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Module GB3

Gangbusters™

Special Campaign Module

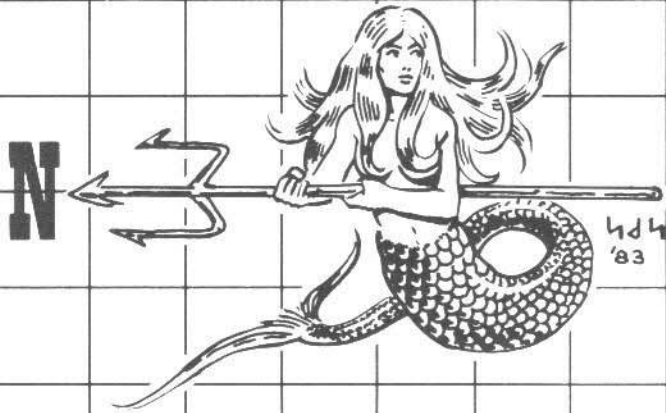
Death on the Docks

by Mark D. Acres



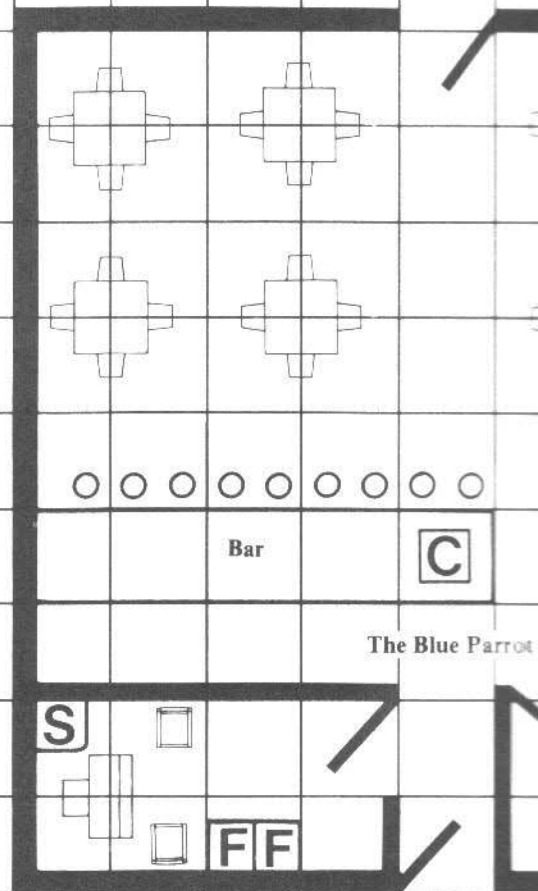
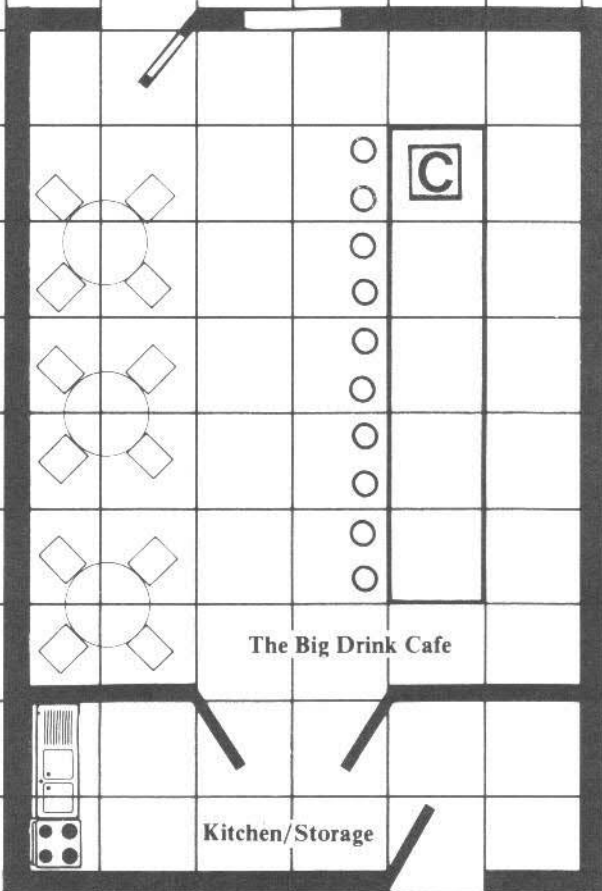
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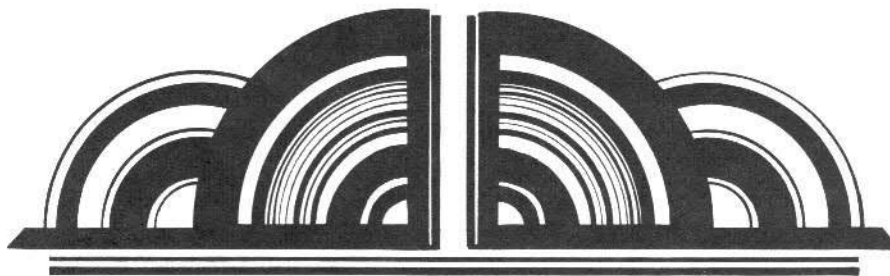


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GANGBUSTERS™ Module GB3



DEATH ON THE DOCKS

by Mark D. Acres

An Adventure for Character Levels 1-3

June 1922: The Lakefront City shipping barons brutally break the first longshoremen's strike in the city's history. After that, they control the docks...they control the police...the politicians...the union. They control the very souls of the men who toil on the docks....

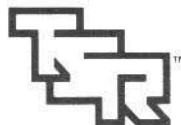
June 1923: Vasily Ulnovsky appears in Lakefront City and offers the workers a chance to seize control of the union. This mysterious man of shadowy origins seems to be a true idealist, a man with a deep commitment to helping the workers...or is he?

This module contains complete background information, game judge's notes, and maps for use with the **GANGBUSTERS™** 1920's Role-Playing Adventure Game rules

Be sure to look for other **GANGBUSTERS™** Modules from TSR. PRODUCTS OF YOUR IMAGINATION™.

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PART I INTRODUCTION

This module is intended for use with the **GANGBUSTERS™** rules, maps and counters. You **cannot** play this adventure without them. Use of this module also requires a game judge.

Only the game judge should use the information in this module to guide the players through the adventure. If you are going to participate in this module as a player, **stop reading now.**

HOW TO USE THIS MODULE

You, the game judge, must read this module through completely before beginning play. During play, you should refer to the Chronology section (page 4) to determine when certain events occur and when the player characters learn about those events. The Encounters section (page 6) is used as each encounter occurs. The NPC Summary (page 8) section is included for quick reference during play. It contains a complete list of all the NPCs in the module, arranged in order of their appearance.

The Player Characters

The module is designed for play by six to eight characters of first to third level. You may allow higher level characters to play at your discretion. The challenges provided may not be difficult enough for characters above third level.

To set the adventure up for the player characters, you should tell them that they all know one another (except the F.B.I. agent and any criminals) and cooperation between them is allowed. Whenever possible, encourage the player characters to act together as one or more groups. This will decrease the problem of having different characters doing different things in different places at the same time. The **Prohibition Agents** should work as a team, and may take the **reporter** along with them as long as he agrees not to release any stories without their permission. The **two beat cops** are always together unless one is in the hospital. You may have a problem working the **private investigator** into a group; the nature of his work makes him a loner. Tell this character he has cooperated with the police and Prohibition Agents in the past and has a good working relationship with them.

The Undercover Agent: The **F.B.I. Special Agent** player character is working undercover. He has been posing as a dockworker for two months, getting to know the docks area and the workers. He will not be able to get any of the information he needs if certain NPCs find out he is really an F.B.I. agent. The player character may "blow" his cover (reveal that he is an F.B.I. agent) anytime he wants to. (He may choose to do this in order to make an arrest or stop a crime.)

As judge, you must decide whether or not actions taken by the F.B.I. player character would make NPCs suspect his real identity. When you are in doubt as to whether the character has accidentally "blown" his cover or not, make a normal NPC reaction roll. The agent's cover is blown on a result of "12" or less. Once the agent's cover is blown, he may continue to play, but his job will obviously be much more difficult.

Pre-rolled Characters: The third panel of the module cover contains eight character cards. Each card contains complete Ability scores, skill scores, equipment and background information for one pre-rolled character. These characters may be cut out and used if for any

reason the players do not want to use their regular campaign characters.

You must be familiar with the player characters and their goals before play begins. The pre-rolled characters and their major goals are:

- **Three Prohibition Agents** who want to find and confiscate the "big shipment" of liquor a tipster warned the Prohibition Bureau to expect "soon";
- **Two beat cops** assigned to the walk the waterfront beat. They must solve the crimes on their beat. Their beat is the entire area shown on the **Waterfront** map (page 15) in this module;
- **One F.B.I. Special Agent** assigned to infiltrate a radical and subversive political group known as the Trotskyites and report on its activities;
- **One reporter** who wants to get a "big scoop" about what's really happening in the docks area;
- **One private investigator** who, in the course of the module, will be hired by the Trotskyites to investigate the Flynn crime syndicate and its bootlegging operations. For some time, the P.I. will not know for whom he is really working.

If your players are not using the pre-rolled characters, you should include at least two Prohibition Agents and at least one of every other non-criminal type character in their group.

No pre-rolled criminal characters are provided. Criminal player characters should enter the adventure as members of the Flynn crime syndicate described below.

Incorporating This Module Into Your Campaign

This module can be incorporated into your own campaign. As judge, you may change the names of the major NPCs and change the nature of some of the events to suit your own campaign. If you do make such changes, record them carefully and plan any additional changes that may be needed in other sections of the module.

Tips For Running The Adventure

The background information needed by each player character is printed on the back of the pre-rolled character cards on the third panel of the cover for this module. If your players are not using the pre-rolled characters, you should still allow them to have the appropriate information from the back of the cards before play begins.

You must keep careful track of game time. Use "turns" based on morning, afternoon, evening, and night, asking each player to note what he intends to do during these time periods. Sometimes, you may want to use hourly turns to determine whether or not player characters will be present during an event or encounter. Use the one second game turns to resolve all fights.

During the play of this module the player characters may take actions or have encounters not covered in the module. You must be prepared to improvise...to make up the situation as you go along. Don't let this alarm or confuse you. If you have carefully studied the

module in advance and understand the motivations and goals of the major NPCs, you will be able to improvise quickly and logically.

Awarding Experience Points

You should award experience points to the player characters using the standard rules. The exact distribution of such experience points is left to your discretion. In making this determination, take into consideration the intelligence and ingenuity displayed by the player characters and the risks they faced and overcame.

Maps

In addition to the maps included in this adventure, you will use the **Block Map** and the **District Map** from your boxed **GANGBUSTERS™** game set. All maps included in this adventure, except the Ship Map, will use the **universal key** found on page 16. The Ship Map has its own separate key found on page 17.

You may also use the counters included in your boxed **GANGBUSTERS™** game set for most encounters in this adventure.



PART II CHRONOLOGY

This section provides background information and a summary of the order in which most of the encounters in the module will occur.

BACKGROUND

Only you, the game judge, know the following information at the beginning of play.

The Lakefront City waterfront is torn by strife. For years the wealthy and powerful shipowners have imposed unsafe working conditions and low wages on the powerless dockworkers. Two years ago, in a desperate attempt to improve their situation, the dockworkers formed a local union, the Longshoreman's Association. The fledgling union immediately called a strike for recognition. In a matter of weeks, the owners broke the strike using non-union ("scab") workers to load and unload their ships and Mayor "Big Bill" Johnson's often brutal police force to keep the striking workers off the docks. The iron grip in which the owners held the docks seemed unbreakable.

Then, a brilliant, well-financed and dedicated Trotskyite, Vasily Leonovich Ulnovsky, arrived in Lakefront City and began working among the longshoremen. (A Trotskyite was a type of communist in the 1920's and 1930's who believed in the violent overthrow of governments by the working classes. While most Americans did not favor communism in the '20's and '30's, they did not hate and fear it as they do today.) Ulnovsky spent countless hours in waterfront dives preaching revolution to the dockworkers. After months of work, he became the driving force that molded the union into a powerful force to be reckoned with.

For the first time, the shipping company owners were afraid; a few badly organized workers had been easy to deal with, but a committed and increasingly well-funded radical union could be a major threat to their profits and their political power. It was easy for the shipping company owners, never known to be men of pure hearts and motives, to turn to Ned Flynn, a fellow shipping company owner and an ambitious Irish-American gangster, for help.

Flynn was glad to offer his help . . . he had been wanting to muscle in on the Longshoremen's Association for a long time. Flynn realized that the man who controlled the Longshoreman's Association would have the power to make or break any business in the city that depended on the dockworkers to load and unload cargo. Once in control of the dockworkers' union, Flynn could shake down half the businesses in town. In addition, he could control the line of supply of liquor run in across the Great Lake from Canada and thus ruin the business of his fellow bootleggers.

The shipping owners banded together to form the "Great Lakes Waterfront Improvement Association" (abbreviated WIA). While publicly proclaiming itself "dedicated to bettering working conditions for Lakefront City dockworkers," the WIA was really devoted to the destruction of the union. Fearing the radicals in the union more than any power Flynn might gain, and also believing that Flynn could be easily manipulated, the WIA agreed to secretly pay Flynn \$50,000 to seize control of the Longshoremen's Association and run it their way.

Flynn moved like wildfire. Within a week, his goons were prowling the docks, passing the word that the union needed a new president in its upcoming election and that the new president should be Ben Whittier, Flynn's step-brother and the black sheep of the family. Whittier was an unknown quantity to the dockworkers.

In the following weeks, workers and their families were subjected to a well-organized campaign of terror...many were brutally beaten and Ulnovsky and other union leaders were arrested on trumped up charges of "inciting a riot." Finally, the terrified and disheartened workers caved in and elected Whittier their president.

That election was held six months before play of the module begins. In the following six months, tensions in the union have grown as Ulnovsky has quietly worked to instill courage into the beaten and bullied men. Now, rumors are circulating of a rebellious mood on the docks. At night, small, sullen groups of workers gather in dark waterfront dives, talking angrily among themselves.

As judge, you should note that part of this information, such as the formation of the union, the strike two years ago, and Whittier's election as president, are matters of public record that player characters can find by going through old newspapers. Other matters, such as Flynn's muscling in on the union and the WIA payment, can be learned by player characters only after considerable investigation.

ORDER OF EVENTS

This section is a quick reference of the order in which certain events occur during the adventure. Events that do not involve an encounter for player characters are marked with an asterisk (*). Not all of the encounters are included in this list; the exact timing of many of the encounters will depend upon the actions of the player characters. The encounters should be played sequentially.

The player characters may take some action that would interfere with some of the events listed below. It is absolutely essential that you keep careful track of game time and note any changes in the following chronology.

Player characters will be able to hear about events through the usual means of communication: the newspapers, radio broadcasts, and street gossip. The newspapers hit the stands at about 5:30 a.m. (morning edition) and 1 p.m. (afternoon edition). Some events are naturally secret; thus, for example, there is no way the player characters can learn about secret decisions made by gangster NPCs except by figuring them out from careful investigation or by making lucky guesses about what might happen next.

SATURDAY, JUNE 2, 1922 (TWO YEARS AGO)

Longshoremen's Association strike is broken by police and non-union workers. Shipping owners claim total victory over the union.

JUNE 1923 (ONE YEAR AGO)

Ned Flynn founds Flynn Shipping Company; Vasily Ulnovsky arrives in Lakefront City from Mexico and begins talking to dockworkers.

OCTOBER 1923 (EIGHT MONTHS AGO)

The Flynn syndicate is paid \$50,000 by the WIA to take over the Longshoremen's Association and run it for the benefit of the shipping companies. Flynn begins a campaign of terror and violence against the workers.

DECEMBER 1923 (SIX MONTHS AGO)

Flynn engineers the election of Ben Whittier as president of the Longshoremen's Association. Ulnovsky is released from jail and begins rebuilding the union.

Flynn, aware of a shift in attitude among "his" workers, decides it is time to remind the men why they should be happy with syndicate control of their lives. More dockworkers are beaten...always those who have publicly spoken out about "getting the crooks out of our union."

MONDAY, JUNE 2, 1924

11 p.m. "Death on the Docks" encounter takes place. Flynn orders the gangland-style execution of Jim Malloy as a reminder that rebellion against the syndicate will not be tolerated. Malloy had been a leader of the opposition to the syndicate and a close friend of Ulnovsky.

TUESDAY, JUNE 3, 1924

9 a.m. "Meeting With Ulnovsky" and "A New Client" encounters take place. All player characters learn about the murder of Malloy from the morning newspapers. Prohibition Agent and reporter characters are free to take whatever actions they want.

*** 1 p.m.** A secret meeting is held in the back room of The Big Drink Cafe. Present are Ulnovsky along with Luigi Marino, Stanislas Woczynski, Sean O'Hara, and Mike Jones, all dedicated Trotskyites and union members. All were good friends of Jim Malloy. At this meeting, they decide that it is now time to seize control of the union from the Flynn crime syndicate. Marino agrees to contact members of the "capitalist" press (including a player character reporter) and plant stories about the exploitation of the dockworkers by a criminal mob. Jones, Woczynski and O'Hara make plans to assassinate Ben Whittier (thus showing Flynn that his enemies mean business) and to start a gangland war between the Flynn syndicate and the D'Antino syndicate.

9 p.m. "Greetings From the Mob" encounter takes place; F.B.I. Special agent player character is beaten up by goons from the mob, who warn him that "smart longshoremen don't talk to people like Ulnovsky."

10 p.m. "A Present For Ned Flynn" encounter takes place. Ben Whittier is murdered. His body is dumped in Flynn's front yard.

WEDNESDAY, JUNE 4, 1924

8 a.m. "A New Union" encounter takes place. Ulnovsky is elected president of the Longshoremen's Association and immediately calls a strike for higher wages and better working conditions. All other unions in the city are asked to stage a sympathy strike in support.

9 a.m. "The Phone Tip" encounter takes place. Prohibition Agents receive an anonymous tip that a ship called *The Irish Rose*, owned by Flynn Shipping Company, will drop anchor about one-half mile out of Lakefront City Harbor at 9 p.m. tonight. Her cargo, according to the tipster, will be \$500,000 worth of Canadian hard liquor. The tipster is Ned Flynn himself; he is setting up the Prohibition Agents and the D'Antino syndicate. D'Antino will receive a similar call at his headquarters, Santini Brothers Export Company.

9 a.m. "The Inside Dope" encounter takes place. Luigi Marino calls the player character reporter and offers to give him or her the "straight story" about what's happening on the waterfront. A meeting is arranged for 3 p.m. the following afternoon at The Blue Parrot, a waterfront speakeasy which is part of the D'Antino organization.

12 Noon "Surprise For D'Antino" encounter takes place. The F.B.I. Special Agent is invited to join Jones, Woczynski, and O'Hara in a hit on D'Antino's nightclub, The Pink Kitten. The union men will be disguised as gangsters to give D'Antino the impression that they are part of the Flynn syndicate. This will help start a war between the Flynn and D'Antino syndicates, thus making it harder for Flynn to fight the new leaders of the union.

7 p.m. "D'Antino's Answer" encounter takes place. D'Antino sends a hit team to Flynn speakeasy, The Four Deuces Cafe.

9 p.m. "A Rose is a Rose is a Rose?" encounter takes place. Prohibition Agent player characters who act on the phone tip and raid *The*

along with members of the D'Antino syndicate who have come to hijack Flynn's booze. The ship will have nothing illegal on board, and the crew will not be on board.

THURSDAY, JUNE 5, 1924

6 a.m. The city's morning newspapers hit the stands bearing headlines saying, "BLOOD FLOWS IN GANGLAND WAR" and "BOOTLEGGERS BATTLE FOR CONTROL OF FIRST WARD BOOZE BUSINESS!" The newspaper articles indicate that this may only be the beginning of a city-wide power struggle between rival syndicates and suggest that there will be more violence in coming days. Editorials denounce the administration of Mayor "Big Bill" Johnson and demand action from city hall.

10 a.m. "Riot At Pier 109" encounter takes place. Striking dockworkers attempt to prevent Flynn's goons and non-union workers from unloading the ship hauling machine parts. Violent fighting breaks out and the Ulnovsky plants a bomb that blows up the ship.

2 p.m. "A Strategy Session" encounter takes place. The F.B.I. Special Agent player character is invited to take part in a planning session with Ulnovsky, Jones, Woczynski and O'Hara at Ulnovsky's apartment.

3 p.m. "Flynn Strikes Back" series of encounters take place. Goons from the Flynn organization launch simultaneous hits against The Blue Parrot, The Pink Kitten, and Ulnovsky's apartment. Their goals are to kill Ulnovsky, Jones, Woczynski, O'Hara, Luigi Marino, and D'Antino. They also hope to wreck D'Antino's most profitable speakeasies.

5 p.m. "The Press Conference" encounter takes place. "Big Bill" Johnson announces a crackdown on crime. His press conference, on the steps of the Lakefront City Municipal Building, is terminated when Longshoremen's Association members throw a bomb at the speaker's platform from a speeding car.

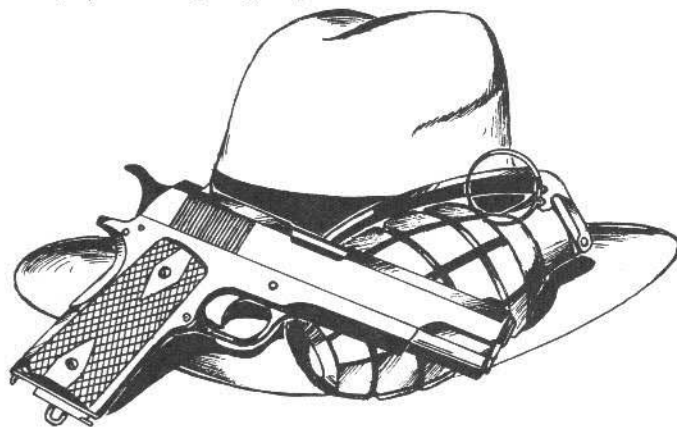
7 p.m. "This Is A Raid!" encounters take place. Acting under orders from the mayor, the police department begins raiding and closing selected speakeasies as part of the "crackdown on crime."

8 p.m. "Emergency Session" encounter takes place. The WIA holds a secret meeting at the Lexington Hotel to discuss the waterfront situation. The WIA demands that Flynn get control of the union...or else. Only alert player characters will be able to find out about this meeting.

FRIDAY, JUNE 6, 1924

7 a.m. "Going To The Mattresses" series of encounters takes place. D'Antino's mob hits the Flynn Shipping Company offices and Flynn's home.

9 p.m. "*The Irish Rose Comes In*" encounter takes place. This is the climactic encounter of the module. The real *Irish Rose* comes in at Pier 109 with her cargo of liquor. Flynn and his goons attempt to get her unloaded, but are soon opposed by striking dockworkers and then hit by D'Antino forces. All player characters should (if they have played intelligently) be present for this encounter.



PART III ENCOUNTERS

There are two types of encounters in this section: **Chronology Encounters** and **Investigative Encounters**. Chronology Encounters are those encounters mentioned in the Chronology section above. Investigative Encounters are encounters that occur if and when player characters go to a certain place.

Each encounter description contains a section of text that is boxed and shaded; this should be read to the players at the appropriate point during the encounter. Each encounter description also contains background material for the game judge on how to run the encounter, statistics on any NPCs involved, information on PCs involved, maps used, time of encounter and a summary of the evidence that the player characters may be able to obtain as a result of the encounter.

After you have given the players their character cards, and just before beginning the first encounter, you should read the following information aloud:

There are two rival crime syndicates operating in the First Ward. The larger and more successful is the Flynn syndicate, headed by Ned Flynn. His syndicate members are all Irish immigrants or first generation Irish-Americans. Flynn is known to be involved in bootlegging, although no hard evidence has ever linked him personally to any bootlegging operation. There are nasty rumors that he is also beginning to have a lot of influence along the Lakefront City waterfront. This is natural, however, because one year ago he formed the Flynn Shipping Company, a business that hauls cargo for hire on the company ship, *The Irish Rose*. In addition to the shipping company, Flynn has numerous real estate and stock investments. The exact origins of his fortune are unknown.

Competing with the Flynn syndicate is the newer and smaller syndicate of Italians and Italian-Americans headed by Marcello D'Antino. Like Flynn, D'Antino has covered his past tracks well. He is believed to be a bootlegger and to have extensive gambling interests. His legitimate business front is the Santini Brothers Export Company, where he allegedly works in management. (The company's business location is shown on the District Map in the boxed **Gangbusters™** game set.)

CHRONOLOGY ENCOUNTERS

1. DEATH ON THE DOCKS

TIME: 11 p.m. Monday, June 2, 1924

PCs INVOLVED: Two beat cops (alternately any two at judge's discretion)

MAP: The Pier 109 Area map (printed on the inside of the module cover) is used for this encounter.

It is a quiet summer night. After walking your beat for several hours, you have stopped off for a cup of coffee at The Big Drink Cafe on the waterfront. You are seated at a table near the cafe counter, facing the front door. You have been chatting with the cafe owners, George and Etta Gray, about the business and things in general. Suddenly, you hear the loud blast of a shotgun from the street outside.

The shotgun blast comes from the direction of Pier 109. Player characters who immediately look out the door of the cafe see a car with its engine running parked in the street near at the end pier. They also see a man jump quickly into the passenger side of the car. The man carries some type of long, thin object (in fact, a shotgun). The car's headlights are on and point toward the player characters, making it difficult to see anything inside the car.

The man jumping into the car has just murdered Jim Malloy. The killer's partner is in the driver's seat, and starts the car moving down the street toward the cafe as fast as possible. If not stopped or interfered with by the player characters, the two men simply drive off the map, moving two turns at slow speed and then increasing to fast speed and maintaining it.

If the player characters remain inside the cafe, they are not seen by the men in the car. If they step outside for a better look, or to get the license number of the car, they are seen. The criminals in the car will assume that the player characters have seen them. They turn around and come back to take shots at the player characters.

Should a gunfight begin, the criminals in the car fight until either both player characters appear dead or until one of the criminals has wounds equal to or greater than one-half his hit points. At that time the pair attempts to escape in the car. If escape proves impossible, the two criminals surrender, rather than fight to the death. The man with the shotgun tries to throw it off the pier into the water before surrendering.

George and Etta Gray will take no part in any gun battle. If one of the criminals enters the cafe, George attempts to attack him with a meat cleaver (treat as a large knife) while Etta hides in the kitchen. George will call the police as soon as the criminals shoot at the player characters. Two police cars, each with two average NPC patrolmen, arrive on the scene from the north two minutes after the police are called. The patrolmen are be armed with one revolver (.38) each plus one double-barrelled shotgun in each car.

EVIDENCE: The NPCs in this encounter are:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Spike Johnson	88	91	46	7	69	21	23	5	2	Hit Man
Skills: Stealth 76, Shadowing 64										
Age 44; Assimilated										
Weapons: Double-barrelled shotgun, 24 shells; .45 automatic pistol with extra clip; blackjack										
Record: Known to Detroit police department as professional killer; no arrest record										
Joey Ferret	31	88	92	4	90	32	17	2	2	Criminal
Skills: Lockpicking 74; Pickpocketing 91										
Age 33; Assimilated										
Weapons: 9mm automatic pistol with extra clip										
Record: Known to Detroit police department as professional gangland driver; arrested July, 1916, for possession of stolen goods, charges dismissed when evidence disappeared from police custody										
George Gray	61	54	82	5	68	21	17	4	1	Store owner
Etta Gray	45	42	67	9	55	43	14	3	1	Store owner

If captured alive, neither Ferret nor Johnson give any statement or cooperate in any way with the police. If "persuasion" is attempted, treat both men as loyal to Ned Flynn (Presence 10). If "persuasion" is successful, the persuaded criminal will admit only that he was hired to make a hit in the docks area. Neither will reveal their employer (Flynn) or admit to the murder of Malloy.

The car is a 1922 Buick four-door sedan. It is legally registered in Michigan to Joey Ferret. The guns on the men are not registered; the serial numbers have been filed off all their weapons.

Checking local hotels for leads on the men will be useless. Flynn hired the men directly by sending Sean O'Casey, his bodyguard, to Detroit two days ago. Johnson and Ferret drove to Lakefront City today, tailed their victim to the waterfront, and killed him. They planned to return to Detroit immediately.

If either or both of the criminals is arrested, attorney Arthur Baldwin will arrive at the police station within one hour to arrange their release and handle other legal details. Baldwin is a respected attorney, not known to be associated in any way with organized crime.

NAME	MU	G	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Arthur Baldwin	42	51	93	8	72	12	15	3	2	Attorney

Age 43; Assimilated

Record: No record. Baldwin is rumored to be fairly high up in the Flynn syndicate.

Investigation of the docks area reveals the body of a caucasian male lying face down with the hands tied behind the back and the feet tied together. The man was killed by a single shotgun blast to the back of the head. A note pinned to the back of the body says, "Union Man." A search of the body reveals a wallet with \$7 cash and a driver's license in the name of Jim Malloy. Malloy was not known to any of the player characters. However, George and Etta remember having seen him several times in the cafe. They know that he "had something to do with the Longshoremen's Association and talked a lot about how it wasn't run right."

Malloy is survived by a wife, Martha, and two young children. His wife has no useful information for investigators, but does tearfully bewail her lack of money now that Jim is gone. She comes into play, of course, only if the player characters choose to go talk to her. Malloy's residence was in the tenement building on the Waterfront Area map.

2. A MEETING WITH ULNOVSKY

TIME: 9 a.m. Tuesday, June 3, 1924

PCs INVOLVED: F.B.I. Special Agent; others at judge's discretion

MAP: The **Pier 109 Area** map (printed on the inside cover of this module) is used for this encounter.

You are sitting in The Big Drink Cafe, posing as an unemployed dockworker. There are 12 other unemployed dockworkers in the cafe, but you have chosen to sit alone to think about your next move. You have been undercover for two months, and the men on the docks have accepted you as "a good guy." However, you have still not been able to get any solid leads on the radical activities you were ordered to investigate.

Today seems to be your lucky day. The entire waterfront is buzzing with the news of Jim Malloy's death. The men appear restless and angry...the very air seems to crackle with tension. As you sip your coffee, you see a tall, slender, hard muscled man enter the cafe. He appears to be 6'0", 175-180 lbs., with light brown hair, a closely trimmed beard and moustache, and piercing blue eyes. He moves easily from table to table, saying a few words to the dockworkers at each one. They respond with grim, curt

nods of assent. You manage to catch a few of his words and notice that he speaks with a slight foreign accent, possibly Russian. He approaches your table and speaks to you.

"May I join you?" he asks politely.

The man is Vasily Leonovich Ulnovsky. He introduces himself only as "Comrade Leon," never revealing his true name. If the player character responds in a friendly manner, Ulnovsky joins him for a cup of coffee and starts asking friendly questions: his name, how long he has been working on the docks, where he comes from, whether or not he is a union member, how he feels about the way things are going with the union. If the player character does not seem to be interested in union affairs or dissatisfied about recent events, Ulnovsky simply excuses himself politely and leaves. If the player character comes across as a strong supporter of the union who is unhappy with the way things are being run, Ulnovsky then moves onto more interesting topics.

"It is time, Comrade, for the working class to assert its birthright and break the shackles of slavery with which criminal capitalists and their gangster lackeys bind us! Is it not better to die fighting for freedom than to die peacefully in bed as a slave of criminal masters? Perhaps you, Comrade, wish to play a part in the great struggle for freedom?"

Again, Ulnovsky will carefully watch the player character's reaction. If the reaction is positive, Ulnovsky begins asking more questions: did he serve in the Great War, does he know anything about the use of firearms or explosives, is he afraid of violence, is he willing to "make the capitalist gangsters pay in blood for the murder of our Comrade Jim Malloy?"

As game judge, you must now determine whether or not Ulnovsky is favorably impressed by the player character. This is at your discretion, and is important for future developments in the adventure. Ulnovsky will be favorably impressed if the player character shows hatred for the gangsters and shipping owners, a willingness to use violence, and a knowledge of weapons or explosives. He will be unfavorably impressed if all these elements are lacking in the player characters responses.

If Ulnovsky is favorably impressed, he ends the encounter in the following manner:

"Comrade, Malloy cries out from his martyr's grave for vengeance and justice. Together, you and I will give him that justice. We who are already dedicated to the struggle have been watching you for some time. Go to your home and wait; your call to duty in our Great Cause will come soon!"

If Ulnovsky is not favorably impressed with the player character, he simply says, "Good to have spoken with you, Comrade. Good day." He then leaves quickly. Any encounters which involve Ulnovsky or the other Trotskyites contacting the player character will not take place; Ulnovsky has decided that the player character cannot be trusted.

You may have to remind inexperienced players that their job as an F.B.I. Special Agent in this adventure is to gain the confidence of the Trotskyites and infiltrate their organization, not to arrest them. At this point, Ulnovsky has committed no crime. Any player who identifies himself as an F.B.I. agent at this time will have "blown his cover."

EVIDENCE: Ulnovsky will reveal nothing about himself, the Trotskyites, or their plans in this first encounter with the player character.

Ulnovsky's statistics are:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Vasily Leonovich Ulnovsky	78	84	98	10	91	14	22	4	3	Revolutionary (Criminal)

Skills: Public Speaking 87; Lockpicking 66; Explosives 79

Age 35; Russian

Weapons: None in this encounter

Record: Born Kiev, Russia, 1889; Father Russian, Mother American; immigrated to U.S. 1919; application for citizenship pending; no record of arrest.

None of the dockworkers will say anything about "Comrade Leon" to the player character. If questioned, they will say that he is "a good man," and then make it clear that further discussion is not welcome. If pressured, they will start a fistfight with the player character and leave as soon as possible. For convenience give them the same statistics as an average NPC blue collar worker. See page 60 of the **Gangbusters™** rules:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Dock workers	83	62	44	6	53	20	20	5	1	Workers

3. A NEW CLIENT

TIME: 9 a.m. Tuesday, June 3, 1924

PCs INVOLVED: One or more private investigators working as a team.

MAP: The **Ulnovsky's Apartment** map (page 18) may be used for this encounter if needed; the **Waterfront Area** map (page 15) may be used to show player characters the location of the building.

You are sitting in your office reading about the waterfront murder last night when your phone rings. As soon as you pick it up, a voice on the other end says,

"If you want a well-paying, interesting job, and are willing to follow orders without question, be at 1219 Blackburn Street, Apartment 410, at 9:30 this morning. If you can't meet these conditions, don't bother to come."

As soon as this message is delivered, the line goes dead. The voice was smooth and soft; it could have been male or female.

Player characters who decide to stake out the address for a while or who attempt to sneak up to apartment 410 should be told that the building is full of people coming in and out and that the streets are crowded with noisy children. If the players insist on trying to sneak in, perhaps by means of the fire escape, a beat cop walks by and assumes the player characters are breaking and entering.

The following general description for the players should apply in most situations:

The address turns out to be a slum tenement building in a run-down working class neighborhood. The area appears predominantly Irish, but you notice several people on the street who appear to be of Eastern European background.

Inside the building you find no name on the mailbox for apartment 410. You climb a set of wobbly steps cluttered with dirty, skinny kids and a bunch of drunken derelicts who look like they'd mug their grandmother for a dime. You reach the fourth floor landing and see a dimly lit hall with several doors leading off it. One of the doors has the number "410" painted on it in shiny red enamel.

A knock on the door will produce no answer. The door is unlocked. Read the following description to any character who opens the door:

You see one room of a dingy apartment. There are two closed doors leading from the room. One is directly across from where you stand; the other is in the wall to your right. In the room you see a sagging sofa, an overstuffed chair, a card table and two flimsy wooden chairs. Seated in one of those chairs, directly facing the door, is a beautiful woman, about 5'7", 110 lbs. with a voluptuous figure. She has long blonde hair, a creamy complexion and clear, determined blue eyes. She's wearing a slinky, blue evening gown that must have come straight from Paris. Her arms are folded over a briefcase that lies on its side on the card table.

"I'm so glad you could come," she says softly. "My name is Katherine. I will pay you \$40 per day plus expenses to find out all you can about the Flynn syndicate. You get \$200 in advance. Will you take it, or will you leave it?"

The woman is Katrina Pavelovna Krasnik. She is a dedicated Trotskyite who is in love with Ulnovsky. She cannot be "persuaded" to talk under any circumstances, and will not hesitate to kill player characters if the situation calls for such action.

Katrina will refuse to reveal her true name, referring to herself always as "just Katherine." She will ignore questions asked by the player characters except those that relate directly to the job she is offering them.

She will tell the player characters that they are expected to report to her personally once a day at 9 p.m. in the courtyard of the Church of the Beloved Disciple. She wants information that will put Ned Flynn in prison, preferably for life. She does not care how the player characters get this information, but it must be supported by hard evidence that will stand up in a court of law.



Katherine will bargain with the player characters, and, if necessary, will raise her offer up to \$60 a day plus expenses, with \$300 in advance. She will also advance \$1000 toward the purchase of a car for the player characters to use if they don't own one. She will insist that they buy the car in their own name, and that they must repay the \$1000 when the job is finished. All the money needed for these transactions is in the briefcase that contains \$2000 in \$20 bills and Katherine's .45 automatic pistol.

The Trotskyites need information about Flynn to carry on their struggle with him for control of the union. They plan to use the player character to get that information. They do not want the player characters to know their real identity or intentions.

Katrina's statistics are:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Katrina Pavelovna Krasnik	38	82	97	8	90	24	17	2	1	Revolutionary (Criminal)

Skill: Wiretapping 64

Age: 30 **Russian**

Weapon: .45 automatic pistol in briefcase

Record: Born Moscow, Russia, 1894; Parents Russian; immigrated to U.S. 1921; application for citizenship pending; no record of arrest.

EVIDENCE: Should the player characters come into possession of Katrina's gun, they will find the serial number has been removed. The briefcase could have been purchased in any one of hundreds of stores anywhere. The dress she is wearing can be traced by its designer label to a major New York store, then to a local couple recently down on their luck, and finally to Levon's Pawn Shop. The pawn shop owner will recall selling the dress to a beautiful blonde named Katherine for \$12. Naturally, the dress cannot be traced unless the player characters come into possession of it, an unlikely occurrence.

The manager of the apartment building will be able to tell the player characters (if they look him up and ask) that apartment 410 is rented by "some crazy guy named Leon King who stays up talking to himself half the night." He will add that King seems to have a lot of visitors at odd hours. He does not know "Katherine."

If the player character decides to take Katherine's offer, the following special encounter will take place:

MEETING AT THE CHURCH

Katherine will meet the player character at 9 p.m. in the secluded courtyard of the church to hear her daily report of any information he has gathered. She will urge him to work harder, handle any expenses he has incurred and leave. Katherine will value the investigator's information, but will not offer any more money than already agreed upon. She will insist that "a deal is a deal," and will refuse to be "shaken down" for more money. If the player character or characters become too difficult to handle, she will try to have them killed by the Trotskyites. The judge will have to improvise any such assassination attempt. See the guidelines given in Encounter 9.

4. GREETINGS FROM THE MOB

TIME: 9 p.m. Tuesday, June 3, 1924

PCs INVOLVED: F.B.I. Special Agent plus any other player characters with him at the time

MAP: Variable; this encounter takes place wherever the Special Agent happens to be at 9 p.m. See below.

You are suddenly accosted by three men wearing ill-fitting suits and carrying blackjacks. One of the men says to you, "Smart longshoremen don't talk to people like Leon. It ain't good for their health. We're gonna' help youse remember this for yer own good."

The exact location of this encounter will depend upon where the F.B.I. player character happens to be. You must use some discretion here; obviously, the three hoods are not going to come after him at the F.B.I. office. They will instead wait and attack him later.

The three men are Flynn syndicate goons sent around to beat up any dockworkers who have been seen talking to "Leon." (Flynn does not know who "Comrade Leon" is, but has a very good idea of his political affiliations.)

The goal of the hoodlums is simply to beat the player character unconscious and then leave. They will not use guns unless they are threatened with one first. If gunplay does begin, the hoods shoot to kill. They run away if the encounter seems to be going against them.

The three hoods are:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Dion Carmody	83	54	42	6	48	16	19	5	1	Criminal
Weapons: Blackjack; 9 mm automatic pistol										
Justin Doyle	94	71	33	8	52	44	22	5	1	Criminal
Weapons: Blackjack. .45 automatic pistol										
Pat Ryan	71	88	76	4	82	20	21	4	1	Criminal
Skill: Stealth 55										
Record: Arrested three times on gambling charges; served 6 months in prison.										

EVIDENCE: Pat Ryan and Dion Carmody can be identified easily by any player character involved in this encounter. Their faces are on file in the police mug books downtown. Doyle is known to the police as a frequent companion of Ryan and Carmody.

Any of the three men captured will refuse to talk and will attempt to contact lawyer Arthur Baldwin. Treat all three as loyal to Ned Flynn (Presence 10) for purposes of "persuasion." If any of the three are persuaded to talk, they confess that they were told to beat up dockworkers who had been seen talking with a man named "Leon." They think "Leon" is an enemy of someone very important in their organization. They admit that they are paid \$100 a week each to "hang around The Four Deuces and run errands for the boss there." They will name Bill Mulcahey, the bartender, as their "boss." They will not name Flynn himself under any circumstances. They will further admit that a lot of times their errands involve "beating people up." They will not be able to provide player characters with any other useful information.

The guns they are carrying can be traced in one day's time (through the police department) to three separate home burglaries in the past six months.

5. A PRESENT FOR NED FYLNN

TIME: 10 p.m. Tuesday, July 3, 1924

PCs INVOLVED: Any near Flynn's house at the time

MAP: The **Flynn's Mansion** map (page 18) is used with this encounter.

NOTE: This encounter occurs only if some player characters are following Flynn or staking out his house. Optionally, you can have player characters of your choice receive an anonymous tip that Flynn "is going to get a big surprise at home tonight."

You notice a panel truck coming down the quiet residential street from the west. There appears to be a number of men riding in the open back end of the truck. As you watch, the truck suddenly turns up onto the sidewalk and screeches to a halt directly in front of the gates to Flynn's driveway. The men in the back hurl a large bundle over the gate, and the truck starts to take off again!

The truck will continue down the street toward the east as fast as possible unless stopped or interfered with by the player characters. The driver of the truck will use the vehicle as a weapon and run down player characters in the street to make a get away.

The men in the truck are all Longshoremen's Association members. The "bundle" they threw over Flynn's gate is a burlap bag containing the body of Longshoremen's Association president Ben Whittier. He was abducted by the group of men as he left The Four Deuces Cafe about 9 p.m. and taken for a ride through deserted city streets and clubbed to death in the back of the truck. Depositing his body in Flynn's driveway is the workers' way of telling Flynn they want his syndicate out of their union.

The murder of Whittier was planned by Ulnovsky. He cleverly assured himself of an alibi by sitting in the The Blue Parrot in plain view of many people at the time the murder was committed. The men in the truck were:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Mike Jones	92	50	61	7	56	34	20	5	1	Revolutionary (Criminal)
Stan Woczynski	69	87	43	8	65	12	21	4	1	Revolutionary (Criminal)
Sean O'Hara	55	62	73	6	68	41	17	3	1	Revolutionary (Criminal)
Pete Clancy	77	64	92	5	78	23	20	4	1	Dockworker (Driver)
Bill Armatti	83	52	51	6	52	14	19	5	1	Dockworker

Any of these NPCs who are wounded during the encounter will be taken in the truck (or go on their own) to the office of Dr. Bolkonski shown on the Waterfront Area map. Dr. Bolkonski is sympathetic to the Trotskyite cause and will not report their visit.

EVIDENCE: None of these men has any previous criminal record. All except Clancy are armed with clubs. Blood and tissue samples taken from the clubs will match samples from Whittier's body. Fingerprints on each of the clubs will implicate all the men except Clancy in Whittier's death.

If captured, all the men claim they are innocent, declaring that they didn't know what was in the bundle. They will all say that they were "paid \$100 by some Italian to dump this bundle in Flynn's yard and not ask any questions."

The truck they are driving belongs to Clancy. The license plate can be traced to him. If traced in this way, Clancy claims that the truck was stolen about 7 p.m. Tuesday night from the street in front of his apartment building. The truck itself will be dumped off Pier 109 into the lake immediately after Whittier's body is dumped in Flynn's yard.

Whittier was last seen by the bartender, Bill Mulcahey, and customers in The Four Deuces just before 9 p.m. The bartender remembers saying goodnight to Whittier as he left. There are no witnesses who saw Whittier get into the truck with the suspects.

Examination of the bundle in Flynn's yard will reveal that it is indeed the body of Ben Whittier. A coroner's examination will determine that the cause of death was multiple blows to the head with a blunt instrument resulting in massive skull fractures and brain damage.

A sheet of yellow paper with the word "Gangster" scrawled on it is pinned to Whittier's body. A character with graphology skill who makes a successful check against Clancy's handwriting will be able to determine that Clancy wrote the word on the paper.

6. A NEW UNION

TIME: 8 a.m. Wednesday, June 4, 1924

PCs INVOLVED: F.B.I. agent posing as union member, plus any others posing as dockworkers at this time.

MAP: The encounter takes place in the Longshoremen's Association Hall over the Frankel Building on the Waterfront Area map (page 15). However, there is no need for a map for this encounter.

The Longshoremen's Association has called an emergency meeting for 8 a.m. the morning following Ben Whittier's death. There appears to be about 300 angry, union men in the crowd, all primed for action against the gangsters, and the shipping owners. The men show no signs of grief over Whittier's death.

The first order of business is the election of a new president. "Comrade Leon" wins the election without opposition. After a lengthy speech, "Leon" calls for a strike vote. The workers shout their approval, and the Longshoremen's Association goes on strike with cries of "Death to the Gangsters" and "Close the Docks!" You notice during the commotion that "Leon" has appointed an Executive Committee to consist of himself, Sean O'Hara, Stan Woczynski, Mike Jones and Luigi Marino. You get a good look at these men as each says a few words to the crowd.

If any of the men named to the Executive Committee were captured in a previous encounter, they will not be present at this meeting. Also, any who were wounded in a previous encounter should show some sign of their wounds. Other than that, there is no action in this encounter; it is a means for the player characters to obtain information and for you, the judge, to help set the mood for the upcoming encounters.

7. THE PHONE TIP

TIME: 9 a.m. Wednesday, June 4, 1924

PCs INVOLVED: Prohibition Agents

MAP: None

NOTE: If the Prohibition Agent player characters are not in their office at 9 a.m. Wednesday morning, have them receive the phone call immediately after they do arrive.

Louise, the office receptionist, tells you that there is a phone call for any one of you. As you pick up the phone, you hear a voice ask for your name. After replying, you hear the following:

"Flynn's ship, *The Irish Rose*, will be lying about a half mile out from the harbor at 9:00 tonight. Be there if you'd like to find half a million worth of Canadian hooch."

The line immediately goes dead.

You should encourage the Prohibition Agent player characters to lay plans in response to this anonymous call. The caller is Ned Flynn himself. He is setting up the agents so that they will raid an empty ship and look like fools. At the same time, he is giving the same tip to the D'Antino syndicate in the hope that they will attempt to hijack the ship's cargo at the same time the Prohibition Agents arrive.

8. THE INSIDE DOPE

TIME: 9 a.m. Wednesday, June 4, 1924

PCs INVOLVED: Reporter

MAP: None

You are just beginning your morning's work when you receive a phone call.

"This is Luigi Marino, new member of the Executive Committee for the Longshoremen's Association. If you would like to know what's really happening on the waterfront, meet me at 3 p.m. tomorrow at The Blue Parrot."

Marino will be willing to talk in a friendly way with the reporter, repeatedly promising him a frontpage, exclusive story implicating "people in high places in the gangsterism in this city." Marino will not take "No" for an answer and will do all he can to insist upon the meeting at 3 p.m. Thursday. He will agree to a different location, but only if he has to in order to have the meeting.

9. A SURPRISE FOR D'ANTINO

TIME: 12 Noon Wednesday, June 4, 1924

PCs INVOLVED: F.B.I. Special Agent

MAP: The **Pink Kitten** map (page 31) is used, along with the **Block Map** from the **GANGBUSTERS™** boxed game.

Tell the F.B.I. Special Agent that he receives word from "your friends in the Great Cause" to be waiting outside his apartment and "ready for action" at noon today.

If the F.B.I. agent is in his "dockworker's" apartment anytime during the morning, this message can be given to him by phone. If not, have a dockworker bring him the message wherever he happens to be. When he is ready and standing outside his apartment building, read the following description:

A 1923 Buick sedan rolls to a stop in front of you. The back door on your side opens, and you see Stan Woczynski in the back seat, motioning for you to hop in. You see Mike Jones and Sean O'Hara in the front seat; O'Hara is driving. All three men are wearing natty, pinstriped suits and sport white carnations in their lapels.

If the player character does not get in the car immediately, Woczynski says, "Get in! Comrade Leon's orders. Let's go." If the player character hesitates or refuses, the men drive away quickly and hit The Pink Kitten without the player character. The player character will never again be trusted by the Trotskyites, and no encounters involving him with their planning meetings or activities will take place.

If the player character does get in the car, continue with the following description:

As you step into the car, you notice a crate lying in the floor well of the back seat.

"We're going gangster hunting," Woczynski says with a grin. He opens the crate to reveal four Browning Automatic Rifles and 10 clips of 20 rounds each.

Woczynski will proceed to load the Brownings and hand them out, giving one to the player character last. As he does so he will explain the plan of action:

"We're going to start a war between the Italian gang and Flynn's Irish gang. We're going to hit D'Antino at The Pink Kitten. It isn't open for business yet, so there won't be anyone there but D'Antino's men. The idea is to kill a few of them and wreck the place. Be sure to say several times that this is 'a message from Ned Flynn.' When the D'Antino and Flynn gangs are at each other's throats, Flynn won't have much energy left for fighting us. Besides, it's going to be fun to see these capitalist gangsters going after one another."

Woczynski will give the player character a suit identical to the one he is wearing and order him to change into it saying, "We must look like Flynn's men."

The statistics for the three men are:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Mike Jones	92	50	61	7	56	34	20	5	1	Revolutionary (Criminal)
Stan Woczynski	69	87	43	8	65	12	21	4	1	Revolutionary (Criminal)
Sean O'Hara	55	62	73	6	68	41	17	3	1	Revolutionary (Criminal)

At this point in the encounter, the player character will have to make some tough decisions. Point out to him that if he participates in this hit on D'Antino's, he will probably wind up being an accessory to murder, despite the fact that he is undercover. As judge, you should note that the F.B.I. agent player character's orders were made purposely vague; he is to infiltrate and learn as much as possible about the Trotskyites; when and how to blow his cover is left to his own discretion.

Whatever the player character decides to do, his decision will probably fall into one of the three following categories:

- He may decide to do nothing yet; to go along and take some action once the group has arrived at The Pink Kitten. In this case, simply continue the encounter as described until the player character makes his move.
- The player character may decide to try to arrest the three men in the car or as soon as the car stops. In this case, they will resist with all the force at their disposal, and you will have an epic fight to run. Remember that if the driver of the car is killed, the car will automatically crash unless someone grabs control of it on the following game turn.
- The player character may try to get out of going on the hit. No matter what reasons the player character gives, the other three men will not let him out of the car alive if he shows any sign of not going along with their plan. He knows too much now, and could be a danger to them and to their cause. In this case, they will begin driving to a deserted area along the waterfront (your discretion), looking for a quiet place where they can quickly kill the player character and dump his body. They will then go on to make the hit at The Pink Kitten.

Naturally, the men will not tell the player character all this. They will act very understanding and try to take the Browning back, explaining that he won't need it now. They will say they are going to take him to a safe place where he "won't be involved in any more action."

Should the player character escape alive, the entire Trotskyite organization will make every effort to kill the player characters as soon as possible. You will have to improvise these assassination attempts. The NPCs involved should be working class men who prefer to use stealth and cunning rather than messy and noisy confrontations in the streets. If the player character survives three assassination attempts in a five-day period, or if the Trotskyite leadership is killed or arrested, the assassination attempts will stop. Statistics for these NPCs can be found on page 60 of the **GANGBUSTERS™** boxed game.

Regardless of what the player character does, Jones, O'Hara and Woczynski will attempt to carry out the hit on The Pink Kitten.

AT THE PINK KITTEN: If the player character does nothing to stop the hit, O'Hara will drive up and park directly in front of The Pink Kitten. Use the following description:

"Here it is," Woczynski says to you.

You see a plain brownstone building, three stories tall. There is a stairway leading down from the sidewalk to a basement entrance. Obviously, the nightclub is located in the basement. The area is a busy downtown section; the sidewalks are crowded with people and there is a fair amount of traffic on the street. There are no beat cops in sight.

"Remember," Woczynski says, "we go in fast, kill anyone in sight, wreck the joint and get out fast. Be sure to mention Flynn's name. Let's go."

Woczynski opens the car door and leaps out, as do the two other men. O'Hara leaves the car engine running. A few of the people on the street stop and stare nervously.

If the player character takes no action to stop the hit at this point, Woczynski runs down the stairs, followed by the other men, and fires a burst into the door, then kicks it open. O'Hara is in the rear of the group. If the player character is lagging behind, he levels his Browning at the player character and shouts "Come on." If the player character hesitates, O'Hara opens fire on him with the Browning while the other two men go inside The Pink Kitten, firing bursts at anyone in sight.

Should the player character reveal himself to the crowd as an F.B.I agent, there is a 10% chance that one man on the street will attempt valiantly to aid him, and a 100% chance that someone within earshot will immediately call the police. The police will arrive in two minutes. There will be two police cars with two average NPC patrolmen in each. Each patrolman will have his .38 revolver, and there will be one double-barrelled shotgun in each car along with a box of 24 shells. The "heroic" man on the street will be an average NPC white collar worker. Statistics for all of these NPCs can be found on page 60 of the **GANGBUSTERS™** rulebook if they are needed.

There will be the following NPCs inside the Pink Kitten:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Nick Angelo	44	69	92	6	81	15	17	3	1	Criminal
Weapon: 9 mm automatic pistol in shoulder holster										
Carlo D'Antino	72	88	40	5	64	31	21	4	1	Criminal
Weapon: .45 revolver in desk drawer										
Vito Marati	55	43	51	8	47	22	15	3	1	Criminal
Weapon: .45 automatic pistol in coat pocket										
Herman Gore	92	94	35	4	65	09	24	5	1	Bartender (Criminal)
Weapon: Double-barrelled shotgun behind bar										

Carlo is seated behind his desk with the door to his office open. Nick Angelo is standing at the bar with a drink in his hand. Vito Marati is playing solitaire at the table nearest the kitchen door, and Herman Gore is behind the bar with his back to the front door unloading a case of liquor bottles and placing them behind the bar. Note that Carlo D'Antino is Marcello D'Antino's younger brother.

Run the fighting in The Pink Kitten normally, remembering to check all four men for surprise when Woczynski fires a burst into the front door. Woczynski, Jones and O'Hara will be shouting "Here's a message for you from Ned Flynn" during the early turns of fighting. The men inside The Pink Kitten will fight until it appears apparent that the encounter is going against them (two or more have severe wounds or have been killed). At that point, they will attempt to escape if possible through the back door. The gang's car, a 1922 Oldsmobile sedan, is parked in the alley. Carlo has the car keys in his right pants pocket.

Note that the men inside The Pink Kitten will naturally assume that the player character F.B.I. agent is part of the hit team, and will fire



at him as well as the other three when possible. If the player character reveals himself as an F.B.I. agent, roll reaction normally for the four hoods inside The Pink Kitten. The Trotskyites will, of course, immediately try to kill him.

AFTERMATH: Wounded Trotskyites will attempt to get to Dr. Bolkonski's office for treatment. Wounded D'Antino syndicate NPCs will try to get to Harrigan's speakeasy, where the bartender will contact Dr. Dale, an alcoholic, decertified doctor whom Ned Flynn keeps on retainer.

The Trotskyites will attempt to get away in their car. If none are wounded, they will drop off the player character (if he's still with them) in front of his apartment, having ordered him to return the gun and change into his street clothes in the car.

Should all the Trotskyites be dead and the player character still alive, he will be contacted within 24 hours by "Comrade Leon" in person for a full report on what happened. If his statements differ substantially from press or police reports, Ulnovsky will order the Trotskyite organization to kill him. Note that the F.B.I. Special Agent in Charge may be able to influence press and police reports if asked to do so by the player character.

EVIDENCE: All of the guns used by all of the criminals in this encounter are stolen. The Brownings still have their serial numbers, and can be traced to a National Guard Armory in Lakefront City. A burglary there one month ago resulted in 48 B.A.R.'s, 144 hand grenades, and 24 .45 automatic pistols reported missing. These items were stolen by Ulnovsky, Jones, Woczynski and O'Hara. The guns of the D'Antino syndicate members can all be traced by their serial numbers to home burglaries in the past year. They were stolen by minor Flynn syndicate punks.

Naturally, none of the D'Antino men will talk about the D'Antino syndicate. Carlo cannot be persuaded to talk. The other three can be persuaded, although they are loyal to Marcello D'Antino (Presence 10). They will admit to working at The Pink Kitten nightclub, a speakeasy, and will admit that shipments of liquor are received there once a week on Saturday. They will name Carlo as the manager, but will claim they don't know who is above him in the organization.

If captured, the three Trotskyites can be "persuaded" to talk. They know that "Comrade Leon" is not "Leon's" real name, but don't know his true identity. They do know, however, where he lives, and that the weapons stolen from the National Guard Armory are stored there, along with equipment for making crude bombs. They admit that "Comrade Leon" is their leader and that their ultimate plan is to cause a general city-wide strike of all workers as a beginning of a wave of Red revolution that they hope will then sweep the country. They admit to the burglary at the National Guard Armory. They will also know Katrina Pavelovna Krasnik, and can identify her as Comrade Leon's real second-in-command. Finally, they reveal that Comrade Leon's work is financed with money smuggled to him from somewhere in Mexico. They do not know how or when the money comes, or in what amounts.

The car used by the Trotskyites was stolen that morning from Bud's Garage by Jones. The license plate on it was also stolen. The D'Antino gang's car is registered and licensed to Carlo D'Antino.

Naturally, all the weapons used in this encounter will have fingerprints on them as will other items touched by any of the criminals.

10. D'ANTINO'S ANSWER

TIME: 7 p.m. Wednesday, June 4, 1924

PCs INVOLVED: Any in the area of The Four Deuces Cafe.

MAP: The 5' scale **Block Map** from the **GANGBUSTERS™** game boxed set is used for this encounter.

No player's description is given for this encounter; what any involved player characters see and hear depends upon where they are located.

The action of the encounter occurs when a team of D'Antino syndicate men pull up in front of The Four Deuces, get out of the car, shoot open the front door, enter, and attempt to kill the bartender, bouncers, and any other Flynn syndicate men they happen to see. They will try not to harm any customers unless the customers get in their way. The player characters near The Four Deuces are free to react to this in any way they see fit.

The D'Antino hit team will consist of:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Guido "The Hand"										
De Arrezzo	74	96	53	9	75	43	22	4	2	Criminal
Weapons:	Thompson submachine gun, 50-round drum; .38 revolver									
Alphonse Maretti	89	78	42	8	60	18	22	5	1	Criminal
Weapons:	Thompson submachine gun, 50-round drum; .45 automatic pistol									

In addition to these two men, the team will include any unwounded survivors of the hit on The Pink Kitten. These men will carry the weapons listed for them in Encounter 10 plus a Thompson submachine gun and 50-round drum each.

The Flynn syndicate men at The Four Deuces will be:

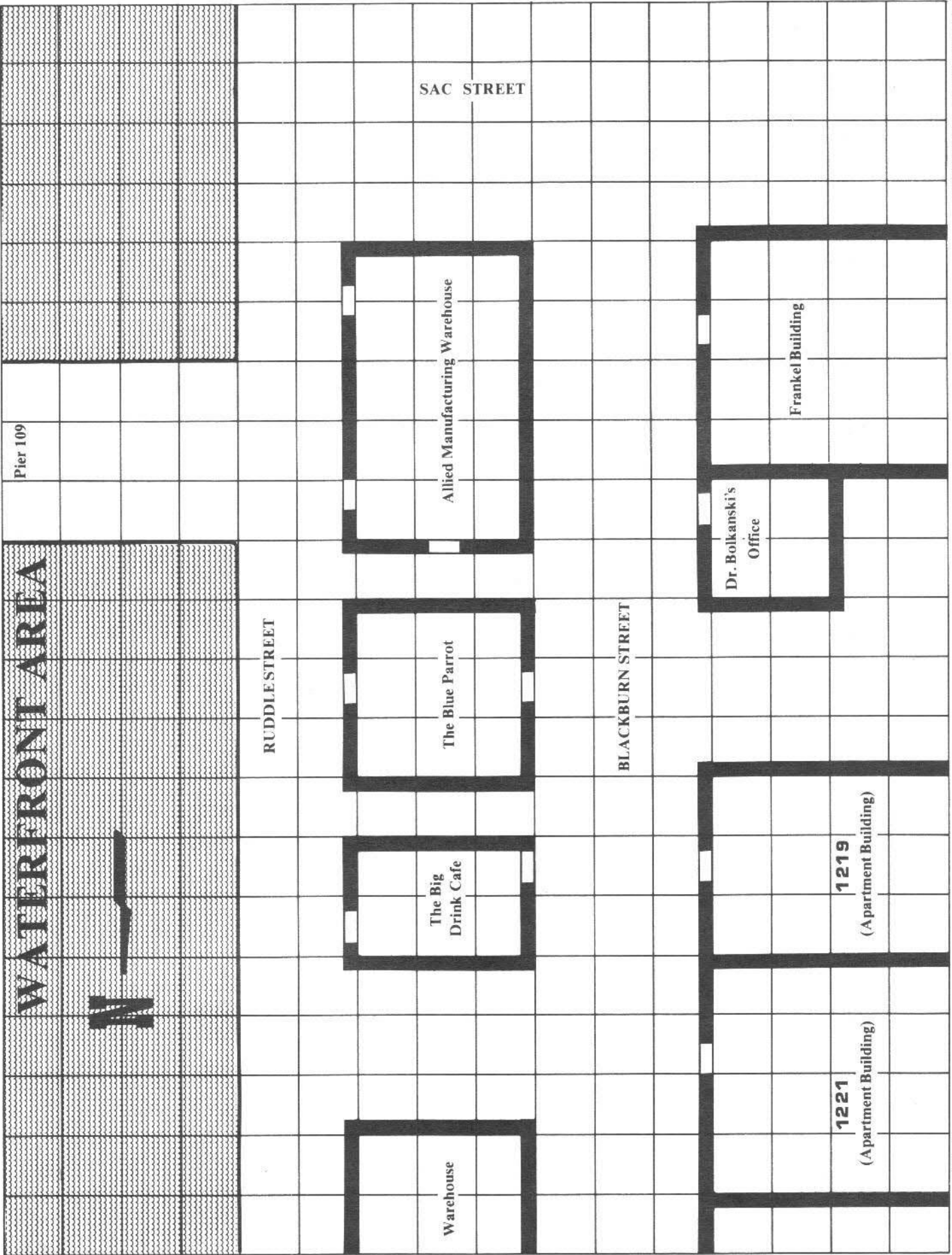
NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Dion Carmody	83	54	42	6	48	16	19	5	1	Criminal
Weapons:	Blackjack; 9 mm automatic pistol									
Justin Doyle	94	71	33	8	52	44	22	5	1	Criminal
Weapons:	Blackjack, .45 automatic pistol									
Pat Ryan	71	88	76	4	82	20	21	4	1	Criminal
Bill Mulcahey	69	91	65	7	78	45	21	3	1	Criminal
Weapons:	Billy club and .45 automatic pistol behind bar									

Note that the first three of these men are the same Flynn syndicate NPCs used in **Encounter 4, Greetings From the Mob**. If they were killed, wounded or captured in that encounter, the judge should substitute a similarly armed average NPC gangster as given on page 60 of the **GANGBUSTER™** game rule book. The fourth man, Bill Mulcahey, is the bartender at The Four Deuces.

EVIDENCE: The evidence available from the Flynn men is the same as that given for them under Encounter 4. As game judge, you may modify it according to the new circumstances of this encounter.

The submachine guns used by the D'Antino hit team can be traced by their serial numbers to the Santini Brothers Export Company. The Santini Company will say the guns were stolen during shipment and never arrived at their warehouse. They will say the company went ahead and paid for the guns "to avoid legal trouble with the manufacturer."

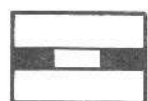




MASTER KEY



DOOR



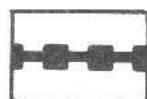
WINDOW



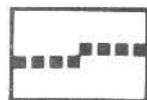
SIDEWALK



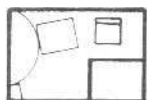
PAVEMENT



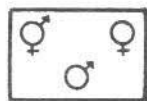
FENCE



SLIDING DOOR



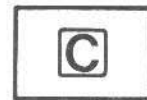
FURNITURE



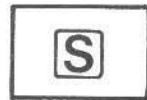
RESTROOMS



FILE



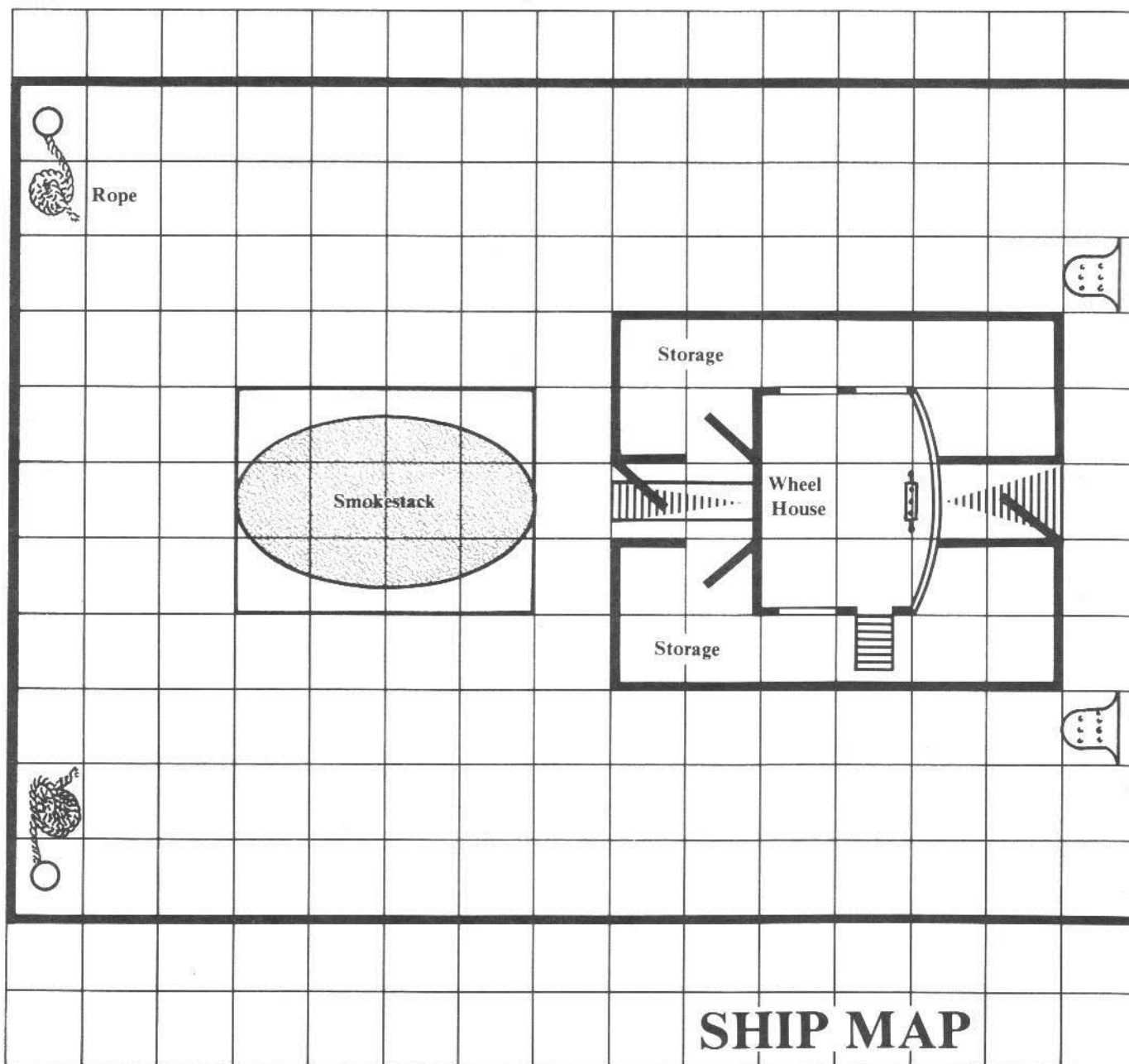
CASE



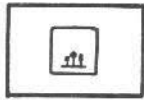
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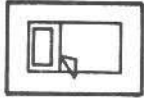
DOOR



SHIP KEY



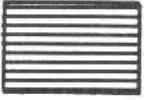
PODIUM



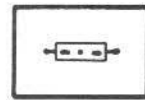
BEDROOM



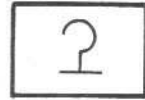
STAIRS



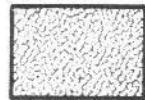
STEPS



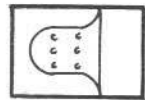
WHEEL



HOOK



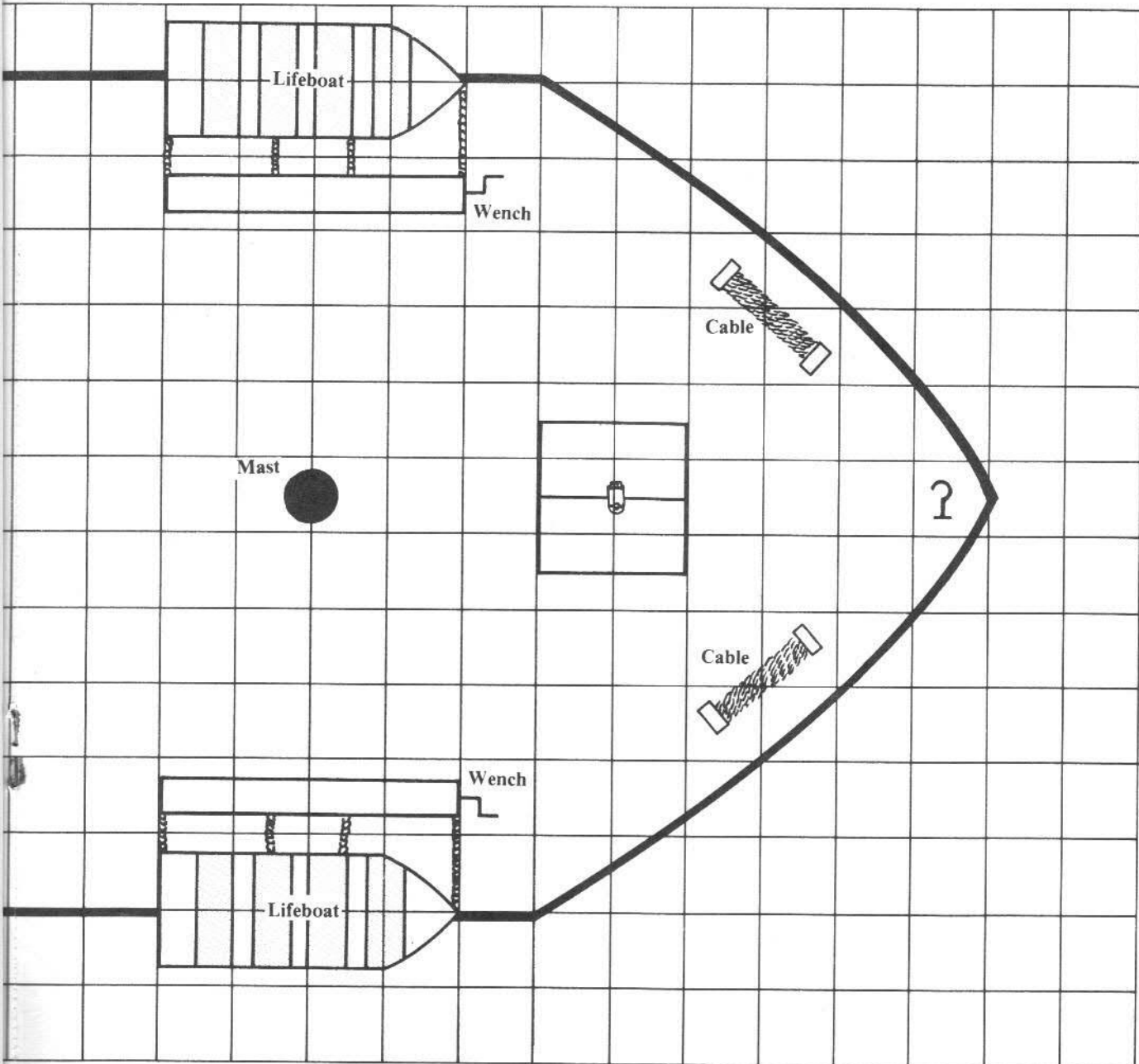
SMOKESTACK

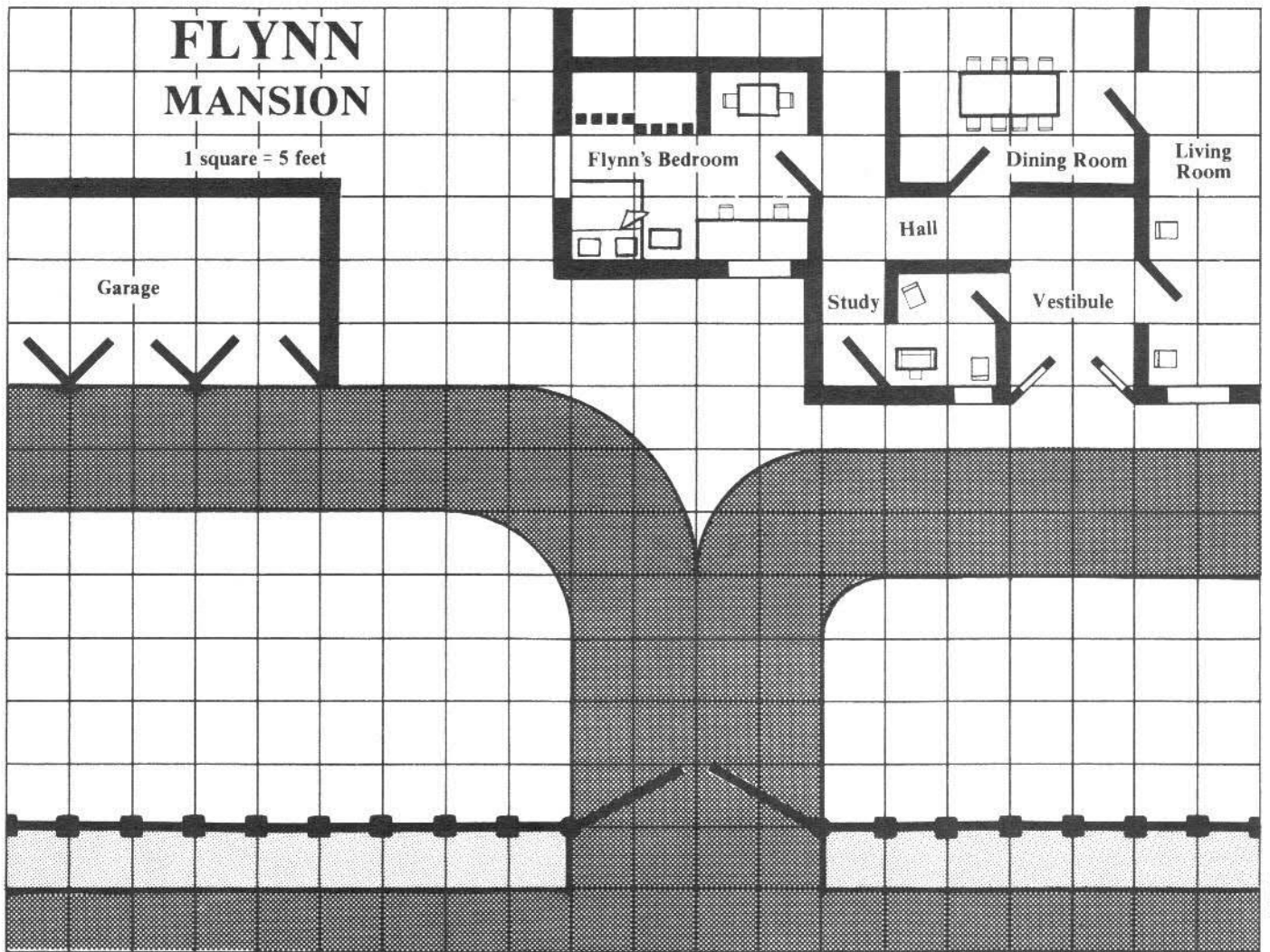


HORNPIPES

S
H REGISTER

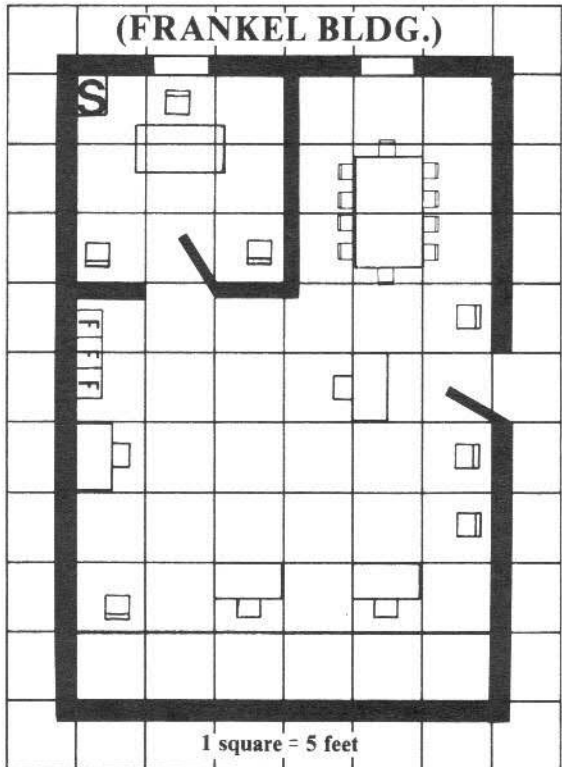
E
R 15' SQ





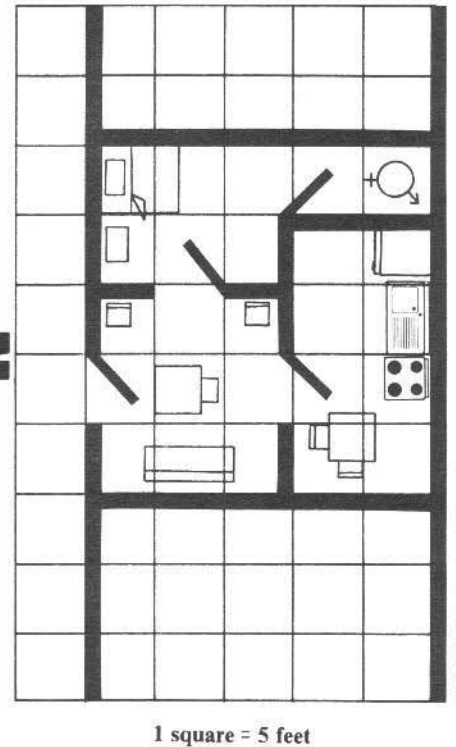
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FLYNN SHIPPING COMPANY (FRANKEL BLDG.)

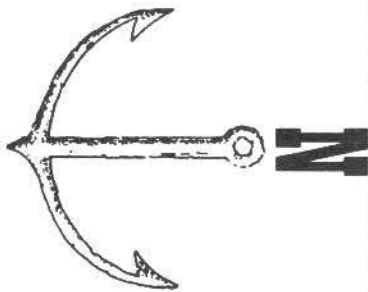


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ULNOVSKY'S APARTMENT



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The D'Antino hit team's car will be a black sedan stolen at random off the street a few blocks away just before the hit. The hit team will attempt to get to The Blue Parrot, abandon the car somewhere nearby, and then transfer to Carlo D'Antino's car.

Neither Guido De Arrezzo nor Alphonse Maretta will talk if captured, even if "persuasion" is used. The other D'Antino hit team members can be "persuaded" to talk. They will say that Carlo gave the orders for the hit (if Carlo is still alive) or that they received the orders for the hit over the phone and don't know exactly who issued them. They will attempt to plea bargain, and will be willing to reveal the location of a D'Antino still and liquor storage site (inside the Northside Moving and Storage Company) in exchange for reduced charges.

11. A ROSE IS A ROSE IS A ROSE?

TIME: 9 p.m. Wednesday, June 4, 1924

PCs INVOLVED: Prohibition Agents, plus anyone they bring with them.

MAP: The **Ship map** (page 16-17) is used for this encounter.

The Prohibition Agent player characters will probably go to the docks area to check out the anonymous telephone tip they received about *The Irish Rose*. Once on the docks, they will be able to see the lights of a ship lying about one-half mile out on the lake. There is a small boat rental stand nearby where the agents can easily obtain a launch to get out to the larger ship. As they come near the ship, read the following description:

You are approaching a small cargo ship. You can make out the name *The Irish Rose* painted in large letters on the side of the bow. The ship's anchor chain has been lowered. All appears to be quiet on board; you hear no sounds. There is a rope ladder hanging from the open top deck down the side of the ship near the center.

Player characters who board the ship will find no one and nothing unusual on the top deck. Let them search the ship if they want to; a search will reveal nothing of interest, no log, no records, only several crates in the cargo hold filled with machine parts.

At a time of your choosing, have the D'Antino hijack team approach the ship in another launch. This launch should come from the side of the ship opposite the one where the player characters launch is secured. Player characters on the top deck will hear the sound of the approaching launch's motor, then they will hear the motor suddenly shut off. After 30 seconds, they will hear a "clunk" as a rope ladder is thrown up the side of the ship, and finally the sounds of D'Antino hijackers coming aboard.

If you prefer, you may have the D'Antino team come aboard while all the player characters are below deck searching the ship, assuming the player characters don't leave a look-out.

The D'Antino hijackers plan to board the ship, kill any Flynn syndicate man aboard, and steal the liquor cargo. In order to get aboard more easily, the first of the D'Antino men, Louie Pontereelli, has a fake Prohibition Bureau badge and I.D. card.

If the player characters identify themselves while D'Antino's men are boarding, Louie shows his identification card and badge, then says, "Well, it looks like we were on the same trail. What did you find?"

If D'Antino's men board the ship without opposition and then suddenly see the player characters, D'Antino's men will open fire, shouting, "Eat lead, you Irish goons!" They will naturally assume that the player characters are Flynn syndicate men. If and when the player characters identify themselves as Prohibition Agents, Louie pulls out his fake badge and identification card and acts as friendly as possible to the player characters. Once he has determined there is no liquor on board, he will attempt to leave with the rest of D'Antino's men.

The D'Antino hijacking team will consist of:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Louie Pontereelli	48	62	73	6	68	21	16	3	2	Criminal
Weapon:	.38 revolver in shoulder holster; double-barrel shotgun and box of 24 shells in the launch.									
Tony Apollo	65	83	57	8	70	41	20	4	1	Criminal
Weapon:	Thompson submachine gun, 50-round drum									
Cesare Lucci	79	63	55	6	59	21	20	4	1	Criminal
Weapon:	Thompson submachine gun, 50-round drum									
Albert Romero	52	67	84	7	76	33	17	3	1	Criminal
Weapon:	9 mm automatic pistol; double-barrel shotgun									

EVIDENCE: The ship itself is not *The Irish Rose*; it is a rusty old tub Flynn bought in Canada for a ruse just like this. Flynn Shipping Company will have all the required legal papers for the ship on file. The ship's true name is *The Irish Rose II*; Flynn can claim later that the *II* was left off by accident when the name was painted on.

All of the D'Antino syndicate men in this encounter have clean police records, but are known members of the D'Antino organization. The player characters will be able to identify them in police photos of D'Antino syndicate gatherings. They will not know that they are D'Antino syndicate members when they first see them; they must check the police photo files to discover this fact. Louie Pontereelli's fake Prohibition Bureau identification was obtained from a crooked Prohibition Agent. As there are hundreds of corrupt agents in Lakefront City, this will be impossible for the player characters to trace. The paperwork authorizing creation of the card and issuance of the badge has long since disappeared. The Thompson submachine guns can be traced to the Santini Company just like the ones in Encounter 10.

12. RIOT AT PIER 109

TIME: 10 a.m. Thursday, June 5, 1924

PCs INVOLVED: Any in the docks area at the time

MAP: The **Pier 109 Area** map (printed on inside front and back cover of module) is used for this encounter.

This encounter involves a large, complex situation. Only a part of the situation will actually be played out; this is the part involving the player characters. Ned Flynn is having the "fake" *Irish Rose* (used in Encounter 11) brought into harbor at Pier 109. He has hired some non-union workers (called "scabs") to unload the crates of machine parts from the ship. The striking longshoremen have heard about this, and are going to attempt to prevent the scabs from unloading the ship.

Any player characters on the waterfront before 10 a.m. will hear people talking about the fact that "there are scabs on the docks at 109" and "the union boys won't stand for this very long."

Any player characters who come to the Pier 109 area will automatically be swept into the encounter. The only player characters who must participate in this encounter are the beat cops on the docks beat and the F.B.I. agent if he has not yet blown his cover. (The Trotskyites will certainly expect their loyal followers to help beat up the scabs.)

To make the encounter more fun for player characters who are not involved, let them choose sides in the encounter, and play some of the dockworkers or scabs. This will give all the players a chance to participate in the encounter and will relieve you, the game judge, of having to have NPC fight NPC...something that is not very exciting for the players!

To set up the encounter, first tell the player characters that the ship has pulled in alongside Pier 109. Place two truck counters on the pier; these will be used by Flynn's scabs to haul off the machine parts crates. Use five of the counters from the **GANGBUSTERS™** boxed game showing businessmen with briefcases to represent Flynn's scabs. Place these anywhere on the pier. Use 10 of the counters showing men in construction hardhats and/or the men with little money bags to represent striking dockworkers. Place these anywhere at the end of the pier, one per square. Finally, place one black car on the pier by the truck; this is the car used by Flynn's syndicate members who are present. Using the blue or brown counters, put Flynn's syndicate men (listed below) in a line across the end of the pier facing the striking dockworkers. Let the player characters come on the map from any direction they choose. When they are in a position to see and hear what is going on, read them the following description:

You see a crowd of angry strikers armed with baseball bats at the end of Pier 109. Some scabs have taken a few crates off the ship there and loaded them onto one of the two trucks you see, but now they have stopped working and are standing around looking nervous and frightened. There is a thin line of Flynn goons holding off the dockworkers. Their leader is shouting at the strikers saying that his men have a "perfect legal right to unload this ship without interference from scum like you." As he says this, the line of striking men surges forward, and a great brawl begins on the end of the pier!

If the player characters try to avoid the fight, start adding more striking dockworkers from different directions and have them attack the player characters at random, saying things like, "So you're one of those scabs too, huh!" or "Out of the way, you lousy cops. Those scabs are stealing our jobs!"

Tell player characters who don't want to be involved in the riot situation that their only hope is to run away from the area immediately.

Flynn's men will fight for a while without using their guns, but if the encounter is clearly going against them they will draw weapons and open fire on the strikers. The strikers will try to disarm them and use the guns on Flynn's men and the scabs, as well as any player characters who aren't clearly on their side!

Let the encounter continue until most of the player characters have gotten roughed-up, then tell them that in the middle of the brawl they hear an enormous explosion. Great pillars of fire and smoke leap up from the deck of the ship, and her sides begin to crack open! The strikers will continue to fight for five turns or so after this happens, then will begin to run, scattering in all directions, taking pot shots at any scabs or Flynn men left as they do so. The ship will slowly sink; there is no way to prevent this from happening.

As the workers scatter, secretly roll an Observation Check at -30 for each player character present. Any player character who passes this check will notice a man climbing up onto the pavement out of the water. He will appear to be 6'0" tall, 175-180 lbs., light brown hair and beard, with a self-satisfied grin on his face. The F.B.I. player character will be able to recognize this man as "Comrade Leon." The man is Ulnovsky, who sneaked aboard the ship during the fighting and planted the bomb in the hold that destroyed the ship. Ulnovsky will flee with the other strikers, and the strikers will come to his aid if anyone attempts to interfere with him.

For ease of play, the Flynn men on the pier should all be average NPC gangsters. The striking dockworkers and the scabs should all be average blue collar workers. There are 5 gangsters, 5 scabs, 10 striking dockworkers at the start and an undetermined number (your discretion) which come into play during the encounter. Here are the statistics for ready reference:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Scab or Striker	83	62	44	6	53	20	20	5	1	Worker
Weapons: Strikers are armed with baseball bats (5 damage points)										
Gangster	73	58	57	5	58	14	19	4	1	Criminal
Weapons: Each gangster has a .45 automatic pistol with only one full clip.										
Vasily Leonovich Ulnovsky	78	84	98	10	91	14	22	4	3	Revolutionary (Criminal)

EVIDENCE: None of the strikers will make any statements to the police. Their feelings and position are very clear, and they will not implicate anyone who is helping them in any crime. If Ulnovsky should be captured, it will be difficult to charge him with anything, since he can plead self-defense and claim that he has done nothing else against the law.

A character with explosives skill (see page 52 of the **GANGBUSTERS™** boxed game) who checks the sinking ship quickly will be able to determine that the ship was blown with a set of two homemade bombs; one a high explosive bomb in the hold, the other an incendiary bomb set off right by the fuel tanks for maximum effect. Unless Jones, O'Hara or Woczynski are already in custody and can testify that "Comrade Leon" knew how to make such bombs and had materials for them stored in his apartment, there will be no way to prove the Ulnovsky personally planted the bombs.

The five gangsters (give them names if they are arrested or questioned for some reason) will simply say that they are employees of Flynn Shipping Company. Their job was to get the ship unloaded. The guns they have on them will all be legally registered to them, although they will not have permits to carry them concealed and can be arrested for this. If the weapons were fired, the gangsters will plead self-defense.

The scabs will have little information to offer. They were hired by the gangsters to help unload the ship for a payment of \$10 each. They were then to deliver the unloaded crates to the Flynn Shipping Company warehouse. A check of the warehouse will reveal that it is empty.

NOTE: Player character beat cops should receive only 100 experience points each for striking dock workers they arrest, instead of the usual experience point award.

13. A STRATEGY SESSION

TIME: 2 p.m. Thursday, June 5, 1924

PCs INVOLVED: F.B.I. Special Agent only

MAP: The **Ulnovsky's Apartment** map (page 18) is used for this encounter.

NOTE: This encounter will take place only if the F.B.I. agent has not yet blown his cover with the Trotskyites. If Jones, O'Hara and Woczynski have not yet been killed, wounded or arrested, they will be present in this encounter.

There is no opening players' description for this encounter. Simply tell the F.B.I. player character that he has received word to come to a special meeting at Apartment 410, 1219 Blackburn Street. When he arrives, tell him he sees Comrade Leon, a woman he does not know, and any of the surviving Executive Committee members seated in the living room of the run-down apartment.

Ulnovsky will open the meeting by declaring that the bombing of Flynn's ship "was just the beginning of the great revolutionary struggle." At this meeting, he plans to reveal his blueprint for a worker's revolution in Lakefront City. He believes that this revolution will

spread like wildfire across the United States. The essential information that the F.B.I. agent will gather is:

- The Trotskyite organization in Mexico is sending another \$10,000 tomorrow at 9 a.m. to help the "Great Cause" in Lakefront City.
- This money will be used to buy more explosives, finance the private investigations the group has ordered, and for financial support of striking dockworkers.
- Now that a gang war is in full swing, and the workers of the city have seen what a union can accomplish by the use of violence, the time is ripe for a full-scale take over of the city by the working class. Today, the capitalist mayor is having a press conference at 5 p.m. at city hall. He will be assassinated by a bomb thrown from a speeding car! Tomorrow morning, Comrade Leon will call for a general strike by all workers in the city. Terror and panic will spread as bombs go off in police stations, banks, schools, churches, and other public places. Gang violence will escalate as rival gangs blame each other for the violence.
- Within two days, the city should be in a state of lawlessness. Comrade Leon will then form a Worker's Council to seize the city government. Full scale battles will be fought when the government declares martial law and sends in troops. But within a few days even the national government will topple as the workers' revolutions sweeps through all the cities in the country.
- All present at this meeting will have important positions in the new worker's government. All should be ready for action at any time, and obey without question the orders they receive from Comrade Leon.

Ulnovsky will also gleefully display the store of explosives hidden in the bedroom, claiming that "this is just the beginning."

At this point, the F.B.I. agent has sufficient evidence to have everyone in the room arrested on a charge of treason, attempting the violent overthrow of the government of the United States. He may try to make a citizen's arrest himself, or leave when the meeting ends and bring in federal marshalls to make the arrests. If he attempts the arrest himself, Katrina Krasnik will run for the bedroom and attempt to get the .45 automatic pistol which is lying on top of the dresser. The men will try to overpower and kill the player character.

If the agent succeeds in disabling the group or forcing them all to surrender, he can use the phone in the hall to call the police. If the player character fails to get the Trotskyites taken into custody but escapes from them alive, they will vanish from the city.

If the player character calls in the federal marshalls without blowing his cover, all the arrests will be made routinely. The player character will receive the experience points for the arrests. **Encounter 15, The Press Conference, will not take place.**

EVIDENCE: A search of Ulnovsky's apartment will reveal a great deal of useful evidence. Hidden in the bedroom closet is a large quantity of illegal explosives and materials for making bombs. Also in the bedroom is a small file containing the names of all trusted Trotskyites in the city. (Most of these people have never been involved in any crimes, but once the F.B.I. has their names the organization will crumble.) Finally, there is Ulnovsky's personal notebook, containing full details of his plans for planting bombs at police stations, banks, and businesses, plus an outline of the organization of a Workers' Council to rule the city once the local government has been seized.

Here are the statistics of all NPCs who could possibly be in this encounter. None are armed initially; Katrina Krasnik will try to get the .45 automatic pistol in the bedroom if necessary.

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Vasily Leonovich Ulnovsky	78	84	98	10	91	14	22	4	3	Revolutionary Criminal
Katrina Pavelovna Krasnik	38	82	97	8	90	24	17	2	1	Revolutionary Criminal
Mike Jones	92	50	61	7	56	34	20	5	1	Revolutionary Criminal
Stan Woczynski	69	87	43	8	65	12	21	4	1	Revolutionary Criminal
Sean O'Hara	55	62	73	6	68	41	17	3	1	Revolutionary Criminal

14. FLYNN STRIKES BACK

TIME: 3 p.m. Thursday, June 5, 1924

PCs INVOLVED: Reporter, beat cops, others depending on situation

MAP: The **Pier 109 Area** map (printed on the inside front and back cover of module), The **Pink Kitten** map (page 31), and the **Ulnovsky's Apartment** map (page 18) are used in this encounter.

NOTE: This is actually three encounters in one. Flynn has decided to solve all his problems at once with simultaneous hits on D'Antino and the radicals in the union. His goal is to kill D'Antino, Ulnovsky, Jones, Woczynski, O'Hara and Luigi Marino. Naturally, if any of these men are dead or in jail already, they will not be involved in this encounter.

HIT AT THE BLUE PARROT: This encounter is played on the Pier 109 Area map. Luigi Marino is in The Blue Parrot to meet the reporter. There are 12 NPC customers in the speakeasy in addition to Marino. Also present are the bartender, a bouncer, and the manager, who is in his office. When the reporter player character arrives, read him the following description:

As you step inside The Blue Parrot, you see about a dozen customers seated at the tables quietly sipping drinks. A man at a table to the right glances up at you and gestures for you to join him.

Let the player character seat himself and establish the fact that the man he is talking to is Luigi Marino, a member of the new Executive Committee for the Longshoremen's Association. Then secretly roll an Observation Check at -20. (The -20 penalty may be dropped at your discretion if the player character has stated that he or she is carefully watching the door.) Passing the check means that the character will not be surprised by the next happening; failure of the check indicates that the character is surprised when:

You see two men dressed in suits, one armed with a Thompson submachine gun and one armed with a double-barrel shotgun burst in through the door. The man with the shotgun levels it at your table and says, "So long, Luigi," as he squeezes the trigger.

The two men are Flynn hit men sent to kill Luigi Marino. As soon as they are certain Marino is dead they will flee, jumping into their parked car just in front of the door. They will attempt to ignore player characters unless interfered with; however they will do whatever is necessary to get away.

Player character beat cops will hear the shots automatically and may come to investigate. At the start of this encounter the beat cops should be about half a block away from The Blue Parrot on the street behind it.

The hit men are:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Mike Conniff	73	82	83	8	83	15	21	4	2	Criminal
Weapon: Conniff carries the double-barrelled shotgun with a box of 24 shells in his jacket pocket, plus a 9 mm automatic pistol in a shoulder holster.										
Dean McCloskey	64	91	74	7	83	18	21	4	1	Criminal
Weapons: McCloskey has a Thompson submachine gun with 50-round drum and a .45 automatic in his right coat pocket.										

The employees and customers of The Blue Parrot will take no action during the encounter other than diving for cover until the shooting is over. The bartender and bouncer will give evidence to the police or other authorities; the manager will be loyal to Marcello D'Antino (Presence 10). Their statistics are:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
"Knuckles" Troy Ponti	98	72	44	6	58	12	22	5	1	Bouncer (Criminal)
Weapon: Blackjack in coat pocket										
Marco Vicenza	66	50	74	6	62	31	17	4	1	Bartender (Criminal)
Weapon: Double-barrelled shotgun behind bar										
Benito Bonarotti	54	78	90	7	84	43	19	3	2	Manager (Criminal)
Weapon: .45 automatic pistol in desk										

EVIDENCE: Both Mike Conniff and Dean McCloskey are known to the local police as members of the Flynn syndicate, although there is no hard evidence on file linking them to Flynn. They are considered "tough customers"; any player character beat cops would know them on sight and consider them dangerous. If captured, they refuse to talk, attempt to contact lawyer Arthur Baldwin, and generally behave in a contemptuous manner toward law enforcement officers. They should be considered loyal to Flynn (Presence 10) for purposes of persuasion. If they are persuaded to talk, they can give the following useful information:

- Flynn is the head of a growing bootlegging syndicate. He used Conniff and McCloskey to force several speakeasies, (Harrigan's, Little Augie's, The Four Deuces) to buy beer and liquor from him.
- Flynn's biggest shipment ever, \$500,000 worth of Canadian liquor, is going to come in on *The Irish Rose* at 9 p.m. Friday night.
- Flynn's record books and other documentary evidence are stored in a safe deposit box at the First National Bank. Only Flynn and a bank officer have keys to the box. The bank cannot open the box without a court order.
- Their orders to kill Luigi Marino were passed to them by Arthur Baldwin, who is Flynn's closest advisor and second in command!

The bouncer and bartender at The Blue Parrot don't know anything about the syndicate; they only know their immediate boss. They do know that beer and liquor deliveries are made once a week on Saturday nights. Bonarotti is D'Antino's cousin and cannot be persuaded to give any evidence about syndicate operations. However, the record books for The Blue Parrot are in the safe in his office, and contain enough evidence to have him, the bouncer, and the bartender arrested for violating the National Prohibition Act (and the income tax laws).

HIT AT THE PINK KITTEN: This encounter will involve any player characters who are at or near The Pink Kitten at 3 p.m. The description for the players is up to you, the game judge, depending upon exactly where the player characters happen to be.

Two Flynn syndicate men will drive up and park in front of The Pink Kitten. The man on the passenger side will get out and grab a 5-gallon can of gasoline and a bundle of dynamite from the back seat. He will run down the steps to the nightclub and pour the gasoline over the walls and door of the nightclub. He will then light the bundle of 10 sticks of dynamite, and hurl them through the nightclub window. Finally, he will throw the match on the gasoline. He will then run back up the steps and leap in the car. The car will move away as rapidly as possible.

Inside The Pink Kitten will be any survivors of the previous hit there or their replacements (use average NPCs for these) plus 10 average NPC white collar workers. (Use average NPC store owners for these if needed.) Statistics for all these average NPCs can be found on page 60 of the **GANGBUSTERS™** game rule book.

The dynamite will explode in a 55' radius inside the nightclub five turns after it is thrown (see explosives rules on page 52 of the **Ganbusters™** game rules). Any person in the blast radius will receive 30 points of wound damage. The burning gasoline on the door, walls and stairway will do 5 points of wound damage per turn to characters who enter or pass through it. There is an 80% chance that such characters clothing will catch fire and continue to burn after they have left the area of flames. Burning clothing will do 3 points of wound damage per turn.

If no player characters are involved in this encounter, assume that all NPCs in the nightclub are killed in the explosion and resulting fire. These NPCs will live only if actions of the player characters save them.

The Flynn syndicate men are:

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Joe Conniff	54	92	35	3	64	12	20	3	1	Criminal
Weapon: .38 revolver in coat pocket; also handles the gasoline and the explosives										
Mickey Flynn	39	98	82	4	90	48	19	2	1	Criminal
Weapons: .45 automatic pistol in coat pocket; Browning Automatic Rifle with 2 extra clips on the front seat										

EVIDENCE: The NPCs inside The Pink Kitten will not give any useful evidence to investigators, and will probably not be in any condition to be "persuaded," assuming any of them are still alive.

In the charred remains of the nightclub investigators will be able to find burned staves and fire-warped hoops from 24 barrels of beer and the shattered bottles and charred labels from 20 cases of liquor which had a total value of \$3000. The safe will contain the nightclub's account books which will suffice to have all nightclub employees arrested for violating the National Prohibition Act and the tax laws. (You should give player characters who find the remains of the liquor full experience points for their finds, just as though they found the liquor in perfect shape.)

Mickey Flynn is Ned Flynn's nephew. He cannot be persuaded to talk if captured. Joe Conniff is Mike Conniff's brother, and should be treated as loyal to Ned Flynn for purposes of persuasion. If he does talk, Conniff will give the same information as given by his brother Mike in the above encounter.

The guns the Flynn men have cannot be traced; the serial numbers have been filed off of them. Their car can be traced; the license plate was stolen locally and the car will eventually be found to have been stolen one year ago in Indiana.

HIT AT ULNOVSKY'S APARTMENT: You will have to improvise the players' description for this encounter depending upon which player characters are in the area (if any) and where they are.

Two Flynn syndicate men will drive up to Ulnovsky's apartment and park in front of it, leaving their car engine running. One of the men

will be carrying a large suitcase. The pair will rush upstairs and take two Thompson submachine guns out of the suitcase. They will both fire a burst into the door of Apartment 410, then kick in the door and attempt to kill anyone inside. The two men will then run down the stairs and take off in their waiting car.

The NPCs in the apartment will be any of the following who have not yet been killed, wounded or arrested: Sean O'Hara, Mike Jones, Stan Woczynski, Katrina Pavelovna Krasnik, Vasily Ulnovsky. The weapon they have available is the .45 automatic pistol in the bedroom. (The explosives cannot readily be used as weapons; they must be prepared before being used.)

The Flynn syndicate men are:

NAME	MU	AG	PB	PR	DR	LU	HP	PS	LEV	PROFESSION
Joe McLaughlin	62	73	65	6	69	13	19	4	1	Criminal
Weapon: Thompson submachine gun, 50-round drum										
Pat O'Casey	55	81	54	5	68	25	19	3	1	Criminal
Weapon: Thompson submachine gun, 50-round drum										

EVIDENCE: The guns used by the Flynn hit men are both stolen; the serial numbers have been removed. Their car is registered to the Flynn Shipping Company. If asked about the car, a spokesman for the Flynn Shipping Company reports it as stolen. When fleeing, the men first try to lose any player characters who are seen following them, then head for The Four Deuces Cafe. Ulnovsky's apartment will have in it all the evidence noted in Encounter 13.

15. THE PRESS CONFERENCE

TIME: 5 p.m. Thursday, June 5, 1924

PCs INVOLVED: Reporter, beat cops, any others who happen to be present in the area.

MAP: The **Lakefront City Municipal Building** map (page 32) is used for this encounter.

NOTE: This encounter will not take place if Trotskyites Ulnovsky, O'Hara, Jones, Woczynski and Krasnik have all been arrested or have fled into hiding.

Mayor "Big Bill" Johnson is opening his press conference with what he calls "a major speech on the current situation in our beloved city." He is speaking from the platform erected on the front steps of the Lakefront City Municipal Building (city hall). The gist of his speech is that he is ordering the police department to "crack down on crime, crack down on this criminal element that is endangering life and commerce in our fair city, crack down hard and run these crooks right out of town!"

As Bill drones on (*All the experienced reporters know that the crooks will be back to "business as usual" within a week or so.*) you suddenly hear a squeal of tires from an auto speeding around the corner from Maxwell Street onto Market Avenue. The car is now heading toward Church Street along Market Avenue at a high rate of speed!

All Trotskyites still in play, except Katrina Krasnik, will be in the car. As the car speeds past the speaker's platform, Ulnovsky will toss a bomb at the mayor from the front passenger seat. The car will continue at high speed and attempt to turn right onto Church Street, then exit the map.

NPCs present will include one person per square on the city hall steps, plus one person per square on the sidewalk, in all the squares marked with a star (*) on the Lakefront City Municipal Building map. These will all be NPC reporters or innocent bystanders.

The bomb tossed by Ulnovsky will land in the square marked with the letter "A" on the map. It will explode the turn after it lands. The bomb will have a blast radius of 30 feet. All characters in the blast radius must make a Luck Check; those who fail, die; those who pass the check, remain alive with one hit point left.

To avoid the effects of the bomb, any player characters present must react immediately when they hear the car and either take action to force the car to stop, or run out of the blast area before the bomb goes off.

EVIDENCE: The car used by the Trotskyites is the one used by them in Encounter 9. The bomb was made by Ulnovsky from the materials hidden in the bedroom of his apartment. If captured, all of the Trotskyites should be treated as loyal to Ulnovsky (Presence 10) but can be persuaded to talk. Under no circumstances will Ulnovsky talk. Trotskyites who talk will give the same information as noted in Encounter 9. They will also claim that "Comrade Leon" planned the bombing. This can be verified by the player character F.B.I. agent if the agent was present at Encounter 13 earlier in the day.

16. THIS IS A RAID! (OPTIONAL ENCOUNTER)

TIME: 7 p.m. Thursday, June 5, 1924

PCs INVOLVED: Beat cops, Prohibition Agents

MAP: Variable, see below

You may improvise this optional set of encounters at your discretion. Part of Mayor Johnson's announced crackdown involves the closing of the speakeasies in town. Beat cops, along with Prohibition Agents tipped off by the police department, will be raiding all the speakeasies in town and arresting everyone in them. You may choose to have player characters participate in one or more of these raids.

The raiding team should include 10 uniformed police officers or federal Prohibition Agents, plus a police paddy wagon. Speakeasy managers and employees will not attempt to resist the raids. However, customers will tend to panic and attempt to flee out any unblocked exit. In each raid there should be several foolish customers who will attempt to resist arrest.

EVIDENCE: Each speakeasy will contain its own record books plus one week's supply of beer and liquor. The record books will be sufficient to have all speakeasy employees arrested for violation of the National Prohibition Act and the tax laws.

17. EMERGENCY SESSION

TIME: 8 p.m. Thursday, June 5, 1924

PCs INVOLVED: Any

MAP: The **Block Map** from the **GANGBUSTERS™** game boxed set is used for this encounter.

Any player characters in the area of the Lexington Hotel around 7:45 p.m. will notice that a large number of well dressed businessmen can be seen entering the hotel, not unusual at this time of day. Those who continue to observe will see Ned Flynn get out of a car in front of the hotel and go inside.

The businessmen are all shipping company owners. The gathering is an emergency session of the WIA called to deal with the current situation on the waterfront. The meeting is being held in the large conference room in the Lexington Hotel. The meeting will begin as soon as Ned Flynn arrives. In addition to Flynn, there will be eleven shipping company owners present, all seated around a large table. There are a number of ways a player character could either listen at the door or get inside the meeting: bribing the desk clerk, obtaining waiter's uniform and coming into the conference room to distribute pens, paper, water glasses, etc.

Player characters who find a way to listen to the meeting will hear Flynn heatedly defending himself, while the other businessmen just

as heatedly attack him. Typical statements which might be overheard are:

"Listen, Flynn, we paid you hard cash to get this union thing under control. Now the radicals are in charge, things are being blown up all over town, and we're getting no cargo unloaded! We better see some results...or else!"

"Yeah, or else what! You guys think you're gonna blow the whistle on me without involving yourselves?"

"I would point out, Mr. Flynn, that there are other, uh, entrepreneurs in your line of work in this city. Perhaps one of them..."

"Try it and see what happens to you. Listen, I understand your problem. I'm a reasonable man. My organization is suffering too. Just give me a little more time and I'll have the situation under control. Most of those radicals are either dead or hiding already and..."

"Please, Mr. Flynn! We aren't interested in how you handle the situation. We just want to be sure that it is handled."

There is a briefcase lying on the table, near the head seat, in front of shipping company owner Saul Samuelson. Inside the briefcase is a secret account book that contains a written record of the WIA's payment of \$50,000 to Flynn.

Only Flynn will resist an arrest attempt, if one is made. He will draw a .45 automatic pistol from a shoulder holster, attempt to fight his way out to the street and try to escape on foot.

All eleven of the shipping company owners may be treated as average NPC corporate executives for convenience.

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Corporate Executive Owners										
Ned Flynn	65	53	94	10	74	39	17	4	3	Criminal
Weapon: .45 automatic pistol in shoulder holster										

The desk clerk, Phil Mattson, will attempt to prevent anyone from interfering with the meeting; he is not in league with the shipping owners, this is just his job. However, he is susceptible to a touch of bribery...to the tune of \$50.00.

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Phil Mattson	50	55	45	5	50	15	16	3	1	Desk clerk

EVIDENCE: The evidence that may be obtained in this encounter consists of overheard conversation which will clearly implicate the WIA in Flynn's union activities, plus the account book which will provide documentary evidence of the same thing. All of the men in the room may be arrested as accessories to the murder of Malloy, plus all the other crimes carried out by Flynn against union members.

18. GOING TO THE MATTRESSES

TIME: 7 a.m. Friday, June 6, 1924

PCs INVOLVED: Beat cops plus any others in the area

MAPS: The **Waterfront Area** map (page 15) and the **Flynn's Mansion** map (page 18) are used in this encounter.

NOTE: This encounter is actually a series of two encounters. The D'Antino forces are hitting back at the Flynn syndicate by attacking both the Flynn Shipping Company offices and Flynn's own home. **This encounter will not take place if Flynn has already been arrested or killed.**

HIT AT FLYNN SHIPPING COMPANY

(For the beat cop player characters): You are walking your beat in the waterfront area, and have reached a point about one block east of the Flynn Shipping Company offices. You notice a large, black limousine pull up and park in front of those offices, and you see four men get out of the car and head toward the door of the building. The men naturally catch your attention as it is a hot and humid morning and they are all wearing winter overcoats.

The men are part of a D'Antino hit team. Their mission is to kill Flynn and cause as much trouble as possible at his office. They will start shooting as soon as they are inside, pulling weapons from under their overcoats.

Flynn is not present in the offices. Those present are two secretaries, one male clerk, and two Flynn goons. The secretaries and the clerk do not know that there is anything illegal about Flynn's business. They will attempt to take cover as soon as possible once the shooting starts. Flynn's goons will dive for cover, draw their own weapons and open fire on the attackers. The D'Antino hit team will empty their weapons and then flee for their car, that is parked with the engine running.

The NPCs involved are:

THE D'ANTINO HIT TEAM

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Guido "The Hand" De Arrezzo	74	96	53	9	75	43	22	4	2	Criminal
Weapons: Thompson submachine gun, 50-round drum; .38 revolver										
Alphonse Maretti	89	78	42	8	60	18	22	5	1	Criminal
Weapons: Thompson submachine gun, 50-round drum; .45 automatic pistol										
Albert Guccino	56	93	88	3	91	33	20	3	1	Criminal
Weapon: Double-barrel shotgun, 24 shells										
Vincent Alberti	72	64	45	5	55	15	19	4	1	Criminal
Weapon: Double-barrel shotgun, 24 shells										

FLYNN GOONS

Mike Conniff	73	82	83	8	83	15	21	4	2	Criminal
Weapon: 9 mm automatic in shoulder holster										
Dean McCloskey	64	91	74	7	83	18	21	4	1	Criminal
Weapons: .45 automatic pistol in right coat pocket										

FLYNN SHIPPING EMPLOYEES

Nellie Roberts	32	67	81	5	74	34	15	2	1	Secretary
Molly Cook	43	48	92	7	70	24	15	3	1	Secretary
Bill Adams	52	58	49	4	54	17	16	3	1	Clerk

Note that D'Arezzo, Maretti, Conniff and McCloskey are NPCs used in previous encounters. If for any reason these NPCs cannot be present in this encounter, use average NPC hit men or gangsters at your discretion. Statistics for such NPCs are given on page 60 of the **GANGBUSTERS™** game rule book.

EVIDENCE: Most of the guns used in this encounter have been used before in Encounter 11, and the same evidence concerning them applies. Treat Guccino and Alberti's weapons the same as D'Arezzo and Maretti's. The D'Antino hit team's car is owned by and registered to the Santini Brothers Export Company. Naturally, the company will claim the car was stolen.

The evidence that can be obtained from Conniff and McCloskey is detailed in Encounter 14. None of the D'Antino hit team members can be persuaded to talk.

There is no useful evidence about Flynn's operations to be found in the shipping company offices. According to documents there, the company ship, *The Irish Rose*, is currently hauling a load of steel to Canada.

HIT AT FLYNN'S MANSION

This encounter will involve any player characters near Flynn's house at the time. Improvise the players' descriptions depending upon where the player characters are when the action begins.

The encounter begins when a long, heavy limousine comes to a stop in front of the gates to Flynn's house. The limo will back into the street and across it, so it is facing directly toward the gates of Flynn's Mansion. The car will crash the gates. (For purposes of this encounter assume that the car takes only minor body damage and that the passengers are unharmed.)

When the car reaches the front steps of Flynn's one story, Spanish-style house, four men will pile out and run for the front door. They are all carrying heavy weapons. One will toss a grenade inside the door, then all will rush inside. Their objective: find and kill Ned Flynn.

Ned Flynn will be in his master bedroom suite, sitting on the bed when the encounter begins. The only other people in the house will be two Flynn goons and Sean O'Casey, Flynn's personal bodyguard. O'Casey will be in the hallway outside Flynn's bedroom suite. The two goons will be in the study. Flynn and his men will put up a fight with the D'Antino men. Any characters on either side who are wounded will attempt to take cover and escape; Flynn's men will attempt to get to the garage to get a car; D'Antino's men will attempt to get back to their car.

Player characters may intervene in this action as they see fit.

The NPCs involved are:

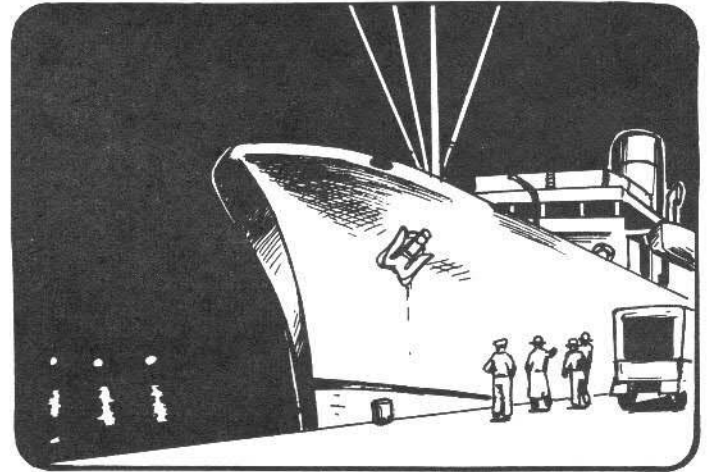
NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
FLYNN SYNDICATE										
Joe Conniff	54	92	35	3	64	12	20	3	1	Criminal
Weapons: .38 revolver in coat pocket										
Mickey Flynn	39	98	82	4	90	48	19	2	1	Criminal
Weapons: .45 automatic pistol in coat pocket										
Ned Flynn	65	53	94	10	74	39	17	4	3	Criminal
Weapon: .45 automatic pistol in shoulder holster										
Sean O'Casey	92	89	78	9	84	12	24	5	1	Criminal
Weapons: .45 automatic in shoulder holster; Thompson submachine gun with 50-round drum in study; brass knuckles in coat pocket.										
D'ANTINO SYNDICATE										
Louie Ponterelli	48	62	73	6	68	21	16	3	2	Criminal
Weapon: .38 revolver in shoulder holster; double-barrel shotgun and box of 24 shells										
Tony Apollo	65	83	57	8	70	41	20	4	1	Criminal
Weapon: Thompson submachine gun, 50-round drum										
Cesare Lucci	79	63	55	6	59	21	20	4	1	Criminal
Weapon: Thompson submachine gun, 50-round drum										
Albert Romero	52	67	84	7	76	33	17	3	1	Criminal
Weapon: 9 mm automatic pistol; double-barrel shotgun										

Romero will be the driver for the D'Antino men. Should any of these NPCs not be available (due to prior arrest, wounds or death) simply substitute appropriate average NPCs from those listed on page 60 of the **GANGBUSTERS™** game rule book.

EVIDENCE: The D'Antino men's Thompson submachine guns can eventually be traced to the Santini Brothers, like the ones in Encounter 10. The weapons of all the Flynn men have now been filed clean of serial numbers and cannot be traced.

The car driven by D'Antino's men is registered to John Case, a man who died two years ago. It cannot be traced directly to any living owner.

None of the D'Antino men can be persuaded to talk. (They are too afraid of D'Antino himself.) Of the Flynn men, Flynn and O'Casey will never talk. Mickey will not talk. Joe Conniff can be persuaded to give investigators the same information listed in Encounter 14.



19. THE IRISH ROSE COMES IN

TIME: 9 p.m. Friday, June 6, 1924

PCs INVOLVED: All

MAP: The **Pier 109 Area** (printed on the inside cover of the module) is used for this encounter.

This is the climactic encounter of the module. *The Irish Rose* is coming into Pier 109 with her load of \$500,000 worth of Canadian liquor. The landing has been pre-scheduled; the ship will dock regardless of the situation on shore. If Flynn is dead or in jail, the ship will attempt to leave again at 10 p.m. If Flynn is still alive and free, the following encounter will take place.

Note that this encounter is set up as a four-way fight. Eliminate from fight any NPCs who could not possibly be present and substitute average NPCs of the appropriate type for them.

It is assumed that in one way or another the player characters have figured out when *The Irish Rose* will land. If they have not, do not use this encounter; let them read about the big fight and the arrests in the morning papers, and regret their lack of intelligent play!

As game judge, you must improvise the players' descriptions depending upon where the player characters are and what plans they have made. The sequence of events in this encounter is as follows:

- Ned Flynn, Sean O'Casey, three goons and 5 "scab" dockworkers arrive on Pier 109. Flynn and his men come in Flynn's own car; the scabs arrive in two trucks.
- *The Irish Rose* puts into Pier 109 at the same time Flynn arrives.
- The scabs begin unloading crates from *The Irish Rose*. Flynn meets the captain of the ship on the pier and hands him a briefcase containing \$5,000 in cash in compensation for the risk incurred in running the alcohol in from Canada.

- Longshoremen, loyal to the union, begin congregating outside The Big Drink Cafe, and march to Pier 109 to stop the unloading. There are 10 of them, all armed with baseball bats.

- Just as the strikers get to the pier, there is a squeal of tires as two cars turn onto Ruddle Street from Sac Street. In the cars are Marcello D'Antino himself and a gang of men coming to steal Flynn's liquor. Ponterelli is driving the lead car with D'Antino in the front passenger seat and Tony Apollo in the rear seat. Romero is driving the second car with Lucci seated on the passenger side in front.

The player characters may intervene in this series of events when and as they choose. Obviously, D'Antino's men will attack the Flynn men while the strikers attack the Flynns and the scabs.

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
FLYNN SYNDICATE										
Ned Flynn	65	53	94	10	74	39	17	4	3	Criminal
Weapon: .45 automatic pistol in shoulder holster										
Sean O'Casey	92	89	78	9	84	12	24	5	1	Criminal
Weapons: .45 automatic in shoulder holster; Thompson submachine gun with 50-round drum in car										
Dion Carmody	83	54	42	6	48	16	19	5	1	Criminal
Weapons: Blackjack; 9 mm automatic pistol										
Justin Doyle	94	71	33	8	52	44	44	5	1	Criminal
Weapons: Blackjack, .45 automatic pistol										
Pat Ryan	71	88	76	4	82	20	21	4	1	Criminal
Weapon: Double-barrel shotgun in car										
5 "Scabs"	83	62	44	6	53	20	20	5	1	Worker
STRIKERS										
10 Strikers	83	62	44	6	54	20	20	5	1	Worker
D'ANTINO SYNDICATE										
Marcello D'Antino	52	48	99	10	74	25	15	3	3	Criminal
Weapon: Browning Automatic Rifle, 2 clips										
Louie Ponterelli	48	62	73	6	68	21	16	3	2	Criminal
Weapon: .38 revolver in shoulder holster; double-barrel shotgun and box of 24 shells										
Tony Apollo	65	83	57	8	70	41	20	4	1	Criminal
Weapon: Thompson submachine gun, 50-round drum										
Cesare Lucci	79	63	55	6	59	21	20	4	1	Criminal
Weapon: Thompson submachine gun, 50-round drum										
Albert Romero	52	67	84	7	76	33	17	3	1	Criminal
Weapon: 9 mm automatic pistol; double-barrel shotgun										

Note that if any of these NPCs are already dead, in jail or wounded, substitute average NPCs for them as found on page 60 of the **GANGBUSTERS™** game rule book.

EVIDENCE: Every NPC on the pier can be arrested on some charge or other. The briefcase full of cash will allow confiscation of the ship by Prohibition Agents. The armed men can all be charged with attempted murder, murder (if they succeeded) and a variety of other crimes. The strikers and scabs can be charged with assault and battery, or more serious charges such as manslaughter if they kill someone in the fight. All gangsters captured except Flynn and D'Antino will talk freely in hopes of having the charges against themselves reduced; this will provide sufficient evidence to tie Flynn and D'Antino to all their crimes committed in this module. Flynn's men will also squeal on Arthur Baldwin, the Flynn syndicate lawyer, Flynn's second-in-command who actually issues Flynn's orders.

INVESTIGATIVE ENCOUNTERS

This section provides information about places the player characters may go during the play of the module.

1. FLYNN SPEAKEASIES

The speakeasies associated with the Flynn syndicate are: Harrigan's, Lttlie Augie's, and The Four Deuces. All of these speaks buy their liquor from Flynn and now have a fairly friendly relationship with him. There will be at least one person in each speak at all times who will report on any "suspicious characters" to Arthur Baldwin or Flynn.

Admission to these speaks is usually easily obtained; the mayor's "wide-open town" policy has protected them so far, and federal agents are not interested in closing speakeasies.

Player characters who stake out the speaks will find that beer and liquor deliveries are made on Tuesday and Saturday nights by truck. The trucks can be shadowed back to the ABC Warehouse shown on the **Waterfront Area** map. This warehouse belongs to Flynn Shipping Co. It contains at any time 500 barrels of beer and 200 cases of liquor with a value of \$34,700. The warehouse is guarded at all times by two average NPC gangsters armed with 9 mm automatic pistols (not traceable) and one double-barrel shotgun.

Note that if Prohibition Agents visit all three Flynn speakeasies, they will trigger the following Special Encounter:

FLYNN'S HIT ON THE PROHIBITION AGENTS:

Flynn will get suspicious when he hears that three men have been visiting his speaks and asking questions. He will order these nosy agents killed.

The hit attempt will be made at the earliest chance after the Prohibition Agent player characters have visited all three Flynn speaks. Mike Conniff will be assigned to make the hit if he is available. If not, an average NPC gangster Hit Man will be hired by Flynn for the job. The attack will be made with a Thompson submachine gun. The hit men will have a car registered to dead man. You will have to improvise this hit. As a general guideline, assume the hit man will strike at night and attempt to do a fast clean job. He will probably try to get all three agents together as they leave a restaurant. He may try to lure them to a secluded area by means of a fake anonymous phone tip.

2. D'ANTINO'S SPEAKEASIES

D'Antino's syndicate sells liquor and beer to The Blue Parrot, The Pink Kitten, and other speaks not used in the play of this module.

The Blue Parrot is a waterfront hangout. Player characters who go there should hear dockworkers talking about events happening in the course of the adventure, along with occasional comments about "the no-good Irish mob" and "Comrade Leon." No specific information will come from these encounters. Dockworkers will tend to be sullen and hostile when questioned.

Beer and liquor are delivered to these speaks once a week on Saturday evening from D'Antino's warehouse at the Northside Moving and Storage Company. This warehouse will always contain 100 barrels of beer and 100 cases of liquor with a total value of \$9,100. The warehouse is always guarded by two average NPC gangsters armed with double-barrel shotguns and blackjacks. They can give no evidence about the owners of the warehouse; they are paid off each week by one of the delivery men.

3. FLYNN SHIPPING COMPANY

This establishment is set up as described in Encounter 18. There is no evidence of illegal activity here. A wiretap, here, however, will reveal several phone conversations between Flynn and attorney Arthur

Baldwin. They will speak freely about planning all of the crimes committed by the Flynn syndicate. If player characters place a wiretap here, consult the Chronology and have the appropriate conversation take place between Flynn and Baldwin a few hours before each crime occurs.

4. SANTINI BROTHERS EXPORT COMPANY

This is the legal front for the D'Antino syndicate. Marcello D'Antino makes his headquarters here. There is nothing here, however, that is illegal. A wiretap will provide no evidence, for D'Antino never discusses "business" on the telephone.

5. ALLIED MANUFACTURING COMPANY

Player characters who call or visit Allied Manufacturing Company will eventually be shuffled around to meet Carl Banks, the company's vice-president in charge of public relations. Treat Banks as an average NPC corporate executive. (Statistics are given on page 60 of the **GANGBUSTERS™** game rule book.)

Banks will tell anyone who inquires that Allied Manufacturing sold their warehouse on the waterfront (the big warehouse on the Pier 109 Area map) because they no longer had any use for it and were offered double the market value. He will state that the entire transaction was handled through a real estate and investment broker named Patrick O'Nealy. There is no other evidence to be obtained here.

6. PATRICK O'NEALY'S OFFICE

O'Nealy is a real estate agent, who is part-owner of Lakefront Realty (shown on the **District Map** in your boxed set of **GANGBUSTERS™** game.) He arranged the purchase of the Allied Manufacturing warehouse for Arthur Baldwin. O'Nealy knows nothing more about it, except that the price Baldwin was willing to pay was very high, double the value of the property. O'Nealy will be able to say that Baldwin called him and mentioned the property specifically.

7. ARTHUR BALDWIN'S OFFICE

This office in suite 370 of the Helmsley Building (shown on the **District Map** in your boxed set of **GANGBUSTERS™** game) is a gold mine of information for the player characters, especially the private investigator, provided the characters can find some way to get inside Baldwin's safe.

Baldwin is the chief advisor to Flynn. Flynn discusses everything with Baldwin and almost never acts without his advice. Baldwin usually passes Flynn's orders on to others in the Flynn syndicate; this way no one can ever testify that Flynn gave them an illegal order. Baldwin, however, has a lawyer's meticulous habits; he keeps handwritten notes of all his conversations with Flynn. These notes are kept in the safe in his office. Obtaining these notes will allow the player characters to know about all of Flynn's crimes committed or planned up to the time the notes are taken.

Baldwin will treat the player characters politely with an amused contempt but will tell them nothing of value. If annoyed by them, he may actually call the police to have them thrown out of his office, or, if the player characters are police or federal agents, call the mayor or his Congressman to have pressure put on the player characters to drop the investigation.

Baldwin is also the financial and legal advisor of Mrs. Alice White, a wealthy and reclusive widow. He used her money to buy the Allied Manufacturing warehouse. Mrs. White does not even know that she owns the warehouse. Baldwin will of course refuse to reveal the names of any of his clients. If asked specifically about a client he will admit that individual characters are clients of his, but will offer no further information.

8. MRS. ALICE WHITE'S HOME

Mrs. White is listed in the newspaper real estate transfers as the new owner of the Allied Manufacturing Company warehouse. Her home is located in an exclusive section on the north side of Lakefront City.

Player characters who call upon her and ask her about the warehouse will find out that she knows nothing about it. She will tell the player characters that all her financial transactions are handled by her attorney, Arthur Baldwin. She will be very gracious to the player characters, but has no other information to give them. She will refuse to believe that Baldwin is a crook, even if presented with convincing evidence.



CREDITS

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PART IV NPC SUMMARY

The following is a quick reference summary of statistics and data of all the NPCs detailed in the module. The NPCs are listed in their order of appearance in the module. Each NPC is listed only once. The weapons listed are those used by the NPCs in their first encounter.

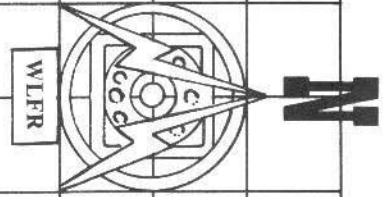
NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Spike Johnson Skills: Stealth 76, Shadowing 64 Age 44; Assimilated Weapons: Double-barrelled shotgun, 24 shells; .45 automatic pistol with extra clip; blackjack Record: Known to Detroit police department as professional killer; no arrest record	88	91	46	7	69	21	23	5	2	Hit Man
Joey Ferret Skills: Lockpicking 74; Pickpocketing 91 Age 33; Assimilated Weapons: 9mm automatic pistol with extra clip Record: Known to Detroit police department as professional gangland driver; arrested July, 1916, for possession of stolen goods, charges dismissed when evidence disappeared from police custody	31	88	92	4	90	32	17	2	2	Criminal
George Gray	61	54	82	5	68	21	17	4	1	Store Owner
Etta Gray	45	42	67	9	55	43	14	3	1	Store Owner
Arthur Baldwin	42	51	93	8	72	12	15	3	2	Attorney
Vasily Leonovich Ulnovsky Skills: Public Speaking 87; Lockpicking 66; Explosives 79 Age 35; Russian Weapons: None Record: Born Kiev, Russia, 1889; Father Russian, Mother American; immigrated to U.S. 1919; application for citizenship pending; no record of arrest.	78	84	98	10	91	14	22	4	3	Revolutionary (Criminal)
Katrina Pavelovna Krasnik Skill: Wiretapping 64 Age 30; Russian Weapon: .45 automatic pistol in briefcase Record: Born Moscow, Russian, 1894; Parents Russian; immigrated to U.S. 1921; application for citizenship pending; no record of arrest.	38	82	97	8	90	24	17	2	1	Revolutionary (Criminal)
Dion Carmody Skill: Auto theft 57 Age 44; Irish Weapons: Blackjack; 9 mm automatic pistol Record: Arrested twice for assault and battery; served two years in prison, 1919-1920.	83	54	42	6	48	16	19	5	1	Criminal

NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Justin Doyle Skill: Lockpicking 44 Age 39; Irish Weapons: Blackjack, .45 automatic pistol Record: No arrests. Believed by police to have organized crime connections, probably with the Flynn syndicate.	94	71	33	8	52	44	22	5	1	Criminal
Pat Ryan Skill: Stealth 55 Age 41; Irish Record: Arrested three times on gambling charges; served 6 months in prison.	71	88	76	4	82	20	21	4	1	Criminal
Mike Jones	92	50	61	7	56	34	20	5	1	Revolutionary (Criminal)
Stan Woczynski	69	87	43	8	65	12	21	4	1	Revolutionary (Criminal)
Sean O'Hara	55	62	73	6	68	41	17	3	1	Revolutionary
Pete Clancy	77	64	92	5	78	23	20	4	1	Dockworker (Driver)
Bill Armatti	83	52	51	6	52	14	19	5	1	Dockworker
Nick Angelo Weapon: 9 mm automatic pistol in shoulder holster	44	69	92	6	81	15	17	3	1	Criminal
Carlo D'Antino Weapon: .45 revolver in desk drawer	72	88	40	5	64	31	21	4	1	Criminal
Vito Marati Weapon: .45 automatic pistol in coat pocket	55	43	51	8	47	22	15	3	1	Criminal
Herman Gore Weapon: Double-barrelled shotgun behind bar	92	94	35	4	65	09	24	5	1	Bartender (Criminal)
Guido "The Hand" De Arrezzo Weapons: Thompson submachine gun, 50-round drum; .38 revolver	74	96	53	9	75	43	22	4	2	Criminal
Alphonse Maretti Weapons: Thompson submachine gun, 50-round drum; .45 automatic pistol	89	78	42	8	60	18	22	5	1	Criminal
Bill Mulcahey Weapon: Billy club and .45 automatic pistol behind bar	69	91	65	7	78	45	21	3	1	Criminal
Louie Ponterelli Weapon: .38 revolver in shoulder holster; double-barrel shotgun and box of 24 shells in the launch.	48	62	73	6	68	21	16	3	2	Criminal
Tony Apollo Weapon: Thompson submachine gun, 50-round drum	65	83	57	8	70	41	20	4	1	Criminal
Cesare Lucci Weapon: Thompson submachine gun, 50-round drum	79	63	55	6	59	21	20	4	1	Criminal
Albert Romero Weapon: 9 mm automatic pistol; double-barrel shotgun	52	67	84	7	76	33	17	3	1	Criminal

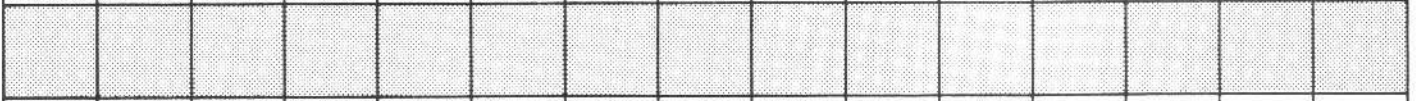
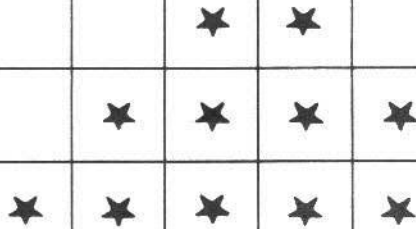
NAME	MU	AG	OB	PR	DR	LU	HP	PS	LEV	PROFESSION
Mike Conniff Weapon: double-barrelled shotgun, box of 24 shells in jacket pocket; 9 mm automatic pistol in a shoulder holster	73	82	83	8	83	15	21	4	2	Criminal
Dean McCloskey Weapons: McCloskey has a Thompson submachine gun with 50-round drum and a .45 automatic in his right coat pocket.	64	91	74	7	83	18	21	4	1	Criminal
"Knuckles" Troy Ponti Weapon: Blackjack in coat pocket	98	72	44	6	58	12	22	5	1	Bouncer (Criminal)
Marco Vicenza Weapon: Double-barrel shotgun behind bar	66	50	74	6	62	31	17	4	1	Bartender (Criminal)
Benito Bonarotti Weapon: .45 automatic pistol in desk	54	78	90	7	84	43	19	3	2	Manager (Criminal)
Joe Conniff Weapons: .38 revolver in coat pocket; also handles the gasoline and the explosives	54	92	35	3	64	12	20	3	1	Criminal
Mickey Flynn Weapons: .45 automatic pistol in coat pocket; Browning Automatic Rifle with 2 extra clips on the front seat	39	98	82	4	90	48	19	2	1	Criminal
Joe McLaughlin Weapon: Thompson submachine gun, 50-round drum	62	73	65	6	69	13	19	4	1	Criminal
Pat O'Casey Weapon: Thompson submachine gun, 50-round drum	55	81	54	5	68	25	19	3	1	Criminal
Corporate Executive Owners	47	53	74	8	64	37	15	3	3	Shipping
Ned Flynn Weapon: .45 automatic pistol in shoulder holster	65	53	94	10	74	39	17	4	3	Criminal
Phil Mattson	50	55	45	5	50	15	16	3	1	Desk clerk
Albert Guccino Weapon: Double-barrel shotgun, 24 shells	56	93	88	3	91	33	20	3	1	Criminal
Vincent Alberti Weapon: Double-barrel shotgun, 24 shells	72	64	45	5	55	15	19	4	1	Criminal
Nellie Roberts	32	67	81	5	74	34	15	2	1	Secretary
Molly Cook	43	48	92	7	70	24	15	3	1	Secretary
Bill Adams	52	58	49	4	54	17	16	3	1	Clerk
Sean O'Casey Weapons: .45 automatic in shoulder holster; Thompson submachine gun with 50-round drum in study; brass knuckles in coat pocket	92	89	78	9	84	12	24	5	1	Criminal
Marcello D'Antino Weapon: Browning Automatic Rifle; 2 clips	52	48	99	10	74	25	15	3	3	Criminal

MUNICIPAL BUILDING

1 square = 5 feet



MARKET AVENUE



A

Speaker's
Platform

Porch

MUNICIPAL BUILDING

Skill: Stealth 87
Age: 23 **Ht: 5'8"** **Wt: 150 lbs.**
Eyes: Green **Hair: Red** **Irish**
Salary: \$25 per week

Your first beat assignment is the waterfront area. Your partner is Max Berman. "Snitches" on the docks have told you that the Flynn syndicate has been using some "muscle" on the dockworkers, but you don't have any hard evidence. Your job is to keep the peace in the docks area. You have orders to leave the speakeasies alone. You suspect that someone is paying off city hall, but that's beyond your control, right now.

Skills: Fingerprinting 68; Shadowing 84; Public Speaking 92
Age: 25 **Ht: 5'10"** **Wt: 165 lbs.**
Eyes: Brown **Hair: Black** **Jewish**
Salary: \$30 per week

You and your rookie partner, Pat O'Hara, have been assigned to the waterfront beat. "Snitches" on the docks have told you that the Flynn syndicate has been using some "muscle" on the dockworkers, but you don't have any hard evidence. Your job is to keep the peace in the docks area. You have orders to leave the speakeasies alone. You suspect that someone is paying off city hall, but that's beyond your control, right now.

Skills: Photography 82; Pickpocketing 68; Lockpicking 74
Age: 25 **Ht: 5'10"** **Wt: 155 lbs.**
Eyes: Blue **Hair: Blond** **Assimilated**
Salary: \$35 per week

You are a general assignment reporter (no assigned beat). Your editor has assigned you to dig into the trouble on the waterfront. Your one lead: Allied Manufacturing Company recently sold their old warehouse in the docks area to a Mrs. Alice White. According to the real estate records in the county courthouse, Mrs. White paid \$25,000 for the warehouse, almost double its worth.

Skills: Lockpicking 64; Shadowing 78; Wiretapping 56; Explosives 84
Age: 31 **Ht: 5'11"** **Wt: 180 lbs.**
Eyes: Hazel **Hair: Brown** **Assimilated**
Salary: None; paid by the job; rents an office in the Manson Building on the Block Map.

You know that the Irish bootlegging syndicate headed by Ned Flynn and the Italian syndicate headed by Marcello D'Antino have been battling for control of the bootlegging business in the First Ward. You've heard rumors about radicals of some kind stirring up trouble on the docks. You're flat broke and hungry...haven't had a case in months.

Skills: Wiretapping 84; Lockpicking 53; Photography 52
Age: 28 **Ht: 5'10"** **Wt: 160 lbs.**
Eyes: Green **Hair: Brown** **Assimilated**
Salary: \$46 per week

You know that there are two major bootleg syndicates in the First Ward: Ned Flynn's Irish gang and Marcello D'Antino's Italian syndicate. Flynn's speaks include Harrigan's, Little Augie's and The Four Deuces. D'Antino's speaks include The Blue Parrot and The Pink Kitten nightclub. A tipster has warned your office that Flynn is running in a \$500,000 shipment of liquor from Canada. You must find and confiscate the liquor, and get enough evidence to arrest Flynn. Flynn is your prime target; arresting D'Antino would be the frosting on the cake.

Skill: Shadowing 79
Wage: 23 **Ht: 6'1"** **Wt: 190 lbs.**
Eyes: Gray **Hair: Black** **Italian**
Salary: \$44 per week

You know that there are two major bootleg syndicates in the First Ward: Ned Flynn's Irish gang and Marcello D'Antino's Italian syndicate. Flynn's speaks include Harrigan's, Little Augie's and The Four Deuces. D'Antino's speaks include The Blue Parrot and The Pink Kitten nightclub. A tipster has warned your office that Flynn is running a \$500,000 shipment of liquor in from Canada. You must find and confiscate the liquor, and get enough evidence to arrest Flynn. Flynn is your prime target; arresting D'Antino would be the frosting on the cake.

Skill: Stealth 92
Age: 25 **Ht: 5'11"** **Wt: 165 lbs.**
Eyes: Brown **Hair: Brown** **Polish**
Salary: \$44 per week

You know that there are two major bootleg syndicates in the First Ward: Ned Flynn's Irish gang and Marcello D'Antino's Italian syndicate. Flynn's speaks include Harrigan's, Little Augie's and The Four Deuces. D'Antino's speaks include The Blue Parrot and The Pink Kitten nightclub. A tipster has warned your office that Flynn is running in a \$500,000 shipment of liquor from Canada. You must find and confiscate the liquor, and get enough evidence to arrest Flynn. Flynn is your prime target; arresting D'Antino would be the frosting on the cake.

Skills: Shadowing 68; Fingerprinting 83; Stealth 72
Age: 35 **Ht: 6'0"** **Wt: 175 lbs.**
Eyes: Brown **Hair: Brown** **Assimilated**
Salary: \$56 per week

You have been working undercover for the past two months, posing as a dock worker. Your orders: infiltrate the Trotskyite organization and learn as much as possible about their radical activities. It is more important to learn everything you can about them than to prevent minor crimes; you should blow your cover only as a last resort to prevent danger to the lives of others.

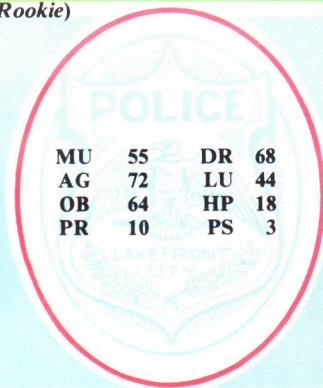


NAME: Pat White
PROFESSION: Prohibition Agent
LEV 3



MU	56	DR	72
AG	75	LU	33
OB	69	HP	19
PR	7	PS	3

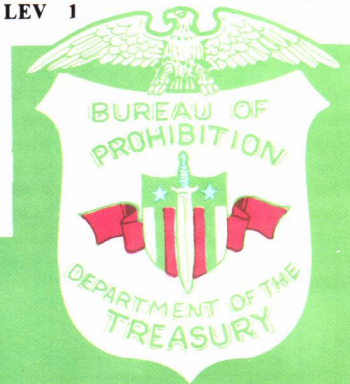
NAME: Pat O'Hara
PROFESSION: Beat Cop (Rookie)
LEV 1



MU	55	DR	68
AG	72	LU	44
OB	64	HP	18
PR	10	PS	3

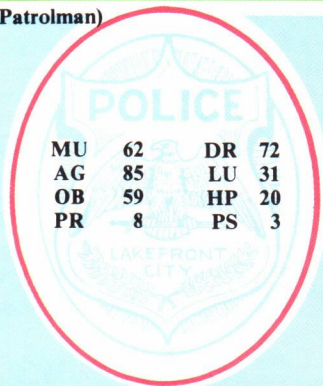


NAME: Tony Vicardi
PROFESSION: Prohibition Agent
LEV 1



MU	92	DR	72
AG	88	LU	33
OB	46	HP	19
PR	5	PS	3

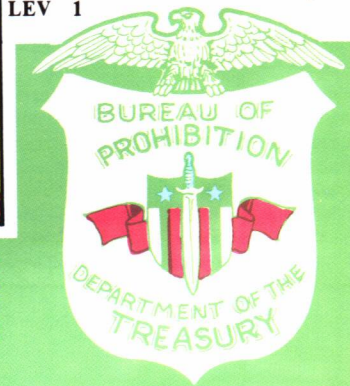
NAME: Max Berman
PROFESSION: Beat Cop (Patrolman)
LEV 2



MU	62	DR	72
AG	85	LU	31
OB	59	HP	20
PR	8	PS	3



NAME: Jan Kreski
PROFESSION: Prohibition Agent
LEV 1

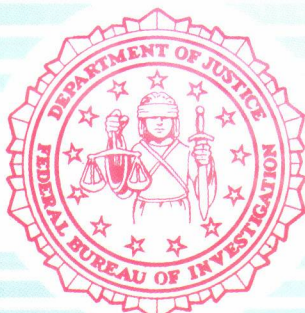
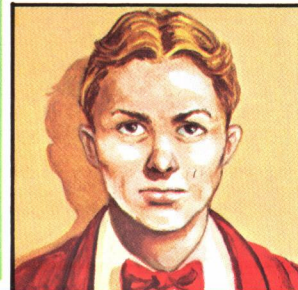


MU	66	PR	92
AG	94	LU	23
OB	89	HP	21
PR	4	PS	4

PRESS

NAME: Robert Allan
PROFESSION: Reporter
LEV 2

MU	54	DR	82
AG	68	LU	36
PB	96	HP	18
PR	6	SPS	3

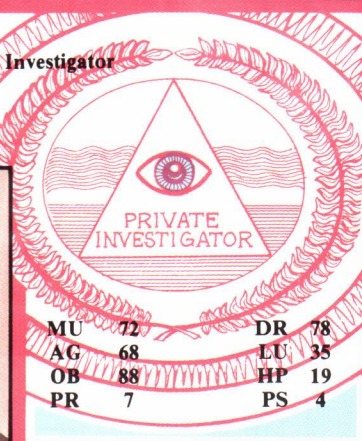


NAME: Joe Gleason
PROFESSION: F.B.I. Special Agent
LEV 2

MU	64	DR	90
AG	88	LU	24
OB	91	HP	21
PR	8	PS	4



NAME: Nick Norris
PROFESSION: Private Investigator
LEV 3



MU	72	DR	78
AG	68	LU	35
OB	88	HP	19
PR	7	PS	4

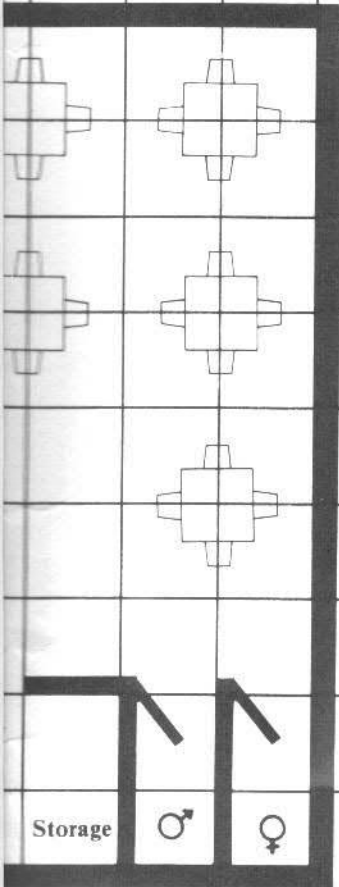
Pier 109

AREA

= 5 feet

To SAC STREET →

RUDDLE STREET



Allied Manufacturing Warehouse

THE ONLY THING NOT ON STRIKE ON THE LAKEFRONT DOCKS IS DEATH...



"Comrades, when we take control of the union, I promise you those corrupt capitalist swine will pay in blood for their crimes!"



"Gentlemen, trust me . . . once we control the Lakefront City docks we'll have this whole city by its throat."



When these two groups clash, the only result is death . . . Death on the Docks!

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