

**Module GB B/X 1**

# **GANGBUSTERS™**

**1920'S ROLE-PLAYING ADVENTURE GAME**

## **B/X EDITION**



**Four the Hard Way**

# FOUR THE HARD WAY

## GANGBUSTERS B/X™

Gangbusters original concept by Rick Krebs

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This is a set of starter adventures for the new GANGBUSTERS™ RPG.

Gangbusters is a game that takes place in the Roaring '20s and early 1930's, essentially the American Prohibition Era. The focus of the game is on the Prohibition and the law enforcement's struggle to control the streets and the halls of power.

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### How to use this book

This series of unrelated adventures is designed for 2-6 players of all experience levels. These encounters are meant to be played over a period of several weeks or months. The Judge is encouraged to not rush the action but rather should let the encounter develop at its own pace. If the players are having fun interacting with minor NPC or side adventure, let them.

Before trying to use any of these adventures, read it through once or twice. Make some notes on how you think it might play out and prepare the adversaries you think they may encounter along the way.

As an adventure, it will also require one person to act as Judge.

**The information in this module is for the Judge's eyes only. As they will guide the players through each adventure. If you plan to participate in this as a player, please stop reading now.**

Each scenario is organized as follows:

### Scenario Title

**Judge Preparation** - tells the Judge what is needed to set the stage for the adventure.

**The Plan** - the situation at the start of the adventure and may include additional background information.

**Setup** - gives the location of the characters as play begins.

**The Action** - describes things that will happen during play. Events may not always go as planned!

**The Wrap-up** - details the end of the adventure, gives special instructions for awarding experience, and outlines any special effect the Scenario may have on the entire course of the campaign.

In these adventures, adversaries will be presented using the following format.

Adversary Name (Armor Class, Hit Die or level, hit points, Movement Rate, Number of Attacks, Damage, Save As, Morale, Alignment).

This will be presented using the following standard abbreviations.

Adversary Name (AC, HD, hp, MV, #AT, D, Save, ML, AL).

## VOICES FROM HEAVEN

### Judge Preparation

There should be a string of reported missing children and desperate searches are detailed in the local newspapers.

Consider mapping the area around Thelma's home before play.

### The Plan

Thelma has been kidnapping children she lures in by feeding the poor. She gets them healthy and she forces them to sing for the local record company to make money on the side. She then kills them and starts over when she needs more money.

### Setup

The Players get involved when they are hired by Thelma to investigate a record piracy ring that took her for \$500 to publish her songs. They have promised her it will be a hit and she will be getting a royalty check for the rest of her life.

If the players can get the recordings back, she would be happy. She agrees to pay them \$20 each. She may go as high as \$30 but no more.

### The Action

The recording company is a shady fly-by-night company and will attempt to strong-arm any PC who starts snooping around.

The company will give the players the runaround and will try to convince them to come back at a better time and offer them an appointment the following day.

At the appointment, the manager will try and strong-arm the PCs with 1 Thug per PC. If they fight and win, the PCs will end up with the money and/or the recordings. The recordings are a collection of Children's songs. This, of course, will put them on the run from the sleazy record producer and his Russian gangsters. Use Thugs and an Enforcer as the principal

bad guys. They will chase the pcs back to Thelma's place to get revenge.

### Clues

Reveal these in any order except for the last one, which must be found last.

The album covers recovered with Thelma and children are not the same as those spotted at her house earlier.

Two children eating on the front stoop as the players arrive.

Tracks (barefoot child-sized) in soft the earth in the back yard.

Human entrails are arranged in the shape of a dove on a stone table in the cellar.

### The Wrap-up

The players end up in the middle of a fight between Thelma and the Thugs. This adventure is worth 750 XP per player.

## Thelma Vargas Housewife

[Assimilated, 32 yrs. old]

**AC:** 6 **HD:** 2+1 **hp:** 12 **MV:**

120' **#AT:** 2 **D:** 1d8

**Save:** Brute 4 **ML:** 9 **AL:**

Deceitful

**Skill:** Singing **Favorite Wpn:**

**Switchblade**

### Description:

Thelma has bobbed black hair and hazel eyes. She wears a knitted dress and a red hat. Thelma was recently inducted into the Ladies Association of the Order of the Silver Palm. The induction rites at the Order's temple mentally scarred her and has brought out her depraved and violent tendencies.

Thelma has been killing homeless children. She then disposes of the bodies by feeding them to her hogs.

**Record:** None

**Carries:** \$65 in her purse and a switchblade.



## BRICK BY BRICK

### Judge Preparation

The judge should set it up where the PCs have a run-in with Nester or some of his cronies over the course of a few sessions.

### The Plan

The PCs are handed the perfect opportunity to disrupt the meeting and possibly take down Nester Oleg.

### Setup

Nestor Oleg has retreated to his lakeside cottage. Rumors throughout the criminal underworld suggest that he is meeting with one of his rivals in the hopes of making amends and striking up an alliance. If this happens, he will be able to expand his operations.

### The Action

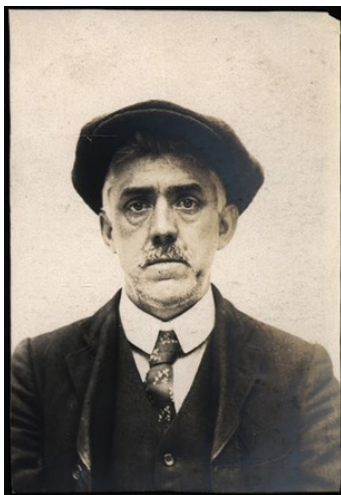
This is an old fashion raid! Get in and bring them to justice.

### The Wrap-up

When Nestor Oleg is brought to justice the adventure ends. XP 1,225 each player

### Nestor Oleg --- The Brick Czar

Nestor is a bully plain and simple. He is a Thug and a rude man but knows when to back off. He has sent for his brothers, cousins, and other extended family members in Russia to help him over the years. Now he has a force of a dozen loyal followers.



His crew of leg breakers was enough to get protection money from the various factories in town, raking in about \$200 a month. He then started squeezing the nearly 250 brick workers in the area for just 1 buck a week. Nestor has set himself up nicely.

[Immigrant, 44 yrs. old]

**AC:** 0 **HD:** 3+1 **hp:** 21 **MV:** 120' **#AT:** 2 **D:** 1d8

**Save:** Brute 4 **ML:** 11 **AL:** Deceitful

**Skill:** Gambling **Favorite Wpn:** revolver

**Description:** Sober, Mean, Grim

**Record:** None

**Carries:** \$500 in his wallet

These are his Thugs that are protecting his place and they run the strong arm operations.

Julius "Jaw" Walker (AC 7, HD 1, 6hp, 120' MV, 1#AT, D8, Save Brute 1, ML 9, AL D).

Andy Card (AC 5, HD 1, 4 hp, 120' MV, 1#AT, D8, Save Brute 1, ML9, AL D).

Eddy Walker (AC 6, HD 1, 6hp, 120' MV, 1#AT, D8, Save Brute 1, ML9, AL D).

Molly Dallenbach (AC 6, HD 1, 5hp, 120' MV, 1#AT, D8, Save Brute 1, ML9, AL D).

Flo Bacharach (AC 3, HD 1, 7hp, 120' MV, 1#AT, D8, Save Brute 1, ML9, AL D).

Danny Kantor (AC 3, HD 2, 10hp, 120' MV, 1#AT, D8, Save Brute 1, ML9, AL D).

Carl Melba (AC 2, HD 2, 11 hp, 120' MV, 1#AT, D8, Save Brute 2, ML9, AL D).

Clancy Washington (AC 2, HD 2, 16hp, 120' MV, 1#AT, D8, Save Brute 2, ML 9, AL D).

Leroy Brown (AC 2, HD 2, 11 hp, 120' MV, 1#AT, D8, Save Brute 2, ML9, AL D).

If a player wants to build anything it is a great time to introduce him to the group, unless he is bribed with at least \$3,000 he will cause trouble for the workers and cause delays and cost overruns.



## THE BANK JOB

### Judge Preparation

The players could be in the bank casing the place for a hit or visiting for other legitimate business reasons when the robbery breaks out.

It is up to the GM to determine how much cash robbing the vault provides.

### The Plan

Three Thugs have their shot guns concealed under long unbuttoned overcoats. Once they enter the bank they yell *"This is a Stick up! Do what we say, and nobody gets hurt!"*

### Setup

The bank boasts a single large vault used to hold money, bearer bonds, and other valuables. They are also holding the Wentworth jewels worth over \$17,000. The crooks know it and they want it!

### The Action

The players are in the middle of a hold up, it's up to them to decide what they do now.

### The Wrap-up

The trio will take the jewels, however much cash they can grab, as well as the money the PCs might have on hand. They either get away or are stopped. If they get away the PCs earn nothing, if they stop the thieves or join them, they earn 640 XP per person. Plus, a cut of the loot or a \$250 reward for helping save the day.

Occupants during business hours, the municipal bank has 2d4 employees working throughout the building and 2d8 customers. In addition, there is a single security guard that patrols the premises while another mans the security desk next to the teller windows.

### The bank robbers

Jimmy "Two fingers" Simms (AC 4, 2HD, 16hp, 120'MV, 2#AT, D8, Save Brute 1, ML10, AL D).

Tiny Welkins (AC 3, HD 3, 15hp, 120'MV, 1#AT, D8, Save Brute 1, ML 8, AL D).

Janos Volsci (AC 2, HD 3, 16 hp, 120'MV, 2#AT, D8, Save Brute 1, ML10, AL D).

## THE PIEDMONT DRIVING CLUB



The Piedmont Driving Club is a private social club with two clubhouses one In Rock Junction and the other in Lakefront City. It has enjoyed a reputation as one of the most prestigious private clubs in the Midwest.

Founded in 1887, originally as the Ladies Driving Club, the name reflected the interest of its members to "drive" their horse & carriages on the club grounds. The club later briefly used the adjacent grounds as a golf course until it sold the land to the city in 1904 to create Piedmont Park.

In keeping with its original purpose—the promotion of recreation and enjoyment for its members and their families—the club's current facilities include dining, golf, swimming, fitness, tennis, and squash.

The by-laws from the 1870s stipulate that membership was to be capped at 20, new members had to be vouched for by three current members, and that successful candidates receive zero "no" votes from the others. The members are a who's who of the rich and famous of Rock Junction. An annual fee of \$250 is required. This fee is used to run the shelter that takes care of aged veterans and those of the Great war. Every year they grant a prize of \$1000 to a worthy down on their luck person at random.

### Notable members

#### Basil Bradstreet the gentleman Gangster

Basil has a long face, with trimmed black hair, and narrow amber eyes. He wears a casual dinner suit and carries a walking stick. Basil is fascinated by ancient history and civilizations. He will often be found near libraries, galleries, and Museums working his scams. He has charmed his way into the club and has talked the ladies into running bootleg for the thrill of it. Trying to take him and the ladies down will be a political nightmare.

(AC 0, HD 3, 19 hp, 120' MV, 2#AT, D8, Save Brute 1, ML10, AL D).

**Lois Rose:** Female Accountant. Age 52, Lois has bobbed gray hair, brown eyes, and a beaked nose. She wears a sleek dress and gold necklace. Lois is friendly and devout. Her father had arranged for her to be a member a dozen years ago in hopes to get her a husband—it has not worked yet.

(AC 3, HD 2, 10 hp, 120' MV, 2#AT, D8, Save Brute 1, ML11, AL D).

**Barbara Zimmer:** Female Actor. Age 36, Barbara is common in appearance, with bobbed blonde hair and amber eyes. She wears a sleek dress and a pearl necklace. She is driven and craven. Her husband runs the local vaudevillian palace and she is looked down upon by most of the members but is tolerated because it's now vogue to know a movie star.

(AC 2, HD 3, 14 hp, 120' MV, 2#AT, D8, Save Brute 1, ML10, AL D).



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