7009

Rule Book

GangBusters ™

1920's Role-Placing
Adventure Game

INTRODUCTION

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

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

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

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

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

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

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

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

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

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

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

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

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

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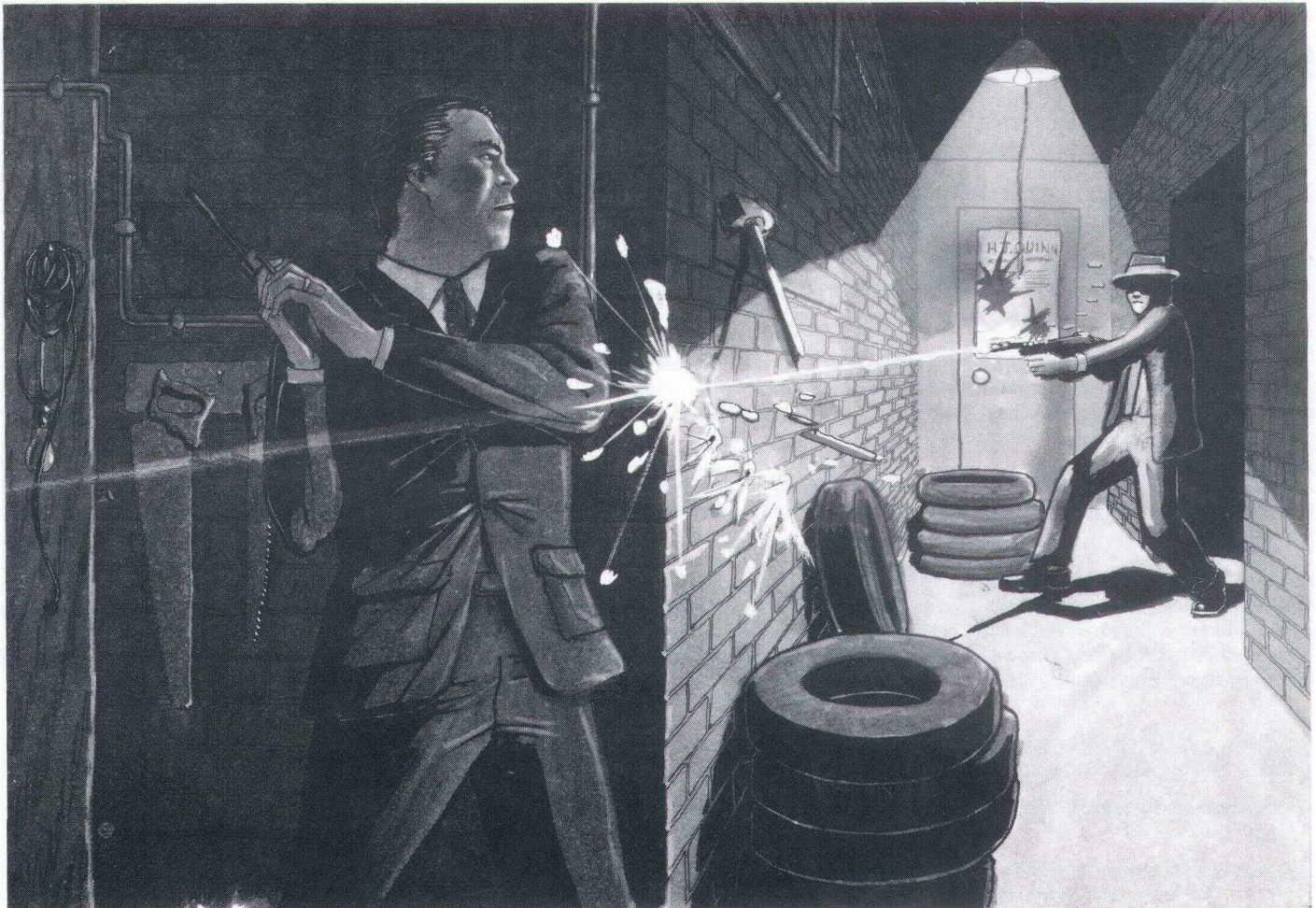
It was a promise I kept

Credits

GAJVGBUSTERS™

1920s Role-Playing Adventure Game

7455

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FOREWORD

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

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

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

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

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

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

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

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

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

Perhaps the quality most frequently associated with the ideal law enforcement officer is an observant and investigative mind, the ability to notice facts and use them to form a theory. The tiny details around any person, place or thing that would be overlooked by the casual observer may be chock full of potential theories for the investigative mind. Take, for example, a man passing by on the street. What is there to notice about him? The harried, frightened look in his eye, the torn pocket on his shirt, the stains on his shoes, all could be the seeds of theories leading to the acquisition of evidence.

Qualities of an Ideal Law Enforcement Officer	Qualities of a Successful Gangster
Courage	Courage
Toughness	Toughness
Investigative Mind	Investigative Mind
Deviousness	Deviousness
Loyalty	Lack of Loyalty
Honesty	Dishonesty

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

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

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

Robert Howell.

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

PART 1: WHAT THE GAME IS ABOUT

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

The 20s and 30s produced some of the most colorful characters in American history. On the political scene there were machine politicians like Big Bill Thompson, the mayor of Chicago during the heyday of Al Capone, honest reformers like Frank Merriam, and national leaders like Al Smith and Franklin Roosevelt. There were businessmen like Henry Ford who built financial empires, and union leaders like John L. Lewis who fought for the working man's share in those empires. Radio and Hollywood turned out a galaxy of stars who became the idols of two generations.

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

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

HOW THE GAME IS PLAYED

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

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

The people these players are pretending to be are called player characters (abbreviated PCs). From time to time these player characters will need to meet and talk to other people in the city, people who aren't being played by any player. These other people are called non-player characters (abbreviated NPCs). In games involving many non-player characters, one player takes on the special role of a judge. The judge of a game serves as a referee. He helps keep the action moving and plays the parts of all the NPCs the player characters meet. The functions of a judge for a GANGBUSTERS game are explained later in this rule book. You do not need a judge in order to play. Many exciting games can be played without a judge.

If you play the game without a judge, you should not try to do anything that is not specifically described in these rules. Unusual things can be tried in games with a judge, since the judge can decide the effects of special actions.

How Many Can Play

A GANGBUSTERS game can be played by any number of players. The game usually is the most fun with three to eight players. A special module like the one included in this set even makes it possible to play by yourself.

How To Win

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

LEARNING TO PLAY

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

1. Read the first three parts of the rule book. Do not try to memorize the rules; try to become familiar with them, so you will know where to look for answers if players have questions during the game.

2. Create a character for each person in the group who is going to play. Use the step-by-step instructions given in PART 2: CREATING CHARACTERS.

3. Read the introduction to the module in this set, **Mad Dog Johnny Drake,** and follow the special instructions there.

4. Play the module, referring to the rule book when players have questions about rules.

5. If you want to play a series of adventures, read the background material in sections 4, 5, 6, 7, 8 and 9.

6. Read the rules for the Campaign Game (PART 5) if you want to add more color and complexity to your games.

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

What You Will Need To Play

In order to play a GANGBUSTERS game you will need this rule book, pencils, paper, the dice included in this game, and your imagination! For your first game, you should play the adventure in the special player's module, **Mad Dog Johnny Drake,** included in this set. When you have played the module and are ready to play more GANGBUSTERS games, graph paper will be useful. Each copy of the GANGBUSTERS game includes one 64-page rule book, one 16-page players' module, a 23" x 35" map, one sheet of die-cut cardboard counters, two percentile dice and a game box. Miniature figures can be used instead of the cardboard counters, but they are not necessary.

PART 2: CREATING CHARACTERS

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

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

How To Use The Dice In This Game

Included in this game set are two special dice. One is white, the other is another color. Each die has twenty sides. Because the sides are numbered from 0 through 9, the dice are called ten-sided dice (they can roll a number from 1 to 10).

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

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

If the rules tell you to roll percentile dice, roll both dice and read the result as a two-digit number. The number on the colored die always is the first digit; the number on the white die always is the second digit. A 0 is read as a zero. For example, a roll of 5 on the colored die and 7 on the white die would be read as 57. A roll of 0 on the colored die and 6 on the white die would be read as 6. A roll of 6 on the colored die and 0 on the white die would be read as 60. If both dice roll zeroes (00), the result is read as 100.

HOW TO CREATE A CHARACTER

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

1. Take out your character sheet and a pencil. Always use a pencil when filling out a character sheet Some of the information you write down may change during the game.
2. Write your own *name* in the space marked "Player." This will help you and the game judge know which character sheet is yours.
3. To get your character's Muscle score, roll percentile dice. Now find the number you rolled on the ABILITY MODIFIERS TABLE. Add the modifier to your dice roll and write the result in the space marked "Muscle" on the character sheet For example, if you rolled a 63, the modifier is +10. Adding this to your roll gives you a Muscle score of 73. The additions to the dice roll help player characters get better scores than NPCs.

ABILITY MODIFIERS TABLE

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

4. Repeat step 3 two more times, once to get your character's score for Agility and once to get his score for Observation.
5. To get your character's Presence score, roll 1d10. Find the number you rolled on the PRESENCE MODIFIERS TABLE. Add the modifier to your dice roll and write the result in the space marked "Presence" on your character sheet.

PRESENCE MODIFIERS TABLE

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

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

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

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

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

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

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

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

PUNCHING TABLE

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

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

10. Give your character a name. Your character can have any name you choose. Naming your character is fun, and it makes it easier for you to play the part of the character during the game.

11. If you are planning to play the players' module **Mad Dog Johnny Drake,** you will find more background information for your character in the introduction to the module. If you are preparing to play some other adventure, you must make up your character's background as explained in PARTS 5 and 6.

12. Some sections of the character sheet are shaded gray. Leave these sections blank. They are used only in campaign games or in games using the Expert movement and fighting rules.

WHAT THE ABILITY SCORES MEAN

Muscle

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

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

Agility

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

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

Observation

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

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

Presence -

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

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

Driving

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

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

Luck

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

Hit Points and Injury

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

There are two types of injuries: wounds and bruises. Wounds are serious injuries to a character's head, bones or internal organs. For example, all injuries caused by gunshots are wounds. Bruises are minor injuries. Most of the injuries from a fistfight are bruises. The rules in PART 3 that describe movement, fighting and car accidents explain exactly which type of injury is caused in all circumstances.

Players must keep an exact record of the amount and type of injuries their characters suffer. There are two sets of boxes in the area on the character sheet marked "Injuries." One set is for recording wounds and the other is for recording bruises. Players should check off one box of the appropriate type for each point of injury their character receives. When injuries are healed (explained below), the appropriate number and type of boxes should be erased.

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

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

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

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

EXAMPLE: Joe Sullivan has a Hit Point score of 16. Joe is shot

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

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

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

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

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

Punching

A character's Punching score is the number of points of bruises the character causes when he hits an opponent in a fistfight. Fistfights are explained in PART 3.

ABILITY CHECKS

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

Some types of ability checks are

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

The rules in PART 3 explain when these and other ability checks should be made.

In some situations there are numbers that must be added to or subtracted from a character's ability score before an ability check is rolled. These numbers are called modifiers. Modifiers are used to reflect special circumstances which increase or decrease a character's chance of doing something. For example, characters in fistfights who are seriously wounded have a modifier of -20 when they try to hit an opponent, characters who fire guns from moving cars have less chance to hit their target, etc. A character's ability score, with all appropriate modifiers added to it, is called the character's modified ability score. All modifiers and the appropriate times to use them are explained in PART 3.

EXAMPLE: The rules in PART 3 will explain that a character who tries to hit another character in a fistfight must make an Agility check. Joe Sullivan is in a fistfight Joe has been severely wounded (has wounds equalling more than half his Hit Point score), so his Agility score is modified by -20 (as explained under Other Effects of Damage). Joe's normal Agility score is 37. His modified Agility score is 17 (37-20=17). When Joe tries to hit his opponent, he must make an Agility check. Percentile dice are rolled. If the result is 17 or less, Joe hits his opponent. If the result is greater than 17, Joe misses his opponent.

The Luck Check

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

1. The character has just received enough wound points to be killed. The check is made at the instant the injuries are received;
2. The character is attempting an unusual action and it is not clear which other ability applies to the action. This sort of Luck check is explained in PART 3.

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

1. A character who should be killed by wounds received in a fistfight or gunfight and who makes a successful Luck check receives only one point of wounds. The character is not killed. The fatal blow or shot only grazes the character;
2. A character who should be killed by wounds received in a car crash and who makes a successful Luck check receives only one-half the amount of wounds caused by the crash. Car crashes are explained in PART 3.
3. A character who should be killed by wounds received in falls from heights and who makes a successful Luck check is almost killed. One more wound point will kill the character.
4. A character who should be killed in a fistfight, gunfight or car crash, who makes a successful Luck check and who would still be killed by the reduced amount of wounds is not killed. He is almost killed, and one more wound point will kill him.

EXAMPLE: Joe Sullivan has a Hit Point score of 16. While robbing a store, Joe is shot by a police officer. He receives seven points of wounds. Joe is not allowed to make a Luck check because he has not received enough wounds to be killed. Joe jumps into his car and races away at dangerously fast speed. He has a terrible crash at an intersection just two blocks away. Joe receives 20 points of wounds in the crash. He now has enough wounds to be killed, so he is allowed to make a Luck check. Joe's Luck score is 43. Percentile dice are rolled and the result is 39; Joe's Luck check is successful. This means he will take only half the injuries from the crash. Half the injuries from the

crash is 10 points of wounds. These 10 points plus the seven points from the gunshot are still enough to kill Joe. Because he made a successful Luck check, Joe is not killed. Instead, he is almost killed, taking so many points of wounds that one more point will kill him. Joe has 16 Hit Points, so he will survive the crash with 15 points of wounds. He has taken seven points of wounds from the gunshot already, so he takes eight more from the crash (7+8=15).

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

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

LUCK TABLE

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

CREATING NON-PLAYER CHARACTERS

Non-player characters are created nearly the same way player characters are. However, the ability scores for NPCs are never increased by using the ABILITY MODIFIERS TABLE. NPC Presence scores are found by rolling 1d10 with no additions. More information on NPCs is given in PARTS 7 and 12.

PART 3: THE BASIC GAME

This part of the rules explains how to move and fight and how the ability scores are used in play. The information in PARTS 1, 2 and 3 is all you need to play the module **Mad Dog Johnny Drake.**

THE GAME TURN

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

Game Time

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

EXAMPLE: Tom Cook is playing a GANGBUSTERS game. His character, Joe Sullivan, is in a gunfight. It is Joe's turn to shoot. Before he rolls the dice to see if Joe hits his target, Tom spills his soft drink on the table. It takes about a minute to get a cloth and clean up the mess. Tom then rolls the dice for Joe's shot. In real time, a minute or more has passed, but in game time, only one second, the length of time it takes Joe Sullivan to fire a shot, has gone by.

Speeding Up the Action

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

Sequence of Events

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

SEQUENCE OF PLAY OUTLINE

Step 1: Check to see if any characters were surprised by actions in the previous turn.

Step 2: Players declare what action each character will perform this turn. These can be jotted down on a sheet of paper and revealed simultaneously, if the players want.

Step 3: Characters who are closing with an opponent for a fistfight are moved. Some characters may be able to fire at this time — see Guns in Fistfights.

Step 4: All other characters who are moving complete one-half of their movement.

Step 5: Fistfighting actions are resolved.

Step 6: Gunfighting and other actions are resolved.

Step 7: Characters finish moving.

SURPRISE

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

When To Check For Surprise

A character must be checked for surprise when

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

How To Check For Surprise

A character being checked for surprise must make an Observation check. If the Observation check fails, the character is surprised. The same dice roll determines how long the character

remains surprised. To find out how many turns a character will be surprised, subtract the character's Observation score from the Observation check dice roll and find the result on the SURPRISE TABLE.

SURPRISE TABLE

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

Effects Of Surprise

Characters who are surprised

1. Can take no actions for the number of turns indicated on the SURPRISE TABLE;

2. Are automatically hit in fistfights each turn that they remain surprised. Their attackers do not have to make an Agility check to hit them.

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

Sighting

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

Diagrams A and B show the fields of vision of a character facing the side or corner of a square.

Diagrams C, D and E show the fields of vision of characters looking through doors or windows.

Characters cannot see through a window into a completely dark room.

Diagrams F, G and H show the fields of vision of characters who are looking past buildings or other obstacles.

Diagram I shows the field of vision of a character who is leaning around a corner to fire a gun.

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

1. Characters can see no more than 50 feet;

2. Characters' Observation scores are modified by -20 when checking for surprise.
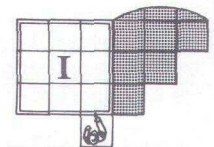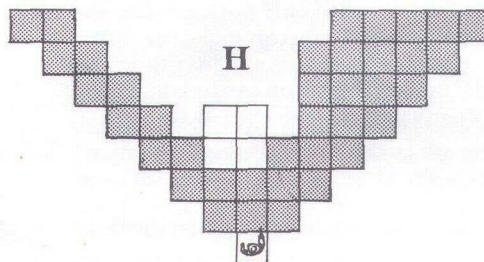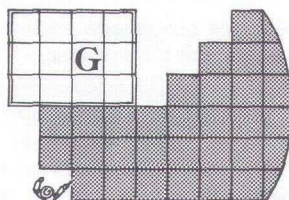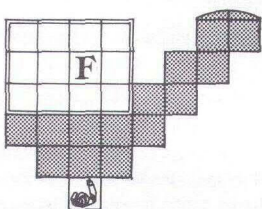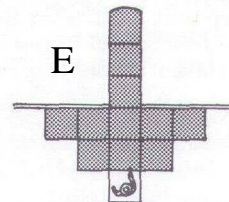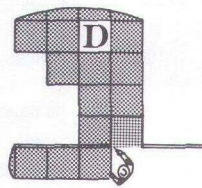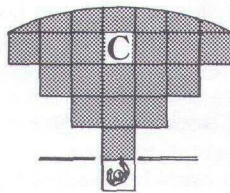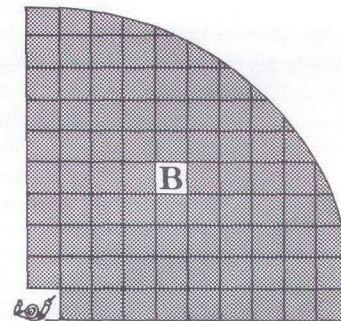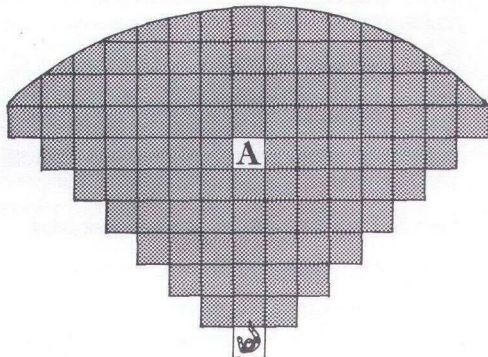
Hearing

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

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

Surprise Judgment

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

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

ACTIONS

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

These actions are explained in detail in the sections MOVEMENT, FISTFIGHTS, GUNFIGHTS and CARS.

MOVEMENT

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

Keeping Track Of Movement

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

Using the Maps. The large map included in this set is printed on two sides. One side shows several blocks of a downtown area at a scale of one square = 15 feet. This side of the map is used when characters are moving in cars or when details about the interiors of buildings are not needed. The other side of the map shows the interiors of several buildings in detail at a scale of one square = 5 feet. This side of the map is used during gunfights and chases, when building floor plans and other details are needed.

This set also contains a street map showing most of a city. It can be used when characters move off the large map. A ward map is printed on the back of this street map, but it is not used in the Basic Game. Both the ward map and the street map are printed on the cover of the module, **Mad Dog Johnny Drake.**

Movement On Foot

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

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

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

Movement Actions
1. Walk (5 feet)
2. Run (15 feet)
3. Crawl (2½ feet)
4. Leap (15 feet)
5. Jump (10+ feet)
6. Fall Prone
7. Stand Up (can be combined with Drawing a Weapon and Turning Around)
8. Turn Around 180 degrees (can be combined with Standing Up and Drawing a Weapon)
9. Open and/or Move Through a Door (move up to 5 feet)
10. Break Down Door.
11. Move Up or Down Stairs, Ladder or Fire Escape (5 feet per turn)
12. Crouch or Drop Behind Cover
13. Get Into or Out of a Car
14. Stand Still
15. Pick Up Object
16. Fall From Height

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

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

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

FOOT MOVEMENT TABLE

Action	Distance Moved During One Turn:		
	Feet	5′ squares	15′ squares
Walking	5	1	1/3
Running	15	3	1
Crawling	2½	½	1/6
Leaping	15	3	1
Jumping	10+	—	—
*Closing for fistfight	10	2	2/3

*Note: See Fistfights.

Movement Actions

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

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

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

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

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

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

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

Dropping or Falling. Characters who drop or fall from a height of more than 20 feet will receive one wound point for every 5 feet they fall. Any fractions of distance are ignored. For game purposes, each story of a building adds 10 feet to the building's height. If a fall would kill a character, that character is allowed to make a Luck check as explained in PART 2.

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

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

Difficult Movements

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

GUNFIGHTS

Gunfight Procedure

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

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

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

Special Weapons

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

Thompson Submachine Guns. The Thompson submachine gun (or tommy gun) is an automatic weapon. It can be fired as a single-shot weapon (at the rate of 1 shot per turn) or as a full automatic weapon (at the rate of 10 shots per turn). Firing on full automatic is known as firing a burst. When a character fires a burst, all modifiers for what the firing character is doing apply normally, but target modifiers are ignored. If the dice roll indicates a hit, then all characters in the firing character's Field of Vision are hit.

A burst inflicts...

a) 20 points of wounds if there is only one target character in the area of the burst

b) 15 points of wound on each of two characters in the area of the burst

c) 40 points of wounds divided evenly (drop fractions) among all characters in the area of the burst if three or more characters are present

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

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

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

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

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

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

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

Ammunition

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

GUNFIGHT MODIFIERS TABLE

Situation	Modifier
Target is	
...Standing Still	-0
...Crawling, Walking or Prone	-5
...Running, Leaping or Jumping	-80
...Dropping behind Cover	-20
...Behind Cover	-30
...Car Moving Slow	-10
...Car Moving Fast	-30
...Locked Door	+20
Firing character is	
...Prone	+5
...Firing any type of rifle	+10
...Firing after an aiming turn	+10
...In a car moving slow	-10
...In a car moving fast	-30
...Firing a burst	-30
...Firing a BAR on semi-automatic	-10 (2nd shot)
	-20 (3rd shot)
...Firing two pistols	-30
...In a fistfight	-40

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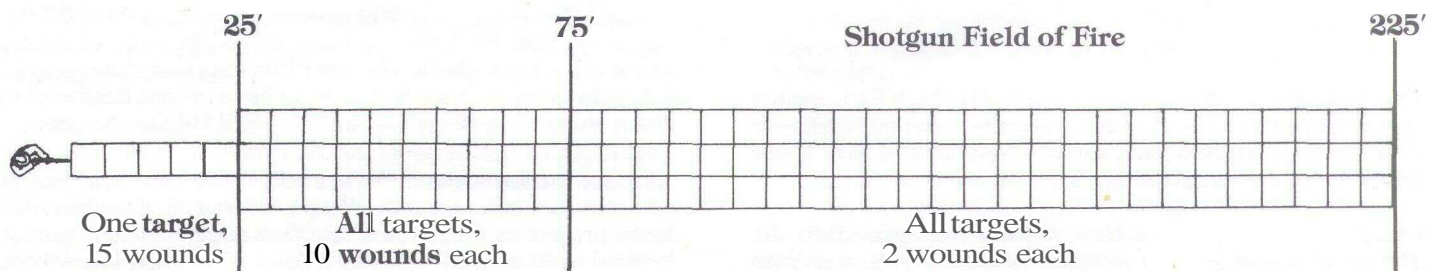
FIREARMS DATA CHART

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

Notes:
Range = Range in feet
Rate = Rounds fired per turn
Damage = Injury in wounds
Ammo = Rounds weapon can hold

* All rifles add 10 to Agility of firing character
**Thompson SMG carries a 20-round clip or a 50-round drum.

| 25' | 75' | Shotgun Field of Fire | 225' |

One **target**, 15 wounds | All targets, 10 **wounds** each | All targets, 2 wounds each

be completely reloaded to be used. A character in a gunfight could reload only one round into a six-shot revolver, if the player wanted.

Cover

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

Can't-Miss Shots

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

Shooting Into A Fistfight

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

Vehicles and Gunfights

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

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

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

VEHICLE DAMAGE TABLE

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

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

Vehicles suffering Critical Hits will not run again until the damage is repaired by a mechanic at a shop or garage. Any

Windshield Hit results in one passenger being hit (roll a die to decide which one). If a burst of automatic fire hits the windshield, all passengers, including the driver, suffer the full effect of the burst

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

Running Boards. If a character fires at someone riding on a car's running board and the body of the car is between the attacker and the target character, then that character is completely covered and cannot be hit Check the line of fire with the car at the midpoint of its move. Passengers on the running board on the exposed side of a car suffer the full effect of bursts. Running board passengers on the covered side of a car cannot be hit by bursts.
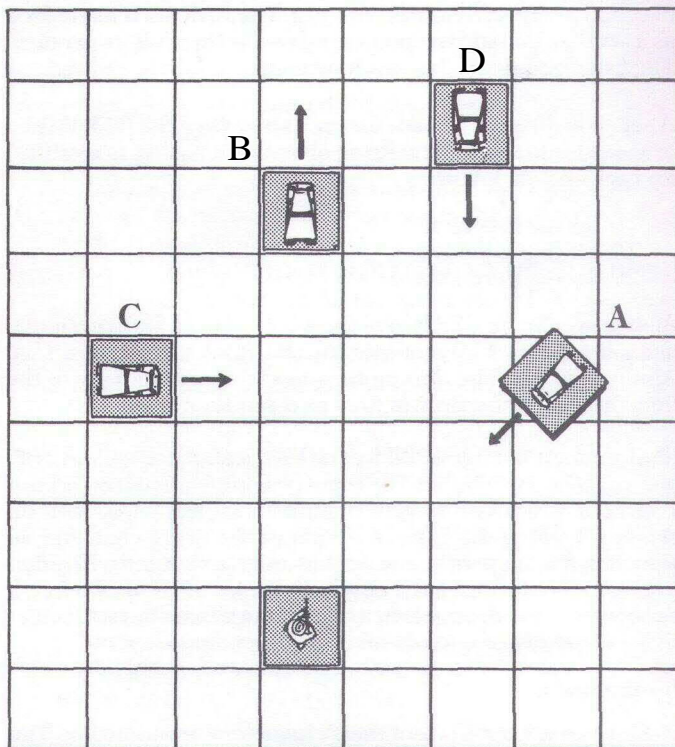
All four cars are in the character's field of vision. The character can fire at car A or B without the modifier for shooting at a moving car. This is because car A is moving directly toward the character and car B is moving directly away from the character. The modifier would apply if the character fired at car C or D.

Optional Rules

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

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

Automatic Jam (Optional). On a roll of 00, all weapons except revolvers jam automatically. Weapons being used for full automatic fire jam on a dice roll of 98-00. Jammed weapons cannot be fired until cleared. Clearing a jammed weapon takes three

turns and all three turns must be in sequence. If you stop after one or two turns to do something else, you have to start clearing the weapon all over again with the first turn.

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

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

FISTFIGHTS

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

Fistfight Sequence

Step 1. Characters who are closing for a fistfight are placed in the same square as the character or characters they are attacking. A character who is closing can be shot at by someone who is not involved in the fistfight (see Guns in Fistfights).

Step 2. Characters who are trying to get a hold on an opponent make Agility checks.

Step 3. Characters who are trying to disarm an opponent make Agility checks.

Step 4. Characters who are fighting fair or fighting dirty make Agility checks, and any characters who were hit or who are held record their injuries.

Step 5. Characters who are trying to break free make Agility checks.

Step 6. Characters who are firing pistols make Agility checks.

Step 7. The fistfight continues, turn by turn, until all the characters on one side have escaped or are knocked out or killed.

Fistfighting Actions

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

Closing. Closing is charging into an opponent's square to fistfight him. Closing characters can move 10 feet to get to their opponent. Note that closing happens first in the turn sequence. Someone who is attacked by a closing character cannot move unless his declared action is breaking free and he makes a successful Agility check. A closing action can be combined

with any other fistfighting action except breaking free or maneuvering. This means a character can close with an opponent and try to hit him in the same turn.

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

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

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

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

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

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

Special Movement Restrictions

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

his opponent unless the opponent is knocked out or killed, or the character breaks free.

Limits On Attacks

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

Surprised Characters

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

Multiple Character Fights

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

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

Injuries In Fistfights

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

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

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

Hand Weapons in Fistfights

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

HAND WEAPONS TABLE

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

Note: The word "wound" in the Extra Injury column means the injuries inflicted are wounds.

Guns In Fistfights

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

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

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

Shooting Into a Fistfight This is covered under

Example Of Fistfighting

Federal Agent John Bums has just kicked down the door of a hotel room, expecting to find Joe Sullivan inside. Burns was right, Sullivan is inside. This example will follow the rest of the action turn by turn.

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

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

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

Turn 4. Joe tries to break free while Burns fights fair. Burns swings at Joe and passes his Agility check, so he hits Joe for five more points of injury. A second percentile dice roll is made

to check for wounds, but it results in a 73; Joe now has 10 points of bruises. Joe makes his Agility check and rolls a 17; he has broken free! Joe is immediately placed 15 feet away from Burns, which in this case puts him out in the hall, through the door Burns kicked down.

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

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

Turn 7. Seeing that Burns is within 10 feet, Joe declares that he will try to break free. Burns will close and fight fair. Joe rolls a 62 on his Agility check, so he has not broken free. Burns swings, passes his Agility check and hits Joe for five more points of injury. There is a 25% chance the injuries will be wounds, and Burns rolls a 28, so the injuries are wounds.

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

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

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

CARS

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

Car Movement

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

CAR MOVEMENT TABLE

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

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

Keeping Track of Car Movement. Counters representing cars are provided in this set When used on the maps, the car counters should be placed so the front of the counter is pointing in the direction the car is moving. When the car moves, the coun-

ter is moved the appropriate number of squares on the map. (On the 5-feet-per-square map, the counter shows the position of the front half of the car. The back half of the car is in the square directly behind the counter.)

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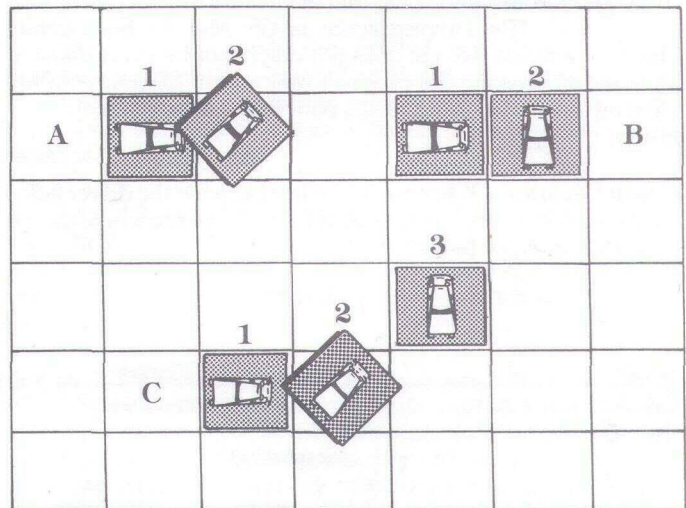

Diagram A shows a car making a 45 degree turn. The car moves one square straight ahead and turns 45 degrees to the left. If this maneuver is performed on the 5-feet-per-square map, the car must travel straight three squares before turning again. On the 15-feet-per-square map, a car can turn 45 degrees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

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

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

Car Crashes

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

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

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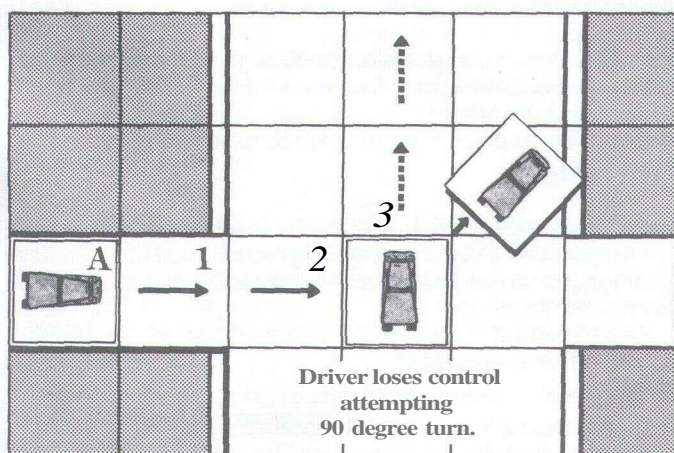
DRIVING CHECK TABLE

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

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

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

CRASH TABLE

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

Driver loses control attempting 90 degree turn.

The car is in square A at the beginning of the turn. It is moving at fast speed down the alley. The driver tries to make a 90 degree turn to the left, but fails his Driving check. The car goes out of control and crashes into the building across the street.

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

CRASH DAMAGE TABLE

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

All injuries suffered by passengers in a crash are wounds. Crashes at slow speed automatically cause minor body damage, with no injury to passengers.

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

Pedestrians

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

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

Special Driving Actions

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

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

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

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

check succeeds, the driver has avoided being cut off. If the check fails, the car crashes. There is a 50% chance the car that was cut off will run off the road and crash, and a 50% chance it will crash into the car that cut it off.
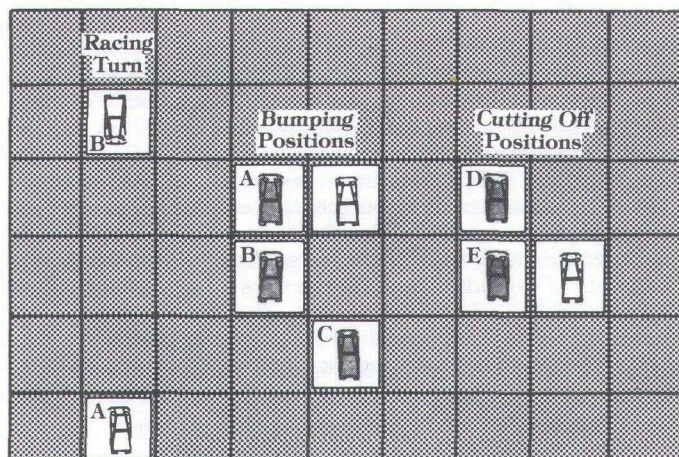
The first car is performing a racing turn on the 15-foot downtown map. It starts its move at position A and ends at position B. The black car can bump the white car from position A, B or C. The black car can cut off the white car from position D or E. The cars must be in these positions on the 5-foot map to bump or cut off

Firing Weapons From Cars

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

EXAMPLE OF MOVEMENT AND FIGHTING

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

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

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

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

Turns 8-10. The Worm moves to the left of the car, opens the door, gets in and starts the engine. This takes three turns. During this time, Joe moves in front of the cash register while The Enforcer walks toward the back of the jewelry store.

O'Flaherty realizes that something is happening when he sees The Worm start the car.

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

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

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

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

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

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

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

Turn 18. O'Flaherty fires a burst from the tommy gun at The Worm's car. His Agility is 93 and he has a modifier of -30 for firing a burst, so he needs to roll 63 or less to hit the car. He rolls a 52 and hits. The hit location is found by rolling 2d10. The result is 20, a windshield hit! The Worm takes the full effect of the burst Since The Worm has only 13 Hit Points and the burst inflicts 20 points of injury, The Worm should be killed by the attack. He tries a Luck check, but does not pass it. The Worm is dead. Inside the store, Joe and The Enforcer hear the tommy gun burst. The clerk at the service desk continues opening the safe.

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

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

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

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

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

Turn 24. Joe starts driving away at slow speed. The Enforcer drops prone as O'Flaherty fires a burst from his tommy gun. At the midpoint of its move, the rear of Joe's car is in the burst area and can be hit O'Flaherty's Agility of 93 is modified to 63

because he is firing a burst The roll is 38. The Enforcer also is in the burst area, so he takes 15 wound points (he has 19 Hit Points). Damage to the car is rolled on 2d10. The result is 16, so the car engine dies. The car will stop at the end of this move.

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

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

STOP! You are now ready to play the players' module **Mad Dog Johnny Drake.** You should play this module before reading the more complex rules that follow.

PART 4: DESIGNING YOUR OWN ADVENTURES

Now that you have played **Mad Dog Johnny Drake,** you probably have a much better idea of what a GANGBUSTERS game is like. You should now read the rest of the rules, which describe how to run a continuing campaign and how to add more color and depth to your games. If you do not want to use the more detailed rules in sections 5 through 11, simply read the following rules. They will show you how to set up exciting short GANGBUSTERS games using only the rules you have learned already.

Types of Adventures

Short games can be about almost anything. However, most good, short games involve two or more groups of characters in some type of conflict. Suggestions for short adventures include

1. Robberies: One group plays the robbers and the other plays the police who arrive in the middle of the robbery.
2. Raids: One side plays local police or federal agents trying to capture the other characters, who might be gangsters in their hideout or bootleggers loading trucks for delivery.
3. Car Chases: One side can play the members of a gang trying to get away from the scene of a crime while the other side plays the local sheriffs or police.
4. Reenactments: Players can play out their favorite events from books, movies or newspapers from the 20s and 30s. Shoot-outs that led to the capture or demise of famous criminals make especially good reenactments.

Play Balance

Whatever type of adventure you set up, it is important to keep the game balanced. This means each group of characters should have about the same chance of surviving the adventure, and each group should have about the same chance to win or to achieve their goals.

As you become more familiar with the game, it will be easier for you to balance adventures. At first, it is important to have about the same number of characters on each side. It also is important to limit the number of Thompson submachine guns and BARs.

Some players tend to run wild with these weapons, and they are very deadly; one character with an automatic weapon can wipe out a small army in just a few turns. It is best to allow no more than one of these weapons per side.

Another important factor in play balance is the power of individual characters. If one side has three characters with more than 20 hit points each and the other side has three weak characters with low Agility scores and only 10 or 12 hit points each, the game is seriously unbalanced. It is a good idea to give each team a mixture of characters; One character who is very strong, another with very high Agility, another with a high Observation score, and so on. One way to get interesting characters is to let players roll three ability scores and then assign them to Muscle, Agility and Observation however they want It is all right to tamper with the ability scores you rolled in order to balance your games. This should not be allowed, however, if the characters are going to be used in more than one adventure.

Maps

The maps provided in this set are all you will need for endless GANGBUSTERS games. There will come a time, however, when you will want to experiment with special situations or places you designed. When you draw your own maps, be sure to use graph paper. Include all the details you will need to play. Ask yourself questions like: Are all the buildings one story tall, or do they have several floors? Is there a fire escape by the window? Is there a police call box somewhere on the block? Are doors open or shut? Are they locked? Drawing in as much detail as possible before the game starts will speed up the game and make it more fun to play.

Non-Player Characters

Players should assume that non-player characters (customers in a bank, sales clerks, etc.) in a game without a judge will simply do as they are told and not get involved in a fight. Players who have experience with role playing games may want to include a few NPCs in a non-judged adventure, using the rules for NPC reactions in PART 7.

PART 5: CHARACTERS IN CAMPAIGNS

Once you have mastered the basic GANGBUSTERS rules, you probably will want to play a GANGBUSTERS campaign. A campaign is a continuing series of adventures involving the same characters. The short games you have played up to now were like short adventure stories; a campaign is like an exciting adventure novel.

A campaign cannot be played in one evening. Rather, a campaign stretches over many evenings of play, and follows the careers of characters as they become more and more experienced and face greater challenges. A good campaign can go on for months or even years, as long as players are having fun.

A campaign must have a game judge. The judge and all the players should be familiar with the rules in PARTS 1 through 7 of this rule book. The judge should also be familiar with PART 10 and all the appendices.

CHARACTER BACKGROUNDS

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

Age

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

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

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

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

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

Height and Weight

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

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

Features, Marks And Scars

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

Ethnic Background

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

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

Money

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

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

1. Two suits of clothes, including coats, ties, wallet, watch, comb, toiletries, etc.
2. 850 in cash.
3. Any items the character normally would get from his employer, such as a police uniform and weapon, etc.

Characters must use their 350 to buy anything else they want at the start of a campaign game.

Basic Expenses. All characters must pay 820 each week to cover basic expenses. Basic expenses include rent, food, laundry, etc. The rent pays for a furnished room in a cheap hotel or apartment building. Basic expenses do not include a car.

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

Other Expenses. If characters want anything that is not covered in their basic expenses of 820 per week, they must buy it Characters who are above first level certainly will want to find a better place to live (in keeping with their social position). There are countless other things a character may want to buy. Prices for many items can be found on the PRICE LIST in the appendices.

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

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

CHARACTER ADVANCEMENT

Each PC in a campaign game has some type of career (explained in PART 6). Characters who are successful at their careers earn experience points. Characters who earn many experience points are able to rise in level. Gaining levels makes characters more powerful and better able to solve the problems they face in the game.

Experience Points

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

Level

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

CHARACTER ADVANCEMENT

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

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

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

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

EXAMPLE: A first level policeman is a rookie, and will spend most of his time dealing with other PCs and NPCs who also are first level. A fifth level policeman deserves much more respect, will handle tougher cases and will be able to associate more easily with social and political leaders. Law enforcement offic-

ers who reach 10th level or higher are living legends, and the mere mention of their name will strike terror into lower-level criminals.

Advantages of Advancement

Characters who advance in level earn the following advantages:

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

IMPROVING BASIC ABILITIES

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

Procedure

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

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

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

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

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

Costs Of Score Improvements

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

ABILITY SCORE IMPROVEMENTS

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

Limitations On Score Improvements

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

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

SKILLS

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

SKILL COSTS

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

* Exclusive Skill

Definitions

There are two types of skills: exclusive skills and general skills. Exclusive skills give a character the ability to do things that only characters with that skill can do. General skills can be used by anyone, with a 20% chance for success. Characters with training have a better chance to use general skills successfully.

Skill Scores

When a character learns a skill, the player must roll percentile dice to find the character's score for that skill. This dice roll is modified using the ABILITY MODIFIERS TABLE from PART 2. When the character tries to use the skill, he or she must make a skill check. Skill checks are made the same way ability checks are. The character passes the check if he rolls less than or equal to his skill score. A character who tries to do something that is covered by a general skill, and who does not have that skill, is assumed to have a score of 20. Characters who learn a skill will never get a score lower than 26.

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

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

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

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

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

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

Skills At The Start Of A Campaign

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

Skill Descriptions

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

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

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

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

Alarm Systems (E) — the ability to connect and disconnect all types of burglar alarms. The score is the percent chance to successfully connect or disconnect the system. Failing a check when disconnecting a system means the alarm goes off. A character can try to disconnect a particular system only once during a single adventure. Disconnecting an alarm takes 2 to 80 minutes (the game judge rolls 2d1O). A character with this skill can detect tampering with an alarm system by using the procedure described under Accounting.

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

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

Art Forgery (E) — the ability to forge paintings and sculptures and, at the judge's discretion, other types of art Usually, the fake is substituted for the original and the original is sold illegally for a high price. Any character with this skill will be able to make fakes which will automatically fool anyone except a character with art expertise skill. An art forger also can detect forgeries, using his forging skill score.

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

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

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

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

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

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

Boxing (E) — Boxing skill is used only with the expert rules, and is fully explained in PART 11.

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

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

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

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

Disguise — the ability to use make-up, clothes, wigs, masks and other items to disguise a person's appearance. The score is the percent chance that the disguised character cannot be recognized or described accurately by others, except people who know the disguised person very well. If the skill check roll is 05 or less, even close personal friends can be fooled by the disguise. This is true regardless of the character's Presence (see Encounters in PART 7).

Explosives — the ability to use all types of explosives to make bombs, blow up safes, etc. The score is the percent chance that the character will set up the explosives correctly and safely. Failing an explosives skill check can mean the character made a minor mistake (the fuse didn't work) to a major mistake (the fuse was too short and the character blew himself up). The seriousness of the failure should depend on the amount by which the character missed his explosives score. A small difference should indicate a minor mishap; a large difference should be a major mishap. The effects of explosives are covered in PART 8 under Explosives.

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

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

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

Gambling (E) — characters with gambling skill are considered professional gamblers, and may even decide to earn their living solely by gambling. The skill score can be used to influence the outcome of private card games, to determine winnings when the character gambles at a casino and to determine the character's chances when placing bets with a bookie. The score is also the character's percent chance to detect cheating at cards, fixed tables in casinos , loaded dice, etc.

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

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

Step 1: Each character announces how much money he or she will gamble that evening;

Step 2: Each gambler makes a skill check;

Step 3: Gamblers who fail their skill check lose the stated amount of money;

Step 4: Gamblers who pass the skill check increase their initial funds as follows:

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

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

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

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

Jeweler (E) — the ability to recognize the value of jewelry, gems and precious metals and to produce fake items of Jewelry and fake gems. A successful skill check means that only another gemnologist can detect the fakery, using the procedure outlined under Accounting.

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

Lockpicking (E) — the ability to open locks using a small set of lockpicking tools. These tools can be obtained legally by anyone with a locksmith's license (available from the state for 850) or they can be bought or made illegally. A successful check indicates the character with this skill can pick the lock in question. Picking a lock takes 3 to 30 seconds (judge rolls 3d10). Lockpicking skill cannot be used to open a safe.

Martial Arts (E) — this special skill is explained in the expert rules.

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

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

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

Public Speaking (E) — the ability to make a speech that will sound convincing to most of the people who hear it. A successful check means a majority of the people listening to the speaker either believe what he says or have a reaction to him of 13 or higher on the NPC Reaction Table. (See PART 7 for an explanation of NPC reactions.) This skill is especially useful when a character is on trial.

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

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

1. The character being shadowed makes any movement that would, in the opinion of the game judge, make it difficult to keep him in sight. Typical moves include running into a crowd or suddenly getting on a bus. Failing the check means the character has gotten out of sight of the character who was shadowing him or her;

2. The character being shadowed moves more than 60 feet indoors, two blocks outdoors in the city or two miles outdoors in the country. Failing a check in one of these situations means the character being shadowed has noticed he is being followed. It does not mean the character knows he is being followed intentionally; that is left to the discretion of the game judge, based on the characters involved and the overall situation.

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

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

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

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

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

CAMPAIGN PLAY

Two of the biggest differences between playing the basic game and playing a campaign game are the presence of a game judge and the change in the structure of game turns.

The Game Judge

The game judge is in some ways the most important player in a GANGBUSTERS campaign game. He does the following things:

1. He designs the city where the campaign will take place.
2. He plays the roles of all NPCs in the city.
3. His planning and tastes will affect the adventures that develop in the campaign.
4. He serves as the eyes and ears of the player characters. He tells the players what they can see, what they can hear and what is happening all around them at any time.
5. He is the final authority on all rules interpretations and may modify the rules as he or she sees fit to handle special situations. If a player does not like the way a judge is handling a campaign game, the player can make suggestions but should never argue with the game judge. If differences cannot be reconciled otherwise, the player should leave the game. A game judge's authority over his or her game is and must be absolute.

Game Time And Game Turns

In the basic game, all turns were one second long. These one second turns are still used in the campaign game, but only when there is a shoot-out, a fistfight or a chase in progress. The game judge keeps track of time in a campaign game. Time can pass in seconds, minutes, hours, days or weeks, depending upon what is happening in the game.

Week-long turns are recommended for campaign games. At the beginning of each game week, players tell the judge what their characters will try to do that week. The plans should include specific times whenever possible. When the judge has the players' plans for that game week, he can decide how to pace the action.

Changing The Rules

As stated above, the campaign game judge can modifying any rules to handle special situations. The judge and players may decide to expand their campaign by adding rules to cover new character careers, animals, airplanes or anything else they decide they want. However, changes should be made only after extensive play with the rules as they are. Changes made by players who are not completely familiar with all the rules could seriously affect the game's balance, giving some characters great advantages over others.

Observation In Campaign Games

A character's Observation score is more important in a campaign than in short basic games. The game judge should require characters to make Observation checks whenever

1. The judge has any doubt about whether the character would see a person, thing, clue or unusual situation;
2. A character is searching for something which is hidden or difficult to see.

EXAMPLE: A rookie police officer is searching for clues at the scene of a crime. The judge secretly makes an Observation check for him. In this case, the rookie passes the check and

notices a tiny diamond earring lying in the gutter by the curb where the victim was attacked.

The game judge can decide to make Observation checks secretly or let the characters roll them for themselves.

EXAMPLE OF CAMPAIGN GAME PLAY

The actual play of a campaign game is a constant conversation between the players and the game judge. Players tell the judge what they are doing; he tells them what happens as a result of their actions. Watching an actual gaming session is the easiest way to see how a campaign game is played.

In this example, six players are involved in a campaign. Three characters are criminals: Joe Sullivan, Lucky Nelson and Bruno Antonino, the notorious Sullivan gang. The others are law officers: John Burns, federal prohibition agent, and Adam Smith and Bill Jones, city police officers. The campaign has been going on for several weeks of game time. Smith and Jones heard Joe Sullivan had financial troubles, and eventually learned he was solving them by getting involved with Al Tolino's bootlegging mob. Smith and Jones called in Bums, knowing he would love to nail anyone connected with Tolino's operations.

The game started with the characters presenting their plans for the week to the judge. Smith is shadowing Sullivan, Jones is staking out Sullivan's hotel room and Bums is catching up on paperwork until he hears from Smith or Jones. Meanwhile, Sullivan and his hoods have planned to rob a bank in a small town about 30 miles outside the city. They have slated the job for 3 p.m. Wednesday afternoon, just as the bank is about to close. Our example will follow the dialogue between the characters and the judge.

JUDGE: Okay, from looking at your plans for the week, I can tell you that not much happens on Monday or Tuesday. Smith, you shadow Sullivan, but he only does the usual things: goes out to eat, window shops, and so forth.

JONES: Do I notice anything unusual around Sullivan's hotel? I'm running the stakeout from a room above the grocery store across the street. (Jones shows the judge the location on the map).

JUDGE: No, you don't notice anything until Wednesday. At about 1 p.m. you see two of Sullivan's old playmates, Lucky Nelson and Bruno Antonino, go into the hotel.

BRUNO: Yeah, we park the car out front and go in the front door just like nothin's up, see? And we ain't showin' no rods, neither.

LUCKY: Right. Do we notice the heat in the window across the street?

JUDGE: Since you thought to look, Lucky, I'll let you make an Observation check. Let's see, your Observation score is 63, right? Okay, roll for it (Lucky rolls a 77.) No, you don't notice anything unusual.

BRUNO: Okay, we go right up to Joe's room and use the key he gave us to get in.

JOE: Right. And following our plan, I show up at about 1:15 p.m.

JUDGE: Okay. Smith, that means you'll show up right after that.

SMITH: I go up to the room where Jones is running the stakeout. I park my car about a block away and go up the back entrance and stairs.

SULLIVAN: We're getting our guns ready for the robbery. I'm taking my .45 automatic, loaded, and two extra magazines.

BRUNO AND LUCKY: (At the same time) Yeah! We're packing the chopper in the violin case!

JUDGE: Okay, okay. How much ammo?

BRUNO: Two 50-round drums.

JOE: We leave around 2 p.m., since it will take us about 45 minutes to get to the Smalltown Bank. Lucky, you go downstairs first, look around and start the car. Bruno and I will follow you.

LUCKY: Right. Do I notice anything this time?

SMITH: We're watching from an open window, but we're staying well inside the room.

JUDGE: No, you wouldn't normally be able to see anything at this angle unless they were right at the window, the way Jones was before.

LUCKY: I give the guys the sign to come out

JOE: We pile into the car. Lucky will drive. We head off down the street, toward highway 37. It's about a mile from here.

SMITH AND JONES: (At same time) We spotted that violin case!

JUDGE: Okay, what do you do?

SMITH: I'll run for the car — out the back way. Jones, you call Burns and tell him something's up. Then call headquarters and see if a uniform boy can track them until we can get our tail running.

JONES: Right

JUDGE: Okay, you've made your calls and are in the car.

SMITH: I'll drive. We drive fast until we get them in sight

JONES: Burns said he could pick them up if they go all the way to the highway.

BURNS: Yeah, my office is only a few blocks from there. (The judge knows this already.)

JUDGE: Okay, Smith, you luck out and don't have any accidents. (The judge has been rolling percentile dice). You spot them just as they turn onto highway 37. Burns, you pick them up about 300 feet down the highway. (The judge points to the map of the street system. He has worked out the relative speeds of the vehicles involved, and the time it would take Burns to get to the highway from his office). You are headed in the opposite direction, so they see your car. However, none of them know you, so they don't think anything is up.

BURNS: I'll turn around.

SMITH: I'm dropping back behind them.

JUDGE: I'll be rolling for Smith's shadowing check every two miles, since we have a long way to go. (About 14 miles out of town, Lucky finally notices a car that keeps hanging back, just within sight).

LUCKY: I think someone's on our tail!

JOE: Make a turn and then stop behind a hill. See if they follow.

SMITH: Of course I follow, hanging back

JUDGE: Okay. Lucky has the car stopped. Joe, your gang sees the car with Smith and Jones pop over a hill, and another car right behind that one.

SMITH: We'll keep going right past them.

JOE: I know those two guys!

JUDGE: Okay, but you might not recognize them in the car. Make an Observation check as they pass. (Joe passes the

check.) Okay, you've spotted Smith and Jones. The guy in the second car you've never seen before.

JOE: Turn around! Let's get out of here! We'll head back to the hotel.

BRUNO: I'm getting out the tommy gun.

JOE: No!

SMITH: We're turning around.

As Smith's car approaches, the irrepressible Bruno opens up with the tommy gun. At this point, the judge slows the action down to one-second turns until the fighting is finished...

PART 6: CAREERS

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

1. Law Enforcement
2. Private Investigation
3. Newspaper Reporting
4. Crime

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

Changing Careers

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

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

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

CAREERS IN LAW ENFORCEMENT

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

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

Prohibition Agents

Prohibition agents are the enforcement arm of the Bureau of Prohibition. Their job is enforcing the National Prohibition Act, also known as the Volstead Act. This federal law prohibited the manufacture, transportation and sale of alcohol. It is explained in PART 9. Players can play prohibition agents only in games set before December 5, 1933, the day prohibition was repealed.

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

Before 1927, characters must be appointed to the bureau by a politician. When a campaign is just beginning, the game judge can make appointments. The judge is advised to let any player

who wants to play a prohibition agent do so. There are no other minimum qualifications for becoming a prohibition agent prior to 1927.

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

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

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

Powers. Prohibition agents have the following powers:

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

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

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

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

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

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

SALARIES AND TITLES

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

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

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

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

1. Speakeasies are a good starting point for investigations. Smart agents often will not close down a speakeasy right away, instead using it as a source for contacts and a place from which to begin tracing a bootlegging operation. Elliot Ness traced beer barrels from speakeasies back to the breweries where they were filled. This enabled him to start closing down Al Capone's breweries.

2. Make and maintain good contacts with other law enforcement agencies, including the local police department and the Canadian border patrol agencies (if near the border). This will help you know when to expect major shipments of alcohol and will help when you need other information or emergency assistance.

3. Find out as much as you can, as quietly as you can, about who's who in local politics. Remember, politicians of the period often were in league with major criminal organizations.

4. Only very stupid criminals would kill a federal agent. Unfortunately, there are a lot of stupid criminals. Always carry your weapon and be ready to use it

F.B.I. Agents

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

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

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

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

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

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

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

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

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

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

Organization And Salaries. All player character F.B.I. agents are assigned to a field office in a major city. Each field office has one special agent in charge (S.A.C.), one assistant special agent in charge (A.S.A.C.) and a number of field supervisors, each in charge of a team of 15 to 25 special agents. All F.B.I. agents have the title "special agent"

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

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

SALARIES AND TITLES

Level	Title	Salary Annual	Weekly
1	Special Agent	$2,800	$ 54
2	Special Agent	$2,900	$ 56
3	Special Agent	83,000	$ 58
4	Special Agent	83,100	$ 60
5	Field Supervisor	83,300	$ 63
6	Field Supervisor	83,500	$ 67
7	Assistant S.A.C.	83,800	$ 73
8	Assistant S.A.C.	$3,900	$ 75
9	Assistant S.A.C.	84,000	$ 77
10-14	S.A.C.	84,400	$ 85
15	Transferred to Washington, D.C.	86,000	$115

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

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

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

How To Play An F.B.I. Agent.

1. Don't even think of being dishonest Your personal habits, spending habits, family life, everything about you is subject to constant scrutiny by your fellow agents and supervisors.

2. Some investigations you are assigned to will involve extremely clever, powerful and dangerous criminals. (If the locals could have handled these guys, you probably would not have been called.) Be prepared! You should almost always be armed (as heavily as possible) and prepared to defend yourself and the public at all times.

3. Some investigations you are assigned to will involve undercover work and careful investigation of financial records and legal documents. Learn the special skills that are most useful for this type of work as soon as possible.

4. Never, ever discuss F.B.I. business with anyone, including officers from other law enforcement agencies. They may be untrustworthy, incompetent or both. Whenever possible, limit your contacts to those in which you are getting, not giving, information. Agents who blab about F.B.I. work can expect to be fired.

Local Police Officers

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

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

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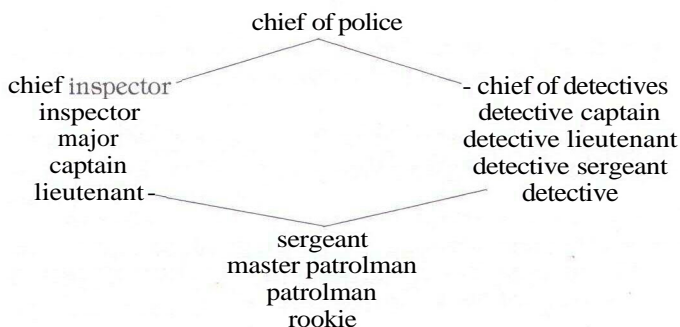3. Observation 45
4. Presence 5

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

Powers. Police officers have the following powers:

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

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

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

```
                    chief of police

chief inspector  —                      — chief of detectives
   inspector                               detective captain
     major                                 detective lieutenant
    captain                                detective sergeant
  lieutenant  —                          —    detective

                    sergeant
                 master patrolman
                    patrolman
                     rookie
```

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

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

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

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

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

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

SALARIES AND TITLES

Rank	Salary Annual	Weekly
Rookie	81,300	825
Patrolman	81,560	830
Master Patrolman	81,820	835
Sergeant	82,080	840
Lieutenant or Detective	82,340	845
Captain or Detective Sergeant	82,600	850
Major or Detective Lieutenant	82,860	855
Inspector or Detective Captain	83,120	860
Chief Inspector or Chief of Detectives	83,380	865
Chief of Police	83,640	870

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

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

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

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

Police Communications. Police communication in the 1920s was based on call boxes, special telephones that were located on almost every block in downtown areas, and every two or three

blocks in areas that were less heavily patrolled. A key is needed to open a call box, so only police officers can use them. A call box automatically connects the officer on the street with his station.

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

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

In all other respects, a patrol car functions as a normal car.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

MUTUAL PROTECTION. Police will make every effort to catch any person who kills a police officer. They will not be too particular about whether they get the criminal dead or alive.

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

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

1. Stay honest. Honest police officers gain a 10% bonus in experience points, and have a longer life expectancy.

2. Get to know your beat and the people on it as well as possible. This will be very valuable in spotting things that are strange, out of place or suspicious. It will also help you to know where to go for fast information.

3. Cultivate informers who are on the borderline of criminal activity. They can sometimes provide very valuable tips.

4. Take every opportunity to increase your Agility score to the maximum allowed for your character.

5. Keep your head in crises. Use the call boxes to get help when you are outnumbered or outgunned. Rookie cops who rush tommy gun-toting bank robbers usually have very short careers.

Law Enforcement Resources

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

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

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

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

Search Warrants. A search warrant can be issued by any judge. A law enforcement officer must convince the judge that there probably is evidence contained in the premises to be searched. If the judge being approached is an NPC, the game judge should decide whether the warrant is issued. Searching privately owned buildings or areas without a warrant is illegal.

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

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

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

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

Law Enforcement Experience Points

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

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

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

LAW ENFORCEMENT X.P.s	
Action	X.P.s Earned*
Arrest criminal for felony**	1,000 X.P.s x level of criminal
Criminal you arrested is convicted	Additional 1,000 X.P.s x level of criminal
Recover stolen property	1 X.P. for each $1 of property's value
Earn reward money for capturing criminals (F.B.I. agents cannot keep reward money, but earn X.P.s for it)	1 X.P. for each $1 of reward
Close down still, brewery or speakeasy for one year	1,000 X.P.s x level of owner
Confiscate property used to violate Volstead Act (prohibition agents only)	1 X.P. for each $100 of property confiscated

* All honest law enforcement officers add 10% to their earned experience points.

** A felony is any crime for which the penalty can be death or more than one year in prison — see PART 9: LAW.

the character did not need to kill the suspect to protect himself or the public.

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

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

CAREERS IN PRIVATE PROFESSIONS

Besides working in law enforcement, characters in a GANGBUSTERS campaign can work as private investigators or newspaper reporters.

Private Investigators

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

Qualifications. All private investigators must be licensed by the state where they have their office. Beginning private investigators can get a license by paying a 850 licensing fee. Characters who have been convicted of a felony cannot obtain a private investigator's license.

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

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

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

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

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

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

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

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

1. Roll 1d10 and subtract two. If the result is zero or less, treat it as zero.
2. Multiply the result of the die roll by 825.
3. Add any money earned that week by the PC partner.
4. Multiply the sum from step 3 by the percent of the partnership owned by the PC. The result is the PC's income for that week.

Example: John Martin, an established NPC private investigator, offers a 25% partnership to PC Nick Angelino, a beginning P.I. At the end of the first week of play, the judge rolls 1d10 and gets a seven; subtracting two gives a result of five. He multiplies this by 825, getting 8125. During that week, Angelino made 850 on a case. This is added to the 8125 for a total of 8175. Nick's earnings for the week are 25% of 8175 or (.25 x 8175 =) 843.75.

Expenses. Independent and partnership P.I.s must provide themselves with an office, a secretary and a city business license. These cost between 850 and 875 per week, but all P.I.s are assumed to earn enough money in minor cases to cover their office expenses. If any private investigator goes six weeks without a special case, and does not have at least 8100 in cash, that P.I. must get a special case the next week or he will be unable to pay his expenses and will be kicked out of his office.

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

Beginning private investigators are paid 825 per week by their agency. In addition, they may receive bonuses if their employer (usually an NPC played by the judge) is impressed with their work. PCs must negotiate their own pay raises with their employer. Third level or higher detectives usually can command a salary of 835 to 850 per week. Top detectives (seventh level or higher) can sometimes negotiate salaries up to 8100 per week.

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

Special Cases. A special case is

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

OBTAINING SPECIAL CASES. Private investigators can obtain special cases in the following ways:

1. Employees of large detective agencies will always be assigned to special cases by their agency;
2. All cases brought to private investigators by other PCs are special cases;
3. A private investigator has a 10% chance per level per week of obtaining a special case, if he or she is not already working on one (these must be made up by the judge);
4. The campaign judge can give a P.I. a special case at any time.

The campaign judge must create special cases for private investigators whenever they are supposed to have one, or should have one for the good of the campaign. Such cases often can be made up on the spot; see the example under How To Play A Private Investigator.

FEES FOR SPECIAL CASES. Independent or partnership private investigators must negotiate their own fees with the client who brings them the case. First level investigators should try to get at least 810 per day plus expenses. This may be higher if the case involves special dangers. Higher level private investigators can command much higher fees.

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

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

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

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

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

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

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

1. Become acquainted with as many PCs and NPCs as possible. You never know when you might need a tip or a favor. Private investigators should make a point of becoming acquainted with the local police, ward bosses, politicians, crime reporters, bootleggers and secretaries in the offices of the high and mighty. They are valuable sources of information.

2. Make good use of public information sources such as credit bureaus, car license branches, city agencies which give building permits, zoning changes, business licenses, etc. They are easy sources of fast and often very important information.

3. Always protect your license. Essentially, this means either being on good terms with the chief of police, or having information about him that he does not want the public to hear. You may sometimes have to bend a few laws to get the information you need for a case.

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

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

The campaign judge tells Nick that a young blonde woman comes to his office, sobbing over the disappearance of her father, a prominent local businessman. He has been missing for three weeks. The police are baffled. Can he find her father?
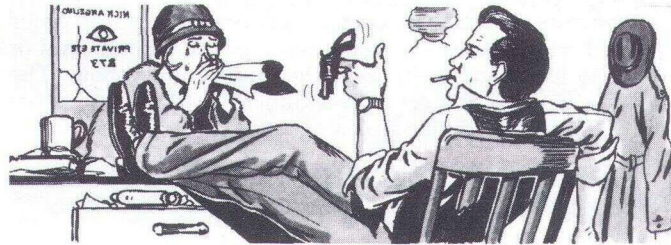
Nick quickly negotiates his fee, and takes 8100 in advance. He then questions the lady in detail, learning all he can about her father, his business and the circumstances surrounding his disappearance. The campaign judge, who is playing the daughter, makes up most of this information in response to Nick's questions. Before the investigation gets very far, of course, the judge will have to decide what really has happened to the girl's father.

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

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

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

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

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

Newspaper Reporters

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

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

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

Employment and Salaries. All first level reporters start their careers by working as "cub" reporters for a daily newspaper. Starting salary is 825 per week. PC reporters must negotiate their own pay raises, but normally should get a raise of 85 to $10 per week each time they go up one level. Editors should make 850 to 875 per week. Editors-in-chief earn at least 880 per week, up to a maximum of 8125 per week.

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

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

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

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

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

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

FIFTH LEVEL. Fifth level reporters are eligible for promotion to editorial positions. Editors have charge over a large number

of reporters. They assign reporters to stories and can edit what the reporters write. The most important editor on most daily papers is the city editor. He is in charge of all local news, including local politics, and the reporters who cover local news.

SEVENTH LEVEL. A seventh level reporter can write a daily or weekly column which will be syndicated and run in many newspapers across the country. Obviously, the reporter must have something to write about in each column. A columnist is paid 8100 per week in addition to his regular salary.

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

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

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

1. 17 Die In Slum Apartment Fire
2. Mayor Embezzled Campaign Funds
3. Bootlegger Says Payoffs To Cops Total 8100,000!
4. Secret Documents Show Councilman Took Kickbacks!
5. Reporter Uncovers Boss of 81 Million Numbers Racket!
6. Six Die In Gangland Massacre!

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

1. Planning Commission Approves Zoning Change
2. Council Passes New Dog Control Ordinance
3. Police Chief Vows War On Crooks...Again
4. Thieves Take 8120 Radio From Store
5. Boy Scout Jamboree To Be April 19

HOW REPORTERS GET MAJOR STORIES. There are three ways reporters can get the information they need for a major story: legwork, tips and assignments.

Legwork is going out and talking to people, asking lots of questions and digging into anything that is going on. This is the way PC reporters will discover most of their major stories. Most of the people the PCs talk to will be NPCs, so in many cases a major story will be evolving in the game judge's mind just one step ahead of the PC's legwork.

Example: PC reporter Norm Rippom is assigned to the police beat in the 1st ward. While he is at the police station checking the routine arrest records for the day, a petty thief is brought in and booked for an attempted burglary at Goldstein's Jewelry Store. Norm talks the desk sergeant into letting him look at the list of the prisoner's belongings. They include some burglary tools, a wallet with 8359 dollars (mostly in 820 bills), three driver's licenses in three different names and a slip of paper with a telephone number on it. Checking the arrest report, Norm notices that the prisoner's name matches none of the driver's licenses. The report also states that the prisoner was inside the store for some time before being caught, but he had not taken anything. In fact, the list of belongings shows that the prisoner was not even carrying a sack or suitcase to carry his loot in. Norm asks to talk to the station's detective, Det O'Mallory. O'Mallory brushes Norm aside, saying the case is open and shut; the guy is a petty crook and nothing more.

Norm has a lot of unanswered questions and a lot of legwork to do. Why did the prisoner have three fake driver's licenses? How did he get them? What is his real name? Whose phone number was he carrying? Why does a petty crook walk around with more than 8300 in cash? What was he planning to take from the jewelry store? Who owns the store? What's in there that might be of value to someone, other than the obvious jewels? At the very least Norm will be talking to the jewelry store owner, the Bureau of Motor Vehicles and the county clerk's office (to check for a birth certificate for the prisoner). Norm may also check all the wanted posters he can find. He may develop a contact at the phone company to find out whose phone number the prisoner had. He may even decide to interview this petty crook, if the man will talk to him. This kind of legwork can turn an everyday, dull story into a major one!

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

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

1. "There's a rumor syndicate boss Al Tolino is trying to fix the welterweight championship fight next month. Check it out"

2. "A friend of mine says this guy Antonelli who owns Antonelli's Construction Company is a crook. Find out why he keeps getting construction contracts from the city."

3. "You know that apartment building that burned down on 79th St yesterday? How come there weren't any fire escapes on it when the city code requires them?"

4. "There was a traffic accident down at Dutton Court this morning. Some guy plowed into a 816,000 imported car. The guy who owns that car is a city health inspector who makes 830 a week. Where'd he get a car like that?"

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

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

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

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

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

Scoops. A scoop is a major story that a newspaper prints before any of its competitors hear about it. When a newspaper gets such a story, it is said to have "scooped" the competition. Getting scoops is the best way for reporters to earn experience points.

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

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

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

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

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

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

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

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

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

1. The judge determines if the reporter's newspaper finds out about the false information. If the information is of vital concern to a person, corporation or the city government, there is a 100% chance that the concerned people will call the newspaper to complain. If the information is not very important, there is a 50% chance that a complaint will be called in to the newspaper.

2. If a complaint is called in, the following things will happen:
   a. The PC will get a severe reprimand from his boss;
   b. If the information was completely false and made up by the reporter, the reporter will be fired;
   c. If the information was used to severely criticize someone, there is a 50% chance the individual will sue for libel. See Civil Suits in PART 9.

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

NEWSPAPER REPORTER X.P.s	
Action	X.P.s Earned*
Scooping the competition	3,400 at first level; 5,000 at second level or above
Providing information that leads to the arrest and conviction of any criminal	2,500 x level of criminal, plus points for scoop, if any
Providing information leading to the arrest and conviction of any politician	5,000 x level of politician, plus points for scoop, if any
* Reporters who take photographs to go along with their scoops add 10% to X.P.s earned for each scoop.	

CAREERS IN CRIME

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

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

Independent Criminals

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

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

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

FINDING JOBS. Specialists above first level will automatically be offered jobs by other criminals or persons in need of their services. A specialist has a 10% chance per level per week of being offered employment Thus a fifth level specialist has a 50% chance per week of being offered some type of job.

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

Gangs

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

Joining A Gang. Any criminal who has committed at least one successful crime can try to join a gang. There is a 10% chance per week per level of the criminal that the character will meet a gang member. In order to join the gang, the gang leader must react favorably to the character. If the gang leader is an NPC, the NPC reaction rules in PART 7 should be used to determine his reaction.

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

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

Organized Crime Syndicates

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

Joining An Organized Crime Syndicate. In order to join an organized crime syndicate, a PC must meet and get a favorable reaction from another character (PC or NPC) who is already a member of the group. Such meetings are left to the discretion of the game judge. If the gangster is an NPC, use the NPC reaction system described in PART 7. No character can join an organized crime syndicate until he has successfully committed at least one major crime as an independent. (The judge may decide to let PCs join a syndicate without having committed a crime, if it would benefit the campaign.)

Characters who join an organized crime syndicate may be given a specific job with a set salary or they may be assigned to various jobs and paid a percent of the profits from each. The precise arrangements must be negotiated in either case.

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

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

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

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

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

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

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

Criminal Experience Points

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

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

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

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

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

CRIMES COMMITTED BY INDEPENDENTS AND GANGS

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

Armed Robbery

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

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

ARMED ROBBERY TABLE

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

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

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

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

Burglary

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

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

STOLEN GOODS

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

The campaign judge uses this table only when the value of the stolen goods is not known. If a more precise value for the stolen

goods becomes available during the game, then that value should be used.

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

EXAMPLE: Two criminals randomly pick a home in an upper class neighborhood to burglarize. They break in when no one is home and randomly grab anything they can carry easily. Using the STOLEN GOODS TABLE, the game judge rolls 1d10 and gets a result of 5, determining that the value of the stolen goods is about 8500 (5 x 8100). The criminals will be able to sell the stolen items to a fence for 8166 at most

EXAMPLE: The same two criminals notice a man buying a $5,000 diamond necklace in a jewelry store. They follow him home, break in and steal the diamond. The diamond is known to be worth $5,000, so there is no need to consult the STOLEN GOODS TABLE. The burglars will be able to fence this necklace for no more than $1,600, and probably will get only 8500 for it.

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

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

Fencing Goods

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

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

A PC who becomes a fence with a legitimate front can earn about 850 per week through his legitimate business. Earnings from fencing stolen goods must be kept track of separately. The retail value of stolen goods brought to a PC fence each week will be 8500 x the level of the fence. PC fences who have developed extensive contacts for handling special items will be offered goods with a retail value equal to 82,500 x the level of the fence each week. The PC fence can negotiate a purchase price for the goods with the criminals who bring them in. The goods can be resold for any price up to their retail value, subject to the judge's discretion.

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

Murder

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

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

Victim's Level	Base Fee
0	8100
1	8200
2	8300
3	8600
4	81200
5	82000
6	83000
7	84000
8	85000
9	87000
10	89000
11 or higher	810,000 and up

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

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

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

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

Bootlegging

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

1. Hijacking trucks belonging to a syndicate;
2. Robbing a federal warehouse where confiscated alcohol is stored;
3. Finding caches of alcohol owned by bootleggers, stealing the alcohol and reselling it;
4. Any other way the independent or gang can think of.

The resale prices for bootleg alcohol are given in the sections on bootlegging by organized crime syndicates, below.

Petty Crime

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

CRIMES COMMITTED BY ORGANIZED CRIME SYNDICATES

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

Bootlegging

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

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

1. Buy it from Canadian, Caribbean or European manufacturers;

2. Steal it from legal manufacturers, government warehouses or other criminals;

3. Manufacture it themselves.

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

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

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

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

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

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

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

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

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

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

FIRST LEVEL BOOTLEGGERS. First level bootleggers must build their own list of clients through the normal play of the game. This means they must visit speakeasy owners and wealthy private citizens and try to sell them their wares. Local ward bosses can be a valuable source of information concerning possible customers, especially if a nice "political contribution" is dropped in their hands.

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

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

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

1. Roll percentile dice and consult the TYPE OF WEEK TABLE to determine whether this was a good, average or poor week for business.

2. Check the BOOTLEG SALES TABLE to determine the number of barrels of beer and cases of liquor sold to speakeasy customers. Multiply the amounts shown by the number of speak customers to get the total sales.

3. Check the BOOTLEG SALES TABLE to determine the

number of barrels of beer and cases of liquor sold to private citizens. The amounts shown on the table are sales per 10 customers. To find the total sales to private citizens, divide the number of private citizen customers by 10, dropping any fractions. Multiply the result by the amount shown on the table.

TYPE OF WEEK TABLE

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

BOOTLEG SALES TABLE

Type of Customer	Type of Week		
	Good	Average	Poor
Speakeasy (Per Speak)	24 B; 20 C (82,930)	20 B; 16 C (82,300)	12 B; 12 C (81,560)
Citizen (Per 10)	1 B; 4 C (8350)	3 C (8225)	2 C (8150)

B=Barrels of Beer; C=Cases of Liquor

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

Example: Eighth level bootlegger Al Tolino has 16 salesmen working for him, producing a total of 140 customers per week. Eighty of these customers are speakeasies; 60 of them are wealthy individuals. At the beginning of the game week, Tolino rolls percentile dice to determine the type of business week. He rolls a 64. Checking the TYPE OF WEEK TABLE, Tolino sees this will be an average week. Next, Tolino checks the BOOTLEG SALES TABLE. He sees that in an average week, each of his speak customers will buy 20 barrels of beer and 16 cases of liquor for a total of 82,300. He multiplies all the figures by 80, the number of speaks he serves. The results indicate sales of 1,600 barrels of beer and 1,280 cases of liquor for a total of 8184,000. Tolino checks the table again and sees that for every 10 private customers he will sell three cases of liquor for a total of 8225. Tolino has 60 private customers. Dividing 60 by 10, he gets six. He multiplies three cases and 8225 by six. The result is sales of 18 cases for 81,350. Adding all the figures together, Tolino sees that his total sales for the week are: 1,600 barrels of beer and 1,298 cases of liquor for a total of 8185,350.

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

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

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

BOOTLEG PRICES TABLE

	Liquor (Case)	Beer (Barrel)	Homebrew*
Wholesale from foreign manufacturer	836	83	NA
Retail as sold to speaks, citizens and other criminals	$75	$55	$4/gallon or $75/case**

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

** Homebrew may be sold as pure grain alcohol for 84/gallon. In this form, it is often used to cut "real stuff" as described under Cutting Liquor. When homebrew is mixed with flavoring and coloring chemicals and bottled and labeled, it can be passed off as "real stuff" for 875 per case.
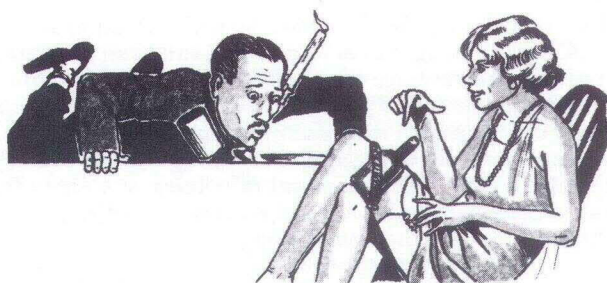
Other Forms Of Bootlegging. The bootlegging methods described above are just a few of those actually used in the 1920s. This rule book is too small to describe all the bootleggers' tricks, but a few more will be mentioned so judges and players can use them if they want

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

NEIGHBORHOOD DISTILLERS. Mobsters in several cities paid ghetto residents to set up stills and cook alcohol in their homes. The gangsters collected the alcohol each week. A home still could turn out 350 gallons of raw alcohol per week The residents usually were paid 815 per week per family for their efforts.

TAKEOVER OF LEGITIMATE BREWERIES. When prohibition came into effect, some legitimate brewers struck deals with gangsters whereby the brewers would supply the equipment, capital and brewing skill while the gangsters handled political protection, legal problems and sales and distribution. Gangsters acquired many formerly legitimate brewing companies this way.

Speakeasies

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

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

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

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

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

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

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

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

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

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

The Numbers Game

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

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

SPEAKEASY PROFITS TABLE

Dive — $ Income				Tavern — $ Income				Nightclub — $ Income			
Seating Units	Good	Avg.	Poor	Seating Units	Good	Avg.	Poor	Seating Units	Good	Avg.	Poor
1	-205	-340	-475	1	-30	-260	-435	1	1,650	1,055	385
2	265	-5	-275	2	615	155	-195	2	3,975	2,785	1,445
3	735	330	-75	3	1,260	570	45	3	6,300	4,515	2,505
4	1,205	665	125	4	1,905	985	285	4	8,625	6,245	3,565
5	1,550	875	200	5	2,425	1,275	400	5	10,825	7,850	4,500
6	2,020	1,210	400	6	3,070	1,690	640	6	13,150	9,580	5,560
7	2,490	1,545	600	7	3,715	2,105	880	7	15,475	11,310	6,620
8	2,960	1,880	800	8	4,360	2,520	1,120	8	17,800	13,040	7,680
9	3,430	2,215	1,000	9	5,005	2,935	1,360	9	20,125	14,770	8,740
10	3,675	2,325	1,100	10	5,425	3,125	1,375	10	22,225	16,275	9,575
11	4,145	2,660	1,175	11	6,070	3,540	1,615	11	24,550	18,005	10,635
12	4,615	2,995	1,375	12	6,715	3,955	1,855	12	26,875	19,735	11,695
13	5,085	3,330	1,575	13	7,360	4,370	2,095	13	29,200	21,465	12,755
14	5,555	3,665	1,775	14	8,005	4,785	2,335	14	31,525	23,195	13,815
15	5,900	3,875	1,850	15	8,525	5,075	2,450	15	33,725	24,800	14,750
16	6,370	4,210	2,050	16	9,170	5,490	2,690	16	36,050	26,530	15,810
17	6,840	4,545	2,250	17	9,815	5,905	2,930	17	38,375	28,260	16,870
18	7,310	4,880	2,450	18	10,460	6,320	3,170	18	40,700	29,990	17,930
19	7,780	5,215	2,650	19	11,105	6,735	3,410	19	43,025	31,720	18,990
20	8,025	5,325	2,625	20	11,525	6,925	3,425	20	45,125	33,225	19,825

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

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

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

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

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

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

MODIFIERS. The dice roll is modified as follows:

1. For ethnic minority neighborhoods +3

2. For lower class assimilated neighborhoods +1

3. All other neighborhoods, except upper class -1

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

LOSSES. If the roll to determine income from the numbers game is a 20 before the addition of any modifiers, a second roll of 2d10 must be made. If this second roll is also a 20, the syndicate has lost that day. The amount of money lost is 8500 per block where the game is run. This loss must be paid from the syndicate's own funds. If the loss is not paid, the judge must determine what will happen. At the very least, the syndicate's game will fall apart in neighborhoods where the loss was not paid.

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

NUMBERS INCOME TABLE

Modified Dice Roll	Normal	Fixed
1	-8 22	8 20
2	8 6	8 90
3	8 34	8 160
4	8 62	8 230
5	8 90	8 300
6	8118	8 370
7	$148	$ 440
8	8174	8 510
9	$202	$ 580
10	8230	8 650
11	8258	8 720
12	8286	8 790
13	8314	8 860
14	8342	8 930
15	8370	81000
16	8398	81070
17	8426	81140
18	8454	81210
19	8482	81280
20	8510	81350
21	8538	81420
22	8566	81490
23	8594	81560

EXAMPLE: Al Tolino's mob has a numbers operation covering 30 blocks in an ethnic minority neighborhood and 25 blocks in a lower class assimilated neighborhood. To determine the weekly income from the numbers game, Tolino rolls 2d10. The result is 11. Tolino uses this number for both neighborhoods. First, Tolino finds the income from the 30 blocks in the ethnic minority neighborhood. He adds the +3 modifier for the neighborhood to 11, obtaining 14. Checking the NUMBERS INCOME TABLE, he sees that the income per block for this neighborhood is 8342. Multiplying this figure by the number of blocks, Tolino nets $10,260 (30 x 8342 = 810,260). Next, Tolino finds the income from the 25 blocks in the assimilated neighborhood. In this neighborhood the modifier is +1, so the modified dice roll is 12. Again consulting the NUMBERS INCOME TABLE, Tolino sees that the income per block is 8286. Multiplying this figure by the number of blocks, Tolino rakes in 87,150 (25 x 8286 = 87,150) from this neighborhood. Thus Tolino's total income from his numbers game for this week is 810,260 + 87,150 = 817,410.

Expenses. The expenses of operating a numbers game are figured into the profits on the NUMBERS INCOME TABLE, so PCs do not have to deduct any further expenses. The expenses assumed when setting up the table were a 30% total cut of the profits to runners, bag men and bankers, plus 850 per week per block to pay off local police.

Starting A Numbers Game. A PC criminal can try to start his or her own numbers game. The criminal must have a starting bank of at least 8500 in cash per block, and must organize at least 10 blocks. The PC must recruit his or her own runners, bag men and bankers. The person in charge of each bank must have accounting or bookmaking skill.

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

Bookmaking

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

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

Requirements. A bookmaking operation requires the following:

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

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

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

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

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

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

EXAMPLE: Al Tolino has a large bookmaking operation in the 1st ward. It is headed by Joey "The Book" Tolino, Al's clever younger brother. To determine his income from bookmaking for a given week, Joey rolls percentile dice and gets a 55. Joey looks on the BOOKMAKING INCOME TABLE in the column headed "51-60" and moves down to the row with his bookmaking skill score, which is 73. The number listed there is $1,400. Joey multiplies this number by his own level, which is four. Joey and Al's bookmaking operation has earned them a total of 4 x $1,400 = 85,600 in the 1st Ward.

Stings. A bookmaking operation has been stung whenever the dice roll used to determine weekly income is 01 or 02. If a syndicate has bookmaking operations in more than one ward, all of them suffer a sting if any one rolls 01 or 02. When a bookmaking operation is stung, it loses money. The amount lost is determined by rolling percentile dice and multiplying the result by 81,000.

BOOKMAKING INCOME TABLE

Dice Roll

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

Notes:

S means the operation has been stung.
WF means the operation has had a windfall.

Double the profits shown if the events have been fixed.

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

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

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

Windfalls. A bookmaking operation has a windfall (tremendous profit) whenever the dice roll to determine weekly income is 99 or 00. If a syndicate has bookmaking operations in more than one ward, all of them have a windfall if any one rolls 99 or 00. The amount of money made in a windfall is determined by rolling percentile dice and multiplying the result by $1,000. It is up to the judge to tell the bookmaker what caused the windfall.

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

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

Expenses. The expenses for bookmaking include

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

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

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

Casinos

The types of gambling houses called casinos varied so widely prior to the appearance of the modern Las Vegas-style luxury casino that it is not possible to give specific rules for casino operations. The campaign judge must use his discretion in determining the cost of setting up and operating a casino, and the profits generated. As a guideline, a high class casino catering to the very wealthy would require at least twice as much space as a nightclub and could generate as much as 1d10 x 85,000 per week in profits.

Slot Machines

Slot machines are illegal in most states, but anyone willing to make enough payoffs can get them placed in speaks, cigar stores, candy stores and other businesses. The machine must be purchased from a manufacturer, and manufacturers usually will deal with only one syndicate in a territory (a territory is the size of a major city). Prices for the machines and exclusive rights to place them in a territory are negotiable, but should not be less than 8500 per machine. Each slot machine placed will produce 1d10 x 810 per week. PCs should simply roll 1d10, multiply the result by $10 and then by the number of machines in operation. Payoffs to local officials and law enforcement officers are higher than normal for slot machines, because of their high visibility.

Loansharking

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

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

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

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

PC Sharks. A PC loanshark who works for a higher level banker will be able to loan out 1d10 x $1,000 per week. The initial loan should be at 10% interest for a period of four weeks. The amount the loanshark should collect at the end of those four weeks can be calculated from the LOAN SHARK TABLE. The table shows the amount owed on a $100 loan at various times.

LOAN SHARK TABLE

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

EXAMPLE: Pete Di Luca is a small-time loanshark working for a higher level banker. In his first week in business, Pete rolls 1d10 and gets a seven. Pete has loaned out 87,000. Four weeks

later, Pete is ready to collect on those loans. Consulting the LOAN SHARK TABLE on the "10%" column and the "4 weeks" row, Pete sees he should collect $146.41 for every $100 loaned out. Pete has loaned out 7,000 / 100 = 70 hundreds of dollars. He is due 70 x $146.41 = $10,248.70. He borrowed the $7,000 from his banker at 5% interest, so he owes the banker $121.55 per $100 he borrowed. This comes to a total of 70 x $121.55 = $8,508.50. Pete's net profit is $10,248.70 - $8,508.50 = $1,740.20.

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

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

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

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

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

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

Racketeering

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

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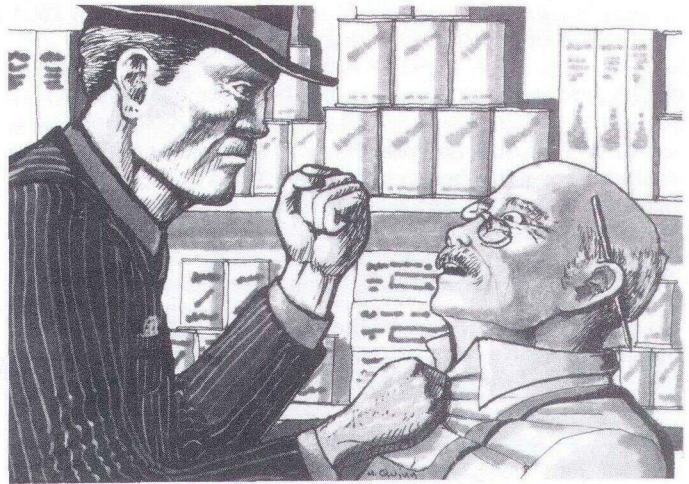
The organized crime syndicate sends representatives to various businesses, usually in a specific territory. These representatives tell the owner of the business that he has two choices:

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

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

Union Racketeering. In the 1920s and 1930s, organized syndicates began infiltrating labor unions with three intentions:
1. Controlling the unions made it easier to extort money from businesses. An employer who refused to pay the syndicate could have strikes and other labor problems;
2. The unions themselves were a source of money that could be taken from workers directly through payroll deductions and indirectly by embezzling pension funds.
3. By controlling the unions, the syndicate could sometimes force legitimate businessmen to trade only with other companies the syndicate controlled.

INFILTRATING UNIONS. Syndicates were able to gain power in some unions, especially after 1929, because the unions were very poor. Unions need money to organize more workers, strike for recognition and other goals, and support political action. The syndicates were a source of large amounts of cash for the unions. In return for their money, the syndicate leaders were sometimes able to put their own people in powerful positions in the unions.

PC ACTIVITIES. PC syndicate bosses in a GANGBUSTERS campaign may attempt union racketeering. The campaign judge must determine what unions are set up and their financial conditions. Some guidelines are given in PART 10.

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

Most GANGBUSTERS campaign games will have three to ten players. Most campaigns are set in cities with populations of at least 500,000. It is obvious PCs will spend a lot of their time dealing with non-player characters (NPCs). The game judge plays the parts of all NPCs in the game.

Quick NPC Creation

No matter how well prepared the game judge is for an evening's play, there always will be times when he or she must create an NPC quickly. Two methods for doing this are suggested:

1. In the appendices to this book is a list of typical NPCs the game judge can use as the situation demands. The judge should feel free to modify the scores given for these NPCs; it would be a strange city if all the bartenders or store clerks had identical abilities!
2. If an NPC has only a minor role in the game, the judge can roll up scores for that NPC as they are needed.

NPC Levels

NPCs who are criminals, law enforcement officers, private investigators or reporters should be given a level by the game judge when they are created. They may have any level the judge decides is reasonable for his or her campaign.

NPCs who do not fall into one of the above classes usually are assumed to be first level for purposes of the game. However, a game judge may assign these NPCs higher levels as he sees fit. In general, the more important, wealthy or powerful an NPC is, the higher his or her level should be. An NPC's level determines how many experience points PCs get for arresting or convicting him or her; NPCs who are hard to capture or convict should have high level.

Here are some guidelines for assigning levels to NPCs:

NPC's Position	Level
Ward boss	1 - 5
City councilman	2 - 5
Mayor	4 - 6
District attorney	3 - 7
Judge	4 - 8
Small business owner	1 - 3
Wealthy businessman	4 - 10
Lawyer	3 - 10
Doctor	3 - 10

NPC Skills

Most first level NPCs do not have any special skills. NPCs do not acquire skills unless the game judge decides to let them. If the game judge decides an NPC should have one or more skills, he may give whatever skills and skill scores he chooses to the NPC, up to a maximum of one skill per level of the NPC.

NPC Reactions

There will be many times during GANGBUSTERS games when the judge must decide how an NPC will react to something a PC does or says.

EXAMPLE: PC criminal Joe Sullivan walks into a tailor shop. The NPC store clerk approaches Joe, asking if he can be of help. Joe tells the clerk about a new "Tailor's Protective Association" being formed. Joe says the tailor should join this association immediately, and that the dues are 850 per week. The association assures that no "unfortunate accidents" happen to the shops, their owners or their customers. How will the store clerk, who is the shop owner, react to this attempt at extortion?

Reaction Priorities. The game judge can determine an NPC's reaction in one of four ways. These are listed below in the order the judge should consider them.

PLANNED REACTIONS. Often the game judge will have decided before play begins how certain NPCs will respond in certain situations. He bases this decision on the personality and abilities of the NPC in question.

Example: Joe Sullivan has been running his protection racket for several weeks without any difficulty. The game judge decides it is about time one of these tailors stood up to Joe. He decides before play begins that the next tailor Joe approaches will refuse to pay, will try to get Joe out of the store and will call the police.

REACTIONS ACCORDING TO PERSONALITY. NPCs always react in a manner consistent with their intelligence, personality and own best interests. NPCs have goals and desires just like PCs. They are not stupid (usually) and will act intelligently to defend themselves, their property and their goals. In some situations, the game judge may have a general personality in mind for the NPC, but no specific responses to situations. In such cases, the game judge should let the NPC respond in a manner consistent with his personality.

Example: The game judge has decided that the bouncer at Little Augie's speakeasy is a fellow with a nasty temper who happens to hate the Irish. If Joe Sullivan (who is Irish) walks into Little Augie's, there is a good chance the bouncer will at least insult him, if not try to start a fistfight.

PROFESSIONAL REACTIONS. NPCs will act in a manner consistent with their professions or careers. For example, policemen will not stand around quaking with fear when they see an armed robbery taking place, politicians will not normally get involved in gunfights and police who have been bribed will not normally close down the speakeasies paying them off.

RANDOM REACTIONS. When the game judge cannot decide how an NPC will react in a given situation, the judge can roll a reaction on the NPC REACTION TABLE. The table does not give specific reactions; it would be impossible to list all the reactions NPCs could have to any given situation. Instead, the table gives general guidelines to the degree of hostility or friendliness the NPC shows toward the PC involved. The judge can fit the behavior of the NPC to the specific situation.

Example: Joe Sullivan walks into another tailor shop and makes the same demand for protection money. The game judge rolls for the NPC's reaction and gets a dice roll of eight He modifies this by adding Joe's Presence score of four, subtracting the tailor's Presence of seven, and adding one because Joe made a believable threat The final result is six, indicating hostility. The game judge decides the tailor will agree to pay the money, but will try to talk Joe into coming back later to pick it up. In the meantime, he will call the police.

NPC REACTION TABLE

Modified Dice Roll (2dlO)	Reaction of NPC
2 or less	Violent and hostile; attacks regardless of situation
3 - 4	Abusive and hostile; attacks if provoked
5 - 6	Hostile, but will not attack immediately; may plot revenge at a later time
7 - 8	Annoyed, mildly hostile, but will not attack
9 - 13	Uncertain, hesitant; make another offer, roll again
14 - 15	Pleasant, but will take no action to help; may answer questions
16 - 17	Friendly, likes the PC; probably will help
18 - 19	Very friendly; will go out of his way to be helpful
20 or more	Extremely friendly; will risk own life to help

Modifiers To NPC Reaction Table

PC's Presence	+ Presence score
NPC's Presence	- Presence score
Someone has drawn weapon	+1 if PC; -1 if NPC
Someone makes believable threat*	+1 if PC; -1 if NPC

* The game judge decides what counts as a believable threat

When interpreting the results of an NPC reaction roll, the game judge should note that an attack is not necessarily a physical attack; it may be verbal, political or economic, and it may be delayed. A roll of two, however, means the NPC has completely lost his or her temper and will attack physically regardless of the circumstances. Also, a friendly reaction does not mean an NPC is happy, for example, about being held up. It simply means the NPC will try to be as pleasant as possible until the hold up is over. A roll of 20, however, means the NPC has for some reason taken an instant liking to the PC, and will cooperate with almost anything the PC wants to do.

Loyalty

In some situations an NPC's reaction is determined using the Presence score of another character rather than the Presence score of the NPC himself This will happen if the game judge decides the NPC has a sense of loyalty to another character, such as a gang leader.

Conditions of Loyalty. The game judge is the final authority in determining whether an NPC is loyal to some other character (PC or NPC). The game judge should consider the following factors when making his decision:

BLOOD RELATIONSHIP. Members of the same family (husbands, wives, sons, daughters, uncles, aunts, etc.) usually will feel some loyalty to other family members.

CRONIES. Cronies are friends of PCs. They usually are loyal to one another.

EMPLOYEES. Employees will in many cases be loyal to their employer, if for no other reason than to keep their jobs.

INTIMIDATION. Some NPCs will be intimidated by other characters to the point where they will act loyal to them regardless of their personal feelings.

Example: Federal agent John Burns is trying to get a tailor to give information about Joe Sullivan's protection racket The tailor hates Joe Sullivan and is a decent law abiding citizen. However, he is scared to death of what the Sullivan gang will do to him if he talks. The judge decides the tailor is intimidated and treats him as if he were loyal to Joe Sullivan.

Handling Loyalty. An NPC who is loyal to another character uses that other character's Presence score rather than his own when he is checked for NPC reaction. This is done only if the NPC is being asked to do something that would be against his loyalty to the other character.

EXAMPLE: Continuing the previous example, the game judge decides to roll an NPC reaction for the tailor. Rather than modify the dice roll by the tailor's Presence score and Burn's Presence score, the judge modifies the dice roll by Joe Sullivan's Presence score and Burns' Presence score.

Persuasion

Persuasion is the use of physical violence in an attempt to change an NPC's reaction.

Procedure. The character using persuasion tells the game judge he is doing so, and then inflicts injury on the character being persuaded. The character being persuaded loses one point from his or her Presence for each five points of wounds or bruises inflicted. A new NPC reaction check can be made every time the character being persuaded loses at least one point from his or her Presence.

Limits on Persuasion. The following limitations apply to the use of persuasion:

1. Persuasion stops automatically when the character being persuaded has lost three points from his or her Presence.
2. Persuasion stops automatically if the character being persuaded becomes unconscious or dies.
3. A person or group of people can try to persuade an NPC only once. If the attempt fails, then that particular NPC is just too tough to be forced into submission with physical violence.

EXAMPLE: Al Tolino, gangster boss, has captured NPC Rico, the partner of federal agent John Burns. Tolino wants to know what Burns has found out about Tolino's operations, but Rico won't talk. Because Rico is loyal to Burns, the game judge is using Bums' Presence rather than Rico's when checking for reaction. Bums has a Presence of 10. Tolino decides Rico should be persuaded to talk, and has one of his thugs start beating Rico. The thug hits Rico for five points of bruises. Rico's Presence modifier for NPC reaction drops to nine. A check is made for NPC reaction. Rico still will not talk. The thug hits him for five more points of bruises. Rico's modifier drops to eight and another reaction check is made. Rico tells Tolino to rot. The thug hits Rico a third time, and Rico's modifier drops to seven. The third reaction check shows that Rico still won't talk. Tolino has failed to persuade Rico to talk.

Honesty

There is a 30% chance that any NPC randomly met by PCs will be completely honest These NPCs will always cooperate with law enforcement officers regardless of their personal loyalties. They will always try to obey the law, report crimes, oppose criminals, and generally perform their duties as citizens. Such NPCs can never be bribed, but they can sometimes be persuaded by criminals.

Police Honesty. Law enforcement officers are more likely to be honest than the general public (this is not a historical statement, but a necessary element of the game system). The chance that an NPC law enforcement officer is completely honest is given on the following table:

POLICE HONESTY TABLE

Type Of Officer	Chance Officer Is Completely Honest
Local policeman	40%
Prohibition agent	35%
F.B.I. agent	95%

This table is included to provide balance for the game. Gamers and judges who are experienced with role-playing games and knowledgable of the period should feel free to adjust the percentages for local police and prohibition agents to more accurately reflect the reality of the times.

A policeman who is not completely honest is not necessarily wholly dishonest. A cop can be willing to take a bribe without being in league with a crime syndicate.

Bribery

Bribery played a major role in the relations between police, politicians and criminals in the 1920s and 1930s. A prominent Pennsylvania machine leader in the 1920s defined a good politician as one who "stayed bought" once he was paid off. This section of the rules provides guidelines for minimum bribes and limitations on the use of bribery.

Minimum Bribes. PCs can be bribed if they are willing to be bribed. The amount of money involved is entirely up to the PCs in the situation. When PCs try to bribe NPCs, however, the following minimums must be observed:

MINIMUM BRIBES

NPC	Minimum Bribe NPC Will Consider
Beat policeman	$40 per incident
Police Lt or higher rank	$50 per level of the policeman
Prohibition agent	875 per level of the agent
Politician	81,000 per level of the politician
Judge	82,000 per level of the judge
All others	As determined by the game judge

The game judge can raise these minimums if the situation involves special risks to the NPC.

Limitations On Bribery. Police officers and politicians who are not honest can generally be bribed to overlook bootlegging and gambling. They usually cannot be bribed to overlook crimes of violence or any crimes which cause an adverse public reaction. (See the section in PART 8 on PUBLIC REACTION AND HEAT.) NPC reporters, private investigators and F.B.I. agents cannot normally be bribed.

Bribery Procedure. To determine whether an NPC will accept a bribe, the game judge rolls for an NPC reaction. In addition to all other modifiers, modify the dice roll by +1 for each multiple of the minimum bribe offered.

EXAMPLE: Offering a policeman 840 to overlook a truckload of beer allows a modifier of +1. Offering the policeman 8120 allows a modifier +3.

This procedure is not used if the game judge has some other way to determine the NPC's reaction to the bribery attempt. For example, a game judge should know automatically that a beat cop cannot be bought off by a criminal in the middle of an armed robbery, etc.

Encounters

An encounter is any situation involving a meeting between PCs and NPCs. The game judge must decide how many NPCs are present in most encounters, using common sense and experience as his guide.

EXAMPLE: A PC walks into a large downtown bank intending to commit armed robbery. The game judge notes that it is 10:30 a.m. on a weekday, and that the bank is one of the largest in town. He tells the PC there are about 50 people in the bank building, about 20 of whom are customers.

Encounters During Crimes. When a crime is being committed, the game judge must check to determine:

1. The number of witnesses to the crime, if any;
2. Whether any of the witnesses can identify the criminals involved;
3. Whether any of the NPC witnesses or bystanders will try to call the police or stop the crime;
4. Whether a policeman or police patrol car happens to come by while the crime is being committed.

Obviously, not all these things need to be checked for all crimes. An accountant who is altering some books alone in his home at night need not worry about a beat cop dropping by for a chat. The game judge must use his discretion to decide when these checks are necessary.

Witnesses. The number of witnesses who may notice a crime in progress depends on the time of day and location of the crime. The following is given as a general guideline; it may be modified by the game judge to suit circumstances:
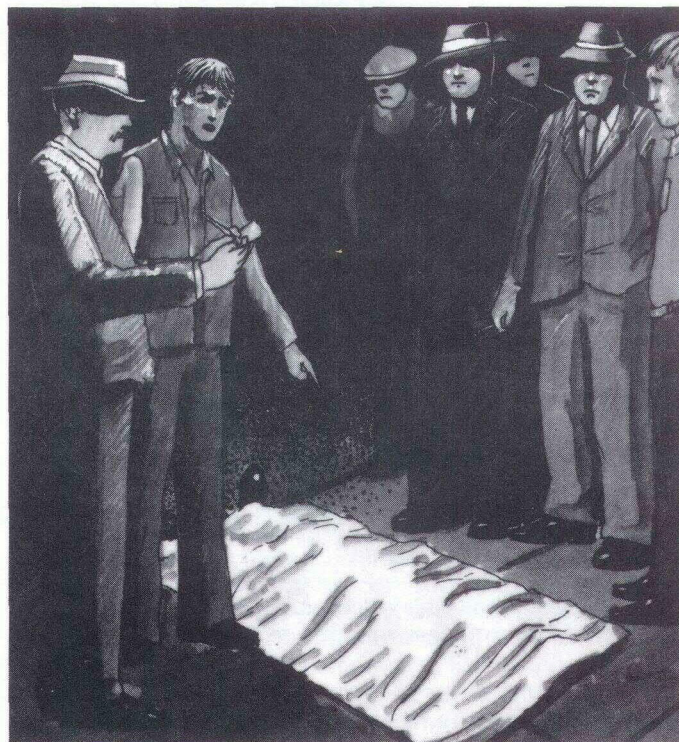
WITNESSES AND BYSTANDERS

Time Of Day	Chance For Witnesses	Number of Witnesses
Rush hour	75%	2 - 20 (2d10)
Daytime	50%	1 - 10 (1d10)
Night	15%	1 - 5 (1d10÷2)

Witnesses may include customers inside a business, people passing by outside, or the guy who just happens to be looking through the window, all at the discretion of the game judge.

RECOGNITION. The chance that a witness to a crime will be able to recognize a criminal and give a description to the police is determined as follows:

1. If the witness saw the criminal from a distance of 10 feet or less and spoke to the criminal or was given orders by the criminal, there is a 95% chance the witness will be able to describe the criminal, pick him or her out in a line-up, etc.

2. If the witness saw the criminal from a distance of greater than 10 feet, the percent chance the witness can accurately describe and recognize the criminal is equal to the criminal's Presence score x 10. For example, a criminal with a Presence of five has a 50% chance of being recognized and identified by a witness.

3. A criminal's Presence is reduced by one point during night or if it is dark when the crime is committed. This applies specifically to 2 above.

4. Criminals using Disguise skill who make a successful disguise check will not be recognized by witnesses other than close friends or relatives.

WITNESS REACTIONS DURING CRIMES. The game judge does not need to roll an NPC reaction for each witness observing or involved in a crime situation. Instead, the judge can determine the reaction of all witnesses using the following guidelines:

1. If any witnesses are free to do so, there is a 90% chance that at least one will try to call the police or otherwise raise an alarm.

2. Witnesses who are not free to move, such as customers in a store during an armed robbery, usually will obey orders. There is a 10% chance that one out of every 10 witnesses will try to interfere with the criminals' actions.

Police Patrols. The chance that a beat patrolman or squad car will come by the scene of a crime while the crime is being committed is 5% cumulative each minute the crime is in progress up to a maximum chance of 50%. If a crime takes five minutes to commit, there is a 5% chance the police will come by during the first minute, a 10% chance during the second minute, and so on, up to 25% during the fifth minute. The chance that the police will come by never is greater than 50%, regardless of the time involved in committing the crime.

Cronies

Cronies are NPCs who are close friends of a PC. At the start of a campaign game, a PC is assumed to have a number of cronies equal to his or her Presence score.

Playing Cronies. A player running a character may, at the game judge's discretion, also play his or her character's cronies. Control of cronies can be taken back by the game judge at any time. The judge should do this if a player is abusing the privilege of playing cronies by using them to take risks the character himself will not take, failing to play them as separate personalities, etc.

Crony Advancement Cronies can earn experience points and advance levels at one-half the rates given for PCs. All cronies will guard their chances to earn experience points just as jealously as a PC would.

Crony Reactions. The personalities of cronies should become well enough developed during the course of play that it will seldom be necessary to roll an NPC reaction for them. However, if this should be necessary, the crony uses the PC's Presence and adds a bonus of +1. A roll of two or less means the crony has decided to abandon the PC and perhaps betray or attack him or her.

Hired Help

NPCs can be hired by PCs for various tasks. Hired help usually will obey normal orders from PCs as long as those orders pertain to their work. Hired NPCs do not earn experience points and do not advance levels. In all other respects, hired help are treated as normal NPCs. Note that they do have a tendency to continually ask for raises or higher fees for their services.

NPC Politicians

Most organized criminals, law enforcement officials, reporters and private investigators will quickly find themselves involved with a number of NPC politicians. This section of the rules outlines the types of politicians likely to be encountered in a campaign game.

The chief official of any city is its mayor. A mayor has control over city jobs. For game purposes, he awards these jobs to people who worked for him in the last election. The mayor appoints important city officials like the chief of police, the city attorney and the heads of the various city departments. These include the street department, which spends lots of money building and repairing streets; the transportation department, which handles city buses and trains; the water and sewer utilities, which handle vast sums of money; and, in a GANGBUSTERS game, the school board.

Each city also has a city council. The city council passes laws for the city and approves the city budget. A city council consists of two members from each ward in the city. Lakefront City has 28 wards as shown on the ward map. In addition, each city council has three members elected at large.

Finally, there are the ward bosses. Each party has a ward boss in each ward. The ward boss looks after the party's interests in the ward, recruits campaign workers, recommends people for city jobs and generally tries to ensure that people who support his or her party are treated well by the city.

Political corruption was a major factor in the rise of crime syndicates in the 1920s. Payoffs to high level policemen and politicians often were arranged through ward bosses. Ward bosses could influence the awarding of important city contracts. Some ward bosses were so powerful that even mayors from their own party would not risk offending them. Of course, many mayors were corrupt themselves and worked with crooked ward bosses to stay in power and make money. A lot of money could be made by taking bribes from syndicates; this was a major reason why organized syndicates were able to grow so powerful.

An imaginative game judge can easily construct some adventures involving NPC politicians. This will add considerable interest, as well as reality, to the game.

This part of the rules covers public opinion, banks, churches, newspapers, jobs, hospitals, explosives and hand grenades. These rules are general guidelines for the game judge. The one exception is the section on PUBLIC OPINION AND "HEAT." The rules in that section are essential to the proper running of any GANGBUSTERS campaign game.

PUBLIC OPINION AND "HEAT"

Public opinion is the reaction of the hundreds of thousands of people living in a city to the events that happen in the city. It is a powerful force that can influence the actions of all PCs.

When Public Opinion Is Checked

The game judge must determine public opinion about an event, issue or situation whenever a major event is made public during the campaign game.

Major Events

A major event is any incident that would normally make front page news in the city daily papers. Examples of major events include

1. Exposure of crime or corruption in local politics;
2. Scandals involving PCs or important NPCs;
3. Gangland murders;
4. Bank robberies;
5. Any violent crime committed by a PC;
6. Any violent crime that injures law enforcement officers, the elderly, children or any other group the public usually is sympathetic toward.

How Public Opinion Is Checked

The game judge determines the public's reaction to an event by rolling on the PUBLIC OPINION TABLE. The judge rolls 2d1O, applies any modifiers for the situation, and gets a general result from the table. The game judge then translates this general result into specific actions based on the situation in the campaign.

Minimum And Maximum Results

When checking for public reaction to a crime, the maximum result that can be obtained on the PUBLIC OPINION TABLE is 11. A modified dice roll greater than 11 should be treated as 11. If the event is some law enforcement activity, the minimum result that can normally be obtained is 11. The judge may modify this rule to handle special situations, such as the arrest of a crooked but popular politician.

Interpreting Public Opinion

The game judge must use common sense when interpreting the results of a public opinion check.

EXAMPLE: Two children are accidentally killed by a gangster's bomb aimed at another gangster. A public opinion check shows that the public is angry. Two weeks later the bomber is arrested and public opinion is checked again. The game judge should ignore any result indicating the public is indifferent, since people were angry just two weeks ago.

PUBLIC OPINION TABLE

Modified Dice Roll	Result
2 or less	Public enraged, demands immediate action; vigilante or action groups forming; violence likely. Public officials who fail to act will automatically lose any election held within the next six months.
3 - 4	Public angry, demands action; will make this event a major issue in any election held in the next six months.
5 - 6	Public hostile, wants some action; event has 50% chance of becoming an issue in any election held in the next six months.
7 - 8	Public annoyed; would like action, but expects none.
9 - 13	Public indifferent; attention diverted to other issues.
14 - 15	Public mildly favors but will not actively support the issue, event or situation.
16 - 17	Public favors the issue or event; will support attempts at further action; will remember as an issue in any election held in next six months.
18 - 19	Public strongly aroused, demands action in favor of the issue or situation; this will be an issue in any election in the next six months.
20	Public wild with enthusiasm, takes to street in support; politicians who actively oppose will automatically lose any election held in the next six months.

Modifiers To Public Opinion Dice Rolls

Situation	Modifier
Gangland murder	-1
Two or more gangland murders	-3
Police officer killed	-4
Federal agent killed	-5
Violent crime affecting children, elderly, etc.	-5
Unnecessary killing by police	-1
Action to stop bootlegging in city	-3
Action to stop bootlegging in rural areas	+3
Newspaper campaign*	+1 or -1
Church campaign*	+1 or -1

* See rules sections below.

Tendencies. Prior to 1929, public opinion tends to favor big business and the Republican party. It tends to disfavor labor unions, strikes and Democrats. After 1929, public opinion tends to favor the working classes, the Democratic party and labor unions. It tends to be distrustful of big business.

Politicians And Public Opinion

NPC politicians will take public opinion very seriously. They will always try to curry public favor. Specifically, if the public

reaction to a crime is six or less on the PUBLIC OPINION TABLE, the politicians in control of the city will order a crackdown on crime. This will mean at least rounding up suspects, closing many local speakeasies and attempting to visibly harass criminals. The stronger the public disapproval of a crime is, the stronger the crackdown or "heat" generated will be. It is even possible that gangsters will help local police solve certain crimes just to get the heat turned off

NEWSPAPERS

Each big city in a GANGBUSTERS campaign game should have at least two daily newspapers. Newspapers can affect public opinion by mounting crusading campaigns.

Newspaper campaigns can be started three ways:

1. At least one city newspaper will start a campaign whenever the reaction to an event on the PUBLIC OPINION TABLE is eight or less.
2. A PC can influence an NPC publisher to start a campaign using the normal NPC reaction system.
3. An NPC can influence either a PC or NPC editor or publisher to begin a newspaper campaign.

Newspaper campaigns have the following effects:

1. Each week of the campaign, the game judge should check public opinion with a modifier of +1 or -1, depending on the position taken by the newspaper.
2. All politicians should be harassed constantly by the press until the issue or situation is resolved.
3. An NPC politician with the power to do so will always maintain at least a mild crackdown as long as a newspaper campaign concerning crime is going on.

A newspaper campaign will continue until the event or situation that sparked the campaign is resolved to the newspaper's satisfaction or for three months, whichever comes first

CHURCHES

Churches and clergy organizations played an important part in the social and political life of the 1920s and 1930s. In a GANGBUSTERS game, churches have the power to mount public opinion campaigns the same way newspapers do. This represents the effects of hundreds of ministers thundering from their pulpits about local events. The rules for newspaper campaigns apply to all church campaigns.

HOSPITALS

Hospitals will admit patients at any time through the emergency room. However, hospitals and doctors are required to report to the police all gunshot wounds or other suspicious "accidents." Prices for medical treatment are listed in Appendix Two.

JOBS

Characters may need to get jobs outside their normal career areas for various reasons. The types of jobs available include almost any job that could have been found in a city in the 1920s or 1930s.

Before 1929, any character has a 100% chance of finding some job that will pay at least 820 per week. No PC should ever find a job that pays more than $35 per week outside their normal career area.

After 1929, a character's chance of finding any job at all is 5% per point of the character's Presence. A character can roll to find a job once per week.

BANK LOANS

Banks are an important source of extra money for PCs. Banks will make loans to PCs at interest rates between 3% and 5% (game judge's discretion). To qualify for a loan, the PC must

1. Have no criminal record;
2. Have collateral equal to the amount of money being borrowed;
3. Be able to make a down payment in cash of at least 10% for a piece of real estate or 20% for a car or other consumer item;
4. Have a steady job with enough income to meet the monthly payments.

Loan Payments

The BANK LOAN PAYMENTS TABLE can be used to determine the monthly payments for a loan of any amount To use the table, follow these four steps:

1. Determine the time period for the loan. This is at the judge's discretion. Most consumer loans are for three to five years. Loans for real estate purchases usually are for 10, 20 or 30 years.
2. Determine the interest rate for the loan.
3. Cross index the time period with the interest rate. The amount shown is the amount which must be paid each month for each $100 borrowed.
4. Calculate the total monthly payment by multiplying the amount obtained in step 3 by the number of hundreds of dollars borrowed.

EXAMPLE: A PC borrows $1,500 from a bank for five years at 4% interest. Cross indexing five years with 4% on the BANK LOAN PAYMENTS TABLE gives a result of $1.84. The character has borrowed 15 hundreds of dollars (81,500 / 100 = 15). The amount of the character's monthly payment is 15 x $1.84 = 827.60.

BANK LOAN PAYMENTS TABLE

Years	3%	4%	5%	6%	7%	8%	9%	10%
.5	16.81	16.86	16.91	16.96	17.01	17.06	17.11	17.16
1	8.47	8.51	8.56	8.61	8.65	8.70	8.75	8.79
1.5	5.69	5.73	5.78	5.82	5.87	5.91	5.96	6.01
2	4.30	4.34	4.39	4.43	4.48	4.52	4.57	4.61
2.5	3.46	3.51	3.55	3.60	3.64	3.69	3.73	3.78
3	2.91	2.95	3.00	3.04	3.09	3.13	3.18	3.23
3.5	2.51	2.56	2.60	2.65	2.69	2.74	2.78	2.83
4	2.21	2.26	2.30	2.35	2.39	2.44	2.49	2.54
4.5	1.98	2.03	2.07	2.12	2.16	2.21	2.26	2.31
5	1.80	1.84	1.89	1.93	1.98	2.03	2.08	2.12
6	1.52	1.56	1.61	1.66	1.70	1.75	1.80	1.85
7	1.32	1.37	1.41	1.46	1.51	1.56	1.61	1.66
8	1.17	1.22	1.27	1.31	1.36	1.41	1.47	1.52
9	1.06	1.10	1.15	1.20	1.25	1.30	1.35	1.41
10	.97	1.01	1.06	1.11	1.16	1.21	1.27	1.32
20	.55	.61	.66	.72	.78	.84	.90	.97
30	.42	.48	.54	.60	.67	.73	.80	.88

EXPLOSIVES

The most common explosives in a GANGBUSTERS game are dynamite and nitroglycerine. All characters can use explosives in the campaign game, but the game judge should note that characters who do not have explosives skill have only a 20% chance to use them correctly.

Obtaining Explosives

Law enforcement characters can get all types of explosives (within reason) through their police department or agency. Other characters can get explosives by buying them legally or by acquiring them illegally. Explosives can be bought only by persons with a permit issued by the state. Known criminals and persons who cannot demonstrate a need for explosives will not be given a permit.

Effects Of Explosives

The effects of nitroglycerine and dynamite are summarized below.

EXPLOSIVES TABLE

Type	Blast Radius	Injury In Radius	Injury Within 20' of Radius
Dynamite (1 stick)	10' + 5' per additional stick	3 wound points per stick	1 wound point per stick
Nitro-glycerine (1 ounce)	15' + 5' per additional ounce	Luck check; pass or die	3 wound points per ounce

Bombs

Characters can use explosives to make various types of bombs. The types of bombs that can be made and their effects are so variable that they are left to the discretion of the game judge and the ingenuity of the players.

HAND GRENADES

Gangsters were sometimes known to use hand grenades, called "pineapples," to intimidate other gangsters and everyone else nearby. Hand grenades usually can be found in U.S. Army Reserve armories. Getting them out is left to the ingenuity of the players.

Grenades have the following effects:

1. All characters within 30 feet of an exploding grenade must be checked for surprise;
2. Characters within 10 feet of an exploding grenade will take 2d10 points of wounds;
3. Characters within 20 feet of an exploding grenade will take 1d10 points of wounds;
4. Characters within 30 feet of an exploding grenade must make a Luck check. Those who pass are not injured; those who fail take 1d10 points of wounds.

PART 9: THE LONG ARM OF THE LAW

Criminals who are arrested will be brought to trial unless they can convince the district attorney to drop the charges against them. This is not normally possible without political influence. If the charges against a criminal are not dropped, the criminal must go through the following steps:

1. Arraignment hearing
2. Plea bargaining
3. Trial
4. Sentencing (if found guilty)

ARRAIGNMENT HEARINGS

An arraignment hearing usually is held within 48 hours after the arrest of a criminal. At an arraignment hearing, the criminal is told what he is being charged with and he enters a preliminary plea. Bail may also be set

Preliminary Pleas

A preliminary plea is a statement by the criminal as to whether he is guilty or not guilty. Most criminals plead not guilty at arraignment hearings. Criminals who plead guilty waive their right to trial by jury. They are instead given a hearing before a judge. Their lawyer may be present. The criminal usually is sentenced after such a hearing.

Bail

A character who wants to be released from jail before his trial must pay a large sum of money (bail) to the court The amount of bail is set high enough to ensure that the character will appear at his trial, since the money is returned to the suspect after the trial. The amount will depend on the crime the suspect is charged with and his or her criminal record. Criminals usually can pay a bail bondsman 10% of the bail amount, and the bondsman will pay the rest. The bondsman does not return the 10% fee.

Criminals who post bail are released into the custody of someone the court trusts, usually a relative or the criminal's attorney (see Lawyers, below). Criminals who jump bail (leave town or hide) will be pursued by the police and by the bail bondsman, if they used one. Criminals who cannot post bail must stay in jail until after their trial.

The game judge decides whether the suspect will be released on bail. The amount of bail depends on the crime the suspect is charged with and his or her criminal record. The following suggestions are given for setting bail:

Offense	Bail
Burglary	8 1,000
Armed Robbery	$10,000
Murder	850,000
Murder of a Law Officer	No bail
Kidnapping	No bail
Violation of the Volstead Act	Released without bail

Bail can be set substantially higher for criminals who have been arrested or convicted before. Bail maybe denied if the suspect is charged with a particularly brutal or ruthless crime; bail will be denied if the public opinion reaction to the crime was four or less.

Trial Dates

At the end of the arraignment hearing, the judge sets a date for the criminal's trial. Criminals charged with more than one crime will be tried for only one at a time, unless they are charged with several counts of the same crime, such as three counts of armed robbery. Trial dates usually are set within four to eight weeks after the arrest of the criminal.

PLEA BARGAINING

Criminals can try to plea bargain with the district attorney (D.A.) or with federal prosecutors. In plea bargaining, the criminal agrees to plead guilty to a less serious offense, usually with a promise of a lighter sentence, and the D. A. or federal prosecutor is spared the trouble of preparing for a trial. The following rules apply to plea bargaining:

1. Local prosecutors can be bargained with using the usual NPC reaction system.
2. Federal prosecutors usually will not bargain over pleas. They might bargain if the criminal can provide evidence against another criminal the federal officers are more interested in convicting.
3. The Presence score of a criminal who is plea bargaining is reduced by two when rolling for NPC reaction from prosecutors.

TRIALS

Most cases will be tried before a 12-member jury. The jury determines the guilt or innocence of the criminal.

Lawyers

Criminals are always allowed to have a lawyer represent them at a trial. NPC lawyers can be hired for the price shown in the Appendix. If the criminal cannot afford a lawyer, the court will sometimes appoint one to defend him; this is entirely at the judge's discretion.

NPC lawyers have legal skill. This skill is available only to NPC lawyers. The game judge determines the lawyer's legal skill score by rolling percentile dice, or by simply assigning a number. A lawyer's legal skill score affects his client's chance of being found not guilty.

Trial Procedure

All criminals start their trial with a 50% chance of being found Not Guilty. This chance is modified as follows:

TRIAL MODIFIERS

Situation	Modifier
Each point of prosecutor's legal skill score	-1
Each point of defense lawyer's legal skill score	+1
Each piece of solid evidence used against the defendant	-5
Each piece of solid evidence used for the defendant	+5
Each witness testifying for the prosecution	-10
Each witness testifying for the defense	+10
Each eyewitness to the crime testifying for the prosecution	-20
Each "alibi" witness or eyewitness for the defendant	+10

After all witnesses have been called and all evidence introduced, the game judge calculates the defendant's percent chance to be found not guilty. Percentile dice are rolled. If the number rolled is less than or equal to the defendant's percent chance of being found not guilty, the defendant goes free. If the dice roll is higher than the defendant's chance of being found not guilty, the defendant is convicted.

Evidence

Solid evidence is physical evidence that can prove or disprove the defendant's innocence. Examples of physical evidence include fingerprints, a weapon, a bit of clothing, etc.

Witnesses

Witnesses can be called to give testimony regarding

1. The facts of the case, if the witness is aware of them;
2. The location of the defendant at the time of the crime;
3. Expert opinions regarding the evidence;
4. The defendant's law abiding nature (limit of two character witnesses per trial).

Finding Witnesses. In simple cases involving hold-ups, burglaries and so forth, the game judge will have noted the number of people who witnessed the crime. In more complex cases witnesses may include accountants who examined bookkeeping records, agents who have run wiretaps, etc. All witnesses must be approved by the game judge. A character's husband or wife cannot be forced to testify against him or her.

Value of Witnesses and Evidence. Some witnesses' testimony and some pieces of physical evidence may be more important than others. The game judge can change the modifier for any witness or piece of evidence. The game judge may also decide that the evidence against a defendant is so overwhelming there is no chance the jury will not convict him. The judge simply ignores the trial procedure in such cases.

JURY TAMPERING

Anyone can try to bribe or influence members of a civil or criminal trial jury. Players must use their own ingenuity to figure out how they can accomplish this. However, if even one juror is successfully influenced, the trial will result in a hung jury; in such cases there is only a 20% chance the criminal will be retried for the same offense.

Jury tampering is a felony and carries a penalty of 10 to 15 years in prison.

SENTENCES

Sentences for crimes varied widely from state to state and year to year during the 1920s and 1930s. The following typical sentences should be used as guidelines by judges and players. The game judge must use some discretion in imposing sentences.

TYPICAL SENTENCES

Crime	Sentence (Minimum to Maximum)
Armed Robbery	5 to 25 years
Arson	1 to 15 years
Assault	3 to 15 years
Auto Theft	1 to 5 years
Bank Robbery (F*)	5 to 25 years
Bribery, offering	1 to Life
Bribery, accepting	1 to 25 years
Burglary	3 to 7 years
Conspiracy to Commit a Crime (the maximum sentence was given only if the crime was committed.)	3 to 25 years
Crossing State Lines to Avoid Prosecution (F*)	1 to 15 years
Election Fraud	1 to 15 years
Espionage (F)	15 to Life / Death
Forgery	3 to 15 years
Fraud	3 to 15 years
Harboring a Fugitive	1 to 15 years
Jury Tampering (State or F)	10 to 25 years
Kidnapping an adult (F*)	1 to 15 years
Kidnapping a minor (F*)	Life (30%) / Death
Loansharking (Usury)	1 to 7 years
Murder, 3rd degree (accidental)	1 to 15 years
Murder, 2nd degree (in passion)	10 to 25 years
Murder, 1st degree (premeditated)	15 to Life / Death
Murder of a Law Officer	Death
Possession of Illegal Weapon	6 months to 1 year
Racketeering (F*)	10 to 25 years
Sabotage (F)	10 to 25 years
Tax Evasion (F)	3 to 15 years + $10,000 fine + back taxes
Transport of Stolen Car Across State Lines (F)	1 to 15 years

F = Federal Offense

F* = Federal Offense after 1934; F.B.I. called in automatically

Sentences are given out in a range of years, as listed above. A sentence of 5 to 15 years means the character will not spend more than 15 years in prison, and will be eligible for parole after one-third of five years (see Parole). If a criminal is convicted on several charges, the game judge decides whether the sentences are added together (served consecutively) or if the criminal serves only the longest sentence (served concurrently).

Repeat offenders should expect maximum sentences. Sentences for misdemeanors (very minor offenses) range from fines of 810 to 81,000 and 10 to 60 days in jail.

Sentences for violating the National Prohibition Act are given in the section The National Prohibition Act

PAROLE

All sentences for serious crimes are served in a state prison (for violating state laws) or a federal prison (for violating federal laws). Parole is release from prison before the sentence is finished. A prisoner is eligible for parole after serving one-third of the minimum time of his sentence. A criminal sentenced to 5 to 15 years becomes eligible for parole after serving one-third of five years, or one year and eight months.

Getting Parole

A criminal can win parole by getting a reaction of 15 or better from an NPC parole board. When checking for the parole board's reaction, use the normal NPC reaction modifiers. In addition, the prisoner can get a +2 modifier if the prison warden recommends that parole be granted. A criminal can check for parole once per year.

Being On Parole

A criminal released on parole must report once each week to a parole officer. He or she must get a job, earn a steady living and stay free of criminal associates. The criminal will be returned to prison if he violates any of these regulations.

CIVIL SUITS

Civil suits are lawsuits brought by PCs or NPCs against other characters. They usually involve a dispute over money. Instead of having a trial to determine if a crime has been committed, there is a trial to determine if one character should pay money to another. The trial procedure outlined under criminal trials can be used for civil suits.

THE NATIONAL PROHIBITION ACT

The National Prohibition Act, also known as the Volstead Act, went into effect at midnight, Jan. 16, 1920. It continued in force until December 5, 1933. The act made it illegal to manufacture, transport or sell alcoholic beverages in the United States. Some production for religious and medicinal purposes was allowed under special permits granted by the commissioner of prohibition.

Prior to March 2, 1929, the penalties for violating the act were

— First Offense, manufacturing or selling: a fine of not more than $1,000 or imprisonment for not more than six months;
— Second or Subsequent Offense, manufacturing or selling: fine of not less than $200 but not more than 82,000 and imprisonment for not less than one month but not more than five years;

— Other Offenses, first offense: a fine of not more than 8500;
— Other Offenses, second offense: a fine of not less than 8100 and not more than $1,000 and imprisonment for not more than 90 days;
— Other Offenses, third or subsequent offense: a fine of not less than 8500 and imprisonment for not less than three months but not more than two years.

After March 2, 1929, the penalties were increased so the maximum penalty for any offense was a fine of not more than $10,000 and/or imprisonment for not more than five years. The minimum penalties were not changed.

Speakeasy customers who are arrested in a raid may be charged with Visiting a Common Nuisance, a misdemeanor.

Players will notice quickly that the penalties for violating the Volstead Act were hardly severe enough to deter professional criminals like Al Capone who, by violating the act, was putting 8300,000 or more into his pockets every day.

Judging a GANGBUSTERS campaign game is a lot of fun. It also is a big responsibility. This part of the rules is for beginning judges. It explains what the judge must do to start a campaign, how to keep a campaign running and how to keep the game lively, interesting and fun!

THE JUDGE'S ROLE

The campaign game judge is responsible for

1. Designing the city where the campaign will take place and creating the people who live there as they are needed.
2. Making decisions for all the NPCs in the game;
3. Creating the starting adventure for the campaign;
4. Being the eyes and ears of his players. They can see, hear and know only the things you tell them about;
5. Being the final authority on the outcome of all events in the campaign, and the final authority on all interpretations or modifications of the game rules.

As the judge of a campaign game, you are like the author of an exciting adventure novel. You have a big advantage over most authors, though, because some of your major characters, the player characters, will be eager and willing to help you work out the details of the plot!

GETTING STARTED

The hardest step for a beginning game judge often is getting the campaign game started. You can be sure that if you get your game off to a successful start, you are well on your way to months of enjoyable play. There are four things to consider when starting your campaign game: the rules, the setting for the campaign, getting the players ready to play, and setting up the first adventure. You probably will find that after the first evening of play, the campaign will take off and practically run itself as your player characters build new adventures through their own actions!

The Rules

As a game judge, you should be familiar with all the rules you use in your campaign. This means you should be familiar with PARTS 1 through 9 of this rule book. After all, you are the final authority on the rules in your game!

This does not mean you must memorize the rules; that would not be possible for a beginning judge. It does mean you should know them well enough to know whether something is wrong, and where to look in the rule book to find the correct rule. The index should be very helpful in this regard.

Remember that you are an interpreter and adaptor of the rules not a slave to them. No set of rules could possibly cover every situation that could arise in either real life or in a GANGBUSTERS campaign game. If the rules do not cover a situation peculiarity in your campaign, just think about the problem and decide how you want to handle it.

The Setting — Lakefront City

The hardest part of the judge's job has already been done for you.

The maps included with the game give you a prepared city in which to set your campaign. Lakefront City is not based on a particular city, but is typical of any Eastern or Midwestern city with a population of about 2,100,000 in the 1920s. It is already mapped out, although you probably will want to add more detailed maps as your campaign expands. It is ready to be populated with all the policemen, federal agents, private eyes, reporters, politicians and crooks you will need to get your campaign game started. For more information about Lakefront City, including more than 100 pre-rolled NPCs, see the module **GB 1, Trouble Brewing,** available from TSR Hobbies, Inc.

Lakefront City can also serve as a model for designing your own campaign setting if you choose to do so. Players may enjoy a campaign set in their own town, as it was in the 1920s.

Preparing Your Players

Before starting your campaign game, it is a good idea to have an initial meeting with your players. At this meeting you should

1. Have each player create a character. Explain the ability scores as the players roll them.
2. Play a short gunfight or encounter using the basic rules so the players can learn how to move, shoot and fistfight.
3. Using the same characters or new ones, have the players pick careers for their characters.

After this initial meeting, you will be ready to set up the first adventure which will start your campaign.

The First Adventure. The first adventure your PCs encounter should be carefully planned. You should try to set it up so that the following things happen:

1. Each and every PC should have something important and exciting to do right away. You should have at least one planned encounter for each beat cop, a case for each federal agent and private investigator to work on, a story or tips on a story for the cub reporters, some leads for prohibition agents, etc. The exception to this is criminal PCs. They must make their own opportunities from the very start.

2. The cases and adventures the various players are working on should be designed so the PCs will meet each other naturally and start working with (or against) one another.

EXAMPLE: A campaign game has one reporter, one beat cop, one F.B.I. agent, one private investigator and one criminal. The game judge sets up a first adventure involving a murder mystery. The murder takes place on the cop's beat. The cub reporter is told that his "nose for news" tells him there is more to the story than meets the eye. A relative of the murder victim hires the private investigator to look into the case, and the F.B.I. is called in because the murder suspects were seen leaving the scene of the crime in a car stolen from across the state line. The criminal PC is left to his own devices in determining what he wants to do first.

MAKING THE GAME MORE FUN

A good game judge should always remember that the reason his or her friends are playing is to have fun! The following tips will help you make your campaign as much fun as it can be for your players.

Flow Of Play

The game judge controls the pace of the game, and it is important that the game be kept moving. Players do not like long time periods with nothing to do.

Handling Many Events At Once. There will be times when you will have several PCs all trying to do different things in different places at the same time. Don't panic! Resolve the situations one at a time, taking care to move from situation to situation if you find you are spending too much time on just one PC's activities.

EXAMPLE: A PC private investigator goes to interview a prospective client, a beat cop is walking his beat and a criminal is getting ready to pull a robbery. The judge runs the robbery first If the robbery takes more than a few minutes of real time, the judge moves on to one of the other players and then switches from one to another, giving each player a chance to do something.

Confused Situations. Gunfights or fistfights involving many characters can get very confusing. Again, don't panic! Follow the sequence of play carefully each turn, resolving each action at the correct time.

Game Time. It is crucial that you, as the judge, keep careful track of game time. It is in your power to slow the action down or speed it up. You must always know what day and time it is during the game. When characters are interacting with each other, and especially if they are working against each other, you cannot let one player get very far ahead of the others in game time.

Balance

It is very important for the game judge to balance the abilities of the player characters with the problems or challenges they face. As a game judge, you are neither for nor against the PCs; you are absolutely neutral. The judge can control the balance of the game by adjusting the numbers of NPCs encountered and the levels of NPCs. As a judge, you must be prepared to handle players who blunder foolishly into problems as well as those who plan their actions wisely and avoid trouble.

Numbers of NPCs. It is important that you, as judge, control the number of NPCs the players encounter in gunfights and other deadly situations. A PC criminal who walks into a bank intending to rob it only to find half the police force inside depositing their pay checks will have no chance of escaping alive. On the other hand, if six prohibition agents raid a still, there should be more than one or two criminals on hand to protect it. This does not mean you should pull characters out of trouble if they act foolishly; it does mean that when they play well, they should have a fighting chance against fair odds.

Levels. Level is another key to balance in the game. It is very important that PCs seldom meet or associate with characters of higher levels. High level characters have greater ability scores, more skills, more friends and more power. All these things make them too tough for lower level characters to handle. Gear your encounters to the level of your characters. Note that most citizens are first level, and always will be, so as PCs go up levels they will become more powerful than average citizens. However, they should then spend most of their time interacting with the higher level characters in the city.

Wise and Foolish Play. Some players will play their characters with intelligence, while others make rash and foolish mistakes. Those who make mistakes should be allowed to suffer the natural consequences.

EXAMPLE: On the very first evening of play in a campaign game, a PC criminal decides to rob Goldstein's Jewelry Store. To create a diversion, he steals a stick of dynamite and throws it into the candy store around the block. He then robs the jewelry store, using no mask or disguise, and returns to the hotel room where he is staying. Two children are killed by the explosion in the candy store. The criminal has committed a needless double murder, he has been seen by dozens of people on the street and he has taken no precautions to conceal his location after the robbery. It is very likely that he will be caught quickly. In fact, there is a chance the policemen in the area may decide a child killer is not worth the expense of a trial; he may be shot down "resisting arrest" The game judge is not stacking the odds against the criminal by over-reacting to the crime; the PC made a foolish mistake and the judge is letting him suffer the consequences.

What Characters Can Know

It is necessary for you as a campaign game judge to prevent players from using information their characters would not know. Players will often hear things during the game that their characters would have no way of knowing. You must not let their characters act on the basis of such information. For example, a beat cop cannot run to the scene of a robbery if no one has reported it yet. Usually a friendly reminder like "No, your character would have no way of knowing that" is sufficient

Improvising

From time to time you will need to make up events or NPCs as you play. You will never be able to predict or plan ahead for everything your players might do. Do not be afraid to improvise as you go. Just be sure to keep notes so you do not forget important details as you develop a story or adventure in the middle of playing it out!

Player Interaction

The judge should take every opportunity to encourage PCs to interact with one another. Player characters should always be encouraged to deal with other PCs. Suppose, for example, that a reporter PC wants to hire a private detective. There may be dozens listed in the Lakefront City phone book, but it is much better for the game if he decides to hire the PC private investigator. It may be difficult to give criminal characters much interaction with the other characters at the beginning of the game. Once the criminals advance past first level they should start making deals with a few crooked NPC politicians, who probably are involved with other PCs.

Encouraging Role-Playing

Whenever possible, you should encourage your players to "act out" the parts of their characters rather than simply announcing what the character is doing. The players will get the idea from you, if you do a good job acting the parts of important NPCs. Try to give each NPC a distinct personality.

EXAMPLE: This is an example of poor role playing:

PC F.B.I. AGENT: I'm asking Al Tolino to tell me where the stolen money is hidden.

JUDGE: (Makes a reaction check) He won't tell you.

This is an example of better role playing:

AGENT: Okay Tolino, you know we've got you red-handed this time. Why don't you make it easy on yourself and tell us where you stashed the dough?

JUDGE: Take a hike, G-man.
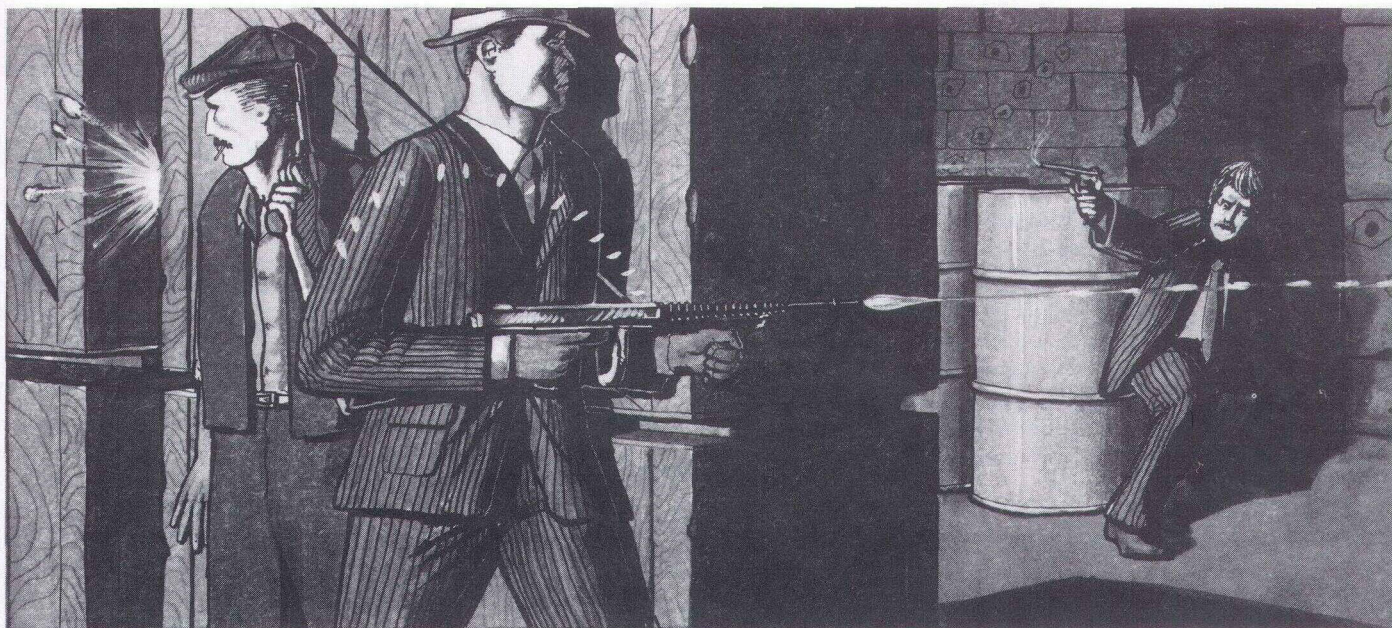
PART 11: OPTIONAL EXPERT RULES

The expert rules are intended for experienced players who want more detailed, realistic movement and fighting. All of these rules are optional, so players should agree which ones they will use before the game starts. All basic game rules apply when using the expert rules unless the new rule specifically states otherwise.

EXPERT GUNFIGHT RULES

The following rules explain firing while moving, new range effects, shooting through solid objects, hit locations and variable injury.

Firing While Moving

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

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

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

-30 for firing a burst;

-20 for firing at a running target (see Bursts, below);

-20 for firing while jumping (the same as if the target was jumping).

The total modifier for this shot is -70.

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

ADDITIONAL GUNFIGHT MODIFIERS

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

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

Range

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

EXPERT FIREARMS DATA

Pistols

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

Rifles and Thompson submachine guns

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

Notes:
* includes B.A.R.
X Beyond maximum range

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

Bursts

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

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

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

Hit Locations And Variable Injury

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

HIT LOCATIONS AND INJURY

Dice Roll	Location	Injury
01 - 05	Head	Full
06 - 10	Head	3 points
11 - 12	Neck	Full
13 - 14	Neck	3 points
15 - 25	Chest	Full
26 - 30	Chest	3 points
31 - 35	Right Shoulder	Full
36 - 37	Right Shoulder	3 points
38 - 42	Left Shoulder	Full
43 - 44	Left Shoulder	3 points
45 - 48	Right Arm	Full
49 - 50	Right Arm	3 points
51 - 54	Left Arm	Full
55 - 56	Left Arm	3 points
57 - 58	Right Hand	Full
59 - 60	Left Hand	Full
61 - 75	Abdomen	Full
76 - 80	Abdomen	3 points
81 - 85	Left Leg	Full
86 - 90	Left Leg	3 points
91 - 95	Right Leg	Full
96 - 00	Right Leg	3 points

Wound Effects. Wounds restrict a character's actions. The exact effect must be decided by the game judge. Some examples are
1. A character shot in the hand cannot hold a gun in that hand.
2. A character shot in the leg or abdomen cannot run.
3. A character shot in the shoulder will have difficulty firing a rifle.

A wound that has full effect should be more crippling than one that causes only three points. These penalties are in addition to the effects of having more wounds than one-half of your Hit Points.

Partial Cover

In the basic rules, there is a -30 modifier to hit a target behind partial cover. In the expert rules, this modifier is changed to -10. If the target is hit, check the hit location. If the hit location is a part of the target's body that is behind cover, the shot misses unless the bullet can penetrate the cover (see Penetration).

Full Cover

In the basic game, a target that is completely hidden behind solid cover cannot be hit In the expert rules, a character can shoot at a hidden target with a modifier of -30. The character must know where the target is. If the target is hit and the bullet can penetrate the cover (see Penetration), roll on the HIT LOCATIONS AND INJURY table as usual.

Penetration

Gunfire can penetrate certain types of cover to hit whatever is behind it. Guidelines for different types of weapons are given below.

Pistols and Revolvers. Automatic pistols and revolvers can penetrate soft cover when fired at point blank range.

.22 CALIBER. Handguns of .22 caliber can penetrate up to 1½ inches of soft wood (pine, for example) and still inflict full damage.

.38 CALIBER. Handguns of .38 caliber will penetrate up to 2 inches of soft wood if fired at point blank range. The bullet will still inflict full damage.

.45 CALIBER. Handguns of .44 or .45 caliber will penetrate up to 2½ inches of hard wood or 4 inches of soft wood if fired at point blank range. The bullet will still inflict normal damage.

Other Weapons. Rifles of greater than .22 caliber, B.A.R.S and Thompson submachine guns will penetrate most wood or plaster walls, floors or ceilings when fired at short range or less. Rifles of .22 caliber are treated as .22 caliber pistols for penetration.

Special Cases. In any uncertain cases, it is left to the game judge to decide whether a bullet will penetrate a specific type of cover. Bullets that do not penetrate a target's cover miss the target automatically. The penetration limits given above are the maximum penetration for the weapons listed.

EXPERT FISTFIGHT RULES

The expert rules add two new fistfight actions; boxing and martial arts.

Boxing

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

1. A character with boxing skill can make a boxing skill check instead of an Agility check when trying to hit an opponent in a fistfight
2. A successful check means the boxing character has hit his opponent twice in the same turn. One hit causes normal injuries, the second hit causes double injuries.
3. If a boxing character fails his boxing check, that character can still try to hit his opponent normally by making an Agility check.

4. All modifiers that apply to a character's Agility score in a fistfight also apply to a character's boxing score.

5. A character with boxing skill who rolls 05 or less when making a boxing check has knocked out his or her opponent.

Martial Arts

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

1. Martial arts actions are resolved before all other actions except closing in a fistfight.

2. Characters using martial arts make a skill check instead of an Agility check.

3. A successful check means the character with martial arts skill has accomplished two things:

a) he has caused any attack being made by his opponent to miss automatically;

b) he has either gotten a hold on his opponent or thrown his opponent to the ground, causing injuries equal to his punching score. Characters thrown to the ground must spend a turn standing up.

4. If two characters with martial arts skill fight one another and both make successful martial arts checks, neither inflicts any damage on the other.

EXPERT CAR RULES

The expert rules contain new rules for movement in cars, car crashes, special driving manuevers, traffic density and gunfire at vehicles.

Movement Rates

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

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

Acceleration And Braking

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

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

Car Crashes

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

EXPERT CAR DATA TABLE

Standard Cars and Trucks

Type	Psngrs	Price	HP	A/B	Top Spd.
Coupe	2-3	8800-1,200	12	5/2	50 mph
Sport touring	2-3	8900-1,300	12	5/2	60 mph
Touring	5-7	81,500-2,000	14-16	5/2	60 mph
Sedan	5-7	82,000-3,500	16-18	5/2	60 mph
Limousine	5-7	82,500 +	18-20	5/2	70 mph
Light Truck	2-3	8800-1,300	14-18	6/2	50 mph
Heavy Truck	2-3	81,000-1,500	16-20	6/3	50 mph

Super Luxury Cars

Type	Psngrs	Price	HP	A/B	Top Spd.
1929 Mercedes Benz 99KL	2	$12,000	15	4/2	120 mph
1929 Dusenberg Model J	5-7	85,000 +	16	4/2	100 mph
1932 Rolls Royce Phantom II	4	$18,000	15	4/2	90 mph
1932 Packard Phaeton	5-7	83,990	18	3/2	90 mph

Notes:

Psngrs = number of passengers

HP = hit points (see Shooting At Cars)

A/B = acceleration / braking

Top Spd. = top speed

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

A touring car has an open or canvas top.

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

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

1. Note the driver's Driving score;
2. Add 20 to that score;
3. Subtract the speed of the car in miles per hour;
4. Roll percentile dice. A result greater than the driver's modified Driving score means the car has crashed.

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

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

EXPERT CRASH RESULTS TABLE

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

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

Repairing Damaged Cars

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

Traffic

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

TRAFFIC DENSITY TABLE

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

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

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

Driving Maneuvers

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

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

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

DISTANCE JUMPED. A car making a jump will clear vertical obstacles that are less than 10 feet higher than the ramp. It will travel 5 feet horizontally for every 10 mph of speed.
DRIVING CHECK. The driver of a car making a jump must make a Driving check using the procedure given under How To Check For Crashes. However, there is an additional modifier of -20 for this check. Failing the check means the car crashes when it lands.

Shooting At Cars

Shooting at cars is handled exactly as in the basic game with one exception. When a burst from an automatic weapon hits a car, the attacker must check to see where each bullet hits. Bullets that hit the windshield or a window will wound one passenger each. The game judge determines which passenger

each bullet hits, either choosing randomly or by considering the angle of the shot and the arrangement of the passengers in the car.

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

PART 12: APPENDICES

Appendix One: TYPICAL NPCs

Following is a list of typical NPCs. The game judge can use them as he needs them. The ability scores given are considered average for that type of character. The game judge can modify these scores to suit the needs of his or her game. The judge should assign levels and skills to the NPCs as he or she sees fit.

NPC	Mu	Ag	Ob	Pr	Dr	Lu	HP
F.B.I. Agent	80	85	90	7	88	30	22
Prohibition Agent	50	60	54	5	57	12	16
Patrolman	75	65	63	5	64	23	19
Police Sergeant	80	67	72	6	70	25	20
Police Captain	78	66	85	7	76	33	20
Detective	83	72	87	6	80	28	21
Private Investigator	73	68	89	6	78	42	20
Newspaper Reporter	55	60	93	4	77	16	17
Independent Punk	60	65	85	3	75	18	18
Gangster	73	58	57	5	59	14	19
Gangster Enforcer	98	72	43	8	58	12	22
Gangster Driver	37	92	88	3	90	09	18
Gangster Hit Man	71	88	83	5	86	15	21
Gangster Gun Moll	33	75	78	7	77	13	16
Syndicate Boss	62	54	89	9	72	39	17
District Attorney	51	48	90	8	69	40	15
Judge	45	39	96	9	68	26	14
Defense Lawyer	48	43	90	7	67	22	15
Store Clerk	50	55	45	3	50	14	16
Store Owner	48	52	65	6	59	16	15
Corporate Executive	47	53	74	8	64	37	15
Blue Collar Worker	83	62	44	6	53	20	20
Career Girl	28	43	82	5	63	22	13
Flapper	31	62	73	7	68	11	15
Ward Boss	61	49	83	8	66	24	16
Derelict	44	32	28	1	30	48	13

Appendix Two: PRICE LISTS

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

Weapons

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

WEAPONS

.22 revolver	$25 or more
.38 revolver	$40 or more
.44 or .45 revolver	$45 or more
9 mm or .38 automatic	$50 or more
.45 automatic	$75 or more
Any rifle	$50 or more
Thompson submachine gun	$200 or more
B.A.R.	$175 or more
Rifle, pistol and tommygun ammunition	$2 per box of 100
Shotgun ammunition	$2 per box of 24

CLOTHES and ACCESSORIES

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

RENT and REAL ESTATE

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

WAGES (Per Week)

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

MISCELLANEOUS EXPENSES

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

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

Appendix Three: ROGUE'S GALLERY

This section gives statistics for famous gangsters, gangs, prohibition agents and F.B.I. agents. Many of these people were active from the 1920s through the 1950s, but the statistics given are only for the 1920s and 30s.

The first seven characteristics are the NPC's basic ability scores: Muscle (Mu), Agility (Ag), Observation (Ob), Presence (Pr), Driving (Dr), Luck (Lu) and Hit Points (HP). The eighth number is the character's level (Lv). The ninth number (Re) is a reaction modifier. This number is added to or subtracted from the NPC's reaction roll when meeting a PC. For example, if a PC meets Albert Anastasia, the judge determines Anastasia's reaction to the character by rolling 2d10 and subtracting 2, Anastasia's reaction modifier. The last two numbers are the lowest (Mn) and highest (Mx) reactions the NPC can have to a player character. No minimum is given for Anastasia, so his reaction to a PC can be as low as 2. However, he will never have a better reaction than 17. In general terms, this means Anastasia might dislike a player character strongly, and will never really like anyone.

CRIMINAL CLASS

Historical Characters

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	MX
Albert Anastasia	81	77	56	7	67	29	21	7	-2		17

1903-1957. Allegedly one of the murderers of Joe "the Boss" Masseria. Alleged head of Murder, Inc., and ally of Lucky Luciano.

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	MX
Arizona Barker	44	37	89	8	63	24	14	5			

1872-1935. "Ma" Barker. Organizer of the Barker Gang, consisting mainly of her sons. The gang specialized in robbing banks and kidnapping.

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	MX
Arthur Barker	52	74	55	6	65	31	18	5			

1899-1939. "Doc" Barker. Skill: auto theft 58%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	MX
Fred Barker	54	71	57	6	64	25	18	5			

1902-1935. Skills: lockpicking 25%, alarm systems 24%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	MX
Herman Barker	53	64	51	6	61	23	17	2			

1894-1927. Skills: lockpicking 28%, alarm systems 19%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	MX
Clyde Barrow	57	84	55	6	70	14	17	2	-3		15
Louis Buchalter	59	63	92	9	78	34	18	9			
Alphonse Capone	87	74	90	10	82	32	21	9			
Vincent Coll	70	79	48	7	64	17	20	4	-2		
John Thomas Diamond	68	93	74	9	84	50	22	7			
John Dillinger	65	95	72	8	84	36	21	5			
Charles A. Floyd	94	86	60	7	73	35	23	3			
Vito Genovese	65	67	96	9	84	41	18	7	-1		18
George Kelly	92	71	46	4	58	15	22	2			
Meyer Lansky	43	57	100	8	78	50	15	9			4
Charles Luciano	59	64	99	10	82	50	17	10			
Salvatore Maranzano	62	63	77	9	70	28	18	7			
Jack McGurne	91	99	68	7	85	42	24	4			
George Moran	90	76	78	8	77	49	22	7			
Dion O'Bannion	63	74	83	10	79	35	19	7			
Bonnie Parker	49	73	51	7	62	13	18	2	-3		15
Arnold Rothstein	78	81	74	8	78	48	21	8			
Morris Rudsensky	76	87	80	8	84	47	22	4			
Dutch Schultz	77	79	82	10	81	29	21	9	-1		18
Benjamin Siegel	73	76	77	9	77	21	18	5			
John Torrio	57	64	99	10	82	45	18	8			
Joseph Weil	72	79	99	10	85	46	21	6		8	16

Clyde Barrow — 1909-1934. Small-time robber and murderer. Skill: auto theft 64%.

Louis Buchalter — 1897-1944. "Lepke" Buchalter. Controlled many New York garment district unions. Ally of Lucky Luciano. Killed Little Augie Organ. Skills: smuggling 61%, gambling 50%.

Alphonse Capone — 1899-1947. "Scarface" Al Capone. Gained control of Chicago rackets after extensive gang wars. Believed to have killed Big Jim Colosimo. Skills: smuggling 94%, public relations 86%.

Vincent Coll — 1909-1932. "Mad Dog" Coll. Hired killer who tried to take over from Dutch Schultz and failed. Skill: smuggling 62%.

John Thomas Diamond — 1896-1931. "Legs" Jack Diamond. Bodyguard and killer. Fought a four-year war with Dutch Schultz for control of various territories in New York, but lost. Skills: lockpicking 47%, alarm systems 45%, smuggling 79%, public relations 57%.

John Dillinger — 1903-1934(?). Bank robber who led three different gangs. Some people still question whether he really was killed in a shootout with F.B.I. agents in 1934. Skills: auto theft 83%, alarm systems 37%.

Charles A. Floyd — 1901-1934. "Pretty Boy" Floyd, "Chock" Floyd. Bank robber and murderer. Mistakenly accused of taking part in the Kansas City Massacre, where four law enforcement agents were killed. Skill: auto theft 67%.

Vito Genovese — 1897-1969. "Don Vitone" Genovese. One of Lucky Luciano's partners, rumored at one time to have become Capo di tutti Capi — "Boss of All Bosses" — for the mafia. Helped kill Joe "the Boss" Masseria. Skill: smuggling 94%.

George Kelly — 1897-1954. "Machinegun" Kelly. Small-time bootlegger whose wife goaded him into becoming a successful kidnapper.

Meyer Lansky — 1902- . One of the founders of a national crime organization, along with Lucky Luciano. Skills: auto theft 72%, autobody work 74%, smuggling 35%, accounting 55%, gambling 63%.

Charles Luciano — 1897-1962. "Charlie" Luciano, "Lucky" Luciano. Most powerful boss in the U.S. from 1932 to 1936. Controlled all vice in the New York area. Set up a loosely organized national crime syndicate. Skill: smuggling 97%.

Salvatore Maranzano — 1868-1931. Successfully fought Joe "the Boss" Masseria for control of the New York rackets in the "Castellamare War." He was murdered shortly after on the orders of Lucky Luciano.

Jack McGurne — 1904-1936. "Machinegun" Jack McGurne. Ex-prizefighter. Ace hit man for Al Capone, killed more than 20 men. Skill: boxing 76%.

George Moran — 1893-1957. "Bugs" Moran. Inherited control of the Chicago North Side gang and its war with Al Capone from Deanie O'Bannion and Hymie Weiss. Drifted into obscurity after the St. Valentine's Day Massacre. Skills: lockpicking 58%, alarm systems 45%, safecracking 37%, smuggling 74%.

Dion O'Bannion — 1892-1924. "Deanie" O'Bannion. Formed a gang to control the rackets on Chicago's north side. His murder, ordered by Al Capone, started a five-year gang war in Chicago. Skills: lockpicking 72%, alarm systems 56%, safecracking 44%, smuggling 89%.

Bonnie Parker — 1911-1934. Murderess, Clyde Barrow's accomplice. Skill: auto theft 43%.

Arnold Rothstein — 1882-1928. Big-time gambler who made a fortune by financing crime. Allegedly fixed the 1919 World Series. Skill: gambling 98%.

Morris Rudsensky — 1908- . "Red" Rudsensky. Master safecracker and burglar who often worked alone. Later reformed completely. Skill: lockpicking 87%, stealth 74%, alarm systems 78%, explosives 73%, safecracking 91%.

Dutch Schultz — 1902-1935. Arthur Flegenheimer. Controlled beer bootlegging in New York and the numbers racket in Harlem. Murdered by rivals after he threatened to kill the reform district attorney, Tom Dewey. Skills: lockpicking 59%, alarm systems 53%, smuggling 88%, gambling 57%.

Benjamin Siegel — 1906-1947. "Bugsy" Siegel. Gangster and murderer, junior partner with Meyer Lansky. Originated syndicate gambling in Las Vegas. It is believed he was killed for stealing 83 million from the syndicate. Skills: auto theft 75%, autobody work 71%, smuggling 73%, gambling 78%.

John Torrio — 1882-1957. "Johnny" Torrio. Al Capone's mentor. A careful gangster who preferred negotiation to violence. After being shot in 1924 he went into semi-retirement.

Joseph Weil — 1877-?. "Yellow Kid" Weil. Master confidence man. He retired from the con game in 1934 because publicity had made his picture too familiar to prospective victims. Skills: stealth 74%, disguise 38%, public relations 89%.

Famous Gangs

Dillinger "Super Gang" — bankrobbers
John Dillinger, Harry Peirpont, Homer Van Meter, "Three-fingered Jack" Hamilton, "Fat Charley" Mackley and Russell Lee Clark.

Druggen-Lake Gang — rackets and bootlegging
Led by Terry Druggen and Frankie Lake. Staunch Capone allies on the west side of Chicago.

Egan's Rats — rackets, bootlegging and vice
Organized by "Jellyroll" Egan, led by Dinty Colbeck. Lost a war with The Green Ones over control of St Louis.

Genna Brothers — bootlegging
Chicago Little Italy gang led by six brothers: "Bloody Angelo," "Tony the Gentleman," Mike "The Devil," Pete, Sam and Vincenzo "Jim" Genna. Started as allies but became rivals of Al Capone.

The Green Ones — rackets, bootlegging and vice
Won control of crime in St Louis after wars with Egan's Rats and The Cuckoos.

Lamm Gang — bankrobbers
First bank robbers to use organized methods. Led by "Baron" Herman K. Lamm. Other members were Walter Dietrich, "Oklahoma Jack" Clark and "Dad" Landy.

O'Donnell Brothers — bootlegging and rackets
Two different Chicago gangs led by two unrelated families with the same name. The South Side O'Donnells were led by "Spike," Steve, Walter and Tommy O'Donnell. The West Side O'Donnells were led by "Klondike," Bernard and Myles O'Donnell. Both gangs took sides against Al Capone and lost

"Owney" Madden Gang — bootlegging and rackets
New York gang led by "Owney" Madden. Feuded with the Waxey Gordon gang.

The Purple Gang — bootlegging, rackets and vice
Led by Abe Bernstein. Ruled the Detroit rackets until incorporated into the national crime syndicate.

"Waxey" Gordon Gang — bootlegging and rackets
New York gang led by Waxey Gordon. Feuded with the Owney Madden gang. The feud was halted on the orders of the national crime syndicate.

LAW ENFORCEMENT CLASS

Historical Characters

The Untouchables. The Untouchables were a special squad of 10 men who worked for the Prohibition Bureau in Chicago. Their job was to "dry up" the source of Al Capone's vast criminal income by shutting down his breweries and distilleries and arresting his men. The Untouchables got their nickname because they could not be bribed. Finding an entire squad of prohibition agents who were uncorruptable was so unusual that the event made nationwide headlines. The leader of the Untouchables was Elliot Ness.

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	MX
Elliot Ness	87	82	85	10	84	50	22	10	+2*	8*	

1903-1957. Leader of the Untouchables. Afterward named chief investigator of prohibition forces in Chicago. In 1935 he was elected director of public safety for Cleveland. Skills: martial arts 74%, public relations 70%, shadowing 60%, stealth 66%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	MX
Marty Lahert	86	82	71	8	77	38	22	4	+2*	8*	

Skill: martial arts 72%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	PIP	Lv	Re	Mn	MX
Sam Seager	94	81	70	7	76	39	23	4	+2*	8*	

Skill: find smuggled goods 62%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	PIP	Lv	Re	Mn	MX
Barney Cloonan	95	79	68	7	69	37	23	4	+2*	8*	

Skill: find smuggled goods 61%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	PIP	Lv	Re	Mn	MX
Lyle Chapman	83	77	84	7	81	42	21	4	+2*	8*	

Skill: fingerprinting 67%, accounting 93%, chemical analysis 41%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	PIP	Lv	Re	Mn	MX
Tom Friel	67	78	66	7	72	11	21	4	+2*	8*	

Murdered in the line of duty by the Capone mob in 1930. Skill: find smuggled goods 76%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	PIP	Lv	Re	Mn	MX
Joe Leeson	68	88	87	7	88	36	21	4	+2*	8*	

Driver for the Untouchables. Skill: shadowing 92%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	PIP	Lv	Re	Mn	MX
Mike King	64	67	79	7	73	38	19	4	+2*	8*	

Skills: shadowing 83%, stealth 82%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	PIP	Lv	Re	Mn	MX
Paul Robskey	63	68	78	8	73	35	19	4	+2*	8*	

Skills: shadowing 81%, stealth 80%, wiretapping 85%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	PIP	Lv	Re	Mn	MX
Bill Gardner	96	91	70	7	81	36	24	4	+2*	8*	

Skill: find smuggled goods 58%.

* Reaction to non-criminals only. Members of the Untouchables react normally to criminals. Their reaction should be tempered by their desire to see all criminals convicted and sentenced.

Special Citizens' Groups. Citizens did not always meekly accept crime in their cities. To fight the high rate of crime caused by prohibition, citizens sometimes joined together to elect reform candidates and put pressure on public officials to stop crime and corruption. These groups of citizens often remained anonymous to avoid retaliation from gangsters.

Perhaps the most famous citizens' anti-crime organization was formed by six influential businessmen in Chicago. The organization was known as The Secret Six. It was headed by Robert Isham Randolph. The Secret Six was responsible for the formation of the Untouchables, among other things.

FBI Agents

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	MX
Earl J. Connelly	67	72	73	8	73	41	19	8	+2*	8*	

1892-1957. Special agent in charge in Cincinnati until 1934. Special agent in charge in Chicago from 1934 until 1940. Later served as field assistant director. Skill: martial arts 74%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	MX
Samuel P. Cowley	63	82	71	8	77	12	19	7	+2*	8*	

Special agent in charge in Chicago until his death. Helped arrange the demise of John Dillinger (if it really was Dillinger who was killed outside the Biograph Theatre). Killed in a gun battle with Baby Face Nelson in 1934. Skill: martial arts 71%.

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP	Lv	Re	Mn	MX
Melvin Purvis	81	78	63	8	71	25	21	5	+2*	8*	

Special agent serving throughout the midwest Helped arrange the demise of John Dillinger. Killed Pretty Boy Floyd in a gun battle in 1934. Skills: martial arts 76%.

* Reaction applies to non-criminals only. Reaction to criminals is normal, tempered by a desire to see all criminals convicted and sentenced.

GANGBUSTERS™ Character Sheet

Player:	Character:

Age:	Height:	Weight:	Color Eyes:	Color Hair:

Nickname/Alias:	Ethnic Background:

Marks or Scars:

Address:

Profession:	Salary:

Rank (if cop):	Political Party:

Level:	Career Total X.P.s:	X.P.s to spend:

Basic Ability Scores

Muscle	_____ + _____ = dlOO modifier	_____ total
Agility	_____ + _____ = dlOO modifier	_____ total
Observation	_____ + _____ = dlOO modifier	_____ total
Presence	_____ + _____ = d10 modifier	_____ total
Driving	_____ + _____ = _____ ÷ 2 = agility observation	_____ total
Luck	_____ ÷ 2 = dlOO	_____ total
Hit Points	_____ + _____ ÷ 10 = + 5 = muscle agility	_____ total
Injuries:	Wounds: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Bruises: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	
Punching		_____ total

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SEQUENCE OF PLAY OUTLINE

Step 1: Check to see if any characters were surprised by actions in the previous turn.

Step 2: Players declare what action each character will perform this turn. These can be jotted down on a sheet of paper and revealed simultaneously, if the players want.

Step 3: Characters who are closing with an opponent for a fistfight are moved. Some characters may be able to fire at this time — see Guns in Fistfights.

Step 4: All other characters who are moving complete one-half of their movement.

Step 5: Fistfighting actions are resolved.

Step 6: Gunfighting and other actions are resolved.

Step 7: Characters finish moving.

SURPRISE TABLE

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

FOOT MOVEMENT TABLE

Action	Distance Moved During One Turn:		
	Feet	5' squares	15' squares
Walking	5	1	1/3
Running	15	3	1
Crawling	2½	1/2	1/6
Leaping	15	3	1
Jumping	10+	--	--
Closing for fistfight	10	2	2/3

CAR MOVEMENT TABLE

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

NPC REACTION TABLE

Modified Dice Roll (2d10)	Reaction of NPC
2 or less	Violent and hostile; attacks regardless of situation
3 - 4	Abusive and hostile; attacks if provoked
5 - 6	Hostile, but will not attack immediately; may plot revenge at a later time
7 - 8	Annoyed, mildly hostile, but will not attack
9 - 13	Uncertain, hesitant; make another offer, roll again
14 - 15	Pleasant, but will take no action to help; may answer questions
16 - 17	Friendly, likes the PC; probably will help
18 - 19	Very friendly; will go out of his way to be helpful
20 or more	Extremely friendly; will risk own life to help

Modifiers To NPC Reaction Table

PC's Presence	+ Presence score
NPC's Presence	- Presence score
Someone has drawn weapon	+1 if PC; -1 if NPC
Someone makes believable threat	+1 if PC; -1 if NPC

FIREARMS DATA CHART

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

Notes

Range = Range in feet	Damage = Injury in wounds
Rate = Rounds fired per turn	Ammo = Rounds weapon can hold

* All rifles add 10 to Agility of firing character
**Thompson SMG carries a 20-round clip or a 50-round drum

GUNFIGHT MODIFIERS TABLE

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

ADDITIONAL GUNFIGHT MODIFIERS

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

HAND WEAPONS TABLE

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