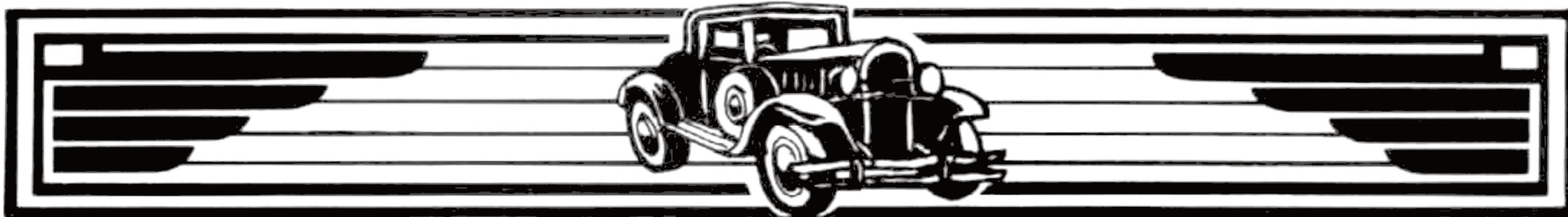




Gang Busters™





SEQUENCE OF PLAY

1. Check for Surprise
2. Players declare actions
3. Characters close for fistfights. Fire into fistfights are also resolved.
4. All other characters move 1/2 of their Movement.
5. Fistfighting resolved.
6. Gunfighting and other actions resolved.
7. Characters finish moving.

Special Weapons

Thompson SMG: Can be fired as single shot (1/turn) or full auto (Burst - 10/turn). Firing modifiers apply but not target modifiers. If rolling a hit, all characters in field of vision are hit.

Burst: 1 Target = 20 Wounds/2 Targets = 15 Wounds each/3+ Targets = 40 points divided evenly (drop fractions)

Browning: Can be fired as Thompson (single or Burst) also can be fired as semi-auto (2-3/turn). Firing modifiers: +10 for firing plus +10 if aiming a turn (aiming modifier only applies to first shot on semi-auto). Separate dice roll when BAR is fired semi-auto. Firing character's Agility modified for each shot as follows: -1 first shot/-10 second shot/-20 third shot.

FIREARMS DATA CHART

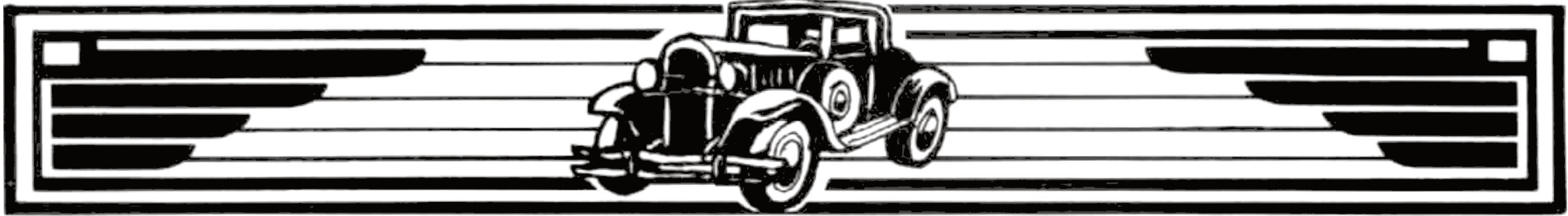
Weapon	Range	Damage	Rate	Ammo
<i>Revolvers:</i>				
.22	150'	4	1	6
.38	150'	5	1	6
.44/.45	225'	6	1	6
<i>Auto:</i>				
9mm/.38	75'	5	1	8
.45	150'	6	1	8
<i>Rifles:*</i>				
.22	1800'	5	1	10
.30/.30-06	1800'	7	1	5
B.A.R.	1800'	7	Special	2
<i>Special:</i>				
Thompson	300'	7	Special	20/50**
Shotgun	25/75/225'	15/5/2	1	2

Notes:

Range = Range in feet; Damage = Injury in Wounds
 Rate = Rounds fired per turn; Ammo = Rounds weapon can hold

*All rifles add 10 to Agility of firing character

**Thompson SMG carries a 20-round clip or a 50-round drum



FISTFIGHTS

HAND WEAPONS TABLE

Weapon	Extra Injury
Woodwn Club, Baseball Bat, Billy Club	+5 points
Lead Pipe,Blackjack, Gun as Club	+7 points
Brass Knuckles, Coin Roll Inside Fist	+4 points
Small Knife	+3 points, wound
Large Knife	+5 points, wound
Broken Bottle	+2 points, wound
Axe, Sword	+6 points, wound

ABILITY SCORE IMPROVEMENTS TABLE

Add 1 to Muscle Score	2,000 X.P.s
Add 1 to Agility score	5,000 X.P.s
Add 1 to Observation score	3,000 X.P.s
Add 1 to Presence score	20,000 X.P.s

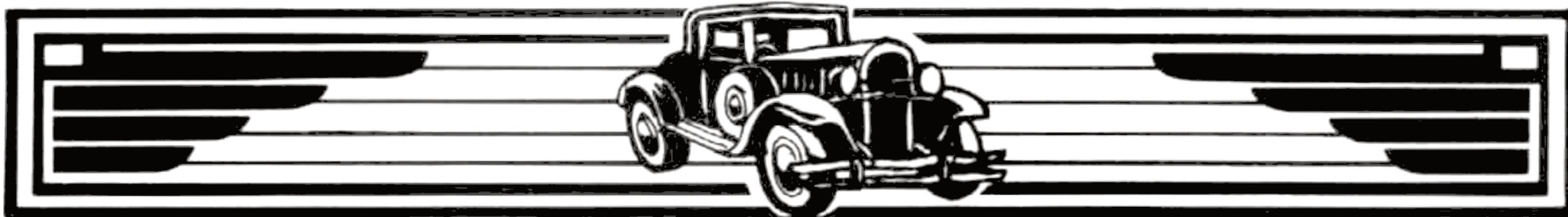
Limitations:

1. Muscle, Agility and Observation can never be increased more than 20 points above their original level.
2. Presence can never be increased over 20 points.
3. No ability score can be increased above 100.

EXPERT FISTFIGHT RULES

Boxing: Characters with the Boxing skill can make a Boxing skill check instead of an Agility check when trying to hit an opponent in a fistfight. Success means the character has his opponent twice in one round. First hit is normal injuries, second hit is double injuries. If character fails a Boxing check he may still try to hit opponent with a successful Agility check. All modifiers that apply to agility checks apply to Boxing checks. If character with Boxing roll 05 or less on Boxing check, it is a K.O.

Martial Arts: Martial Arts actions are resolved before all other actions except closing for a fistfight. Characters using Martial Arts make a skill check instead of an Agility check. A succesful check means the character: 1)caused opponent's attack to miss automatically and 2)gotten hold on his opponent and thrown him to the ground with damage equal to his Punching score. Opponent must spend 1 turn getting up. If two characters with Martial Arts fight one another and both make successful Martial Arts checks, neither inflacts any damage to the other.



CHARACTER ADVANCEMENT TABLE

Level	X.P.s Needed	X.P.s To Spend
1	1-9,999	0
2	10,000-29,999	10,000
3	30,000-59,999	20,000
4	60,000-99,999	30,000
5	100,000-149,999	40,000
6	150,000-199,999	50,000
7	200,000-249,999	50,000
8	250,000-349,999	50,000
9	350,000-499,999	100,000
10	500,000-749,999	150,000
Above 10	250,000 per level	250,000

A PC can never advance above 15th level.

SKILL COSTS

Skill	Cost	Skill	Cost
Anti Theft	5,000	Gambling*	20,000
Fingerprinting*	5,000	Graphology	20,000
Lockpicking	5,000	Knife Throwing*	20,000
Photography	5,000	Smuggling	20,000
Pickpocketing*	5,000	Accounting*	35,000
Public Speaking*	5,000	Ballistics*	35,000
Shadowing	5,000	Forgery	35,000
Stealth	5,000	Martial Arts*	35,000
Wiretapping*	5,000	Public Relations	35,000
Alarm Systems*	20,000	Safecracking*	35,000
Auto Body Work*	20,000	Art Expertise*	50,000
Auto Mechanics*	20,000	Chem. Analysis*	50,000
Bookmaking*	20,000	Counterfeit Detect*	50,000
Boxing*	20,000	Gunsmithing*	50,000
Disguise	20,000	Jeweler*	50,000
Explosives	20,000	Art Forgery*	100,000
Finding Smuggled Goods	20,000	Counterfeiting*	100,000

*Exclusive Skill