulnerable. You have complete control of that particular commodity and can increase the income of related businesses (e.g. speakeasies and trucking companies) by +1D6 Loot each.

But another gang can take away an entire business type with a single Raid – by this point the stakes are high and entire neighborhoods are the battle ground.

MULTIPLE BUSINESSES EXAMPLE

The Dockyard Rats already have one speakeasy in the Docks; Their payoff is \$200. They take over another speakeasy and their payoff is reduced by -10% – rather than \$400 for the two Speaks, they only have to pay \$360.

DESIGN NOTES

Mad Dogs With Guns began as a very brief set of introductory rules to accompany Mark Copplestone's excellent "Gangsters: Mad Dogs With Guns" range of 28mm figures.

This much-expanded version is the product of some blueprints by Mark, my own contributions and a vast amount of work by Roderick Robertson. It's a syndicate effort.

We wanted something that could be boiled down to a few pages, yet had enough explanation to be comprehensible to people who had been hit upside the head with a .45 a good many times.

Beyond the basic rules for shooting and beating people up, we wanted a workable method of character development and a campaign system that placed our gangsters in a suitable arena for criminal activities.

And we wanted that system to be much more about creating scenarios for gang warfare rather than about the economics of running a full service illegal business empire, with your own gambling, beverage and money-laundering operations.

What you'll have is a system that generates scenarios for murder, revenge, robbery and more murder. Whether we've done that is up to the reader, of course. We really don't care if your speakeasy and poker parlor succeeds.

The mechanisms for the combat rules are based closely on my Pulp Adventure set, *Astounding Tales!* However, I wanted a more "realistic" feel, in that pulp heroes live forever while their opponents die in industrial quantities. Gangsters are all equally likely to fall in a hail of chopper bullets. Mark had also asked me to make it a more structured game that didn't require a Games Master.

I've always liked card-driven systems, especially those that employ Hold Cards to interrupt the turn of the deck. In *Mad Dogs With Guns*, the Hold Cards allow not only "opportunity firing" and the chance to smack a thug when he walks down an alley, but also talking instead of just shooting. You can threaten, negotiate, or simply crack wise if you've got a card that says you can shoot whenever you want to.

Shooting can be pretty bloody, although half of all hits are actually near misses and most hits will involve the target diving flat or ducking behind a fire hydrant immediately. This often means that he's not visible for the shooter's next attempt to spoil his \$300 suit.

The main object of spraying lead may be to keep the enemy's heads down and make them spend half their actions simply recovering from bullets whizzing past rather than sending them in your direction.

Aimed fire increases not only your chance of hitting, but also the possibility of inflicting actual, blood and gore damage.

We assume that everyone except passers-by have a pistol (all Texans over the age of 4 have firearms). Cops are assumed to have cuffs and nightsticks in addition to their guns. Rubber hoses are available at the Station House.

The character development section is mostly Roderick's contribution and I applaud him for it. The profiles are, of course, open to any changes you like. If you want a smart Slugger who quotes Shakespeare while he smashes up your still, or a Torpedo who can't jump out of the way of a Speeding Buick, change the statistics. And you are under no obligation to worry about the costs system: it's just there as a guide if you want it.

The scenarios are Roderick's and most of the campaign system as well.

I just invented this sordid mid-western city (under the influence of Max Allan Collins' excellent *Road to... Perdition/Purgatory/Paradise* novels) and Roderick did the actual work.

Howard Whitehouse

Paradise Times-Dispatch

KANSAS CITY, 1933

They had the cuffed bankrobber in the car, front seat passenger side and the other agents piled in. They were a mixture - FBI, KC Police Department, the chief from Oklahoma. Other cops stood by. They weren't taking a lot of chances with "Jelly" Nash. He'd escaped from Leavenworth and it wasn't going to happen again.

Frank Nash had tipped the signal at the moment of his capture. Even so, he was elated to see the car pull up, three men with choppers standing on the running boards. His friend, Verne Miller, Solly... and another guy. He knew the Syndicate would see him right.

Then one of the KC cops - Red Grooms - pulled a pistol and fired two shots at Solly. Nash winced. What a damn fool. The three Thompson guns opened up, spraying the standing coppers and the parked car. Nash held up his hands, showing the cuffs. Showing who he was. He smiled at Verne Miller. Miller grinned back. Then Miller pointed the machine-gun at his old buddy and Jelly Nash understood that the syndicate had other plans for his future.

CHARACTER PROFILES

The Mob	Cost	FISTS	GATS	GUTS	STUNTS	SMARTS	HITS	Notes
Mob Boss	(\$225)	4	4	4	2	4	5	2 Chosen Skills
Accountant	\$100	2	2	2	2	5	3	—
Torpedo	\$300	5	5	5	4	4	4	2 Random Skills* or 1 Chosen Skill
Enforcer	\$200	4	4	4	4	4	4	1 Random Skill*
Gun Moll	\$100	3	3	3	3	4	3	Femme Fatale or Nice Girl
Hoodlum	\$100	3	3	3	3	3	3	1 Random Skill*
Slugger	\$50	3	2	3	2	2	3	—
Punk	\$25	2	2	2	2	2	2	—

* May choose skills (instead of rolling) for an additional \$25 per skill.

The Cops	Cost	FISTS	GATS	GUTS	STUNTS	SMARTS	HITS	Notes
Captain	—	4	3	4	3	4	5	2 Random Skills
Detective	—	4	3	4	3	4	4	1 Random Skill
Crusader	—	4	4	5	3	3	5	Real Charmer, plus 1 Random Skill
Sergeant	—	5	4	5	2	3	4	Boxer or Bruiser, plus 1 Random Skill
Beat Cop	—	4	3	4	3	2	3	—
Rookie	—	3	3	3	2	2	3	—
Feds	Cost	FISTS	GATS	GUTS	STUNTS	SMARTS	HITS	Notes
Top Agent	—	5	5	5	4	5	5	Real Charmer, plus 3 Random Skills
Agent	—	4	4	4	3	4	4	2 Random Skills
Crusader	—	5	4	6	3	3	5	3 Random Skills
Civilians	Cost	FISTS	GATS	GUTS	STUNTS	SMARTS	HITS	Notes
Citizen	—	2	1	2	1	2	2	—
Bartender	—	3	2	3	3	3	3	—
Street Kid	—	2	1	4	4	4	3	—
Reporter	—	3	2	3	3	3	3	—
Bank Teller	—	2	1	1	1	3	2	—

QUICK REFERENCE

Basic Skill Rules

Roll 1D6 against a particular STAT:

- Roll Equal to or Less than STAT: Success.
- Roll More than STAT: Failure.

Actions

- **Move:** Creep, walk or run. You can shoot, but not necessarily well.
- **Shoot:** Either a single shot, or blast away wildly.
- **Aim:** In case you really want to hurt somebody in particular.
- **Slug:** Hit somebody hard – with fists, furniture, gats or bats.
- **Recover:** From your natural reaction to a near-miss shot.
- **Spot:** Test against SMARTS to find hidden enemies or objects.
- **Leap:** Through a window, climb into a car, draw a gun, that sort of thing.
- **Talk:** Crack wise, make threats. Real tough guys can give The Look.

Cards

- **Ace, Two, Three:** One gangster (and accompanying figures in 2") may make two actions.
- **Jack, Queen, King:** All gangsters may make two actions each.
- **Ten:** Civilians may be moved.
- **1st Joker:** Warning.
- **2nd Joker:** Round Ends immediately, return all Hold Cards, Reshuffle.

LEGGING IT		
Move	Distance	Notes
Creep	2"	May move within 4" undetected if opponent fails SMARTS to observe them
Walk	4"	Can shoot; -1 Gats
Run	4 + 1D6"	Can shoot – badly; -2 Gats
Lose half for crossing rough ground or obstacles.		

GUN TABLE				
Gun	Short Range	Long Range	Dice	Other Modifiers
.22 Purse/hideout Gun	2"	6"	1	-1 on Deadly Weapons Table
Pistol	8"	24"	1	
Pistol, Blazing Away	4"	12"	3	-2 GATS at more than 3"
Carbine	12"	36"	1	
Rifle	18"	48"	1	
High-Powered Rifle	24"	72"	1	+1 on Deadly Weapons Table
Shotgun	8"	24"	2	
Shotgun, Blazing Away	6"	18"	4	-1 GATS at more than 3"
Tommy Gun	6"	24"	6	Blazing Away. -2 GATS at more than 3". Jams if three 6s rolled
BAR	12"	48"	5	Blazing Away. -1 GATS at more than 3"
Light Machine Gun (.30 caliber)	24"	60"	7	Blazing Away. -1 GATS at more than Short Range
Heavy Machine Gun (.50 caliber)	24"	72"	7	Blazing Away. -1 GATS at more than Short Range. +1 on Deadly Weapons Table

GUNFIRE MODIFIERS	
Took an Action to aim	+1 GATS
Walking Long range Poor light Target in light cover or lying down Shooting from or at a Cruising car	-1 GATS
Running Bad light Hard cover Shooter drunk Running target Firing from a ladder Shooting while driving a Cruising car Shooting from or at a Speeding car	-2 GATS
Shooting while driving a Speeding car Shooting from or at a Racing car	-3 GATS
Shooting while driving at a Racing car	-4 GATS

GUTS TABLE	
Result	Notes
Pass	Carry on smiling. Possibly light a cigarette or pour a whiskey sour.
Fail	Nervous: drop back to any cover within 3", you can't move forward. Deduct -2 from all ratings until you Get a Grip, man.
Fail by 3+ points	Terrified: run screaming from the scene.

DEADLY WEAPONS TABLE		
Roll	Result	Notes
1	Try Harder!	You're fine. Laugh in the teeth of danger.
2-3	Near Miss	You dodge out of danger and take one action to recover.
4	Light Wound	Hit the deck. Lose 1 point in all stats. Take one action to recover.
5	Wound	Take a dive. Lose 2 point in all stats. Take 2 actions to recover.
6	It's Serious	If you ain't dead, buddy, you're close — lose 4 point in all stats. You may move at half speed if you have 2 HITS left, otherwise you are prone on the pavement.
7+	Gory Death	You're messily and completely dead. Everyone who witnesses your death (except Stone Cold Killers) must take a GUTS check at -2. If the corpse is left where the public can see it, raise Public Outrage +1.
-1 for Purse Guns.		
+1 for aimed shot, some high-powered rifles or machine guns, fire axes, meat cleavers, swords etc.		

BRAWLING TABLE		
Roll	Result	Notes
1-2	Ouch!	That'll leave a bruise.
3-4	Knocked Down	Get up and fight next card. Take one action to stand up.
5	Knocked Out	Down until next Joker is pulled. Take one action to stand up.
6+	Out Cold	Out of the fight. Out for the rest of the scenario, but will be back as good as new in the next game.
+1 for brass knuckles, lead pipes, pistol-whipping etc.		
+1 for kicking 'em while they're down.		

SCREAMING WHEELS TABLE		
Move	Distance	Notes
Cruising	10"	Sensible motoring, such as you might need while tailing a target, driving out to a little bar in Bay City, or other everyday moving about. Corners and curves slow it down by 1D6".
Speeding	5D6"	Gotta get there fast! Corners and curves cost the highest roll. Corners count as 2 Hazards, curves as 1 Hazard.
Racing	7D6"	Pedal to the metal and go! Corners and curves cost the two highest rolls. Corners count as 4 Hazards, curves as 2 Hazards.

HAZARDS TABLE	
Number of Hazards	Roll
1	STUNTS
2	STUNTS-1
3	STUNTS-2
4	STUNTS-3
Pass: Success! Fail: Roll on either the Braking or Swerving table.	

BRAKING TABLE	
Roll	Result
1–2	Reduce one speed level. Skid 45° left for 1D6". If you hit anything, roll on the Crash Table.
3–4	Reduce one speed level. Skid 45° right for 1D6". If you hit anything, roll on the Crash Table.
5–6	Reduce one speed level. Go straight to the Crash Table without collecting \$200.

SWERVING TABLE	
Roll	Result
1	Lose a wing mirror and some paint, but no real damage to anyone.
2	Skid 45° left for 2D6". If you hit anything, roll on the Crash Table.
3	Skid 45° right for 2D6". If you hit anything, roll on the Crash Table.
4	Lose control — opposing player moves you up to 3D6" into anything he likes! Counts +1 on the Crash Table, plus any other modifiers.
5	Roll over — opposing player moves you up to 3D6" into anything he likes — upside down! Counts +2 on the Crash Table, plus any other modifiers.
6	Complete Smashup! Car flies into billboard, goes off cliff, etc. Opposing player moves you up to 3D6" into anything he likes! Counts +4 on the Crash Table, plus any other modifiers.

CRASH TABLE	
Roll	Result
1–2	Lightly bump object in front — no damage to anyone.
3–4	Crash — car damaged but drivable. Passengers inside car are uninjured. Roll against STUNTS for passengers on running boards or on top of car. On a Fail, roll using the rules for Running Boards, below. No more Racing speed.
5	Crash — car wrecked. Roll on Deadly Weapons Table for all passengers. Car cannot move under its own power.
6	Crash — car blows up, as they do. Roll on the Deadly Weapons Table +2 for injury. Roll against STUNTS to escape from blazing inferno. Fail and you are trapped inside — sorry 'bout that! If it isn't obvious, the car ain't goin' nowhere.

THE AUTHORS

Howard Whitehouse has been a wargamer and toy soldierist since the dawn of time, or around 1970, when he was twelve. He has written quite a lot of wargame rules, some of which he is proud of, and some which... well, he was twelve. Howard has also written two books of actual history and published four novels for discerning young persons, which involve history in a fairly muddled fashion. Having worked in and around the wargames industry for 25 years, making things, writing things, painting things and selling things, Howard's present role is twin grand poohbar at Pulp Action Library.

Roderick Robertson started playing RPGs in the 70s, writing for RPGs in 1990, and editing in '99. Since then he has edited, written or laid-out lots of products for lots of companies, and run two different product lines for two different companies. Roderick has liked minis ever since his Dad bought him some Elastolin Romans one Christmas, and bought his first "real" minis ruleset (WRG 5th) back in '78 or '79. He has fiddled around with writing rules since some time in the '80s, and is also one of the owners of DunDraCon, California's longest-running games convention (www.dundracon.com).

THE ARTIST

Peter Dennis was born in 1950. Inspired by contemporary magazines such as Look and Learn he studied illustration at Liverpool Art College. Peter has since contributed to hundreds of books, predominantly on historical subjects, including many Osprey titles. A keen wargamer and modelmaker, he is based in Nottinghamshire, UK.