

# **GANGLAND** **ADDITIONS**

By Chainsaw Aardvark

"In the Yakuza, fingers get cut off when you fail. And its not the bosses who handle the blade.'

Someone I knew roughed up the wrong guy. Went to the boss, pulled a knife out of his pocket, and jammed it straight down. The tip broke off the knife, but the bone snapped evenly, and the pinky finger fell onto the desk. He screamed like a lost soul, took a deep breath, then apologized for bleeding on the carpet.'

Now boy, we aren't talking about getting a few hundred yen out of an old man. We are dealing with people who smuggle an entire Romanian armory worth of gear into a Los Angeles suburb. Disappoint me, and it not going to be just a finger, nor will it be that quick."

"I understand. Sir."

"Good. Now while we're waiting, why don't you get me a pack of menthol cigarettes and a newspaper."

"I'm only 16, I can't get you smokes."

"Right, Right. Just the paper then, and a pack of gum. And some soda. Get something for yourself too. Heres a twenty."

Submissions from players and feedback from games has been less forthcoming than I would have hoped. However, in the time since I have posted the original Gangland, I have had some new ideas and there are a few points I wanted to clarify. Furthermore, I have a new E-mail Address: [Flanker39@gmail.com](mailto:Flanker39@gmail.com) The forums of the excellent site 1km1kt.net are an appropriate forum for suggestions as well.

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## **Why did I do this?**

Since the original posting of Gangland, I have in fact graduated from college, and hold a degree in English, and a minor in creative writing. One of the classes I took during my tenure was about readability and layout. Gangland began as a prototype for how I would design the pages of games for the future.

The actual system presented in Gangland is nothing special. An actual setting wasn't a major concern either.

But now I've decided to add some short essays and ideas to help in running a game. These are a combination of a sociology class from 5 years ago and my opinions, so take them with a grain of salt.

## **KATTS Role Playing**

My RPG group has two running gags. One we don't steal – we "Liberate". Secondly, standard procedure is Katts – Kill and take their stuff.

On the other hand, they have spent hours considering how to rob a train – so long in fact that we never actually got to the robbery because it was 2 am!

I hope this game will be like that for you. All of society is organized to dislike crime, and to be steadfast in looking for it. How and why does one go against the current?

Ready on the right? Ready on the left? You may now sight in your weapons. Once you are satisfied with the picture, camber your first round. Commence fire!

Twenty-twos popped as excited boy scouts pulled their triggers. A few missed outright, and none came close to the bullseye. Admittedly, I wasn't much better when I was their age.

## Corrections and Infrequently Asked Questions

1. If my strength goes down, does my hand to hand damage decrease?
  - a) Yes, your damage will be reduced. However, it works both ways - getting stronger will increase your hand to hand damage. Therefore, using an over-the-top point will not only increase your chance of striking, but it will make your blows stronger as well.
2. Where is the "X" skill?
  - a) Most of the skills are fairly general categories. The Plane drive skill covers single and multiple engine aircraft of both propeller and jet designs, though in the real world, a 747 is an entirely different beast to fly when compared to a Piper.
  - b) As to some specific skills:
    - Lock Picking is under "Breaking and Entering"
    - Throwing knives, along with most other blades are under close combat weapons.
    - Shotguns fall under the rifle category, military automatic shotguns are under assault rifles
    - Crossbows etc fall under special weapons
    - SCUBA gear operation is part of swimming
3. Why is there no setting?
  - a) At first, I thought it would be more fun to let the players create their own setting – run amok in their own home town for instance.
  - b) As of now, I'm working of a setting in on the west coast named San Narcissusco. Congratulations to those of you who have read The Crying of Lot 49.
4. What are the d6s for?
  - a) A major gaffe on my part. I had originally meant for weapon damage to be in d6s, and everything else to be in percentile. I then decided it would be more elegant to make everything based on one type of die, but never changed the listing. 5 or 6 d10s would now be a more appropriate number, and no d6s
  - b) However, It may suit your purposes to convert the d10s of weapon damage to d6s. This will certainly help your character survive longer!

My brakes squealed like a pig in a trash compacter. I really need to take this thing to be fixed - I'm getting a headache at every red light.

## More Cars

SUV		Helicopter (Jet Ranger)	
Speed:	100	Speed:	260
Handling:	-10%	Handling:	+10%
HP:	100	HP:	100
Cheap Car		Lear Jet	
Speed:	80	Speed:	500
Handling:	-20%	Handling:	0%
HP:	80	HP:	150
Good Car		Light Plane	
Speed:	120	Speed:	340
Handling:	0%	Handling:	-10%
HP:	100	HP:	120
Van		Semi-Tractor	
Speed:	100	Speed:	80
Handling:	-10%	Handling:	-20%
HP:	140	HP:	200

## More on Gear

Most gear falls into three categories: Making it possible, aiding slightly, or providing a significant advantage. Some bent paper clips make lock picking possible. A set of good picks will increase your chances, say +5%. A combined IR/Low light vision device in a dark area will give you a good +10%

Non-suspicious people don't carry around lock picks, unless they have a permit showing they are a licensed locksmith. Having the tools on hand is another rope for the characters to hang themselves.

Prices can vary from the numbers given in the original game. For that matter, the price could be favors or loyalty rather than cash. But any way you look at, a character should be motivated by personality, not gear.

Theres more to choosing a gun than simply the caliber and damage. For one, you're not going to bring a shotgun to a sniper's duel. Secondly, a gun says a lot about your personality. Twin magazines taped together either means you're expecting trouble, or you miss an awful lot. On the other hand, taking a revolver mean you don't need more than six shots.

Furthermore, how much attention do you want to attract? There is simply no way to hide a machine gun on your person, and even most medium frame semi-autos will stick out. A .22 pistol won't do much damage, but its still better than the Desert Eagle you couldn't carry in!

Keep in mind, firearms here is fast and lose! Some of these weapons might vary slightly from what you would ordinarily derive from the charts. If were being realistic here, every single roll would include a chance for instant death or spinal damage.

## More Guns

### M-16

Caliber: 5.56  
 Ammunition: 30  
 Accuracy: -10%  
 Base Range: 150 feet  
 Damage: 4d10+20

### Desert Eagle\*

Caliber: .50  
 Ammunition: 7  
 Accuracy: -15%  
 Base Range: 15 feet  
 Damage: 5d10+20

### Pump Shotgun

Caliber: 20Ga  
 Ammunition: 7  
 Accuracy: +10%  
 Base Range: 15 feet  
 Damage: 6d10+20

### 7.62 Belt-fed machine gun

Caliber: 7.62  
 Ammunition: 180  
 Accuracy: -10%  
 Base Range: 15 feet  
 Damage: 5d10+30

### .44 Revolver

Caliber: .44  
 Ammunition: 6  
 Accuracy: +5%  
 Base Range: 25 feet  
 Damage: 5d10+15

### 9mm Combat Pistol

Caliber: 9mm  
 Ammunition: 15  
 Accuracy: 0%  
 Base Range: 25 feet  
 Damage: 2d10+10

### MP-5 SMG

Caliber: 9mm  
 Ammunition: 20 or 30  
 Accuracy: +10%  
 Base Range: 18 feet  
 Damage: 2d10+10

### Uzi SMG

Caliber: 9mm  
 Ammunition: 32  
 Accuracy: +0%  
 Base Range: 12 feet  
 Damage: 2d10+10

### G-3 battle rifle

Caliber: 7.62  
 Ammunition: 20  
 Accuracy: +10%  
 Base Range: 60 feet  
 Damage: 5d10+30

### AK-74

Caliber: 5.56  
 Ammunition: 30  
 Accuracy: -5%  
 Base Range: 100 feet  
 Damage: 4d10+20

### Double Barrel "duck gun"

Caliber: 20 ga  
 Ammunition: 2  
 Accuracy: +0%  
 Base Range: 10 feet  
 Damage: 4d10+10

### .32 Holdout

Caliber: .32  
 Ammunition: 8  
 Accuracy: -10%  
 Base Range: 15 feet  
 Damage: 1d10+10

\*Also Available in .44, and .357 caliber. 8/9 shots to a clip and reduced damage respectively.

Shotgun Damages	
12Ga Buck	4d10+10
12Ga Slug	2d10+30
20Ga Buck	3d10+10
20Ga Slug	1d10+20

## Combat Options

In real life, guns are not balanced in their damage as opposed to price, level, karma, etcetera – as in a game.

### **Shotgun Power:**

As you have probably noted, shotguns are a little bit overpowered. First of all, reduce their damage by by 2d10+10, except for 20GA buck, which just loses 2d10.

Secondly, the damages listed are for point blank range. Across a room or so( 2x listed), they trade 10 damage for a d10. Farther away than that – 3 to 4 times the stated range, damage is halved.

Thirdly, Slugs are -20% to hit, but don't suffer the above penalty. They aren't accurate, but don't spread out either.

A lot to remember perhaps, but its quicker to look up one rule than to make a new character.

### **Full Auto Rock and Roll:**

First of all, the penalties listed on page 5 of the original, refer to attempting to hit multiple targets in one turn. Putting multiple shots into one target has half the normal penalty: -10% for semi-autos, -5% for full auto.

### **Suppressive Fire:**

Roll vs savior fare to avoid diving for cover and losing 20% on your next turn from broken nerve. Takes 20-30 bullets from a fully automatic weapon to produce this effect, but it doesn't matter if its a light machine pistol or a heavy machine gun.

### **Reduced Lethality:**

As noted above, in the (never asked) FAQs, replace the d10s with d6s. Or add a set number of HP to every character for free.

Require some sort of attribute test once the character is at half their HP to see if they can keep going. For that matter just role-play it. Characters may not see life bars floating above their heads, but they know when they're hurt.

Of course, one could outlaw guns entirely. But what is the fun in that?

Example  
Mass Combat

A character with a bullet proof vest, 50 HP, and a speed of 30 has a TDV of 11 ( $50+30+30 \div 10 = 11$ )

A .44 magnum revolver has a WV of  $(5+1) 6$ .

$1d10+6$  vs 11

A roll of 11 or less has no affect. 12+ means the target is out of the fight.

### Mass Combat:

Instead of rolling so many dice, derive the “Take Down Value” and Weapon Value instead (TDV & WV)

A character's HP divided by 10 ( $Hp \div 10$ ), including any armor they are wearing. Plus their speed attribute divided by ten ( $Speed \div 10$ ) Results in the TDV

A WV is equal to 1 per every die of damage plus one for every 10 damage added.

Roll weapon value +1d10 vs a character's take down value. If the roll is higher, they are out of the fight, if lower, try again in the next round. -2 to the TDV for each additional enemy attacked at the same time.

Cover and so fourth is considered as well.

### Special Ammunition:

The damage tables presume that the guns are loaded with their standard ammunition – Semi-Jacketed Hollow points (S-JHP controlled expansion ammunition) for handguns and Full Metal Jacket for military weapons.

Quite frankly, squabbling over individual bullets is rather against the spirit of this game.

#### 1. Armor Piercing:

- a. The added damage becomes dice, but the first set of armor or cover is ignored – it goes through wall, but is stopped by the vest, or goes through the vest without stopping.

#### 2. Rubber:

- a. Just does non-lethal damage

#### 3. Glaser advanced Energy Transfer:

- a. Does no damage if it hits armor or cover. Does maximum damage if it hits an unprotected animal or person.
- b. Extremely hard to get and expensive when its found. You would probably need to raid

#### 4. Subsonic:

- a. -10 damage, but its as loud as your average TV. Still noticeable as a gunshot, but two or three interior walls will make it inaudible.

Why'd I done it? Why you ask? Ask why not! Got a bad heart I do. Blood thicker ten wader and all dat, but doc give me thees blood thiner pills. Cost about 20 dollars – each.

I get layed off. Can't afford the pills. Can't even afford the pine box if I don't get the pills.

Dun govmnt don't hand out notin, and I don't want no charity anyhow. My family's been on this land since the war with Mexico, bought it with the wages comin from solderin in that battle.

So I's go to the liquor store, and attempt to make a withdraw. He's going kinda slo and I think thees someone in back. Wave the gun round...

I didn't want to shoot anyone. I. I 'm sorry really. god, why? I didn't think a pellet gun could do that. His eyes just went wide and.. I hunted deer with a .30-06 and needto finish them off sometimes. Why did dis kid...

Now the tax payers cover my meds.. But I don't think I want them....

## Why Crime?

There are a number of different theories behind the existence of crime. Mostly, they state it arises from discontent – but disagree as to who is to blame for the state of affairs.

One says that a person can't find their niche in society. A lack of a properly rewarding job or inability to “keep up with the Joneses” for example. Thus they become dissatisfied, depressed, and need to find another means to express themselves.

Another says crime is an indication of society's ills. Poverty makes people depressed, and stealing money from a liquor store is an alternative to being unable to afford food.

Then again, it can be seen as just a legitimate purpose. People seeking protection against the outside will tend to cluster together and aid one another. In ancient Rome, farmers would give up their votes to their landlords, and in return would expect aid in lean years. The various mafias continue this patrician concept to some extent to this day.

Of course, one may be apt to say that the laws themselves are wrong. The civil rights demonstrators of the 1960s or the French resistance of WWII were both seeking a change. Super heroes break the law regularly, though it is a bit hard to arrest them.

## Know Thine Enemy

First of all, the police are protectors, not action heroes. While they will do their best to stop someone acting recklessly, usually, its safer to let the suspect go than to start a high speed chase. Simply drawing their gun has paperwork and justification required, and actual use is followed by time off as the department studies the incident and its ramifications.

Secondly, they are a major part of the setting in any crime story, even if they are ineffective. Especially if they're ineffective – its a sign of a problem in society, corruption, and a good reason for character to go around the system. Hyper-competent cops might be an indication of a police state, or a future city.

## Non Player Characters

Not all of these characters are made on the same number of points as a player character. As stated in the segment on creation, PCS are actual a rather above average group, getting an extra 20% for attributes and 40% for skills. An average person should have stats of 20 across the board for attributes and skills. Its possible for the allowances to be both higher and lower as well.

Beat Cop			
Smarts	20	Automobile	15
Strength	20	First Aid	15
Speed	20	Law	15
Savior Fair	20	Forensics	15
		Handgun	15
		6	15
HP	40	7	15
		8	15
		9	15
		10	15

Your standard issue police officer. Might be corrupt, might be the last honest man in the city. Either way, you might want to respect and avoid them. Will normally work in pairs, carry a 9mm pistol, and in tough areas, wear a light bullet proof vest and keep a shotgun in the car.

SWAT Team Member			
Smarts	20	Automobile	20
Strength	30	Handgun	25
Speed	30	Rifle	20
Savior Fair	20	B&E	25
		Sneaking	20
		Law	20
HP	60	Explosives	30
		Hand to Hand	25
		Intimidate	15
		Climbing	25

When its time for action, you call in the Special Weapons and Tactics Team. Patrolmen deserve a lot of credit, but its the SWAT that gets feature movies.



The gun sitting in front of me stank like packing grease. It was a war time issue TT-33 and had been forgotten within some Russian arsenal for the past seventy years. If the ammunition they gave me was half as old as the weapon, I could expect that most of the eight rounds in the clip would not fire. Still, it was reassuring. Someone had tipped off the police, and now the gestapo was out in force. This is America damn it! We shouldn't have...

A knock at the door.

I picked up the gun, pulled back the slide to chamber a 7.62 mm round, then got up to see who it was.

**Border Patrol**

Smarts	25
Strength	30
Speed	40
Savior Fair	25
HP	70

SMG	30
Auto. Rifle	40
Security	30
Close Combat	40
Hand to Hand	30
Intimidate	25
Interrogate	25
Explosives	30
Forgery	25
Awareness	25

Paramilitary groups – National Guards, Counter Terrorist units like GSG-9, or secret police. They openly carry military weapons, and are not required to read you your rights before using them.

**Costumed Vigilante**

Smarts	25
Strength	30
Speed	40
Savior Fair	25
HP	70

Hand to Hand	35
Climbing	20
Automobile	30
Forensics	20
Hacking	20
Hide	25
Sneaking	25
Swimming	20
Special	30
Disguise	25

The sad fact is that most of the time, vigilante justice is just a mockery of justice. As much as we'd like to side with the guys in capes – they don't use due process, often commit breaking and entering of their own, and are not empowered by any version of the law.

**Zombie**

Smarts	10
Strength	40
Speed	10
Savior Fair	10
HP	50

Close Combat	20
Awareness	20
Hand to Hand	20

A poor conversationalist, and worse yet at trivial pursuit, the undead aren't much fun. Yet somehow they always seem to get a group together and go out on the town raising a ruckus.

**Arms Dealer**

Smarts	40
Strength	25*
Speed	25*
Savior Fair	50
HP	50

Truck	14
Deal	24
Streetwise	22
Awareness	30
Handgun	30
Close Combat	20
Repair	20
Gunsmith	30
Business	20
Bribery	30

\*Pretty damn good for a 90 year old chain smoker!

Toho Shokaku served in the second world war, and after that, the Yakuza mafia of Japan. 60 years later he's still has all ten fingers, and an active social life – in addition to a large arsenal of weapons. His warehouse and Truck – a white panel van with the license plate “DAKAKAJU” (big monster) – are considered neutral territory for just about every gang and mafia in town. No one menses with him, as he's smart and has the loyalty patrons who are more than willing to break legs for a discount. This is the old man from the story on page one of the game and this supplement, in case you were wondering.

I think imitation is flattery, and always love to hear about how people are using my games. Please, let me know if you want to collaborate on a new set of rules, or just like these as is.

## **What does the city say?**

Buildings are characters as well as props, and have a lot to say about their environment. There's a pulse in the people and traffic. Some places are a mask for tourists, while others are the real face seen by the inhabitants.

Towering architecture, close set columns, and thousand step entries are all about making a person feel small. Dictatorships often use this type of architecture to accentuate their power. Controlled access statuary reminds subjects of their place at every turn.

Open spaces and greenery has a calming effect. Reduced traffic gives a slower pace. Unique buildings and people on their front porches is an ideal rather than a practice.

Weather also has an affect on the city. Some places are far too wear to wear the kind of heavy clothing one can conceal firearms under. Bitter cold prevents people from standing about idly and chatting.

## **Other Vistas**

Why have hundreds of buildings, when you need only one? A mega structure arcology could house over a million people with floors for jobs entertainment, dining, and and other necessities. Of course, it all needs to be carefully monitored, and have a myriad of access tunnels behind the scenes. Could your characters be rebelling against the order and sameness of it all? What would a riot or mass unemployment be like when there's no suburbs or center so to speak?

Crime takes a different turn during war and it times of oppression. Revolutionaries are criminals in their ways. The term utopia – meaning a perfect place – is derived from the Greek word “Nowhere”. If everything seems good, how are people made the same, to conform, to co-exist. What does it take to break that mold and escape?

If the social rules are subverted – is it still a crime? When the bomb drops or the virus hits, the factories stop. How long until the prices of the remaining goods and the hoarding instinct of the desperate gets to be too much? If the government fell, how would order be maintained?

You get more with a kind word and a gun than you get with a kind word alone. Players have more fun with new challenges than with the rules alone. Good Luck and Good Night.