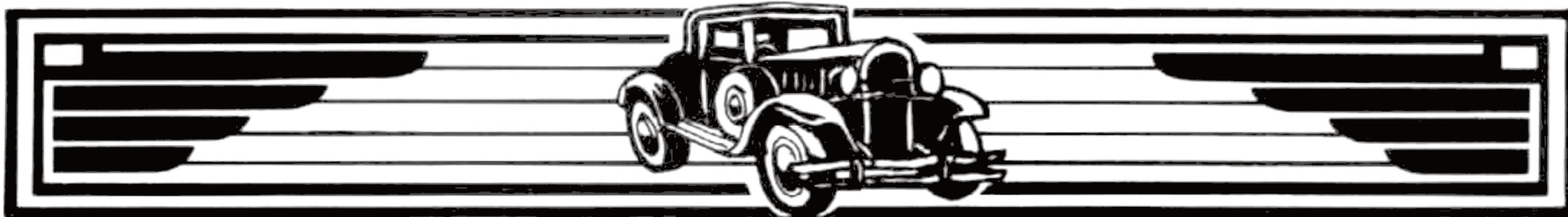




Gang Busters™





SEQUENCE OF PLAY

1. Check for Surprise
2. Players declare actions
3. Characters close for fistfights. Fire into fistfights are also resolved.
4. All other characters move 1/2 of their Movement.
5. Fistfighting resolved.
6. Gunfighting and other actions resolved.
7. Characters finish moving.

Special Weapons

Thompson SMG: Can be fired as single shot (1/turn) or full auto (Burst - 10/turn). Firing modifiers apply but not target modifiers. If rolling a hit, all characters in field of vision are hit.

Burst: 1 Target = 20 Wounds/2 Targets = 15 Wounds each/3+ Targets = 40 points divided evenly (drop fractions)

Browning: Can be fired as Thompson (single or Burst) also can be fired as semi-auto (2-3/turn). Firing modifiers: +10 for firing plus +10 if aiming a turn (aiming modifier only applies to first shot on semi-auto). Separate dice roll when BAR is fired semi-auto. Firing character's Agility modified for each shot as follows: -1 first shot/-10 second shot/-20 third shot.

FIREARMS DATA CHART

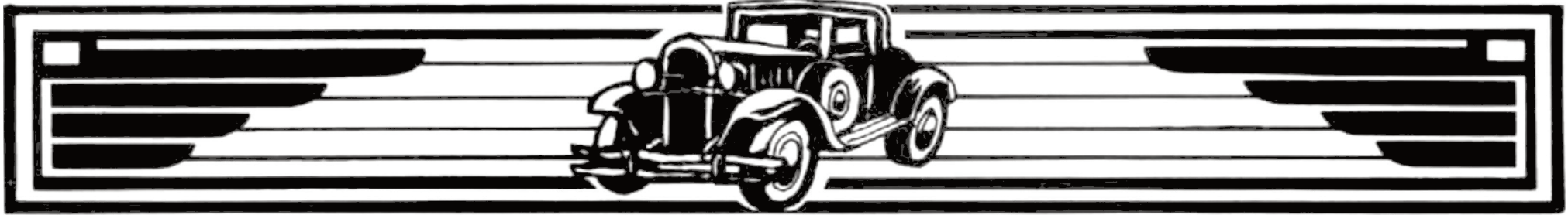
| Weapon | Range | Damage | Rate | Ammo |
|-------------------|------------|--------|---------|---------|
| <i>Revolvers:</i> | | | | |
| .22 | 150' | 4 | 1 | 6 |
| .38 | 150' | 5 | 1 | 6 |
| .44/.45 | 225' | 6 | 1 | 6 |
| <i>Auto:</i> | | | | |
| 9mm/.38 | 75' | 5 | 1 | 8 |
| .45 | 150' | 6 | 1 | 8 |
| <i>Rifles:*</i> | | | | |
| .22 | 1800' | 5 | 1 | 10 |
| .30/.30-06 | 1800' | 7 | 1 | 5 |
| B.A.R. | 1800' | 7 | Special | 2 |
| <i>Special:</i> | | | | |
| Thompson | 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



FISTFIGHTS

HAND WEAPONS TABLE

| Weapon | Extra Injury |
|---------------------------------------|------------------|
| Woodwn 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 |

ABILITY SCORE IMPROVEMENTS TABLE

| | |
|----------------------------|--------------|
| 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 |

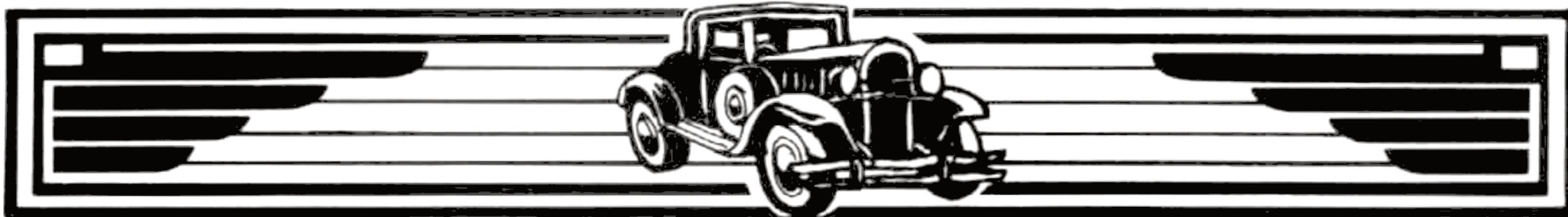
Limitations:

1. Muscle, Agility and Observation can never be increased more than 20 points above their original level.
2. Presence can never be increased over 20 points.
3. No ability score can be increased above 100.

EXPERT FISTFIGHT RULES

Boxing: Characters with the Boxing skill can make a Boxing skill check instead of an Agility check when trying to hit an opponent in a fistfight. Success means the character has his opponent twice in one round. First hit is normal injuries, second hit is double injuries. If character fails a Boxing check he may still try to hit opponent with a successful Agility check. All modifiers that apply to agility checks apply to Boxing checks. If character with Boxing roll 05 or less on Boxing check, it is a K.O.

Martial Arts: Martial Arts actions are resolved before all other actions except closing for a fistfight. Characters using Martial Arts make a skill check instead of an Agility check. A succesful check means the character: 1)caused opponent's attack to miss automatically and 2)gotten hold on his opponent and thrown him to the ground with damage equal to his Punching score. Opponent must spend 1 turn getting up. If two characters with Martial Arts fight one another and both make successful Martial Arts checks, neither inflacts any damage to the other.



CHARACTER ADVANCEMENT TABLE

| Level | X.P.s Needed | X.P.s To Spend |
|----------|-------------------|----------------|
| 1 | 1-9,999 | 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 |

A PC can never advance above 15th level.

SKILL COSTS

| Skill | Cost | Skill | Cost |
|------------------------|--------|---------------------|---------|
| Anti Theft | 5,000 | Gambling* | 20,000 |
| Fingerprinting* | 5,000 | Graphology | 20,000 |
| Lockpicking | 5,000 | Knife Throwing* | 20,000 |
| Photography | 5,000 | Smuggling | 20,000 |
| Pickpocketing* | 5,000 | Accounting* | 35,000 |
| Public Speaking* | 5,000 | Ballistics* | 35,000 |
| Shadowing | 5,000 | Forgery | 35,000 |
| Stealth | 5,000 | Martial Arts* | 35,000 |
| Wiretapping* | 5,000 | Public Relations | 35,000 |
| Alarm Systems* | 20,000 | Safecracking* | 35,000 |
| Auto Body Work* | 20,000 | Art Expertise* | 50,000 |
| Auto Mechanics* | 20,000 | Chem. Analysis* | 50,000 |
| Bookmaking* | 20,000 | Counterfeit Detect* | 50,000 |
| Boxing* | 20,000 | Gunsmithing* | 50,000 |
| Disguise | 20,000 | Jeweler* | 50,000 |
| Explosives | 20,000 | Art Forgery* | 100,000 |
| Finding Smuggled Goods | 20,000 | Counterfeiting* | 100,000 |

*Exclusive Skill