

GANGBUSTERS™

Roaring Twenties Role-Playing Game



by Mark D. Acres

Special Introductory Module “Mad Dog” Johnny Drake

INTRODUCTION

Despite the dogged pursuit of federal agents and the ruthless tactics of the midwest’s toughest detectives, “Mad Dog” Johnny Drake still terrorizes the cities of the tri-state area, spreading panic through city streets like a hot, sticky wind and spraying bullets over sidewalks like raindrops in an April shower. This ruthless thug has been spotted in Lakefront City, and the Lakefront City Police Department has assigned you, Detectives Jim Slade, Sean O’Roarke, and Vito Antonelli, to assist F.B.I. special agent Bob Clark in bringing this hoodlum to justice. The four of you are to trail Drake and arrest him the instant he commits a major crime in Lakefront City.

This special mini-module, “ ‘Mad Dog’ Johnny Drake,” has been designed to introduce you to the GANGBUSTERS™ game. “Mad Dog” is both a fast and fun way to familiarize yourself with the GANGBUSTERS™ game rules.

“Mad Dog” needs no judge, and can be played by one to four people. The game participants assume the roles of Detectives Slade, O’Roarke, Antonelli, or F.B.I agent Clark. Although we suggest using the pre-rolled characters listed below, players may create their own characters if they desire (see PART 2: CREATING CHARACTERS).

However you create the characters, three of them should be plain-clothes detectives in the Lakefront City P.D., and the fourth should be an F.B.I. special agent. If less than four people play this module, one or two of the players should play, or “run,”

more than one character. For instance, if three people play, one of them should run two characters, while the other two should run only one character each. If two people play, each should run two characters, and if only one person plays, he should run all four characters.

Here are the Basic Ability scores for the detectives (see Part 2: CREATING PLAYER CHARACTERS for an explanation of how to create player characters):

PRE-ROLLED CHARACTERS

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP
B Det. Jim Slade	70	80	51	9	66	40	20
C Det. Sean O’Roarke	92	82	52	5	67	22	23
D Det. Vito Antonelli	94	74	73	6	74	23	22
F Bob Clark: F.B.I.	65	79	91	7	85	42	20

All three city detectives carry .38 revolvers in shoulder holsters, while Special Agent Clark carries a .44 revolver. You are also equipped with a shotgun and a Thompson submachine gun, which you carry on the rear seat of your 1927 Buick Sedan. You have unlimited supplies of ammunition for all weapons except the Thompson. You have only two 50-round drums for this weapon (or ten bursts. See “Gunfights” in Part 3.)

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ADVENTURE RECORD SHEET

Turn	Character	Damage W=Wounds B=Bruise	Action See "Action" in Part II	Rounds of Surprise	Car Status (in, out, away from)	Been Inside Harrigan's?	Read Entry 14 or 49?	Last Entry Read	Misc.
1	Antonelli Clark O'Roarke Slade				in ↓				
2	Antonelli Clark O'Roarke Slade				in ↓				
3	Antonelli Clark O'Roarke Slade				out ↓				
4	Antonelli Clark O'Roarke Slade								
5	Antonelli Clark O'Roarke Slade								
6	Antonelli Clark O'Roarke Slade								
7	Antonelli Clark O'Roarke Slade								
8	Antonelli Clark O'Roarke Slade								
9	Antonelli Clark O'Roarke Slade								
10	Antonelli Clark O'Roarke Slade								
11	Antonelli Clark O'Roarke Slade								
12	Antonelli Clark O'Roarke Slade								
13	Antonelli Clark O'Roarke Slade								
14	Antonelli Clark O'Roarke Slade								

PLAYING THE MODULE

WHAT YOU NEED

To play "Mad Dog" Johnny Drake you will need:

1. The GANGBUSTERS™ game rules;
2. The 5' scale map of lower Broad Street in the GANGBUSTERS™ boxed set;
3. The dice from the GANGBUSTERS™ boxed set;
4. The counters from the GANGBUSTERS™ boxed set;
5. The adventure record sheet in the module;
6. Pencils or pens.

ENTRIES

This module consists of 102 numbered entries. An entry describes a situation involving you, the player characters. As you read each entry, you will find you must choose the best course of action from a list of options. There are no "correct" choices, but you must carefully consider the consequences of the options you choose. Each option directs you to a new entry, which describes the result of your choice.

EXAMPLE: To begin the module, you read the entry labelled "START." At the end of that entry, you have the option of driving or walking. The first refers you to entry 42. If you choose to drive, you should read entry 42. The second refers you to entry 24. If you choose to walk, you should read entry 24.

Players should note that the entries will make no sense if they are read in strict numerical order. It is important that you read only the entries you are directed to read. If you read other entries, you may become confused, and you will certainly spoil the excitement of the adventure.

KEEPING TRACK OF THINGS

Whenever you read an entry, there are several things you may need to record, such as the number of the last entry read, wound or bruise damage to yourselves or non-player characters (NPC's), and any other notes you feel are important. To aid your record keeping, we have provided a sample **adventure record sheet**. If this sheet is not long enough for your adventure, or you wish to play this module more than once, you may draw a similar sheet with pencil and paper.

Please note that although there are ten columns of information, you do not need to fill out each column every turn. For instance, "Damage" should be used to record the amount of bruise or wound damage a character takes during a fistfight or gun battle, but does not need to be filled out during turns no damage is taken. The "Action" column is used to record each character's action (see "Action" in Part 2 of the rules) during a fistfight or gun battle.

Similarly, "Rounds of Surprise" is used to record the number of turns a character is surprised if he or she fails the Observation saving throw at the beginning of a battle (see "Surprise" in Part 3), and the "Car Status" is used to record whether or not the characters are in their car at the end of a turn. Two entries, "Inside Harrigan's" and "Read Entry 14 or 49?", are yes or no entries. Once you have been inside Harrigan's for any reason,

write "yes" in this column, and once you have read either entry 14 or 49, write "yes" in that column. This is simply a convenient memory jogger to assist you during play. Finally, write the number of each entry you read in the "Last Entry Number Read" column. This will help you keep track of which entries you have read.

DECISION MAKING

The players must make all decisions as a **party**, except during gun battles or fistfights. This means that all players, or at least the majority, must agree on an action before taking any action. During gun battles or fistfights, however, you may choose different actions as long as those actions do not refer you to separate entry numbers.

ROLLING RANDOMLY

During the course of a fistfight or gun battle, you may find it necessary to determine who a non-player character attacks by **rolling randomly**. You roll randomly when you can see no logical reason for a non-player character to choose one course of action over another. Therefore, you make this decision by rolling a set of percentile dice. To do this, divide the number of possible decisions into 100. This will give you the percent chance that a non-player character will choose any course of action. Then assign each decision a set of numbers between 1-100 equivalent to the percent chance of the non-player character making that decision, and roll the percentile dice. The outcome of the roll determines which decision the non-player character made.

EXAMPLE: A crook faces four detectives in a gun battle. He can shoot only one, but there is no logical reason he will shoot one detective and not another. You must roll randomly to determine which detective he will shoot. Since there are four detectives, there is a 25% chance the crook will shoot any one of them. (100 divided by 4 = 25%). On a roll of 1-25, he will shoot the first detective; on a roll of 26-50, he will shoot the second detective; on a roll of 51-75, he will shoot the third detective; and on a roll of 76-100, he will shoot the fourth detective. If there were three detectives, the increments would be 1-33, 34-67, and 68-100. If there were only two detectives, the increments would be 1-50 and 51-100.

USING THE MAP

This module is played on the 5' scale map of lower Broad Street included in your boxed GANGBUSTERS™ game. You can identify the exact location of characters and cars at any given time using the coordinate system on the edges of the map. The first two digits of each square's number refer to the distance (in squares) it is from square 01A down the long axis of the map toward Maxwell Street. The letters in each square's number refer to the distance from square 01A it is along the short axis of the map toward Hime's Barbershop. Thus, the sidewalk at the corner of Canal and Broad Streets outside Fanucci's is number 66P.

USING THE COUNTERS

Use the counters provided in your boxed GANGBUSTERS™ game to represent your location on the map at all times. You should also use counters to show the locations of each NPC, car, etc. as needed. If you need additional counters, you may make them from paper or cardboard.

GOING TO THE HOSPITAL

If you receive a wound or wounds equal to or greater than one-half of the number of hit points you started the game with, you must go to the hospital at the end of the fight or chase in which you are involved. Trips to the hospital are automatic, and are not included in the list of choices. Whenever a player character takes wounds equal to or greater than one-half of his hit points, he must go to the hospital immediately and **end the adventure**. Note that this does not apply to bruise damage.

ENDING THE ADVENTURE

The adventure can end in any of the following ways:

1. Your party decides to end the adventure. You may make this choice at the end of any entry.
2. All the members of your party are dead. The adventure automatically ends with the death of the last party member.
3. All the members of the party have taken wounds equal to or greater than one-half their hit points. Party members who receive this much damage must go to the hospital at the earliest opportunity. They may not finish the adventure. They may, however, continue to play until the fight they are currently engaged in has ended.
4. The party reaches an entry which tells them that the adventure has ended.

LET'S PLAY!

START. You are parked in square 43W, watching the Lexington Hotel, where "Mad Dog" Johnny Drake has taken a room. At 11:05 a.m., "Mad Dog" slips out the side door and steps into Tiffin Alley. He sneaks down the alley to Broad Street. After a quick glance down the sidewalk, he walks to Canal Street. He turns right at the corner.

1. You may follow him in your car; turn to entry 42.
2. Or you may follow him on foot; turn to entry 24. (Be sure to note that you have left your car.)

2. The door flies open. The bartender stands in square 63A, talking to two bouncers standing in square 64A. All three men are surprised by your entrance. The rest of the room is empty. You may show your badges and search Harrigan's.

Turn to entry 7.

3. You search the streets for twenty minutes, finding no trace of "Mad Dog." You are back at the corner of Broad and Canal streets.

Turn to entry 14

4. The limousine skids onto the curb, almost running down three old ladies in chartreuse knickers, and flips onto its side. As you jump from your own car, your weapons drawn, the stunned hit-men climb out of the wreck holding their hands high in the air. Although you interrogate them at length, they will not give you any information. They simply fold their arms and claim you fired at them first. A patrol car finally arrives on the scene and you turn the criminals over to the uniformed officers.

1. If you have not yet entered Harrigan's, you may go to the speakeasy and search it. Turn to entry 22.
2. Or you may go to Drake's hotel, hoping he will return there before long. Turn to entry 12.

5. Your party opens the door. A man with arms the size of a gorilla's stands in square 65E. He glances at each of you, then jerks his head toward the room, indicating you may come in. He is obviously a bouncer. Another bouncer stands in square 62G. The speakeasy is crowded; the only vacant seats are five stools at the bar in squares 60B and 61B. Drake sits alone at the table in square 62H, watching the door. He quickly glances away as you enter the room.

1. You may leave Harrigan's and wait outside at the corner (square 66P); turn to entry 11.
2. You may leave Harrigan's and wait outside in your car, if you brought it; turn to entry 11.
3. You may take the empty seats at the bar. Turn to entry 29.
4. Or you may walk inside and stand just inside the doorway, studying the patrons. Turn to entry 41.



6. Too bad, you've lost the fistfight! Roll percentile dice to determine the number of minutes each member of the party is knocked out. (See "Hit Points and Injury" in Part 2.) When the first detective recovers, he will see that he and his friends are lying in the alley outside of Harrigan's. The speakeasy's door is locked, and there are no sounds or lights inside. A sign on the door reads 'Closed for Repairs.'

Please turn to next page

1. If you want to go back inside Harrigan's, turn to entry 22.

2. You may search the streets on foot for some sign of Johnny Drake. Turn to entry 3.

3. If you have your car, you may search the streets in it for some sign of Johnny Drake. Turn to entry 18.

4. Or you may go back to Drake's hotel, hoping he will return there shortly. Turn to entry 12.

7. During your fifteen minute search of Harrigan's, you find:

1. A secret door in the manager's office leading to Velma's restaurant.

2. The account books for the speakeasy, containing enough evidence to send the bartender and bouncers into the slammer for a long time.

3. A pad of paper behind the bar. You can see an impression of the last note on the pad. You rub the impression lightly with a pencil, and the contents of the note emerge.

"Joey called from the first precinct. You have four coppers on your tail. The number to call is HAR-7215."

1. If you have not read entry 14 or 49, you may search the streets on foot for Johnny Drake. Turn to entry 3.

2. If you have not read entry 14 or 49, you may return to your car and search for Drake in it. Turn to entry 18.

3. You may go to Drake's hotel, hoping he will return to his room soon. Turn to entry 12.

4. Or you may use the phone behind the bar to call the telephone number in the note. Turn to entry 53.

8. You have hit the limousine's driver. He must make a Driving check to see if he crashes. (See "Car Crashes" in Part 3.) His Driving score is 62. Note that if the driver is killed, the car crashes automatically. (He has 17 hit points.)

1. If the driver crashes, turn to entry 4.

2. If he does not crash, go back to entry 40.

9. Congratulations! Your bold heroism has put an end to Drake's crime wave. If either Doogan or Robbins escaped from you, they were quickly picked up by the uniformed officers converging on the area from all directions. You were all awarded meritorious service commendations by the Lakefront City Police Department. This ends the "Mad Dog" Johnny Drake" adventure. You are now ready for more exciting adventures in the world of your GANGBUSTERS™ role-playing game!

10. Draw a simple diagram of each detective's location in the car. Two detectives may occupy the front seat, and two may occupy the rear seat. One of the detectives in the front seat must be the driver.

Turn to entry 49.

11. You wait for 20 minutes, trying to look inconspicuous, and nothing happens. Each member of the party must now make an Observation check. (See "Ability Checks" in Part 2, and "Surprise" in Part 3.)

1. If one or more party members make a successful Observation check, turn to entry 43.

2. If no members of the party make successful Observation checks, turn to entry 25.

12. You are outside the hotel, facing Maxwell Street. You have seen no sign of Drake.

1. You may wait in your car for Drake to return to the hotel. Turn to entry 65.

2. Or you may go inside the hotel and search Drake's room. Turn to entry 35.

13. The bouncer takes the note from the bartender, who mumbles something to him. You cannot hear what the bartender says. The bouncer takes the note to Drake, then goes into the manager's office. You sit at the bar perhaps another three minutes before you hear a coarse voice scream, "Clark, you lousy bum! I swore I'd get you for sending me up!"

Each member of the party must check for surprise. (See "Surprise" in Part 3.) If any detectives fail their Observation checks, note how long they are surprised on your adventure record sheet.

Turn to entry 32.

14. You are at the corner of Broad and Canal Streets in square 66P. Suddenly, you hear the squeal of tires as a large, black limousine races toward you on Canal Street. The car slows as it moves into square 68O.

Each detective must now check for surprise. (See "Surprise" in Part 3.) If any detectives are surprised, note the number of turns they are surprised on your adventure record sheet. Those who are surprised may take no action until they are no longer surprised. Party members who are not surprised may:

1. Dive to the ground.

2. Run toward your car if it is parked in front of Harrigan's.

3. Draw weapons.

Each detective may choose his own action. Turn to entry 30.

15. Congratulations! You have won the fistfight! The bartender and the two bouncers lie unconscious on the floor. If any members of your own party were knocked unconscious, you may awaken them. You pick the crumpled note up off the floor. It reads:

"Joey called from the first precinct. You have four coppers on your tail. The number to call is HAR-7215."

The bar is now empty except for yourselves and the unconscious bartender and bouncers. There is no sign of "Mad Dog" Johnny Drake.

1. You may search Harrigan's. Turn to entry 7.

2. You may search the streets on foot for Johnny Drake. Turn to entry 3.

3. You may search the streets in your car for Johnny Drake. Turn to entry 18.

4. You may also go back to Drake's hotel, hoping he will return to his room soon. Turn to entry 12.

5. Or you may use the phone behind the bar to call the number in the note. Turn to entry 53.

16. All three men quickly turn toward you. The man with the beard begins to draw something out of his jacket pocket!

1. You may wait a moment, with your guns ready to fire if the man draws a gun. Turn to entry 97.

2. Or you may open fire immediately. Turn to entry 100.

17. You are pursuing the attackers' car. The pursuit may take several turns; play it out turn by turn. The attackers' car will move at fast speed up Broad Street to Maxwell Street, turn left on Maxwell, and leave the map. You may move at either fast or slow speed, as your driver chooses each turn.

Any detective in your party, except the driver, may fire at the fleeing attackers. The man in the back seat of the limousine is

Please turn to next page

covered. The men in the limousine will not fire this turn. (See "Vehicles and Gunfights" in Part 3 to resolve your gunfire.)

Remember to check for crashes for both vehicles where appropriate. (See "Cars" in Part 3.)

1. If the attackers' car crashes for any reason, turn to entry 31.

2. If the attackers' car stops due to a critical hit or a flat tire, turn to entry 84. (See "Vehicles and Gunfights" in Part 3.)

3. If your car catches the attackers' car, turn to entry 44.

4. If your car crashes for any reason, turn to entry 37.

5. If the attackers' car leaves the map before any of the above happen, turn to entry 66.

18. You search the streets for twenty minutes, but find no sign of Johnny Drake. You pull over and park in front of Harrigan's in square 67D, talking about what to do next.

Turn to entry 10.

19. As you open the door to Harrigan's, the bouncer steps into the doorway and says, "Gee, sorry guys. We're just closing." He hangs a sign on the door that reads: "Closed."

1. You may leave and watch Harrigan's from the corner in square 66P. Turn to entry 14.

2. You may leave, but continue to watch the place from your car. Turn to entry 48.

3. Or you may identify yourselves as police and search Harrigan's. Turn to entry 7.

20. You see no sign of Johnny Drake.

Turn to entry 36.

21. Drake and his men must be checked for surprise. (See "Surprise" in Part 3.) Drake's Observation is 54, Doogan's is 89, and Robbins' is 92. If any of the crooks are surprised, note how long they are surprised in the "misc." column of your adventure record sheet.

1. If you stopped inside the doorway and shouted, "Drop those guns! Police!" in entry 67, turn to entry 52.

2. If you chose to run for cover in entry 67, turn to entry 82.

22. The door to Harrigan's is locked. There are no lights or sounds inside the speakeasy.

1. If you want to knock on the door, turn to entry 28.

2. If you want to kick the door down, have the strongest detective try. He must make a Muscle check. (See "Ability checks" in part 2.) If he is successful, the door opens immediately. Turn to entry 2. If he is not successful, it will require several more kicks to bust the door down. Turn to entry 56.

23. It will please you to know your deaths were not in vain. You delayed Drake and his men long enough for three squad cars of uniformed officers to ambush them as they left the bank. The gang stepped out the door into a hail of gunfire. As for you? You were all awarded meritorious service commendations posthumously. You are now ready for more exciting adventures in the world of your GANGBUSTERS™ role-playing game.

24. You follow Drake to Harrigan's speakeasy on Canal Street.

1. You may follow him inside Harrigan's. Turn to entry 5.

2. Or you may stake-out Harrigan's from the corner

(square 66P) and wait for Drake to come back outside. Turn to entry 11.

25. You are still waiting and nothing happens. Another 20 minutes passes.

1. If you are waiting in your car, turn to entry 10.

2. If you are waiting at the corner of Broad and Canal Streets (square 66P), turn to entry 14.

26. About ten minutes later, you hear the rat-a-tat-tat of submachine gun fire. Looking in the direction of the fire, you see the bullet riddled body of a bank guard crash through the front door of the First National Bank. Drake runs out behind the dead guard, laughing insanely, and hops into his car. Two other men, carrying sacks of money, follow. The car screeches off down Broad Street toward Canal Street. As luck would have it, a furniture truck pulls out of Tiffin Alley as Drake's car pulls away, blocking your field of vision and stopping traffic on both sides of the street.

Drake's insane laughter still rings in your ears an hour later, as your captain assigns you to guard the garbage cans behind the mayor's house. He tells you Drake escaped with \$30,000 in the bank robbery.

This ends the adventure "Mad Dog" Johnny Drake." You are now ready for more adventures in the exciting world of your GANGBUSTERS™ role-playing game!

27. That was a smart move. While Drake and his boys are busy terrorizing the bank tellers and customers, you position 30 uniformed officers outside on Broad Street and Dutton Court. When Drake and his thugs step outside, you shout, "Freeze! Police!"

"Coppers!" Drake snorts, "You'll never take Johnny Drake alive!" He raises his Thompson, but your officers quickly open fire and cut Drake down. His two companions surrender.

The papers run front page stories about your bravery, with headlines reading "Heroic Officers Resist Crazy Mobsters" and "Detectives End Reign of Terror." Well, it was all in a day's work.

This ends the adventure "Mad Dog" Johnny Drake." You are now ready for more adventures in the exciting world of your GANGBUSTERS™ role-playing game!

28. There is no answer when you knock on the door. Now you must kick the door down. Have the strongest detective try. He must make a Muscle check. (See "Ability checks" in Part 2.)

1. If the check is successful, the door falls in on the first try. Turn to entry 2.

2. If the check is not successful, he must kick the door several times before it crashes open. Turn to entry 56.

29. The bartender comes over and takes your orders. As he serves you, the telephone behind the bar rings. He answers it, and you overhear his end of the conversation.

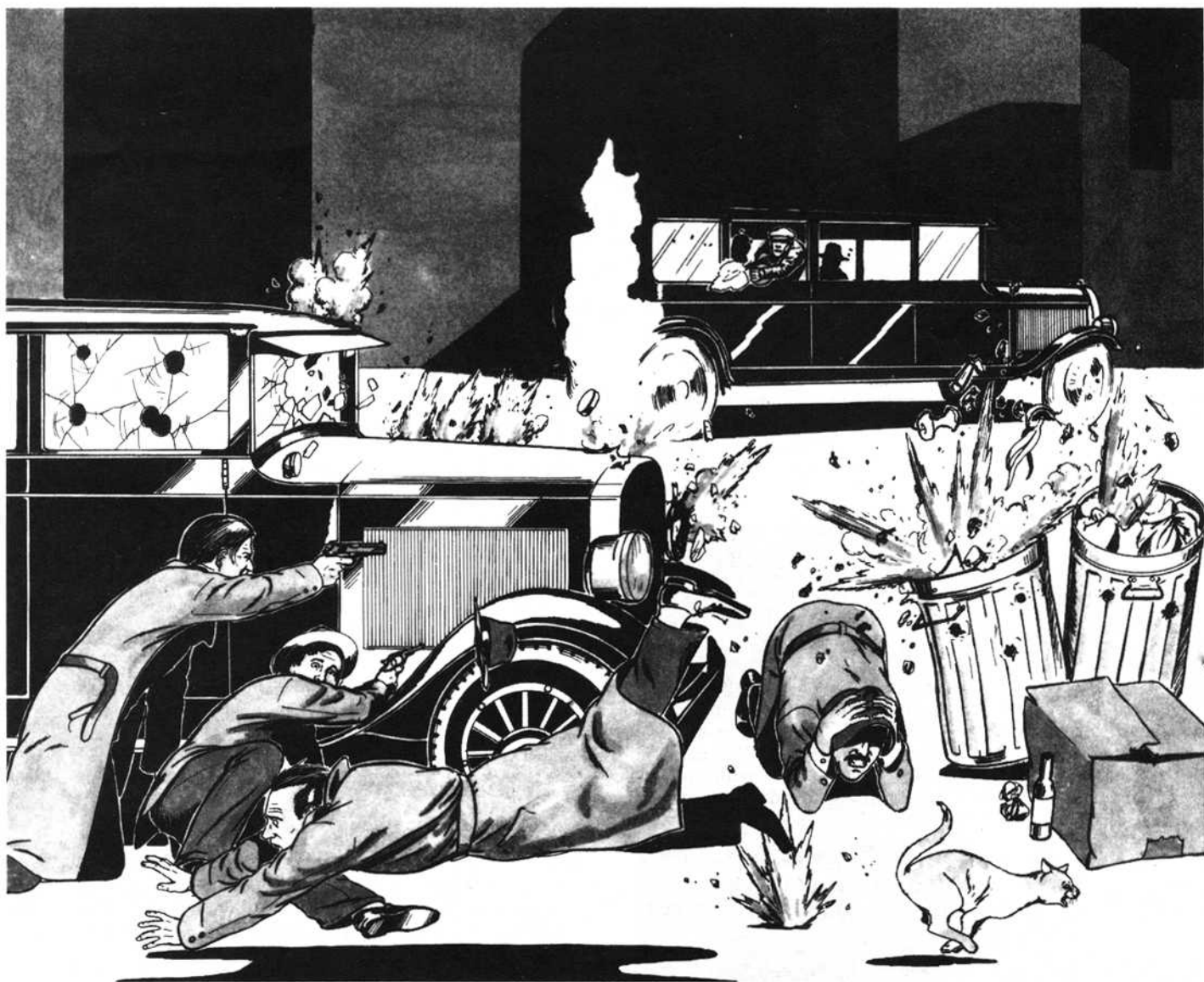
"Hello, Harrigan's . . . Yeah? How many of them? . . . No kidding. They are, huh? Thanks."

The bartender hangs the phone up and scribbles a note on a pad he keeps behind the bar. He calls the bouncer at the door over.

1. You may ignore the message and see what happens. Turn to entry 13.

2. Or you may try to grab the note. In order to do this,

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at least one member of your party must jump the bar and try to take the note from the bartender. Turn to entry 68.

30. A passenger in the rear seat of the limousine fires a burst from a Thompson submachine gun at you! He has an Agility of 64. This is modified by -30 for firing a burst and by an additional -10 for firing from a slow moving car. (See "Gunfight Modifiers Table" in Part 3.) Thus the character's modified Agility is 24. Roll percentile dice now. If the result is 24 or less, your party has been hit by the burst and each member of the party takes 10 points of wounds. (See "Gunfights" in Part 3.) If the dice roll is 25 or greater, the burst has missed. This ends the first turn of this gunfight. Party members may now choose actions for the next turn. Remember that party members who are still surprised cannot take any action. Each party member may choose his own action for this turn.

In general, party members should return fire, run to their own car if it is in front of Harrigan's, or else run for cover. Note each detective's action in the "Action" column of the adventure record sheet. Remember that party members who have not drawn their weapons must do so before firing them. Drawing weapons takes an entire turn.

Turn to entry 45

31. The limousine swerves wildly to avoid a chartreuse delivery truck pulling into the street, catches its right front wheel in a pot hole, and flips onto its side. The stunned criminals climb out of their car with their hands high in the air and surrender to you. You call a squad car and question the hit-men while you wait for it to arrive. Despite your grilling interrogation, they will tell you nothing. After the squad car arrives, you may:

1. Return to Drake's hotel. Turn to entry 12.
2. Enter Harrigan's if you have not been inside it. Turn to entry 22.

32. Any detectives who are not surprised see a thin man run from the manager's office and close with F.B.I. agent Clark. Clark recognizes the man as Joey Flynn, a car thief he arrested several years ago.

A fistfight is beginning, so the action of the game will now be handled in one second game turns.

Flynn has closed with Clark and will attempt to hit him this turn. If Clark is surprised, Flynn will hit him automatically. If Clark is not surprised, you must roll to see if Flynn hits Clark. Flynn has an Agility of 74. He will attempt to fight dirty, so he rolls his Agility check at -30. (See "Fistfights" in Part 3) He is wearing brass knuckles. Thus, each time he hits he will cause a

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total of 10 points of damage. (Dirty fighting always causes 6 points of damage, and the brass knuckles cause 4 more points of damage. See "Hand Weapons Table" in Part 3.) There will be a 50% chance that the damage from any blow Flynn lands will be wounds rather than bruise damage. (See "Injuries in Fistfights" in Part 3.)

- 1. You may fight with Flynn. If this is your choice, the fight must be resolved turn by turn. Flynn will always fight dirty, and will always attack Clark. If he knocks Clark unconscious (see "Hit Points and Injury" in Part 2), he will attack the next detective close to him. Turn to entry 60.**
- 2. You may show your badges and announce you are police officers, hoping this will cause Flynn to stop attacking. Turn to entry 50.**

33. Your search of the streets is fruitless; you see no sign of Johnny Drake. You decide to go back to his hotel, hoping he will return to his room soon.

Turn to entry 12.

34. Check Drake and his gang members for surprise. (See "Surprise" in Part 3.) Drake's Observation is 54. His two gangsters, John Doogan in square 40AA, and Mike "The Snitch" Robbins in square 40CC, have Observations of 89 and 92, respectively. Note on your adventure record sheet how long the crooks are surprised if you succeeded in surprising them.

Any of the crooks who are not surprised will fire this turn. If "Mad Dog" fires, he will direct a burst from the Thompson at the entire party. If Doogan or Robbins fire their .45 automatics, roll randomly to decide which detectives they fire at. You may fire your weapons or drop to the floor this turn. Note which action you take under the "Action" column on the adventure record sheet. You may chose separate actions.

Continue to resolve the gunfight in one second game turns. "Mad Dog," Doogan, and Robbins will stand their ground and continue firing. "Mad Dog" has four bursts left in the Thompson. (He has already fired one burst.)

Here are the Basic Ability scores for the gang members:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP
"Mad Dog"							
Johnny Drake	86	79	54	7	67	13	22
John Doogan	55	73	89	4	76	24	18
Mike Robbins	43	49	92	3	71	33	15

The gunfight will continue until:

- 1. All the detectives are dead. Turn to entry 74.**
- 2. Drake is dead and Doogan and Robbins have taken more than one-half their total hit points in wounds. Turn to entry 77.**
- 3. The gunfight has continued for five turns. If neither of the two outcomes above have occurred at the end of round five, turn to entry 89.**

35. You go inside the hotel. The desk clerk is a cooperative fellow who gives you the key to Drake's room and tells you that the mobster is not in right now. You go upstairs and search the room. You find:

- Several changes of clothes, toilet articles, and some loose change;
- A calendar with today's date circled in red;
- A savings passbook from the Lakefront City First Na-

tional Bank. The passbook shows only one deposit, for \$5, made yesterday.

- 1. You may go back outside and wait for Drake to return. Turn to entry 65.**
- 2. Or you can call police headquarters and tell them what you have found. Turn to entry 86.**

36. You hear the rattle of submachine gun fire, and lead flies all around you. You peek out from your car and see a black limousine passing slowly on your right, with a man in the rear seat firing a Thompson at your car. The man's agility is 64. This is modified by -30 for firing a burst, and -10 for firing from a slow moving car. (See "Gunfight Modifiers Table" in Part 3.) Thus his modified Agility is 24. Roll percentile dice. A result of 24 or less indicates that the burst has hit your car. If the car is hit, roll on the "Vehicle Damage Table" in Part 3 to determine the damage to your car. If the burst hits a windshield or window, each member of the party receives 10 points of wounds. Even detectives who dove for cover on the seats or floor receive the wounds; they were only partially covered this turn, and will not be completely covered until the beginning of next turn. (See "Gunfights in Part 3 for an explanation of cover.)

Members of the party may choose their actions individually.

- You may try to take cover on the floors or seats of the car.
- You may draw your weapon or grab a weapon from the back seat of the car (where the Thompson and the shotgun are kept).
- Or, if the driver is not surprised and if the car has not suffered a critical hit, the driver may start the engine.

Turn to entry 90.

37. As you speed through the streets after the crooks, a charreusse coal truck pulls into the street ahead of you. Your driver twists the wheel frantically, sending your car skidding through the streets. The car jumps the curb and slams into the side of a building. Roll 2d10 on the "Crash Damage Table" to determine the result of your crash.

- 1. If you have not received more than half or your hit points in wounds after the crash, turn to page 66 and start chasing the criminals (on foot if needed.) Be sure to note whether or not your car will run on the adventure record sheet.**
- 2. If you are killed or injured seriously in the crash, you may curse chartreuse vehicles of all types and prepare for more adventures in your GANGBUSTERS™ role playing game!**

38. Resolve the gunfight with Drake turn by turn. Once he is no longer surprised, Drake will stand his ground and fire bursts from the Thompson at your party. He has one 50-round drum and he can therefore fire 5 bursts. After the Thompson is empty, Drake will drop it and draw a .45 automatic pistol. The gunfight will continue until all the detectives are dead or until Drake is dead. You are free to choose your actions independently of one another for the duration of the gunfight.

Drake's Basic Ability scores are:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP
"Mad Dog"							
Johnny Drake	86	79	54	7	67	13	22

- 1. If Drake is killed, go to entry 80.**
- 2. If your party is killed, go to entry 74.**

39. Congratulations! You have won the fistfight, and the three men are now unconscious at your feet. The two bouncers stand in front of you, inviting you to leave before there is any more trouble. Drake is nowhere in sight, and Harrigan's is empty except for you and the bouncers.

1. You may show your badges and search Harrigan's. Turn to entry 7.
2. You may agree to leave, and then search the streets on foot for Johnny Drake. Turn to entry 3.
3. You may agree to leave, and then search the streets in your car for Johnny Drake. Go to entry 18.
4. Or you may agree to leave and return to Drake's hotel, hoping he will return there soon. Turn to entry 12.

40. Resolve your gunfire and the criminals' movement turn by turn. (See "Sequence of Play Outline," "Gunfights," and "Car Movement Table" in part 3.) The criminals will drive at fast speed up Broad Street, turn left on Maxwell, and exit the map. Remember to make Driving checks for the driver of the limousine as called for. (See "Cars" in Part 3.) He has a driving score of 62. You may continue firing until one of the following happens:

1. The driver of the limousine is hit. Turn to entry 8.
2. The limousine suffers a flat tire or a critical hit. Turn to entry 95.
3. The limousine crashes for any reason. Turn to entry 4.
4. The limousine leaves the map. Turn to entry 92.

41. The speakeasy patrons stare at you, and the bouncer seems nervous. He finally says, "Hey, this isn't any loitering place. Take a seat or take a hike."

1. You may go back to entry 5 and choose another course of action.
2. Or you may leave Harrigan's and run the stake-out from square 66P, turn to entry 11.

42. Drake walks to Canal Street, turns the corner, and goes into Harrigan's speakeasy. You turn the car around and park in square 67D, facing the intersection of Canal and Broad streets.

1. You may wait in the car for Drake to come back out. Turn to entry 11.
2. Or you may go inside Harrigan's. Turn to entry 5.

43. The detectives who made successful Observation checks see the bouncer from Harrigan's stick his head out the door, look down the street, stare at them for a moment, and then duck back inside.

1. You may go back to Harrigan's and attempt to enter. Turn to entry 19.
2. Or you may remain where you are. If you are standing at the corner, turn to entry 14. If you are waiting in your car, turn to entry 49.

44. Your driver steps on the gas, and you quickly catch the limousine. You may now try to cut them off. (See "Special Driving Actions" in Part 3.) The driver of the limousine has a Driving score of 62. Play out the chase and cut off turn by turn.

1. If you succeed, the limousine crashes either into a building on Maxwell Street, or into a building on the right side of Broad Street. Turn to entry 31.
2. If the limousine left the map before you could cut it off, turn to entry 66.

45. This is the second turn of a gunfight. The limousine moves at slow speed to square 65T. The passenger fires another burst at you. Roll percentile dice now. A roll of 24 or less indicates you have been hit. Each detective takes 10 points of wounds. If this kills any of you, remember to make your Luck check! (See "Ability checks" in Part 2.)

1. If your car is parked in front of Harrigan's, you may attempt to pursue the attackers. Turn to entry 58.
2. Or you may fire at the attackers for as long as possible. Turn to entry 40.

46. This is the third turn of a gunfight. The actions you chose at entry 90 are the actions you will take this turn. The limousine will run at fast speed, turning left onto Broad Street. The gunman in the rear seat is taking cover on the floor of the car. Note that he is not completely hidden until next turn; this turn he counts as a partially covered target simply because he is inside the car. (See "Gunfights" in Part 3 for an explanation of cover.) Use the following step-by-step procedure to resolve the action this turn:

Please turn to next page



1. Move the limousine half its move. This will place it in square 68T facing Maxwell Street.

2. If your car is moving this turn, move it 3 squares forward. (You would have had to start it last turn.)

3. If any detectives are firing at the hit-men or at the limousine, resolve the fire now. Make any Driving checks required if the driver or the tires suffer damage. (See "Cars" in Part 3). If the limousine crashes, turn immediately to entry 31. If it does not crash, go to step 4.

4. Move the limousine the second half of its move, into square 61U facing Maxwell Street.

5. If your car is running, move it forward 3 more squares.

6. If you did not make a Driving check for the limousine driver in step 3, make one for him now (he entered the intersection at fast speed.) If he crashes, turn to entry 31. (See "Sequence of Play Outline" in Part 3 for explanation of the step by step procedure.)

Use these basic ability scores for the two men in the car:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP
Driver	57	59	65	4	62	09	17
Gunman	82	64	43	5	54	21	20

When resolving your gunfire, note that any burst from the Thompson hitting the windshield or window of the limousine will cause 15 points of wounds to both men. But if the burst hits next turn, the gunman in the back seat will be completely hidden and will take no damage. The driver will still take 15 points of wound damage.

1. If your car moved this turn, go to entry 17.
2. If your car did not move, turn to entry 76.
3. If the limousine crashed this turn, go to entry 31.

47. The three men fire at you again. You are now in a gunfight, so the action is resolved in one second game turns. All three men will continue firing until you are dead, the three men are dead, or all three men have taken more than half their hit points in wounds. The bartender has 17 hit points, while bouncer Ted Kupernick has 15 and bouncer Jimmy Nicholson has 23.

You may take cover anywhere inside Harrigan's. The bartender and the bouncers will remain in squares 63A, 63F, and 61E. They will fire until they run out of ammunition, at which time they will take cover behind the nearest table or bar, reload, and continue firing. Each man will always fire at the nearest detective. If two detectives are the same distance from a gunman, roll randomly to determine who he shoots at.

1. If you win the gunfight, turn to entry 78.
2. If all detectives are killed, turn to entry 75.

48. You wait another 25 minutes. No one goes in or out of Harrigan's. You have seen no sign of Johnny Drake. The door to the speakeasy is still shut, and the "Closed" sign still hangs on the door.

1. You may try again to enter Harrigan's. Turn to entry 22.
2. You may search the streets in your car for Johnny Drake. Turn to entry 18.
3. Or you may go back to Drake's hotel, hoping he will return to his room soon. Turn to entry 12.

49. You are parked in front of Harrigan's, facing the intersection of Canal and Broad Streets. You hear the squeal of tires behind you, just to the right of your car. Each detective must make an Observation check to see if he is surprised. (See "Surprise" in Part 3.) If any of you are surprised, note the number of turns on your adventure record sheet. Surprised detectives may take no

action as long as they remain surprised. Detectives who are not surprised may choose next turn's actions independently. Note your action on your adventure record sheet.

1. If you are surprised, ignore the sound and continue watching Harrigan's. Turn to entry 20.
2. If you are not surprised, you may dive for cover on the floor of the car. Turn to entry 36.
3. Or you may look to see what all the noise is about. Turn to entry 57.

50. Flynn continues his attack, but any other thugs involved in the fight run for the door immediately. All the customers in Harrigan's also run for the door, leaving only you, Flynn, the bartender, and the bouncers inside. Flynn will continue to attack until he is knocked out.

1. If you knock Flynn unconscious, turn to entry 59.
2. If Flynn knocks out all of you, turn to entry 6.

51. The bearded man approaches a teller window. The other two men, standing nearby, study the room. The bearded man slips his hand inside his coat and says to the teller, "I'd like to make a withdrawal."

1. You may draw your gun and shout, "Freeze! Police!" Turn to entry 16.
2. Or you may wait and let the situation develop. Turn to entry 79.

52. None of the men surrender, so this is the first turn of a gunfight. You are free to open fire, or to take any other action you desire. Note your choice of action on your adventure record sheet.

Turn to entry 61.

53. You dial the number and the phone rings. A rough voice on the other end answers, "Tolino's Family Restaurant business office. What do you want?"

1. You may hang up immediately. Turn to the entry you last read and choose another course of action.
2. Or you may start a conversation with the man on the phone. Turn to entry 63.

54. Count the number of turns it takes you to run outside. (See "Movement" in Part 3.) Remember, you can only run 3 squares a turn, and you must stop for a full turn at the bank door to open it. During the first turn, Drake approaches his car. During the second turn, he jumps inside. During the third and fourth turns, his car moves at slow speed toward Canal Street. During the fifth turn, and every turn after, his car moves at fast speed until it is off the map.

Once you are outside, you may fire at Drake's car until it leaves the map. If you hit the car, roll on the "Vehicle Damage Table" in Part 3 of the rules to determine whether or not you stop it. If you hit the windshield or a tire, be sure to make a driving check for the driver of Drake's car. (See "Ability checks" in Part 2.) Note that if the car suffers a windshield hit, the driver of the car also takes damage from the hit. (Drake and the other thug are completely hidden on the floor of the car.) If the driver is killed, the car will crash automatically. (He has 18 hit points.)

1. If Drake's car runs off the map, turn to entry 64.
2. If you cause Drake's car to crash, turn to entry 94.

55. Congratulations on living this long! Detectives who have taken more than one-half their hit points in wounds must leave the game at this time and go to the hospital.

Please turn to next page

When you search the limousine, you find an envelope containing \$2,000 in cash and a note that reads:

"Four cops on Drake's tail. Hit them."

If any detectives do not have to go to the hospital (thus ending the adventure), they may go to Drake's hotel, hoping he will return to his room soon. Turn to entry 12.

56. The door flies open at last. The doorway is wide enough for two detectives to stand in. Draw a rough diagram indicating where each detective stands. There should be two in the front, and two behind them, assuming all four detectives are still alive.

Turn to entry 87.

57. You see a black limousine skidding along beside your car. A thug in the back seat aims a Thompson submachine gun at your car.

Turn to entry 36.

58. Calculate the number of turns it takes to get all the detectives into your car. (See "Movement" in Part 3.) Remember to count one turn for each action, including such things as standing up, running to the car, getting into the car, and so on. Move the criminals' car 6 squares for each turn your party spent preparing to pursue them. They will move straight up Broad Street and turn left onto Maxwell Street. They will try to drive off the map on Maxwell Street. Once your car is moving, move both cars each turn. If you choose to use fast speed, remember to check for crashes each time you turn a corner or enter an intersection. (See "Cars" in Part 3. Cars traveling at slow speed move 6 squares per turn, and cars traveling at fast speed move 15 squares a turn. See "Car Movement Table" in Part 3.) If you choose to use fast speed, you must move at slow speed for two turns before doing so. You do not need to check for crashes at intersections with alleys.

- 1. If your car catches the limousine before it runs off the map, turn to entry 44.**
- 2. If your car does not catch limousine before it leaves the map, turn to entry 66.**

59. Flynn drops to the floor. The bartender and bouncers, the only other people in the room, do not want to have anything to do with you. If any detectives are unconscious, you may awaken them.

- 1. You may search Harrigan's. Turn to entry 7.**
- 2. You may search the streets on foot for Johnny Drake. Turn to entry 3.**
- 3. You may return to your car and search the streets for Johnny Drake. Turn to entry 18.**

60. On the third turn of the fistfight, two men from squares 62B and 61C will join Flynn's side; they are "Mikey the Mugg" Johnson and "Knuckles" Allen. "Mikey the Mugg" has a punching score of 3, an agility of 69, and has 17 hit points. "Knuckles" has a punching score of 4, an agility of 86, and has 20 hit points. They will always fight fair. Roll randomly to determine which detectives they attack.

Resolve the first turn of the fistfight now. (See "Fistfights" in Part 3.)

- 1. You may continue the fistfight. Turn to entry 73.**
- 2. Or you may pull out your badges and identify yourselves as police officers. Turn to entry 50.**

61. Resolve the gunfight turn by turn. Drake will fire five bursts with the Thompson; he will then draw a .45 automatic pistol and fight until he is dead. Doogan and Robbins will spend the first turn of the gunfight turning around, and will then fight with .45 automatic pistols until they have taken half or more of their hit points in wounds. If seriously wounded, they will run for their car, which is parked in square 40W. When resolving the gunfight, roll randomly to determine which detective they will fire at. They may fire at the same detective. Continue the gunfight until:

- 1. Drake is dead and the other two crooks are running or dead. Turn to entry 9.**
- 2. All the detectives are dead. Turn to entry 23.**

62. You run toward Drake each turn he remains surprised. On the first turn he is not surprised, he will fire a burst from the Thompson at all the detectives. Resolve the action turn by turn. You may open fire on Drake in any turn, but you must stop running to do so. You may not fire at Drake if another detective is in the same square with him. This fight will continue until Drake is dead or unconscious, or all the detectives are dead.

- 1. If all the detectives are killed, turn entry 74.**
- 2. If Drake is killed, turn to entry 80.**
- 3. If Drake is knocked unconscious, but not killed, turn to entry 91.**



63. "This is Drake," you answer, thinking fast.

Before you can say anything more, the voice says, "The hit's been ordered. You won't have to worry about those lousy coppers much longer. Meet me at the usual place after the job. Have the money ready."

Before you can ask any other questions, the phone clicks and goes dead.

Turn to the entry you read before 53 and choose another course of action.

64. Drake's car rushes down the street. As you glimpse it disappearing into the traffic, a delivery truck pulls across Broad Street and blocks your sight.

Later, after receiving your new assignment (guarding the mayor's garbage cans), you learn that Drake got away with over \$30,000.

This ends the adventure "Mad Dog' Johnny Drake." You are now ready for more adventures in the exciting world of your GANGBUSTERS™ role playing game!

65. You wait for half an hour, but nothing happens. Roll an Observation check for each detective. (See "Ability Checks" in Part 2.)

- 1. If any of you pass this check, turn to entry 83.**
- 2. If no one passes this check, turn to entry 26.**

66. As you pursue the criminals off the map, you run into heavy traffic. As luck would have it, they get away from you.

- 1. You may return to Drake's hotel, hoping he will return to his room soon. Turn to entry 12.**
- 2. Or you may return to Harrigan's, if you have not been inside yet. Turn to entry 22.**

67. As you rush through the front door, you see Drake facing the lobby in square 40Y, holding his Thompson submachine gun. His men, John Doogan and Mike "The Snitch" Robbins, stand in squares 40AA and 40CC respectively. Each holds a .45 automatic on the tellers in the nearby windows. All of the tellers are stuffing money into cloth money bags. Everybody else in the bank is standing in the corner of the room with their hands in the air.

You may stop just inside the doorway, point your weapons, and shout, "Drop those guns! Police!" Or you may run for cover behind the customer writing tables. These are marble-top tables which will provide partial cover. Note which action you take on your adventure record sheet.

Turn to page 21.

68. You have just started a fistfight with the bartender. There are two bouncers in the speakeasy, Ted Kupernick in square 62H, and Jimmy Nicholson in square 65E. They will aid the bartender as soon as they can run to the fight. (See "Movement" in Part 3.)

The bartender's punching score is 4, Kupernick's is 3, and Nicholson's is 5.

Check the bartender for surprise (see "Surprise" in Part 3), and then resolve the fight turn by turn. (See "Fistfights" in Part 3.) The bartender and the bouncers will all fight until they are knocked unconscious.

Here are the Basic Ability scores for the bouncers and the bartender:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP
Bartender	67	53	63	5	58	13	17
Ted Kupernick	53	47	84	5	66	32	15
Jimmy Nicholson	90	90	44	5	67	22	23

- 1. If you win the fistfight, turn to entry 15.**
- 2. If the bartender and the bouncers knock out all of you, turn to entry 6.**

69. The bartender says, "Hold it, boys; they're coppers!" He drops his gun and raises his hands into the air. The bouncers slowly do the same thing. "Gee, I'm sorry, fellas," the bartender says, "We thought you were a bunch of hoods trying to bust in or something."

You may search Harrigan's and arrest all three men. Turn to entry 7.

70. You go into the bank and each detective takes a position at the end of one of the writing tables. Be sure to note your positions in the bank with counters. You are waiting for Drake to rob the bank.

Turn to entry 98.

71. You search the streets for twenty minutes and see no sign of Johnny Drake. You decide to go back to the hotel, hoping he will return to his room soon.

Turn to entry 12.

72. Too bad! You may be interested to know that each of you received an enormous spread of roses and carnations at your funerals. The cards read:

"My deepest sympathy to the family of one who gave his life in the line of duty. JOHNNY DRAKE."

This ends the adventure "Mad Dog' Johnny Drake." You are now ready for more exciting adventures in the world of your GANGBUSTERS™ role-playing game!

73. Continue to resolve the fistfight turn by turn until one of the following happens:

- 1. Flynn and his friends are knocked unconscious. Turn to entry 39.**
- 2. All of you are knocked unconscious. Turn to entry 6.**

74. You died as heroes. The uniformed officers rushed into the bank just after your deaths, their guns blazing, and sent Johnny Drake to a justice higher than any given by man. Doogan and Robbins surrendered, badly wounded. You will be sorely missed among the ranks of Lakefront City's finest.

This ends the adventure "Mad Dog' Johnny Drake." You are now ready for more exciting adventures in the world of your GANGBUSTERS™ role-playing game!

75. Too bad, you never know what's lurking behind locked doors in the exciting world of the **GANGBUSTERS™** game do you?

1. You may end the adventure "Mad Dog' Johnny Drake." You are now ready for other exciting adventures in the world of your **GANGBUSTERS™** role-playing game!

2. Or you may pretend you never made this terrible mistake. Go back to **START** and begin the module again.

76. You finally start your car and rush after your attackers. But as you turn the corner onto Broad Street, you run into heavy traffic and can no longer see their car! They have escaped!

1. If you have not been inside Harrigan's, you may go back there. Turn to entry 22.

2. Or you may go back to Drake's hotel, hoping he will return there soon. Turn to entry 12.

77. Doogan and Robbins surrender to you! Congratulations on a job well done. This ends the adventure "Mad Dog' Johnny Drake." You are now ready for further adventures in the world of your **GANGBUSTERS™** role-playing game!

78. You have just gunned down three men who might have given you valuable information. On top of that, a search of Harrigan's reveals no trace of "Mad Dog' Johnny Drake. After calling some of the boys in blue to clean up the carnage, you may:

1. Go back to Drake's hotel, hoping Drake will return there soon. Turn to entry 12.

2. If you have not read entry 14 or 49, you may search the streets on foot for Johnny Drake. Turn to entry 3.

3. If you have not read entry 14 or 49, you may return to your car and search the streets for Johnny Drake in it. Turn to entry 18.

79. You hear the teller say, "Certainly, Mr. Rabinowitz. By the way, you played beautifully at the concert Saturday night." Your patience paid off. You recognize the man as Abraham Rabinowitz, first violinist for the Lakefront City Symphony Orchestra.

Turn to entry 81.

80. Congratulations! You have put an end to the reign of a violent criminal. Your work will be commended by your department. This ends the adventure "Mad Dog' Johnny Drake." You are now ready for further adventures in the exciting world of your **GANGBUSTERS™** role-playing game!

81. The Broad Street doors burst open. Johnny Drake rushes into the bank carrying a Thompson submachine gun. Two men carrying .45 automatic pistols come in behind him. Mad Dog goes to square 40Y and faces the lobby, shouting, "This is a stick-up! Nobody move and you won't get hurt." The other two men move to squares 40AA and 40CC and order the tellers to fill all the bank bags with money. You are NOT surprised; this is what you were expecting.

1. You may wait until Drake and his gang are running out the door before doing anything. Turn to entry 85.

2. Or you may go for your guns and shout, "Freeze! Police!" Turn to entry 34.

82. This is the first turn of a gunfight. While you run for the tables, Doogan and Robbins, if not surprised (See "Surprise" in Part 3), will turn around. Drake, if he is not surprised, will fire a burst at you with his Thompson. His Agility is 79. Resolve Drake's fire (see "Gunfights" in Part 3), then continue to resolve the gun battle turn by turn. Drake will fight until he is

killed. Doogan and Robbins will fight until they have taken half or more of their hit points in wounds. They will then run for the door, trying to get to their car parked outside in square 40W. Continue the fight until:

1. Drake is dead and the other two men are either dead or fleeing for the door. Turn to entry 9.

2. All the members of your party are dead. Turn to entry 23.

83. You have just noticed Johnny Drake and two other thugs walking into the front door of the First National Bank. Drake carries a Thompson submachine gun. The other two men are drawing pistols.

1. You may rush to the bank immediately and charge through the front door. Turn to entry 67.

2. Or you may call for help and take cover outside the bank. Turn to entry 27.



84. As their car screeches to a halt, you hear the wail of sirens. Several squad cars, drawn by the sound of gunfire, come to your aid. Realizing they are hopelessly outnumbered, the hit-men crawl from their car with their hands raised high in the air. Although you interrogate them before turning them over to the uniformed officers, your questions go unanswered. You are able to deduce, however, that they were sent by a local crime syndicate to get you off Johnny Drake's trail.

1. If you have not attempted to enter Harrigan's, you may go back to the speakeasy and search it. Turn to entry 22.

2. Or you may assume you've already lost Drake, and go to his hotel, hoping he will return to his room soon. Turn to entry 12.

85. Drake's thugs take the money-bags and run out the front door. Drake shuffles back to square 45Y, stands with his back to the door, and says, "Thanks, folks! You can tell your grandkids you were robbed by Johnny Drake!" He is nearly out the door.

- 1. You may draw your weapons and shout, "Freeze! Police!" Turn to entry 96.**
- 2. Or you may wait until Drake is outside before doing anything. Turn to entry 93.**

86. Headquarters agrees with your assessment of the situation. It certainly sounds as if Drake has planned something for the First National. Your captain orders you to go to the bank immediately and wait for Drake to hit. He places 30 uniformed officers across the street to back you up. As soon as Drake attempts to rob the bank, you are to arrest him.

Turn to entry 70.

87. As soon as the door crashes open, three shots ring out. You see the bartender and two bouncers firing at you! Resolve the shots as follows:

1. The bartender, standing in square 63A, fires a .45 automatic at the detective on the right side of the doorway. His Agility is 53. Resolve his fire now. (See "Gunfights" in Part 3.)
2. The first bouncer, Ted Kupernick, is kneeling behind an overturned table in square 63F. He fires a .38 revolver at the detective on the left side of the doorway. This detective is partially covered by the booth in square 64F. Kupernick's Agility is 47, modified -30 to 17 by the cover. Resolve this fire now.
3. The second bouncer, Jimmy Nicholson, is standing in square 61E. He fires a .45 revolver at the detective on the left side of the doorway. His Agility score is 90. Resolve this fire now.

Each detective should make an Observation check to determine whether or not he is surprised. (See "Surprise" in Part 3.) Note which party members are surprised, and how long they will remain surprised, on your adventure record sheet. Also note what actions unsurprised detectives taking. Detectives who are not surprised may:

- 1. Shout, "Police! You're under arrest!" and draw their weapons. Turn to entry 69.**
- 2. Draw their weapons. Turn to entry 47.**
- 3. Dive for cover. Turn to entry 47.**

88. When you check the man's driver's license, you find that you have just killed Abraham Rabinowitz, first violinist for the Lakefront City Symphony Orchestra. He is one of the world's most respected musicians. Your entire party is suspended from the police force without pay, and each member must stand trial for the crime of reckless homicide. In addition, a uniformed officer stationed across the street believes he saw Johnny Drake walking into the bank just as your shots rang out. Of course, Drake melted into the crowd immediately and fled the scene. The Lakefront City Police Department has seen no trace of Drake since.

- 1. You may go back to START and play this module again; perhaps you will do better the second time around!**
- 2. Or you may go on to exciting new adventures in the world of your GANGBUSTERS™ role-playing game!**

89. An explosion of gunfire bursts through the front door of the bank as uniformed officers charge in with their shotguns and Thompsons blazing. Drake and his men fall quickly in this hail of gunfire.

Congratulations on a job well done! This ends the adventure "Mad Dog" Johnny Drake." You are now ready for more exciting adventures in the world of your GANGBUSTERS™ role-playing game.

90. This is the second turn of a gunfight. The limousine begins this turn in square 67F and moves at slow speed to square 67L. The actions you chose at the end of entry 36 are the actions you will take this turn.

Meanwhile, the gunman in the back seat fires another burst at your car. Roll percentile dice. A roll of 24 or less indicates that the burst has hit your car. (See "Gunfights" in Part 3.) If your car is hit, roll on the "Vehicle Damage Table" in Part 3 to determine the damage to your car. If the gunman hits a windshield or window, all detectives who are not fully covered take 10 points of wounds. The only detectives who are fully covered this turn are those who took cover at the end of entry 49. If any detectives are killed, remember to have them make their Luck check! (See "Ability checks" in Part 2.)

You are now ready to choose actions for next turn. Any detective who was surprised has recovered and can choose an action for the next turn. The actions you choose will depend to some extent on what you did this turn.

1. Party members who are already fully covered or who were taking cover this turn may remain fully covered next turn.
2. Party members who drew or grabbed a weapon last turn may fire that weapon at the limousine or either of the hit-men in the limousine.
3. If your driver started the car last turn, and it did not take a critical hit preventing it from running this turn, he may move the car to square 67K. You will be starting to chase your attackers.
4. If the car is not yet started, your driver may start the car. The car will not start if it has received any critical hits.

- 1. If any of you survived the attack, note your actions on your adventure record sheet and turn to entry 46. Detectives may choose separate actions.**
- 2. If all members of your party are dead, turn to entry 72.**

91. Super job! You capture Drake alive. Meanwhile, the officers outside the bank have rounded up his gang members. You will all be highly praised in the newspapers and receive a \$50 bonus in your paychecks. (F.B.I. agent Clark receives a \$100 bonus in his paycheck.) You are now ready for more adventures in the exciting world of your GANGBUSTERS™ role-playing game!

92. The criminals have escaped from you, and you don't know if Drake has left Harrigan's during the gunfight.

- 1. If you have not been inside Harrigan's, you may search the speakeasy. Turn to entry 22.**
- 2. You may search the streets on foot for Johnny Drake; turn to entry 71.**
- 3. You may also search the streets in your car. Turn to entry 33.**
- 4. Or you may go back to Drake's hotel, hoping he will return to his room soon. Turn to entry 12.**

93. Drake is now outside the bank. You may draw your weapons and run to the door.

Turn to entry 54.

94. You almost let Drake get away! Luckily for you, Drake's car now lies on its side in the street, and the criminals have thrown their guns out and are crawling from the wreckage with their hands high in the air. You know you almost blew the collar, but if you're lucky, the captain won't hear about your mistake.

As you breathe a sigh of relief, you notice that one of the witnesses in the bank was a reporter for the Lakefront Gazette, and even now he is taking notes for his story on how several detectives almost let Johnny Drake slip away with \$30,000 in cash.

This ends the adventure "Mad Dog' Johnny Drake." You are now ready for more exciting adventures in the world of your GANGBUSTERS™ role playing game!

95. The car has suffered a critical hit. It will either stop running immediately or in five turns. (See "Vehicle Damage Table" in Part 3.) If the car will not stop for five turns, play those five turns individually. If the car has left the map at the end of those five turns, the criminals have slipped into an alley and escaped on foot.

If the car stops running immediately, or has not left the map at the end of the five turns, the hit-men will take cover behind their car and start a gunfight with you. The gunfight will continue until all of you are dead or they are dead. (See "Gunfights" in Part 3 to resolve the gunfight.)

Here are the Basic Ability scores for the criminals:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP
Driver	57	59	65	4	62	09	17
Gunman	82	64	43	5	54	21	20

The driver has a .45 automatic pistol and enough ammo to keep reloading until the gunfight ends. The gunman has 30 rounds left in the Thompson (enough for three more bursts). He also has an additional 50-round drum, which is good for five more bursts. If he empties both drums, he will draw a .45 automatic pistol and continue fighting.

If the criminals escape, you may:

1. Search Harrigan's (only if you have not entered it yet). Turn to entry 22.
2. Go to Drake's hotel, hoping he will return to his room soon. Turn to entry 12.

If the criminals did not escape and:

1. You lost the gunfight, turn to entry 72.
2. You won the gunfight, turn to entry 55.

96. Drake must be checked for surprise. His Observation is 54.

1. If Drake is surprised, turn to entry 99.
2. If Drake is not surprised, turn to entry 101.

97. The bearded man draws his wallet from his pocket. You recognize him as Abraham Rabinowitz, first violinist for the Lakefront City Symphony Orchestra, as soon he shows you his driver's license. He tells you he came to withdraw some money for a new violin.

Turn to entry 81.

98. Three men walk into the bank through the front door. Two are young men in good condition. The third is Drake's height and weight, but you can't see his face because his hat is pulled down over his eyes, he has a beard, and he wears thick glasses. All three men wear dark business suits, and carry violin cases.

1. You may arrest the three men now. Turn to entry 102.
2. Or you may wait and let the situation develop. Turn to entry 51.

99. You may fire at Drake while he is surprised, or close with him.

1. If you fire at him, turn to entry 38.
2. If you close with him, turn to entry 62.

100. You open fire. You do not need to roll the dice; you automatically kill the bearded man, and wound the other two. They surrender immediately.

Turn to entry 88.

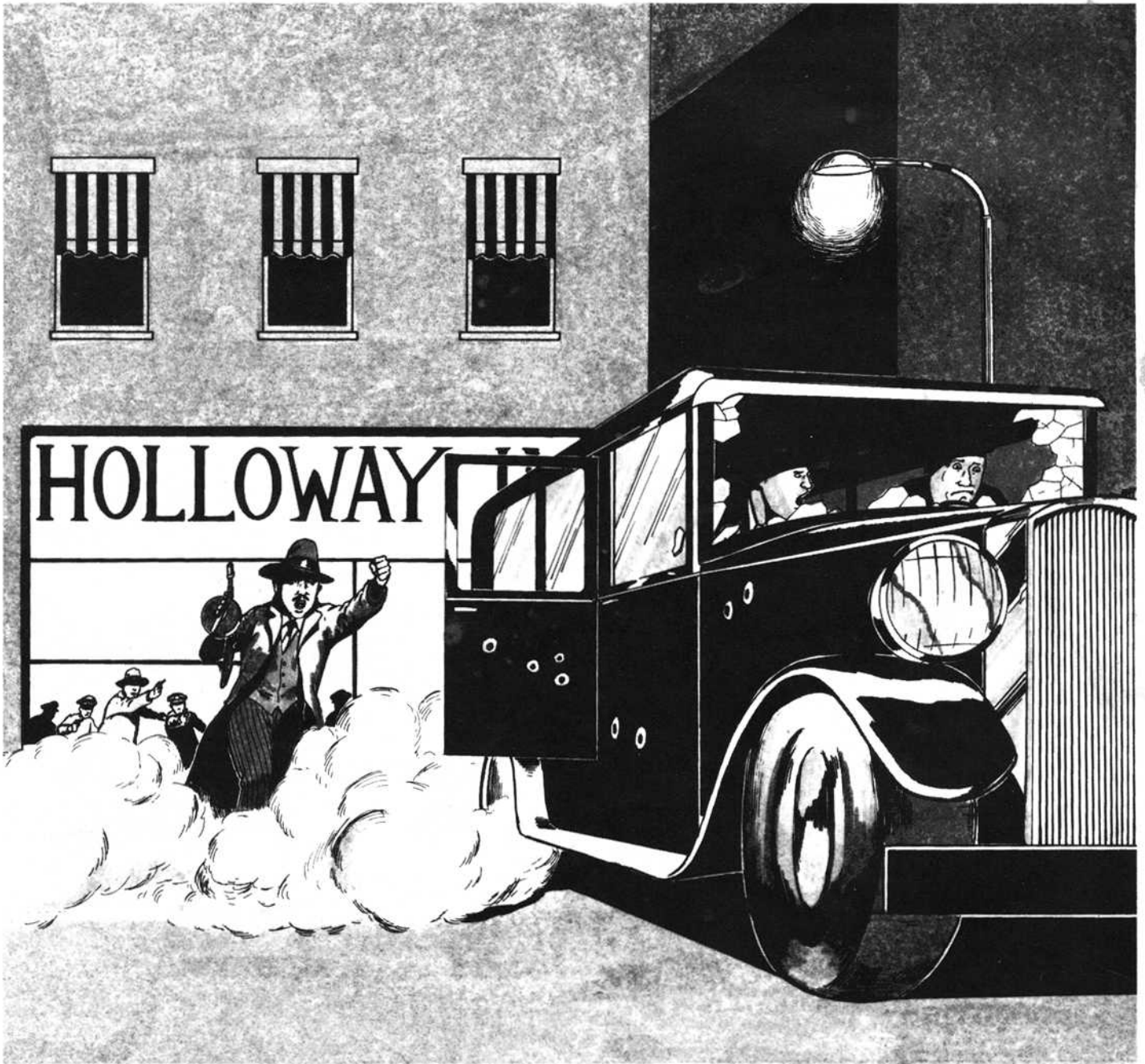
101. Drake is not surprised. He fires a burst at your party this turn. You may fire back at him this turn, or you may take cover behind the tables. The gunfight will continue until Drake is dead or all the members of the party are dead. Drake will fire bursts with the Thompson each turn for five turns, and will then drop the Thompson and draw his .45 automatic pistol. All the while, Drake shouts "You lousy coppers! You'll never take Johnny Drake alive! Never!" Resolve the gunfight turn by turn. (See "Gunfights" in Part 3.) Here are Drake's Basic Ability Scores:

Name	Mu	Ag	Ob	Pr	Dr	Lu	HP
"Mad Dog" Johnny Drake	86	79	54	7	67	13	22

1. If Drake is killed, turn to entry 80.
2. If all of you are killed, turn to entry 74.

102. You quickly handcuff the men and take them downtown. When you try to book them, however, your captain recognizes the bearded man as Abraham Rabinowitz, first violinist for the Lakefront City Symphony Orchestra. About this time, you hear the wail of sirens and the distant rattle of Thompson submachine gun fire. You rush back to the bank, discovering that Drake robbed it a few minutes after you arrested Rabinowitz. Once again, Drake has escaped the long arm of the law, and your captain is not very happy about it. He gives you your new assignments on the spot; you are to guard the mayor's garbage cans and arrest the vicious mongrels who have been raiding them in search of steak bones.

This ends the adventure "Mad Dog' Johnny Drake." You are now ready for more exciting adventures in the world of your GANGBUSTERS™ role-playing game!



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