

7904

Module GB4

TM

Gang Busters

Game Adventure
The Vanishing Investigator

by Mark Acres



TSR, Inc.

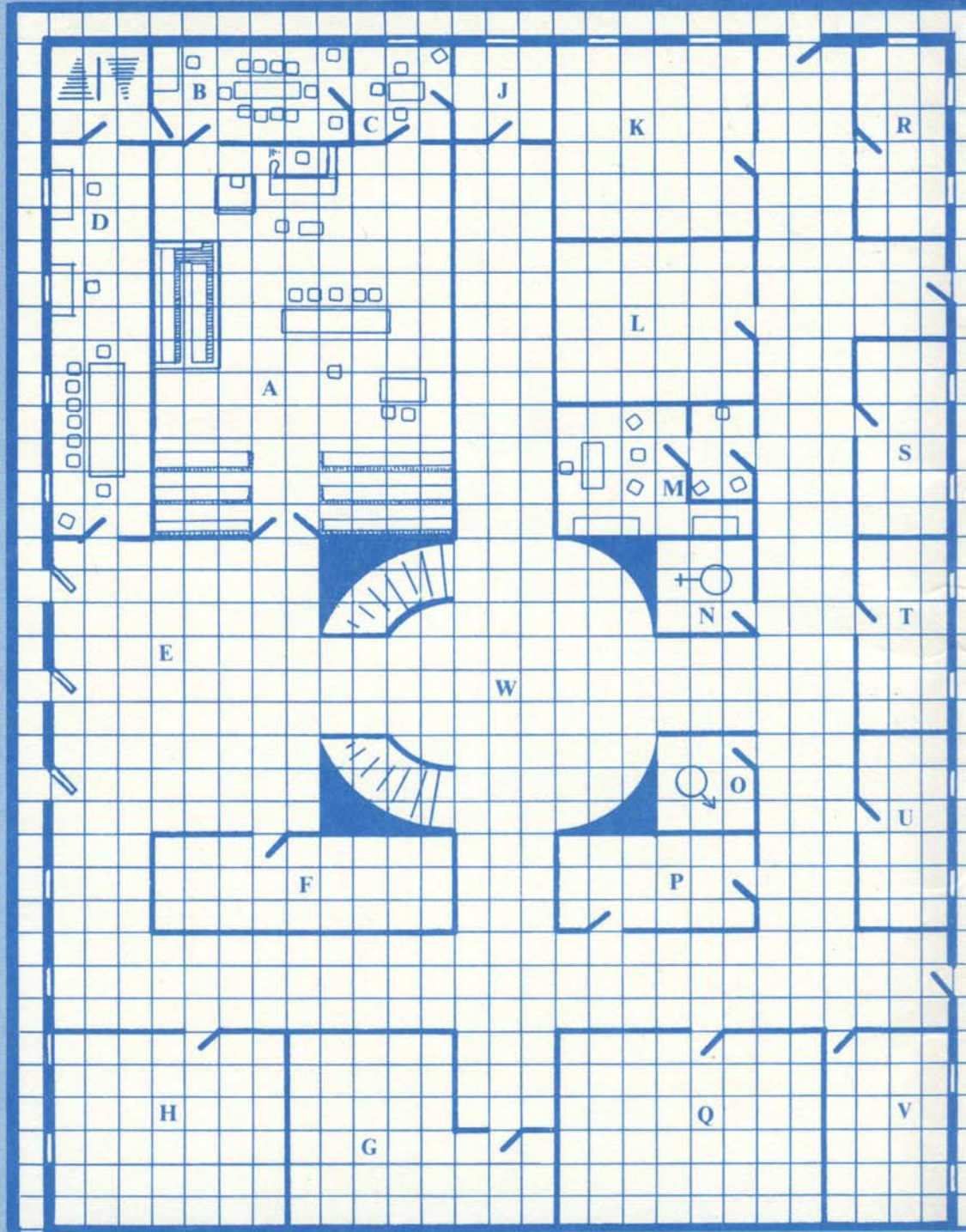
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BLOOMFIELD COUNTY COURT HOUSE GROUND FLOOR

- A = Courtroom, Hearing Room
- C = Conference Room
- E = Main Lobby
- G = Assessor
- J = Conference Room
- L = Clerk, Superior Court
- N, O = Restrooms
- Q = Treasurer
- S = County Coroner
- U = County Attorney
- W = Open Area Below Balcony
- B = Judge's Chambers
- D = Press Room
- F = Auditor
- H = Recorder
- K = Clerk, Circuit Court
- M = Judge, Circuit Court
- P = Surveyor
- R = Public Health Office
- T = Sanitation Offices
- V = Commissioner's Room

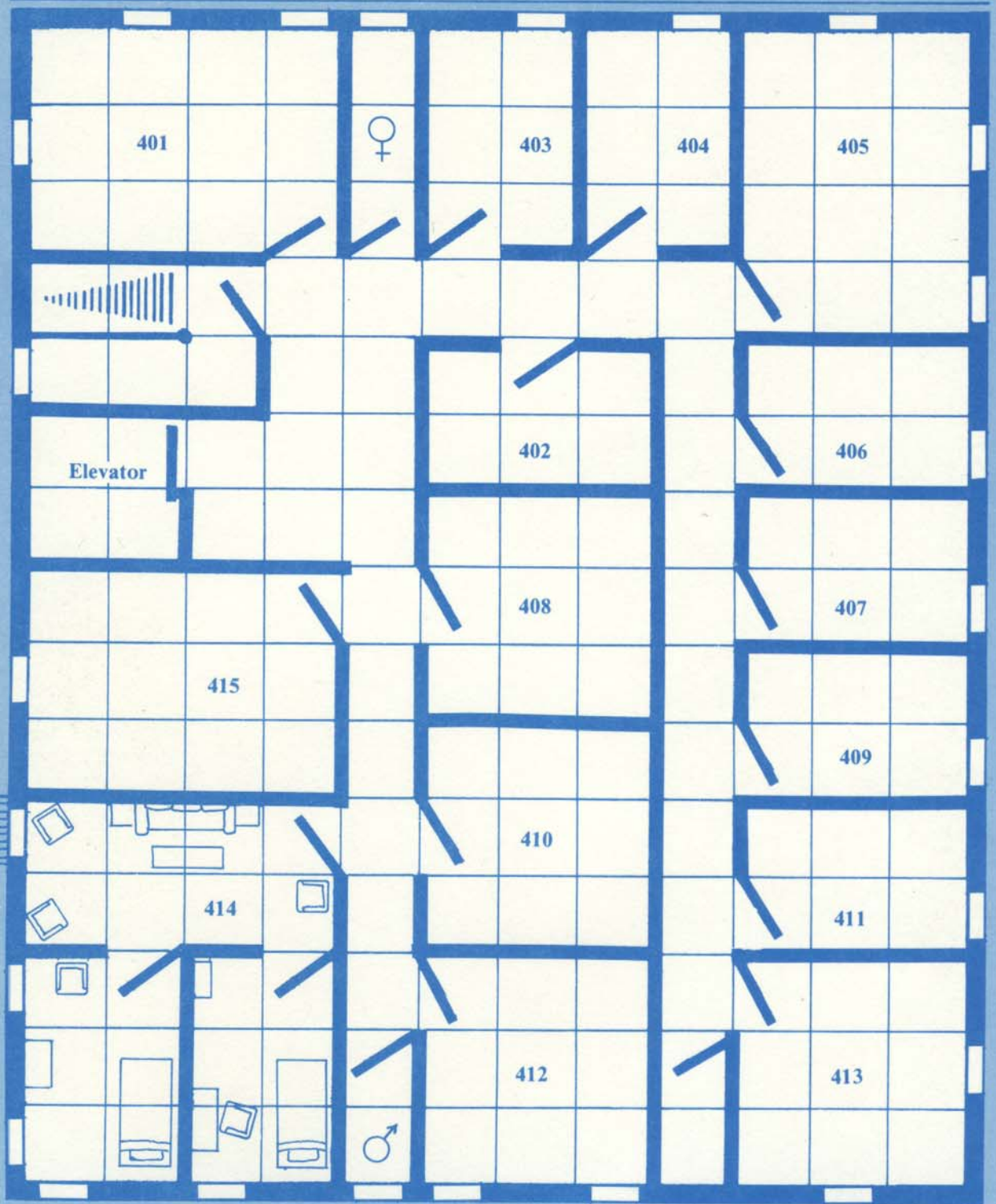
Market Avenue



Scale: 1 square

♀	Women's Restroom	▬	Window
♂	Men's Restroom	▬	Door

LEXINGTON HOTEL FLOOR PLAN 4TH FLOOR







Union Street

Tiffin Alley

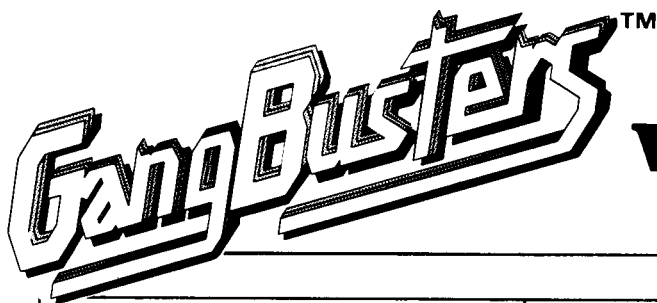
Broad Street

Scale: 1 square = 5'

Scale: 1 square = 5'

 Stairs	 Chair
 Fire Escape	 Bed





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United States Senator Andrew Barrington is almost too good to be true. He combines the dignity and sternness of an Eastern seaboard, rock-ribbed Republican with the shrewd common sense and down-home sense of humor of a Midwestern farmer.

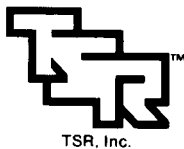
Throughout his career in politics Barrington has earned a reputation for honesty and for concern for the common people. Now he is worried that the rise of gangsterism is ruining the lives of millions, and that a strong federal police force is needed to combat organized crime.

Now Senator Barrington has arrived in Lakefront City to open hearings of his Senate Subcommittee on Organized Crime. He promises that the hearings will reveal a great deal about syndicate activities and corruption in the police department. In addition, it is widely rumored that a "surprise" witness will testify at the hearings: Nick Zabotta, a former top lieutenant of Lakefront City crime boss Stephano Luchinetti. Just as the hearings are opening, Barrington gets a message from Luchinetti: the mob has kidnapped the senator's family! Unless Barrington quietly closes the hearings, sees that Zabotta goes free, and returns to Washington, his family will die.

Barrington doesn't dare continue the hearings. He excuses himself from the hearing room just before Zabotta is to begin testifying. The Senator knows he can't give in to Luchinetti; at the same time, he knows that all agencies of law enforcement in the Lakefront City area are riddled with corrupt informers. He dares not talk to the police! Quickly and rashly, Barrington decides that he will simply disappear and take on a new, false identity. He hopes that Luchinetti will be confused, giving him a chance to find his family on his own.

Barrington disappears; it is the job of your player characters to find him. They must also try to protect Zabotta and to find Barrington's family. Your player characters will not realize at first that they are in a desperate race against the clock; Luchinetti's goons will certainly find the senator within three days of his disappearance, and Barrington and his entire family will die.

For Character Levels 4-7



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PREPARING FOR PLAY



As game judge, you must have a copy of the **GANGBUSTERS™** game in order to use this module. If you are going to play a character in this adventure, reading the module before playing it will spoil much of the fun and excitement.

You must read all of this module before attempting to run it for your player characters. This module is specially organized to help you find the information you need quickly and easily during play. The Chronology section provides a detailed account of the sequence of encounters and events during play. Following the sections of Action, Investigative, and Special Encounters, a special section, Wiretaps, provides you with the information player characters may obtain by placing wiretaps on selected telephones. The Key NPCs section provides details about the personalities of major NPCs and tips on how to play them. Finally, pages 31-32 provide a brief summary of the Chronology and details about daily operations of the Luchinetti syndicate. These pages are perforated for ready reference during play.

Player Characters

This module is designed for play by two or more characters, levels four through seven. The ideal group is six to eight characters of

fourth or fifth level.

Eight prerolled characters are provided on page 31, but your players may choose to use their own characters instead. Any criminal player characters should be members of the Luchinetti syndicate.

You may incorporate this module into your own **GANGBUSTERS™** campaign. You may freely change the names of NPCs and minor details of the module to fit the history of Lakefront City which has developed in your own game. However, you must be careful when making changes to note if these changes also effect the evidence and information provided to the player characters.

Level Of Play

This module provides "action" encounters (fistfights, shoot-outs, chases), but the key to success is careful, quiet, patient investigation. If your players are inexperienced or are used to a more straightforward style of play, you may wish to tell them before they begin that this module presents a difficult mystery and that they will have to do a lot of investigative work if they want to succeed.

Abbreviations

This module uses the following statistical abbreviations: Pro = Profession, Mu =

Muscle, Ag = Agility, Ob = Observation, Pr = Presence, Dr = Driving, Lu = Luck, HP = Hit Points, PS = Punching Score, Lev = Level.

Improvising And Expanding

A good **GANGBUSTERS™** judge improvises when unusual or unexpected situations arise during play. This module is designed to give you the information you need to handle these unusual situations. For example, the perforated sheet that details syndicate operations shows the times when liquor is delivered to Luchinetti's speakeasies. If your players decide to raid one of these deliveries, you can use your own judgment to decide how many hoods will be guarding the truck, how they will be armed, and whether or not they will be foolish enough to resist arrest. Remember that a list of typical NPCs is provided for your use on page 60 of the **GANGBUSTERS™** rulebook.

If your players are having trouble finding the clues they need, you may allow their NPC cronies to give useful information or to suggest courses of action. You should never give information away to players who haven't earned it, but you should see that players in trouble are given a chance to have fun playing the game.

CHRONOLOGY

This section of the module provides a summary of the order in which important events and encounters will happen. Study it carefully. The chronology on the perforated sheet (p. 32) is for your quick reference during play.

November, 1927

Gang warfare breaks out in Lakefront City when syndicate boss Stephano Luchinetti's top position is challenged by his lieutenant in charge of bootlegging operations, Nick Zabotta. After three weeks of gangland violence, Luchinetti's position again appears to be safe. Zabotta drops out of sight; police believe he is either dead or out of town.

December 15, 1927

U.S. Senator Andrew Barrington announces that his newly formed Subcommittee on Organized Crime will hold hearings in Lakefront City beginning January 7. He says the hearings will reveal the extent of corruption caused by syndicate activities and demonstrate the need for new federal legislation to strengthen the powers of the FBI. He hints that the subcommittee will call a special "surprise witness" during the hearings.

December 16, 1927

Lakefront City syndicate boss Stephano Luchinetti reads about Barrington's announcement. He guesses quickly that the "surprise witness" must be none other than Nick Zabotta. Luchinetti begins work on a desperate plan to scuttle the hearings.

December 23, 1927

Senator Barrington arrives at his lakefront home in the city to spend the Christmas holidays. With him are his wife, his daughter and her husband, their daughter, and the Senator's son, along with the Senator's personal aide and secretary.

January 7, 1928

9:00 a.m. Senator Barrington arrives at the Lakefront City Bloomfield County Courthouse to prepare for the opening of the hearings.

9:10 a.m. Cab driver John Delaney is hailed in front of the courthouse by Luchinetti trigger man Vincent Silano. Silano poses as an important person, gives Delaney a sealed envelope, and tells him to deliver it to a ritzy north side address. He also tells Delaney to pick up several people there and take them to the corner of Grant and Maxwell streets (on the Street Map in your **GANGBUSTERS™** boxed set).

9:30 a.m. The encounter "The Vanishing Investigator" begins. All player characters are at the courthouse for the opening of the hearings. Nick Zabotta causes a sensation when he suddenly appears in the hearing room. He is quickly taken into the conference room where the members of the subcommittee are gathering.

Cabbie Delaney arrives at the address given him by Silano, which is really Senator Barrington's house. He gives the note to Mrs. Barrington. The note appears to be from Senator Barrington. It says there has been a change of plans, and that the entire family should take the cab at once to an address the driver has. Mrs. Barrington and family leave in Delaney's cab.

10:00 a.m. Delaney's cab arrives at the corner of Grant and Maxwell. Silano and five other hoods rush quickly from the nearby buildings. The Barrington family is taken at gunpoint to a waiting limousine and driven to a nearby, recently abandoned tenement building. Two hoods go with the Barringtons; Silano and a third hood get in Delaney's cab; the remaining two hoods hop in a third car. Silano drives Delaney's cab to the intersection of Dearborn Avenue and Geneva Court. He turns down a small alley by the tracks and casually shoots and kills Delaney. All four hoods return to the tenement building to guard the Barrington family.

Meanwhile, Senator Barrington is reading his opening speech to a packed hearing room.

10:10 a.m. An attractive blonde woman approaches one of the subcommittee aides outside the hearing room. She hands the aide what she claims is an urgent message from Washington for Senator Barrington. The aide enters the hearing room and hands the note, unread, to Barrington. Barrington reads the note quickly, cuts his speech short, and excuses himself, saying he has left some important notes in the adjoining room.

10:20 a.m. Those in the hearing room learn that Senator Barrington cannot be

found in the building. Barrington has secretly taken another senator's hat, coat and scarf, left the building, and taken a bus home to check on his family. The other subcommittee members order the player character FBI agents to take Zabotta under protection until the hearings can resume.

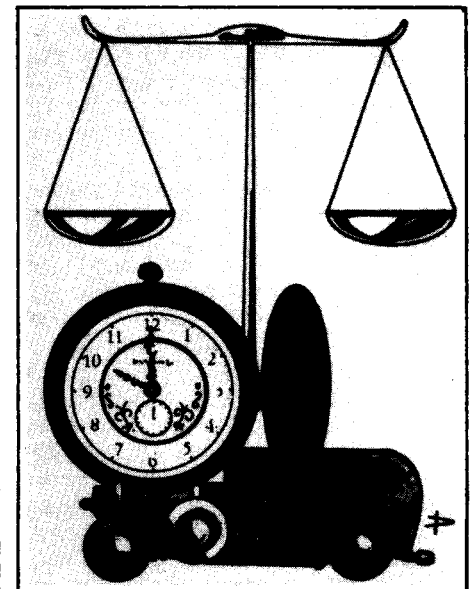
10:40 a.m. Barrington arrives at his house. Discovering his family is gone, he quickly packs some old work clothes in a spare suitcase and uses his Disguise skill to make himself look like a bum. As he leaves his empty house by the back exit, he is spotted by a snoopy neighbor.

10:45 a.m. Police headquarters receives a telephone report that a bum has apparently just burglarized the northside home of Senator Andrew Barrington. The encounter "Burglary At Barrington's" begins.

10:50 a.m. FBI Agent player characters protecting Zabotta at the courthouse are ordered to take him secretly to the Lexington Hotel and guard him there until they are relieved of duty. The encounter "A Hit On Zabotta" takes place.

11:00 a.m. Senator Barrington, posing as a bum named John Jones, rents a cheap room at the Booth Building Apartments (on the District Map in the **GANGBUSTERS™** boxed set).

12:00 Noon. All player characters in law enforcement fields are summoned to the office of Mayor "Big Bill" Johnson. The encounter "An Upset Politician" takes place.



1:30 p.m. Barrington contacts his boyhood pal, now underworld fence, Johnny Levine at Little Augie's. Levine, who has no connections to Luchinetti, agrees to help Barrington.

2:00 p.m. While Barrington, posing as Jones, waits at Little Augie's, Levine cashes a \$5,000 check for the senator at the First National Bank. Levine returns immediately and gives the money to Barrington. He also gives the senator a stolen .38 revolver, ammo, and a shoulder holster. Barrington returns to his room to plan his next move. Levine remains at Little Augie's and tries to plan a way to get a message from Barrington to Zabotta.

At 2:00 p.m., the encounter "A Job For a PI" also takes place.

3:00 p.m. The encounter "A Talk With Johnny L." takes place. Luchinetti sends some of his hoods to talk to Johnny Levine on the outside chance Barrington may have contacted his childhood friend. The judge may change the timing of this encounter slightly so that player characters arrive at Little Augie's to see Johnny at about the same time as Luchinetti's goons.

3:30 p.m. Delaney's body is found by a beat cop. The encounter "Delaney's Last Ride" takes place.

January 8, 1928

9:00 a.m. The encounter "A Message For Zabotta" takes place. Rachel Ames, Johnny Levine's girlfriend, tries to smuggle a message to Nick Zabotta in his room at the Lexington Hotel.

10:30 a.m. A derelict, Fred Bates, contacts a reporter player character and offers to give him "a good story about that cab driver who got shot" in exchange for a few bottles of wine and \$50. The encounter "Booze For A Bum" takes place.

12:30 p.m. The newspaper employing any player character reporter receives a ransom note demanding delivery of \$250,000 for the safe return of Senator Barrington and his family. The note is made of cut-out newspaper letters pasted to a sheet of plain paper; it is signed "The Kidnappers." It provides complete instructions for delivery of the money. The note is a fake, sent by the Luchinetti syndicate to divert the police. The encounter "A Ransom Demand" takes place.

12:40 p.m. The Bureau of Prohibition office receives a package containing 100 cancelled checks from various Canadian distillers made out to Senator Barrington. The amounts of the checks vary from \$1,000 to \$5,000. The checks are forgeries, sent by the Luchinetti syndicate. The encounter "A Senator On The Take?" takes place.

2:00 p.m. The Lakefront City Cab Company calls police headquarters to report

that an unidentified man just stopped in and requested to see the taxi logs for the previous day. The encounter "Someone Else Is Looking" takes place.

3:00 p.m. Barrington, disguised as Jones, begins hanging out at The Four Deuces, a major gathering place for Luchinetti hoods, hoping to learn something about his family's whereabouts.

6:00 p.m. Silano and his hoods, guarding the Barrington family in the abandoned tenement building, can't stand the cold weather any longer. They start a fire in the building's furnace, intending to put it out the following morning.

9:00 p.m. Anita Matthews, Luchinetti's girlfriend, is dismayed at the state of the Barrington family. She decides to check that they are at least warm and well fed. If she is free and if any player characters are following her, the encounter "The Empty Building" takes place.

Barrington gives up for the day and returns to his room for the night.

January 9, 1928

7:00 a.m. Luchinetti, very anxious to find

Barrington, orders his men to check out all the hotels and flophouses in town.

8:30 a.m. Two Luchinetti men, searching the Booth Building apartments, surprise Barrington just as he is getting dressed, before he can put on his full disguise. The Senator is able to flee out the fire escape and down Michigan Way. The hoods pursue him on foot. If a player character beat cop is on the beat in this area, the encounter "A Surprise On The Beat" takes place.

9:30 a.m. If no player characters have raided the tenement building yet, the encounter "Officer Needs Assistance" will take place. A beat cop in the tenement neighborhood notices the smoke coming from the chimney of the abandoned building and is shot while investigating. Player characters responding to the call will be in a wild auto chase leading to the rescue of the Barrington family (if players are lucky) and to a shoot-out at The Flying Dutchman Storage Company.

This sequence of events may have to be altered by the judge because of actions by the player characters. Also, many encounters depend entirely upon the actions of the player characters. These are Investigative (see p.19) and Special (see p. 22) Encounters.)



ACTION ENCOUNTERS

Action encounters take place as called for in the Chronology. In all encounter descriptions, text in boxed sections is description that you may read to the player characters.

1. The Vanishing Investigator

Time: 9:30 a.m., January 7

Map: Bloomfield County Courthouse Floor Plan

You have just arrived in the courtroom of the Bloomfield County Courthouse. Already the room is packed with reporters from around the country who are awaiting the opening of the special hearings to be conducted by U.S. Senator Andrew Barrington's Subcommittee on Organized Crime. Each of you expects an exciting morning: Barrington has promised to present a "surprise witness" who could blow the lid off the activities of syndicate boss Stephano Luchinetti, the mobster who has held Lakefront City in a tight grip for two years. Each of you has met Senator Barrington at least once; you believe he is a man of impeccable reputation. That's probably the reason for these special hearings: he hopes to demonstrate that local governments are too easily corrupted by crime syndicates, and to push for new laws to strengthen the powers of the FBI.

Each player character has special reasons for being here: you should read the reasons that apply to your group of player characters.

FBI Special Agents have been assigned to take the "surprise witness" into protective custody, if and when he appears, and to guard him throughout the hearings. The police officers are here as a liaison between the subcommittee and the department, and to report back to their respective branches.

Reporters are here to cover the hearings, hoping that the surprise witness is really Nick Zabotta, a former Luchinetti lieutenant who turned against his boss and then disappeared after the resulting gang war last November.

PIs are here to see what happens; no hot cases await their attention, anyway.

As you scan the room, you see several people you know, mainly reporters, as well as one another. The FBI Special Agents recognize their S.A.C. sitting

inconspicuously in the crowd. You Special Agents realize that the "surprise witness," Nick Zabotta, is just behind the closed court room door to the left of the judge's bench, talking with the five U.S. Senators on the sub-committee in the judge's chambers.

Promptly at 10 a.m., the doors to the judge's chambers open. Senator Andrew Barrington leads his committee into the room to their seats behind the large table at the front. They are followed by a flurry of aides, and finally by a grinning hood whom you all recognize as Nick Zabotta. Senator Barrington pounds his gavel to call the subcommittee to order as a horde of newsmen run for the phones in the press room down the hall. The doors to the hearing room remain open to allow the crowd packed out in the hall to hear the proceedings.

At this point, let the FBI player characters take up whatever positions they want in the room. Explain to them that their job is to keep Zabotta alive and well, whatever the cost. Zabotta is seated in the reserved seats in the front row, waiting his call to testify.

Tell the players that Senator Barrington begins reading a rather long speech, explaining that the purpose of the hearings is to show the need for tougher federal laws to deal with organized crime. Then he begins talking about Nick Zabotta, "a criminal, yes, a hardened criminal, but one who is now willing to risk his life, ladies and gentlemen, to help put an end to this reign of terror not only in Lakefront City, but in every city in our great nation . . ."

At this point, secretly roll an Observation Check at -20 for any FBI player characters who have stated that they are carefully watching the doorway. Characters who pass this check see one of the Senate aides exchange a few remarks with a blonde woman, who stands about 5'6", weighs perhaps 110-120 pounds, wears an expensive dress and hat, and carries a small black purse. The woman hands an envelope to the aide and leaves the doorway, melting into the large crowd outside.

All the player characters see the aide approach Senator Barrington from behind the table, whisper in his ear, and hand him a note. The Senator reads the note quickly, then says, "Ah, yes. I am reminded of several important points in my notes in the next

room. The hearings are adjourned for ten minutes."

The senator gets up and walks into the judge's chambers alone, closing the door behind him. Player characters who state that they are watching the senator (and who make an Observation check) notice that Barrington breaks into a run as he nears the door to the chambers.

Tell the players that the crowd buzzes for a few minutes, and then grows restless when Senator Barrington fails to come back. If the player characters take no action after fifteen minutes, the subcommittee members send Barrington's aide, John Brevard, to get the senator. Brevard returns in about two minutes and says that he cannot find Barrington.

The FBI Special Agent in Charge then quickly orders the FBI player characters to get Zabotta out of the courtroom—to guard him in the judge's chambers until the confusion over Barrington can be sorted out.

Large numbers of people now begin leaving the courtroom hastily, some of them off on an obvious search of the building. The subcommittee declares itself recessed indefinitely. The senators retire to the judge's chambers.

NPCs Involved

NPC statistics include only the information necessary to play the encounter in which he or she is active. If you need more information, full details for each NPC may be found in the NPC Summary (p 27-30).

Andrew Barrington

Pro	U.S.	Senator	
Mu	68	Lu	42
Ag	54	HP	18
Ob	88	PS	4
Pr	10	Lev	9
Dr	71		



Description: Ht. 5'11"; Wt. 180; Hair Gray; Eyes Blue; Age 55; Assimilated
Wearing: Gray business suit and vest, black shoes
Carries: Wallet and identification, \$250 cash, note delivered by aide

Nick Zabotta

Pro Criminal
Mu 48 **Lu** 13
Ag 75 **HP** 18
Ob 82 **PS** 3
Pr 8 **Lev** 5
Dr 76



Description: Ht. 5'8"; Wt. 150; Hair Black; Eyes Brown; Italian; Age 33

Wearing: Black business suit and vest, black shoes, gray coat

Carries: Wallet and identification, \$500 cash

Jack North

Pro FBI S.A.C
Mu 64 **Lu** 23
Ag 92 **HP** 21
Ob 98 **PS** 4
Pr 10 **Lev** 10
Dr 95



Carries: .38 revolver in shoulder holster

Edward Steuben

Pro Senate aide
Mu 52 **Lu** 44
Ag 56 **HP** 16
Ob 72 **PS** 3
Pr 6 **Lev** 3
Dr 64

**John Brevard**

Pro Aide to Barrington
Mu 49 **Lu** 35
Ag 65 **HP** 17
Ob 84 **PS** 3
Pr 6 **Lev** 3
Dr 75

**Robert William Hays**

Pro U.S. Senator
Mu 38 **Lu** 49
Ag 40 **HP** 13
Ob 91 **PS** 2
Pr 10 **Lev** 9
Dr 66



The note delivered to Senator Barrington is gone; Barrington took it with him when he left the room. Edward Steuben, the aide who delivered the note, says that it was in an envelope and that, of course, he did not read it. If questioned, he tells the player characters that he was given the note by the blonde woman described above. He does not know the woman but thinks he would recognize her if he saw her again. He says the woman told him the envelope contained "an urgent message from Washington, D.C."

Matthew M. Holmes

Pro U.S. Senator
Mu 45 **Lu** 44
Ag 66 **HP** 17
Ob 84 **PS** 3
Pr 9 **Lev** 9
Dr 75

**Arthur Bishop**

Pro U.S. Senator
Mu 88 **Lu** 50
Ag 55 **HP** 20
Ob 49 **PS** 5
Pr 52 **Lev** 9
Dr 50

**Jefferson Caldwell**

Pro U.S. Senator
Mu 62 **Lu** 39
Ag 46 **HP** 16
Ob 99 **PS** 3
Pr 10 **Lev** 9
Dr 73



If Steuben is taken to police headquarters and shown mug shots, after 10 hours of searching he finds a photo of the woman he saw. The woman is Anita Matthews, Luchinetti's girlfriend. She is known to the police as an associate of Luchinetti's, and the police list her address as a top floor suite in the Kenmore Hotel.

The note Anita Matthews gave to Steuben really said, "We have your family. If you want to see them alive again, cancel these hearings immediately and release Zabotta. Go back to Washington. We'll contact you." The note was unsigned, but Barrington immediately guessed that the typed note had to be from Luchinetti.

If questioned in the judge's chambers, the Senators tell player character law enforcers that Zabotta refused to say anything at all to them; he insisted on giving his information only in public testimony. Zabotta is incoherent with fear, unable to respond to questioning no matter what methods are used. He repeats over and over again, "They got him! Oh Lord! I'm next! I'm next!"

As they prepare to leave, the Senators discover that Barrington's coat, hat, and scarf are still in the judge's chambers. The coat and hat are gray. Senator Caldwell's brown hat, camel coat, and scarf are missing. Tell the player characters that the weather outside is miserable: the temperature is near 0 degrees, and ice and slush cover the city streets.

Thorough questioning of other NPCs in and around the courthouse reveals that many people were seen coming and going at about the time Senator Barrington disappeared. No one noticed anything unusual,

and no one remembers seeing Senator Barrington (in part because Senator Barrington took Senator Caldwell's coat, hat and scarf instead of his own, and wrapped the scarf high around his mouth and nose—not an unusual practice in the weather outside).

As this encounter is ending, have a uniformed police officer arrive and request to speak with any player character police officers present. He tells the player characters that headquarters has just received a telephone report that Senator Barrington's northside home has been burglarized.

2. Burglary at Barrington's

Time: About 10:45 a.m., January 7

Map: Barrington Neighborhood Sketch Map

Player characters who go to the Barrington home in response to the burglary call are accompanied by Barrington's aide, John Brevard.

The word from headquarters is that the burglary was reported by a Mrs. Elizabeth Warren, one of Barrington's neighbors. On the way to the Barrington home, Brevard tells you that several people should have been at the house: Mrs. Barrington; the Barringtons' daughter, Mrs. Amy Dickinson, and her husband, Peter; their daughter, Sara Elizabeth, age 3; and the Barringtons' son, Michael. As your car approaches the Barrington home, you see an elderly woman bundled up and standing on the front walk, waving at your car.

The elderly woman is Mrs. Warren. She will complain about how long it took the player characters to arrive, then say that she saw a bum, carrying a suitcase, go running out the back door of the Barrington home. Mrs. Warren called the police immediately.

NPCs Involved**Elizabeth Warren**

Pro Widow
Mu 22 **Lu** 28
Ag 24 **HP** 10
Ob 91 **PS** 2
Pr 7 **Lev** 4
Dr NA



John Brevard's statistics are found at left.

Player characters find the house deserted. The kitchen table has breakfast settings for all the Barrington family, and it appears that the family left the house before finishing breakfast. A child's doll is laid carelessly on a table near the front door. If Brevard, who was staying with the Barringtons, is allowed to help the player characters search the house, he finds that the only things missing are some old clothes belonging to Senator Barrington, an old suitcase that was kept in the bedroom closet, and some cosmetics and toiletry articles from the bath.

Mrs. Warren does not have a Driving Score. A check of police records indicates that her license was revoked after a recent accident when it was learned that her eyesight is failing. Nevertheless, she sees a great deal of her neighbors' comings and goings. She tells the player characters that she saw a man "dressed like a complete bum" run out the back door of the Barrington house, lugging a big brown suitcase. She is certain it was no one she has seen before. The man wore some kind of dirty brown coat and hat and worn green trousers. He ran through the back yard, across the alley, through the neighbors' yard, and out of sight. Mrs. Warren is not sure she could recognize the man if she saw him again. Having her look at mugshots produces no results. None of the other neighbors have noticed anything unusual this morning.

Brevard is quite upset that the family is gone. He says that they had planned to spend a quiet day together at home, then join Senator Barrington downtown after the hearings for dinner later in the evening.

3. A Hit on Zabotta

Time: About 10:50 a.m., January 7

Map: Bloomfield County Courthouse Floor Plan

At the beginning of this encounter, read the following paragraph to your FBI player characters:

As the building begins to clear, S.A.C. Jack North tells you that arrangements have been made to keep Zabotta in room 414 at the Lexington Hotel just two blocks away. A car is parked by the side entrance to the courthouse on Maxwell St. for your use. Your task is to get Zabotta safely to the hotel room and guard him until you are relieved by other agents. To avoid any mistakes, your replacements will use the codeword "fireflies" to identify themselves. They will also have proper FBI identification. North leaves after reminding you not to trust the local police very much. You are now alone with Zabotta in the judge's chambers.

As the player characters decide what to do, tell them that a police sergeant sticks his head in the door and tells them he has nine other officers assembled in the courtroom, ready to screen Zabotta as they move him to their car. The sergeant waits in the courtroom for their orders.

A check around the courthouse and jail buildings reveals a number of cars parked on the streets: some have engines running; many contain one or two men. Tell the player characters that these situations are not unusual for that time of day. Zabotta meanwhile is weeping quietly; he is of no help to the player characters.

Luchinetti has positioned three cars around the courthouse area to wait for Zabotta to come out:

Car No. 1 is parked on Maxwell St. beneath the Lakefront City Municipal Building fire escape nearest to Bud's Garage. Tony Ventella, driver, and Michael Agostino, hit man, are in this car.

Car No. 2 is parked on Market Avenue by the lamppost in front of the Kenmore Hotel. In this car are Jenno Pazzoli, driver, and Alberto Tomari, hit man.

Car No. 3 is parked on Union St. next to the Biograph theatre, directly across from the lamppost by the Post Office. Driver Frank Donetti and hit man Carlo Loretto are in this car.

All three cars are inconspicuous Model A Fords. All are properly registered and plated to the men driving them. All three have their engines turned off. The cars rotate positions to the left once every 15 minutes, trading parking spaces in a counterclockwise rotation.

The hit men's plan is to follow the car carrying Zabotta. Each of their cars is positioned so that those inside can see one of the other cars shortly after it moves, or as it moves. Two cars follow the car carrying Zabotta, while the third car takes a parallel course down Canal Street East or Maxwell Street. The drivers shadow the car carrying Zabotta and then close in for the hit at a good moment. (You, as judge, can decide when the hit should occur.)

If asked by player characters to clear the streets, the police sergeant refuses: it is close to the noon rush hour, and clearing the streets would tie up traffic for blocks in all directions.

Player characters who wait in the courthouse for 45 minutes or more, carefully observing the street, should be allowed to spot the rotation of the hoods' cars by rolling an Observation Check at -10.

When the player characters leave with Zabotta, the police cooperate and follow reasonable instructions.

When the gangsters make the hit attempt,

they use as many of their guns as possible. All three hit men have Thompson submachine guns and 50-round drums, each driver carries a 9 mm automatic pistol, but fires only in self-defense.

During the hit attempt, each car makes only one pass against the FBI player characters, then speeds away in the direction it happens to be heading at the time.

The criminals fight until seriously wounded (half or more of their hit points in wounds) and then attempt to get away, on foot if necessary, firing only to cover their retreat.

NPCs Involved

Tony Ventella

Pro	Criminal		
Mu	43	Lu	12
Ag	86	HP	18
Ob	97	PS	3
Pr	4	Lev	2
Dr	92		



Description: Ht. 5'8"; Wt. 150; Hair Black; Eyes Brown; Italian; Age 28

Wearing: Black suit, gray coat and hat

Carries: Wallet, identification, \$137 cash, receipt for \$1,000 placed with Ace Warehousing Company.

Weapon: 9 mm automatic pistol, one clip
Skills: Shadowing 70; Lockpicking 53; Stealth 49

Record: Known to police as associate of Luchinetti syndicate members

Michael Agostino

Pro	Criminal		
Mu	70	Lu	15
Ag	85	HP	21
Ob	83	PS	4
Pr	5	Lev	2
Dr	84		



Description: Ht. 6'0"; Wt. 165; Hair Black; Eyes Green; Italian; Age 25

Wearing: Black Suit, gray coat and hat, loud red plaid scarf

Carries: Wallet, identification, rabbit's foot, gold plated cigarette lighter, \$76 cash, matchbook from The Four Deuces Cafe

Weapons: Thompson submachine gun, 50-round drum; .45 revolver; brass knuckles
Skills: Stealth 92

Record: Believed to be trigger man for Luchinetti syndicate; no arrests

Remainder of NPC's on the following page.

Jeno Pazzoli

Pro Criminal
Mu 40 **Lu** 9
Ag 85 **HP** 18
Ob 90 **PS** 2
Pr 2 **Lev** 1
Dr 88



Description: Ht. 5'7"; Wt. 125; Hair Brown; Eyes Green; Italian; Age 21

Wearing: Black jacket, gray gloves, brown hat, green scarf

Carries: Wallet, identification, \$22 cash

Skill: Shadowing 82

Record: None

Alberto Tomari

Pro Criminal
Mu 93 **Lu** 10
Ag 89 **HP** 24
Ob 41 **PS** 5
Pr 4 **Lev** 4
Dr 65



Description: Ht. 6'1"; Wt. 235; Hair Black; Eyes Brown; Italian; Age 43

Wearing: Black overcoat and hat, coat buttoned shut, black gloves

Carries: Wallet, identification, new \$150 watch on chain, large knife

Weapon: Thompson submachine gun, 50-round drum

Skills: Auto theft 71; Explosives 54; Knife Throwing 92

Record: Served 2 years for auto theft 1921-1923; 4 arrests for aggravated assault, 6 arrests suspicion of armed robbery, all charges dropped for lack of evidence. Believed to be main trigger man for Luchinetti syndicate.

The license numbers on the cars can be traced to the drivers, but all these men are out of town within 30 minutes after the hit attempt. They have new identities awaiting them across the state line, just a few miles from Lakefront City.

If they are captured, Ventella, Agostino, and Tomari do not talk at all; they cannot even be "persuaded" to talk. If allowed to contact a lawyer, they call Robert Jackson, who handles legal details such as arraignment and bail for them.

Pazzoli knows nothing to tell. Tomari hired him off the street and promised him \$50 if he would "drive a car on a dirty job." Donetti has worked for the syndicate before, taking his orders from Tomari: treat him as loyal to Tomari. If persuaded to talk (see rules on persuasion on page 42 of the Rule Book), he admits Tomari told him there was to be a "hit" on Zabotta. He thinks Tomari gets his orders from Angelo DeBaro, but does not know this for a fact.

Frank Donetti

Pro Criminal
Mu 39 **Lu** 22
Ag 75 **HP** 17
Ob 99 **PS** 2
Pr 1 **Lev** 1
Dr 87



Description: Ht. 5'8"; Wt. 135; Hair Black; Eyes Hazel; Italian; Age 23

Wearing: Camel sweater, shirt and brown tie, brown jacket, brown leather gloves, glasses

Carries: Wallet, identification, address book that contains names, addresses and phone numbers of 30 women, expensive fountain pen

Weapon: 9mm automatic pistol, one clip

Skill: Pickpocketing 64

Record: None

Carlo Loretto

Pro Criminal
Mu 69 **Lu** 31
Ag 82 **HP** 21
Ob 50 **PS** 4
Pr 5 **Lev** 1
Dr 66



Description: Ht. 5'9"; Wt. 165; Hair Black; Eyes Green; Italian; Age 27

Wearing: Black pin-stripe suit, gray coat; gray hat, gray gloves

Carries: Wallet, identification, \$15 cash

Weapons: Thompson submachine gun, 50-round drum, roll of quarters

Skill: Stealth 59

Record: None

Loretto is a wealth of information. He has met DeBaro in the company of Tomari and Luchinetti; this happened last November. After waiting in an anteroom, he was told by Luchinetti that he would go places if he followed Tomari's example. He can testify that Tomari ordered and set up the hit on Zabotta. He also knows that Tomari "hangs out around the brewery Luchinetti runs in the Miller Trucking Co. warehouse and plays the ponies at the bookie joint behind Hime's." However, Loretto must be treated as loyal to Tomari if player characters try to "persuade" him to talk.

All of the weapons used by the criminals have been "sanitized": the serial numbers have been filed off.

4. An Upset Politician

Time: About 12 Noon, January 7

Map: None needed; encounter takes place in the Mayor's office



All law enforcement player characters are involved in this encounter, except those who may have been shot in the encounter "A Hit On Zabotta."

There is no player's description for this encounter, although a short talk by Mayor "Big Bill" Johnson is included should you wish to use it. Basically, the Mayor calls in the player characters and informs them they have been appointed to a special interagency Barrington Disappearance Task Force. They are to share information and leads, working together to find Senator Barrington and his family. They will have the full resources of the city police department at their disposal. This plan has the approval of the FBI S.A.C. and the local Commissioner of Prohibition.

Big Bill will say in part:

"I want Barrington found. I want him found now. I want him found before the newspapers make me, my administration, my police, and *our fair city* look like the crime capital of the world. I don't care how you do it, just do it. I don't care if you beat up and close down every two-bit hoodlum in this city. Nobody, *nobody* kidnaps the family of a United States Senator in my town. *Nobody!* You guys find Barrington. You find him fast, and you find him quiet, and you'll all be well taken care of, I assure you."

You may tell the player characters that it is safe for them to assume that the Barrington disappearance is a major political embarrassment for Big Bill: Big Bill would like nothing better than to put Luchinetti away for a long, long time.

Tell the player characters that the Commissioner of Prohibition and the FBI

Special Agent in Charge are present at the meeting and consent to the plan. The S.A.C., however, cautions his agents that cooperation with the local police is to be limited to the player character police present at the meeting.

No NPC statistics are provided for this encounter, as no fighting or other action is to take place.

5. A Job for a PI

Time: About 2:00 p.m. January 7

Map: None needed

Whenever your PI player character checks in at his office after the discovery of Barrington's disappearance, tell him or her there is a message that a Mrs. Elihu Barrington will call at his or her office at 2:00 p.m. If you have more than one PI, suggest that they work together on this case.

Mrs. Elihu Barrington shows up at 2:00 p.m. sharp. She looks old but feisty, mad as a wet hen and full of angry energy. She helps herself to a chair without being asked and gets right down to business.

"That petty hoodlum Luchinetti has kidnapped my boy and his family. I want them back, well and alive. I'll pay you \$120 a day plus expenses to do the job, and a bonus of \$5,000 when the job is done. Here's \$1,000 to get you started. If you should happen to kill Luchinetti and a few of his followers in the process, so much the better. I can afford to hire the best lawyers."

Mrs. Barrington is Senator Barrington's widowed mother. She answers any questions the PI characters ask as well as she can. She

is reasonably certain her son was kidnapped by the Luchinetti syndicate; she can think of no other way to account for his disappearance. She distrusts the local police; she says her son told her that half the Lakefront City police force is corrupt. Most of her time right now will be taken up keeping state politicians in line until her son is recovered.

She has no direct underworld contacts. She does, however, remember that Andrew had a boyhood friend named Johnny Levine. Johnny used to visit the Barringtons; Elihu thought it might help the boy. Johnny turned out bad, but not really bad. The last Mrs. Barrington heard, Johnny was a small time hoodlum who occasionally bought and sold stolen goods. He might be willing to help, if he is not too afraid of Luchinetti.

NPC Involved

Annabelle (Mrs. Elihu) Barrington

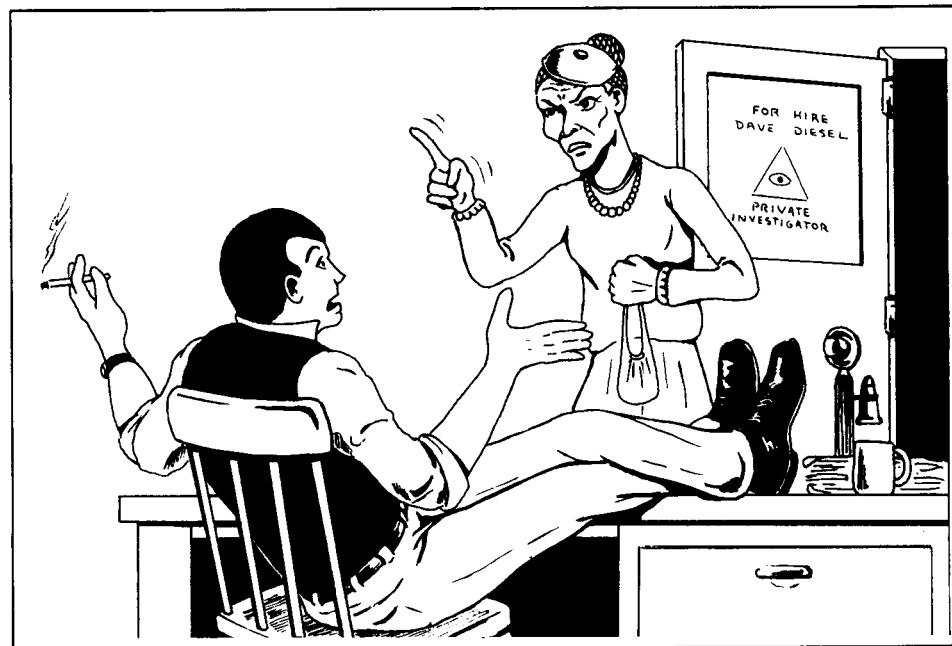
Pro	Widow		
Mu	29	Lu	37
Ag	33	HP	12
Ob	94	PS	2
Pr	10	Lev	8
Dr	64		



Description: Ht. 5'5"; Wt. 110; Hair White; Eyes Blue; Assimilated; Age 79

Wearing: Long black dress, black fur coat, pearl necklace, diamond ring, gold wedding band

Carries: Handbag, \$1,250 cash, identification



6. A Talk with Johnny L.

Time: 3:00 p.m. January 7

Map: Block Map from the **GANGBUSTERS™** boxed set

This encounter involves any player characters who plan to see Johnny Levine on the afternoon of January 7. The judge may alter the time of this encounter so that player characters arrive while Johnny Levine is being "talked to" by Luchinetti's hoodlums.

As you step inside Little Augie's you see most of the customers heading toward the front door, and you hear some shouting from the rear of the building. As the crowd clears, you see two men in pinstripes standing on either side of a third man seated at the end of the long string of tables in the center of the floor. One of the men in pinstripes has just grabbed the seated man by the shirt collar, and is saying, "If you see him, we better know, and we better know fast."

Before the hood can finish his sentence, he is sprawled on the floor, covered by the table. The second hood reaches inside his coat pocket, but feels the business end of a .45 automatic in his stomach before he can draw his gun.

"Now gents," the man who was seated starts to say. You suddenly see the bartender drop behind the bar, reaching for something.

The small man who has suddenly turned the table on the two hoods is Johnny Levine. The bartender is dropping to grab a shotgun from behind the bar. The two hoods and the bartender are willing to gun down Levine if not stopped by the player characters. Levine, of course, intends to defend himself by first plugging the hood he currently has covered, then dropping for cover himself.

If police player characters act quickly, they can put a stop to this trouble before any shooting takes place. When the two hoods know the police are present, they try to run for the back door.

Johnny Levine will not press charges, although technically he could have the hoods charged with assault. However, the two gangsters can be arrested for illegal possession of a concealed weapon, as can Levine, although you should tell your player characters that all three will be back on the street within a couple of hours.

When the excitement dies down, Johnny turns to the player characters and asks, "Well gents, what can I do for you today?"

NPCs Involved

Johnny Levine

Pro Criminal
Mu 66 **Lu** 23
Ag 96 **HP** 22
Ob 94 **PS** 4
Pr 9 **Lev** 3
Dr 95



Description: Ht. 5'8"; Wt. 150; Hair Brown; Eyes Brown; Italian; Age 35
Wearing: Brown suit, dress shirt, tie, brown hat tipped back, expensive leather shoes, large diamond ring
Carries: Wallet, \$357 cash, identification, comb, handkerchief
Weapon: .45 automatic in shoulder holster
Skills: Pickpocketing 79; Smuggling, 88; Lockpicking 92; Public Speaking 85
Record: Known fence of stolen goods, occasionally involved in minor burglary operations. Minor crimes are ignored by police in exchange for information; Levine has often been a valuable police informer.

Vito Leonardi

Pro Criminal
Mu 82 **Lu** 17
Ag 57 **HP** 19
Ob 49 **PS** 5
Pr 6 **Lev** 1
Dr 53



Description: Ht. 5'11"; Wt. 195; Hair Brown; Eyes Brown; Italian; Age 33
Wearing: Black pinstripe suit, gray coat and hat
Carries: Wallet, identification, \$43 cash
Weapons: .38 revolver, sap
Record: Often seen in company of known criminal Alberto Tomari

Levine answers most questions truthfully for police or other law enforcement officers. If the player characters know that he has cashed Barrington's check, he admits to doing so, but claims the money was for an old debt Barrington owed him "from a long time ago. I forget what for."

Levine denies having seen Barrington today. He says he saw him once over the holidays, but he's not sure just when. He tells police that he's "heard a nasty rumour that Luchinetti is out to get the senator because of this Zabotta business." If questioned further, he reveals to the player characters that Barrington is not kidnapped, but hiding from the mob "until things get sorted out." Levine absolutely refuses to reveal where Barrington is hiding.

Levine identifies the two hoods who were bothering him as "a couple of Luchinetti's goons. They just wouldn't be reasonable. Kept insisting that they thought

Carmine Battaglia

Pro Criminal
Mu 76 **Lu** 12
Ag 64 **HP** 19
Ob 38 **PS** 4
Pr 4 **Lev** 1
Dr 51



Description: Ht. 5'9"; Wt. 180; Hair Black; Eyes Brown; Italian; Age 32
Wearing: Black pinstripe suit, gray coat and hat
Carries: Wallet, identification, \$24 cash, receipt for \$2,000 from Ace Warehouse Company.
Weapon: .45 automatic, one clip
Record: Three arrests for assault, charges dropped for lack of evidence

Sam Green

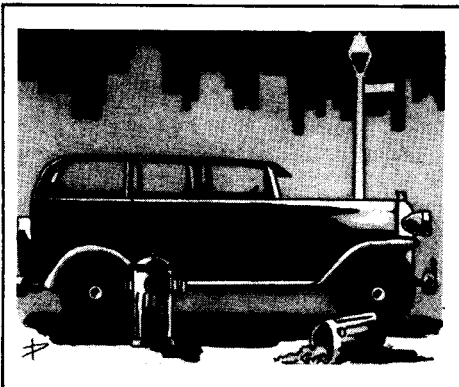
Pro Bartender
Mu 58 **Lu** 33
Ag 55 **HP** 17
Ob 69 **PS** 3
Pr 7 **Lev** 1
Dr 62



Description: Ht. 5'11"; Wt. 200; Hair Red; Eyes Green; Assimilated; Age 56
Wearing: Red pinstripe shirt, white apron
Carries: Wallet, identification, \$15 cash, sap
Weapon: Single barrel shotgun behind bar, sap
Record: None

I knew where Barrington was. That's what the scuffle was all about. I resent it a lot when people doubt my word."

If law enforcement characters ask more about Luchinetti's operations, Levine informs them that the syndicate keeps no books;



everything is done by memory. "They got some special guy who remembers everything. That's his only job."

Player character Prohibition Agents may close down Little Augie's and confiscate the liquor and other items in the bar. The total value of the property which can be taken is \$5,000. For experience point purposes, consider the speakeasy owned by Luchinetti, a seventh level criminal.

Sam Green can be arrested for violation of the Volstead Act.

7. Delaney's Last Ride

Time: 3:30 p.m. January 7

Map: Geneva Court Area

This encounter involves any police player characters plus any "along for the ride." The encounter begins when the police player characters are told that a beat cop has just found a cab driver murdered in an alley off Geneva Court.

A small crowd has gathered at the scene of the crime, but uniformed officers are keeping them away. You see the cab neatly parked in the alley near the railroad tracks. The body is in the back seat of the cab, one bullet wound in the middle of the forehead. The ground in the alley is covered with slush and ice—no sign of a struggle and no sign of blood outside the cab.

NPC Involved

Ed Connors

Pro Patrolman
Mu 75 **Lu** 23
Ag 65 **HP** 4
Ob 63 **PS** 4
Pr 5 **Lev** 2
Dr 64



Patrolman Connors reports that he had seen the cab parked in the alley earlier while he walked his beat, but thought nothing of it. When the cab was still there two hours later, he checked it out and saw the body in the back seat. He has touched nothing.

A cabbie's license is clearly displayed inside the cab; the description on the license matches the corpse. The cab is number 139 from the Lakefront City Taxi Company. A check with the company shows that 139 is long overdue to check in; it is driven by John Delaney, the name given on the cabbie's license. Representatives of the cab company can quickly identify the body as Delaney. The cab's log, the record of its trips each day, is missing.

Strangely, Delaney's body has no wallet: cab drivers always carry their driver's license. Cab company employees agree that Delaney was a good driver and a good man; he had a wife and two kids and lived in a downtown apartment.

Medical examination of the body shows that Delaney was killed by a single .45 bullet through the brain, fired at point blank range as indicated by powder burns on the skin.

If Silano's gun becomes available, successful ballistics tests show that it fired the bullet that killed Delaney.

Careful dusting of the car for fingerprints reveals Delaney's prints all over the cab, plus one set of prints on the back door handle which match no prints in police or FBI files. (These are Fred Bates' fingerprints.)

Player characters who make a successful Observation Check at -20 notice a tiny brown thread on the key ring in the ignition. Laboratory analysis shows this to be a piece of high quality woolen thread dyed by standard industrial processes. This thread is from Silano's gloves.

Questioning of people in the neighborhood provides no useful information.

8. A Message for Zabotta

Time: 9:00 a.m. January 8

Map: Lexington Hotel Floor Plan

This encounter involves the FBI player characters guarding Zabotta, plus any characters who shadow Rachel Ames to the Lexington Hotel.

Any player characters who have tailed Johnny Levine observed that he spent the night in his room over Clausen's Grocery Store on Maxwell Street. Early in the morning he is visited by a young woman, who later leaves and heads straight to the Lexington Hotel. Outside the Lexington, she approaches the first man she sees and appears to engage him in conversation for a moment. The man moves on.

The young woman appears confused for a moment, then shrugs, enters the Lexington, and takes the elevator to the fourth floor. She will head straight for room 414.

The following description should be used if the player characters guarding Zabotta are all inside room 414 at the time:

You hear a knock on the door; a female voice says, "Hey, open up in there. Is there a guy named Nick there? I got a message for him from a guy. Come on, open up."

If player characters stop the young woman outside in the hall, she wails as loudly as possible, crying, "Hey, what's going on? I'm supposed to give a message to Nick. A guy named Nick. I'm supposed to

tell him the Senator says everything is going to be all right."

The young woman is Rachel Ames, Johnny Levine's girlfriend. Her goal is to let Zabotta know that Barrington is all right and assure him that the situation will be under control shortly.

Rachel speaks loudly and plays dumb in her dealings with the player characters. Gunplay or any other sign of violence by the player characters seems to startle and frighten the woman, and she screams her message even more loudly.

NPC Involved

Rachel Ames

Pro	Store Clerk		
Mu	40	Lu	24
Ag	78	HP	17
Ob	86	PS	3
Pr	7	Lev	1
Dr	82		



Description: Ht. 5'8"; Wt. 125; Hair Black; Eyes Green; Assimilated; Age 24

Wearing: Common print dress, heels, tan overcoat, cheap hat

Carries: Handbag and identification, \$12.50 cash, cosmetics

Skill: Shadowing 73

Record: None

If any law enforcement officer questions her, Rachel bursts into tears. She claims she was just going to get something for breakfast when this man stopped her on the street and gave her \$10 to give a message to a Nick Zabotta in room 414. She says she was scared at first, but after all, "Ten bucks is ten bucks. A girl doesn't get a chance at that kinda' dough very often. Besides, I figured, what was the harm? I didn't mean to break no law or nothing."

Rachel continues her alibi by describing the man the player characters saw her meet outside the hotel as the one who gave her the money. Actually, this man is a complete stranger she stopped so that anyone following her could confirm at least part of her story.

Rachel works part-time as a clerk at the Chesterfield Card Shop. If questioned about her early morning activities, she says that she was with her boyfriend but insists there's "nothing wrong in that, or is that against the law too?" She denies knowing anybody named Johnny Levine.

If Johnny is questioned about Rachel, he denies having anything to do with her Lexington Hotel escapade. According to him, she's "just a girl I happen to know. So big deal." Of course, Levine planned Rachel's morning activities in order to get word to Zabotta that Barrington is safe.

Levine was able to locate Zabotta by spending several hours on the telephone from his room, calling his contacts and cronies in various downtown hotels. The desk clerk at the Lexington, who owes Johnny more than one favor, insists that everything going on in room 414 is perfectly legal.

9. Booze for a Bum

Time: 10:30 a.m. January 8

Map: Geneva Court Area

This encounter involves one or more reporter player characters who work for the same newspaper. They may include other player characters at their option.

You are at your desk when the phone rings. As you answer you hear a slightly drunken male voice say, "If you want a good story about that cab driver who got shot, bring \$50 and a couple bottles of wine to the alley right away. I won't wait very long. Don't forget, \$50 and about a dozen bottles of wine." The phone goes dead.

Read the following to player characters who respond by going to the alley off Geneva Court:

At first the alley appears to be deserted, but suddenly you notice that what seemed to be a pile of rags against one of the buildings is moving. A short, extremely dirty bum staggers toward you and says, "Are you the guys I called from the papers?"

NPC Involved

Fred Bates

Pro	Derelict		
Mu	32	Lu	50
Ag	41	HP	13
Ob	48	PS	2
Pr	1	Lev	1
Dr	45		



Description: Ht. 5'8"; Wt. 120; Hair Brown; Eyes Brown; Assimilated; Age Uncertain (45-60)

Wearing: Extremely dirty long green overcoat, tattered work clothes, boots (the sole of one coming off)

Carries: Wine bottle, clipboard, \$1.23 cash, wallet containing John Delaney's identification and driver's license

Record: 37 arrests in last five years for public intoxication

Fred introduces himself as "Fred Bates, local resident," and appears to be waiting for something. He does not want to give any

further information until he gets at least two bottles of wine and \$10. Then he begins to talk, more freely as the amount of wine and cash increases. For \$50, Fred tells all he knows, which is quite a bit.

Bates was passing the time sleeping under a porch by the alley when Delaney's cab pulled up, waking him. He saw Silano shoot Delaney, join the two other hoods in a limousine, and drive away. He does not remember the license plate number on the limousine.

After the men had gone, Bates opened the back door of the car and took Delaney's wallet. He also grabbed the cab's log on an impulse (a detail Silano forgot). He will give both to the player characters.

Technically, Fred can be arrested for theft and for withholding evidence. If this happens, he accepts his fate well. In fact, he will cooperate with player characters, even testifying in court, if he can be assured that wine will be smuggled to him in jail.

The cab's log reveals that the cab picked up a fare at Barrington's address and took them to Grant and Maxwell. The log records five passengers on that run.

10. A Ransom Demand

Time: About 12:30 p.m. January 8

Map: None; takes place at newspaper office
This encounter involves any reporter player character.

While going through the afternoon mail, you open what appears to be a routine letter to the paper and read this message:

If you want to see Barrington and his family alive again, have the mayor of this city deliver \$250,000 in unmarked \$20 bills to the field on Highway 41 South and County Line Road at 6 p.m. tomorrow. The mayor must come alone. We mean business.

The Kidnappers

This letter was composed by cutting out letters from newspaper headlines and pasting them together to form words. The envelope is postmarked early this morning from Lakefront City Post Office, City Center Station. You notice nothing unusual about the paper or envelope.

The letter was put together by the Luchinetti syndicate to throw the police off the trail. Fredo Luchinetti pasted it together at the offices of Ace Warehousing Company. (See the Investigative Encounters section.)

A police lab takes 24 hours to determine that all the letters were cut from one of yesterday morning's newspapers.

Mayor Big Bill Johnson absolutely refuses to deliver the ransom money alone,

even if it can be raised. He is, however, willing to help raise the money if the player characters, his Barrington Disappearance Task Force, recommend that he do so.

Delivering the money accomplishes nothing; nobody picks it up.

11. A Senator on the Take?

Time: About 12:40 p.m. January 8

Map: None; encounter takes place at Prohibition Bureau office located in the Preston Building

This encounter involves any Prohibition Agent player characters.

You are checking routine mail at the office when you notice a small package. Opening it, you find a typed note that reads:

These might be of some help in your investigation of the Barrington case.

A Friend

The package contains 100 cancelled checks, issued by major Canadian distilling companies to Senator Andrew Barrington and (according to the bank stamps on the back) cashed at the First National Bank of Lakefront City. All seem to have been endorsed by Senator Barrington. The checks total \$25,000.

The Canadian companies deny that they ever issued the checks. Characters who have Graphology skill, obtain a sample of Senator Barrington's signature, and make a successful skill check can tell that the signatures of endorsement are forgeries. The bank stamps, however, are genuine.

The checks were forged by Alberto Tomari and stamped by Robert Allan, a Luchinetti syndicate contact at the bank. Allan is one of five people at the bank who might have used the stamp. See the Investigative Encounter "First National Bank" for details.

12. Someone Else is Looking

Time: 2:00 p.m. January 8 *Map:* None
Map: None needed; the encounter takes place at police headquarters

This encounter consists solely of information player characters may learn whenever they check in with police headquarters at or after 2:00 p.m., January 8. The desk sergeant, Sgt. MacElroy, reports a call at 2:00 p.m. from the Lakefront City Cab Company. The manager on duty, Bill Willington, called to report that a poorly dressed man, apparently a bum, had stopped in the cab company offices and asked to

inspect the taxi logs from the previous day. Willington is at the Lakefront City Cab Company office at the corner of Maxwell and Lambert streets (on the Street Map in your GANGBUSTERS™ boxed set).

The player characters may obtain the information given in the Investigative Encounter "Lakefront City Cab Company" if they visit the cab company office.

13. The Empty Building

Time: 9:00 p.m. January 8

Map: Geneva Court Area, Street Map, and District Map

This encounter involves any player character who follows the movements of Anita Matthews. If you wish, you may include any other player characters in the areas covered by this encounter. Read the following description to players who are shadowing Anita Matthews or on the street near the Bayshore Apartments:

You see a well-dressed, attractive blonde wearing a fur coat step out of the Bayshore Apartments onto Maxwell Street. She carries what looks like an expensive handbag. She hails a cab and starts to get in.

Roll a secret Observation Check at -20 for any player character within 30 feet of Anita Matthews. Those who pass the check notice that she is apparently upset: her lips are drawn into a thin line and her brow is wrinkled.

Player characters can recognize Anita Matthews if Steuben identified her from mug shots in Action Encounter 1, "The Vanishing Investigator." Player characters may also identify her from their starting information.

The cab takes Anita north on Maxwell Street to Leeland Avenue, then turns left and goes two blocks to the intersection of Leeland and State. Anita leaves the cab at the intersection and goes straight to the front door of the abandoned tenement building (shown on the Geneva Court Area map). She disappears inside the building.

Players who have Shadowing skill have normal chances to follow the cab. If Anita notices that she is being followed, she has the cab take her back to Brandon's Coffee Shop on Church Street (shown on the District Map in your GANGBUSTERS™ boxed set). There she spends about 15 minutes over a cup of coffee, then tries again to reach the tenement building.

Anita is trying to get to the tenement building to check on the Barringtons. She is very unhappy that Luchinetti is holding them, and she dislikes and distrusts Silano. She wants to make sure the family has enough heat and food. Once she is satisfied

that the family is all right, she returns to her apartment at Bayshore.

Read the following description to player characters who shadow Anita to the tenement building:

The woman disappears into the doorway of what appears to be an abandoned tenement building. The neighborhood seems very run-down: the only buildings you can see are in disrepair. The brownstone building the woman entered has a single front entrance. The front windows are all broken, except for the window in the door. A few scattered Model A and old Model T Fords are parked up and down State Street. About fifty feet down State Street from the building you notice a nicer car, a 1928 Buick four-door sedan.

Player characters who check the license plate on the Buick find that it is registered to the Ace Warehousing Company, one of the many front companies for the Luchinetti syndicate.

Player characters who remain outside see and hear nothing from the building. After about 15 minutes, Anita Matthews leaves the building, walks down to the Buick, gets in, and begins to drive away. If not stopped by player characters, she drives the Buick back to Bayshore Apartments, parks it outside, goes to her apartment, and retires for the night. Inside the building, in a third floor room, are Silano and three Luchinetti "soldiers" standing guard over the Barrington family. Two more Luchinetti men are standing guard on the first floor. (These positions are noted on the Tenement Building Map.)

Any player character who tries to enter the building is resisted with violence. If two or fewer player characters enter the building, the two guards downstairs, Paoli Lucca and Alfredo Brazziano, lie in wait and attempt to knock them out from behind. Three or more player characters are met with gunplay: the hoodlums wait until the player characters are on the second floor, then open fire from both above and below.

Immediately after they deal with the player character intruders, the hoodlums move the Barrington family. They take the Barringtons to the tenement building on the northwest corner of Canal and Leeland. The criminal lookouts are sure to spot any reinforcements the player characters call to help surround the building: Silano orders his men to shoot their way out. If the encounter goes against the criminals, they use the Barringtons as hostages and try to bargain their way out. Should they escape, they try to get to a second story room in the Manson Building over The Four Deuces Cafe (on the District Map in your

GANGBUSTERS™ boxed set).

In such a situation, the criminals are almost certain to be surrounded by the police and other law enforcers. Silano then makes the best deal he can for his own getaway, using the lives of the Barrington family as bargaining chips. Throughout this encounter, the Barrington family can do nothing to help themselves against the criminals: they are too tired and terrified to resist.

NPCs Involved

Anita Matthews

Pro Criminal (Gun Moll)
Mu 33 **Lu** 13
Ag 75 **HP** 16
Ob 78 **PS** 2
Pr 7 **Lev** 3
Dr 77



Description: Ht. 5'6"; Wt. 115; Hair Blonde; Eyes Blue; Assimilated; Age 25
Wearing: Blue dress, pearl necklace, brown fur coat, stylish hat
Carries: Brown leather handbag, driver's license, \$122 cash, cosmetics, handkerchief, cigarettes, matches

Vincent Silano

Pro Criminal
Mu 64 **Lu** 18
AG 89 **HP** 21
Ob 91 **PS** 4
Pr 8 **Lev** 5
Dr 90



Description: Ht. 5'8"; Wt. 160; Hair Black; Eyes Brown; Italian; Age 35
Wearing: Gray business suit, silk tie, black wing tip shoes, gray overcoat and felt hat, brown leather gloves (loose thread on right hand glove)
Carries: Wallet, driver's license, several private club membership cards (Luchinetti speakeasies), \$130 cash
Weapons: .45 automatic pistol in shoulder holster, Thompson submachine gun kept in room with the Barringtons
Record: No record of arrest, but believed to be a top gun for the Luchinetti syndicate, often seen publicly with Luchinetti and Alberto Tomari.

Paoli Lucca

Pro Criminal
Mu 74 **Lu** 22
Ag 57 **HP** 19
Ob 62 **PS** 4
Pr 5 **Lev** 2
Dr 60



Description: Ht. 5'11"; Wt. 185; Hair Brown; Eyes Brown; Sicilian; Age 43
Wearing: Brown suit, brown overcoat, brown fedora hat
Carries: Wallet with driver's license, \$54 cash
Weapons: 9mm automatic pistol, blackjack
Record: Three arrests between 1918 and 1926 for burglary; served two years in state prison on second charge; believed to work for Vincent Silano

Alfredo Brazziano

Pro Criminal
Mu 56 **Lu** 12
Ag 72 **HP** 19
Ob 54 **PS** 3
Pr 4 **Lev** 1
Dr 63



Description: Ht. 5'8"; Wt. 150; Hair Black; Eyes Brown; Italian; Age 46
Wearing: Brown suit, overcoat and hat
Carries: Wallet, driver's license, \$38 cash
Weapons: .45 revolver, blackjack
Skill: Stealth 58
Record: None

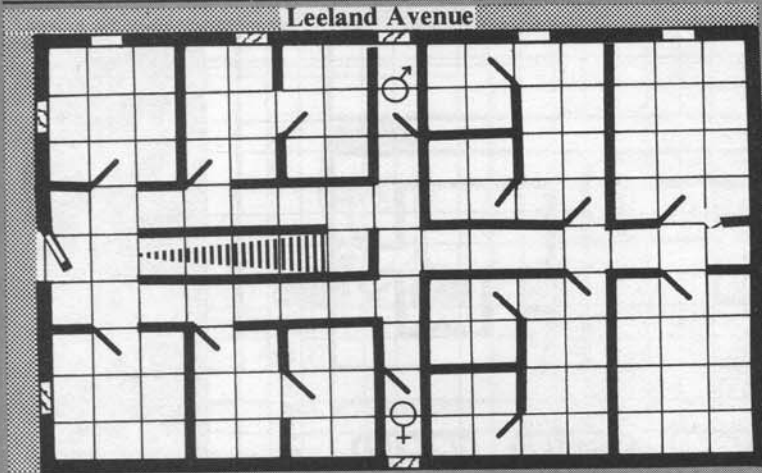
Johnny Warren

Pro Criminal
Mu 77 **Lu** 33
Ag 82 **HP** 21
Ob 63 **PS** 4
Pr 3 **Lev** 1
Dr 73

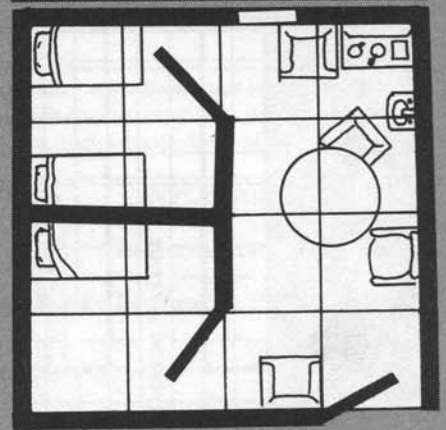


Description: Ht. 5'10"; Wt. 185; Hair Brown; Eyes Hazel; Assimilated; Age 21
Wearing: Blue slacks, herringbone jacket, gray overcoat and hat
Carries: Wallet (no identification), \$225 cash
Weapons: .45 automatic pistol, double barrel shotgun, 24 extra shells
Skill: Auto theft 89
Record: None

TENEMENT BUILDING MAP

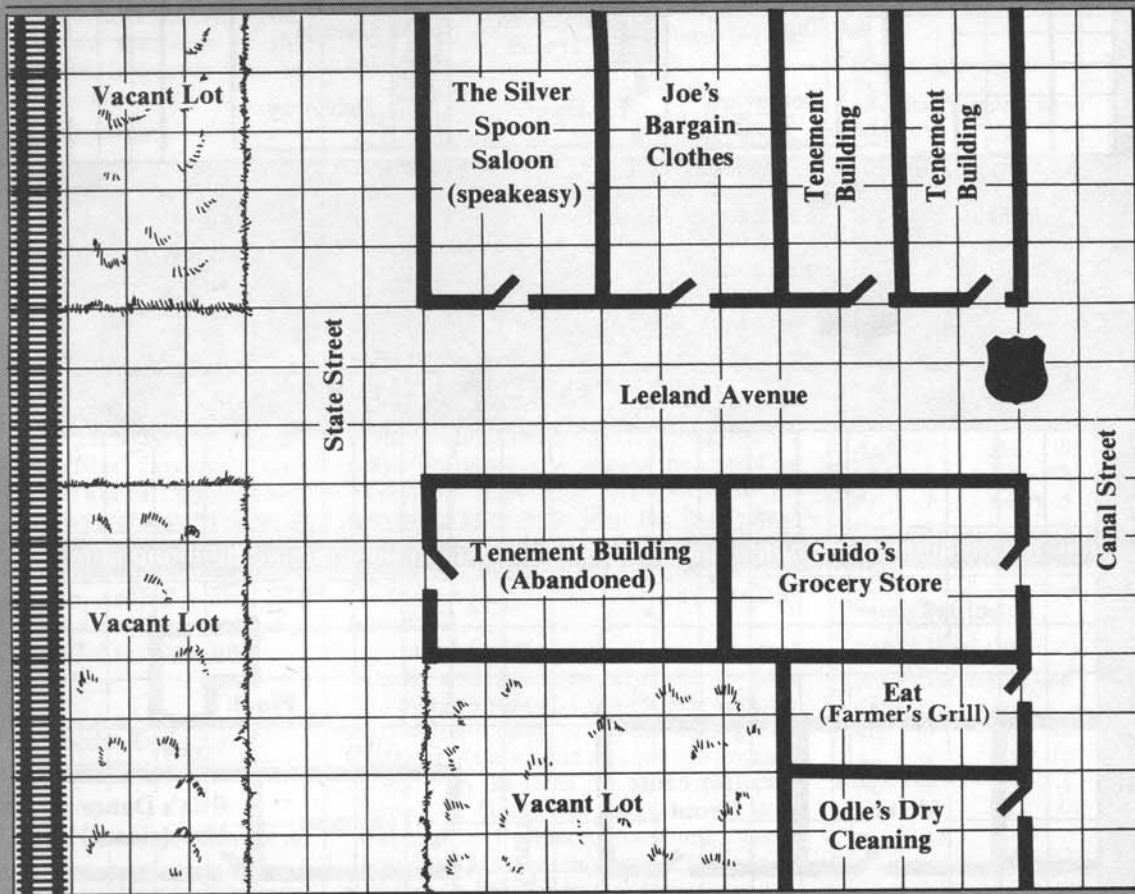


DETAIL OF ROOM WITH BARRINGTON FAMILY



Scale: 1 square = 5'

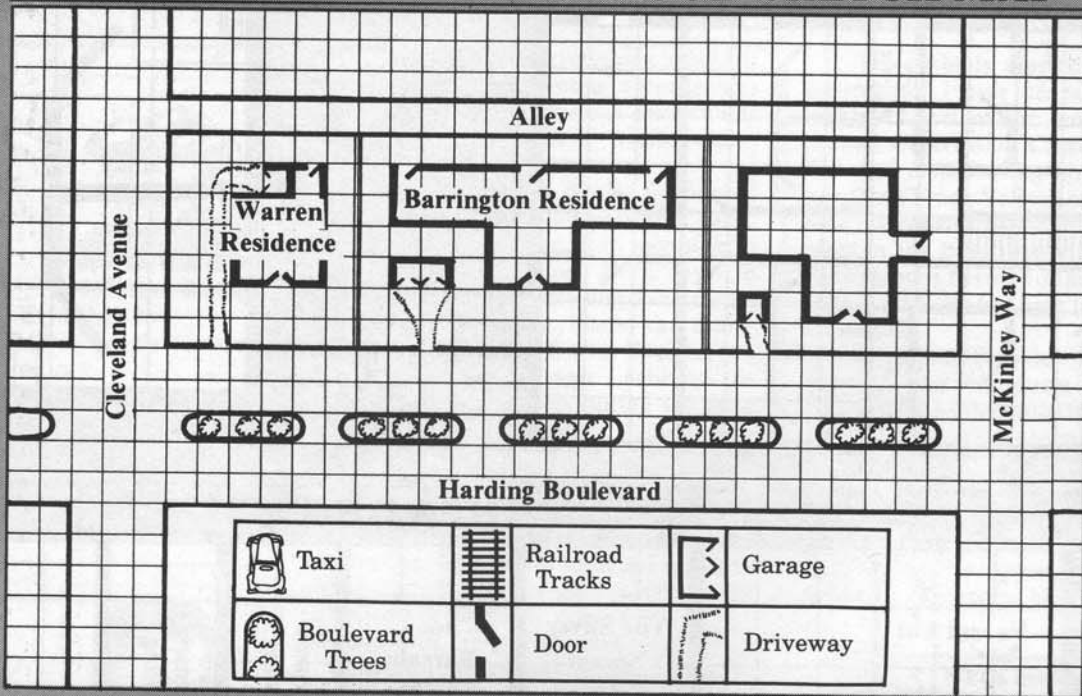
TENEMENT AREA MAP



Scale: 1 square = 15'

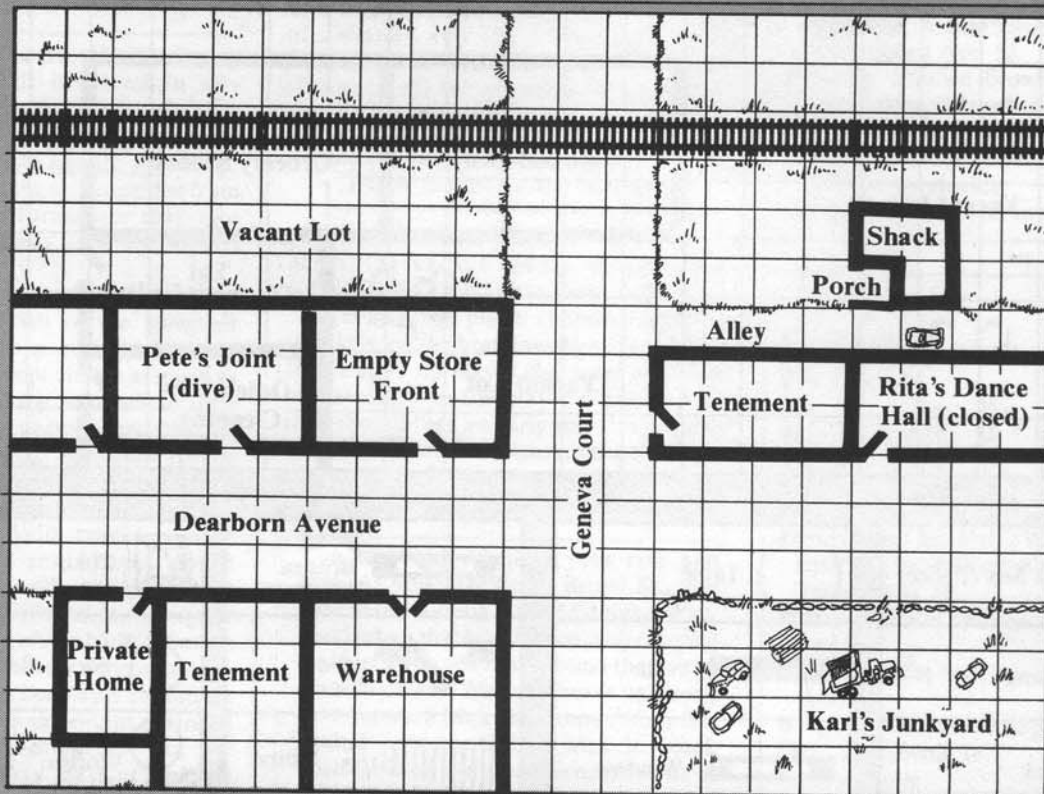
	Call Box (Police)		Table		Broken Window		Chair
	Range		Wall		Door		Men's Restroom
	Sink		Window		Stairs		Women's Restroom

BARRINGTON NEIGHBORHOOD SKETCH MAP



Scale: 1 square = 15'

GENEVA COURT AREA



Scale: 1 square = 15'

Hoodlums Inside the Tenement Building**Vincent Silano****Pro Criminal**

Mu 64 Lu 18
 Ag 89 HP 21
 Ob 91 PS 4
 Pr 8 Lev 5
 Dr 90

Weapons: .45 automatic pistol, Thompson submachine gun and 50-round drum

**Paoli Lucca****Pro Criminal**

Mu 74 Lu 22
 Ag 57 HP 19
 Ob 62 PS 4
 Pr 5 Lev 2
 Dr 60

Weapons: 9mm automatic pistol with extra clip, blackjack

**Alfredo Brazziano****Pro Criminal**

Mu 56 Lu 12
 Ag 72 HP 19
 Ob 54 PS 3
 Pr 4 Lev 1
 Dr 63

Weapons: .45 revolver, box ammo, blackjack

**Johnny Warren****Pro Criminal**

Mu 77 Lu 33
 Ag 82 HP 21
 Ob 63 PS 4
 Pr 3 Lev 1
 Dr 73

Weapons: .45 automatic pistol, double barrel shotgun, 24 shells

**Joey Denton****Pro Criminal**

Mu 48 Lu 49
 Ag 96 HP 20
 Ob 72 PS 3
 Pr 2 Lev 1
 Dr 84

Weapons: 9mm automatic pistol with extra clip; large knife

**Charles Brazziano****Pro Criminal**

Mu 97 Lu 13
 Ag 58 HP 21
 Ob 61 PS 5
 Pr 4 Lev 1
 Dr 60

Weapons: .45 revolver, blackjack

**Hoodlums in Car One****Marco Volente****Pro Criminal**

Mu 88 Lu 15
 Ag 86 HP 23
 Ob 43 PS 5
 Pr 5 Lev 2
 Dr 65

Weapons: Thompson submachine gun, 2 50-round drums

**Anton Grishnik****Pro Criminal (Driver)**

Mu 46 Lu 10
 Ag 92 HP 19
 Ob 85 PS 3
 Pr 3 Lev 1
 Dr 88

Weapons: .45 automatic pistol

**Hoodlum in Car Two****Robert Bower****Pro Criminal (Driver)**

Mu 54 Lu 23
 Ag 75 HP 18
 Ob 60 PS 3
 Pr 5 Lev 2
 Dr 68

Weapons: 9mm automatic pistol; B.A.R. with 2 extra clips in front seat

**Hoodlum in Car Three****Giuseppe Martino****Pro Criminal (Driver)**

Mu 68 Lu 31
 Ag 83 HP 21
 Ob 91 PS 4
 Pr 4 Lev 1
 Dr 87

Weapons: 9 mm automatic pistol; Thompson submachine gun with one 50-round drum

**Additional Hoodlums at the Flying Dutchman Warehouse****Mike Rawls****Pro Criminal**

Mu 72 Lu 13
 Ag 54 HP 18
 Ob 50 PS 4
 Pr 5 Lev 1
 Dr 52

Weapons: Single barrel shotgun, baseball bat

**Phil Fargo****Pro Criminal**

Mu 86 Lu 12
 Ag 49 HP 19
 Ob 55 PS 5
 Pr 6 Lev 1
 Dr 52

Weapons: Double barrel shotgun, 24 shells, lead pipe

**Hank Bates****Pro Criminal**

Mu 69 Lu 18
 Ag 55 HP 18
 Ob 48 PS 4
 Pr 4 Lev 1
 Dr 52

Weapons: Double barrel shotgun, 24 shells, blackjack

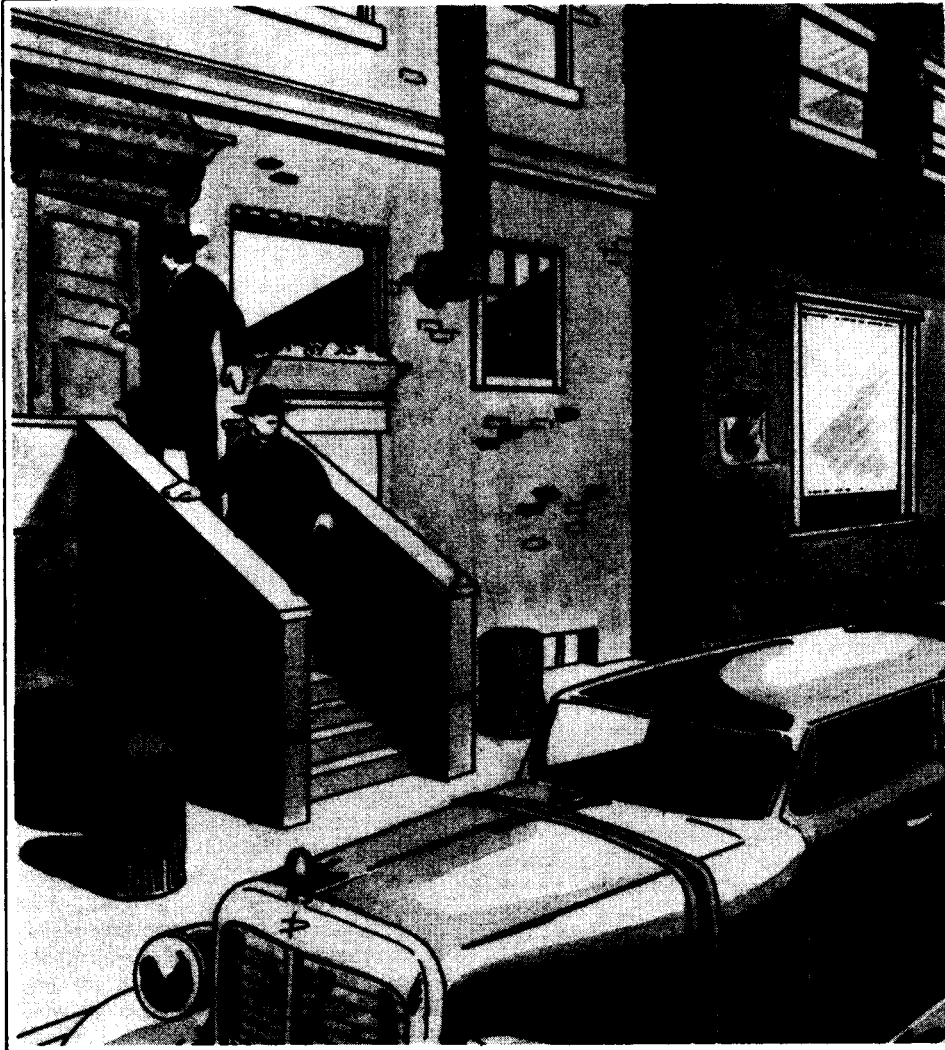


This encounter is the climax of the module: the player characters either rescue the Barringtons or the family dies.

Captured criminals from the group inside the tenement building respond to questioning as described above in Action Encounter 13, "The Empty Building" (p. 12). Remaining criminals talk only if persuaded; treat them as loyal to Luchinetti (Presence 10). Those who do talk know very little. They are employed by Ace Warehousing Company and work out of the Flying Dutchman Warehouse. Usually they drive and guard beer trucks. They have never met Luchinetti; they take their orders from Silano.

All cars used by criminals in this encounter are property of Ace Warehousing Company. All weapons have been "sanitized" by having serial numbers removed.

INVESTIGATIVE ENCOUNTERS



These encounters are used when the player characters visit various locations to gain information. If the player characters do not visit a location listed in these encounters, do not use that encounter.

1. The Speakeasies

Several speakeasies appear on the maps used in this module, and you may already have several more establishments operating in your own campaign. For purposes of this module, all speakeasies in play are considered to be buying their beer and liquor from the Luchinetti syndicate.

Player characters may stake out speakeasies to learn when deliveries are

made, follow beer trucks back to warehouses, or conduct raids. You may improvise all of these types of encounters by using the information provided about routine operations of the Luchinetti syndicate on page 32 of this module.

Player characters can gather no useful information about the Barrington case from speakeasies, except that already detailed in Action Encounter 6. "A Talk With Johnny L." (p. 9).

2. The First National Bank

Player characters who quickly check with the bank to see if Barrington has made any large withdrawals recently can learn that a

\$5,000 check drawn on Barrington's account was paid at about 2:00 p.m., January 7 to a certain Johnny Levine. Police records indicate that Levine is a small-time fence and frequently a police informant.

Player characters investigating Action Encounter 11. "A Senator On The Take?" (p 12) can verify that the bank stamps on the cancelled checks are genuine. The checks were stamped by Robert Allan, a book keeper at the bank. Allan has loose ties to the Luchinetti syndicate. However, initially the player characters may learn only that Allan is one of five people who might have stamped the checks:

Robert Allan

Pro	Book keeper		
Mu	44	Lu	24
Ag	52	HP	15
Ob	86	PS	3
Pr	6	Lev	1
Dr	69		



Joe White

Pro	Book keeper		
Mu	62	Lu	13
Ag	48	HP	16
Ob	91	PS	4
Pr	5	Lev	1
Dr	70		



Pro Bookkeeper

Mu	38	Lu	28
Ag	47	HP	14
Ob	75	PS	2
Pr	5	Lev	1
Dr	61		



Ben Howe

Pro	Bank President		
Mu	66	Lu	31
Ag	55	HP	18
Ob	81	PS	4
Pr	6	Lev	3
Dr	68		



Bill Morris

Pro	Bank Vice President		
Mu	67	Lu	39
Ag	74	HP	20
Ob	92	PS	4
Pr	8	Lev	5
Dr	93		



Allan was given the checks (and orders to cancel them) by a small-time flunkie of the syndicate. He did so during his regular working hours, and mailed the checks back to the syndicate at Ace Warehousing Company.

Allan can be caught only if he is carefully watched. The evening after the issue of the cancelled checks is first raised at the bank, Allan calls his syndicate contact. A wiretap on Allan's phone reveals that Allan was the one who cancelled the checks.

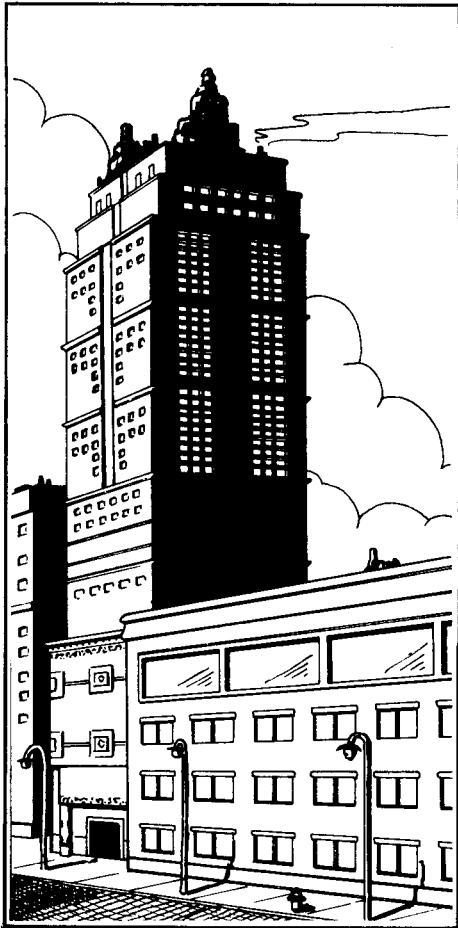
Allan's syndicate contact is George Wise, who works as a clerk in Luchinetti's business office. Wise will tell Allan simply to remain silent and quit worrying.

If Allan is arrested, he cracks immediately and tells the whole story.

3. Stephano Luchinetti's Residence

Luchinetti's private residence is the top floor of the Kenmore Hotel. His residence is guarded day and night by five average NPC Gangster Enforcers armed with .45 automatic pistols. Consigliere Robert Jackson also makes his residence here with Luchinetti and is always around when Luchinetti is home.

Always at Luchinetti's side is Fredo "Freddie" Luchinetti, the syndicate boss's



idiot-savant brother. Freddie acts in all ways like a child of eight. However, he has all of Luchinetti's important financial records committed to memory, and he loves to "recite" for his brother. He is under the strictest orders not to recite unless Stephano Luchinetti orders him to do so. It is possible, however, that clever player characters could trick Freddie into "reciting"; you must handle such situations thoughtfully.

If Freddie does recite for the player characters, they learn everything in the game judge's summary of the Luchinetti syndicate and have solid financial evidence to back up their charges.

Although Luchinetti himself is always gracious to any law enforcement guests, he keeps close watch on Freddie and does not provide any information.

NPCs Involved

Stephano Luchinetti

Pro Criminal
Mu 68 **Lu** 36
Ag 52 **HP** 17
Ob 96 **PS** 4
Pr 10 **Lev** 10
Dr 74



Description: Ht. 5'9"; Wt. 185; Hair Black; Eyes Brown; Italian; Age 55

Wearing: Black silk business suit, \$200 shoes silk tie

Carries: Wallet and driver's license, \$145 cash, diamond ring

Weapons: None

Skills: Auto theft 61; Lockpicking 49; Public Speaking 88; Stealth 92; Bookmaking 54; Smuggling 89; Accounting 66; Public Relations 71; Art Expertise 48; Counterfeiting 75

Record: No arrests known, head of extensive crime syndicate in Lakefront City

Robert Jackson

Pro Criminal (Lawyer)
Mu 50 **Lu** 12
Ag 62 **HP** 17
Ob 86 **PS** 3
Pr 8 **Lev** 7
Dr 74



Description: Ht. 6'0"; Wt. 175; Hair Brown; Eyes Hazel; Assimilated; Age 39

Assimilated Age: 39

Wearing: Gray business suit, glasses. *Carries:*

Carries: Wallet, driver's license, \$88 cash, gold watch

Weapons: None

Fredo Luchinetti

Treat as small child, age 8, Presence 4

Five Bodyguards

Pro Criminal
Mu 98 **Lu** 12
Ag 72 **HP** 22
Ob 43 **PS** 5
Pr 8 **Lev** 3
Dr 58



Weapons: .45 automatic pistol and extra clip each

4. Stephano Luchinetti's Business Office

Luchinetti's main office, that of the Ace Warehousing Company, is located on the fourth floor of the Helmsly Office Building (see the District Map in your GANGBUSTERS™ boxed set). Whenever Luchinetti is present in the office, his five bodyguards and Freddie are there also.

In addition to Luchinetti and his group, the offices contain 10 workers who run the everyday affairs of the "warehousing" business. Nine of these workers are completely loyal to Luchinetti and reveal no useful information to player characters. One secretary, however, is very uneasy about working for a known underworld figure, and might talk to a player character privately if a favorable reaction roll is obtained. This woman, Marilyn Elliot, tells friendly player characters that she overheard Mr. Luchinetti telling Mr. Jackson that "this Zabotta business has got to be taken care of once and for all." She believes that Miss Matthews, an associate of Mr. Luchinetti's, knows something about the Barrington case.

A search warrant served on the office produces a few written records of incoming liquor deliveries stored in warehouses at Miller Trucking Company. Otherwise, no useful information is here.

NPC Involved

Marilyn Elliot

Pro Secretary
Mu 44 **Lu** 27
Ag 63 **HP** 16
Ob 54 **PS** 3
Pr 8 **Lev** 1
Dr 59



5. Anita Matthews' Apartment

Anita Matthews lives in a spacious apartment, No. 302, in the Bayshore Apartments. The landlord will reveal that the rent for the

apartment is paid each month by Ace Warehousing Company. Anita spends most of her days at Luchinetti's residence or accompanying him as he visits night spots. She keeps her apartment locked.

A search of Anita's apartment reveals matchbooks from several nightclubs, a large collection of expensive jewelry and furs, and a large wardrobe. Of more interest, however, is Anita's diary.

Anita's diary is locked in a desk drawer in her bedroom. Player characters must pick the lock or destroy the desk to get at the diary. The entries of most interest to them are those of January 6 and 7:

January 6

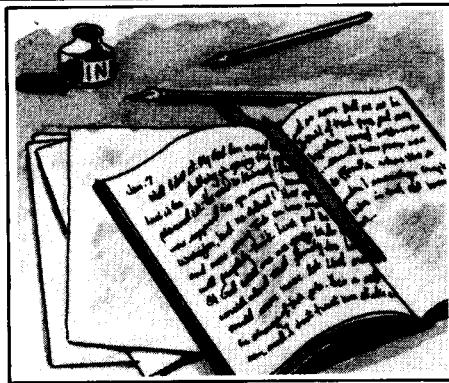
Today I found out I'll have a part in Luchi's big plan. I have to get up early tomorrow and go to those hearings at the courthouse. Bob will give me a note to pass on to Barrington. I'm to pretend like it's from Washington. I wish Luchi wouldn't drag me into this. I'm scared. He's never messed with anyone this big before. I mean, it's not like he was pushing that lardball Johnson around again. This is the United States Senate! But I'll have to do it. I've got the furs and the jewels and I'm in too deep to get out. Sometimes when he looks at me so cold, I know he doesn't really love anyone but himself.

January 7

Well, I did it. My God, I'm scared: I think Luchi is too. Nothing is going the way he planned it, he said so himself! Barrington was supposed to go running back to Washington, but he didn't! He's gone, and now every fed in the world will probably think Luchi put the bag on him. Oh God, what are we going to do? I'm real worried about that family too. Luchi should never have let that creep Silano be in charge of this job. He's a cold, bloody man and I don't trust him at all. He'd just as soon kill me as look at me, and I feel the same way about him. And when I think of that poor little girl, especially, in that big slum building with those creeps like Silano . . . Oh well, Luchi promises me a trip to Florida when this is all over. I sure hope they have some heat in that old building.

No entries are written after January 7. Assume that these entries were written about 8 p.m. on the dates indicated.

If Anita is at home, she lets player characters come in, but guards her rights and volunteers no information. Treat her as loyal to Luchinetti (Presence 10) for purposes of persuasion.



NPC Involved

Anita Matthews

Pro	Criminal (GunMoll)
Mu	33 Lu 13
Ag	75 HP 16
Ob	78 PS 2
Pr	7 Lev 3
Dr	77



6. Lakefront City Cab Company

The main offices of the Lakefront City Cab Company are located on the corner of Maxwell and Lambert on the Street Map in your **GANGBUSTERS™** boxed set.

Player characters may come here after Action Encounter 12 to talk with manager Bill Willington. Willington reports that at about 1:45 p.m. on January 8, a man who looked like a bum came by the offices and asked to see the cab drivers' logs for the previous day. Willington describes the man as about 5'11," 175-190 pounds, blue-eyed, deep-voiced, and very shabbily dressed in tattered brown clothes and coat. Willington says he became suspicious and called the police when the man specifically asked to see the log from John Delaney's taxi cab. He could identify the man if he saw him again.

7. The Booth Building Apartments

Player characters may come to the Booth Building Apartments if they decide to have the police force do a check of all transient rentals in the city area.

Senator Barrington is in the building, which is really an enormous flophouse, during the hours indicated in the Chronology part of this module. He is disguised as a bum named John Jones. His Disguise skill score is 78.

The manager at the Booth Building cannot help the player characters. He has seen no one who looks like Senator

Barrington or any of his family. He has seen lots of bums: in fact, the flop house is full of them.

8. The Geneva Court Neighborhood

The player characters will probably check this run-down area for witnesses after John Delaney's body is discovered. Talking to the residents produces no valuable information.

9. The Tenement Neighborhood

Careful investigation of this neighborhood provides the following information from the following locations:

Guido's Grocery Store

Guido Vespuccio runs this neighborhood grocery. Guido, in response to player character questions, remembers seeing more "businessmen" than usual in the neighborhood on January 7 and 8. He remembers thinking it strange that such nicely dressed men would be in his store buying enough food to feed a large family. Guido talks freely with any player character.

Odle's Dry Cleaning

The clerk in this store recalls that on the afternoon of January 7, an important-looking businessman stopped by to have a few stitches put into his fine leather gloves.

Tenement Buildings

Residents in the slum tenements at Canal and Leeland at first refuse to talk to player characters. However, in exchange for a few dollars, one or more residents mention seeing "gangsters" in the neighborhood. They don't know where these men come from or what they want, and they don't want to get more involved.

10. County Assessor's Office: County Courthouse

This government office keeps records concerning the ownership of property in the county. It takes about one hour to locate the file for Ace Warehousing Company. The file shows that Ace Warehousing Company owns the following properties either partly or entirely:

The Flying Dutchman
Northside Moving and Storage
Delmar Icehouse and Storage
Coleson's Moving and Storage

A total of 15 tenement buildings in the area bounded by Maine Court, Maxwell Street, Kenilworth Street, and Riverfront Avenue (shown on the Street Map in your **GANGBUSTERS™** game boxed set).

Other warehouses at the game judge's discretion.

SPECIAL ENCOUNTERS

You are entirely free to use any, all, or none of these encounters, depending upon how you think the adventure is going for your players.

1. A Shadow for Shamus

The Luchinetti syndicate learns quickly if any player character PI has been hired to find Barrington and his family. If player character PIs are making progress on the case, let them notice that someone is following them. This someone is Mario Lucania, a little man carrying a big gun. Lucania works for the Luchinetti syndicate; his current assignment is to keep tabs on the PI.

If confronted, Lucania informs the PI that "some pretty important people are interested in your progress on this case. I think you know them. If I was you, I'd drop the whole business."

Lucania gives the PI no more information, but he continues to follow the character constantly. Beating him up does not discourage him.

After any conversation between Lucania and the PI in which the PI refuses to drop the case, Lucania will be instructed to kill the PI. This hit attempt can be made at any time; however, Lucania's preferred method is to break into his target's house or apartment late at night and strangle his sleeping victim.

NPC Involved

Mario Lucania

Pro Criminal

Mu 66 **Lu** 25

Ag 92 **HP** 21

Ob 84 **PS** 4

Pr 3 **Lev** 3

Dr 88



Description: Ht. 5'8"; Wt. 150; Hair Sandy Brown; Eyes Blue; Italian/Assimilated; Age 25

Wearing: Brown suit, overcoat and hat

Carries: Wallet, driver's license, \$55 cash

Weapons: .45 automatic pistol, blackjack, silk cord for strangling

Skills: Auto theft 81; Alarm systems 64

Record: Arrested for auto theft in 1924, served one year in prison.

Lucania takes his orders from Silano and Tomari, the heads of enforcement for the syndicate. He will die rather than reveal useful information.

2. Another Try at Zabotta

This optional encounter involves an attempt to kill key witness Nick Zabotta in his room at the Lexington Hotel while player characters guard him.

This encounter assumes that Alberto Tomari escaped unharmed from the first hit attempt on Zabotta at the courthouse. Tomari returns to Lakefront City, learns Zabotta's whereabouts from Johnny Levine, and rushes to the Lexington Hotel to finish the job.

The following description may be read to player characters guarding Zabotta:

You are growing tired of your dull duty when the telephone in the hotel room rings. As soon as you pick it up, a voice at the other end says, "Thought you boys would like to know you're about to have company. Ought to be quite a party." The caller hangs up immediately.

The caller is Johnny Levine. While Johnny is on the phone, Tomari is getting ready for the kill. His plan is not subtle at all: he enters the Lexington from the side door, his Thompson submachine gun in a suitcase, gets in the elevator and takes it to the proper floor, assembling the Thompson as he goes. He then steps out of the elevator and heads straight for room 414, planning to kick in the door and start blasting. When everyone in the room is dead, he takes the elevator back down, goes out the side door, gets in his car, and drives away. Tomari comes out of the elevator onto the fourth floor exactly one minute after Johnny Levine hangs up the telephone. Any aid summoned by the player characters arrives in four minutes.

NPC Involved

Alberto Tomari

Pro Criminal

Mu 93 **Lu** 10

Ag 89 **HP** 24

Ob 41 **PS** 5

Pr 4 **Lev** 4

Dr 65



Weapons: Thompson submachine gun, one 50-round drum; .45 automatic pistol, large knife

Skills: Knife Throwing 92; Auto theft 71; Explosives 54

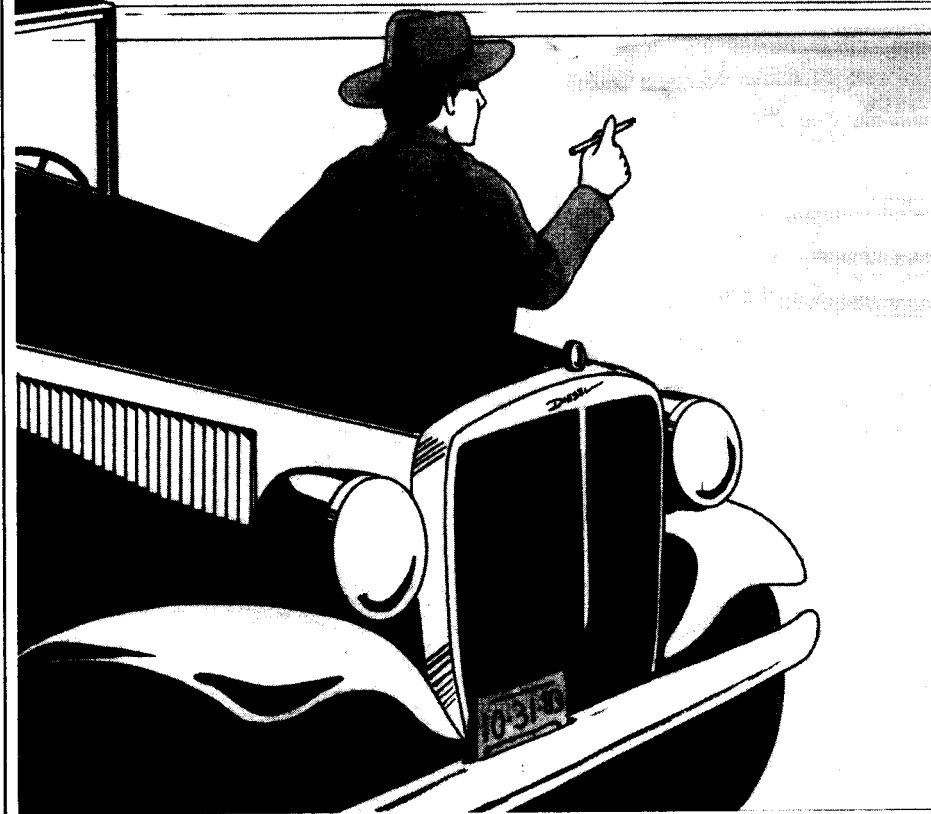
In all other respects, treat Tomari exactly as in Action Encounter 3, "A Hit On Zabotta" (p. 7).

3. Wanna' Buy a Number?

This encounter takes place in the downtown area and may involve any player character at any time.

You are approached by a young man, not more than 16 years old, who looks at you for a moment, then says to you in a confidential voice, "Hey Mister! You wanna' buy a number? How about 321? That's hot today."





The young man is a numbers runner for this area out to make a few extra dollars. Player characters may bet any amount up to \$5 on any three-digit number. The youth promises to return with the results later in the day.

Characters who successfully shadow the youth find that he enters the Biograph Theatre in the mid-afternoon, but stays for only a few minutes. Characters who follow the youth inside may notice that he leaves behind a small paper bag.

A large man picks up the bag a few minutes after the youth leaves the theatre. This man then leaves the theatre, gets into his car, and drives off. He is the bag man for this area; his ultimate destination is the bookie parlor behind Hime's Barbershop, which serves as the local numbers bank.

You may use this encounter to start a player character investigation of the numbers racket and an eventual raid on the bookie parlor.

NPCs Involved

Mike Ramey

Pro	Criminal (Runner)		
Mu	62	Lu	28
Ag	78	HP	19
Ob	65	PS	4
Pr	4	Lev	1
Dr	72		



Description: Ht. 5'9"; Wt. 150; Hair Brown;

Eyes Green; Assimilated; Age 16

Wearing: Tan trousers, heavy brown jacket, brown cap

Carrying: Small bag containing dollars bills and change

Weapon: None

Pete Jones

Pro	Criminal (Bag Man)		
Mu	84	Lu	13
Ag	92	HP	23
Ob	71	PS	5
Pr	5	Lev	2
Dr	82		



Description: Ht. 5'11"; Wt. 180; Hair Brown;

Eyes Hazel; Assimilated; Age 28

Wearing: Blue trousers, gray overcoat and hat

Carries: Bag after making the pick-up

Weapon: .38 revolver in coat pocket

Jones' car is an ordinary Model A Ford. Both bag man and runner delay making contact until any "tail" they have noticed has been shaken off.

WIRETAP EVIDENCE

This section lists the locations player characters are most likely to place wiretaps. After each listing is a chronological presentation of the conversations they may overhear that may have a bearing on the Barrington investigation. Conversations that do not pertain directly to the Barrington investigation are not presented. You may invent such conversations as you desire.

1. Ace Warehousing Company

11:00 a.m., January 7

"Ace Warehousing Company. May I help you?"

"This is Silano. Let the manager know we got off that shipment which required special handling. Got it?"

"Certainly, Mr. Silano. I'll pass along the message."

2:30 p.m., January 7

"Ace Warehousing Company. May I help you?"

"Mr. Wise please."

"One moment, please."

"This is Wise."

"This is Allan. Listen. You know that little rat Levine? He was in here a few minutes ago and cashed one for \$5,000 drawn on the account of a certain federal official, you know what I mean?"

"Could you be a little more specific?"

"I mean Johnny L. just passed one for five big ones on Barrington."

"Oh." (Pause) "Uh, um, I'll see that the information reaches the proper parties. Thank you for calling."

"Listen, I better be taken care of."

"Don't worry. And don't be calling here unless you have to. Goodbye."

2. Luchinetti's Residence

12 Noon, January 7

"Hello."

"Hello, Bob, is that you?"

"Who's calling please?"

"You big lunk, who do you think this is, the Queen of Sheba? Listen, everything's going wrong down here! After I passed . . ."

"You mean after you went downtown this morning there were some unexpected events that changed your shopping plans?"



"Uh, yeah. Listen, what should I do? I ain't used to this. I'm just a poor girl who got . . ."

"Why don't you come over and we can discuss it privately? Come on over right away."

"Okay, I'll be there soon."

Approximately 9:30 p.m., January 8

"Hello."

"Yeah Bob. This is Silano. Listen, the dame's here, can you believe it? She may have brought unwelcome guests."

"Good heavens. Hang on for a minute . . ." (Long pause) "Okay, listen. Just give her a car and get her out of there. We'll handle the rest from this end. Do you think there'll be any problem with her?"

"Don't know. She don't like me much. She's all upset about, you know, about the smallest package."

"Okay. Just give her the car and get her out. Be ready to ship the merchandise at a moment's notice."

"Right."

KEY NPC's

This section provides details about the background and personalities of the more important NPCs in this module. Your task as game judge is to make these NPCs come to life for your players. This section is provided to help you role-play these important NPCs more realistically and convincingly.

Senator Andrew Barrington

Andrew Barrington was born the son of downstate farmers and raised in a strict, religious home. When he was 17, his parents sent him out East to college, where his natural intelligence and charm made him a success. Upon graduation, Barrington entered the business world, landing his first job as a minor manager in a Wall Street investment firm. It was in New York during these years that he met and married Ann Whitley, the one great love of his life.

Barrington soon tired of the business world, however; he had a genuine desire to do something to help other people, and his personality called for a type of work not limited to a desk and a ledger book. At the age of 28, Barrington moved to Lakefront City and entered politics.

Barrington quickly rose from being a party functionary to being a candidate for Congress. He was first elected to the House in 1902, where he served until he entered the U.S. Senate in 1920.

Barrington knows that it will take a big shock to the public to generate enough support for the anticrime legislation he has in mind. That shock, he hopes, will be provided by the hearings in Lakefront City, when Nick Zabotta lays bare the depths of corruption on which gangsterism thrives.

The kidnapping of his family, especially of his wife, is the biggest blow Barrington has ever faced. Ann is simply the most important thing in his life: his decision to "disappear" until she and the rest of the family can be found is based upon his deep desire to do absolutely nothing that puts her in further danger.

After two days in the streets, however, Barrington has found no leads at all to help him find his family. His decision to go into hiding seems rash to him now, and he is about to break. His emotional and moral resources are drained.

Stephano Luchinetti

By all outward appearances, Stephano Luchinetti is a man of grace, charm, wit and polish. His fine features and handsome appearance add to the illusion that this is a cultivated, continental gentleman. In reality, Luchinetti is the most ruthless gangster in the corrupt history of Lakefront City; his complete lack of mercy has put him at the top. It is also what keeps him there.

Outwardly warm and gentle, Luchinetti is actually an utterly cold and isolated man. He values only money, for it is through money alone that he can prove his own worth to himself.

Luchinetti started out as a small time hoodlum rolling drunks behind cheap saloons. When Prohibition came into effect, he worked his way up the Lakefront City crime ladder, carefully eliminating the men above him. To Luchinetti murder is no more a crime than filling in a bank deposit slip. Luchinetti's need to acquire more and more wealth is also his greatest weakness; while he can deal with minor challenges in a reasonable way, anything that threatens to rob him of his rapidly growing income frightens him into making foolish mistakes. Such is the case with the Barrington hearings. The reasonable side of Luchinetti knows that ultimately it must be his downfall to strike out at a U.S. Senator. But he cannot stand to see his empire threatened. Thus, he foolishly backs the one course of action most certain to anger the public and arouse even the corrupt officials he has been able to buy off for so long. When Luchinetti deals with player characters, make every effort to play him as a perfect gentleman—charming, courteous, gracious. But in all dealings behind the scenes of the Barrington matter, Luchinetti will be desperate and merciless.

Fredo Luchinetti

"Freddie" will be a challenge for any game judge. Despite the fact that he is 39 years old, Freddie must be played exactly as you would play an eight-year-old boy. Freddie likes toys and likes most people he meets. He is eager to please, and very proud of himself when he does something "right."

Freddie is especially proud of his memory, and cannot understand why his brother Stephano wants him to keep it a

secret. He loves the times Stephano has him "recite" all the thousands of numbers he has remembered.

Of course, Freddie has no idea that what Stephano is doing is illegal. He obeys Stephano because of the terrible beatings he receives when he does not obey.

Robert Jackson

Robert Jackson met Luchinetti early in his career and was immediately impressed by Luchinetti's single-minded concentration on money. Jackson too, wants money, although not as badly as Luchinetti. He formed an early partnership with the gangster, and became his counsellor, legal advisor, and second in command. Now, Jackson reaps the rewards of his efforts, but he wonders sometimes if the price he is paying is not very, very high.

When dealing with player characters, Jackson is cool, efficient, and extremely clever. He uses all the resources of his powerful legal mind to protect Luchinetti's position.

Anita Matthews

Anita Matthews is a young woman who has learned too late that she wants love more than money.

Anita was born to poor working-class parents and spent a few of her teen years in the factories until she landed a decent job as a secretary in a small firm. She met Luchinetti by accident one night in a nightclub. She was immediately charmed by his gracious manner.

She was also captivated by the gifts he lavished on his newest "possession": an endless stream of jewelry, furs, perfumes, cars—anything she could desire. Anita was willing to overlook the sources of this wealth for a long time.

However, after two years with Luchinetti, Anita has seen the real man inside: a cold and ruthless beast who would just as easily kill her as kiss her if it suited his purposes.

Now, Anita is frightened. She pretends to love Luchinetti; sometimes she pretends so well she fools herself. But inwardly she knows she is terrified of the man and has to escape. Indeed, her only real hope is to have Luchinetti put away for life; however, that is a hope she is too afraid even to hold.



Vincent Silano

Vincent Silano has most of Luchinetti's bad characteristics but none of his boss's charm, grace and wit.

Indeed, Silano differs from Luchinetti in only one important way: he would never make the mistake of thinking that anything, even money, is more important than Vincent Silano.

Silano sees the world as a hostile and evil place, his life as the constant struggle of one mad dog against a hundred others. For Silano, this struggle itself has no meaning or goal except that he survive by eating the

smaller mad dogs around him. This warped view of life makes him cunning, calculating and extremely dangerous. He is a killer without conscience.

Johnny Levine

Johnny Levine has two outstanding characteristics: an almost unbelievable charisma and a tremendous desire to have what he calls "class."

It is hard to say why Johnny has such charisma. He is only moderately handsome; he has little education; his vocabulary and accent are terrible; he has an irritating way of moving his hands while he speaks, and he

speaks a great deal. Perhaps his charm comes from his ability to make strangers feel immediately that he trusts them. Johnny treats all people as though they are his intimate friends, until they give him reason to treat them otherwise.

Johnny is streetwise and handles himself well in tough situations. He hates violence, however, and prefers to talk his way out of tight spots. He always keeps his word unless he believes the other party is trying to take advantage of him; at such times, he can be a very convincing liar.

Johnny admires his old friend Barrington as a person who has "class," and for this reason is willing to risk his life to help the senator.

Appendices

Giuseppe Martino

Pro Criminal (Driver)
Mu 68 *Weapons:* 9 mm automatic pistol;
Ag 83 Thompson submachine gun with one
Ob 91 50-round drum
Pr 4
Dr 87
Lu 31
HP 21
PS 4
Lev 1

Additional Hoodlums at the Flying Dutchman Warehouse

Mike Rawls

Pro Criminal
Mu 72 *Weapons:* Single barrel shotgun, base-
Ag 54 ball bat
Ob 50
Pr 5
Dr 52
Lu 13
HP 18
PS 4
Lev 1

Phil Fargo

Pro Criminal
Mu 86 *Weapons:* Double barrel shotgun, 24
Ag 49 shells, lead pipe
Ob 55
Pr 6
Dr 52
Lu 12
HP 19
PS 5
Lev 1

Hank Bates

Pro Criminal
Mu 69 *Weapons:* Double barrel shotgun, 24
Ag 55 shells, blackjack
Ob 48
Pr 4
Dr 52
Lu 18
HP 18
PS 4
Lev 1

Robert Allan

Pro Bookkeeper
Mu 44
Ag 52
Ob 86
Pr 6
Dr 69
Lu 24
HP 15
PS 3
Lev 1

Joe White

Pro Bookkeeper
Mu 62
Ag 48
Ob 91
Pr 5
Dr 70
Lu 13
HP 16
PS 4
Lev 1

Allen Watt

Pro Bookkeeper
Mu 38
Ag 47
Ob 75
Pr 5
Dr 61
Lu 28
HP 14
PS 2
Lev 1

Ben Howe

Pro Bank President
Mu 66
Ag 55
Ob 81
Pr 6
Dr 68
Lu 31
HP 18
PS 4
Lev 3

Bill Morris

Pro Bank Vice President
Mu 67
Ag 74
Ob 92
Pr 8
Dr 93
Lu 39
HP 20
PS 4
Lev 5

Stephano Luchinetti

Pro Criminal
Mu 68
Ag 52 *Description:* Ht. 5'9"; Wt. 185; Hair
Ob 96 Black; Eyes Brown; Italian; Age 55
Pr 10 *Wearing:* Black silk business suit, \$200
Dr 74 shoes silk tie
Lu 36 *Carries:* Wallet and driver's license,
HP 17 \$145 cash, diamond ring
PS 4 *Weapons:* None
Lev 10 *Skills:* Auto theft, 61; Lockpicking 49;
 Public Speaking 88; Stealth 92;
 Bookmaking 54; Smuggling 89;
 Accounting 66; Public Relations 71;
 Art Expertise 48; Counterfeiting 75

Robert Jackson

Pro Criminal (Lawyer)
Mu 50 *Description:* Ht. 6'0"; Wt. 175; Hair
Ag 62 Brown; Eyes Hazel; Assimilated; Age
Ob 86 39
Pr 8 *Wearing:* Gray business suit, glasses,
Dr 74 *Carries:* Wallet, driver's license, \$88
Lu 12 cash, gold watch
HP 17 *Weapons:* None
PS 3
Lev 7

Fredo Luchinetti

Treat as small child, age 8, Presence 4

Five Bodyguards

Pro Criminal
Mu 98 *Weapons:* .45 automatic pistol and extra
Ag 72 clip each
Ob 43
Pr 8
Dr 58
Lu 12
HP 22
PS 5
Lev 3

Marilyn Elliot

Pro Secretary
Mu 44
Ag 63
Ob 54
Pr 8
Dr 59
Lu 27
HP 16
PS 3
Lev 1

Anita Matthews

Pro Criminal (Gun Moll)
Mu 33
Ag 75
Ob 78
Pr 7
Dr 77
Lu 13
HP 16
PS 2
Lev 3

Mario Lucania

Pro Criminal
Mu 66 *Description:* Ht. 5'8"; Wt. 150; Hair
Ag 92 Sandy Brown; Eyes Blue; Italian/
Ob 84 Assimilated; Age 25
Pr 3 *Wearing:* Brown suit, overcoat and hat
Dr 88 *Carries:* Wallet, driver's license, \$55
Lu 25 cash
HP 21 *Weapons:* .45 automatic pistol, black-
PS 4 jack, silk cord for strangling
Lev 3 *Skills:* Auto theft 81; Alarm systems 64
Record: Arrested for auto theft in 1924, served one
 year in prison.

Alberto Tomari

Pro Criminal
Mu 93 *Weapons:* Thompson submachine gun,
Ag 89 one 50-round drum; .45 automatic
Ob 41 pistol, large knife
Pr 4 *Skills:* Knife Throwing 92; Auto theft
Dr 65 71; Explosives 54
Lu 10
HP 24
PS 5
Lev 4

Mike Ramey

Pro Criminal (runner)
Mu 62 *Description:* Ht. 5'9"; Wt. 150; Hair
Ag 78 Brown; Eyes Green; Assimilated; Age
Ob 65 16
Pr 4 *Wearing:* Tan trousers, heavy brown
Dr 72 jacket, brown cap
Lu 28 *Carrying:* Small bag containing dollars
HP 19 bills and change
PS 4 *Weapon:* None
Lev 1

Pete Jones

Pro Criminal (Bag Man)
Mu 84 *Description:* Ht. 5'11"; Wt. 180; Hair
Ag 92 Brown; Eyes Hazel; Assimilated; Age
Ob 71 28
Pr 5 *Wearing:* Black trousers, gray overcoat
Dr 82 and hat
Lu 13 *Carries:* Bag after making the pick-up
HP 23 *Weapon:* .38 revolver in coat pocket
PS 5
Lev 2

Appendices

Pregenerated Player Characters

All pregenerated player characters are assumed to have savings accounts containing \$500 which they may use during play.

Frank Hickman

Pro Special Agent, FBI

Mu 54 **Lu** 29
Ag 80 **HP** 19
Ob 85 **PS** 3
Pr 6 **Lev** 4
Dr 83



Description: Ht. 4'9"; Wt. 155; Hair Brown; Eyes Hazel; Assimilated; Age 30

Weapon: .38 revolver in shoulder holster, others as needed provided by the FBI

Skills: Fingerprinting 71; Shadowing 35; Stealth 78; Graphology 95; Explosives 74

Fred Ross

Pro Special Agent, FBI

Mu 98 **Lu** 27
Ag 77 **HP** 23
Ob 76 **PS** 5
Pr 6 **Lev** 4
Dr 77



Description: Ht. 6'1"; Wt. 200; Hair Brown; Eyes Blue; Assimilated; Age 33

Weapons: .38 revolver in shoulder holster, others as needed provided by the FBI

Skills: Lockpicking 80; Photography 51; Wiretapping 45; Accounting 97

Sal Rizzo

Pro Detective, LCPD

Mu 50 **Lu** 49
Ag 6B **HP** 17
Ob 92 **PS** 3
Pr 7 **Lev** 5
Dr 80



Description: Ht. 5'8"; Wt. 150; Hair Black; Eyes Brown; Italian; Age 28

Weapons: .38 revolver, others as needed issued by Lakefront City Police Department

Skills: Pickpocketing 52; Wiretapping 85; Bookmaking 91; Ballistics 95

Joseph Carmodey

Pro Prohibition Agent

Mu 72 **Lu** 19
Ag 97 **HP** 22
Ob 53 **PS** 4
Pr 5 **Lev** 5
Dr 75



Description: Ht. 5'10"; Wt. 180; Hair Auburn; Eyes Green; Assimilated (3rd generation Irish)

Weapons: .38 revolver, others as needed issued by Lakefront City Police Department

Skills: Auto Theft 91; Fingerprinting 63; Public Speaking 93; Shadowing 88; Disguise 43 (or Boxing 75, if Expert Rules are used)

Jack Baum

Pro Prohibition Agent

Mu 64 **Lu** 22
Ag 79 **HP** 20
Ob 62 **PS** 4
Pr 9 **Lev** 5
Dr 71



Description: Ht. 5'11"; Wt. 175; Hair Blonde; Eyes Blue; Assimilated (3rd generation German)

Weapons: Issued as needed by the Bureau of Prohibition

Skills: Lockpicking 51; Shadowing 79; Finding Smuggled Goods 86; Auto Mechanics 53; Gunsmithing 93

John Bowers

Pro Prohibition Agent

Mu 75 **Lu** 35
Ag 84 **HP** 21
Ob 95 **PS** 4
Pr 7 **Lev** 4
Dr 90



Description: Ht. 6'2"; Wt. 195; Hair Brown; Eyes Brown; Assimilated

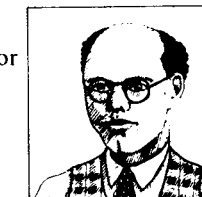
Weapons: Issued as needed by the Bureau of Prohibition

Skills: Stealth 44; Wiretapping 76; Finding Smuggled Goods 56; Gambling 92

Saul Berman

Pro Private Investigator

Mu 62 **Lu** 24
Ag 84 **HP** 20
Ob 89 **PS** 4
Pr 7 **Lev** 5
Dr 87



Description: Ht. 5'8"; Wt. 155; Hair Black; Eyes Hazel; Jewish

Weapons: .45 automatic in shoulder holster, double barrel shotgun and B.A.R. with ammo in office

Skills: Pickpocketing 64; Alarm Systems 77; Disguise 49; Forgery 55

Helen Adams

Pro Reporter Crime Beat
Herald Examiner

Mu 48 **Lu** 12
Ag 96 **HP** 20
Ob 76 **PS** 3
Pr 8 **Lev** 4
Dr 87



Description: Ht. 5'6"; Wt. 130; Hair Brunette; Eyes Brown; Assimilated

Weapons: Carries Blackjack, brass knuckles in purse, .38 revolver kept at home

Skills: Photography 89; Lockpicking 74; Explosives 81; Gambling 58



Appendices

Chronology Summary

January 7

9:30 a.m. Begin "The Vanishing Investigator" encounter.

10:10 a.m. Senator Barrington reads note, leaves hearing room.

10:20 a.m. Players learn that Barrington has disappeared.

10:45 a.m. Begin "Burglary At Barrington's" encounter.

10:50 a.m. Begin "A Hit On Zabotta" encounter.

12 Noon. Begin "An Upset Politician" encounter.

2:00 p.m. Begin "A Job For A PI" encounter.

3:00 p.m. Begin "A Talk With Johnny L." encounter.

3:30 p.m. Begin "Delaney's Last Ride" encounter.

January 8

9:00 a.m. Begin "A Message For Zabotta" encounter.

10:30 a.m. Begin "Booze For A Bum" encounter.

12:30 p.m. Begin "A Ransom Demand" encounter.

12:40 p.m. Begin "A Senator On The Take?" encounter.

2:00 p.m. Begin "Someone Else Is Looking" encounter.

9:00 p.m. Begin "The Empty Building" encounter.

January 9

8:30 a.m. Begin "A Surprise On The Beat" encounter.

9:30 a.m. Begin "Officer Needs Assistance" encounter.

The Luchinetti Syndicate

This section provides an outline of the regular activities of the Luchinetti syndicate. Use this information to expand the adventure in this module and to answer questions that may arise if your player characters investigate in unexpected directions.

The Top Level

Stephano Luchinetti is undisputed master of his underworld empire. Although everyone in Lakefront City knows that Luchinetti is "the boss," he seldom gives any orders in person. He makes all top level decisions with and issues orders through Robert Jackson, his consigliere and attorney.

Legally, Luchinetti is the President of Ace Warehousing Company, a company

that rents warehouse space and provides trucking services to other businesses. Ace Warehousing is, of course, a legitimate front for Luchinetti's widespread criminal activities.

Holdings

Ace Warehousing Company owns a large number of warehouses in Lakefront City, including the Flying Dutchman, Miller Brothers Trucking, and other seemingly independent small businesses. Assume that any warehouses in your campaign are ultimately owned by Ace Warehousing. Ace's warehouses often double as brewery locations.

In addition to its numerous warehouses, Ace Warehousing also owns 15 tenement buildings, 30 cars, and a fleet of 150 trucks. These are used for both legitimate business and criminal activities.

Bootlegging

The bootlegging operation, formerly under the control of Nick Zabotta, is now run by Vincent Silano. Silano is in charge of all breweries, liquor deliveries from Canada, and sales to speakeasies. In all, Silano's bootlegging activities bring in about \$760,000 per week for the syndicate.

Major breweries are located at the Flying Dutchman, Northside Moving and Storage, Delmar Icehouse and Storage, and Coleson's Moving and Storage.

Deliveries to speakeasies are made at about midnight on Thursday and Monday nights.

Gambling

Luchinetti has split up the gambling interests in the city among a dozen different gangsters. The most important in the downtown area is Hime Berman, whose headquarters is at the bookie parlor behind Hime's Barbershop. This location is the numbers bank and central betting registry for the downtown area. The bookie parlor always has at least four typical NPC Gangster Enforcers as armed guards. These guards will carry .45 automatic pistols. In addition, the office contains one shotgun.

On a typical day, the registers in the bookie parlor contain \$1,000 x 2d10. In addition, the day's gambling receipts and betting records are available. However, none of the documents present implicate Luchinetti in any way.

Enforcement

Enforcement is a joint responsibility shared by Vincent Silano and Alberto Tomari. Both are quick and deadly when syndicate interests are challenged.

Political Corruption

The Luchinetti syndicate does well because it almost literally owns the political administration of Big Bill Johnson. Weekly payoffs totalling \$25,000 are made directly to the Republican ward bosses in each ward of the city for distribution to the police department and other law enforcement agencies. Ace Warehousing was a major contributor to Big Bill Johnson's last election campaign. Johnson is furious, however, that Luchinetti would cause political embarrassment by going after a U.S. Senator in Lakefront City.



*Ya got questions, ya talk to da Boss, ok?
Send your GANGBUSTERS™ questions to*

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We don't wanna get rough, so enclose a stamped, self-addressed envelope with your questions. If ya don't, da Boss'll "lose" your question. Get the picture?

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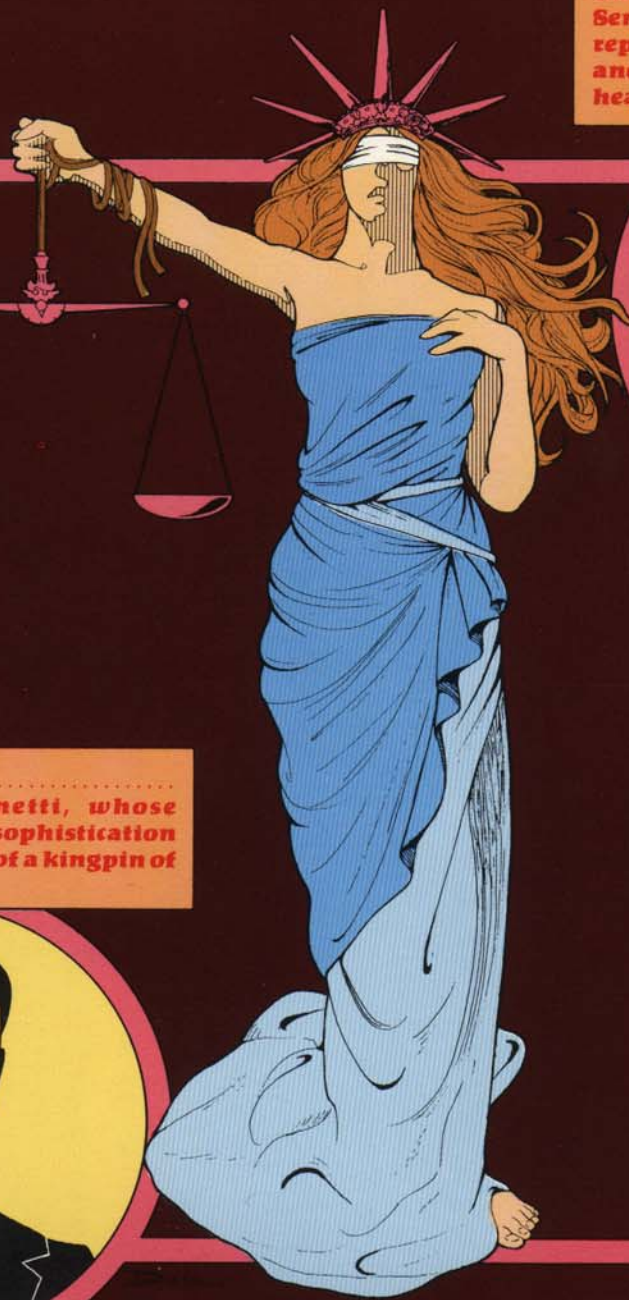
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January 1927—Lakefront City:

For too long the city has suffered in the hands of crime and corruption: by fraud and forgery, by bootlegging and bribery, the syndicate has tightened its iron grip on the lives of decent citizens. But now the Senate Subcommittee is in town and a showdown is in the works:

On one hand
Senator Andrew Barrington, whose reputation as a watchdog for decency and justice has preceded him to these hearings.

On the other
Stephano Luchinetti, whose charm, wit, and sophistication hide the cold nerve of a kingpin of crime.



The law may be on Barrington's side, but Luchinetti holds a trump card he plans to play in a cruel hand—one that you and your players will discover when you play *The Vanishing Investigator*!