

GANGLAND

By Chainsaw Aardvark

"You know, I always preferred revolvers", the old man said. Then he coughed and lit another cigarette. He had given up smoking 30 years ago, but now that he was in his 90s, and didn't have much time left, he decided he would enjoy himself. "they can use more powerful loads, and don't leave casings at the scene of the crime. And after all, if you get into a situation that can't be solved with six bullets, you're in over your head, and shouldn't be there in the first place."

"You senile grandpa? I don't care what you prefer, I'm here for some guns, and I want them now!"

"That's no way to speak to your elders", came the reply as the old man pulled out a key and unlocked the trunk of his car, "especially not a Yakuza with two dozen AK-74s in his trunk"

"Whoa man, that's hard core, we just wanted a 9 mil to hold over the drug store!"

"Might I interest you in a .38 caliber revolver instead?"

This is my original work, please do not claim it as your own or sell it for a profit. However I do grant limited permission to print copies for ease of reference and play. All other standards of copyright apply. Comments may be directed to my E-mail Address: Flanker39@gmail.com The forums of the excellent site 1km1kt.net are an appropriate forum for suggestions as well.

Basic Mechanics

This game relies on the use of 10 sided dice – up to a half dozen at a time for some weapon damage rolls – though only two per player are truly needed. Optionally, a number of d6s can be used for the damage of weapons to reduce the lethality of the game.

Most of the actions in the game are accomplished by rolling percentile dice (D%). This is done by rolling 2d10 (two ten sided dice), counting one as the tens column, and the other as the ones column. For example, if I roll a red die, and a blue die, calling the red one the tens, and get outcomes of 4 and 5 respectively, the end result is 45%. If both dice come up zero, then the result is 100%.

Character creation

The characters in this game are defined by four attributes, and 10 skills. **Each statistic is rated from 10 to 50, and each skill is rated from 10 to 50 as well.**

The attributes are

- Smarts: Your general intelligence and wit.
- Muscle: Strength and ability to exert force
- Speed: How quickly you move and react
- Savior Fair: Your charisma and mark upon others.

The skills are listed on the next page, and you must choose ten (10) of them. While categories are provided for ease of reference, the classification of the skill matters little in actual play.

You have 140% to distribute amongst the four attributes, and 240% to distribute amongst the skills you have chosen for your character.

As a further hint, 35% is average for attributes, and 20% is the starting range for being good in a skill. You may choose to emphasize some skills, but 10% is bare minimum competence.

Skill explanations		
(1)The ability to operate tracked vehicles, which include military units and construction equipment	Drive Skills	People
	Automobile	1 st aid
	Truck	Disguise
	Motorcycle	Law (3)
	Plane	Deal
(2)Weapons such as flamethrowers, grenade launchers, rocket launchers, and other choice implements of massive mayhem.	Helicopter	Bribing (4)
	Boat	Streetwise
	Tracked (1)	Intimidate
	Firearms Skills	Interrogate
	Handgun	Awareness (5)
(3)Knowledge of statutes, rights, loopholes, etc, what any good lawyer knows.	Rifle	Things
	Sub-machine gun	Forgery
	Automatic rifle	Hacking
	Special (2)	Electronics
	Places	Safe Crack
(4)An understanding of how money will help the system along, how much, etc, what any good lawyer knows.	Breaking and Entering	Concoct (6)
	Hide	Repair
	Business	Appraise
	Security	Explosives
	Moving	Gun smithing (7)
(5)The ability to notice something amiss in the area, or to read peoples emotions.	Climbing	Forensics (8)
	Sneaking	
	Acrobat	
	Swim	
	Close Combat Weapons	
(6)Mixing chemicals of assorted types – useful for making drugs, explosives, acid, and so fourth.	Hand to Hand	
(7)Modifying weapons		
(8)checking a crime scene, and general detective work.		

It is completely possible to attempt most actions without a skill, but quite often the right skill will effectively double your chances!

Just as a personal preference, my habit is to met out the percentages for the skills and attributes in 10% blocks, and then fine tune, but use whatever system works best for you.

Example Character

Slice got his nickname when he cut up a ganger who made fun of his real name Barkley Dogg. He is a lithe and personable fellow, not the smartest, but he takes care of his health.

Slice has the attributes:

Smarts	25
Muscle	35
Savior Fair	40
Speed	40

To improve upon these natural abilities, he has studied up, and has the skills:

Melee	40
Handgun	30
Hand to Hand	25
Breaking & Entering	25
Truck	10
Motorcycle	20
Repair	20
First Aid	30
Bribe	15
Intimidate	25

Hit points:	75
Carry:	70
Haul:	140
Hand to Hand	3d10

Once the stats and skills have been allocated, its time to make note of a few derived stats. If you need to round, round up.

- Hit points, which measure how much damage a character can take before going unconscious, are equal to Speed + Muscle.
- Carry: You can carry around a weight equal to twice your muscle stat with little discomfort.
- Haul: Four times your muscle stat is how much you can carry, if you don't mind being slowed to a walk, and heavily burdened.

Both Haul and carry are measured in kilograms.

- Hand to hand damage: $\text{Muscle} \div 10 = \text{d10s}$ of punch damage, kicks do +5 damage in addition to this.

The speed attribute indicates the number of meters they can run in 12 seconds sprinting, though they can only move half as fast normally, and one tenth as fast if they are trying to move carefully.

These are the mandatory tasks to create a little game piece to move about the world, however, the point of role playing is is to create a person, not a chessman. So before you begin playing, ask yourself a few of the following questions to help figure out what type of person you're going to role play.

1. What is your name, age, place of birth, and current residence?
2. Why did you chose/get forced into the occupation you have?
3. Which of these do you prefer: Money, Fame, Honor, Friendship, Power, Family, Safety.
4. Are there any taboos you will never violate (ie rape, torture, murder, cannibalism.)in your line of work?
5. What do you look like?
6. Preferred weapons? Hide Outs? Methods? Food?
7. Is there anyone you're protecting, besides yourself?
8. If you were given the chance to go to the other side of the law, would you?
9. Do you think what you're doing is justifiable? Are you Redeemable?
- 10.If you were given a tax free \$10,000 gift, how would you spend the money?

Now Just as a reminder, just because the name of the game is Gangland, doesn't mean you have to be a criminal. You could be an undercover cop, a mercenary, a spy, or any number of other occupations, just clear it with th game master first.

Example of play

Slice sauntered into the bar like he owned the place. Hell if the heist had gone off as planned, he'd have enough money to make good on that offer, but the cops had shown up sooner than expected, and he'd barely gotten away. He was in no mood for any lip, but three gangers came up to greet him.

The player controlling slice says he doesn't want a fight, so he's going to attempt to intimidate the kids into leaving him alone. Thus the player adds his 25% intimidate skill to his 40% Savior Fair attribute, for a 65% chance of sneering the kids away. The player gives his reaction, makes the roll, and the GM describes what happens next.

Slice stares right through the first gang member, and opens his jacket just enough to show off the grip of his revolver.

68% is rolled, the GM feels gracious and says that's good enough to scare off two of them the third still advances

Two of them back off like scared children, but the third is trying hard to look tough. "You think that little pop-gun scares me?"

"Course not" replies Slice, "You're supposed to be scared of me"

Taking Actions

Its pretty simple to accomplish most tasks, so don't force the players to roll dice unless there is an element of risk if they fail.

If they do need to preform an action, it is as simple as rolling d% and comparing their result to their attribute. If they have an applicable skill, they may add that to the attribute they are using. If the roll is equal to or less than the attribute (or attribute and skill total) then the task is successful, while if the result is grater than the target percentile, the task is a failure.

Combat

To properly aim a rifle, there are several steps you must take. First, lock your hands together to create a small "O" and look through this O at an object ten feet away. Close your left eye, open it, then close your right eye. You will notice that the image stays the same one way, but shifts the other. The eye that maintains a picture similar to having both eyes open is the dominate eye, and is the one you use when looking for a sight picture. After this hold the rifle rigidly, brace the weapon with you left hand, while holding the pistol grip in your right hand, pressing the butt of the gun to your shoulder. Slow down your breathing, and once you have lined up the target, exhale, and hold your breath shortly. This is the time where you carefully squeeze the trigger – don't jerk it as that may throw off your aim – and if you lined up the sights correctly, the target will be perforated.

In this game, you don't have to worry about any of that.

This is a game about quick moving and quick shooting. Firing is handled just like any other skill with relativity few modifiers. In fact, there are only six elements that might alter your chance to hit, it is rare for more than one or two to apply at any one time.

Combat is divided into 12 second rounds, where each individual involved gets one action, along with the possibility of running, though movement may interfere with other activities.

To determine who goes first, an intuitive roll is made for each participant in the fight. Sometimes, it is advantageous, at least from a bookkeeping standpoint to have certain groups act as one, all going on the same initiative – such as all the innocent bystanders will run at the same time. If several dozen police are involved, they are going to act in small teams, not individually. Regardless of if the roll is for a gestalt or a single person, the roll procedure is the same. D% subtracted from the character's speed, with the highest number going first, and counting down from there.

Optional rules for more realistic combat

Range: Consider using range brackets dependent on the weapons range – 1x, 2x, and 4x, for no penalty, -10%, and -20% to emphasize that long range shots are more difficult.

Movement: Shooting while moving at full speed is -20% to hit, at half speed, -10%, and at a cautions 1/10 speed, no penalty, other than you're moving slowly. These minuses are cumulative with the speed at which the target is moving as well – if both the firer and the target is running, no one is likely to hit.

Optional rules for more cinematic combat

Hit Points: Give characters 50 extra HP during character generation to show they are tougher than normal – their the heroes (or at least antiheroes).

Over the top (OTT) Points: OTT Points are a chance to get +30% to all attributes for a few minutes, making it safer to attempt amazing stunts like a John Woo movie. Handout OTT points as rewards, and start them with 3-5.

There is one addition to this otherwise simple procedure – sometimes skill will play a part in when you're going to act. Assassins trying to attack quietly may add their stealth or hide skill to their speed, while the SWAT team searching for them will add their awareness skill to their speed to see if they spot the enemy before they attack.

Once an order for action has been decided, each person gets to take an action, normally something offensives, such as shooting or a close range attack, though they are free to try other actions, like entering and starting a car, or breaking a door.

Generally, when you make a hand to hand attack, you will use your muscle attribute, however, when you're firing a gun, you'll use the speed attribute, since that covers reaction and aim.

While combat is meant to be simple as far as game mechanics are concerned, life is nothing without a few complications, and theres an obvious difference between shooting the broad side of a barn at 10 feet, and tagging a head shot at 200 yards. Here is a short list of those possible complications:

Range:

Point blank range – under ten feet – gives +10%

Extreme Range – greater than 4x the weapon's listed range is -20%

Movement

Target movement: -10% if they are running

Firer Movement: -10% if they are running

Cover:

The percentage of the target covered by bullet stopping obstacles (trees, walls, etc) is the % subtracted from your chance to hit.

Multiple Targets

-20% per additional target if using a semi-Automatic weapon

-10% per additional target if using a Fully-Automatic weapon

Now perhaps this list of modifiers is a bit much to mull over, or your looking at your measly skills and wondering how you can hit anything. Well, theres also a number of bonuses to be had if you use the right weapon, but that is handled in the next section.

My standard is that all the worthwhile things in life can be summed up with only three letters: cat, fun, sex, gun. Cats especially, but guns deserve special mention.

The Declaration of Independence forwards the lie that all men are created equal. Now really, is the president just like any bum off the street? Of course not we say, he has so many more responsibilities than the average person. After all, he's the one with the finger on the F**king button.

Well, a gun is a button we can all proudly carry, and keep our finger on. It makes everyone equal. Once person with a gun can change the president as quickly as months of campaigning and four million votes..

Guns get you respect, they get me money, and everyone listens to a man with a gun. Except for cats. They control themselves and don't care how much power you have, you can carry around a machine gun in one hand a a grenade launcher in the other, and in the end, you'll still end up changing their litter box. Thats why cats are great.

Have Gun, Will Travel

A word or warning as we approach the firearms section. Combat is deadly, some of these weapons can easily kill a character with one shot. This is part of both the genera of life is cheap, bullets aren't, and part of the system, as most NPCs will be out of the fight quickly, so the GM doesn't need to keep track of a dozen different hit-point totals at one time.

That being said, the damage of a weapon is reliant on two factors – the caliber of the gun, and the type of weapon. In general, there are only three, sometimes four statistics that apply to guns, and price isn't one of them (see the note of purchases later on). The statistics are the number of bullets it carries, the type of bullets it fires, and its base range.

The major calibers are as follows:

Pistols

.32	ACP	1d10+5
.38	special	2d10
9mm	9x19mm	1d10+10
.357	Magnum	3d10+5
.45	ACP	4d10+10
.44	Magnum	5d10+5
.50	Action Express	4d10+20

Rifles

5.56	(.223)	3d10+20
7.62	(.30)	4d10+30
12.75	(.50)	5d10+50

Shotguns

12 Gage	Buckshot	6d10+20
12 Gage	Slug	4d10+40
20 Gage	Buckshot	5d10+10
20 Gage	Slug	3d10+30

Every weapon affects the damage its ammunition inflicts, sometimes in a minor manner, and sometimes it can double the power of a weak round. Well made guns can increase your chance of hitting, while poor guns can be quite inaccurate.

Example Guns

M1911
 Caliber: .45 ACP
 Ammunition: 8
 Accuracy: +0
 Base Range: 20 feet
 Damage: 4d10+10

AK-47
 Caliber: 7.62
 Ammunition: 30
 Accuracy: -5%
 Base Range: 80 feet
 Damage: 5d10+30
 Full Automatic

Colt Python
 Caliber: .357
 Ammunition: 6
 Accuracy: +10%
 Base Range: 15 feet
 Damage: 4d10+10

Skorpion SMG
 Caliber: .32
 Ammunition: 20 or 30
 Accuracy: -10%
 Base Range: 12 feet
 Damage: 1d10+10
 Full Automatic

Spasi-12 Combat Shotgun
 Caliber: 12 GA
 Ammunition: 12
 Accuracy: +10%
 Base Range: 12
 Damage: 7d10+20
 Full Automatic!

9mm Hold Out
 Caliber: 9 mm
 Ammunition: 8
 Accuracy: -10
 Base Range: 8 feet
 Damage: 1d10+15

Hunting Rifle
 Caliber: 7.62
 Ammunition: 5
 Accuracy: +0
 Base Range: 150 feet
 Damage: 5d10+30

Since this is not “Jane's Firearms of the World's Armies” we don't need to be too worried about little facts like .44 magnum is only used by large frame revolvers, or the difference between a Beretta M9, a Glock 17, and a CZ-75, they are all similar enough that we can call them the same. If you want to name your guns for style, more power to you, but these are just put under general categories.

Each weapon includes its bonus to damage, then any modifications to accuracy, and then a range of average magazine capacities, though once again, this is a game, not an arms bazaar.

<i>Type</i>	<i>Damage</i>	<i>Accuracy</i>	<i>Range</i>	<i>Ammo</i>
<u>Revolvers</u>				
Snub	1d10	-10.00%	10 to 15	5 to 7
Standard	1d10+5	0.00%	20 to 35	5 or 6
Target	10	20.00%	30 to 50	5 or 6
<u>Semi-Auto</u>				
Compact	5	-10.00%	12 to 15	7 to 10
Standard	+1d10	0.00%	15 to 20	10 to 15
Target	10	10.00%	25 to 35	8 to 12
Submachine gun (SMG)	+1d10		15 to 25	10 to 30
<u>Rifles</u>				
Carbine	5		40 to 60	20 or 30
Assault	+1d10	-10.00%	80 to 120	20 or 30
Sniper	+1d10+10	10.00%	100 to 200!	5 to 10
<u>Shotguns</u>				
Sawed-off	+2d10	20.00%	5 to 8	2
Standard	+1d10	10.00%	12 to 20	3 to 7

A few other possible modifications exist to enhance a guns performance.

Scope	+10 range
Silenced	-5 range, -10% accuracy
Saturday Nigh Special	-15% accuracy
Modified to Full Automatic	-10 range, -10% accuracy

Example Play Continued

The ganger laughs. He is too dumb to know who he is dealing with, and too macho to back down with his friends watching. He drops his cigarette on the floor and takes a swing ant Slice.

The teen has 30% in his muscle attribute, but no hand to hand training, giving him a lowly 30% chance of hitting. The GM rolls a 29, and the punch connects. The 3d10 punch inflicts 12 damage on Slice, but with 75 HP, that isn't much.

Slice staggers back, then spits and lunges forward for his own attack.

Everyone rolls initiative. Slice gets 15%, the thug gets 17%, and his buddies get -5% and -12%. The order is the thug, slice, and then the friends. The second punch fails to connect.

Slice Likes his scotch on the rocks and Harley cycles, but doesn't like three on one odds. He pulls his gun and tries to perforate all the two others before they act.

Slice has 40% in speed, 30% in handgun, and +10% from his revolver, but is at -40% for shooting at two targets with a semiautomatic, for a result of 40% to hit each target.

Other Weapons

The creativity of players and their characters is both the blessing and the curse of role playing games, its inevitable that they will get their hands on something that the GM might not have planned for. Improvised flame throwers, smuggled grenades, Molotov cocktails, anything goes when they need it.

Flame Thrower:	5 shots, 10 foot base range, 4d10 damage
Fighting knife:	2d10+10
Small Knife:	1d10+5
Throwing Knife:	1d10+10, 5 foot range
Grenade:	8d10, range in feet = muscle of thrower, blast radius is 15 feet
Fire Bomb:	2d10 for 2 minutes, (10 combat rounds) unless extinguished. 10 foot radius, range = muscle of thrower - 10
Car Bomb:	10d10+40, 25 foot radius
Baseball bat:	Punch+1d10+5
Chainsaw:	4d10+15
Plastic Explosive:	4d10/kg to a 5 foot area
Dynamite:	1d10+10/stick, 4 foot area
Poison:	1d10+5 to 5d10+20 depending on type
1 Megaton H-Bomb:	Kill everyone and end the game early. I don't want to know how they got it.

Protection

With all this hardware, the players are going to wonder what will be stopping the bullets and shrapnel. Well the good news, is that armor is easy to handle – it just adds to a character's aggregate hit points – no funky THACO or fractional damages.

Bullet Proof Vest	30
BPV + Trauma Plate	50
Flack Vest	70
Cement Wall	45
Dumpster	60
Table	20
Filing cabinet	25

Example Cars

1977 Chevy

Speed: 110
Handling -10%
HP 180

Crown Victoria (Police Cruiser)

Speed: 160
Handling: +10%
HP: 120

Harley Cycle

Speed: 120
Handling: +10%
HP: 80

U-Haul Truck

Speed: 80
Handling: -20%
HP: 200

Cars

Once again, this isn't Kelly's Bluebook of automobiles from 1904 to 2005, so the game mechanics for cars are fast and loose. There are only three attributes you need to know for a given car – its hit points, its handling percentage and its speed, the rest is optional. Giving a bit more description certainly makes it a more vivid picture than three numbers can, but since the name of the game is love 'em and leave 'em, we aren't going to have too many stats to follow.

The Handling of a car is presented as a percentage, which in turn is applied as a bonus or penalty to your driving skill when you attempt to pull stunts. Zero, neither plus nor minus, is the average for most cars, but the range is from +30% (tricked out sport car) to -30% (weighted down brick on wheels).

The speed is a number given in miles per hour, and ranges from 40 (dirt bikes) to 240 (race cars), generally given in 20 mph increments.

Prices

This is a game about theft and crime, I figured you'd just steal what you need and not worry about value. However, some of you might want to know the legitimate price of something. Well, that is up to the GM, this is a game after all, not a warehouse sale. There are only seven numbers you need to know. 10, 25, 50, and 75, are the base costs, and 100, 1000, and 10,000 are the multipliers. If a cost is needed, the GM picks a base cost, and if he thinks its worth more, multiplies it.

Health and Healing

Bullet wounds are serious, and chest wounds suck. However, role-playing is about being able to pull off feats we can't accomplish in real life. To that end, the healing rate of wounded characters is amazingly fast. Simple rest will heal 10 hit points a day, and actual medical attention can heal twice that – 20 hp. This means you can go from death's door to full health in a week, even without a hospital. Yeah, its unrealistic, but who wants to role play what its like to be in a coma?

Character Advancement

Most people learn from their experiences, and those who don't still get lucky every now and then. It is easy to give out experience points (XP) in this game – each XP correlates directly to 1% for a skill. If you want to raise a skill from 10% to 20%, you just need to spend 10 XP. Its three times more expensive to raise an attribute.

This is a modified version of the original document, with a few corrections, new copyright information, a slight changes to the layout, and two new guns.

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.

Parting Thoughts

Stealing cars and randomly killing people for their money gets old surprisingly quickly. For this reason, along with the attention to good taste and avoiding the ire of those who think you are planning a real crime, these activities should not be the core of any game. What should be the core is the interrelation of the groups present. remember that a city is made of hierarchies that are stacked upon each other, and the players, regardless of which side of the law they work on, are still trapped in these hierarchies. The police are stopped by the corrupt members of city hall, and the gang members are controlled by the mafia capo.

Just because the title of this game is “Gangland” doesn't mean the players have to be gangsters. They could be undercover cops trying to arrest the criminals, or foreign mercenaries hired for muscle. Maybe they're a bunch of vigilantes who are taking the law into their own hand.

Furthermore, as a Game Master, you are free to create anything you want. What if the guy the players were hired to off was a vampire, and thus returns every night, no matter how many times they shoot him?

Keep in mind, the key to any city is its description and its architecture. Decrepit buildings with gray bricks clustered together leads to claustrophobia and paranoia, while open vistas are more relaxing.

There are two things that a GM should never fear. The first is improvisation. Sure, a character may not have the interrogation skill, but if the player describes how he is waving about a gun while shouting, give his a bonus to Savior Fair anyway. Secondly, don't be afraid to hurt, capture, or kill the players. Even Al Capone got caught, and we all know what happened to Bonnie and Clyde. Making charters is easy, it gives the player a new challenge, and whats the point of crime if you get everything without risk?