GANGBUSTERS™

1920'S ROLE-PLAYING ADVENTURE GAME

B|X EDITION

1920's Role-Playing

Adventure Game

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BASIC RULE BOOK
By Mark A Hunt

Proof readers Glen Halstrom and Eric Kyle

FORWARD

The American Dream

In the 1920's the thought of getting ahead made people do anything to reach the top. Throughout this decade, morality was absent. Mobsters like Al Capone and Dutch Shultz epitomized this ideal. Prior to the problems created by mob bosses and crime families, the American dream was achieved by coming to America, working hard, and climbing the socioeconomic ladder. During the 1920's this changed as people looked for a faster way to the good life. People killed, stole, and bribed their way up the ladder, causing a corruption of the once great American dream**.**

My dream to get this product finished

Let me start off with the obvious, I love Gangbusters. I have been playing for about 40 years and l just love it. Gangbusters is my jam; it is what I love playing. Why do a B/X version? Well, I wanted to do a retro clone and B/X fit with what I liked best in a retro clone, so I mixed my two loves.

Now with that out the way, how did I get started? I was sitting in the VA Hospital getting Chemo for Non-Hodgkin's lymphoma and the guy next to me was also getting chemo. The doctor came over and unplugged him and told him that the cancer reached his brain and it was pretty much over and it was time for him to get his affairs in order. The look on that guys face. That kicked me in the gut.

I had always wanted to make a game. Well, I decided now was the only time I had, no more excuses, just get it done. It was time all I could type was three words a day, so that's what I did. Inch by inch till I finished the game. I put out a gangbusters product it was filled with errors and horrible formatting, some people said I failed, I say I triumphed over adversity. One day at Chemo the veins in my arm blew I could not even type, so there I was not able to do much. I waited and healed. I then picked myself up and got back to work and keep on making products, adventures, books, cards and anything I could think of.

When I went to conventions, I did everything in my power to show those I talked with my love of Gangbusters. The OSR community have been amazing the original creators I have been blessed to meet have all been fantastic. I am grateful for all the people that have helped me along the way.

I say this if you love something, find a way to get it done. Help others if you are able, support and never let anybody tell you that you can't. You must have the motivation where the I can, is larger than the I can't. Once you do that you can achieve anything you put your mind to. Now go roll some dice have fun, embrace wonder, use your imagination and tell them Mark sent you.

Mark Hunt
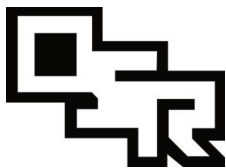
Gangbusters BX is an OSR game. The answers to a character's situation may not be on your character sheet or even the rules! You as the player and even the game Judge will be required to think for yourselves, make decisions and improvise your way out of problems. The game will give you guidelines to help you make judgment calls but in the end, it is up to you, what you do in the game both as player and Judge.

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Common Abbreviations

Below are some of the most common abbreviations that will be found in this book or *Gangbusters* supplemental material.

Abbreviation Meaning

Abilities

STR   Strength
DEX   Dexterity
CON   Constitution
INT   Intelligence
WIS   Wisdom
CHA   Charisma

Other

HP   Hit points
HD   Hit dice (or hit die)
PC   Player character
NPC   Non-player character
LVL   Level

Armor Class (abbreviated AC)

This is a derived statistic that indicates how difficult it is to land a successful blow on a character with an attack. Street smarts, tactical knowledge and Experience come into play also.

Experience points (XP)

These are used to measure the progress of characters. These points are assigned based on how powerful adversaries that have been defeated are, and on how much treasure is found. As more experience points are gained, characters go up in level. As characters go up in level, one thing that changes are their number of **hit points** (hp). Characters gain more hp as they advance in levels, and this allows them to suffer greater damage and survive. Characters most often take damage from adversaries while engaged in an **encounter**. An encounter is a situation in which the PCs and **adversaries** or NPCs are interacting. Time and movement are measured differently during encounters, and this will be covered in depth later.

If you are confused about what some of the terms used so far mean, many terms are explained as they are presented in later sections of this book.

PART 1: Introduction

Gangbusters is an old-school game and therefore the rules are not intended to cover all possible eventualities. The Judge must be willing and able to apply reasonable judgment to resolve any unexpected situations that may arise.

Getting Started

Welcome to Gangbusters, a Role playing game of cops and robbers like so many of us played when we were children. In a typical game you will have several players this can be from as few as two to as many as eight and a person to serve as Judge. You and the other players will all portray important people in the stories you tell of crime, corruption, and temptations. But instead of just guessing who does what, you use **the rules presented here to serve as guidelines** so the game judge can compare your actions by using the same standard for all involved.

Dice

Similar to many other RPGs, Gangbusters uses a variety of different shaped dice, each referred to by the number of sides it has:

d4: A four-sided die.
d6: A normal six-sided die.
d8: An eight-sided die.
d10: A ten-sided die.
d12: A twelve-sided die.
d20: A twenty-sided die.

Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d%: Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Optional Rules

As you read through the rules you will note "**Optional Rules**" these are presented to add flavor to the game. You are free to add, change or not use any of them. But, the use of them will add a definite wild west spin to your games.

Compatibility

If you are an experienced d20 role payer you may find that this version of Gangbusters is compatible or easily modified to work with the 1981 edition of the world's most popular fantasy RPG, commonly as the ***Basic/Expert edition (B/X for short)***. You can therefore mix and match adventures, campaign settings, fan made material and related rules supplements into your Gangbusters games integrating decades of material into your games!

How do I play?

As a player in Gangbusters, you describe how your character acts and reacts, what your character says and does. A character controlled by a player is called a **Player Character** or **PC**. Most of the play is a verbal exchange in the form of a group conversation with many twists and turns and fun on the way. The other players, typically anywhere between two and six, take on the roles of other characters in the game.

If you are the one who is going to oversee the game, you are the game **Judge, Game master, the Referee, the Ward Boss.** As the Judge you set the scene and the situation at hand, describing the environment and the **Non-player characters** or **NPCs** present before giving an indication of what they are doing. In response, each of the players will tell the Judge what their player character intends to do. The Judge then have the Adversaries, NPC's and the world around the players react to the players actions.

Over the course of the game, you the player will choose what your hero does and says and use the dice and game rules to determine whether your character succeeds or fails. This might include talking with a potential witness, chase down a wanted killer, search for clues, attempt to break in a secure bank vault, punch out a Thug, and so on. The possibilities are endless, but once a player has decided upon his character's actions, the Judge then tells them whether they can do it and, if not, what happens next.

What Type of Game Will you Play?

One of the first things the Judge must decide is what type of Campaign they will run; this will shape the characters and the general play style of the game. It may be best for the Judge to have the entire Party play all the same sides of the law till they have run a few games and become comfortable with the game and the players know that to expect.

The Criminal Campaign

"As far back as I can remember, I always wanted to be a gangster."
Henry Hill -Goodfellas

The 1920's was a time of heightened criminal activity, with the prohibition laws in America and the world in an economic depression. Jobs were scarce, and people needed to provide for their families, so some became criminals It's not too hard to be a rum runner, bank robber, stick up kid or petty thief. This type of campaign is for characters who earn their livings through crime and fast money.

The Detective Campaign

"We didn't exactly believe your story, Miss O'Shaughnessy. We believed your two hundred dollars. I mean, you paid us more than if you'd been telling us the truth, and enough more to make it all right."

Sam Spade- Maltese Falcon

The characters are troubleshooters who offer their services for hire to the public. Private investigators can take a wide variety of cases, including running routine credit checks, recovering lost or stolen property, obtaining evidence to be used in lawsuits, solving crimes which have the police baffled or which have not been reported to the police, and finding missing persons.

The Law Enforcement Campaign

"Never stop fighting till the fight is done."

Eliot Ness- Untouchables

Players are the beat cops and G-men, Prohibition Agents and Police detectives who carry the major burden of day-to-day law enforcement. They walked the thin blue line that kept the cities from turning into open war zones during this era.

The Reporter Campaign

"I can handle big news and little news. And if there's no news, I'll go out and bite a dog."
Charles Tatum- Ace in the Hole

The players expose the truth. If it's a crooked government official, a judge on the take, unfair treatment of factory workers or mob activity you work to shine a light on the wicked way of those involved. This is a time of social change and you record it all with firsthand reports captured by radio broadcast, news reels and sensational journalism.

The Strange Mysteries Campaign

"You better wake up. The world you live in is just a sugar-coated topping. There is another world beneath it. The real world. And if you want to survive it, you better learn to pull the trigger."
Blade- Blade

The Characters play in a world where the odd and unexplained are powered by things best left alone. It also adroitly mixes horror, hard-boiled detecting, and mystery sleuthing. This is the type of campaign for those who like fighting the hopeless fight and watching their characters face unspeakable horrors and racing against insanity.

PART 2: Creating a Character

To create a character, start with a fresh character sheet. You can copy the one provided in the back of this book or reproduce it by hand on a piece of paper.

1. Roll Ability Scores

Character ability scores are determined by rolling randomly. Roll 3d6 for your character's Charisma, Constitution, Dexterity, Intelligence, Strength, and Wisdom. See *Ability Scores*.

Sub-Par Characters

If you roll a character with very poor ability scores—for example an 8 or less in every score or an extremely low rating in one ability—the referee may sometimes allow you to discard the character and start again.

2. Choose a Class

Select one of the classes available (see *Character Classes*), bearing in mind the minimum ability score requirements of some classes.

3. Adjust Ability Scores

Optionally, the prime requisite(s) of your character (determined by the chosen class) may be raised by lowering other (non-prime requisite) ability scores. For every two points by which an ability score is reduced, one point may be added to your prime requisite. The following restrictions apply:

Only Intelligence, Strength, and Wisdom may be lowered in this way.
No score may be lowered below 9.
Some classes may have extra constraints.

4. Note Ability Score Modifiers

Now that your character's ability scores are fixed, make a note of any associated bonuses or penalties, consulting the charts in *Ability Scores*.

5. Note Saving Throws and Class Abilities

Record any special abilities possessed by your character as a result of his or her class, as well as your character's saving throws.

6. Roll Hit Points

Determine your character's hit points by rolling the die type appropriate to the chosen class. Modifiers for high or low Constitution apply (see Ability Scores). Your character always starts with at least 1 hit point, regardless of CON modifier.

7. Choose Alignment

Decide whether your character is Law abiding, Neutral, or Deceitful (see Alignment) and note this on your character sheet.

8. Note Known Languages

Every character begins play knowing one or more languages, determined by the character's class. Characters with high Intelligence may also choose additional languages. See Languages for a list of possibilities.

9. Buy Equipment

Your character starts play with **3d6 × 10 dollars** (see Money and Wealth). You may spend as much of this money as you wish to equip your character.

10. Note Armor Class

Your character's Armor Class is determined by two factors:

The armor worn (see Armor in Equipment). If your character has no armor, his or her base AC is 9.

Modifiers for high or low Dexterity (see Ability Scores).

Finally, choose a name for your character. You are now ready for adventure!

Bonuses and Penalties Due to Abilities

Characters are just like people, some people are faster, smarter or wiser than others. Some have an edge when it comes to a fight because of this others are better at dealing with personal interactions still others are great at foresight and reasoning. What ever your characters strong suit will be is determined randomly and these characteristics will help you and the judge determine if your character will have what it takes to come out on top in certain situations.

Prime Requisite

Each character class has one or more prime requisites, that is, an ability score or scores that are of especial importance to characters of that class. A character's score in his or her class' prime requisite(s) affects how quickly the character is able to gain experience points.

XP Adjustment is applied to all experience points awarded to the character, unless otherwise noted in the description of the class.

Ability Score	Standard Adjustment	XP Adjustment
3	-3	-20%
4-5	-2	-20%
6-8	-1	-10%
9-12	0	None
13-15	+1	+5%
16-17	+2	+10%
18	+3	+10%

Strength

Strength (STR) rates a character's brawn, muscle, and physical power. This ability is especially important for characters who focus on melee combat.

Standard adjustment is applied to attack and damage rolls with melee weapons and to attempts to force open a stuck door (see *Doors*).

Ability Score	To hit, damage	Open door
3	-3	-3
4-5	-2	-2
6-8	-1	-1
9-12	0	None
13-15	+ 1	+ 1
16-17	+ 2	+ 2
18	+ 3	+ 3

Intelligence

Intelligence (INT) determines how well a character learns, remembers, and reasons.

Language ability denotes the character's ability to speak, read, and write in his or her native tongue and other languages.

Bonus languages determines the number of additional languages the character can choose during character creation.

Ability Score	Language Ability	Bonus Language
3	Unable to read, write broken speech	0
4-5	Unable to read or write	0
6-8	Can write basic words very slowly	0
9-12	Can read and write	0
13-15	Can read and write with eloquence	1
16-17	Mastery of their native language	2
18	Mastery of all languages known	3

Wisdom

Wisdom (WIS) encompasses a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings.

Standard adjustment is applied to saving throws versus seduction or Swindle effects.

Constitution

Constitution (CON) represents a character's health and stamina. A Constitution bonus increases a character's hit points, making this ability important for all classes.

Standard adjustment applies when rolling a character's hit points (i.e. at 1st level and every time a level is gained thereafter). A character always gains at least 1 hit point per Hit Die, regardless of CON modifier.

Dexterity

Dexterity (DEX) measures hand-eye coordination, agility, reflexes, and balance. This ability is important for combat-oriented classes, as it affects Armor Class, and for characters who focus on missile combat.

Standard adjustment is applied to attack rolls (but not damage rolls) made with a ranged weapon and modifies the character's Armor Class **(a bonus lowers AC, a penalty raises it).**

Initiative adjustment modifies the character's initiative roll, if the optional rule for individual initiative is being used (see ***Basic Combat Procedure***).

Charisma

Charisma (CHA) measures a character's force of personality, persuasiveness, personal magnetism, physical attractiveness, and ability to lead. This ability is important for how NPCs or monsters will respond to a character in an encounter. Charisma also determines the number of retainers a character may have and their morale.

Reaction adjustment applies when hiring Retainers and when interacting with adversaries (see ***Encounters***).

Max # of retainers and ***retainer morale*** determine the number of ***Retainers*** a character may have in his or her pay at any one time and their loyalty to the character.

Ability Score	Initiative Adjustment	AC Adjustment
3	-2	-3
4-5	-1	-2
6-8	-1	-1
9-12	0	0
13-15	+1	+1
16-17	+1	+2
18	+2	+3

Ability Score	Reaction Adjustment	Max number of retainers	Morale of retainers
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	None	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

Character Class Tables

The tables below give the official name of each level in each character class or profession and the experience points necessary for a character to rise to the next level of experience. The charts also give the type (and number) of dice used to determine the hit points for each class. The number of points gained at each level is listed as + 1 or + 2. This number is not adjusted by high or low constitution scores and is merely added to the total hit points of the character.

BRUTISH

Level	Title	Exp. Points	Hit Dice
1	Stocky	0	1d8
2	Mighty	2000	2d8
3	Steamroller	4000	3d8
4	Tenacious	8000	4d8
5	Powerhouse	16000	4d8+1
6	Brute	32000	4d8+2

EDUCATED

Level	Title	Exp. Points	Hit Dice
1	Smart	0	1d6
2	Egghead	1200	2d6
3	Perceptive	2400	2d6+2
4	Professor	4800	3d6
5	Expert	9600	3d6+2
6	Educated	20000	4d6

CONNECTED

Level	Title	Exp. Points	Hit Dice
1	Matchmaker	0	1D6
2	Peacemaker	1500	2D6
3	Mouth piece	3000	3D6
4	Middleman	6000	4D6
5	Diplomat	12000	5D6
6	Connected	24000	5d6+2

STREET SMART

Level	Title	Exp. Points	Hit Dice
1	Hoodlum	0	1d4
2	Worldly	2500	2d4
3	Slick	5000	3d4
4	Grifter	10000	4d4
5	Wiseguy	20000	4d4+2
6	Street Smart	40000	5d4+1

Character Classes

Once abilities have been determined, each player must choose a class. A character's class provide the player with various options and special abilities to use in play. The character's class will also help the referee to decide what a character can and can not do. Its good to have a group with a wide variety of skills and abilities as it provides the group the best chance of success on their many adventures.

Brutish

This is the type of character that is rough, tough and handy in a fight. These characters don't take no gruff and have no problem dishing it out when the time comes.

The Brutish characters with a Strength score of 13 or greater will gain a bonus on earned experience points.

Restrictions: Brutish characters use eight-sided dice (d8) to determine their hit points.

Special Abilities:

Rough and ready: When fighting adversaries of 1 HD or less, the Brutish may make one attack for each of his Hit Dice. He may make these attacks unarmed or with any weapon. The referee may rule that the number of attacks is limited by ammunition or circumstance.

Imposing: You know how to squeeze a suspect by Intimidation. You can attempt to intimidate NPCs with a +1 on your dice rolls to do so.

Scrapper: At 2nd level, the Brutish character becomes an expert at using improvised weapons. The Brutish character does not take a –4 penalty on attack rolls when wielding an improvised weapon.

Connected

The connected character is one who has friends and associates in all the right places. They live by the motto, "It's all in who you know". The prime requisite of the Connected character is Charisma. A Connected with a Charisma score of 13 or greater will gain a bonus on earned experience points.

Restrictions: Connected characters use six-sided dice (d6) to determine their hit points.

Who's Who: you have met nearly everyone from a certain circle. Select one below. The Connected character has friends and contacts in the various areas they associate with. This provides them with a +1 reaction when dealing with people in that Circle. This improves to +2 at 3rd level, and +3 at 5th level.

CITY HALL. This includes the city council, the mayor, the school board, public works officials.

POLICE. Police and crime reporters as well as police and fire department chiefs.

SOCIETY. This includes the rich and famous citizens.

ACADEMIA: you know professors, teachers and researchers.

UNDERWORLD: Bootleggers, Smugglers, Crooks, criminals and other lowlifes.

SPORTS: This includes the players, coaches and sports reporters.

MILITARY: Includes NCOs, Officers and V. A. Staff.

BUSINESS. This includes Local Banks, Business leader's other financial institutions.

You owe me: You maintain contact with diverse friends who can help in a pinch**.** With a successful **MOXIE SAVE** a Connected character can negotiate a favor in return for a request that may or may not be available to the common citizens. Such as getting the county coroner to let you view a body, check building blueprints at City hall, or getting the Sheriff to let you talk to a prisoner, etc.

The favor must not directly endanger the person granting it or his employment. If the Save fails, this cannot be used again for this session.

At 4th level you gain a second connection.

Character Classes

Educated

These characters are experts within an area of specialty. The prime requisite of the Educated is Intelligence. The Educated with an Intelligence score of 13 or greater will gain a bonus on earned experience points.

Restrictions: Educated characters use six-sided dice (d6) to determine their hit points.

Special Abilities:

Record two Vocations: both are easy task whenever you attempt anything related to them.

Bonus language Select one.

Select a area of expertise Select one.

Accounting: the ability to keep all types of financial records, to alter financial records to hide stolen or misused money and the ability to detect altered records.

Chemical analysis: the ability to use chemical tests conducted in a laboratory a general knowledge of science to analyze evidence in a criminal case.

Forensic analysis: You've developed the ability to determine what's gone on by analyzing the evidence. So long as you have access to equipment and time you can attempt a roll to learn more details from evidence collected.

Gunsmithing: the ability to make and repair any type of firearm available in the 1920s or 1930s. A successful check means the character can repair or build the item in question.

Medicine: the ability to diagnose and treat injuries. Able to treat people and help them heal and additional 1d6 Hps once a week.

Safe cracking: the ability to break into a safe, bank vault or similar high-security box and knowledge of these secure devices.

Wiretapping: the ability to connect and run wires from someone's telephone line to another location where their telephone conversations can be secretly overheard and recorded.

Good at what they do

The Educated character can employ their special ability with a dice roll, to do so roll a 1d6 (If the roll is a 1 or 2 on 1d6) they have been discovered or fail in the attempt.
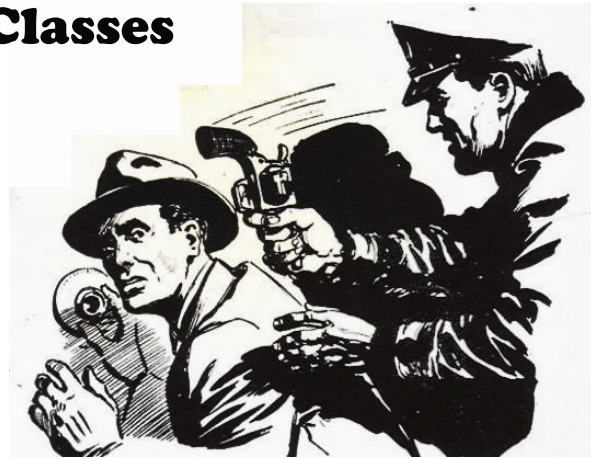
Street Smart

Some people may call you a Grifter, Conman or a liar because you make your way in life by your wits. You are not outright a criminal, but you won't give a sucker an even break either.

The prime requisite of the Street-smart character is Dexterity. The Street-smart character with a dexterity score of 13 or greater will gain a bonus on earned experience points.

Restrictions: Street smart use four-sided dice (d4) to determine their hit points.

Special Abilities:

When striking unnoticed, a street-smart character gains a bonus +4 on "to Hit" rolls and inflicts twice the normal damage; this can be done with a knife, sap, club or derringer pistol only.

Nimble Fingers (NF): Street Smart characters can manipulate cards, coins and other small objects deftly and, using misdirection. They can use this skill to pick pockets too.

Move silently (MS): A street smart character may at-tempt to sneak past enemies unnoticed.

Hide: Anyone can hide from people looking for them if they have time and plausible places to hide in. With this skill, Street smart characters can hide on an instant's notice, even in locations where cover seems unlikely.

Word on the street (WOTS): a street-smart character can attempt to get the latest gossip or general feel of the area after spending some time mingling about.

Good at what they do

The Street smart character can employ any of these abilities without being noticed, to do so they must roll a 1d6 (If they roll of 1 or 2 on 1d6) they have been discovered or fail in the attempt.

Character Alignment

All beings, whether player characters, NPCs, or Creatures, adhere to one of three philosophies or spheres of behavior, known as **alignments.** These spheres are Law Abiding, Neutrality, and Dishonest. A player must choose one of these paths when his or her character is created.

Law Abiding

Law abiding people believe in truth and justice. To this end, they will follow laws and believe all things must adhere to order. Law abiding folks also believe in sacrifice to a greater good and will choose the good of a larger group over the good of an individual.

Neutrality

Neutral people believe in a balance between the ideas of Law abiding and Dishonest folks and, in their actions, they tend to do what will serve themselves. They might commit good or evil acts in order to further their own ends and generally will not put others' needs ahead of their own.

Dishonest

Dishonest people are in direct opposition to the Laws of the land. These folks should seldom be trusted, for they tend to act in "evil" ways and will be much more selfish than a neutral person. Dishonest characters believe in chance and that there is nothing you cannot have if you are strong or slick enough to take it.

The player must inform the referee of his or her character's alignment but does not have to tell other players. When determining the character's actions, players should do their best to adhere to their chosen alignment. The referee will take note when behavior deviates too much and may assign a new alignment more appropriate to actual character actions. Deviation from alignment may also be penalized, as the Judge sees fit.

Description

All characters in Gangbusters are human, but who are you? To help visualize this, select one TYPE below, or work with your Game judge to invent your own. Besides type, each player needs information about his character's age, weight, height, distinct features, marks or scars and ethnic background. This information can help others identify your character if he is unconscious, missing, or a suspect in a crime.

A Characters TYPE can affect how NPCs react to a PC or other NPCs. (Choose One)

TYPES

ASSIMILATED: You are one of the many that make up the great melting pot.

BLUE BLOOD: You were born with a silver spoon and an expense account.

COUNTRY FOLK: You come from the rural part of the country and it shows when you open your mouth.

CITY SLICKER: You are at home in the hustle and bustle of city life.

HOODLUM: You are part of the organized crime family. You look after your own, to a point.

IMMIGRANT: You are a recent arrival to this great country and the old ways are hard to shake.

RIGHTEOUS: You are one of the faithful and you tend to stick together and recognize each other.

TROUBLEMAKER: Drunks, Ex-Cons, vagrants and petty criminals you tend to be easy to recognize or blend in to certain parts of town.

Character name

This indicates the name of your Character. Write in the name here. Simple sounding names are common or Nicknames like "Butcher Bill, or Two-gun tom" names are appropriate. Don't name your Character after a famous character from History as your characters may run across them in gameplay. You should try to find a name that sounds like it might fit the character's class and the campaign you are playing. Bill is playing a crime solving priest and decides to call him Father Simms. Besides regular names players may have a street nickname. Ie Frank "the Enforcer" Nitti.

D100	Nickname
01-03	Bugsy
04-06	Tricky
07-10	Lucky
11-13	Legs
14-17	Matches
18-21	South side
22-25	Butcher
26-29	Deuce
30-33	Junior
34-37	Ace
38-41	Blackey
42-45	Diamond
46-49	Slim
50-53	Sunny
54-57	Lefty
58-61	Sparky
62-65	12th Street
66-69	The Suit
70-73	Knuckles
74-77	Tiny
78-80	Red
81-83	Little
84-87	Fast
88-91	Fingers
92-95	Professor
96-99	The Brain
100	Enforcer

Languages

The Common Tongue

It is assumed that the common tongue is a language common to all players. However, the Judge may rule that different human cultures in the campaign world have different languages, in which case a particular human language must be chosen instead of Common.

Player Character Languages

All PCs know the common tongue. Some classes grant further languages, as noted in the class descriptions, and characters with high Intelligence receive additional languages, chosen at the referee's discretion. The following list of languages may be used:

1d20	Language Spoken		
1	Arabic	11	Portuguese
2	Greek	12	Turkish
3	Chinese	13	Indonesian
4	Hindi	14	Danish
5	Swedish	15	Russian
6	Yiddish	16	Polish
7	French	17	Hindi
8	Spanish	18	Japanese
9	German	19	Egyptian
10	Italian	20	Hungarian

Money and Wealth

Although the game assumes United States currency, the Judge should switch the currency to suit his game setting. All Characters begin play with 3d6 × $10 dollars.

Buying Equipment

Basic Expenses. Each character must pay $20 each week to cover basic expenses. Basic expenses include rent, food, laundry, etc. The rent pays for a poorly furnished room in a rundown apartment building. Basic expenses do not include owning and maintaining a car.

There are 100 cents in the U.S. dollar, and the costs listed on the tables are given in multiples of ten cents or whole dollars. Prices are roughly based on those of 1924.

Equipment weight

The Judge should strive to keep equipment list simple and weights under control as this is not a game where players are expected to tote large packs of gear with them as the move about the city. Equipment weights are given in whole, half and quarter pounds. Judges are encouraged to alter this as they see fit. Characters can carry twice their Strength weight in pounds before they are encumbered and four times before burdened.

Inheritance

If the Judge wishes, a player may name an heir to inherit his or her worldly possessions upon the death of the character. The local authorities will, of course, take 10% in taxes, before giving the inheritance to the heir. This heir must al*ways* be a newly rolled- up first level character. This "inheritance" should only occur once per player. Any illegal goods may not get transferred, the Judge must decide on a case by case basis for property.

Vehicles And Transportation

Type	Cost
Airfare, Local	$3/20 miles
Airfare, International	$20/100 miles
Auto, Luxury	$5,000+
Auto, Pick-up Truck	$600
Auto, Sports car	$3,000+
Auto, Typical	$400
Bicycle	$10
Biplane, Used	$1,200
Biplane, Quality	$3,500
Boat, Fishing 16'	$125
Boat, Speed 20'	$1,500
Bus Fare, City	$0.05
Bus Fare, Cross Country	$1/100 miles
Farm Tractor	$800
Motorcycle	$150
Ocean Liner, 1st Class	$250
Ocean Liner, Steerage	$40
Sailing, Ship 50'	$3,500+
Ship, Yacht 80'	$15,000+
Taxi Fare	$0.10 Mile
Train Fare	$2/250 miles

Rent and real estate

Item	Cost	Item	Cost
Room, cheap hotel	$2 night	Office, cheap	$25 week
Room, good hotel	$5 night	Office, nice	$40 week
Room, great hotel	$25 night	Office, great	$75 week
Apartment, tenement	$30 week	2-3 bedroom house	$150 month
Apartment, nice	$40 week	3-6 bedroom house	$200 month
Apartment, great	$50 week	Industrial land	$250 acre
Apartment, luxury	$75 week	City lot residential	$750
Warehouse storage	$1 week	City lot commercial	$1,000 acre
Industrial storage	$50 week	Farm land	$100 acre

General Gear

Type	Weight	Cost
Ammunition, Pistol (30)	2	$6.50
Ammunition, Rifle (20)	2	$5
Ammunition, Shotgun (10)	2	$2.50
Backpack	3	$7.50
Binoculars	1	$25
Blanket, Wool	2	$1.50
Camera, Commercial	10	$150
Camera, Box	4	$5.75
Canned Food- 1 day	.5	$0.25
Canteen	1	$2
Chain ,10'	5	$6.50
Cigarettes, pack	.1	$0.10
Cigars, box	.5	$4.50
Crowbar	3	$2
Film, 24 exposures	.25	$1
First Aid Kit	4	$6
Flask, Hip	.5	$3.50
Flashlight	1	$2.50
Handcuffs	1	$5
Knife, Pocket	.5	$0.50
Lighter	.2	$1
Lock, Pad	1	$1.50
Lock Picks	.5	$20
Medical Bag	10	$100
Radio	5	$50
Rope, 50'	4	$8.50
Sack, Burlap	1	$0.50
Shovel	3	$1.25
Telephone	4	$18

Poor Clothes

Poor clothes run the gamut of outfits, from blue jeans and a work shirt, to a linen dress, to a bartender's apron. This is the standard quality clothing that most people will wear in their relevant professions.

Typical Clothes

Dresses with lace and a large hat, suits with spats and waistcoats, custom suits, the latest fashions; Typical clothes is the catch-all term for those outfits worn in everyday life.

Luxury Clothing

Leather jackets, a thick overcoat , heavy furs; heavy work clothing won't stop a bullet or a knife but it's a far sight better than just a thin cotton shirt. Though typically not worn except for special occasions or religious celebrations, some make it a point to dress in a way to give the appearance of success and prosperity. These provide a +1 to reaction checks.

The Judge has final say on what counts as Poor clothing, typical clothing or Luxury clothes.

Clothing

Type	Weight	Cost
Boots	3	$5
Hat/Cap	0.5	$3
Trench Coat	2	$15
Outfit, Poor	4	$20
Outfit, Typical	4	$40
Outfit, Luxury	4	$60
Shoes, Poor	2	$2
Shoes, Typical	2	$5
Shoes, Luxury	2	$20+
Uniform, Military	5	$30
Uniform, Police	5	$45
Winter Clothing, Set	15	$30

ARMOR CLASS

TYPE	ARMOR CLASS	COST
Poor	7	$20
Typical	5	$40
Luxury	3	$60

MISSILE WEAPONS

Weapon	Damage	ROF*	Range	Ammo	Wt.	Cost
Dynamite, Stick!	1d6	2	20ft	-	2	$20
Grenade!	1d8	1	10ft	-	1	$15
Hatchet, Thrown	1d6	1	10ft	-	3	$1.75
Knife, Thrown	1d4	1	10ft	-	1	$2
Machine Gun^%	1d10	2	150ft	100	35	$900
Pistol, Derringer	1d6	1	5ft	1	1	$35
Pistol, Revolver^	1d6	1	50ft	5	4	$18
Pistol, Semi-Auto^	1d8	2	50ft	7	4	$25
Rifle, Combat	1d8	1	100ft	10	10	$35
Rifle, Hunting	1d6	1	125ft	6	14	$50
Shotgun, Double-barrel #	1d10	1	30ft	2	12	$40
Shotgun, Pump	1d10	1	30ft	5	12	$55
Sub-machine gun^	1d8	2	75ft	25	8	$200

Wt is an abbreviation for Weight

*ROF (Rate of Fire) indicates how many times in one round that a weapon may be fired.

! Explosives affect all characters within 10 feet of the blast point. Dynamite may be bundled together, with each stick after the first extending the area of effect by 5 feet and causing an additional 1d6 damage. Up to three sticks may be thrown when strapped together.

^ Weapon may fire burst.

% Weapon may Spray

 # Weapon may fire both barrels at once

MELEE WEAPONS

Weapon	Damage	Weight	Cost
Axe**	1d8	6	$9.50
Blackjack#*	1d4	2	$3
Brass Knuckles*	1d6	1	$1.50
Club (Nightstick)*	1d4	2	$2.50
Hatchet	1d6	3	$1.75
Hammer	1d6	1	$1
Knife	1d4	1	$2
Scythe**	1d8	6	$2.50
Spear	1d6	3	$5
Staff/ Broom stick**	1d4	2	$1
Sword	1d8	5	$15
Sword, Two-Handed**	1d10	9	$25
Unarmed*	1-2	N/A	N/A

** Two handed to wield effectively or suffer -4 to hit.

 # When used to strike the head (-4 Hit) have a chance to knock an opponent unconscious (Toughness Save to resist).

*If used as the final blow to render a foe to zero hit points may declare the target is unconscious instead of dead.

Example Of Creating A Player Character

After talking with the Judge, the player learns that they will be playing in a Detective campaign.

1.   A copy of the character sheet is being used for this example, so it is not necessary to write down the ability names.

2.   3d6 are rolled six times with the results of 13,11,9,15,17 and 8. These are recorded as they are rolled starting with Strength and working through all the abilities.

3.   The highest ability score rolled was Constitution; the player decides to go with the second highest score in Dexterity and create a *Street-smart* character. As a new character, it starts as 1st level.

4.   The Street-smart character has several special abilities and the player makes notes of them on the character sheet under **SPECIAL ABILITY DETAILS.**

5.   The player notes the bonuses and penalties due to the character's ability scores:

        A **Strength** score of 13 gives the character a bonus of +1 on "to hit" in melee combat and damage rolls and for opening doors.

        An **Intelligence** score of 11 means the character can read and write their native language but does not provide any other bonuses.

        A **Wisdom** score of 9 gives the character normal *Moxie* based saving throws.

        A **Dexterity** score of 15 gives the character a bonus of +1 on "to hit" for missile attacks and improves Armor Class by -1.

        A **Constitution** score of 17 gives the character a +2 bonus when rolling a die (d6) to determine hit points.

        A **Charisma** score of 8 give the Street-smart character a -1 penalty when checking for reactions and allows a maximum of 3 retainers whose morale score will be 6.

6.   Current experience is marked as "0".

7.   The player rolls 1d6 to determine the number of hit points the character has at 1st level. A roll of 3+2 due to a Constitution bonus equals 5 hit points.

8.   The player decides to make the character a Law-Abiding Citizen and marks it down for the characters Alignment.

9.   Next the player decides to take City slicker as Type.

10.   For cash, the player rolls an 9 on 3d6, then multiplies by 10, which to buy equipment. $90 is noted on the back of the character sheet.

11.   The player decides that they will start with the following list of equipment. Typical clothes and shoes ($25), a Flat cap ($3), trench coat ($15), a box of pistol ammo (20 shots) ($6.50), a Revolver ($18), brass knuckles ($1.50) and pays a week's rent for a cheap office ($20). The equipment is listed on the back of the character sheet. Since $89 were spent, the "$90" is erased from under MONEY and replaced with a "$1".

12.   The character is wearing typical clothes giving an Armor Class of 5. The character's Dexterity bonus improves the Armor Class by -1, so 4 is listed under Armor Class.

13.   The player decides to call the character Harper Gold, detective for hire.

14.   The player can find the characters **Saving throws** and **To hit numbers** on the back of the book.

Understanding the Era

Ushered in by the passing of Prohibition in January of 1920, the "Roaring Twenties" were epitomized by prosperity, innovation, social change, and cultural shifts that laid the foundation for the modern world. At the same time, the dark side of the decade was all too prominent as organized crime and murder became commonplace, radical political movements came to the fore (especially in Europe), and resistance to modernity took the form of racism and rampant prejudice.

Following the conclusion of the Great War in 1918, the world looked ahead to a time of peace and prosperity, and indeed, much of the world did experience a renewal. Industry and manufacturing, mobilized during the Great War, transformed the economy and the way of life. The assembly line allowed for faster production and cheaper products. At the start of the decade, most homes had no electricity, relying on lamps and candles for light, but as the electrical network expanded, the day became longer, and lives were made easier. Household appliances such as toasters, washing machines, telephones, radios, and refrigerators saved families time that could be used for leisure. Electric refrigeration allowed for the preservation of food and the sale of frozen foods, again saving families time. Automobiles became more common during the decade, offering unprecedented freedom to Americans. Meanwhile, a government focus on infrastructure produced a network of concrete highways that connected various parts of the country and allowed average people to tour the country.

In entertainment, the radio entered many American homes and allowed people across the country to hear the same news and songs. Hollywood began producing hundreds of motion pictures, and silent films entirely gave way to "talkies" by the end of the decade. Other pastimes included crossword puzzles, marathon dancing, pole-sitting, baseball, boxing, tennis, and football. The era was fascinated with celebrity "heroes" and the likes of Charlie Chaplin, Babe Ruth, Charles Lindbergh, Josephine Baker, and Douglas Fairbanks became household names. Finally, the arts flourished as well. Authors including F. Scott Fitzgerald, H. G. Wells, Zane Grey, and Ernest Hemingway produced what would become American classics.

Art deco style dominated architecture and adorned the numerous skyscrapers springing up as prominent symbols of capitalism and prosperity.

Social change characterized much of the decade. American women won the right to vote in August of 1920 and followed this victory by challenging 19th-century norms.

Led by the "flappers," women began to wear their skirts short and their hair bobbed; they attended nightclubs, smoked cigarettes, and asserted their independence at home and in the workplace. Black Americans demonstrated their artistic and musical talents, in what would later be called the "Harlem Renaissance." Black literature flourished and musicians, such as Louis Armstrong and Duke Ellington, became recording stars. By recalling the reality of their lives, African-Americans challenged stereotypes and racism through art, poetry, plays, literature, and music, and brought Black culture into the American mainstream. African-Americans truly established a new identity for themselves.

The overwhelming force of change did not go unchallenged. Flappers, jazz, modern dance, Darwinism, and immigrants were all condemned by conservatives who clung to pre-war morals. This intolerant conservatism was militantly demonstrated by the reemerging Ku Klux Klan, which accused Blacks, Jews, and Catholics of eroding American culture. During the decade, KKK membership rose to 4.5 million, making the organization a powerful political force, while at the same time its adherents perpetrated countless assaults and murders.

By outlawing the production, sale, and transportation of alcohol, the Prohibition Act inadvertently turned most of the population into willing criminals. Average people disregarded the law entirely and regularly visited "speakeasies" - alcohol-serving bars and nightclubs that operated "secretly." Speakeasies were often ignored by police and politicians, who were themselves patrons of the establishments, if not entirely corrupt and taking money from the speakeasy owners. Prohibition created a thriving trade in illegal alcohol and gave rise to powerful organized crime syndicates. Mobsters had long been established in cities, running protection rackets, prostitution, and other criminal activities, but with Prohibition, they took control of a multi-million dollar industry to supply the continued demand for alcohol. Control of the business created fierce rivalries, and crime and murder became a common occurrence during the 20s.

PART 3: Piece Of the Action

This section describes crimes usually committed by independent criminals or gangs. The judge can be as tedious and loose with the bookkeeping of things presented here as they like. Its best to play it loose and mainly in the background. This should be a fun game of cops and robbers not bookkeepers and accountants. PC independents and gangs are not limited to these crimes; they are given only as examples.

The Hustle

This the running of scams and criminal activities since the start of prohibition this has become a popular 'occupation' because it is the means to make an easy living without having to work a legitimate job. For those with professional skills such as doctors, businessmen, and lawyers, working legitimate jobs is a primary means of support but for some not so lucky in financial troubles this is the only way many can put food on the table. Therefore, hustling and resorting to crime provide these people with an alternate outlet to make ends meet. For many the choice is a low paying job as an unskilled laborer or good wages for driving a load of moonshine cross town.

In the 1920's, crime paid well. While the cops and private eyes and reporters are slogging through their careers for $25 to $35 per week, bootleggers can be earning thousands of dollars per week and using the excess money to pay off the bosses of the men trying to catch them. This is definitely a historical reality, and at first, the Judge may think that it may unbalance the game. Criminals can make so much money so fast that there would seem to be little incentive for pursuing any other career in the game. History also provided the answer to this problem, however.

In the game, as in reality, criminals in general have a short life expectancy, and the great majority of them live up to that expectation. Of course, there were a few top crime bosses who made hundreds of thousands of dollars in a single week. But for every boss who rose to the top of his, uh, "profession," there are hundreds of other people who wound up dead in the streets, riddled with submachine gun bullets. The higher they rise in the ranks of organized crime, the bigger a target he becomes for all the punks and hoods who worked for him or worked for someone else against him.

Petty Crime

Petty crime includes mugging, pick pocketing and other crimes against individuals. The amount of money made from petty crimes is left to the judge's discretion. As a general rule, people of lower or middle class will rarely carry more than $1D20 at one time. So, a character will have to carry out a lot of petty theft to get ahead.

Bootlegging

Bootlegging is a general term referring to the manufacture, transport and sale of alcoholic beverages in violation of the National Prohibition Act and numerous other state and local laws. The National Prohibition Ace took effect Jan.16, 1920, and was in effect until December 5, 1933.During this period, bootlegging was by far the most profitable crime undertaken.

Obtaining Bootleg Liquor and Beer

Criminals can obtain bootleg beer and liquor, referred to simply as bootleg or bootleg booze, in three ways:

1.Buy it from Canadian, Caribbean or European manufacturers;

2. Steal it from legal manufacturers, government warehouses or other criminals;

3. Manufacture it themselves.

Running a Racket

Rackets are based on the typical vices:

Gambling-Games of chance where of course you are the House and the House never loses.

Prostitution- This is the running a house of ill repute.

Protection- Getting others to pay you to operate in your territory.

These are not the only ones that can be used to run a racket, but these are included here to serve as an example for the Judge to base others upon.

Special Skills

Characters could develop certain skills with the Judges approval, like Art Forger, Bookie, Card Sharp, Pool Hustler, Safe Cracker or Counterfeiting or what ever else they can come up with to make their character useful to criminal organizations and sought after in the underworld.

Often Characters with special skills are recruited for jobs by other criminals or persons in need of their unique services. A Character with a specialized Skill has a 25% chance per week of being offered a chance to be part of a activity related to their skill.

Treat a Specialized skill as if it was a stat check for usage. *IE Roll under stat to succeed.*

The Cut

The amount of money the characters gets must be negotiated for each new job and varies with the skill and the danger involved. The fee is often a set amount of money or a percent of the profit from the job. This is role played out by the characters involved and the Judge.

Typically it is 5-10% of the total take but never more than 50% of the total amount of the money. This often includes the cut for the whole party. If they only want one person the rest will either work for a part of the percentage that person is getting or stay out of the job altogether. Being too greedy could also cost them the job.

Stolen Goods

These are things the players may end up with worth tens of thousands of dollars. Furs, Sheet Music, Gemstones, Sculptures, Blueprints, Legal documents, Antique furniture, specialized research equipment, Latest Paris fashions, Military equipment, Ancient Pottery, Bootleg liquor, Paintings, Old coins, Medicine, Machine Parts, Jewelry, Automobile parts, Stocks and Bonds, Betting slips, Government Secrets.

Disposal of stolen goods may be an adventure all unto itself. Flashing around stolen loot may get unwanted attention — the referee's discretion will have to be used in this situation. Typically 2-6 chance or higher that these items will arouse unwanted attention from the police or some other person who wants the items for themselves.

Robbery

Lying, cheating and stealing can net a haul for the outlaws within the following ranges:
Small Bank 3d6x $1,000
Large Bank 2d6x $10,000
Citizen house 1d100 dollars
Wealthy mansion 1d 4 x $1,000
Freight train, Value of goods, bullion, or ore 1d10 x $10,000
Post Office 1d12x $100
Other Business 1d8 x $100
Factory with payroll 1d10 x $1,000
without payroll 1d4x$ 100
Telegraph Office 2d10 x $100
Passenger train 2d6x $1,000
Train (express car) 1d8 x$10,000 in mail, payroll, or securities, ect.
Other Businesses 1d10x $100

Police Patrols

The chance that a beat patrolman or squad car will come by the scene of a crime while the crime is being committed is 5% cumulative each minute the crime is in progress up to a maximum chance of 50%. If a crime takes five minutes to commit, there is 5% chance the police arrive by during the first minute, a 10% chance during the second minute, and so on, up to 25% during the fifth minute. The chance that the police will come by is never more than 50% regardless of the time involved in committing the crime.

Starting a Gang

No matter how tough the PCs are sooner or later they will need help with securing territory or protecting what's theirs. The goal of any gang is to have control of as much territory and influence as possible. To get started the group must first pick a leader. The charisma of the leader of the gang is a huge deciding factor in this. No one wants to join up with someone who is seen as a two-bit thug.

Retainers

Retainers are NPCs that are hired by characters for extra hands during an adventure. Each character is limited to a finite number of retainers, which is indicated by the character's Charisma score (see *Ability Scores*). Retainers are not mindless slaves and, although they will usually share the party's risks, they will not willingly act as battle fodder. If abused in any way, retainers will typically warn others of this and the PCs will soon find it difficult to hire other retainers.

Locating

A PC who wants to hire a retainer must first locate possible candidates. The PC might simply walk up to strangers in taverns, might contact adventurers' guilds, or might advertise by putting up fliers or by other means.

Hiring

Retainers are recruited through negotiation, with the referee playing the roles of the NPCs a character attempts to hire. The PC should explain what the job entails and the rates of pay: for example, a percentage of any treasure recovered or a flat rate of pay. The hiring PC must also typically pay for the retainer's daily upkeep (food and lodgings) and for any new adventuring gear, weapons, or mounts the retainer will require for the adventure.

Recruitment

There is a 10% per week per level of the Gangs leader that a new person will seek to join the gang, roll a d10 to see what caliber of criminal the gang has attracted. The gang leader is under no obligation to let them join up.

The leader of the gang uses his Charisma as the deciding factor of how many he can keep under his sway. This is known as Influence, each person he recruits has an influence cost associated with them. This limits the size of any gang. The more capable a criminal is the more likely they are independent and will hire out to a gang for a job rather than join one on a full-time basis. This does not include any Contacts, or any Cronies the PCs may have. It's easier to get a bunch of young punks to your side then the truly trained killers.

Caliber: This is the type of person you have in your gang.

Thug: These are the cannon fodder flunkies of any gang.

Enforcer: These are the muscle of the gang that know how to get the job done.

Assassin: These are the proven killers.

Femme Fatale: These are infiltrators and cunning killers of any gang,

Base Cost: This is how much it cost per week to keep them in the gang.

When a recruit first joins the gang, they do not have to be paid the first week this is to reflect them proving themselves to join up.

Influence: this is what is used to calculate how many people the leader hold to his side.

Note: The leader can have no more than his Charisma in Influence points worth of people working for them as part of his gang.

Loyalty: This is how effective the criminal will perform when assigned a task and how willing they are to protect the gang or keep their mouth shut.

If you want the job done, be sure you send the right person to do the right job!

1d10	Caliber	Cost	Influence points	Loyalty
1-5	Thug	$50	.5	1-6
6-7	Enforcer	$100	1	2-6
8-9	Assassin	$250	2	3-6
10	Femme Fatale	$500	3	4-6

The Offer

After an offer is made, the referee rolls 2d6 on the table below to decide the potential retainer's reaction. The roll is modified by the hiring character's CHA and the referee may apply a bonus or penalty, depending on the attractiveness of the deal (+1 or +2 for generous offers, -1 or -2 for poor offers).

Retainer Reactions

Roll	Reaction
2	Offer refused *
3-5	Offer refused
6-8	Roll again next week
9-11	Offer accepted
12	Offer accepted **

The next retainer will be a -1 morale because of the poor offer rumors.

** *Morale is +1 because of the offer.*

Retainer skill

The Judge may assign a background Skill or two or some peculiar special rules.

Each retainer has a 2-6 chance of having a skill.

Keep in mind the NPCs are not like the Player characters, they are secondary to the story. The Players are the stars.

1d20	Expertise
1	Narcotics
2	Sniper
3	Alarm systems
4	Auto mechanic
5	Safe cracking
6	Car theft
7	Get away driver
8	Art appraisal
9	Loan shark
10	Numbers running
11	Bouncer
12	Speak easy management
13	Bootlegging
14	Stick ups
15	Forgery
16	Beer making
17	Second story entry
18	Record keeping
19	Wire tapping
20	Medical

Sidekicks, Henchmen, and Gang members

The Judge should take the wishes of the players under advisement, but these NPCs will always act in their own best interests. When they engage in combat the Judge determines how they respond to the danger faced.

Class and Level

Retainers can be of any class (including normal humans of level 0) but must be of equal or lower level to the PC who has hired them.

Morale

Retainers have a morale rating, determined by the hiring character's CHA (**see Ability Scores).** This rating may be adjusted at the referee's discretion: *it may be increased if the PC has been particularly good to the retainer* (e.g. repeatedly given additional cash) or reduced if the PC has been cruel or contrary to his or her word.

To make a morale check, the referee rolls 2d6 and, if the result is lower than or equal to the retainer's morale rating, accounting for any adjustments, the roll has succeeded.

Morale rolls are made in two circumstances:

Each time the retainer is exposed to a particularly perilous situation. If the roll fails, the retainer will likely flee.

At the end of an adventure. If the roll fails, the NPC will not work for the PC again.

Note: They only check morale in combat when confronted with extraordinary danger.

Experience

Although retainers are "played" by the referee, they acquire experience in the same way PCs do, can advance in level, and are affected by all of the same class rules. Because retainers follow instructions when on an adventure, thus not directly engaging in problem solving, they suffer a penalty of -50% to XP.

Running a Business

Starting a business

A character can start a business at any level. They simply need to provide the Judge with a written statement of what the business will consist of.

Example: *Bill Davies will open the 8 ball pool hall on 4th and 22nd street. This will be a legal small operation.*

The judge then decides what is needed before they can open, this can be permits, bribes, construction and supplies. Basically the player can start a business if the judge believes you have done enough or spent enough to do so.

Once the business had opened the character can operate it as a legal business and pay taxes and mostly some sort of protection money to stay in business or turn it into a criminal racket no extra fees but can have other problems. Of course some business can not be legal no matter what.

If the character has a legitimate business and wants to turn it a front for a criminal racket the character must appoint one of their retainers to handle the day to day operations. *This must be a criminal; the type is up to the player.* The percentile chance that things will go smoothly and without a hitch is based on that retainer's loyalty percentage. If the retainer failed the loyalty check there is some issue the owner must deal with personally before they can attempt to earn any money from the racket.

Competition

To find out if the business had a good month. The Player must make a **saving throw Vs the Competition.**

Competition save must be set by the Judge or rolled randomly 11-18 (10 + d8). The higher the save the more fierce the competition.

This number should be a set value that stays the same each time the player rolls to see how they month went. For this number to change the players must take drastic campaign actions to lower it by 1-3 points.

Some factors that the Judge may use as modifiers for roll both for and against the players characters.

Please note this is not all but a sample of things that may be used as modifiers. Generally each modifier gives a +1 to the roll both for or against depending on the circumstances.

Don't let the player get something to count in their favor till they do something in game to earn that bonus, just as game play can cause things to be counted against them and it will remain in effect till, they fix it.

Not all will apply to every business, but that is up to the judge to decide. Examples include:

Things that can count against Business

Bad reputation, Labor Problems, Building is in bad shape, Raided by police, Supply problems.

Things that can count in favor

Good reputation, Takes care of the workers,Well maintained property, Bribed the right officials, Excellent goods and services.

Competition

If they have a good month, they will gain some disposable income based on the size of the operations: **Small 3**d6 x$10, M**edium** 2d6x $100, L**arge** 2d8 x $1,000. The Judge may modify this due to campaign actions.

If the Player fails the save they will have a bad month and will not earn any disposable funds that month and if the character has three bad months in a row the business will go under and they will lose all the time and money invested.

PART 4: Acting as Judge

If you are reading this section, you most likely interested in being the judge. **The Game Judge** you are the one who is going to oversee the game, you are the game Judge. As the Judge you set up the situations and help the story along, make judgment calls about the rules determine what happens when the characters have a run-in with the law or is presented with an offer they can't refuse? Instead of just guessing who does what, who succeeds, and who fails when these conflicts arise, the guidelines presented here describe how to decide the outcome of such conflicts.

Working Together

As judge you describe the situation; then ask what the characters are doing about it.

Example: You notice a guy with a shotgun under his coat walking into the bank. **What do you do?**

The players tell what the characters do in response to your descriptions of events and you respond to what they do in return. When you are not sure what the outcome of the things they or you describe apply the rules as presented in the book.

Getting in Over Their Heads

Some players will play their characters with intelligence, while others will make rash and foolish mistakes. Those who make mistakes should be allowed to suffer the natural consequences. Be sure to pay attention to what your players are really asking for. Then give them everything they ask for, and three things they don't.

EXAMPLE: On the very first evening of play a PC decides to become a criminal and rob Holstein's Jewelry Store. To create a diversion, he buys a stick of dynamite and throws it into the candy store around the block. He then robs the jewelry store, using no mask or disguise, and returns to this hotel room where he is staying.

Two children are killed by the explosion in the candy store. The character has committed a needless double murder, he has been seen by dozens of people on the street and he has taken no precautions to conceal his location after the robbery. It is very likely that he will be caught quickly. In fact, there is a chance the policemen in the area may decide a child killer is not worth the expense of a trial; he may be shot down "*resisting arrest.*"

The game judge is not stacking the odds against the criminal by overreacting to the crime; the PC made a foolish mistake and the judge is letting him suffer the consequences.

Running the Game

Keep in mind you are all here to have fun. While you as judge must strive to keep things grounded in the Prohibition Era America it should be realistic as you can keep it. But, not at the expense of players and fun at the table.

• Never let facts get in the way of a fun and enjoyable time for all.

• Fill the characters life with grand adventure

• Let the story develop at the table

Although the players can and will make suggestions or dispute rulings, you as the person running the game must be the final judge. All suggestions can be heard, but the players must understand that once all considerations have been made, the final ruling will stand.

Having said this, it must be remembered that the person running the game needs to be neutral in his or her decisions. The goal of the game is to have fun, whatever fate may await the characters, but the judge does not take sides with either the characters, the adversaries encountered, or the NPCs.

Actions have Consequences

For the sake of survival, characters team up to undertake adventures together, groups should generally be composed of a diverse array of classes, so that different characters are able to contribute different talents for any given situation.

Occasionally, there are not enough group members to take on the challenges of facing rival mobs. The group may hire NPCs, or retainers, for extra hands. Rarely, the Judge will allow players to play more than one character. However, in these cases characters belonging to the same player cannot offer each other special treatment, such as trading or giving away riches, unless the Judge rules it acceptable.

The City

After the Players have rolled up characters and purchased equipment the Judge will let you know about your home city and how you as players fit into the adventure and the game world. As you string the adventures together they form a campaign as you go from one adventure to the next.

Designing a Campaign location
1. Choose the City

Your city is a character as well a prop for the players to use and meet. The pulse of the people and traffic can stir the Pcs into new ways you have not planned for as they meet tourists or visit the factory filled nightmares of smoke and oppression. What Weather patterns does your city experience? What special events or parades will the Pcs take part in? Your city can shape who and what the players become in ways you cannot plan for.

It's easy to put your game in a fictionalized version of gang filled Chicago of the roaring twenties. But just think how placing you game in anyone of these locations puts a new spin on the game world.

Berlin 1930

Glasgow 1920s

New jersey Board walk -1920s

Hong Kong 1920's

Paris 1920's

2. Map the City

Major terrain features: Using graph or hex paper, create a map of the major neighbourhoods note any major features such as banks, police stations, rail roads, seashores, highways, slums, parks, forests, swamps, and so on. Real world maps may serve as inspiration as to how cities are laid out.

New campaigns: When starting in a new city, it is recommended to begin by detailing a small, self-contained parts of the city that can be expanded upon over time.

Scale: Typically, a large scale map (1 neighbourhood per hex) is drawn first, followed by smaller scale maps (6 buildings per hex) of certain areas, adding more detail. But for the typical city it should be 1 hex per neighbourhood about 6 blocks.

3. Place key Features

Place one or more key points on the map, somewhere in the vicinity of the base neighbourhood.

Distance: These should be place that require the players to travel to visit, by foot and by car.

4. Create Neighborhood Encounter Tables

Standard tables: Create a table that cover the top 10 adversaries or events that may appear in the starting neighbourhood.

Custom tables: For other areas, the Judge may prefer to create new tables, with a selection of adversaries customised to the different neighbourhood s and around key features.

The default starting location is Rock Junction.

Rock Junction is a sprawling, brawling steel town located on the shores of one of the Great Lakes somewhere in the American Midwest. Located at the Crossroads of America, Rock Junction provides the perfect location for the players just A hour from Lake Front City!

Where rival gangs fight over Speakeasies, Gambling Joints, and Protection Rackets. Rock Junction has always been a city of opportunity, one where you can make a fortune if you wanted to come to a new land and seek a fresh start. This of course have brought in a near constant horde of slick politicians, mercenary businessmen, and sadistic criminals to get their share of the prize.

Rock Junction

Nicknames: Steel City, The Crossroads of America, Little Budapest on the Rock

Slogan: We build America!

Population: Assimilated (50%), Hungarian (20%), German (10%), Italian (5%), Black (5%), Chinese (5%), Russian (3%), and Jewish (2%).

Newpapers: Rock Junction Daily Star, Rock Junction Argos

Radio Station: WRJX

"We build America!" is our slogan. Rock Junction is a steel town sixty miles from the sprawling, brawling metropolis of Lakefront City located somewhere in the American Midwest on the beautiful shores of Lake Michigan at the confluence of three major roads. One road leads to Lakefront City, a second heads further into the state to the Canadian border, and a third leads back east.

Located at the Crossroads of America, Rock Junction provides the perfect location for a weekend getaway, a family vacation, a business trip, or a night on the town. Relax in our parks or sail our rivers! Spend the day shopping in our Downtown shopping district, filled with boutiques and galleries. After dinner, take a long a long walk under the stars with Lakefront City beautiful skyline twinkling across the calm waters of Lake Michigan and then when night draws near, get dressed up – the 7th Heaven Club awaits! The first European-American settler, Tom McMasters, arrived in 1817 along with his brother-in-law Charles Black, and a young man named Clark Dowling. McMasters' family followed soon after. In 1820, the Rock Junction Company, a land development company formed by Charles Black, plotted a village and named the settlement. McMasters became the first postmaster in 1838. Rock Junction incorporated as a village in 1825 and then as a city in 1845. The McMasters family has been in power ever since, either as city mayor or head of the local fraternity, the Order of the Silver Palm – if not both.

If you want to get anything done in Rock Junction, membership of this fraternity is a must. The Rock River provided power for its mills and Rock Junction quickly became a mill town as well as an agricultural market for the surrounding counties. A railroad line arrived in 1852, fostering the development of its other industries.

The presence of several major manufacturers since the 19th century has given Rock Junction the reputation of being a factory town. The city has a population of 30,000.

Rock Junction's is the Council-Manager type. City residents elect a Mayor and City Council members from six districts. The council in turn selects a City Manager to handle day-to-day affairs of the city. The mayor presides over and is a voting member of the council. Council members are elected to four-year terms, staggered every two years. A mayor is elected every three years.

The residents of Rock Junction consist of many different nationalities – Germans, Hungarians, Italians, and many more. Each has their own neighborhood, usually on the outskirts of town. The town's small Jewish population is clustered around the synagogue, while the Chinese families in the town, who between them own Rock Junction's ten laundries and handful of Chinese restaurants, live either above or behind these premises. There are few Black people in Rock Junction and most live on the farms nearby.

One gang dominates Rock Junction – the Black Hand Society. The first members of the society arrived during the 1880s and by 1900, Black Hand operations were firmly established in the town's Italian-American communities. A branch of the Mafia, it is estimated that members of the Black Hand Society number over three hundred, plus affiliated members, the latter consisting of non-Italian members. The society's most visible activities consist of its numbers games and its street bookies, and whilst it does engage in petty crimes and prostitution, it leaves such crimes to its affiliates. It does engage in bootlegging, but does so in conjunction with the out-of-town Purple Gang. There is some animosity between the Black Hand Society and the Purple Gang and the latter would happily squash the Black Hand Society if it had good reason and was not engaged elsewhere.

The primary source of income for the Black Hand Society is extortion and the protection racket it runs. Certainly members of the Italian community and their American neighbors know better than to forgo the portion of their wages paid to the Black Hand Society in return for its protection.

Those who refuse to pay quickly find themselves and their family subject to harassment, beatings, and sometimes worse.

Building Adventures

Since Gangbusters is a game of Cops and robbers most of the action in the game is centered around a crime or the creation of a "case," or scenario, and the characters' efforts to solve the case or perform the assigned task. This chapter will help the Judge prepare ahead of time what the sequence of events will be, what the plot of the case is, who will be involved, and what locations are likely to be used. These have been broken into a series of steps that, if followed, will reduce the difficulty of setting up the action in the game. Each game session is called an adventure. An adventure lasts for as long as the players and the Judge agree to play. An adventure may run for only an hour, or it might fill an entire weekend! The amount of playing time depends on the desires of the players and the Judge. Several related adventures (*one adventure leading to another, often with the same player character*s) is called a campaign.

These are a few movies that will help get you build adventures for a game of Gangbusters. Watch a few of these old movies and you have a pretty good idea of what type mood you are shooting for.

L.A. Confidential
The Big Heat
The Godfather
The Untouchables
Once Upon a Time in America
Casino
Bugsy
Boardwalk Empire
Donnie Brasco
The Public Enemy
White Heat
King of New York
The Bank Job
O Brother, Where Art Thou?

The number one rule is to give your players is information. They can not solve the case if they are not provided with information to work on. Most adventures begin with a crime (which could be bloodless) and ends with the answers to who, what, why, where, when, and how. With the knowledge of what the crime is and why it was carried out, the location of the crime can either help or hinder the case.

Clarifying the criminal's motive is obviously necessary, but you also need to identify what motivates the detective or sleuth as well. Why does the players want to solve the mystery? Perhaps it's part of the job, or perhaps the detective is an amateur who feels compelled to solve the crime for personal reasons. Maybe the Mob boss is seeking revenge to whoever done it. Give the players a reason to want to get involved. Introduce the Culprit Early On, the players may not know it but have them interact, visit, meet the true Culprit at least once.

You will need to connect the Culprit to the victim in some way, so the players have something to go on. Also keep in mind that all (good) mysteries have red herrings. A red herring is a misleading or distracting piece of information that causes the player to arrive at the wrong conclusion.

Misdirection is the hallmark of a convincing mystery. There needs to twists, turns, and plenty of dead ends so that the player doesn't arrive at the conclusion too quickly. Your players should not feel frustrated or confused at what is going on also remember your players can only remember so much. If you want an individual mystery to last a single session, it's best to have around 2-3 clues to remember, 2-3 suspects and maybe 1-3 additional NPCs.

If you can produce scraps of paper with enigmatic scribbles, print offs of what important locations, coins, or weapons might look like, that might be helpful too. An "Investigation" roll might be nice but having the players brainstorm is always better. Get them talking. Have NPCs mis-speak, stutter, and other red herrings that build false trails.

Keep in mind that your ending needs to answer the lingering questions that you presented in the beginning of your adventure, such as who, why, and how. Knowing these answers, you can sprinkle clues throughout the story, starting at the beginning. This allows the players to trace back and see that everything was obvious, even if they're completely surprised by the answers. Your adventure should be logical.

In addition to your adventure notes, When you are creating your adventure, make a note of the players ability scores and saves and their contacts and think of how to work their strong and weak points into the adventure.

This enables you to pick out which characters might notice obvious clues, and ensure spotlight time is evenly spread.

The Call to Action

Use these tables to help you come up with answers to who, what, why, where, when, and how. This should be used to spark your thinking process, also don't feel tied to these tables if you have a better idea use it! Work backward from the crime and link clues to the culprit.

D100	What links the culprit and victim
01-05	Prison brake 2d10 convicts on the loose
06-10	Church Fire arson suspected
11-15	Numbers racket broken up
16-20	Embezzlement of funds
21-15	Slum fire kill 3d10 people
26-30	Kickbacks are exposed at city hall
31-35	Sports event rigged
36-40	Speak easy raided
41-45	Bootleggers busted on the docks
46-50	Gangland Massacre! 2d8 slain
51-55	Debutante ball
56-60	Heir to fortune to be named in 1d10 days
61-65	Workers strike
66-70	Local Sports team makes the playoffs
71-75	Political rally turns deadly
76-80	Police raid the wrong place!
81-85	Movie star visits for 1d10 days
86-90	1d10 found dead
91-95	Governor visits for 1d6 days
96-99	Train derails 3d10 killed
100	Proof of election was rigged

D20	Who
1	Husband
2	Bus Driver
3	House wife
4	Banker
5	Milkman
6	Insurance Agent
7	Lawyer
8	Bootlegger
9	Mechanic
10	Petty criminal
11	City official
12	Innocent child
13	Farmer
14	Phone Operator
15	Policeman
16	Taxi Driver
17	Train Conductor
18	Preacher
19	Prohibition Agent
20	Mob Boss

D20	Cause of death	D20	Where	D20	Why
1	Drained of blood	1	Circus	1	Convince someone
2	Severed limb	2	Farm	2	Prove a point
3	Beat with trophy	3	Krebs office Building	3	Revenge
4	Poisoned	4	Railroad tracks	4	Greed
5	Pushed off building	5	Speakeasy	5	Betrayal
6	Thrown from Car	6	Side of the road	6	Distraction
7	Throat slashed	7	Main Train station	7	Intimidation
8	Strangled	8	The Docks	8	Blackmail
9	Beat to death	9	Downtown	9	For fun
10	Accidental death	10	Joe's Diner	10	Free someone
11	Hit with car	11	Bank	11	Frame someone
12	Shot	12	East side slums	12	Witness intimidation
13	Set on fire	13	Barbershop	13	Get information
14	Killed in explosion	14	Dixie Dance hall	14	Reveal a secret
15	Stabbed	15	L&M Stock yards	15	Jilted lover
16	Train accident	16	Lake State University	16	Reenactment
17	Drowned	17	Fish market	17	Hide information
18	Electrocuted	18	Victory park	18	Help someone
19	Removed Organs	19	Country Club	19	Copy cat
20	Mauled by animal	20	Military base	20	Initiation

Reward the Players

As the judge try to keep in mind that everyone likes to be rewarded for a job well done, from the simple pat on the back to statues in the park. Below you will find a lot of things you can bestow upon you player characters to show how the world thanks them for doing the things they do. These are some of the things you can reward them besides money. The rewards you give the characters can help them feel immersed or invested in the game world and that their actions matter.

Wealth: Access to Adventuring Gear, Lifestyle Expenses, Fungible Investments

Real Estate: Workshop, Farm, Office buildings, Manor estate

Servants: Employees, Lackeys, Minions

Contacts: Access to information, people, markets, etc.

Criminal record expunged

Execution of enemy

Family honor restored

Pardon of past crimes

Reassignment

Shortcut through bureaucratic red tape

Honorary seat on board of directors

Personalized Gear

You can also give them special equipment that bestows some sort of benefit. Things you can give that enhances the 'Gangbusters' flavor.

Trench Coat (AC, +1)
Bowler Hat (+1 CON)
Flat Cap (+1 on skill check to manual task work)
Work Clothes (+1 hit points restored when fixing machinery)
Handcuffs (Holds one person in restraint) Makes all skill attempts HARD for the wearer.
Fedora (Armor. +1)
Police Uniform (Armor, +1, inquiries to the Assimilated are EASY).
Tailor made suit (+1 CHA when dealing with Blue Bloods)
Lock Pick Set (Item, +3 Dex when picking Locks)
Driving Gloves (+1 to all Driving CHECKS)
Doctors Bag (+1d4 hit points can be restored once a week)
Flask of liquid courage (A tiny flask holds d6 shots. +1 Hit in melee bonus last 1 hour)
Whiskey for medicinal Purposes (d6 shots, use to heal 3 HP with a drink)
Legal Documents: (Any rolls during legal disputes or inquiries are EASY).
Deed of Ownership (Own a small storefront)
Blackmail Information (+1 bribery)

There are three major rewards for players and their characters: experience points, treasure, and status. Experience points have a system outlined in the Advancement section. Feel free to give small spot XP bonuses for smart ideas or good roleplaying. Judge the difficulty of challenges after they are completed. Something that seemed deadly at first might be simple, or vice versa. Challenges are usually the same difficulty for all characters involved, but that doesn't have to be true.

Keep a close eye on treasure. You want to reward the players, but part of the fun of the game is managing resources. Keep treasure reasonable. A good rule of thumb is about $100-200 per PC level per adventure.

Lastly, make the PCs famous or infamous. They are Big Men or Women and bartenders, hoteliers, and the shopkeeper will notice that. As they adventure more, let their legend grow and even give them leverage when talking with folks.

Experience Points

All characters that make it through an adventure alive receive **experience points (XP)**. XP is gained from as a general rule by solving investigations, committing crimes, playing to the campaign theme, defeating opponents, and otherwise advancing the story.

Advancement

As your character takes part in game play, they are awarded experience points (XP) for his actions. The referee has guidelines for awarding XP, but Each character class has a unique XP advancement rate shown on their respective class tables. Earned experience is further modified by exceptionally high or low Prime Attribute scores.

When you reach the minimum amount of XP necessary for a particular level, your character advances to that level. When you "level up", be sure to perform the following:

• Roll your new Hit Dice to determine your new maximum Hit Points.

• Update your Saving Throw numbers.

• Update your Attack Rolls.

Maintain the mood

Characters can gain 100-800 XP for doing anything the Judge feels help keep the game grounded in the roaring twenties. This is awarded once per session.

The GM should use this ruling to help keep the spirit of the game alive and enforce the type of decisions in play they want to see.

This rule stresses the importance of character role-playing over dice rolls. A role-playing game requires input from the players, interactions with the judge's NPCs, and conversation among the players. The deeper these interactions, the more rewarding the game will be.

Finally, this is YOUR game! Have fun and tinker with it to suit your desires!

Defeated Adversaries

All foes defeated by the party (slain, outsmarted, captured, scared away, etc.) grant XP based on how powerful they are. The XP value of an adversary is determined by its Hit Dice plus a bonus for each special ability it has (e.g. poison attacks, special abilities, etc.). See the chart below. An adversary defeated under especially dangerous circumstances may be treated as one Hit Dice category higher on the chart.

To achieve victory and bring the scenario to a successful conclusion, the players need merely prove their case against the criminals. The climactic scene might involve wringing a confession from the wrongdoer or provoking him into revealing the crucial bit of evidence which will ensure their conviction. Or it might mean exposing a corruption or a secret plot or a hidden secret the public has a right to know.

If you are criminals this could mean getting away from the Feds and living to see another day.

Typically achieving victory is worth 1,000-2,000 XP.

Adversary HD	Base XP	Bonus XP/ Ability
Less than 1	5	1
1	10	3
2	20	5
3	35	15
4	75	50
5	175	125
6	275	225
7	450	400
8 or more	650	550

Part 5: Investigations

Investigating mysteries is often a central factor in most Gangbusters scenarios. Players should consider all of the following when performing an investigation.

Passage of Time

Time management is important to the success of characters therefore the game is ALWAYS taken in turn order. Always.

During conflicts, time is handled moment by moment each being a few seconds long.

During investigations or between battles and non-critical gameplay turns are broken down into four chunks of time.

Morning
Afternoon
Evening
Night

Example: Billy will work the night on foot patrol then meet Tom in the morning. Tom during the night decides to case the bank, knowing Billy is across town on foot patrol.

Example: Karen has been getting grilled by the District Attorney all Afternoon and is released from custody that night, she will not be able to do anything during the Afternoon and Evening as She was detained during that time.

Other times the game may proceed on a weekly such as during a political campaign or other large-scale events as needed to keep gameplay thrilling.

It will be important for the GM to track macro events alongside day to day happenings from time to time. Such as there may be an election in 3 months and events may playout in the background of the current story that may affect the outcome.

A blank calendar can help with that. It could be bad for a character to have a key character witness miss a court date because they are raiding a speakeasy across town.
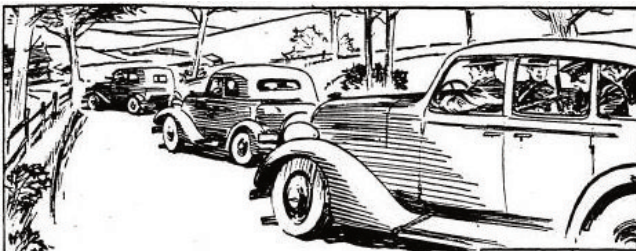
Diplomacy

In the dangerous world of Gangbusters characters will meet some tough and ruthless foes. It is often the wisest course of action to parley with adversaries when possible, though not all will be willing to talk. A few well-chosen words (including lies) could very likely win the party valuable information or save it from certain destruction. Sometimes leaving and coming back is a very smart thing to do. Don't be afraid to cut a deal if it saves your neck.

Contacts

While each player character is going to know all sorts of NPCs, many of them minor in terms of the story, like the corner shopkeeper, the newsboy, their significant other, a doctor, a lawyer, and so on, Contacts are different. Contacts are NPCs who have some sort of a working relationship with the PC. This is different for each Contact the character knows. One may be based on fear the other mutual trust, respect, or just a need to help each other. A Pc may utilize this connection to get some information about a suspect, to get a gun with the serial numbers filed off, or even simply to get permission to visit the local speakeasy.

• How can your contacts help?

• Search for clues. How might they fit together?

• Think about where you might find clues, for example, county records, police reports, newspapers, hospital records, and family journals are just a few sources that might yield valuable information.

• Take notes on elements that may seem important. Jotting down simple notes during the game can be extremely helpful - the referee may not be willing to re-share information with you.

• Interact with NPCs. Interview NPCs for possible leads and clues.

Public opinion

The power of the people. The collective opinion of those living in a part of the city or the entire town can be critical and powerful force that can have lasting influence on all PCS.

Normally the citizens are content, and their attention is diverted to their own private lives and other affairs.

But should things get out of hand and gangland murders, running gun battles in the street take place far too often then the public will become upset and demand action.

Once a month the GM should check for the public opinion to see if people are upset or not.
Normally this is a reaction check. But there are things that could cause modifiers to the roll.

Hit on crime boss
Gangland killing
Two or more gangland killings
Police officers killed
Unnecessary police killing
Violent crimes against children, elderly, infirm.
Plus, anything the GM thinks fits.
Fortunately, there are things that can aid the attempt.

Holding Church revivals
Positive Newspaper press
Foot patrols
Special Gangland task force
Blackmailing officials
Raid on Speakeasy
Actions by the PCs
Should the attempt pass, the public is content and will not seek to put pressure on the local politicians and police for action.

Encounter reactions

Very often, circumstances make it obvious how an NPC will react when encountered. However, sometimes the Judge may wish to roll on the table below to determine how an NPC reacts to encountering the party. If one specific character attempts to interact with the NPC, that character's CHA score is used to modify the reaction roll.

2d6 roll	Result
2 or less	Openly hostile
3-5	Unfriendly
6-8	Neutral, uncertain
9-11	Indifferent, unconcerned
12 or more	Friendly, helpful

Do not forget to check for any modifiers such as a type the npc may not like or ones they view favorably. The Judge may assign a +/- to the roll based on the situation also.

Roughen up and Threatening

Roll 2d6 and check on the chart below, if the dice roll is higher than the number it has worked. If successful roll 2d6 to find out how many Hit Dice worth of foes are affected by your display. A successful check will always affect one foe. **Can only be attempted once per encounter.**

Character Level	Civilian	Criminal	Police	Gangster	G-Man
1	7	9	11	No Effect	No Effect
2	T	7	9	11	No Effect
3	T	T	7	9	11
4	T	T	T	7	9
5-6	T	T	T	T	7

BRIBES

During this time money flowed freely and plenty of hardworking people who were laboring for a few dollars a day and accumulating nothing watched the bootlegger and the gambler riding in limousines had no problem getting some extra money when they could. This one of the main reasons' bribery played a major role in the relations between police, politicians criminals in the 1920s and 1930s. A prominent Pennsylvania political king maker in the 1920s defined a good politician as one who "stayed bought" once he was paid off. This section of the rules provides guidelines for minimum bribes and limitations on the use of bribery.

Limitations on Bribery

Police officers and politicians who are not honest can generally be bribed to overlook bootlegging and gambling. They usually cannot be bribed to overlook crimes of violence or any crimes which cause an adverse public reaction. NPC reporters, private investigators and Federal agents cannot normally be bribed out right.

Bribery Procedure. To determine whether an NPC will accept a bribe, the game judge rolls 2d6 if the total is 10 or more than they are open to a bribe. In addition to all other modifiers, modify the roll by +1 for each multiple of the minimum bribe offered.

EXAMPLE: Offering a 1 HD policeman $50 to overlook a truck load of beer is a Reaction Modifier of +1 while a modifier of Offering the policeman $150 allows a modifier +3 thus on a 7 or better he will except the bribe

The game judge should know automatically that a beat cop cannot be bought off by a criminal in the middle of an armed robbery, etc. before or after maybe. Of course, witnesses will have to be bought off or dealt with somehow before any official will accept a bribe.

Minimum Bribes. PCs can be bribed if they are willing to be bribed. The amount of money involved is entirely up to the PCs in the situation. When PCs try to bribe NPCs, however, the following minimums should be observed:

Non Player Character	Minimum Bribe NPC Will Consider
Beat cop or normal policeman	$50 per HD
Police SGT or higher rank	$100 per HD
Prohibition agent	$250 per HD
Politician	$1,000 per HD
Judge	$2,500 per HD
All others	As determined by the judge

The judge should adjust the minimums if the situation involves special risks to the NPC.

Non Player Characters

If player characters form the stars of the show, non-player characters can be thought of as the supporting cast, bit players or extras. The judge plays the parts of all NPCs in the game. But it should be stated that not all the npcs will have speaking roles some will just exist in the background and fill any role not occupied by a player character (PC). The cabbie, the beat cop who is chasing the crooks or the eye witness to the murder are NPCs.

Name all the NPCS the players interact with. This will help the players feel like there are talking to someone different mot just some nameless man on the street. But no matter how you come up with quick details for the NPCs you may still need game mechanics from time to time. it would be a strange city if all the bartenders or store clerks had identical abilities! If an NPC has a minor role in the game, the judge should roll up scores for that NPC as they are needed.

If the NPC is to be a regular in the campaign here are a few things to help flesh out the character.

d10	Tendencies	Age	Honesty	Materialism	Intellect	Hat worn	Disposition
1	Moody	Young	Average	Average	Dull	Gambler	Cheerful
2	Practical	Youthful	Deceitful	Avaricious	Average	Flat Cap	Humble
3	Trusting	Youthful	Truthful	Giving	Average	Panama	Morose
4	Violent	Mature	Average	Average	Active	Derby	Proud
5	Optimist	Mature	Average	Average	Average	Fedora	Hot tempered
6	Pessimist	Mature	Honorable	Selfish	Slow	Homburg	Bored
7	Altruist	Middle age	Average	Covetous	Average	Boater	Easy going
8	Hedonist	Middle age	Liar	Average	Scheming	Top Hat	Unfeeling
9	Cruel	Old	Backbiter	Greedy	Brilliant	Campaign	Harsh
10	Prankster	Old	Scrupulous	Spin-thrift	Crafty	None	Hateful

Groups of NPCs

The PCs may not be the only people out investigating or looking for trouble. Groups of NPCs might be out looking for adventure also, seeking their own fortunes, and they may be friend or foe. To determine the composition of an NPC group, follow the procedure below, or make them up as needed.

Begin by establishing the number engaged by rolling 1d4 + 2.

Select a class for each, choose alignments or roll randomly for each NPC.

1-2	Neutral
3-4	Law Abiding
5-6	Deceitful

NPC's level

If an NPC group is encountered in the wilderness, use the average PC's level and add (50%) or subtract (50%) 1d4 for each NPC's level. The NPC levels might be higher or lower than the ranges provided here, depending on the Judge's needs.

Distinctive feature

Npcs have a 2-6 chance of having a distinctive feature. Or whenever the Judges needs to set someone apart from the crowd.

d20	Feature
1	Loud voice
2	Laugh
3	Very tall
4	Glasses
5	Large Ears
6	Scars
7	Ugly
8	Very short
9	Poor hearing
10	Filthy clothes
11	Flashy Clothes
12	Missing a Arm
13	Missing a Leg
14	Missing a Eye
15	Red Hair
16	Missing teeth
17	Stammers
18	Burns
19	Large Nose
20	Talks to self

Not Covered Anyplace Else

If your character is attempting to do something that is dramatically important in the game, that is not covered by the other rules the Judge may have the Player roll the dice to check to see if the character is successful. This is known as an **Ability Check**. For every check, the Judge decides which of the six abilities is relevant to the task at hand.

What to Check

A Strength check is made when the character attempts to lift or carry heavy objects, bend or break strong materials, maintain a hold on something, climb difficult obstacles, leap long distances, or perform any other similar feat.

The judge may call for a Dexterity check when a character attempts actions that involve balance, coordination, or agility, such as sneaking, walking a tightrope, snatching an object, performing an acrobatic maneuver, catching an object, or throwing something that is not an attack.

A Constitution check may be necessary when the character attempts to hike or run for extended periods, swim in extreme conditions, hold his breath for more than a few moments, withstand torture, is subjected to environmental exposure, or otherwise pushes his body to its limits.

An Intelligence check may be used to determine success when a character attempts to piece clues together, use unfamiliar technology, or understand difficult puzzles.

The judge may call for a Wisdom check when a character attempts to spot hidden objects, hear faint noises, guess if a person is lying, determine why animals are agitated, or other feats that involve common sense, perception, and intuition.

A successful Charisma check might allow the character to talk her way out of trouble, haggle for a better price, deceive, bluff, or charm others, or to sway a listener to her argument.

Ability Check

To make a check, roll a d20. The goal of the dice throw is to roll below the number assigned by the Judge. But before the dice are rolled, the player and the Judge should agree what the intended outcome of the roll will be. Most of the time this will be obvious, such as attempting to miss the oncoming traffic while driving down a one-way street.

Furthermore, the referee may require no roll for certain actions. He may award an automatic success due to the ease of the task or because the player gave an excellent description of his actions. Alternatively, some tasks may be ruled impossible, in which case the judge may impose an automatic failure.

When things go wrong

Just because you fail to make a dice roll does not mean instant defeat. In general, the rules are silent on what the outcome of a failed roll means. Unless the Judge mentions a specific failure result (e.g., failing a Climb roll means you fall), the consequences are up to the Judge. Usually it's wasted time or resources.

Hard Choices

The judge may also offer the character a choice, let them succeed but make things worse for the character. Some Examples include.

He leaps across the bridge but drops his gun.

You follow the car right into the rival gang's territory.

You spot the person following you as they catch up to you.

Task Difficulty

- 4 for hard task or + 4 for easy task

In the 1920s, law enforcement had much more leeway than the police of today. They could arrest just about anyone for suspicion of a crime although such persons had to be released within 24 hours if no hard evidence could be produced. Local Events and Politics often played a huge factor in how police handled cases and suspects. Especially during elections police would also use some rather vague local laws to rid their areas of "undesirables" by arresting them for loitering, vagrancy, etc. Sometimes a suspect would be arrested to appease the public and show they were on the case only to have them released later after the real culprit was apprehended or maybe not at all.

Busted

Those Characters who get caught in the act of a crime will be arrested and then brought to trial unless they or their attorney can convince the district attorney to drop the charges against them. Others who are accused or evidence of a crime is presented will be tracked down and brought to justice. With the growth of the illegal liquor trade under Prohibition, this soon made criminals of millions normally law-abiding citizens. When fast easy money and a desperate populace mixed crime became rampant. Soon the court rooms and jails overflowed, and the legal system could not to keep up. Many defendants in prohibition cases waited over a year to be brought to trial. Thus, denying them of a speedy trail. As the backlog of cases increased, the judicial system turned to the "plea bargain" to clear hundreds of cases at a time, making it common practice for the first time to "cut a deal" and walk with little or no time or maybe just a small fine.

Striking a plea for minor cases was common, this was applied with great zeal by Judges and D. A's to look hard on crime when elections came around. So long as they got a conviction, they were happy. But on the other hand, for major cases it is not normally possible without political influence or large sums of money.

Plea Bargaining

Criminals can try to plea bargain with the district attorney (D.A.) or with the federal prosecutors. When plea bargaining, the criminal agrees to plead guilty or no contest to a less serious offense usually some minor crime that has a lighter sentence, and the D. A. or federal prosecutor is spared the trouble of preparing for a trial. The following rules apply to plea bargaining:

1. Local prosecutors can be bargained with via role playing.

2. Federal prosecutors usually will not bargain over pleas. They might bargain if the criminal can provide solid evidence against another criminal that the federal officers are more interested in convicting.

3. This is a simple check should they warrant it based on the two prior steps.

Plea Bargaining Results

2d6	Deal results
2 or less	Refuse to cut deal
3-5	Have to do 2d6 weeks
6-8	Have to serve 1d6 days
9-11	Fined 2d6 x $100
12 or more	Dropped all charges

If they fail to cut a bargain they go to trial. They will often go to trial in 2d6 weeks for a minor case and 2d6 months for major cases. The Judge decides which applies.

Bail

A character who wants to be released from jail before his trial must pay a large sum of money (bail) to the court The amount of bail is set high enough to ensure that the character will appear at his trial, since the money is returned to the suspect after the trial. The amount will depend on the crime the suspect is charged with the Characters criminal record. Criminals usually can pay a bail bondsman 10% of the bail amount, and the bondsman pay the rest. The bondsman does not return the 10% fee.

Bail Recommendations

The judge decides whether the suspect will be released on bail. The amount of bail depends on the crime the suspect is charged with and his or her criminal record. The following suggestions are given for setting bail:

Offense	Bail amount
Misdemeanor	$10-$100
Burglary	$1,000-$4,000
Armed Robbery	$1,000-10,000
Murder	$10,000-$60,000
Violation of the Volstead Act	$100-$1,000
Other Felonies	$500-$5,000

Trials

Most cases will be tried before a 12-member panel known as the jury. The jury determines the guilt or innocence of the criminal. Based on information provided by witnesses and evidence as presented by a lawyer.

Paying For a Lawyer

Attorney's fees are generally based on their clientele, which in turn is based on their Skill. Fee equals $50 x lawyers skill at a min. Per day of the trial. Most will want half down at the start of the case. The fee may be higher if the case is high profile or politically risky.

The Judge should roll 1d6 for an experienced attorney and 1d6+2 for a legendary one with a great reputation. Roll a 1d4 for any other attorney. This should be noted for the District attorney and any lawyer a player hires. It is important that this be kept secret from the players.

Trial Procedure

When a character goes to trail there is supposed to be some sort of presumption of innocence, therefor people go into a trail with a chance of being found **Not Guilty** should the Prosecutor not prove the case. This comes down to a saving throw.

The Save is 10 + Trial modifiers.

Situation	Trial Modifier
Skilled prosecutor	+1d6
Weak evidence against Player	+1
Solid evidence against Player	+3
Character on trial	Cha Mod
Lawyer skill	-Lawyer skill
Jury Tampering	-1d8
Eye witness to crime	+1 each
Solid "alibi " witness	-3
Mitigating circumstances	-d4

The trial takes place over 1d8 days once it begins.

Value of the witness and Evidence

Some witnesses' testimony and some pieces of physical evidence may be more important than others. The game judge can change the modifier for any witness or piece of evidence. The game judge may also decide that the evidence against a defendant is so overwhelming there is no chance jury will not convict him. The judge simply ignores the trial procedure in such cases. The judge may also rule that something so wrong has occurred and declare a mistrial.

Evidence

This can be anything which shows that something else exists or is made to appear true. Solid evidence is physical evidence that can prove or disprove the defendant's innocence. Things that discredit witnesses or call doubt into any scientific findings.

Examples of physical evidence include fingerprints, a weapon, a bit of clothing, etc.

Mistrial

This is when a judge cancels a trial, the judge declares a mistrial. In other words, the judge decides that some mistake has been made and the trial must begin again from the start, with a new jury and a new court date. There are several reasons that a judge might declare a mistrial, including a hung jury, which is when the jury can't come to a unanimous decision. There might also be misconduct by an attorney, or improperly introduced evidence. A mistrial usually means having to start all over again.

Jury Tampering

Anyone can try to bribe or influence members of a civil or criminal trial jury. Players must use their own ingenuity to figure out how they can accomplish this.

Witnesses

In simple cases involving hold-ups, burglaries and so forth, the game judge will have noted the number of people who witnessed the crime. In more complex cases witnesses may include accountants who examined bookkeeping records, agents who have run wiretaps, etc. All witnesses must be approved by the game judge. A character's husband or wife cannot be forced to testify against him or her.

Who seen what

Witnesses may include customers inside a business, people passing by outside, or the guy who just happens to be looking through the window, all at the discretion of the judge. This can be useful when tracking who seen what and where to find them. The judge does not need to roll an NPC reaction for each witness observing or involved in a crime situation. Instead, the judge can determine the reaction of all witnesses using the following guidelines:

If any witnesses are free to do so, there is a 90% chance that at least one will try to call the police or otherwise raise an alarm.

Witnesses who are not free to move, such as customers in a store during an armed robbery, usually will obey orders. There is a 25% chance of one out of every five witnesses will try to interfere with the criminals' actions.

Honesty

Every now and then a character is faced with a truly humble and upright person who is filled with honor and integrity. These people will refuse to lie, steal, or deceive anyone in any way they will also hold steadily to the standards of their profession, calling, or position.

There is a 30% chance that any NPC randomly encountered by the PCs will be completely honest These NPCs will always cooperate with law enforcement officers regardless of their personal loyalties. They will always try to obey the law, report crimes, oppose criminals, and generally perform their duties as citizens. Such NPCs can never be bribed, but they can sometimes be persuaded by criminals.

Police, Law enforcement, Prohibition agent and federal agents are more likely be honest than the general public (this is not a historical statement, a necessary element of the game system). The chance that an NPC law enforcement is completely honest is 65%

Civil Suits

Civil suits are lawsuits brought by PCs or NPCs against other characters. They usually involve a dispute over money. Instead of having a trial to determine if a crime has been committed, there is a trial to determine if one character should pay money to another. The trial procedure outlined under criminal trials can also be used for civil suits. The Judge determines the amount of monetary damages.

Convicted Players Characters

Should the character lose the trial they are subject to incarceration. The period of this imprisonment is based on the severity of the crime. The Judge rolls 2d6 to determine the number of weeks they must serve for minor crimes.

Roll d66 for the number for months for the serious offenses and for crimes like murder, kidnapping, arson roll 1d8 for the number of decades imposed.

A character may still take part in the game if they can get someone who serves as their representative in the outside world. This could be a favored contact, henchman or even a second character.

Of course, this comes with a risk of upsetting someone may be happy to see the convicted in jail and they may come after the person who is the runner or take out the mastermind who is incarcerated. Running a criminal enterprise while incarcerated is a tricky thing.

Prison breaks and commuted sentences are also available possibilities. The Judge must decide when these opportunities present themselves. There is of course nothing stopping other players from trying to free a convicted person with bribes, blackmail or even outright force.

Law Enforcement Resources

No matter if they are Local police, state troopers or deputy sheriffs all law enforcement officers, whatever their rank, share these common traits:

LOYALTY TO ONE ANOTHER. Police are very reluctant to bring evidence against one another, even in cases of corruption. They will often tolerate corruption in their ranks if it stems from what are called victimless crimes, such as gambling and bootlegging. They will not usually tolerate corruption involving racketeering, murder, arson and other violent crimes.

MUTUAL PROTECTION. Police will make every effort to catch any person who kills a police officer. They will not be too particular about whether they get the criminal dead or alive.

CONCERN OVER IMAGE. Police at higher ranks are keen to have their station, task force or division look good to politicians and the public and they will do what they can to keep a good image.

Crime Labs

Crime labs during the 1920s was rather limited. However, in crucial cases, a local police department could hire a chemist or other person with Chemical Analysis skill to do tests. After 1934, the F.B.I. Crime Lab in Washington, D.C. became available for all sorts of chemical and ballistics testing that was beyond the scope of the local experts.

If there are any clues to be found on the evidence. When it is sent to a crime lab for testing, it has a 4 in 6 chance of revealing critical evidence. Lab testing will take 1d6 days.

Fingerprint Files

The famous F.B.I. Fingerprint files were not in full operation until at least the middle of the 1920s. Before then, local police can check with the F.B.I., but there is only a 50% chance a suspect's fingerprints will be found on file. After 1924 or 1925 judge's decision) the F.B.I. Files will contain the fingerprints of all persons arrested for felonies, all federal prisoners and all persons fingerprinted by the federal government for any other reason. It may take 1-10 days to hear back from them at times.

Coroner's Office

By examining the body, the county coroner usually can determine the time and cause of death of any person 80% of the time. Determining the exact cause of death may require an autopsy, which relatives of the deceased can prevent by getting a court order.

Search Warrants

Any judge can issue a search warrant. A law enforcement officer must convince the judge that there probably is evidence contained in the premises to be searched. If the judge being approached Is an NPC, the game judge should decide whether the warrant is issued. This is up to the story the PC tells the Judge. Searching privately owned buildings or areas without a warrant is illegal.

Police Records and Wanted Posters

Local police departments keep records on all persons arrested in the city and the disposition of their cases. They can request information from other police departments across the country, and will have copies of all inquiries sent out by other police departments. The central station should also have a file of all wanted posters issued anywhere in the United States for the past ten years.

If a character has been placed on a wanted poster there is a 2-6 chance they will be spotted by the general public and reported to the local authorities. Any law enforcement personnel will be allowed an Observation check to notice anyone who has been placed on a poster if they have could of conceivably had a chance to review wanted poster in the recent past.

PART 7: The Encounter

An encounter begins when the characters stumble onto an adversary, either because the referee has planned an encounter in the area the PCs are exploring or because a random die roll indicates an encounter (see **Wandering Adversary**).

Time in Encounters

When an encounter begins, action is measured in rounds (see **Time**). Rolls for surprise (see below) and initiative (**Basic Combat Procedure**) determine which side acts first.

Surprise

Checks for surprise are made whenever an encounter is unexpected by at least one side. For instance, if the player characters are making a lot of noise, a monster may not have a chance to be surprised, but the characters might be, if the adversary was waiting quietly.

Each side that is not already aware of the other's presence rolls 1d6. The referee rolls for adversaries and one player rolls for the adventuring party as a whole. A result of 1 or 2 means the side is surprised and cannot act for one round. If both sides are surprised, there is simply a momentary confusion—neither side has any advantage. If one side is surprised but the other is not, then the side that is not surprised gains a one round advantage.

Encounter Distance

The situation in which the encounter occurs often determines how far away the adversary is. If there is uncertainty (for example, in the case of **Wandering Adversary**):

Indoors, the adversary encountered is 3d6 feet away, moving in the direction of the party.

In the streets, the adversary is d6 × 10 yards away. If either side is surprised, this is reduced to 1d4 × 10 yards.

Evasion

The characters may decide they are outmatched and flee an encounter, or an adversary might flee. Characters may choose whether they chase a fleeing adversary. The referee will decide if the adversary chase fleeing characters. A low roll on the **Reactions** table may be taken to indicate that the adversary will pursue. See **Chases** for complete rules on handling pursuit.

Environmental Hazards

Distance and Measurement

When characters are investigating indoors, all ranges and movement rates are measured in feet. However, the city streets are not as cramped the inside of buildings and characters can usually see further ahead and need not be as wary of obstacles. For this reason, ranges and movement rates are measured in yards, rather than feet, in the wilderness.

Group Movement Rate

It is common for adversaries to chase the whole party, as a group. In this case, it is important to note that a side's movement rate is usually determined by the speed of the slowest member.

Movement

When a character is below or at half of their maximum hit point total they can only move at half speed.

Mode of travel	Distance per turn
Crawl	20'
Walk	60'
Sprint and dodging	120'
Flat out run	240'

Chases on foot

One side can always successfully flee if its movement rate (see *Movement*) is higher than the other side's and if combat has not commenced. A pursuit is possible if the pursuing side's movement rate is greater than or equal to the fleeing side's.

Time in a chase is measured in rounds (see *Time*), with each side assumed to be running at full speed (see *Movement*). Most foes will not continue a chase if the characters manage to get out of the adversaries' range of vision. There is a 2-6 chance they will actively search for the character for 1d6 rounds.

A character can only sprint or run for (3 + 1 per level) rounds plus any Constitution modifiers before they must rest for 1 round or suffer -3 to all actions till they rest. Rest requires 1d4 rounds of light or activity.

Swimming

Characters move at half their normal movement rate when swimming.

It is assumed that every character knows how to swim, unless there is some obvious reason why a character could not have learned.

Drowning

Characters that are encumbered or in treacherous water conditions have a probability of drowning, at the referee's discretion. Heavily encumbered characters—wearing bulky clothes and/or carrying a large amount of equipment—will likely have above 90% chance of drowning. Characters carrying less equipment or wearing lighter clothes may have as little as 10% chance of drowning.

Characters can hold their breath for a number of rounds equal to their Constitution. After that, they take 1d6 HP per additional round.

Light and Darkness

Since lots of Gangbusters adventures occur out after dark, there may not be a light source, and characters will want to bring torches, flashlights or lanterns. These light sources emit light in a 30' radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Characters or NPC'S that carry a light source are unable to surprise opponents, because the light gives them away ahead of time. Any characters who cannot see due to darkness or blindness suffer –4 to hit when attacking.

Climbing

Barring unusual circumstances or abilities, characters climb at a speed of 1 (10 vertical feet per round). A failed climbing feat results in the character falling at the mid-point of the climb, suffering 1d6 damage for every 10 feet fallen. For example, a character is climbing a 40-foot cliff when he fails his check; he falls from 20 feet high and suffers 2d6 damage.

Hidden dangers

Buildings often have many doors, some secret and others obvious. There are also times when criminals will try to hide the secret entrances to a hidden room or booby trap access to their production facilities, hide outs or the warehouse where they store their stash.

Searching

Some doors will be hidden or concealed, and are commonly termed "secret doors". There may also be hidden features and mechanisms such as secret doors and traps. Adventurers can spot these by searching. The player must declare the object or 10' × 10' area to be searched. Searching takes one turn.

If a character is searching in the right location, the Judge should allow for an **Observation Save** in order to find the hidden object.

The referee should always roll for the character searching, so that the player never knows if the roll failed or if there simply are no hidden features in the area searched.

Each character can only make one attempt to search any given object or 10' × 10' area.

Locked Doors

Locks must be shot out or picked by a character or opened by other clever means.

Shooting off Locks

Characters can choose to shoot out locks of doors instead of trying to break them down, they will need to make an Attack roll to accurately strike the lock. However, the only modifiers used are those that apply to the firing character and a +2 modifier for firing at the lock. A hit will blow the lock open. Anyone behind the door should be checked for surprise.

Kicking doors down

Barred, stuck or held doors will require brute strength to get past. Characters will have a 1 in 6 chance to kick it down, modified by a high strength.

Example: A Character with a 17 strength has a 3-6 chance of muscling their way in a secured door.

Traps

These traps can take many forms from Shotguns wired to blast trespassers to spring loaded blades to trap doors that swing open when a character walk over it. If any character does something which could trigger a trap (such as walking over a certain point), the trap will be sprung on a roll of 1-2 (on 1d6). The Judge should check for each character passing the spot until the trap is either sprung or safely passed by all.

Any trap that is triggered will automatically inflict damage or its effects once sprung, and traps are not considered part of combat. The Judge may allow a Saving throw to avoid the full effect or reduced damage on a case by case basis.

Each character may only check once to find each trap.

Poison and toxins

Poisons may be used to lace drugs, weapons, alcohol or even a result of an animal bite. Toxins are often used to coat poison needles or similar devices on traps. Generally, when a player character ingests or inhales the poison, or it otherwise enters his or her bloodstream, he or she must roll a **Toughness Saving Throw** against the poison (sometimes with a modifier—up to + 2 for a relatively weak toxin, down to -4 for a particularly lethal one). If the saving throw is failed, the character has received a fatal dose and may die.

The fatal dose in most cases is not instantaneous, although the character is typically incapacitated immediately. There is time for medical assistance (antivenoms or antitoxins, etc.) to the character, if this is done reasonably soon (say, within about 15 minutes depending on the strength of the venom or toxin involved).

Vehicles in Combat

Running from the law or in hot pursuit of a bootlegger, chances are the characters will get into some sort of chase during the game. Whether it's a run through crowded city streets, a duel between trucks on a lonely mountain road, or a policeman riding horseback through the city parks, you need to know how your character can stay ahead in a chase. The rules are the same for all modes of travel from motorcycle chases to high speed boat races.

Vehicle chase

The rules for foot chases apply to vehicles – if the vehicle is at half of its hit points it can only travel at half speed. The person operating the vehicle can attempt to force the other driver into making a saving throw by explaining first to the judge what they are doing to cause a hazard or danger to the other driver. If the Judge agrees the other driver must make a save or suffer d6 damage to their vehicle.

The Judge should take the environment into consideration, the relative speeds of the vehicles involved and any other factors (for example, are they on a straight open road, are they on a mountain pass with hairpin bends, are they in heavy traffic, etc.) Then allow characters who are operating the vehicle to make a **Driving saving Throw** if the person can logically operate the vehicle. Ie a Farmer may not know how to pilot a submarine.

A successful roll could indicate that the vehicle the PCs are in will get away from/catch up with the enemy car. Or, you might want to keep the chase going and require a combination of successful rolls. It is important to note that a failed check doesn't necessarily mean the characters have crashed their vehicle. It could mean the enemy has caught up/got away, a burst tire, cause damage to the car's HP from a cliff face (say d6 per 20 mph) or even running low on fuel.

A combination of failed saves is likely to result in a crash though or the vehicle not being able to keep up with a chase.

Shooting from vehicles

Firing weapons from speeding cars could garner a "to hit" penalty, of between -1 to -4 or so, at the Judge's discretion.

When a vehicle loses hull points, its movement rate is also affected. This may be due to structural damage influencing how the vehicle moves or, in the case of water vessels, due to taking on water.
Movement rate reduction: For every 10% a vehicle is reduced from its maximum hull points, its movement rate is reduced by an equal percentage. For example, if a vehicle loses 20% of its hull points, its movement rate is reduced by 20%.

Destruction

If a vehicle is reduced to 0 hull points:

It will lose its structural integrity in 1d10 rounds (e.g. a water vessel sinks, truck conks out).
Any mounted weaponry is no longer functional.

Repairing vehicles

If a character attempts to repair a vehicle it will require some time to do so, the Judge should allow the mechanic a Wisdom check to restore 1d6 worth of hit points at the end of the time allotted.

Riding on Running Boards

If a character fires at someone riding on a car's running board and the body of the car is between the attacker and the target character, then that character is completely covered and gain the benefit of cover. Passengers on the running board on the exposed side of a car suffer full effect of bursts. Running board passengers on the covered side of a car cannot be hit by bursts.

Vehicle Data

Type	HP	AC	Move	Cargo	Crew	Passengers	Sea worthy
Aircraft							
Ford Trimotor	35	5	150	5tons	1	10	
Calcutta short	36	6	150	5 tons	2	13	
Autogyro	38	4	130	200lbs	1	0	
Sopwith Camel	40	5	200	200lbs	1	0	
Fokker Triplane	50	4	190	400lbs	1	0	
PW-9C Biplane	45	5	170	300lbs	1	1	
Graf Zeplin	58	7	140	50 tons	30	91	
Boats							
17' ChristCraft	30	3	160	300lbs	1	4	No
26' ChristCraft	40	4	150	1 ton	1	7	Yes
45' ChristCraft	50	5	130	10 tons	3	23	Yes
Cars							
Ford Model T	36	4	170	100lbs	1	3	
Stutz Bearcat	33	5	160	180lbs	1	3	
Ford Roadster	30	5	160	400lbs	1	1	
Lincoln Touring	40	6	150	170lbs	1	4	
Ford Truck	45	6	170	1 ton	1	2	
Motorcycle							
Motorcycle	28	3	180	100lbs	1	1	

Hull Points (hp)

The vehicle's structural integrity and ability to keep moving when damaged. Analogous to a character's hit points. A vehicle that reaches 0 hull points is destroyed. A vehicle with -5hp is not repairable.

Armour Class (AC)

The vehicle's ability to resist damage from attacks.

Movement Rate

The speed at which the vehicle can move. Every vehicle has a base movement rate and an encounter movement rate (noted in parentheses). The encounter movement rate is one third of the base movement rate.

Cargo Capacity

The maximum load the vehicle can carry, measured in pounds.

Required Crew

The number of people or animals (e.g. drivers, pilots, sailors, oarsmen, horses) required for the vehicle's normal operation.

Passengers

Some vehicles have extra space aboard specifically intended to carry passengers in addition to the normal crew. If a vehicle's description does not mention this space for passengers, it is assumed to only have space for the crew—the judge may rule that cargo hold space could be converted into additional living quarters.

Seaworthiness

Water vessels are divided into two categories, Seaworthy vessels are suitable for use on the high seas, away from coastal waters. Unseaworthy vessels are restricted to rivers, lakes, or coastal waters.

Part 8: Wandering Adversaries

Besides the adversaries specifically placed in certain buildings in the city or the streets, the party may randomly encounter adversaries on the move between areas. These are known as "wandering adversaries". The chance of a random encounter occurring depends on the type of area being explored (e.g. Speakeasy or Downtown, Side of town traveling through). Each area should have its own table of wandering adversaries, which the referee rolls on when an encounter takes place.
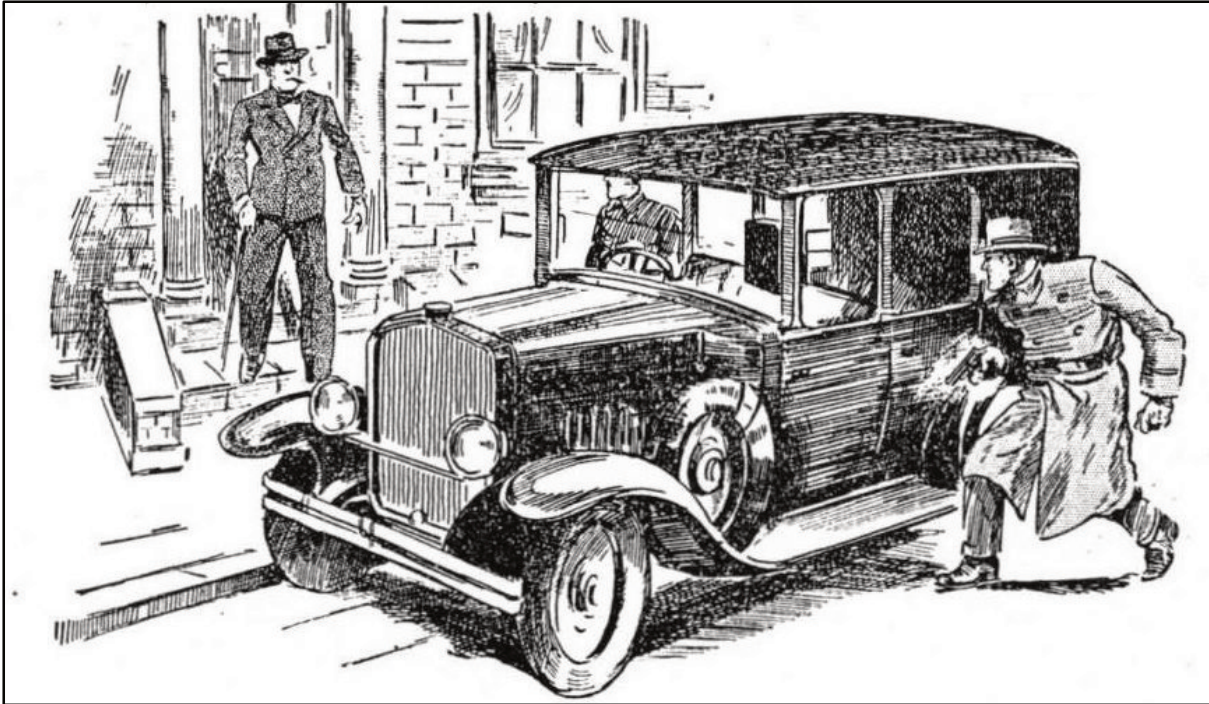
Indoors

The typical chance of encountering a wandering adversary is 1-in-6, rolled every two turns. The chance of wandering adversaries may be higher or lower in certain parts of the town or region the PCs are in and the actions of the party can also affect this. For example, making a lot of noise about a job pulled, flashing a lot of cash, should increase the chance, while resting quietly in an out-of-the-way location should decrease the chance.

In the Streets

It is usual to check for random encounters once per day, though the referee may make more checks: up to three or four per day. The chance of encounters depends on the location being investigated:

Nice neighborhood, City hall, country roads, farm lands: 1-in-6.

Speakeasy, warehouses, side streets, flop house, riverfront: 2-in-6.

Slums, back alleys, hobo camps, train yards: 3-in-6.

Aquatic encounters may occur either on the open water or along the dock.

Encounter table Sample

d8	On the docks
1	D6 dockworkers
2	Lost Child
3	Crowd of people looking for work
4	D4 thugs moving bootleg liquor
5	d6 young punks looking for trouble
6	Happy drunk
7	D4 hobos
8	Cop on foot patrol

An encounter table should be made for important areas of your game

Adversary Statistics

A adversaries' statistics, sometimes referred to as its stat block, provide the essential information that the Judge will need to run the adversary. The following is a quick reference guide for how to read adversary descriptions. The judge should modify any Stats they fell are necessary to keep the game fun and exciting. Players should never feel guaranteed that every encounter is "beatable" at a particular level. Survival must depend on knowing when to run and when to get tricky; players assuming that every encounter is designed to "fit" the party's combat capabilities is a sure way to die. Adversaries listed should not be considered an exhaustive list , the judge is free to add more.

Armor Class (AC) is explained in the rules for combat.

Hit Dice (HD) is the number of dice (d8) rolled to determine an individual adversary hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once.

Move is the adversary's movement rate, and it's handled just as movement rates are handled for characters.

Attacks is the number of attacks the adversary has. Adversaries get a separate attack roll for each attack.

Damage is the hit point damage they inflict upon a successful attack.

No. Appearing (Number Appearing) gives the suggested number of adversaries of a given type which will appear when encountered.

Save As gives the saving throw character class and level for the adversary, equal to that of a player character of the same level.

Morale shows the suggested morale level of the encountered adversary. The Judge may wish to adjust the morale in different situations. The Judge then rolls 2d6 and if the roll is greater than the adjusted morale the adversary will try to run away or surrender.

Contacts this is the percentile chance that the Adversary will have the means to help, support, lend expertise or provide information about any given subject if convinced to render aid.

Alignment shows whether the adversary is Law abiding, Neutral, or Deceitful. Unintelligent animals are usually Neutral.

Creatures of the Night (Optional)

If the Judge has players play in a campaign where the characters investigate the unknown therefore they must dispense with traditional monster assumptions. There are no "generic" monsters. This is a world where creatures are rare and unknown. Even if folklore is used to attempt to base creatures upon, accurate knowledge is a rare and valuable thing. Thus, both judge and players must understand that the things they encounter are both dangerous and mysterious.

Creatures of the night don't Play by the Rules. These foul beasts have no reason to do so. Why should they? They are wielders of the supernatural. Monsters and magic are not bound by the same laws that govern mortals. They are from another time and realm.

Once a creature is encountered there is often no way of knowing if this is the only one, this uncertainly is part of the game world. Is there more than one Troll left or is this the last hell-hound? Creatures should not be referred to by a typical monster name if you can help it. You can make monsters more special by referring to them as "the" monster. When an NPC is speaking to the player characters, remind yourself that the in-game point of- view is often from a perspective of a person who are either disbelieving of creature or terrified of these monsters.

When NPCs refer to the creatures it may be the thing under the stairs, or the beast by the mill. It is often up to the players to come up with proper names for the creatures they encounter. Certain intelligent monsters may refer to themselves and those like themselves by a given name.

In adventure modules adversaries will be presented in the following format.

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

This will be presented via the following standard abbreviations.

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

Angry Mob

Armor Class:	5	No. Appearing:	**
Hit Dice:	6	Save As:	Brute 1
Move:	120'	Morale:	9
Attacks:	1	Contacts:	10%
Damage:	1d8	Alignment:	Neutral

Angry Mobs supply courage and strength through numbers. A mob is populated by unequipped, untrained individuals and must offset that by overwhelming their foes. They are often civilians. **Every 3 Hit points is considered a distinct individual in the crowd.

Mob mentality: If the angry mob outnumber their opponents by 2-to-1 or more, they enjoy +1 hit and damage.

Assassin

Armor Class:	0	No. Appearing:	1-4
Hit Dice:	3+1	Save As:	Brute 4
Move:	120'	Morale:	11
Attacks:	2	Contacts:	67%
Damage:	1d8	Alignment:	Deceitful

A hired efficient killer who does the dirty work for organized crime. Know also as a Hit man or Button man.

Slip Out/Slip In: if the Assassin attacks with surprise they will inflict maximum damage and can elect to slip away from the fight without being noticed.

Trickery: Use disguise or trickery to surprise victims.

Poison: They may even have poison or drugs to aid them in times of trouble. 1 in 6 chance. The poison will do 1d4 damage for two rounds. **Toughness save** for Half damage.

Cat Burglar

Armor Class:	2	No. Appearing:	1-4
Hit Dice:	2	Save As:	Brute 2
Move:	120'	Morale:	9
Attacks:	1	Contacts:	22%
Damage:	1d6	Alignment:	Deceitful

These prowlers excel at sneaking and entering second story buildings. Cat burglar to get into direct fights, so when confronted the burglar will either flee or strike a deal if given a chance.

Climbing: Can scale walls and obstacles quickly while maintaining full movement speed.

Exit plan: the Cat burglar has a way out and gains **+1 Initiative** and +2 **Armor Class** when fleeing a location.

Common Citizen

Armor Class:	9	No. Appearing:	1-20
Hit Dice:	1	Save As:	Brute 1
Move:	120'	Morale:	6
Attacks:	1	Contacts:	10%
Damage:	1d4	Alignment:	Law Abiding

Common everyday folks without a character class. Artists, beggars, children, craftspeople, farmers, fishermen, housewives, scholars, students. These are the typical person on the street. *Public relations:* If abused can become a angry mob 2-6 chance.

Deputy Sheriff

Armor Class:	2	No. Appearing:	1-4
Hit Dice:	4+1	Save As:	Brute 4
Move:	120'	Morale:	10
Attacks:	2	Contacts:	35%
Damage:	1d6	Alignment:	Law abiding

Deputies are sworn to back up the local lawman, they fight with astounding ferocity to protect the locals. They are also responsible for transport and care of prisoners in the legal system to and from the county jail.

Normally armed with a shotgun and pistol.

Crooked Cop: Not all are trustworthy 1 in 6 chance.

Back up: +1 to hit when supporting a fellow officer.

Bloodhounds: Deputies can call out tracking dogs that have a 75% chance of following prey.

Dog

Armor Class:	7	No. Appearing:	1-8
Hit Dice:	1	Save As:	Brute 1
Move:	180'	Morale:	5
Attacks:	1	Contacts:	6%
Damage:	1d6	Alignment:	Neutral

From the household pet to the trained attack dog. When three or more appear they attack as a Pack and gain +1 Hit , damage and morale.

Keen senses: They can see in low light conditions and track by scent.

Enforcer

Armor Class:	2	No. Appearing:	1-4
Hit Dice:	3+2	Save As:	Brute 4
Move:	120'	Morale:	10
Attacks:	1	Contacts:	62%
Damage:	1d8	Alignment:	Deceitful

These are the are the tough guys associated with organized crime, or are experienced leaders to groups of 4 or more thugs.

Fanatic

Armor Class:	7	No. Appearing:	2-12
Hit Dice:	1+1	Save As:	Brute 1
Move:	120'	Morale:	11
Attacks:	1	Contacts:	5%
Damage:	1d6	Alignment:	Deceitful

Fanatics believe absolutely in their chosen path. They will risk everything, including their lives, for the completion of the task they place before themselves. They are often, but not always, religious zealots.

For the Cause: A fanatic passes all Moxie saving throws and is immune to being frightened. In addition, when the fanatic is reduced to 0 hit points or less, all fanatics in line of sight may move up to 30 feet as a reaction.

Fanatical Leader

Armor Class:	5	No. Appearing:	1-2
Hit Dice:	2+1	Save As:	Brute 3
Move:	120'	Morale:	11
Attacks:	1	Contacts:	65%
Damage:	1d6	Alignment:	Deceitful

Fanatics believe absolutely in their chosen path. They will risk everything, including their lives, for the completion of the task they place before themselves. They are often, but not always, religious zealots. They are surrounded buy 3d6 Fanatics.

Body guard: If the fanatical leader is hit by a ranged attack, one ally within 30 feet swaps his location with the leader and suffers the hit instead.

Rightful cause: once per day they can attempt to sway a target to their side. A **Moxie Save** to resist.

A swayed target will protect and believe the fanatical leader is on to something and must be allowed to continue. The effect last for 1d6 days.

Femme Fatale

Armor Class:	6	No. Appearing:	1-4
Hit Dice:	2+1	Save As:	Brute 2
Move:	120'	Morale:	8
Attacks:	1	Contacts:	56%
Damage:	1d4	Alignment:	Neutral

These women rely on their personal charms and alluring beauty to lead their target astray. Typically armed with a knife or small pistol.

Seduction: once per day they can attempt to seduce a target. A **Moxie Save** to resist.

A seduced target will protect and believe the Femme Fatale is innocent and incapable of criminal acts. The seduction last for 1d4 days.

Enforcer: typically the femme fatale has a person who watches over her. 2-6 chance a Enforcer will come to her aid is she is in trouble.

Poison: They may even have poison or drugs to aid them in times of trouble. 2 in 6 chance.

The poison will do 1d6 damage for two rounds. **Toughness save** for Half damage.

Gangster

Armor Class:	4	No. Appearing:	2-12
Hit Dice:	3+2	Save As:	Brute 3
Move:	120'	Morale:	10
Attacks:	2	Contacts:	25%
Damage:	1d6	Alignment:	Deceitful

Gangsters are a territorial groups are involved in bootlegging, protection rackets, prostitution, labor rackets, extortion, kidnapping and blackmail. They sometimes organized into small armies led by more powerful gangsters known as mob bosses with higher hit dice. They are armed with Semi-Automatic Pistols, Shotguns and Tommy guns.

Territorial: +1 to hit when on their own turf.

Intimidation (1 time a Day): One person of the gangster's choice within 20 feet of it must succeed on Moxie saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, if the gangster is within line of sight, ending the effect on itself on a success.

G-Men

Armor Class:	0	No. Appearing:	1-6
Hit Dice:	6	Save As:	Brute 6
Move:	120'	Morale:	11
Attacks:	2	Contacts:	83%
Damage:	1d8	Alignment:	Law abiding

The special agents of J. Edgar Hoover's Federal Bureau of Investigation are known as G-Men.

Leadership: all Adversaries that are with him gain +1 to hit so long as he is leading them.

Back up: +1 to hit when supporting a fellow officer.

Local support: 45% chance of having 1-6 Deputies and 1d4 Police officers with them.

Hooligan

Armor Class:	6	No. Appearing:	1-10
Hit Dice:	2+1	Save As:	Brute 2
Move:	120'	Morale:	9
Attacks:	1	Contacts:	16%
Damage:	1d6	Alignment:	Neutral

These drunken troublemakers are often found any place that liquor is sold. They are loud and looking for a fight. They love to bust up furniture and cause property damage when in groups of 6 or more.

Battle rage: +2 to hit Rage sometimes makes them attack their allies. 1 in 6 chance.

Klansmen

Armor Class:	8	No. Appearing:	1-20
Hit Dice:	1	Save As:	Brute 1
Move:	120'	Morale:	6
Attacks:	1	Contacts:	10%
Damage:	1d6	Alignment:	Deceitful

Klansman are cowardly bigoted bullies that think they are part of the master race and will try prove it when they are in numbers. They like to hide behind a mask and pretend to be respectable in public.

Slow-witted: Can be tricked by clever PCs.

If there are more than 8 one will be a Grand dragon and have 1 more HD. He can boost morale to a 7 so long as he is with them. The Grand Dragon has a 65% chance of running away at the first sign of trouble.

Mob Boss

Armor Class:	0	No. Appearing:	1
Hit Dice:	6+1	Save As:	Brute 6
Move:	120'	Morale:	10
Attacks:	2	Contacts:	85%
Damage:	1d8	Alignment:	Deceitful

These are the head of a group of gangsters and will always appear when 8 or more gangsters gather, serving as contact to the other organized crime families. They are armed with Semi-Automatic Pistols, Shotguns and Tommy guns.

Body guard: If the mob boss is hit by a ranged attack, one ally within 20 feet swaps his location with the mob boss and suffers the hit instead.

Has 1d6 Enforcers and 1d4 Gangsters on hand when a Mob Boss appears.

Moonshiner

Armor Class:	4	No. Appearing:	1-8
Hit Dice:	1+1	Save As:	Brute 2
Move:	120'	Morale:	8
Attacks:	1	Contacts:	33%
Damage:	1d8	Alignment:	Neutral

These are the backbone to any bootlegging operation they produce the hooch and get it to the people who will pay big for the product.

Typically armed with shotguns and the will to use them.

My property: If on their turf they gain +1 AC as they know the land and how to use it.

Cousin is in trouble: When encountered they have 1 in 6 chance of having relatives near by that can help in 1-4 rounds. If any are nearby 1-6 Hooligans will show up.

Prison Guard

Armor Class:	7	No. Appearing:	1-6
Hit Dice:	1	Save As:	Brute 1
Move:	120'	Morale:	9
Attacks:	1	Contacts:	33%
Damage:	1d6	Alignment:	Law Abiding

Prison guards supervise and transport inmates that have been incarcerated. For every two guards there is a veteran guard with 2 extra HD.

Chain gang: if assigned to guard a work detail they also get the ability to call out tracking dogs that have a 75% chance of following prey.

Police Detective

Armor Class: 3		No. Appearing:	1-2
Hit Dice:	3	Save As:	Brute 3
Move:	120'	Morale:	9
Attacks:	1	Contacts:	20%
Damage:	1d6	Alignment:	Law abiding

These are the plain clothed officers who investigate crime and corruption in the city. They typically have a vehicle nearby to aid them in any chases or investigative work they do. Armed with a pistol and Sap.

Back up: +1 to hit when supporting a fellow officer.

Crooked Cop: Not all are trustworthy 2 in 6 chance.

Police Officer

Armor Class: 4		No. Appearing:	1-6
Hit Dice:	2	Save As:	Brute 2
Move:	120'	Morale:	9
Attacks:	1	Contacts:	33%
Damage:	1d6	Alignment:	Law abiding

These are the uniformed cops that struggle day to day to keep crime from overrunning the city.

Knows the neighborhood well, and usually equipped with a nightstick or other baton, handcuffs, whistle, and, often, a revolver.

Back up: +1 to hit when supporting a fellow officer.

Crooked Cop: Not all are trustworthy 1 in 6 chance.

Reporter

Armor Class: 6		No. Appearing:	1-4
Hit Dice:	1+1	Save As:	Brute 2
Move:	120'	Morale:	7
Attacks:	1	Contacts:	45%
Damage:	1d6	Alignment:	Neutral

They are the eyes and ears of the public, recording events and investigating wrongs as they find them.

Press pass: this allows them to get into most location civilians cannot enter.

Flash: Can use their camera to blind an opponent for 1d4 rounds. Observation save to avoid effects. Usable once per fight.

Sheriff

Armor Class: 1		No. Appearing:	1
Hit Dice:	5	Save As:	Brute 4
Move:	120'	Morale:	10
Attacks:	2	Contacts:	75%
Damage:	1d8	Alignment:	Law abiding

The Sheriff is the highest law enforcement representative in any given county, he is charged with maintaining and running the County jail and overseeing the prisoners in it. The Sheriff is often aware of most people activities in the county.

Elected by the locals to keep the peace, the Sheriff can swear in Deputies. Deputies are sworn to back up the local Sheriff, they fight with astounding ferocity to protect the locals. They are also responsible for transport and care of prisoners in the legal system to and from the county jail.

Normally armed with a shotgun and pistol.

Crooked Cop: Not all are trustworthy 1 in 6 chance.

Back up: +1 to hit when supporting a fellow officer.

Bloodhounds: Deputies can call out tracking dogs that have a 75% chance of following prey.

Faithful deputy: there is a 45 % that a deputy will come to aid a Sheriff in trouble within 1d4 rounds of any fight.

Show girl

Armor Class: 7		No. Appearing:	1-8
Hit Dice:	1	Save As:	Brute 1
Move:	120'	Morale:	6
Attacks:	1	Contacts:	60%
Damage:	1d6	Alignment:	Neutral

Burlesque dancers. backstage beauties, gun molls and women of the night. Typically armed with switchblades.

Protection: typically they have a Enforcer or a police officer looking out for them 2-6 chance.

Bolster. Can provide encouragement and inspiration granting a +1 Morale ro the target of their choice.

Slasher

Armor Class:	3	No. Appearing:	1-6
Hit Dice:	3	Save As:	Brute 2
Move:	120'	Morale:	10
Attacks:	2	Contacts:	28%
Damage:	1d6	Alignment:	Deceitful

This is a person who is trained to use blades and assorted knives to their maximum potential, skilled with thrown blades and fighting with either hand they make lethal foes in a knife fight.

They are typically armed with a switchblade but may use any edged weapon.

Ranged Response: If attacked from range and the opponent is within 30' the Slasher can throw a blade as dealing 1d6 damage on a Hit as a bonus action.

Parry: If an enemy misses on a melee attack against the slasher, the slasher can either a) if dual wielding, make a single attack as a reaction, or b) if wielding two-handed, double the damage of the slasher's next hit before the beginning of the slasher's next turn.

Soldier

Armor Class:	5	No. Appearing:	1-20
Hit Dice:	2	Save As:	Brute 4
Move:	120'	Morale:	10
Attacks:	1	Contacts:	16%
Damage:	1d6	Alignment:	Neutral

Trained members of the military for every 4 encountered there will be one Sergeant that has 1 more HD, if 12 or more are encountered they will be lead by an Officer. The officer will give them a +1 initiative bonus while they are under his command.

The Sergeant will give them a bonus to their +1 AC while he is in charge.

They are typically armed with a rifle but can arranged to have all types of military equipment from tanks to aircraft if given 1d6 days notice.

Combat formation: A soldier gains a +2 bonus to AC while within five feet of another allied Soldier. In addition, if it moves, it can disengage one allied soldier unit within five feet and pull it up to 20 feet.

Rifle Butt: Melee Weapon Attack does 1d6 damage. Can be used to subdue opponents.

Stage magician

Armor Class:	2	No. Appearing:	1-2
Hit Dice:	4	Save As:	Brute 3
Move:	120'	Morale:	9
Attacks:	1	Contacts:	25%
Damage:	1d6	Alignment:	Neutral

Stage magicians are typically Vaudevillian performers who have taken to the life of crime and use their unique talents to bewilder and confound opponents.

Typically they are armed with knives and quick wit.

Nimble Escape: if the Stage magician attacks with surprise they will inflict maximum damage and can elect to slip away from the fight without being noticed.

Flash Powder: Can use this to blind an opponent for 1d4 rounds. Observation save to avoid effects. Usable once per fight.

Assistant: They have a 75% chance of having a Showgirl assistant that will accompany them in their life of crime.

Contortionist: The stage magician can hide in places others would not think possible. 75% of the time of hiding of given 1 round out of sight.

Prep Time: if the magician is given prep time they can arrange the surroundings to be the most beneficial to them should they need an escape route or have to deal with trouble. The Judge is encourage to use this to maximum potential the more time they have to prepare.

Thugs

Armor Class:	5	No. Appearing:	2-8
Hit Dice:	1	Save As:	Brute 1
Move:	120'	Morale:	7
Attacks:	1	Contacts:	25%
Damage:	1d6	Alignment:	Deceitful

These are typically young or foolish criminals often just street punks. Thugs carry knives and cheap handguns and are more eager to talk big or stand around looking threatening than actually fight.

Slow-witted: Can be tricked by clever PCs.

Leader: Groups of 5 or more are led by an 1-4 Enforcers.

Morale (Optional Rule)

Players may always decide whether they will fight, surrender, or run away in an encounter. The referee decides whether NPCs surrender or run away. Very few foes will choose to fight to the death but only the most hardened and desperate foes will do so.

Adversaries have a listing for morale, rated from 2 to 12, which represents how likely they are to fight or flee when in an encounter. A score of 2 means the monster never fights (unless absolutely cornered) and a score of 12 means the monster will fight until killed, with no morale check necessary in either case.

Morale Checks

The referee rolls 2d6 and, if the roll is higher than the morale of the monster, the check is a failure and the adversary will either surrender or attempt a full retreat or a fighting retreat. If the result is equal to or lower than the morale score, the adversary will continue to fight.

When to Check Morale

The referee usually makes a morale check for adversaries under two conditions:

1. When one side of the encounter first loses a member due to death.

2. When half the adversaries are either killed or otherwise incapacitated.

If a adversary makes two successful morale checks in an encounter, it will fight until killed.

Adjustments to Morale

The referee may decide to apply bonuses or penalties to morale, with a range of –2 to +2, depending on the circumstances. For example, if one side of an encounter is losing or winning, they might receive a penalty or bonus to morale of –1 or +1, respectively.

Adjustments are never applied to adversaries with a morale of 2 or 12.

Nerve Check (Optional Rule)

A characters Nerve is tested whenever something happens TO the character that could cause them to doubt their steadiness, courage, and sense of purpose when facing a demanding situation.
The Judge will decide when such a roll is needed. The judge should take each character's background into consideration. One character may feel the need to test their never while others may not.

Testing Nerve is **Always Optional** the player may elect to NOT roll if they desire and flee from the situation if they are able.

Characters who fail this check has become *shaken* and may fell depressed, suicidal, feel the overwhelming need to flee the area, faint or even become criminally insane. The Judge and the player should work out what happens.

A character that is shaken will suffer a -3 to all rolls and AC till they recover.

Should a character fail more Nerve checks then their level, the character must also make a Moxie check and if they fail that check, they retire from the game as they realize they are not cutout for this sort of excitement. To test your Nerve, Roll equal to or under the characters current level plus 1 on 1d10.

1d6 hours in a club, speakeasy or a relaxing location will allow them to regain their Nerves. This can be attempted once every 24 hours. To gain the further benefit of a relaxing location they will need to make a Moxie check should they attempt to spend more time inside of the 24 hours window.

PART 9: Combat

The prohibition era is a dangerous time and sooner or later a character will run into a violent confrontation, this might be a pickpocket who wants to shove you down and make off with your wallet or a running gun battle between the Feds and a group of bank robbers attempting to get away. The rules here show you how to settle the score when using guns, knives or your fist.

Sequence of Events

The sequence of actions in each round is broken down as follows:

1. Characters who wish to drink a potion or perform a full retreat from melee must declare it.
2. Initiative: 1d6 is rolled by each opposing side.
3. The winner of initiative acts first:
a. The referee may check **Morale** for the Adversaries.
b. Movements are made.
c. Missile attacks are made, accounting for DEX modifiers, cover, range, and any other adjustments.
d. Applicable checks are made.
e. Melee combat and other actions occur; attacks are made, accounting for STR modifiers and other adjustments.
4. Other sides act through step 3, in order of initiative.
5. When all sides of a conflict have acted, the round is over. If the combat has not come to an end, the sequence begins again at step 1.

Tied Initiative

If initiative is a tie, each side in the tie acts at the same time. All actions are completed, unaffected by opposed actions. For example, two opponents in melee may both inflict enough damage to kill the other. As the initiative is tied, both attacks occur simultaneously, resulting in both characters being killed.

Individual Initiative (Optional Rule)

Instead of an initiative roll per side, a roll may be made for each individual PC or adversary involved in a battle, modified by DEX. The referee may determine an initiative bonus or penalty for adversaries which are very fast or slow, instead of applying a DEX modifier.

Fast Draw Initiative

A character can draw a weapon and use it in the same round but with a penalty of -2 to the attack roll.

Initiative

At the start of each round, each side rolls 1d6 to determine initiative. The side with the highest result on 1d6 acts first for that round. Other sides in a conflict will react in order from highest to lowest roll.

Movement in Combat

A character can move up to one third of his or her normal movement rate every round and can also attack (if an enemy is within that distance) or perform another action (except a combat action) during a round.

Without Another Action

A character who performs no other action in a round may run, moving up to his or her full movement rate.

Retreating from Melee

When in melee with a foe, free movement is not so simple. Breaking away from melee is possible in two ways, as follows.

A **fighting retreat** allows a character to move backwards at up to half his or her encounter movement rate (i.e. one sixth of his or her base movement rate). However, there must be a clear path for this movement.

A **full retreat** occurs when a character moves backwards at a rate faster than half of his or her encounter movement rate. The character making the movement forfeits attacking this round and the opponent gains a +2 bonus to all attacks against the character this round. In addition, if the retreating character is using something as a shield, it does not apply to the character's Armor Class during the retreat.

Actions in One Round

Characters can generally move and perform one action in a round. The most common actions are attacking or using an item that is easily to hand, but many other actions are possible and must be adjudicated by the Judge. Thus, Judge has the final say on what can or cannot be done in one round.

Attacking

A character may attack if there is an enemy within striking range. Player characters can normally only attack once per round, but some animals have multiple attacks.

Attack Rolls

The player or referee rolls 1d20, modified by STR for melee attacks or DEX for missile attacks. The result is compared to the appropriate attack table (**see Standard Combat Charts**). A result that is equal to or above the attack value corresponding to the attacker's level or Hit Dice and the opponent's Armor Class results in a hit.

Natural 1s and 20s

● An attack roll of 20 always hits, unless the target cannot be harmed by the attack (e.g. a normal weapon used against a foe which has total cover).
● An attack roll of 1 is always a miss.

Range for Melee vs Missile Attacks

Melee attacks are possible when opponents are 5' or less from each other. Missile attacks are possible when opponents are more than 5' from one another.

Missile Weapon Ranges

All missile weapons have ranges, which must be taken into account when trying to strike an opponent at a distance:

● If an opponent is within the distance listed for **short range**, the attacker gets a +1 to hit.
● There are no bonuses or penalties for striking an opponent at **medium range**.
● There is a penalty of -1 to strike an opponent at **long range**.
● If an opponent is further away than the long range listed, the missile weapon cannot hit that opponent.

Cover and Concealment

In situations where combat is primarily conducted at range or with firearms, always look for a good source for cover to give you an edge over your opponent. Adversaries you face will likely do the same if they are using a firearm.

Half Cover

A target with half cover receives a +2 bonus to AC. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

One Third Cover

A target with three-quarters cover has a +3 bonus to their AC. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a thick iron door, a rocky edifice, or a thick tree trunk.

Total Cover

A target with total cover can't be targeted directly by an attack, although some explosives can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

High Ground

If a character has a clear line of sight to an adversary because they are above them, the benefits of their cover do not apply for that attack. Always think in three dimensions when you are deciding where to end your turn.

Cover Fire

This attack does zero damage, instead of inflicting injury it adds an Armor Class bonus to a single person the attacker selects. Roll 1d4 for affect. This bonus will only last one round.

Rate of Fire

All ranged weapons have a rate of fire (ROF). If the ROF is greater than 1, characters may attack with the weapon more than once per round. Each is treated as a separate attack, may target different opponents, and requires its own attack roll. A burst and both barrels count as a single attack, though a spray counts as all attacks available for that round (see later). A ROF of ½ means the weapon fires once every other round, allowing for reload time. Reloading an empty firearm also takes 1 round.

Firearms

Firearms allow for special rates of fire, called the burst, spray, and both barrels. Performing these special attacks expends ammunition very quickly.

Burst

A burst is aimed at a single target and expends at least three rounds of ammunition.

The attacker applies a +1 bonus to the attack roll. Most pistols, machine guns, submachine guns, and semi-automatic rifles may fire bursts.

Spray

Also called suppressive fire, a spray is aimed at a general 10-foot area. A spray expends at least 10 rounds, or half the magazine, whichever is greater. The attacker applies a -2 penalty to the attack roll. All characters in the area are targeted and those hit take normal damage -1. Submachine guns and machine guns may spray.

Both Barrels

Only double-barreled shotguns may be used to fire both barrels. When firing both barrels, the attacker expends both shells at once, granting an additional damage die on successful hits at short range.

Multiple Attackers

The referee should use discretion in determining how many attackers can strike at one opponent. Usually only two characters may fight side-by-side in a 4' wide hallway.

Attacking from Behind

Attacks made on a character from behind ignore the influence of the attacked character's cover, if any.

Helpless Opponents

Helpless opponents, such as those sleeping, bound are automatically hit by any melee or ranged attack. Only a roll for damage is required. Any melee attacks can freely dispatch any helpless opponent, if desired. If not, then damage is automatic.

Damage Rolls

Upon a successful attack, damage is inflicted, taking into account any bonuses or penalties. Player character attacks inflict 1d6 damage; Adversaries attacks deal the damage indicated in the foe's description.

An attack which hits always deals at least one point of damage, even when damage modifiers reduce the number rolled to 0 or less.

A character or adversary reduced to 0 hit points or less is killed.

Hurt Bad (Optional)

Hit Points – 0 hit points is unconscious; negative beyond the character's level or -10 is death. At -1 through that value, the character must pass a **Toughness Save** each round; success means 1 hit point healed; failure is 1 hit point of damage. If an ally binds the wounds, the save is made at +1. NPCs still die at 0 HP. PCs at 0 Hp are unconscious for 1d6 turns.

Non-Lethal Combat

Any characters that wish to subdue an opponent must announce that they are attacking without intent to kill. All hand weapons with a blade may be employed to deal blunt blows with the flat of the blade or rifle or pistol butts.

Combat and damage are calculated normally, noting how much damage is non-lethal, "subdual" damage. A character or monster that reaches 0 hit points due to subdual damage is knocked unconscious. Animals may only be subdued in this way at the referee's discretion.

Unarmed Attacks

Unarmed combat is the same as melee combat, but all damage is 1 to 2 + STR modifiers.

Variable Weapon Damage (Optional Rule)

Some groups may prefer different weapons to inflict different amounts of damage. In this case, rather than rolling a flat 1d6 for all PC attacks, the die type indicated for the weapon in the equipment lists should be rolled.

Shot in the arm (optional Rule)

A character may take a wound to the arm to reduce the damage to just an effect by any one attack against the character. This leaves the character with a -4 to hit and half movement speed for 24 hours. This rule may be used once per adventure.

Healing

For each full day of complete rest, a character or creature recovers 1d3 hit points. If the rest is interrupted, the character or animal will not heal that day. Healing may also occur through medical treatment, first aid or natural remedies. This can restore 1d8 hit points. Further medical treatment will not aid the injured person till they have fully healed through rest. ***Note: Class abilities may alter this.***

Emergency surgery can only be applied once a month and will restore 2d6 hit points. This kind of healing is instantaneous. Healing via medial treatment and natural healing can be combined. A character can never be healed more than their hit point total.

Note: Injuries can take a long time to heal, rest and recovery time is important.

Rolling a Save

When affected by an effect, situation or attack form which requires a saving throw, the player or judge must roll 1d20. A result that is greater than or equal to the value listed for the saving throw is a success. A result of less than the listed value is a failure.

Saving Throws

All characters and NPCs can make saving throws to avoid the full effects of special abilities or certain attacks. Characters and NPCs have a rating for each saving throw category (**Moxie**; **Quickness**; **Toughness**; **Driving**, or **Observation**). Saving throw tables for the standard classes (also used by NPCs) are given in ***Standard Combat Charts***. A successful saving throw against an effect that causes damage means that the damage is halved. A successful saving throw against an effect that does not cause damage means the effect has been entirely avoided or negated. A successful saving throw to carry out an action is completed to a satisfactory outcome.

Which Save to Use

Moxie- resist something with grit, willpower, and stubbornness. Modified by wisdom.

Quickness - resist something with reaction speed, agility, and swiftness. Modified by dexterity.

Toughness - resist something with endurance, durability, and fortitude. Modified by constitution.

Driving- Control, understand, handle or perform non-combat actions in a vehicle.

Observation- when there is any doubt about whether the character would see a person, thing, clue or unusual situation; or searching for something which Is hidden or difficult to see.

BRUTISH SAVING THROWS

Level	Moxie	Quickness	Toughness	Driving	Observation
Normal man	16	17	16	17	17
1-3	14	15	14	15	15
4-6	12	13	12	13	13

CONNECTED SAVING THROWS

Level	Moxie	Quickness	Toughness	Driving	Observation
1-2	16	16	17	17	16
3-4	14	14	15	15	14
5-6	12	12	13	13	12

EDUCATED SAVING THROWS

Level	Moxie	Quickness	Toughness	Driving	Observation
1-4	16	17	17	15	14
5-6	14	15	15	13	12

STREET SMART SAVING THROWS

Level	Moxie	Quickness	Toughness	Driving	Observation
1-2	15	16	18	16	15
3-4	13	14	16	14	13
5-6	11	12	14	12	11

Standard Combat Charts

Character Attacks by Level

Armor Class	Normal Man	1st to 3rd	4th + Higher
-3	20	20	20
-2	20	20	19
-1	20	20	18
0	20	19	17
1	19	18	16
2	18	17	15
3	17	16	14
4	16	15	13
5	15	14	12
6	14	13	11
7	13	12	10
8	12	11	9
9	11	10	8

Adversary Attacks by Hit Dice

Armor Class	Up to 1	1+ to 2	2+ to 3	3+ to 4	4+ to 5	5+ to 6	6+ or more
-3	20	20	20	19	18	17	16
-2	20	20	19	18	17	16	15
-1	20	20	18	17	16	15	14
0	20	19	17	16	15	14	13
1	19	18	16	15	14	13	12
2	18	17	15	14	13	12	11
3	17	16	14	13	12	11	10
4	16	15	13	12	11	10	9
5	15	14	12	11	10	9	8
6	14	13	11	10	9	8	7
7	13	12	10	9	8	7	6
8	12	11	9	8	7	6	5
9	11	10	8	7	6	5	4

Weapon	Damage	ROF*	Range	Ammo	Wt.	Cost
Dynamite, Stick!	1d6	2	20ft	-	2	$20
Grenade!	1d8	1	10ft	-	1	$15
Hatchet, Thrown	1d6	1	10ft	-	3	$1.75
Knife, Thrown	1d4	1	10ft	-	1	$2
Machine Gun^%	1d10	2	150ft	100	35	$900
Pistol, Derringer	1d6	1	5ft	1	1	$35
Pistol, Revolver^	1d6	1	50ft	5	4	$18
Pistol, Semi-Auto^	1d8	2	50ft	7	4	$25
Rifle, Combat	1d8	1	100ft	10	10	$35
Rifle, Hunting	1d6	1	125ft	6	14	$50
Shotgun, Double-barrel #	1d10	1	30ft	2	12	$40
Shotgun, Pump	1d10	1	30ft	5	12	$55
Sub-machine gun^	1d8	2	75ft	25	8	$200

Mysterious Powers(Optional)

Masked Identity

Your cloaked hero should have a name that strikes fear and helps provide a cover for his activities. Flimsy covers that wouldn't last five minutes in the real world are so common and yet they somehow stand up to the scrutiny of hostile and friendly intelligence agencies, the media, police, friends, relatives, co-workers, employers, and other heroes-no matter what.

Players portray those mysterious figures who stalk the night the nigh)t, as shadowy figures dedicating their life to fighting criminals in the "Big City". Having lost faith with the legal system to enforce laws, there is but one thing for him to do "take the law into his own hands," and launches his own, personal crusade, functioning out side the law, against injustice where ever he may find it. He traditionally keeps his identity a secret, to protect his public life and those relations he may keep in it, for these would be obvious targets for his many enemies. With his secrets secure He now battles evil head-on with a clenched fist or a trusty pair of .45's with little regard to the danger involved.

Hero Name

1d10	First part	Last part
1	Bronze	Hood
2	Green	Avenger
3	Black	Dragon
4	Silver	Spider
5	King/Queen	Mask
6	Mystical	Enforcer
7	Cobalt	Demon
8	Midnight	Tiger
9	Doctor	Steele
10	Golden	Monk

The Powers

When these are used each character has one power plus an additional single power if they have any attributes of 18.

Powers can be used once day per level of character.

1D12	Ability	
1	**Bolt of power**	Shoots a bolt of power that can cause 1d6 damage.
2	**Mind manipulation**	Move any object up to 25-pound with your mind.
3	**Send thoughts**	Whispered conversation with 1 person at a distance of 1 mile.
4	**Obscuring Mist**	Fog surrounds you. Ranged attacks are Impaired
5	**Comprehend**	You understand all spoken and written languages.
6	**Many faces**	Changes your appearance.
7	**Mighty leaping**	Subject can jump 30 ft and high.
8	**Swarm**	Summons swarm of bats, rats, or spiders. Harmless but distracting.
9	**Revive**	Can restore 1d4 Hit points by touch.
10	**Oracle**	Perceive the world with heightened senses for the next hour.
11	**Armored Skin**	Armor class is improved by 2.
12	**Bull Strength**	Lift 1000 lbs and Unarmed melee attacks cause d6 damage.

All strange abilities have a range of 30' unless stated otherwise.

Bibliography & Inspiration

People new to Gangbusters may require background information on the 20s and 30s should he want to run a realistic campaign. The best sources of information are the kind that you can research yourself. This is the easiest way to learn the information and these days there are plenty of sources that you can research. The simplest and quickest method is perhaps to look online, BY DOING YOUR OWN research you can decide what you want to include at your table. So go watch a mobster movie, read a book, shape the game to your taste.

This bibliography is just a short list of sources which you can use for finding excellent information for a 1920s and 1930s game campaign. There are of course plenty more and discovering them yourself will be half the fun of doing your own research.

Movies
All the King's Men (1949)
Beau James (1957)
Broadway (1942)
Grand Hotel (1932)
Hard Times (1975)
Last Man Standing (1996)
Lizzy & Moe (1985)
Johnny Apollo (1940)
Manhattan Melodrama (1934)
Marked Woman (1937)
The Mouthpiece (1932)
Mr. Deeds Goes to Town (1936)
Mr. Smith Goes to Washington (1939)
Paper Moon (1973)
Pete Kelly's Blues (1955)
The Sting (1973)
The Untouchables (1987)

Detective Series
Charlie Chan (1939-46)
Mr. Moto (1937-39)
Philip Vance (1929-49)
The Thin Man (1934-47)

Newspaper/Press
Five Star Final (1931)
The Front Page (1931)
His Girl Friday (1940)
I Cover the Waterfront (1933)
The Murdered Man (1935)

Private Eyes/Mysteries
The Big Sleep (1946)
Chinatown (1974)
Farewell My Love (1975)
The Maltese Falcon (1941)
Murder My Sweet (1944)

Comedies
Bringing Up Baby (1938)
Charlie McCarthy, Detective (1939)
Mr. Lucky (1943)
My Man Godfrey (1936)
The Whole Town's Talking (1935)
You Can't Cheat an Honest Man (1939)

Musicals
Guys and Dolls (1955)
Robin and the 7 Hoods (1964)

More Gangster Movies
Kansas City Massacre (1975)
King of the Roaring 20s (1961)
The Lady in Red (1976)
St. Valentine's Day Massacre (1967)
Young Dillinger (1965)

Television
Boardwalk Empire (2010-2014)
The Untouchables (1959-1963)
Peaky Binders (2013------)

AFTERWORD

YOU NOW OWN ALL THE BASIC TOOLS NEEDED TO PLAY THE GAME. NOW GO FORTH AND MAKE STUFF UP, IMAGINE, CHANGE WHAT YOU LIKE TO FIT THE GAME YOU WANT TO PLAY YOU ARE CREATOR AND FINAL ARBITER OF WHAT HAPPENS AT YOUR TABLE. IF YOU AND YOUR FRIENDS ARE HAVING FUN THEN YOU ARE PLAYING GANGBUSTERS AS IT WAS MEANT TO BE.

GANGBUSTERS
1920'S ROLE-PLAYING ADVENTURE GAME
B|X EDITION

GB62

GANGBUSTERS
B/X EDITION
CHARACTER SHEET

_____
Player's Name

_____
Character's Name   **Alignment** _____

Class _____   **Level** _____

Armor Class   **Hit Points**
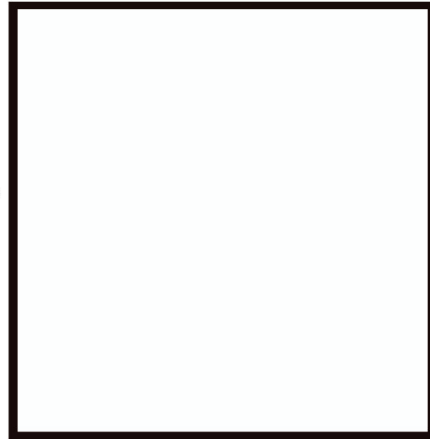
Character Sketch or Symbol

ABILITIES:

STRENGTH	_____ adjustment	
INTELLIGENCE	_____ adjustment	
WISDOM	_____ adjustment	
DEXTERITY	_____ adjustment	
CONSTITUTION	_____ adjustment	
CHARISMA	_____ adjustment	

SAVING THROWS:

- MOXIE
- QUICKNESS
- TOUGHNESS
- DRIVING
- OBSERVATION

LANGUAGES: _____
SPECIAL SKILLS:

TARGET AC:	9	8	7	6	5	4	3	2	1	0
HIT ROLL NEEDED										