

GBE 1

FROM THE CASE FILES OF THE  
**BLUE BOOK**  
DETECTIVE AGENCY



**ORIGINAL**  
**PRESCRIPTION FORM FOR MEDICINAL LIQUOR**

**F18225**

**Rx**

KIND OF LIQUOR QUANTITY DIRECTIONS

FULL NAME OF PATIENT DATE PRESCRIBED

PATIENTS ADDRESS

NUMBER STREET CITY STATE

PRESCRIBERS SIGNATURE PRESCRIBERS PERMIT NUMBER

PRESCRIBERS ADDRESS

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**CANCELED**

DRUG STORE NAME AS ON PERMIT PERMIT NUMBER

DISPENSERS SIGNATURE DATE FILLED AND CANCELED STRIP STAMP NUMBER

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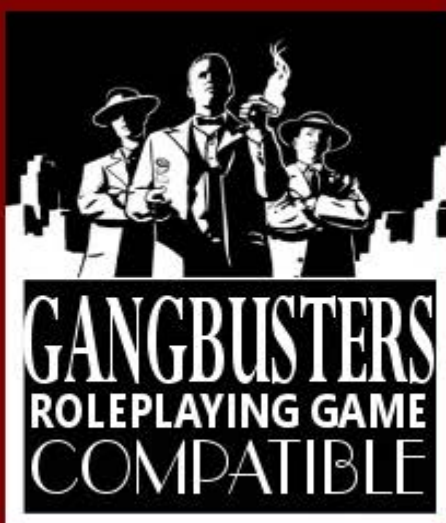
NUMBER STREET CITY STATE

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**98**

**ORIGINAL**

**BUREAU OF INDUSTRIAL ALCOHOL**



# GANGBUSTERS™

## 2nd Level Encounter

By Mark A Hunt

# Doctors' Orders

Based on GangBusters RPG  
Original System design by Rick Krebs

# **GANGBUSTERS™**

**Gangbusters rpg original concept Rick Krebs**

**Original System design Rick Krebs**

**Based on work by Rick Krebs and Mark Acres**

## **Encounter GBE1**

# **Doctors' Orders**

**By Mark Hunt**

This is the first in a series of modules after several decades for use with the GANGBUSTERS™ RPG rules. Doctors' orders is specially designed for the game judge who needs to get back up to speed with the system.

Gangbusters is a game that takes place in the Roaring 20's and early 1930's, essentially the Prohibition Era, of America. The focus of the game is on the Prohibition and the police/law enforcement struggle to control the streets and the halls of power. The player characters can take the roles of law enforcement, criminals, and other types of roles. The game is based in Lakefront City, ostensibly a fictional Chicago.

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## What You Will Need To Play

In order to use this encounter you will need the GANGBUSTERS rule book, pencils, paper, two 10 sided dice and your imagination.

The names of the characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead are merely coincidental.

This module is intended for use with the GANGBUSTERS rules. As an adventure module, it will also require one person to act as Judge.

The information in this module is only for the Judge who will guide the players through the Encounter. If you plan to participate in this module as a player, please stop reading now.

NPC information is given as follows:

Name-profession (age, ethnic background)

Level and Class Skills (if any)

Arrest Record (if any) Ability Scores

History or Character Traits Weapons (if any)

Valuables Carried Vehicle Owned (if any)

Ability scores are abbreviated as follows:

MS = Muscle    DR = Driving

AG = Agility    PR = Presence

OB = Observation    LK = Luck HP = Hit  
Points

During Prohibition, the U.S. Treasury Department authorized physicians to write prescriptions for medicinal alcohol. You could go down to your local sawbones and get him to hook you up with some hooch. Most doctors during this time would get by on just doing just that. Every ten days, patients willing to pay about \$3 for a prescription and another \$3 or \$4 to have it filled could get a pint of booze. "There may have been some people who were being prescribed because there was a perceived medical need, but it was really a way for some physicians and pharmacists to make a few extra bucks,"

Armed with pads of government-issued prescription forms, advised Dr. Levon advise his patients to take regular doses of hooch to stave off a number of ailments—cancer, indigestion and depression.



The Men's Doctor

Doctors office                                      Average Store

The clinic can treat all normal illnesses and even has emergency facilities for treating unusual cases such as gunshot wounds.

The Clinic has a cash register and a safe. Dr. Levon pays \$50 protection money each week to the Mob. He is not happy but what can he do, not much for now. But if given the chance he will help any PC can change this.

He will treat any Gunshot wounds no questions asked for \$20.00.

If Dr Moses thinks he can use any PC who comes to visit he will do what it takes to get the mob to go away so he can make more money.

## The Staff



Dr. Moses Levon -Doctor (age 72, German)  
Level 2 Criminal.

Skills: Shadowing 99, Stealth 87.

Record: No previous record.

MS=56, AG=63, OB=54, DR=59, PR=5, LK=34,  
HP=15

Dr. Moses is a German in his heart and left after the war with one purpose to get rich in America. When Probation hit he saw potential and has been making money on the side working for the mob and selling prescriptions like hot cakes. Moses is sneaky and double-dealing and is totally untrustworthy.

Moses is a good doctor with the bedside manner of a person who hates to be bothered with minor things.

Weapons: .38 revolver his in jacket pocket, blackjack in the other pocket.

Carries: Emerald stickpin worth \$100 and \$250 in his wallet.



Rita Collier -nurse (age 23, Assimilated) Level 2 Nurse.

MS=44, AG=81, 08=69, DR=75, PR=7, LK=33, HP=18



Betty Parks -Secretary (age 25 , Assimilated) Level I Worker

MS=75, AG=82, 08=77, DR=80, PR=6, LK=19, HP=22



Tom McGuire -freelance criminal (age 32, Irish) Level 3 criminal.

Skills: Lockpicking 87, Stealth 90, Explosives 73.  
MS=95, AG=72, OB=68, DR=70, PR=8, LK=43, HP=22

Tom was a member of the Irish Republican Army. He came to this country after he was outlawed for killing preacher and burning down a church. Since then he has turned his skills toward robbery. He is available for hire. Doc Moses keeps him around to keep the riff raff out the office. He is in love with Rita. He will not take too kindly to any guys sniffing around the office for too long.

Weapons: .38 revolver in his coat pocket.

Carries: \$20 in his wallet.

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