

CAN YOU DO IT?

The Roaring Twenties. The Prohibition. America is at the feet of gangster kings and law enforcement is so corrupt that it has all but broken down.

Mobsters is a roleplaying game of those dangerous days. Characters form a mafia family, starting as a band of hoodlums on the street and working their way up. Managing your own crime empire will bring a rarely seen strategic element to the play and this booklet contains all you need to do it (in game, naturally).

Can you pull it off? Try the Hollywood-version of New Orleans provided here and shoot, plot and backstab your way upward to become the Godfather and king of the Crescent City.

All you need is this booklet, paper, pencils and ordinary six-sided dice cubes. (That is what we mean by "D" in the rules.)



Mobster uses the *Scorpio*-game system and serves as a perfect example of its ways and workings, although details are different in each genre.

You can find more fine games using the *Scorpio*-system from:

Burger Games

<http://home.icon.fi/~bgames>

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For this game we've read *Noir* from Archon Gaming Inc. and *New Orleans Sourcebook* by Chaosium as well as some old movie scripts and police files.

We warmly recommend *Noir* to anyone who likes *Mobsters*-spirit and freely admit that we have taken many of the skill names from their excellent vocabulary of 50s slang.

MOBSTERS

AN AMORAL ROLEPLAYING & STRATEGY-GAME



Burger Games

1998



CHARACTER GENERATION, STAGE 1:

Give every player 42 points to be distributed among his character's attributes (there are nine attributes). The minimum attribute value is 2 and maximum is 8. The average human attribute value is 4.

Strength is your mobster's physical strength and hitting power.

Health is his toughness, size and ability to withstand damage.

Agility is his athletic grace, flexibility and running speed.

Dexterity is his hand-to-eye coordination and steadiness of hand.

Intellect is his wit, awareness, tactical eye and deductive ability.

Education is his level of education, manners and social status.

Willpower is his mental strength, bravery and authority.

Charisma is his capability to influence the emotions of others.

Appearance is his physical beauty and sex appeal.

CHARACTER GENERATION, STAGE 2:

Each player is given 40 skill slots. As long as the value of the skill is equal or less than the attribute value it is listed under one skill slot increases skill value by 1. When the skill value exceeds the attribute value, increasing the skill value costs two skill slots.

CHARACTER GENERATION, STAGE 3:

Player chooses the age group of his character. If the character is between 18-29 years old, he can choose up to 5 pts of Cons. If he is 30-40 years old, he can choose up to 10pts of Cons. If he is older than 40, he can choose 15 pts of Cons. He does not have to choose the full amount. Points from Cons can be used to purchase Edges (like wealth, special abilities, friends and contacts) or they can be turned into skill slots (each Con-point is worth 2 skill slots).

CHARACTER GENERATION, STAGE 4:

After you have chosen your attributes, skills, Cons and Edges, write down the details on your character sheet and figure out *Injury Limits*:

Health	Wound	Heavy Wound	Incapacitated	Killed
2	7	14	28	56
3	8	16	32	64
4	9	18	36	72
5	10	20	40	80
6	11	22	44	88
7	12	24	48	96
8	13	26	52	104
9	14	28	56	112
10	15	30	60	120

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Name	
Profession	
Talents	
Weaknesses	
Description	
Attributes	___/___
Initiative	D+
Willpower	___
Injury	___/___/___/___
Injury Den	
Notes	

Name	
Profession	
Talents	
Weaknesses	
Description	
Attributes	___/___
Initiative	D+
Willpower	___
Injury	___/___/___/___
Injury Den	
Notes	

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Talents	
Weaknesses	
Description	
Attributes	___/___
Initiative	D+
Willpower	___
Injury	___/___/___/___
Injury Den	
Notes	

Name	
Profession	
Talents	
Weaknesses	
Description	
Attributes	___/___
Initiative	D+
Willpower	___
Injury	___/___/___/___
Injury Den	
Notes	

NDC-sheets and Character Sheets can make your life a lot easier.

STRENGTH	___	Writer	___	Wound
Armed/Blunt	___			
Grill	___	EDUCATION	___	Heavy Wound
Shotgun	___	Egghead	___	
Unarmed Combat	___	Law	___	Incapacitated
		Lingo	___	
HEALTH	___	Manners	___	Killed
AGILITY	___	WILLPOWER	___	
Armed/Edged	___	Leadership	___	Injury penalty
Dodge	___	Religion	___	
Entangle	___	Street Smarts	___	notes:
Hoofing	___	CHARISMA	___	
Moves	___	Acting	___	notes:
Running	___	Art	___	
Sneak	___	Carousing	___	notes:
Swim	___	Haggle	___	
Tail	___	Seduction	___	notes:
Thrown Weapon	___	Smooth Talk	___	
DEXTERITY	___	APPEARANCE	___	notes:
Filch	___			
Flyboy	___	NAME _____		notes:
Grease Monkey	___	Nick _____		
Leadfoot	___	Family _____		notes:
Lockpicking	___	Sex ___ Age ___ Karma ___		
Musician	___	WEAPON Ini Dam Mag Ranges		notes:
Pistol	___	_____		
Rifle	___	_____		notes:
Submachinegun	___	_____		
INTELLECT	___	Description:	Special:	notes:
Card Shark	___			
Disguise	___			notes:
Doc	___			
Fireworks	___			notes:
Forgery	___			
Hide	___			notes:
Legwork	___			
Local	___			notes:
Search	___			
Shutterbug	___			notes:
Cash:		Experience:		

NAME is the character's full name according to official papers and police records.

NICK is the name character uses of himself and expects others to use of him as well. "Lucky Luciano" or "Big Al" are all famous gangster nicks.

FAMILY is where you write the name of the mafia family your character belongs to. PC groups usually form small families with some hired hands.

SEX and **AGE** can be freely decided within the boundaries of common sense and age groups outlined in Stage 3 of Character Generation.

KARMA is the number of lucky escapes the character has left. By using a Karma-point the player can ask any roll result concerning his character to be rerolled, or survive one fatality with amazing luck (bullet hits a cross worn around his neck or something similar).

DESCRIPTION is where you write down details of his appearance and whatever identifying features he has. Notes on behaviour and clothing are also welcome.

SPECIAL is where you write down the Pros and Cons of your character.

GEAR is where you write down what the character carries with him.

CASH is how much money your character has in his pocket. Characters start with $(2D + INT) \times \$50$ in their pocket, multiplied by *Wealth-edge*, if any. From this money all initial equipment is bought.

EXPERIENCE tellshow many unused experience points your character has left for purchasing skill slots or even attributes.



29. GARDEN DISTRICT (Old Family)

Elite residential area. Mansions only. Yachts along the riverbank. *Empty Slot, Protection x 2*

30. CAMP STREET (Old Family)

Political heart of the city. City Hall, Post Office, Courthouse, Department of Justice, Secret Service, Bureau of Narcotics and the Marshall's office are all here on Lafayette Square. Also Confederate Memorial Hall is in this part of town. Very tidy. *Brothel, Hidden Bar.*

31. GOULDSBORO (contested by several gangs)

Slum for harbour workers and farmers from all over the area. Plenty of black people here. *Brothel, Hidden Bar, Protection x 2*

NOTES ABOUT NEW ORLEANS:

Mardi Gras: Once a year, on a Thursday 40 days before Easter the culmination of city's social calendar occurs; *Mardi Gras*, a citywide carnival and celebration which has taken place annually from 1699.

Racism: In Louisiana segregation by skin colour is ordered by the law and for most part the black people live in a world of their own and use their own shops and bars. Except for selling smuggled booze, our white mafiosos will have very little to do with the blacks as they are not allowed into the same facilities. Lynchings are common and crimes committed against blacks do not usually interest the police. This, naturally, makes blacks react very suspiciously to any white person who has not proved his value first.

Important people:

Peter Blackthorn, Mayor
Douglas Savage, Federal Marshal
Philip MacMillen, Chief of Police
Ann Laurel, Coroner
Henry Cattage, Judge
Frank Simon, Jewish banker and industrialist
Leopold Scafune, Industrialist and ship builder
Pedro Amallorese, Mexican banker
John Kildare, Louisiana State Governor

Important places:

Boston Club, social club
Bourbon Street, a famous bar street in French Q.
Le Petit Theatre Du Vieux Carre, theatre
St. Louis Cathedral, European-style cathedral

15. ST. CLAUDE AVENUE (contested between various gangs)

Fairly typical city, with expensive residences and shops along the main streets and slum on the alleys. But it is a big turf with plenty of people. Gangs are too plentiful to be listed. Almost one per business. *Bootlegging x 3, Drug Pushing, Empty Slot x 2, Hidden Bar*

16. NORTH CANAL QUARTER (Cormori)

Semi-industrial slum as the city outgrows its natural boundaries. Some huge factories. *Empty Slot, Protection x 4, Street Whores*

17. SOUTH CANAL QUARTER (contested between various gangs)

More of the same but even poorer. *Drug Pushing x 2, Protection*

18. RIVERSIDE CARROLTON (Silva but gangs have the fencings)

Low-level area that lives of its share of the Riverside Harbour and is seething with every possible vice, although joints are of low quality. City Jail is here. *Brothel x 2, Fencing x 2, Opium Den x 3, Protection x 2, Smuggling x 3*

19. NORTH BROADWAY (Silva)

High society residential area with some banks and hotels. *Gambling Den, Hidden Bar.*

20. WASHINGTON AVENUE (Silva)

Industrial facilities along the New Orleans Channel. *Empty Slot, Fencing.*

21. SOUTH CLAIRBORN (Old Family)

One of the principal turfs in the city. It contains, among other things, the railroad station, main hospital and the police headquarters, as well as extensive facilities for moving cargo between trains and the New Orleans Channel. *Bootlegging x 2, Empty Slot x 4, Fencing, Protection x 2, Smuggling x 3*

22. FRENCH QUARTER (Old Family)

The original New Orleans, the heart of the city, the home of all vices both American and European over the last few centuries. *Brothel x 3, Fencing, Gambling Den x 3, Hidden Bar x 3, Opium Den x 2*

23. AUDUBON PARK (contested between families)

A high-profile residential area around a beautiful park for the ultra rich. Here is also the city zoo and aquarium. *Betting, Brothel, Gambling Den, Hidden Bar*

24. JEFFERSON AVENUE (Silva)

Dull and clean high-profile residential area. *Empty Slot, Protection*

25. LOUISIANA AVENUE (Old Family)

Administration buildings, Public library, medium- and good-quality residences, some office buildings. *Protection x 2*

26. RIVERSIDE ST. CLAUDE (Mandizi)

A harbour block at the mouth of the Inner Harbour Channel. *Brothel, Empty Slot, Hidden Bar, Opium Den x 2, Smuggling*

27. RIVERSIDE CHANNEL (Galvezi)

Industrial facilities and harbour area. *Empty Slot, Protection x 2, Smuggling x 2*

28. RIVERSIDE JEFFERSON (Silva)

Only the harbour brings little life to this high-quality residential area. Xavier University is here. *Bootlegging, Protection.*

EDGES:

2pt Reliable buddy watching your back and expecting you to do the same.

2pt Special knowledge about something (+2 to test rolls when it matters)

2pt If you get close to them, you'll have +2 bonus to social skills

4pt Your reflexes add +1D to your Initiative rolls.

1pt Contact in a major crime syndicate, law enforcement agency etc.

1pt You have a good reputation among your peers.

2pt You always get a little edgy before being ambused (Difficult INT-test)

3pt You're a hunk. Add +2 to HLT when figuring out *Injury Limits*

2pt Official records say your dead or don't exist.

2pt You are well-off. Multiply initial cash by x 5.

4pt You're rich. Multiply initial cash by x 20.

3pt You are lucky and can ask for a reroll of your dice once per session.

3pt Eidetic memory. You never forget anything you see, to the last detail

2pt You have +1 bonus if excellent hearing is of any help in the task

3pt You have +1 bonus if excellent vision is of any help (not in combat)

2pt You tolerate alcohol very well (two drinks equal one when *drinking*)

CONS:

1pt You have a peculiar habit or quirk that is unique to you.

2pt You are addicted to mild narcotics, like marijuana or opium.

3pt You are addicted to strong stuff, like heroin. Short life-span, mate.

1pt You've got a reputation that will make your pals suspicious.

2pt You are a compulsive gambler and always lose.

3pt You lack a leg or hand. -2 to test rolls when it matters.

1pt You lack an eye. Fortunately you have one left. -2 when it matters

2pt You once did something that you don't want anyone to find out.

2pt You got wife/husband and kids and your enemies know that too.

1pt You've got a vulnerable sweetheart or a kid companion.

2pt You're an alcoholic and just can't get anything done without a drink

1pt You have a some sort of mild code of honour, even if it is stupid.

2pt You've got a fairly strong code of honour which is hard to follow.

3pt When hit and bleeding, pass out for 1D minutes.

1pt You just can't take any torture. Halve WIL-against torture.

3pt You can't read or write and for some reason can't even learn to.

1pt You are so paranoid that it inflicts a -2 penalty to social test rolls.

1pt You have a weak but not insignificant enemy and he is hard to get.

2pt You have an enemy as powerful as you are and he is hard to get.

3pt You've got an enemy too strong for your liking and he is hard to get

2pt You've got a score to settle with someone or something too big.

2pt You are a wanted man, but they are not hunting you down

3pt You are a wanted man and they are actively hunting you.

2pt You just can't resist good-looking members of opposite/same sex.

1pt You are irritable and prone to respond violently to any provocation.

2pt You must always be the leader and have more and more power.

GAME SYSTEM:

TEST ROLLS:

Scorpio-system uses Test Rolls to resolve the outcome of uncertain tasks undertaken by the character. Test rolls are made with two six-sided dice (2D) and usually there is a modifier of some kind added to the result.

Skill Test: If the test roll is about whether or not the character can do something difficult, he can add his *skill value* in one related skill to the roll result.

Attribute Test: If the test roll is about whether or not the character has sufficient natural capabilities or not (like withstanding the effects of poisoning), he can add the *Attribute Value* of one related attribute to the roll result.

2D + VALUE

Natural "12":

If the character rolls "6" with both dice (for a total of 12), he may roll 1D and add it to the result. If he scored "6" with it (for a total of 18), he can roll again. There is no absolute maximum for a test roll result.

Natural "2":

If both dice come up with "1" (for a total of 2), the test roll failed automatically, even if the total is sufficient.

And how much do you need to succeed in the test? The final result must **exceed** a *Difficulty Limit* set by the Referee. Bigger is better.

LIMIT	DIFFICULTY:
5	Easy
8	Routine
11	Challenging
14	Difficult
17	Very Difficult
21	Near Impossible

1. CANAL TOWN (Galvezi)

Industrial and storage area between the New Orleans Channel (east) and Drainage Channel (west). 2 x Fencing, 2 x Empty Slot

2. WEST RIVERSIDE HARBOUR (Galvezi)

Bustling dock, warehouse and harbour area. Bootlegging x 4, Empty Slot, Protection x 2, Smuggling x 3

3. WEST END BOULEVARD (Galvezi)

A mixture of industrial facilities along the channel and residential areas behind it extending to the City Park. Bootlegging, Drug Pushing, Empty Slot x 3, Protection x 3

4. CITY PARK (Cormori)

A three square-mile park with plenty of places to hide and idyllic places to take your girl/boyfriend to. Bootlegging, Drug Pushing

5. LAKESIDE STREETS (Cormori)

A sleazy neighbourhood of residences, shops and bars for the sailors. Brothel, Fencing x 2, Hidden Bar, Protection x 2, Smuggling

6. EAST LAKESIDE HARBOUR (Cormori)

Bustling dock, warehouse and harbour area. Hidden Bar x 2, Fencing, Opium Den, Smuggling x 3

7. SOUTH LAKESIDE (Cormori)

Poor residential area with some better houses close to the park (west). Drug Pushing, Empty Slot, Protection x 2

8. ESPLANADE BLOCK (Old Family)

A business area with also some high-quality housing and modern clubs and theatres available. Brothel, Empty Slot, Gambling Den, Hidden Bar, Protection.

9. NORTH FRANKLIN (contested between various gangs)

Residential area of common quality. Bootlegging, Protection x 3, Street Whores

10. NORTH CLAIRBORN (Silva)

Industrial facilities close to the New Orleans Channel (east) and low-level residential area elsewhere. Bootlegging, Empty Slot, Protection

11. SOUTH CARROLTON (Old Family)

Typical middle-city area with all sorts of houses. City Asylum is here. Brothel x 2, Empty Slot, Gambling Den, Hidden Bar x 2, Protection

12. NORTH CARROLTON (Old Family)

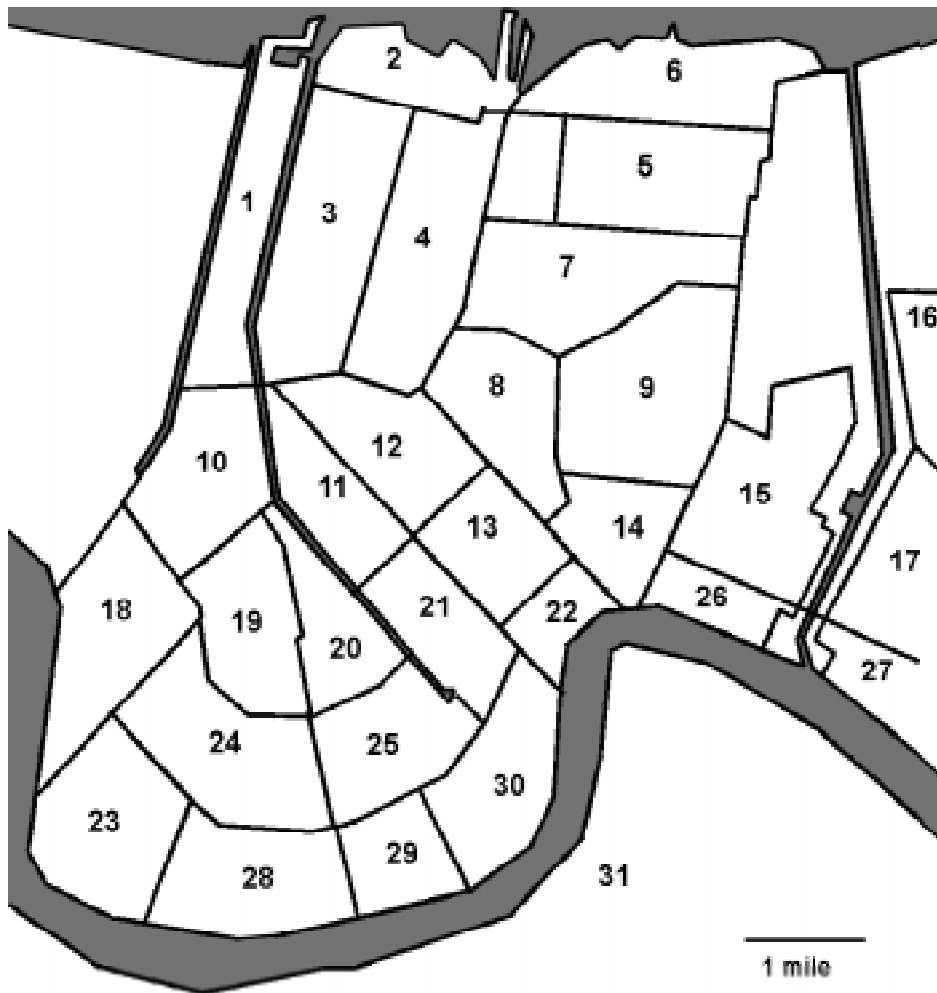
Better quality residential area with some shops and banks. Empty Slot, Protection x 5

13. ORLEANS AVENUE (Old Family)

High-society entertainment and culture, as well as hotels and residences of the ultra-rich overlooking the beautiful French Quarter to the southeast. Brothel x 2, Empty Slot x 3, Gambling Den x 2, Hidden Bar x 3

14. RIVERBEND (Mandizi)

A low-level neighbourhood to the high-class French Quarter, containing both dubious-looking buildings and businesses as well as industrial areas of the Riverside Harbour. Betting x 2, Brothel, Hidden Bar x 2, Protection, Smuggling x 2



1. Canal Town
2. West Lakeside Harbour
3. West End Boulevard
4. City Park
5. Lakeside Streets
6. East Lakeside Harbour
7. South Lakeside
8. Esplanade Block
9. North Franklin
10. North Clairborn
11. South Carrolton
12. North Carrolton
13. Orleans Avenue
14. Riverbend Blocks
15. St. Claude Avenue
16. North Canal Quarter
17. South Canal Quarter

18. Riverside Carrolton
19. North Broadway
20. Washington Avenue
21. South Clairborn
22. French Quarter
23. Audubon Park
24. Jefferson Avenue
25. Louisiana Avenue
26. Riverside St. Claude
27. Riverside Channel
28. Riverside Jefferson
29. Garden District
30. Camp Street
31. Gouldsboro

These are turf names used by the gangsters in this game and not real city part names (with few exceptions). Remember that this is the gangster adventure New Orleans and not the real thing.

(If it were, the Old Family would be far too overpowering).

MARGIN:

Margin is the difference between the roll result and the Difficulty Limit. If it is positive (the roll result is higher than the Difficulty Limit), the skill test was a success and if it is negative the skill test failed.

A character with a skill value of 6 attempts a Challenging task and rolls 2D+6. The result is 13. Difficulty Limit for a Challenging task is 11. The skill test is successful with a Margin of 2.

If Margin is +5 or more the skill test succeeded outstandingly well. If it is -5 or less the skill test was a dismal failure, like completely destroying the piece of machinery he was trying to repair.

ANOTHER ATTEMPT?

If a skill test fails, the same person can't usually attempt the skill task again, or not until the conditions of the skill task have changed considerably (he finds new tools or some environmental change makes the skill task easier etc.). Someone else can try the skill task there and then, and if there are enough professionals around, most skill tasks will eventually succeed.

There are exceptions to this, of course. In a fight a character who missed can attack again when his turn comes. And a doctor who fails to treat an injury on one patient may move on to another patient. In cases like these it can be argued that each skill task is actually a separate occasion.

HELPERS?

When a group of people cooperates a task, use the highest value (skill or attribute) in the group and add +1 for each assistant (all assistants must have at least a value of 1 in the skill).

TIME?

Combat skills and dodging are instantaneous. Other than that it is difficult to tell how long the completion of a skill task will take. The Referee should decide a time unit (minutes, 10s of minutes, hours, days) and then multiply it by 1D to see how long that particular skill use will take. Test rolls are made at the beginning, but if the skill use is interrupted before it is completed, it was all in vain.

VALUE VS. VALUE:

If two or more people are pitting their skills and/or attributes against each other, they all make test rolls with the value they are using and the higher result wins.

For the sake of speed and playability the values of NPC's (non-player-characters, inhabitants of the game world not controlled by players) can be set to 7 + Value and there is no need for separate rolls.

Acting is the skill of lying, pretending, imitating someone else and so forth.

Armed/Blunt is the skill of hitting someone with a leadpipe or club.

Armed/Edged is the skill of stabbing someone with a knife.

Art means knowledge and talent concerning sculpting and painting.

Card Shark is the ability to win in card games without cheating.

Carousing is the ability to outdrink others and make them drunk and careless.

Disguise is the skill of using clothing and/or makeup to look like somebody else.

Doc is the skill of treating wounded and diagnosing illnesses and poisons.

Dodge is the skill of getting out of harm's way, both in and outside combat.

Egghead is the skill of science and formal higher education.

Entangle is the skill of using ropes, nets and the like to trap and trip your foes.

Filch is the skill of picking pockets and snatching rings from fingers.

Fireworks covers the safe and efficient use of explosives.

Flyboy is the skill of piloting an aircraft of any sort.

Forgery is the skill of forging documents and signatures. You need good tools for money.

Grease Monkey is the skill of mechanical repair and maintenance.

Grill is the skill of extracting information from a reluctant target.

Haggle is the skill of trade, banter and dealing.

Hide is the ability to hide into shadows or behind obstacles.

Hoofing is the skill of dancing and graceful movements.

Law covers both the knowledge and application of common and uncommon laws.

Leadership is the skill of making people do what you tell them to.

Leadfoot is the skill of driving an automobile or motorcycle.

Legwork is the skill of getting information out of archives, government offices and the like.

Lingo is about knowing foreign languages. One language per every 2 points of skill value.

Local is about knowing your

hometown and region like the back of your hand.

Lockpicking is the skill of opening locks and bolts without a key.

Manners is about proper behaviour, etiquette and speech in special circumstances.

Moves is climbing up and down drainpipes, jumping from moving vehicles and the like.

Musician is the skill of playing musical instruments, like the trumpet.

Pistol is the skill of attacking with pistols and revolvers.

Religion covers the knowledge and dedication to higher powers.

Rifle is the skill of attacking with rifles of any variety.

Running is the skill of evading pursuit by using your feet.

Search is the skill of noticing them before they notice you.

Seduction is the skill of invoking physical lust in sexually compatible targets.

Shotgun is the skill of attacking with shotguns of any variety.

Shutterbug is the skill of photography and related technology.

Galvezi Family (3)

Another younger family who has barely progressed out of the streetgang league. Although it has a turf of its own it probably would not have been recognised as a family without its leader *Samuel "Tall Sam" Galvezi*, a talented and industrious manipulator who has been able to play the bigger families against each other and expand its territory with fairly little fighting thus far. "*Tall Sam*" is in his early thirties and famous for his tendency to keep his more aggressively aligned lieutenants (little more than common gang bosses but still much smarter than they look) in line by getting the family involved in conspiracies too deep for them to grasp. Notable lieutenants: *Alex "Tank" Savignola*, *Henry "Knuckles" Toscana*.

Mandizi Family (2)

The don of this family, *Jacques "Cap" Mandiz* is actually a Cajun crimeboss hailing from the bayous of the delta. Barely literate and quite ferocious and savage in nature, he has nevertheless managed to carve a turf for himself and his band and knows the delta like the back of his hand and has friends and contacts all over the place. His band consists mostly of Cajun cut-throats and smugglers, but for public relations he has taken aboard a smooth-talking and well-behaved lieutenant *Luca "Wasp" Mariglio* who acts as his right hand and advisor in things beyond his don's limited understanding of the civilized world and bureaucracy and also represents him in social events. "*Wasp*" is something of a genius and many have tried to attract him into their service, but for some unknown reason (genuine friendship, perhaps?) he remains loyal to his savage boss.



FAMILIES OF NEW ORLEANS:

Although the Capo likes to think of his family as the “New Orleans Family” when dealing with outsiders, any city inhabitant knows that there are five significant families in the city and many lesser groups or gangs that have yet to establish an undisputed control over a turf (the very definition of a family). The Family’s *Respect* is given after the family name.

The Old Family (7)

Just recently, at the beginning of this year the previous Capo of New Orleans abdicated, leaving a cunning middle-aged fox *Sylvestro “Diamond” Carolla* as the new Capo. Although the Capo is probably the most dangerous man the characters ever meet and his family outnumbers and outguns all others, many of the lieutenants of the Old Family are unhappy with his choice as a leader and other four families are using this temporary state of weakness to pull the Old Family apart by attracting its lieutenants to abandon *Carolla*. Old Family has more influence with the New Orleans law enforcement than anyone else. Notable lieutenants: *Giulio “Hotman” Accone, Joseph “Sweet Teeth” Lorca, Vittorio “Vicious” Mancini, Alexis “Leftie” Garibaldi, Marco “Penny” Broddi, Benjamino “Two-punch” Berlino.*

Cormori Family (6)

Another old family and an ancient rival of the Old Family, the Cormori Family has plenty of French influence in it and although it has mostly Italian/Sicilian lieutenants the power elite of the family is of mixed Creole-Sicilian offspring. Current don is *Bernardo “Bonnie” De Cormore*, an old and aristocratic fellow with very few vices and manners honed to perfection. Cormore is well respected in city politics and his “friendship” with several powerful banks makes him a powerful crime lord, even if his empire and reputation are not as widespread as that of the Old Family. Notable lieutenants: *Emilio “Rockface” Sforza, Otto “Paws” Lamartia, Giacomo “Chico” Moranta, Filippo “White Pete” Gascani, Michael “Nails” Adia*

Silva Family (4)

One of the younger families, lead by *John “Stiletto” Silva*, an aggressive young man who has only recently ascended to power after his father, the previous don died in an attack by an unknown gunman. Unlike other dons, *Stiletto* is very visible and you never know when he is going to show up to take care of something personally. He is quick to anger and quite vicious and brutal towards anyone less powerful than himself. His lieutenants are less competent than most, but also weak-willed and too afraid of their don to even think about defecting. Notable lieutenants: *Joseph “Crackman” Angelica, Luis “Tophat” Corrigi, Franklin “Fast” Saro*

Smooth Talk is the skill of talking your way out of predicament.

Sneak is the skill of moving without attracting attention.

Street Smarts is the skill of knowing where to find drugs, guns and unscrupulous people.

Submachinegun is the skill of attacking with submachineguns, especially the “Tommy Gun”.

Swim is the skill of moving about in a liquid medium.

Tail is the skill of following someone in a crowd or darkened street without being noticed.

Thrown Weapon is the skill of throwing ropes, knives, stones or bombs.

Unarmed Combat is the skill of defeating your opponents with fists.

Writer is the skill of writing interesting articles and extortion letters.



COMBAT RULES:

COMBAT ROUND:

Every firefight or close combat encounter is divided into 10-second *rounds* in which every able combatant may attack at least once, although instead of attacking they can draw weapons, change locations etc. Combat round is resolved in following stages:

1. **Determine Initiative**
2. **Resolve Actions**
3. **Resolve explosions and fire**

Six combat rounds equal one minute. 360 combat rounds equal one hour.

INITIATIVE:

In all combat the fastest participant has a significant edge, simply because he can kill his opponent before the opponent can shoot back. Damage resolution is instant. At the beginning of every combat round all participants roll for Initiative (similar NPC's are usually rolled once and it is assumed that they all get the indicated Initiative Result).

2D + Dexterity + Weapon

Character has a Dexterity of 6 and uses a knife (Initiative +3). He rolls 2D and gets 5. $5 + 6 + 3 = 14$. The weapon initiative bonus is applied only when the character intends to use that weapon. If he chooses to have it in his Initiative, he must use it in his Action, if he is physically able. People with superior reflexes roll 3D instead of 2D.

ACTIONS:

When Initiatives have been figured out, Actions of the combatants are resolved in order of initiative, beginning from the highest. Characters have actions at the intervals of 10 of the Initiative Result, so fast characters not only shoot first but they also more often.

With an Initiative result of 8 the character has one action, at Initiative 8. With a result of 14 he has two actions, at 14 and 4. With a result of 21 he has three actions, 21, 11 and 1. With a result of 20 he has only two actions, at 20 and 10. There is no Initiative 0.

Possible Actions: *Attack with a drawn weapon*
 Attack with bare hands
 Draw or exchange a weapon

New Orleans, 1925

This is the Crescent City. Not as it was but as it should have been.

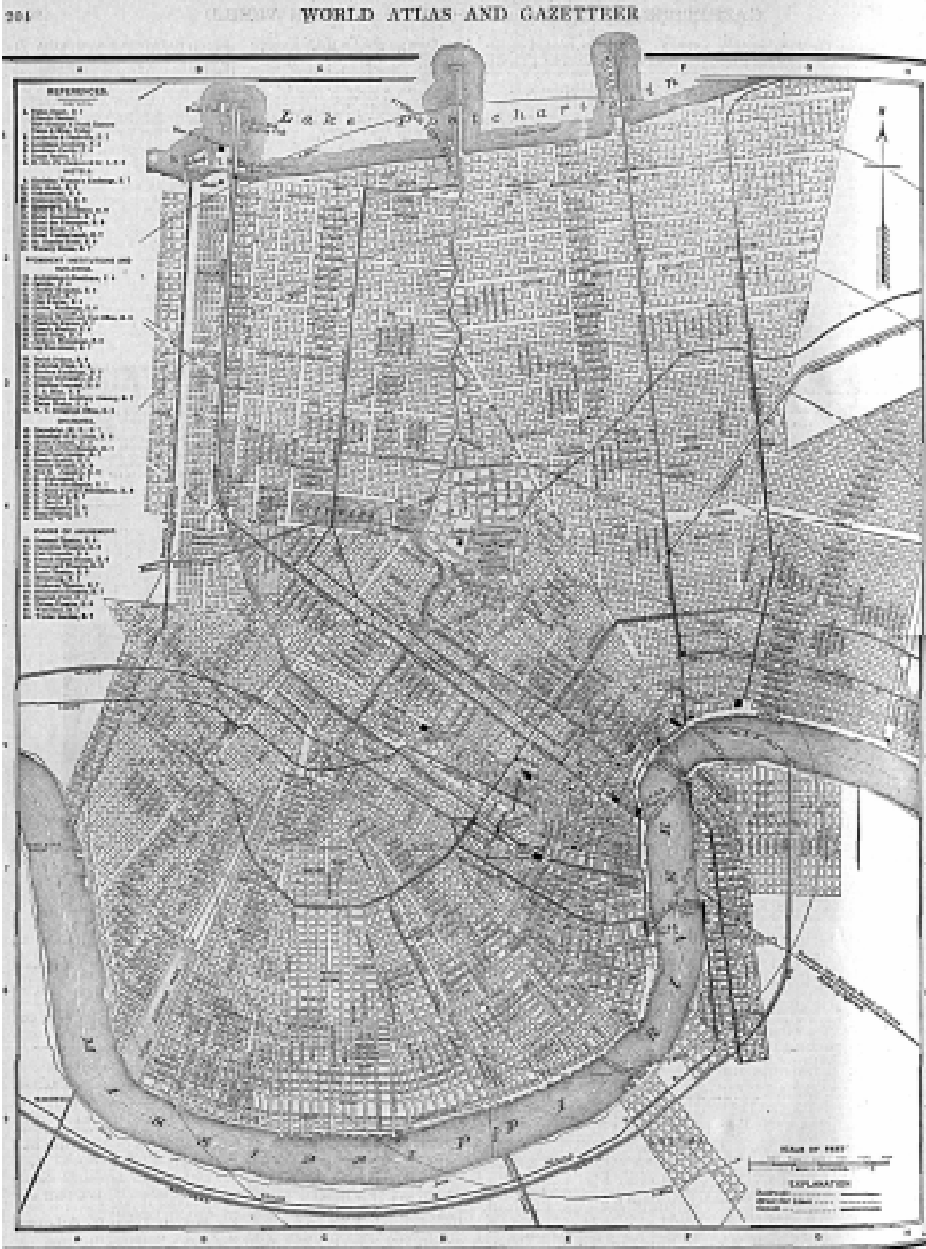
Located on a stretch of marshland between Mississippi River and Lake Pontchartrain, New Orleans is the hub of criminal activity in the Southern USA. This is where the mafia first appeared in the USA and with Prohibition banning all alcohol it is also the most corrupt city in the USA, although mobs in Chicago and New York are perhaps more bloodthirsty. Accessible by ship, train, land and air travel it is one of the best places to start carving out your criminal empire.

New Orleans is very old. You can still see the Spanish Fort at the foot of the middlemost pier on the lake shore and the old and somewhat impoverished elite of local plantation owners still speak French and are proud of their Creol heritage. At the end of the 19th century the city was overwhelmed with immigrants from all over the world, with Sicilians, Italians, Germans and Irish being plentiful enough to form their own subcultures and factions. Since it is surrounded by the bayous, jungle-like swamp home to Cajuns and full of small inlets and anchorages for boats, it is the smugglers' heaven. Most of Prohibition-era imported liquor lands here, although the prominent South American labels and drinks are not of as high quality as the whiskey flowing into New York.

Old New Orleans, or more precisely the French Quarter is a picturesque reminder of ancient times and European (French/Spanish) architecture, with many of the houses having become too expensive for the dwindling Creol owners. and are now being converted into hotels, saloons, gambling dens and villas for the wealthy. Many of these have reverted to somewhat nocturnal existence because of the Prohibition, but with approximately every third cop on the take law and order have never really caused any serious problems for the families here.

Old New Orleans is a tiny fraction of the present-day New Orleans. Most of the city is no different from other American cities except in heat, humidity, colour and growing numbers of immigrants from Latin America. When the lake and the river were connected by the Inner Harbour Channel (just beyond map's right border) in 1921 the combined volume of Mississippi harbour along the riverbanks and the harbour on the lake shore made New Orleans the busiest seaport in the United States.

NEW ORLEANS



Reload a weapon
Pick up something
Drop or throw something
*Move more than **AGL x 1m***
Attempt a very fast skill test
Start First Aid (stop bleeding)

Surprise:

If the character manages to surprise his opponent (like doing the infamous “handshake murder”), he is allowed one free action against him. If the target was taken completely by surprise there is no defence (in close combat) or he is *Easy Target* (in ranged combat). If the attack succeeds, he is hit and the combat starts from there. If he was alert and suspicious, he can try some sort of a defence against the attack, after which the combat is resolved normally.

If the surprise was something like suddenly pressing a gun to someone’s head and pulling the trigger, target is “Sure Shot” (Difficulty Limit of the attack test roll is 5). This is why “handshake murders” are so effective.

CLOSE COMBAT:

Hitting a nearby opponent with your fist or a handheld weapon or kicking him in the head with a karate kick is close combat. Close combat attack is basically a test roll made with *Armed/Blunt*, *Armed/Edged* or *Unarmed*

Hitting an unaware target (from behind) is *Easy*.
Hitting an aware target that has no efficient defence is *Routine*

If the character is aware of the attack, he can choose either to *parry* or *dodge* it. These defensive postures do not affect his own actions or attacks, and if he is not incapacitated, he can do it. Even against multiple attackers if he can see them all.

PARRYING means that the character is holding something that can be used to parry the attack. *Unarmed* -skill can only be used to parry other unarmed attacks (either the character attempts to dodge armed attacks or accepts them without efficient defence). Weapons are used with their respective skills. Weapons capable of parrying incoming attacks must be fairly large. Knives, for example, are too small.

Hitting a parrying target has a Difficulty Limit of 7 + Skill Value

*Target is parrying with a rifle. His *Armed/Blunt* -skill value is 4. The difficulty of hitting him in close combat is $7 + 4 = 11$.*

DODGING means that the character tries to move out of harm's way. It also means that he backs up 2 metres away from the attacker. If he can't do that (he runs out of room to back into, he can't dodge. Dodging does not affect one's ability to attack.

Hitting a dodging target has a Difficulty Limit of 7 + Dodge value

Other modifiers:

Besides target's defence, there are other factors complicating (or sometimes aiding) the attacker in close combat. These are all modifiers to the skill value used in the test roll for making the attack:

Attacker holds higher ground	+1
Defender holds higher ground	-1
Attacker has fallen	-2
Defender has fallen	+2
Uneven ground	-2
Bad Visibility	-2
Attacker has longer weapon	+1
Defender has longer weapon	-1

RANGED COMBAT:

From thrown rocks to artillery fire, ranged combat is the dominant form of combat and warfare.

Difficulty Limits in ranged attacks are the following:

Sure Shot	5
Easy Shot	8
Combat Shot	11
Hard Shot	14
Very Hard Shot	17

Sure Shot means attacking a stationary wall, vehicle or door, or putting the gun at someone's head and pulling the trigger, or any other "can't miss" situation. *Handshake murder.*

Easy Shot means sniping at a human-sized immobile or slow-moving (walking speed) unaware target that may or may not be aware of the danger, but is not aware of the location and bearing of this particular attacker. Often when shooting someone in the back during an ongoing firefight.

Willpower 4
Injury 9/18/36/72

SOLDIER

Talents: Good stamina, brave mind and real good with a rifle

Weaknesses: Uneducated, under orders

Attributes 5/4
Initiative 2D+5
Willpower 6
Injury 11/22/44/88

STREET COP

Talents: He knows the streets and how to appear as an authority.

Weaknesses: Not too smart or too pleasant

Attributes 5/4
Initiative 2D+5
Willpower 5
Injury 10/20/40/80

THUG

Talents: None

Weaknesses: Uneducated

Attributes 4/4
Initiative 2D+4
Willpower 4
Injury 9/18/36/72

TORPEDO

Talents: Fierce reputation, real fast reflexes, expert with the weapon of his choice, keeps his eyes open, good tactics in combat, knows no fear.

Weaknesses: Unpleasant character

Attributes 6/4
Initiative 3D+6
Willpower 7
Injury 11/22/44/88



Initiative 2D+4
Willpower 4
Injury 9/18/36/72

LIEUTENANT

Talents: Good bussines sense, smooth talker, brave and keeps an eye out for trouble at all times.

Weaknesses: Ambitious, a bit skinny

Attributes 5/4
Initiative 2D+5
Willpower 6
Injury 9/18/36/72

MADAME

Talents: Experienced in detecting and exploiting vices and weaknesses of others, good organiser for a brothel keeper and has plenty of friends. Strong-willed.

Weaknesses: Physically frail, not exactly ugly but age has taken its toll.

Attributes 5/4
Initiative 2D+4
Willpower 6
Injury 8/16/32/64

MAFIOSO

Talents: Good in intimidating others and knows how to run an illegal bussines on the root level. Also knows his way around the town.

Weaknesses: Uneducated and not always aware of the full consequences of his random acts of violence.

Attributes 5/4
Initiative 2D+5
Willpower 5
Injury 10/20/40/80

PICKPOCKET

Talents: Fast runner and knows the alleys.
Weaknesses: Small and not very good in a fight.

Attributes 4/4
Initiative 2D+4
Willpower 4
Injury 8/16/32/64

PIMP

Talents: Smooth talker, can recognise diseases (especially sexually transmitted ones).

Weaknesses: Coward, pervert and greedy. Prostitutes hate his kind.

Attributes 4/4
Initiative 2D+4
Willpower 3

Injury 9/18/36/72

POLITICIAN

Talents: Smooth talker, charismatic, big friends and bussines sense.

Weaknesses: Protective of his public image, coward when faced with physical violence, greedy and corrupt

Attributes 5/4
Initiative 2D+4
Willpower 3
Injury 9/18/36/72

PRIEST

Talents: Good speaker

Weaknesses: Bigoted and narrow-minded

Attributes 4/4
Initiative 2D+4
Willpower 4
Injury 9/18/36/72

PROSTITUTE

Talents: Good body, knows how to satisfy customers physically

Weaknesses: Uneducated, barely (if at all) literate

Attributes 4/3
Initiative 2D+3
Willpower 3
Injury 8/16/32/64

PUSHER

Talents: Knows about narcotics, good salesman, can recognise and even try to treat overdose victims.

Weaknesses: Unreliable
Attributes 4/4
Initiative 2D+4
Willpower 4
Injury 9/18/36/72

SAILOR

Talents: Does not get seasick and knows the coastal waters. Healthy and robust.

Weaknesses: Short fuse when drunk

Attributes 5/4
Initiative 2D+5
Willpower 5
Injury 11/22/44/88

SHOPKEEPER

Talents: Knows the street where he lives and the people who live there.

Weaknesses: None
Attributes 4/4
Initiative 2D+4

Combat Shot is the typical Difficulty Limit in combat. It means attacking a target who knows he is in danger from attacker's direction and moves accordingly. This is the default difficulty limit in most combat situations. Anything else is exceptional.

Hard Shot means firing at a target who is firing from a cover (behind a bullet-proof obstacle, from an open hatch of an armoured vehicle, or flat on the ground at a bad angle) or is moving faster than at running speed (riding a vehicle, falling or jumping).

Very Hard Shot means a desperate attack against a target who is firing from a fire-slit of a WW1 bunker, or hitting an aircraft passing overhead. Firing when the probability of a hit is practically non-existent (but hitting it is still physically possible).

Other modifiers to the skill value when making a ranged attack test roll include but are not limited to the following:

Target within medium range	-2
Target within long range	-4
Attacker has aimed for one action before firing	+2
Bad Visibility (smoke, twilight)	-2
No Visibility	-6
Firing from an unstable/moving platform	-2
Indirect fire (explosives only)	-3
Throwing while on the ground	-2
Throwing downwards	+2

Burst Attacks (submachineguns):

Submachineguns are capable of tens of shots per combat round but also have voracious appetites as far as ammunition consumption is considered. For every 10 rounds expended in the attack there is a +1 bonus to the attack test and the Weapon Damage is increased by +2, *if target is within Short Range*. Attacker can fire as many rounds as he has left in the magazine.

Moe "Doc" Barlione fires 30 rounds at an enemy thug at close range. He makes a single attack test with +3 bonus to the skill value and subtracts 30 rounds from his magazine. If he hits, the Weapon Damage is +6 higher than it would be otherwise, representing the force of multiple bullets hitting the target.

Multiple Targets (submachineguns):

The rapid-fire capability of the submachinegun can also be used to attack multiple targets close to each other in a single action. He can make

normal attacks against them, but uses 10 rounds per target and the targets should be adjacent (because in this mode of fire attacker fires a stream of bullets cutting across all targets and everything between them). Multiple-target attacks are compatible with *Burst Fire*, but the first 10 rounds per target are ignored when figuring out burst effects and the attacker must fire an equal number of bullets at each target.

For example, "Pretty Boy" Floyd is firing at two policemen who are carrying Floyd's pal between them towards their car. Floyd is somewhat psychotic and he decides to free his pal by cutting the coppers down. He fires a stream of bullets extending from one policeman to the other. Unfortunately Floyd's pal is between them and thus there are three targets. Floyd makes attack test rolls against them all and uses 30 rounds. Floyd is pretty good with his spitter and cuts down both the coppers and his pal. If "Pretty Boy" Floyd had 60 rounds in his submachinegun, he could make the attacks as 10-round burst attacks by firing 20 rounds into each target, increasing his skill value in the attack test roll by +1 and weapon damage by +2 when figuring out hit effects. The first 10 rounds per target are not counted.

EXPLOSIVES:

Hand grenades and dynamite sticks do explosive damage which is handled differently. They are area effect weapons and scoring a direct hit with one is just a bonus. Anyone in the way of an incoming explosive round and is aware of it may attempt *Dodge* at the expense of their next Action (in this or the following round, whenever it occurs). The difficulty limit of the Dodge is as follows:

An unfurnished room, no cover	17
Open terrain, little or no cover	14
Corners, turns, massive objects, some cover	11
Foxholes, trenches, pilboxes, good cover	8

Explosive damage is given in two figures, *Basic Damage* and *Modifier*, separated by a slash "/". If the target is hit directly, the explosive damage affecting him is equal to *Basic Damage + Modifier x Margin*. The explosive damage affecting all others is *Basic Damage*, and each metre away from the point of impact reduces that damage by the *Modifier*. Also subtract *Modifier* from the damage for every *Margin* achieved in the *Dodge*. An explosive that misses scatters, going off 1D metres away from the target per every missed point of the test roll. Direction of the scatter is random. It will still affect all secondary targets within its area of effect.

Dynamite stick has a damage of 70/5. Every Margin of success in the attack adds +5 to the Basic Damage of 70, while every metre away from the explosion reduces it by -5, as does every Margin of Success in Dodging

BOUNCER

Talents: Very big, hard fist

Weaknesses: Not too smart, butterfingers and slow

Attributes 5/4
Initiative 2D+5
Willpower 5
Injury 12/24/48/96

BURGLAR

Talents: Moves quietly, knows the right places in the underworld, picks locks.

Weaknesses: Coward and greedy

Attributes 4/4
Initiative 2D+4
Willpower 3
Injury 9/18/36/72

CLERK

Talents: Keeps his files and folders in order, fast typewriter, knows his way around bureaucracy.

Weaknesses: Bored, physically weak, coward when faced with physical danger.

Attributes 4/3
Initiative 2D+3
Willpower 2
Injury 7/14/28/56

COURTESAN

Talents: Beautiful, excellent manners and plenty of charisma, knows how to manipulate people and squeeze both money and information out of them. Has courage to spare. Seductress.

Weaknesses: Physically frail, unused to athletics, hasn't fired a gun in his life.

Attributes 5/4
Initiative 2D+4
Willpower 6
Injury 8/16/32/64

DETECTIVE

Talents: Knows his way around the streets, does not frighten easily, high pain threshold. Likes doing criminal investigation and has plenty of experience.

Weaknesses: Does not get along with other people, not a pleasant face to look at and is not as agile as he used to be.

Attributes 5/4
Initiative 2D+5
Willpower 6
Injury 11/22/44/88

DOCTOR

Talents: Knows a great deal about narcotics and poisons and how to calm down hysterical or wounded people.

Weaknesses: Short-sighted, cowardly, does not like guns.

Attributes 4/4
Initiative 2D+4
Willpower 3
Injury 9/18/36/72

DON/CAPO

Talents: Excellent organiser and knows how to both persuade and intimidate others. Excellent business sense, clever and smart, and has seen too much to be really afraid of anything.

Weaknesses: Greedy, selfish, cruel and a bit old when it comes to excessive sports.

Attributes 7/5
Initiative 2D+5
Willpower 8
Injury 10/20/40/80

G-MAN

Talents: Young, athletic, industrious and well trained in the latest police methods and criminal investigation techniques. Strong-willed and brave.

Weaknesses: Stiff and uncompromising, not familiar with the ways of the street and often bigoted.

Attributes 5/4
Initiative 2D+5
Willpower 6
Injury 10/20/40/80

GAMBLER

Talents: Charismatic and good with both his hands and manners. Knows how to please women/men or talk his way out of trouble.

Weaknesses: Greedy

Attributes 4/4
Initiative 2D+4
Willpower 4
Injury 9/18/36/72

GUARD

Talents: Knows the place he works in and has sharp senses for trouble.

Weaknesses: Easily confused or distracted by beautiful females. Although not a coward, not exactly a veteran of combat and danger either.

Attributes 4/4

WILLPOWER:

If the character can be expected to see combat and danger often, his *Willpower* is equal to his *Primary Attribute*. If not, it is equal to his *Secondary Attribute*. If he has the weakness of being a coward, it is *Secondary Attribute - 1*.

INJURY:

Injury limits for a person. If he is big and tough and wounded often, use the *Primary Attribute* as Health-value. If not, use *Secondary Attribute* (-1 if he has a related weakness). If he is a gigantic hulking brute (it is a talent), use *Primary Attribute* +2. The figures given here are Wound/Heavy Wound/Incapacitated/Killed.

Health	INJURY:
2	7/14/28/56
3	8/16/32/64
4	9/18/36/72
5	10/20/40/80
6	11/22/44/88
7	12/24/48/96
8	13/26/52/104
9	14/28/56/112
10	15/30/60/120

Name	
Profession	
Talents	
Weaknesses	
Description	
Attributes	___/___
Initiative	D+
Willpower	___
Injury	___/___/___/___
Injury Den	
Notes	

Filling out cards like this for every NPC in your adventure will be very helpful to you as a Referee and having your players keep records of their hirelings and thugs they have with them is equally helpful to them. You may photocopy these from p. 62 and player-character sheets from p. 3.

the explosion. Dynamite sticks explode at the end of the round they were thrown and if someone has enough actions left he can pick one up and throw it back at the attacker.

ATTACK DAMAGE:

With the exception of explosive damage, all damage works in the same way. Every weapon has its *Damage* value. When target is hit by the weapon, multiply the *Damage* by *Margin*. Thus almost any weapon can inflict any kind of wound, although more powerful weapons are also likely to do more damage.

Margin of Attack x Weapon Damage

A revolver has a Weapon Damage of 10. Tex hits a target with a Margin of 3. He inflicts an attack damage of 3 x 10 = 30. Weapons in this game are powerful and firefights are deadly.

If the character wears something that might protect him from the attack, subtract 5 from Attack Damage for light covers (like when hiding behind a loose wooden fence and someone fires through it) or 10 points for a car door or 20 points for something that is likely to stop the bullet entirely.

FINAL DAMAGE AND GETTING WOUNDED:

When the Final Damage has been figured out, compare it with the *Injury Limits* of the target to see what kind of an injury has been created.

If Damage is less than "Wound"-limit in the Injury Levels it is **SCRATCH**

If Damage reaches or exceeds "Wound"-limit it is **WOUND**

If Damage reaches or exceeds "Heavy Wound"-limit it is **HEAVY WOUND**

If Damage reaches or exceeds "Incapacitated"-limit it is **INCAPACITATED**

If Damage reaches or exceeds "Killed"-limit it is an **INSTANT KILL**

An average person has a HLT of 4 and Injury Levels of 9+/18+/36+/72+. A hit with a Final Damage of 8 or less is Scratch. A hit with a Final Damage from 9 to 17 is a Wound. A hit with a Final Damage from 18 to 35 is a Heavy Wound. A hit with a Final Damage from 36 to 71 makes the target "Incapacitated". A hit with a Final Damage of 72 or more is an Instant Kill.

DAMAGE EFFECTS:

Each type of damage has its own effects, outlined below. Referee may come up with additional consequences, depending on the circumstances.

Scratch has no injury effects beyond a painful jolt.

Wound makes the character lose his actions (if any) for the current combat round and inflicts an *Injury Penalty* of -1 to all skill values and Initiative.

Heavy Wound makes the character fall down (one action to get up again), and lose all remaining actions for the round. It also inflicts an *Injury Penalty* of -2 to all skill values and Initiative. Maximum movement rate is reduced to walking speed.

Incapacitated knocks the character out (he is helpless but not necessarily unconscious unless the damage came from a single hit) and without medical aid he bleeds to death in HLT x 10 minutes. Any further hits (Wound-level or stronger) will kill the character.

Instant Kill kills the character instantly. No resuscitation is possible.

SHOCK EFFECT:

When the character takes multiple hits, his Injury Penalty accumulates. When the penalty figure exceeds character's WIL-value, the pain, bleeding and shock are too much for him and he becomes **Incapacitated**, with all the related effects. He is probably conscious and screams in agony.

UNTREATED INJURIES:

If a wounded character is left without medical treatment for an hour or so he begins to weaken. He must make a Routine HLT-test at the end of each hour, with his current Injury Penalty subtracted from his HLT-value. If he fails, he will receive 1 Wound. Eventually any untreated injury is serious enough to cause Wounds or more will make the patient go into shock and die.

FIRST AID:

The very first thing to do to a wounded person is to give him first aid. This remarkably useful skill covers almost everything from making one vomit ingested poisoned substances to resuscitating a "clinically dead" person (who has just recently died of bleeding after becoming *Incapacitated*. *Instant Kill*-victims are in too many pieces for any sort of resuscitation).

The difficulty of giving someone *First Aid* depends on how beat up he is.

NON-PLAYER CHARACTERS MADE SIMPLE:

All significant people who are likely to be around for a long time in your campaign should be developed accurately just like the characters but developing an NPC is not about distributing points but giving the NPC attribute and skill values that accurately represent his ability in those fields. But when there is no time for that and the Referee needs to whip up an NPC at a moment's notice use these values:

ATTRIBUTES:

Non-player characters have two attribute values, *Primary* and *Secondary*. Primary Attribute value is the assumed value of attributes relevant to his chosen profession (a bouncer would have high Strength and Health, while a scientist would have high Intelligence and Education values). Secondary Attribute value is the assumed value of his other attributes excluding possible weaknesses. Then look at the relative toughness of the character compared to others in his profession:

3/3	Feeble
4/3	Mediocre
4/4	Average
5/4	Good
6/5	Very good
7/5	Excellent

Under normal circumstances a person is assumed to have a skill value equal to his *Primary Attribute* in all skills that are directly relevant to his profession and to *Secondary Attribute* in skills that are not.

TALENTS:

Now some people are very good at something, usually defined as skills. Talent is usually a skill name but it can also be a feature of personality. Nevertheless when doing something in which he is talented in, his skill value is equal to his *Primary Attribute value* + 2 and if an attribute value is called for it is his *Primary Attribute*.

WEAKNESSES:

Now people can be old and feeble and stupid etc. When doing something directly related to a Weakness person has no effective skill value whatsoever and attribute value is considered to be equal to his *Secondary Attribute value* - 1.

INITIATIVE:

If a person can be expected to see combat often (several times in a year) his initiative is $2D + \text{Primary Attribute}$. If not, it is $2D + \text{Secondary Attribute}$. If he is a torpedo or some other pro, it is $3D + \text{Primary Attribute}$.

Act #1

The characters learn of the reward offered from the item and that their rivals are planning to steal it. They have already contacted and employed some of the best burglars in town to form a team of thieves for the purpose. The characters must move quickly.

Act #2

The characters must obtain museum blueprints from the city archives and additional information from the actual constructor or architect would not hurt. They learn of a crucial piece of plans that is currently in possession of the rival family and its team of thieves. They must steal it from the thieves (find their hiding place, sneak or storm their way into there and out again before the rival family has time to react). This will alert their rivals about the characters' intentions.

Act #3

The actual theft, probably a complex affair of circumventing alarm systems and museum guards. It is desirable that they do not have to fight there or leave any evidence pointing at their family. Using hired help is acceptable although they will demand a cut of the profit.

Act #4

Unknown to the characters thugs of the rival family have kept an eye on them and their movements and when their escape car departs from the museum they will be intercepted and pursued by two carloads of thugs armed to the teeth. A high-speed car chase with blazing guns ensues. The characters can't stop until they've either lost or taken out their pursuers.

Act #5

Rest and recreation after the theft, during which time they have to make sure that the law enforcement (or what is honest of it) does not pick up their trail or come up with any significant clues. Perhaps a greedy city official tries to blackmail them about the documents they accessed before the theft and needs to be taken for a ride, or a bit too eager G-man shows up and has to be carefully misled and possible witnesses silenced.

Act #6

The characters must contact the foreign millionaire (and also do some study as to how ruthless and violent he is; the only difference between him and a mafia don is that in the small Latin American country he comes from his activities are not considered criminal) and set up a meeting. They are invited to a party on his yacht, supposedly on a pleasure trip around the Caribbean and he insists on it. Too much, perhaps.

Act #7

Ship is like the city Rio during the carnivals with dancing girls and their host's South American courtiers are quite interested in meeting a "genuine Yanqui gangster" as well as indulging themselves openly in all vices known on Earth. Characters are seated next to each other on one long table facing the dancers, with their host on the other side of the dancing floor. At some time when girls have just left the floor, table cloth on their side of the host's table is lifted to reveal two men with submachineguns. If the characters have been suspicious, however, they are not surprised and can topple their table and take cover behind it (great holes will be knocked to the table but it reduces the hitting energy of the bullets next to nothing). A panic breaks out and with people running in all directions the characters can fight and run their way to the speedboat in which they were brought to the ship and escape. Their host orders his men to kill them, of course, but the ship full of panicking people is slowing them down.

Act #8

If they did get away, an envoy of their "host" seeks an audience next day, offering thrice the reward for the item and the family's promise of being silent about the whole affair. He can be bargained up to five times the original reward.

What is the level of the most serious hit the victim has taken:

Wounds	8
Heavy Wounds	11
Incapacitated	14
Resusciation	17

Possible modifiers to the skill value:

Adverse conditions	-2
Doctor's kit and fresh bandages available	+2
Hospital conditions and equipment	+4

Effects of a successful use of *First Aid* are the following:

**Reduce "Injury Penalty" by one
Patient is no longer "Incapacitated"
Natural healing begins**

If the character is brought back from *Incapacitated*-result, his *Injury Penalty* is equal to his WIL-value and healing begins from there.

NATURAL HEALING:

In normal conditions *Injury Penalty* decreases by 1 per each week of rest or light work. If the character does not take it easy, the time is increased to every two weeks. In very adverse conditions there is no healing at all, while in a hospital it takes only 5 days for the *Injury Penalty* to drop by one.

FIRE DAMAGE:

At the end of each round the character has been in contact with fire or extreme heat he takes damage **1D x Fire Strength**. If he is wearing flammable clothes or the fire is actually burning liquid, he catches fire and keeps burning for a while even after he leaves the flame (reduce the *Fire Strength* multiplier by one for each round after leaving the fire source). Most people panic from fire damage and a *Challenging WIL-test roll* is required to keep calm and attempt to smother the flames (reducing damage multiplier by one).

Small Flame, Torch	4
Medium Flame, Campfire	8
Large Fire, Alcohol	12
Firestorm, Gasoline	20

Character gets sprayed with burning liquid hydrocarbons (Fire Strength 12) and is now on fire. At the end of the first round he is hit with an attack damage of 1D x 12. The roll result is 4, so the initial damage is 4 x 12 = 48 points.

POISON EFFECTS:

Poisoning is basically a HLT-test roll, made when the conditions of poisoning are met, and the difficulty and effects of failure depend on the type of poison available. No poisoning is immediately lethal. Although cyanide knocks its victim out in one combat round, it takes 2D minutes for him to die. If antidote is given within that time, poisoning is halted and the patient will eventually recover. Add +3 to Difficulty Limit for excessive overdoses.

Toxic chemical or compound	11
Weak Poison	14
Strong Poison	17

STRANGULATION:

The aim of strangling is not in preventing the victim from breathing, but blocking the arteries to his brains. This causes an almost immediate unconsciousness and leads to death in HLT x 1 minutes. The challenge of a strangulation is obtaining a good hold of the subject, which usually happens by sneaking up on the victim from behind. One attempt to overcome the strangler with STR vs. STR is allowed. Strangler has a +3 bonus if he is using some sort of garrotte.

ALCOHOL EFFECTS:

After each significant intake of alcohol (pint of beer, glass of whiskey) the character may make a HLT-test roll. Initially it is *Easy* but increase difficulty by one level for each subsequent drink. Each failed roll inflicts a -1 penalty to physical and concentration tasks. When the skill penalty number is equal to character's INT-value, he is roaring drunk and barely conscious. When it exceeds his INT, he passes out for 1D hours. Each drink adds one hour to the duration of drunkenness. When it wears over he regains some of his senses but has an overall skill penalty equal to his drunkenness penalty (hangover). Hangover penalty is reduced by 1 for each 2 hours. Drunkenness penalties also apply to WIL-test rolls when resisting provocation or seduction.

Character takes three doses of alcohol and fails twice. His drunkenness penalty is -2 and lasts for three hours (since he took three doses of alcohol), after which he has 4 hours of hangover.

PREPARED ADVENTURES:

Most of the trouble the family has with its businesses or takeovers are minor, one session things. But every now and then, perhaps in one adventure out of ten, things should be different. To bring romance and epic to the story, the Referee should also write down additional adventures, one that either replace the trouble or are undertaken voluntarily. They should be dark but humorous, last several sessions and have plenty of NPCs that will, if they survive the adventure, become friends, contacts and enemies to the characters in the future. The adventure is long so it is worth 3 points when roleplayed through. And if personal goals such as vengeance are not enough to motivate the characters, a long adventure like this should benefit the family greatly if completed successfully and hurt the family somehow if it fails.

Example: There is an exhibition of Egyptian treasures or something like that in the city and the characters learn that a wealthy foreign person is willing to pay handsomely for certain items that are there. They also know that a rival family is preparing to steal those items and with the money they are sure to mount an offensive against the character family to take back the businesses they have lost. Characters must get to the item first and delay the rival family without starting a war or giving them a reason to suspect anything.

After the item has been stolen a meeting with the buyer is arranged on a luxurious yacht just out of the harbour. Buyer turns out to be a South American millionaire and no better than the characters. He will try to have the characters murdered during the celebration so that he need not pay, but if the characters can avoid his trap and escape with the item they can seriously complicate his relations with the US authorities by threatening to expose his role in the theft to the public (he is not a mafioso and not protected by "omerta") and he will be apologetic and willing to pay a great deal more to prevent that from happening.

The easiest way to design a good adventure is to think about it as a play with several acts. An act is a single, important event, theme or a place. Between acts, the scenery changes and NPCs (non-player-characters) are changed too, unless there is a good reason for them being also in the next act. It is a bit hard to explain the use of acts, but on the following page is the adventure example when it is broken down into acts.

This example is intended for fairly beginning characters who still have to do the difficult jobs themselves or with limited supply of hired help. Notice how the "script" looks like a movie script? It is intentional and the more your adventure scripts look like one, the better.

65. A medium-strength family decides to put an end to the characters' hopes of becoming a major family and moves in on them and their businesses with force and numbers. Characters either give them one of their turfs (one with significant family presence) peacefully or face a mob war.

66. Using a social event as a bait a big family tries to lure the characters into a trap and massacre them all at once. If it fails and the character family continues to exist the big family and its lieutenants start a mob war (big family can also be a coalition of lesser families) and the character family can survive only by allying itself with some other big family, which in turn means they are in danger of becoming assimilated.

MOB WARS:

When two families seek to eliminate or substantially reduce one another a mob war occurs. Each family and its lieutenants organise *Respect x 1* moves per week against the businesses and hideouts of the other gang, destroying them and the people defending them. Roll 1D and see the table below:

1-2	Destroying a business
3-4	Killing a family member
5	A lieutenant changes sides
6	Major shift in alliances

Both sides are trying to attract the lieutenants of the other to join them as well as recruit other families to join in battle.

Neutral families prefer to stay that way, but framing them to get the enemy attack them or spreading the gangster war foolishly on their turfs could change that.

Although truce can be declared, Mob Wars rarely end peacefully. Too much blood has been shed and there is too much to be avenged for the families involved to just walk away.



John Dillinger

DRUG USE:

Narcotics are essentially strong poisons that cloud the user's mind and mess up with his nerve system. Many are addictive and the character requires a shot of stuff every second day. Kicking a habit takes a month of trying and is a *Difficult* WIL-test and even then occasional temptations may occur throughout the character's remaining lifetime.

Amphetamines add +1 to physical skill values and the character can ignore his current Injury Penalty for 1D hours, after which time the character receives a -1 Injury Penalty. The character is irritable and must make a *Challenging* WIL-test roll to avoid reacting violently to any provocation. Ingested. Expensive.

Cocaine gives the user a sensation of extreme well-being lasting 1D3 x 10 minutes, dissipating any sensation of tiredness and stress for the duration of effect. Add +1 to social skill values for the duration of effect. Inhaled. Cheap.

Heroin also gives the user a sensation of extreme well-being, but it is stronger than in cocaine and more addictive. Add +1 to social skill values for the duration of effect (1D hours). Even a single use of this drug is enough to cause addiction, and kicking the habit is *Very Difficult*. Many sell everything they have to get more. Injected. Expensive.

Marijuana is smoked as cigarettes (reefers) and gives a sensation of being relaxed and a little drowsy. -2 drunkenness penalty for 1D hours.

Opium makes the user fall asleep with sweet dreams. Duration of the effect is 1D hours and the user is helpless. Smoked in pipes. Cheap.

BLACKJACK:

Hitting a guy with a sandbag is about knocking him out without killing him. Any blunt object can be used but a sandbag guarantees there will be no accidents. This kind of attack can't be made unless target is restrained or struck from behind (Difficulty 7). With *Wound*-result he is out for an hour. *Heavy Wound* puts him out for two and *Incapacitated* puts him out for six, but no actual damage is done.

A variation of this theme is professional boxing. Because of the stun effect all *Injury Penalties* are counted as they were normal, but actual *Injury Penalty* is only half of it as far as lethal damage (dying) is concerned. At *Incapacitated* or worse the boxer is knocked out. If he is *Killed* with a single blow then he has suffered critical injuries and may die.

WEAPON LIST:

First is the name of the skill used in attack test rolls. Next comes "INI" or the *Initiative Bonus* added to initiative roll result when attacking with the weapon. Next is "DAM", the damage value of the weapon when used in combat. Then comes the magazine capacity and short/medium/long ranges in metres (if any).

ARMED/BLUNT	INI	DAM	MAG RANGES		COST:
One-hand item*	0	STR+2	-	-	\$0.20- \$2.00
Two-hand item**	+2	STR+4	-	-	\$1.00- \$5.00

* Police batons, bottles, pistol handles, wrenches etc.

**Rifle butts, staves, baseball bats, golf clubs etc.

ARMED/EDGED	INI	DAM	MAG RANGES		COST
Axe (2h)	0	STR+6	-	-	\$2.00
Knife	+3	STR+2	-	5/10/15	\$1.00
Rapier-walking cane	+6	STR+3	-	-	\$10.00
Switchblade	0	STR+1	-	5/10/15	\$1.50
Sword	+3	STR+4	-	-	\$10.00

UNARMED	INI	DAM	MAG RANGES		COST
Bare Fist	0	STR	-	-	-
Knuckledusters	0	STR+1	-	-	\$0.50

PISTOL	INI	DAM	MAG RANGES		COST
.22 Derringer	+5	5	2	5/10/20	\$15.00
.25 Pistol	+3	6	5	10/20/40	\$18.00
.32 Pistol	+3	7	6	18/36/72	\$25.00
.355 Pistol (9mm)	+3	8	13	25/50/100	\$30.00
.38 Pistol	+3	8	8	30/60/90	\$40.00
.45 Pistol (Luger)	+3	9	7	30/60/90	\$50.00
.25 Revolver	+3	7	6	15/30/60	\$18.00
.32 Revolver	+3	8	6	24/48/96	\$20.00
.38 Revolver (Webley)	+3	8	6	35/70/140	\$24.00
.41 Revolver	+3	9	6	40/80/160	\$30.00
.44 Revolver (Magnum)	+3	10	6	40/80/160	\$45.00
.45 Revolver	+3	9	6	40/80/160	\$38.00

RIFLES	INI	DAM	MAG RANGES		COST:
.22 Hunting Rifle	0	10	5	80/160/320	\$42.00
.30-06 M1904 Rifle	0	12	5	150/300/600	\$130
Elephant Gun (old)	-4	15	4	240/480/1000	\$260

culprits) a random family member is going to be arrested after 2+1D3 weeks.

42. A hitman hired for a temporary assignment against a rival family gets greedy and threatens to change sides unless paid more money. Family needs to set an example to others once again.

43. A fight in an illegal bar or brothel ends up in a fatal punch or knife-wound. The problem is that one of the victims was someone important (governor's son etc.) and there will be hell to pay if those who care find out. Family must make everything look like an accident convincingly enough to fool the forensics team.

44. A notorious band of criminals starts making bank robberies and other crimes in the family's turf, bringing unwanted police activity with them. They must go, away or 6ft under.

45. An FBI-agent with his aides is snooping around and gets one the illegal businesses busted (income lost, place closed) and since cops have suddenly turned honest it can't be reopened as long as this guy is around. But he can't be killed either. A very good "accident" might do it but the best solution is to get extremely subtle.

46. A lieutenant or some other important person in the family has been talking friendly with rival families and the characters find out about it. This can't be tolerated but the person in question is smart and has pals of his own to protect him. Perhaps he could be framed and the FBI would do the rest, but it would have to be done without breaking *omerta*. If he is left alone, sooner or later he and all his businesses will change sides. Sooner, if the characters start taking businesses away from him.

51. A snooping reporter gets his hands on a hot piece of news about the family, but makes the mistake of trying to blackmail the family. He can be iced, but he has hidden his materials somewhere and another family as well as the FBI is already searching for them.

52. An aging police detective turns vigilante. He is good and has contacts to spare and if

he is killed the cops are going to be very upset. He must be calmed down by other means.

53. A local politician decides to make anti-crime activities his theme for the coming elections. He must be bribed or intimidated into silence before he inspires too many of his voters.

54. There is evidence that someone is leaking family affairs to a rival family or even to the FBI and characters must find out who the informant is. It turns out to be someone close to the characters.

55. Someone makes a severe hit against the family and evidence points to a rival family. But in reality the evidence is planted. A third family is trying to start a mob war between the two to weaken them. Good thing if the characters need an excuse. Bad if they don't.

56. A big family from somewhere else has a temporary assignment for the character family in exchange for a fee of \$100,000. Many of the other families in the city hope that the character family fails.

61. A big family wants the character family "give up" some of its businesses in exchange for "protection". Characters must give the big family a slap without starting a mob war in the process. If they go with it, their reputation and future in this city is shot.

62. A smaller family tries to expand its turf by carving it out of character family's current holdings. They must be kicked back into their own turf and then some.

63. A big family tries to make it look like another big family was preparing to move against the characters, hoping to trick them becoming lieutenants in exchange for "protection". This would be a first step in a peaceful assimilation of character's turf.

64. An important politician etc. is caught on film while enjoying his stay in an illegal house owned by the family and there is a public scandal. City politics may become hostile to the family unless they solve the crisis somehow.

1D66RANDOM TROUBLE:

11. A commoner refuses to pay for protection. Killing him might be a bit harsh.

12. A bar or gambling den is broken into and 1D x \$5000 taken from there. The thief must be punished as an example to others and his loot must be found.

13. A-bit-too-honest cop appears to the streets, determined to keep them crime-free. Perhaps what is required here is an accident.

14. A group (2D) of street punks aspiring to become gangsters appear on turf streets trying to collect protection money.

15. A low-level member of the organisation has been stealing small sums of money intended for family coffers. Family needs to set an example.

16. Local priest stands up to the family, inspiring others to do likewise. They must shut him up without killing him.

21. A low-level member of the organisation panics at a police arrest and kills a cop. He is now in hiding and the cops are furious. There is serious trouble if he is not turned over to the cops within a week.

22. To appease popular opinion police shuts down a random criminal business for a week and makes 1D significant arrests. These people must be talked out of jail and the place reopened.

23. A minor member of the organisation breaks down while in police custody. That is nothing, except that the FBI happens to be around. This fellow has broken *omerta*, the code of silence, and must be taken out before FBI can move him into a maximum-security facility somewhere.

24. A witness to a crime committed long ago has surfaced and FBI is eagerly planning to prosecute a family member. Police contacts tip the family off and they have one week to locate the witness (doing some police work themselves) and ensure that the case never comes to court.

25. A rival family hijacks a smuggler load. One smuggling business gives no profit and unless the family put an end to these hijackings the trend will continue.

26. A citizen-turned-vigilante begins making hit-and-run attacks against family employees. He has little skill but a Tommy Gun with plenty of bullets so he needs very little. His identity must be discovered and he must be stopped, or one day he will make a hit against the characters.

31. A professional killer makes a hit against a family member. Successful or not, he must be stopped and his employers (rival family) taught a lesson, or the hits will continue.

32. Thugs from rival family smash into a business owned by the characters and inflicts 1D x \$5000 worth of damage. A mob war is close.

33. A gambling den worker steals the week's winnings and flees. Family has one week to find him before he flees town with his girlfriend/boyfriend or family.

34. There is a fire in one of the businesses and fire department is called in. In the process the criminal nature of the business is revealed and a week's winnings are confiscated and the place is closed. Winnings are probably lost but reopening the place takes some serious smooth talking with city officials.

35. An opportunity for blackmailing some important person occurs but the documents etc. are stolen by a thief employed by a rival gang. Unfortunately the thief decides to keep them himself, even if both the character family and the employers are in hot pursuit.

36. A skilled criminal or even a torpedo kidnap a family member or someone he loves and demands a \$200,000 ransom for him. If he can pull it off, someone is bound to try the same trick in the future.

41. A serious open crime occurs in the city and evidence planted there points towards the character family. Someone is framing them but the cops buy it. If they can't prove their innocence (or better yet find the real

SHOTGUNS	INI	DAM	MAG RANGES	COST:
12-gauge standard	0	18	2 30/50/70	\$50.00
12-gauge pump-action	0	18	6 20/40/60	\$70.00
12-gauge sawn-off	+2	18	2 5/10/20	\$35.00

SUBMACHINEGUNS	INI	DAM	MAG RANGES	COST
Thompson "Tommy"	0	8	100* 20/40/80	\$175

** Also 20-round box-magazines exist. Drum magazines clatter when the attacker moves, making it unsuitable for silent operations, while box-magazines are favoured by the army because of their durability and silence.*

EXPLOSIVES	INI	DAM	RANGES	COST
Hand Grenade	0	70/10	15/30/50	\$15
Dynamite Stick	0	50/5	15/30/50	\$10
Homemade bomb	0	100/8	10/20/40	\$25

AMMUNITION:	COST:
Pistol/Submachinegun ammunition, box of 100	\$10*
Rifle Ammunition, box of 100	\$20*
Shotgun ammunition, box of 50	\$15

**Calibre-specific. Ammo for one calibre will not fit another calibre.*

CONCEALING WEAPONS:

Derringer can be hidden into almost anywhere, including certain body cavities (true!) of both sexes or practically any piece of clothing.

Pistols can be hidden into pockets or tucking them under your belt behind your back, or perhaps strapping one onto your stomach or against your leg.

Revolvers can be hidden into large coat pockets (trouser pockets are too small) or into shoulder holsters. But they are a bit massive.

Rifles can't be hidden, unless they are disassembled into innocent-looking parts that are then concealed individually.

Shotguns can be hidden beneath suspicious-looking trenchcoats and other massive clothing. Sawn-offs are easier to hide than others. All shotguns fit into violin cases.

"Tommy" Submachinegun can't usually be hidden, although in bad-visibility situations a long trenchcoat might do the trick. If the drum-magazine is detached, Tommy Gun fits into a full-sized violin case.

GEAR LIST:

On these pages we list most of the items and services that can be bought with honest (or dishonest) US dollars.

Air travel ticket	\$150.00
Alarm clock	\$2.00
Average meal	\$0.50
Basic toolkit	\$15.00
Binoculars	\$30.00
Bottle of booze*	\$1.00
Bottle of good liquor*	\$3.00
Bullet-proof vest**	\$30.00
Cab fare per mile	\$0.05
Camera, high quality	\$50.00
Camera, small	\$2.50
Cap	\$1.00
Cheap narcotic*	\$7.00
Cigar	\$0.10
Cigarette lighter	\$0.50
Complex toolkit	\$30.00
Day in a hospital	\$3.00
Denim pants (jeans)	\$3.00
Doctor's toolkit	\$50.00
Dress	\$3.00
Drink in a bar*	\$0.50
Expensive narcotic*	\$20.00
Evening gown	\$15.00
Ferry trip	\$0.10
Film, b/w, 6 pics	\$1.00
Flash for camera	\$8.00
Flash bulbs, one-use	\$0.10
Flashlight	\$2.00
Gas mask	\$5.00
Gasoline, per gallon	\$0.20
Going to the movies	\$0.10
Good meal	\$1.50
Hat	\$3.00
Hip holster	\$1.00
Injector needle	\$3.00
Leather gloves	\$2.00
Leather jacket	\$7.00
Magazine	\$0.10

Mansion	\$15000.00
Medical attention	\$5.00
Motorist jacket	\$12.00
Newspaper	\$0.05
Night in a bad hotel	\$1.00
Night in a fair hotel	\$5.00
Night in a fine hotel	\$20.00
Nightclub entrance	\$0.25
Ocean travel, 1st class	\$100.00/d
Ocean travel, liner	\$35.00/d
Ocean travel, tramp	\$10.00/d
Overcoat	\$7.50
Prostitute, cheap	\$2.00
Prostitute, good	\$5.00
Prostitute, illegal	\$15.00
"Reefer" cigarette	\$2.00
Rent per month, elite	\$100.00
Rent per month, fine	\$30.00
Rent per month, slum	\$10.00
Rope, 10 metres	\$1.00
Shave and haircut	\$0.75
Shoulder holster	\$1.50
Shovel	\$1.00
Streetcar token	\$0.05
Subway token	\$0.05
Suit	\$10.00
Telescope	\$12.00
Top hat	\$5.00
Train travel	\$10.00
Train/ship meal	\$1.50
Travel trunk	\$10.00
Trenchcoat	\$10.00
Tuxedo	\$25.00
Typewriter	\$25.00
Watch	\$5.00
White gloves	\$1.00

* *Illegal, even if not hard to get.*

RISKS AND PROBLEMS:

If the family seeks to overtake someone else's business or plans a jewelry theft they are looking for trouble, but there is always plenty of action in the gangland even if they are trying to take it easy. At the beginning of each week the Referee rolls 2D against their total *Risk*, ignoring fractions. If the result is equal to or less than the *Risk* value, there is an incident during the week (roll the day with 1D beginning from Mondays; nothing happens on Sundays) that requires an adventure or at least family deliberation to solve.

The Risk-roll and the problems resulting from it are rolled and applied mercilessly, even if the family is preoccupied with other matters.

Most of the problems and opportunities arising from Risk rolls are (or should be) petty affairs, 1pt adventures if they are roleplayed out or worth nothing if solved with *Muscle Points* or some other form of indirect character action and 2pt adventures if they have lengthy and complex consequences due to the family's present state of affairs.

But every once in a while the Referee should inject a prepared and lengthy 3pt adventure, a gangster story from the beginning to the end that would be a great victory or gain to the family if it succeeds and a grave loss if it does not. And even if the week passes without problems, there is always something going on in the underworld of any city, from social events to changes in world politics, effects of which no family can avoid or prevent. Roll 2D to see what happens.

- | | |
|-----------|--|
| 2 | Major Mob War |
| 3 | Minor Mob War |
| 4 | Shift in the balance of power |
| 5 | Internal dispute in some family |
| 6 | Anonymous hit against a major Don |
| 7 | Nothing special |
| 8 | Minor social event |
| 9 | Major social event |
| 10 | Change in city politics |
| 11 | A major public event |
| 12 | Change in national politics (war etc.) |

Sidestepping regulations	2
Breach of regulations	4
Minor offence	5
Medium offence	10
Major offence	15
Capital offence	20

If the total is equal to or more than the influence score required, the wish is granted. In our example, if the "buddy" had been arrested for being publicly drunk a score of 5+ is sufficient to make them release him. But if he were accused of murder with reliable witnesses in existence, he is guilty of a *Capital offence* and making him walk would take a result of 20+. Of course, adding personal bribes for the chief will ease the task.

Influence	City Cost	Law Cost	Political Cost
1	\$10,000	\$20,000	\$30,000
2	\$20,000	\$40,000	\$60,000
3	\$40,000	\$80,000	\$120,000
4	\$80,000	\$160,000	\$240,000
5	\$160,000	\$320,000	\$480,000
6	\$320,000	\$640,000	\$960,000
7	\$640,000	\$1,280,000	\$1,920,000
8	\$1,280,000	\$2,560,000	\$3,840,000
9	\$2,560,000	\$5,120,000	\$7,680,000

Costs are per week. If the family does not pay, it has no influence on the above mentioned institutions during the week in question. The fields of influence overlap a little and Referees are advised to take it easy with these rules and roleplay these situations as much as possible. If it all depends on one person only and that person can be reached, paying 10% of family's current Influence cost to him as a bribe will make the Smooth Talk-test one difficulty level easier, if the person is vulnerable to bribery in the first place.

In our example on the previous page a family member tries to get a mafioso charged with an assault on a common citizen free. It is a medium offence but the Chief is in good mood and the skill test is Routine (8). The family has a Law Influence score of 4 (costing \$160,000 each week). To get a person out of medium offence takes a total score of 10 or more. The family member needs a Margin of 3 or more (or a total result of 11 or more) to make it. But the family representative hits the chief's table with a stack of \$16,000 and his heart melts, reducing difficulty to Easy (5). Now a total result of 8 or more is sufficient.

VEHICLES:

Motorcycle	\$200
2-seater	\$300
4-seater	\$500
2-seater sportster	\$2500
Limousine	\$3000
Truck	\$750

Living costs include servants, housemaids, compulsory clothing, homecooked meals, occasional social events etc. If the character spends enough (and is given enough money when family income is distributed) he does not have worry about petty sums and expenses.

CRIMINAL SERVICES:

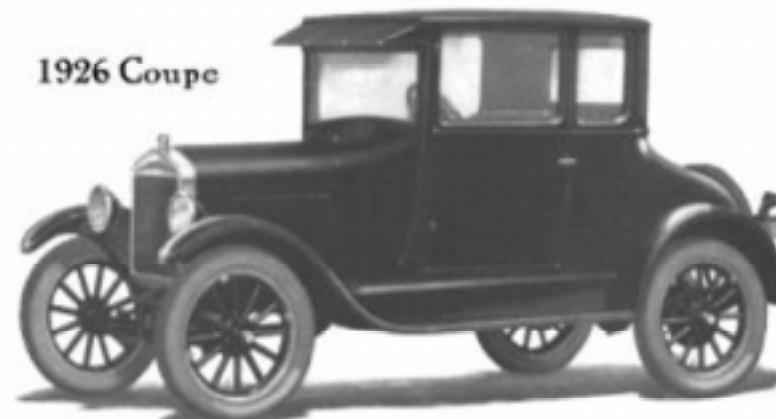
A hit by a street thug	\$400.00
A hit by a hitman	\$1000.00
A hit by a torpedo	\$20000.00
Forged document	\$150.00
Plastic surgery	\$500.00

Hiring a smuggler or burglar to aid in you in a gig or robbery costs a 10% cut of the total loot.

LIVING COST, monthly

Poor	\$20.00
Average	\$100.00
Good	\$200.00
Wealthy	\$800.00
Luxurious	\$2000.00
Ultra-rich	\$5000.00
Minor social event	\$100.00
Small social event	\$300.00
Medium social event	\$1000.00
Large social event	\$2000.00
Gigantic social event	\$10000.00

1926 Coupe



THE ART OF MURDER

Or: "How to avoid using the combat system"

Combat system is good and fast but it deals with more or less fair firefights where everyone is shooting or swinging at one another. While such instances are not actually rare in gangster life, no-one in his right mind gets into one deliberately. When you pack your pals into a Cadillac and drove to some other part of town to waste your enemies' hideout you are not planning to get into a firefight but to stage an ambush, inflicting maximum casualties during the short while your opponents are surprised and then leave. If *Combat Shot* difficulty limit of 11 seems high to you, perhaps you should avoid situations where it is used. Gangster fights are about murder, not battle.

Handshake Murder:

Go to meet someone you are about to waste but who is not openly hostile towards you and offer him a hand in friendship. When he shakes your hand, hold tight so that he can't dodge and put a pistol against his stomach and blow him away (Sure Shot). You can also have your companions do the shooting for you.

Distraction Murder:

The most obvious way to make your target careless is to offer him a false sense of security. A good-looking female and a friendly dinner will do the job. He'll still keep his eyes on you, but at some point the female may stab him with something or your companion who has now been able approach without arousing suspicions can put a bullet into his head at point-blank range.

Drive-by shooting:

Driving past your target at high speed makes him hard to hit, so you'll have to use massive firepower to get him (Tommy guns are good for this). Usually hitting a surprised target from a fast-moving vehicle has a difficulty limit of 11 (Combat Shot) and if your target sees you coming and is ready it is a Hard Shot (14). But suppose you wait until he goes to a phone booth or a doorway where he can't sidestep your attack. Then you just drive by and perforate the phone booth (Easy Shot: 8).

Of course, if you are on foot also and not in a fast moving vehicle, catching your target in a phone booth makes him a Sure Shot (5). It is a narrow space where he can't dodge or take cover.

Informant is a thug or even a mafioso in another family (his placement must be decided) who listens to all the rumours circulating in the family in case there is something the character family should know. If the infiltrated family is about to move against the characters roll 1D per informant. On a result of "6" he manages to warn the characters of an impending danger. On a result of "1" he is caught and taken for a ride. Costs \$1000/week per informant.

Lawyer is a slick professional of the legal trade that can get the family out of legal trouble. When being charged with something, roll 1D per lawyer. "6" means the charges are dropped. \$10,000 per week.

INFLUENCE AND PRESTIGE:

This represents the family's power in the society and it comes through a combination of fear, intimidation and widespread bribery. The maximum value for any *Influence*-score is family's *Respect*. No amount of money will increase it past that value. There are three *Influence*-scores:

City Influence tells the family's power over the city life, its media, public opinion, transportation, medical services, administration and bureaucracy. It can get documents misplaced, snooping detectives lose interest in family matters and confidential information released from the city archives. It is gained by both bribery and charity.

Law Influence tells family's power over the local law enforcement and its tendency to ignore crimes committed by members of the family, cooperation in the harassment of the family's enemies or the likelihood of important evidence suddenly disappearing before a trial of a family member or classified information concerning witnesses and their locations.

Political Influence tells the family's power over local and national politicians, city council members, senators, congressmen, governor etc. This is the only way to obstruct FBI activities without jeopardising one's relationship with the local law enforcement.

USING INFLUENCE:

Let's say a member of the family goes to visit the local chief of police and says "I want my buddy X out of jail this night. What can you do about it?" Since there has been nothing that would have made the law-family relationship worse and the chief is not very honest so it is a *Routine* test roll of *Smooth Talk*. Multiply the Margin of Success with family's *Law Influence*-score and compare the result to the table below:

USING HENCHMEN:

Thugs, mafiosos and torpedoes can be included as non-player character companions and adjutants in the adventures (prominent mafiosos and torpedoes enlisted by the family should be given names and personalities). Thugs are less important but can also be taken along for adventures where additional firepower and muscle is called for.

If the family is big enough to let its hirelings take care of small problems the enemy can be *outmuscled*. When trashing an enemy business to drive them off, the opposition is worth *Respect x 1 Muscle Points*. When fighting an enemy attack force (like stopping their attempt to regain a lost business or assassinating an enemy lieutenant the opposition is worth *Respect x 3 Muscle Points*). When making a hit against an enemy stronghold, such as trying to take out a Don of a small family, the opposition is worth *Respect x 5*. If they know you are coming and are prepared, the opposition is worth *Respect x 10 Muscle Points*.

Both sides roll *Muscle Points + 1D* (remember that each Torpedo adds 1D to the roll). Higher total wins, driving off the side with a lesser total and inflicting twice its roll result (not counting Muscle Points) in casualties. The losing side inflicts casualties equal to half of their roll result (round up). In case of a draw both sides inflict their roll result in casualties to each other and the attacking side, if it can be determined, withdraws.

Casualties are measured mostly in thugs. A result of "6" on any dice means that a mafioso or a torpedo has been slain. Otherwise the people killed in the process are all thugs. If there are more "thug" casualties than there are thugs involved, kill off the thugs and ignore the rest. If one side is completely wiped out it loses, even if it "won" the rolls. It just inflicted horrendous casualties on the enemy before it was put down.

OTHER HIRELINGS:

Not all people employed by mafia are killers. Each business controlled will add tens of people into the organisation; dancing girls, bartenders, bet brokers, drug pushers, smugglers, bouncers, chemists etc. They and their salaries have been taken into account when figuring out the income value of each illegal business.

But there are other kinds of hirelings as well, people who are specialists in their own fields of interest and not part of any existing business.

Frontman is used to launder money made with illegal activities by making it go through the bookkeeping process of an apparently legitimate business. Costs \$50,000 per week but makes all investigations into the family's financial affairs one step more difficult.

Sniper attack:

If you put a sniper with a high-powered rifle on the job and he takes position on the rooftop or in a window of a house facing the apartment of your target, he can observe the target through his apartment windows and take a shot at him (Easy Shot unless the angle is especially bad). If the target stops to answer a telephone, watch the view or goes to shower and forgets the curtains, it is a Sure Shot.

Poisoning:

Although most poisons your family has access to have readily available antidotes, only few gangsters can identify the poison from the symptoms. And especially if your target is a wanted criminal or otherwise unwilling to enter public institutions, there is a limited number of doctors and places where they can take him. If the poison does not kill him, the ambush waiting for him at his favourite doctor will.

Crowd-stabbing:

Knives and other concealable sharp objects are excellent when you pass by your target in a crowd and keep your hand low, beneath the general chin-level of the crowd, when stabbing him into some vital spot. The smaller the blade, the better. If he is surprised, he gets no defence and the Difficulty Limit is 7. With a small blade the little blood coming out of the wound will be soaked by his cloak and produce the appearance of a heart seizure instead of a murder. You can poison the blade for additional effect.

Booby-traps:

Rigging explosives to a car is not a quiet way to get rid of someone, but it works so if you don't mind extra publicity, go ahead.

Capone Dinner:

Have your opponent sit down (at a dinner table, for example) and have someone attract their attention to himself (or you do it yourself if you have strong assistants). When they've done it, have someone bash their heads in with something heavy from behind. They have no defence (Difficulty limit 7) and the attacker has higher ground and longer weapon (+2 to the attack test roll value). Crack!

Surprise Cake:

Usually beautiful dancers pop out of cakes, but it could also be a guy with a submachinegun. Firing continuously he could use his surprise action to take out several people before anyone has time to react. Gunmen can also hide into trash cans, roof supports, ventilation ducts, elevator roofs (perforating the roof and everyone in the elevator when they attack etc.). Attack is simple. The placement of the attacker takes planning.

MOBSTERS

REFEREEING & CAMPAIGNING



per week. Also the adventures about taking over more lucrative businesses should be harder or lead to further adventures as the original owners strike back at the character family.

AREA OF INFLUENCE:

At the beginning characters may target only businesses within a single turf. When they have complete control over that turf, they can start attacking or worming their way into businesses in adjacent turfs, depending on the attitudes of local families. It is generally a good idea to limit the expansion into one turf at a time since this means there are fewer enemies to deal with and you can ally yourself with your other neighbours against a tougher opponent.

THUGS, MAFIOSOS, TORPEDOES:

When a family grows, its enemies grow bigger and more numerous. Employees and temporary contracts with professional killers are required to maintain a sufficient level of readiness against a hostile family. Post-WWI America has plenty of people trained in the use of arms and accustomed to violence, who have not been able to fit into the society when peace came. They are hired when figuring out expenses one week and become available next week. This means that if the family is attacked suddenly they can only bring their usual forces to bear. Additional people hired during the week do not become available until next week. That is why maintaining an army of sorts is essential. Having these henchmen around will also cover servants, chauffeurs, bodyguards etc.

Thugs include anyone who can pull a trigger and can be trusted with low-level jobs that keep the organisation going. They are worth *0.5 Muscle Points* each and cost \$500/week. Greater families have hundreds of these “footsoldiers”. They are also the least talented and dependable of all people within the organisation.

Mafiosos are couriers, hitmen, bodyguards and the like. They are worth *1 Muscle Point* each and are often assigned to lead groups of thugs or oversee operations the family does not get personally involved in. Their salary is \$2000/week. Mafiosos are reasonably reliable (some are extremely so) and can be trusted with complicated jobs. Many of them end up as the “right hands” of the actual family members.

Torpedoes are professional killers, one-man armies of extreme talent, guts and coolness. They are worth *+1D* whenever included into an attack force (*muscle points*). They are very expensive, but if paid well, utterly reliable and hard to kill. There is usually no more than a handful of real torpedo-level killers in any city. They cost \$10,000 per week and \$50,000 bonus per hit, if the family keeps them as part of the organisation.

Generating a random turf:

Although it would be nice to have accurate information about every possible turf in the 1920s America it is not possible and alternative systems will have to be used. Geographically a turf is an area of couple of square kilometres of city bordered by major streets, canals, railroads or geographical formations. In any case the turf boundaries must be related to something real. Splitting a city block in two won't work.

Number of Businesses:

Poor turf	1D
Rich turf	2D

Nature of Businesses:

1D	Residential	Bussines	Seaside	Industrial
1	Protection	Betting	Brothel	Bootlegging
2	Protection	Protection	Hidden Bar	Smuggling
3	Bootlegging	Gambling Den	Opium Den	Protection
4	Drug Pushing	Hidden Bar	Smuggling	Fencing
5	Street Whores	Brothel	Fencing	Empty slot
6	Empty slot	Empty Slot	Empty Slot	Empty slot

TAKING OVER:

The two basic methods of taking over businesses is either by force or by diplomacy and alliance. If the characters strike boldly and without warning, driving the other family off the street and away from the business, they may take it over, although the family will make at least one (and usually several) forceful attempt to regain it, although smaller families will usually be more desperate in regaining it. This will transfer the full income and Risk from the business to the invading family and may start a Mob War between the families, especially if they kill someone of a rank higher than thug in the process.

The other way to take over businesses is lieutenantancy, usually earned through favours, partnership, agreement on mutual defence against a third party etc. But a small bunch of criminals, like the characters at the start of their career usually interest no-one as possible lieutenants, unless they have powerful relatives or contacts to begin with. Even then they have to prove themselves before they are taken seriously.

In game terms at the early stages of the play taking over a bussines from a competitor or establishing a business on an empty slotis an adventure, every one of them. Later, when they have hirelings, each minor bussines of a rival family is defended by Respect x 1 Muscle Points which must be overcome. Double the muscle if income from the place is \$50,000 or more

REFEREEING:

We hope that you know something about gamemastering (or "Refereeing") already. To make it short you are the narrator of the story who tells the players what their characters perceive and know about the world and circumstances around them and who also decides the actions of the world in which the characters live. Although they get to decide what their characters will do, you decide what effect their actions might have on the current situation. You must be as fair as possible but also provide them with a good story in return for them providing you with interesting lively characters. You must be as interesting as possible in your descriptions of their surroundings. You must decide the actions of their friends and enemies, in fact anyone living in the game world but not controlled by a character. Sometimes you can also cheat in dice rolls and results "if it makes a good story". Game is supposed to be fun and compared to that all factors are secondary. For more detailed instructions about the art of Refereeing see any of our "commercial games". Here are just a few general and setting-specific tips:

1. This is your game. If the rule does not suit your purpose, ignore it.
2. Keep it low. Most enemies and problems in gangster world are of low level and mundane in nature, regardless of their importance to the characters.
3. Make each NPC, even if insignificant, interesting and colourful when described. Improve manners of speech and tone of voice.
4. Avoid using game mechanics in your speech whenever possible and describe skill uses and their effects as graphically as you can.
5. Life as a gangster is hard. Do not be afraid to hurt the characters (they rarely die of a single shot since they have Karma-points). New characters are easy to create with these rules.
6. Always give them a chance. Game is supposed to be fun and it is rarely that the character's can't win no matter what.
7. Players are not their characters. Characters probably know more about gangster life and the 1920s than your players, or you yourself for that matter. Guide them through gangster routines and the like that any real gangster would know and do without problem.
8. Keep up the atmosphere. Music, furnishing etc. can help to create a proper "feel". Proper clothing, gun replicas and player-handouts can add a great deal to the game atmosphere.

CHARACTER DEVELOPMENT:

Mobster has two levels of play. "Downtime" covers the days and weeks of routines involved in running a mafia family and its empire of organised crime. Although "downtime" can be interrupted any time a player wants his character to do something on the personal level, as a whole it is about the family as a whole, not its individuals.

But every now and then something happens, usually trouble but sometimes also great opportunities or personal matters. These "Adventures" interrupt "downtime" and must be roleplayed through. Although adventures may and often do affect the family status and wealth, they are also personal experiences and surviving them is likely to teach the characters a thing or two. Completing adventures successfully earns character *experience points* (if they survived they should receive at least one point) which are then used to buy attribute points and skill slots.

1-pt Adventure	Up to 1 session
2-pt Adventure	1-2 sessions
3-pt Adventure	3+ sessions

"Session" means an evening's play. Referee may adjust the point amounts if the adventure was particularly difficult or tame.

INCREASING SKILL VALUES:

As far as skill advancement is concerned, each experience point corresponds to a skill slot, just like during character generation; each increase costs 1 point up to a skill value equal to the related attribute. After that every increase costs 2 points. Look at the use of skill slots during character generation if this explanation was not enough. Skill value increases are made between adventures, during the downtime following the most recent adventure.

INCREASING ATTRIBUTE VALUES:

Experience Points can also be used to increase Attribute values. Increasing attribute value by one costs points equal to the value it is to be increased. *If attribute value is 4, it takes 5 Experience Points to increase it to 5.*

Attribute changes should also affect character description and possibly behaviour (depending on which attributes they go into). People change constantly, but the rate of change is usually slow (and it takes two or three adventures without a single skill increase to collect a sufficient amount of points to increase an attribute value).

AFFAIR

INCOME

RISK

SPECIAL

Protection Racket

\$10,000

0.1

Smuggling/booze

\$60,000/none

0.5

one business against family's *Legwork*-total.

The family may either supply booze to other families (normal income) or use it in their own alcohol-related businesses (no income here, but the income of three alcohol-related businesses is doubled).

Smuggling/drugs

\$80,000/none

0.5

The family may either supply drugs to other families (normal income) or use it to double the income of three of their own drug-related businesses.

Note that with both a Drug Lab and a smuggling operation the income from three drug-related businesses can be quadrupled (doubled twice). But is it worth the risk?

TURFS:

The city where the campaign events take place is divided into turfs. Each family controls one or more turfs. Although boundaries have been drawn on the map, turfs are really about illegal businesses. A turf contains any number of illegal businesses to begin with and usually one or two empty slots where new affairs can be established into.

There are always more turfs than there are families. Large families control any number of turfs, medium-size families two or three, small families one and a single turf can contain several competing gangs that are not recognised as families because of their lack of success and authority.

Each city has also its *capo di tutti capi*, whose family (including its group of lieutenants) wields most power and *Respect* in the city and that has so much power that everyone, although coveting its position, tries to avoid a conflict with it. But every now and then some other family becomes powerful enough to try to overthrow the capo and a massive Mob War, affecting all lesser families, ensues.

AFFAIR	INCOME	RISK	SPECIAL
Betting	\$50,000	0.2	If built from scratch the Family turf must have a race track or some other place of sport for every two betting affairs.
Bootlegging	\$10,000	0.1	
Drug Laboratory	none	0.5	Costs \$250,000 to construct. Double the income from three drug-related businesses.
Drug Pushing	\$40,000	0.1	
Fencing	\$40,000	0.2	Dealing with stolen goods. While normally a minor business an existing Fencing operation increases the income from major thefts (jewellery, art) by 50%.
Gambling Den	\$100,000	0.3	Costs \$400,000 to construct.
Hidden Bar	\$40,000	0.1	Costs \$120,000 to construct
Opium Den	\$80,000	0.3	Costs \$200,000 to construct.
Prostitution, brothel	\$20,000	0.2	Family can triple income by adding severe offences such as child molestation or homosexuals to its services, but increases Risk to 0.5. Costs \$80,000 to construct.
Prostitution, street	\$10,000	0.1	Street prostitutes have their own pimps and are easily controlled. Each two street prostitution-affairs count as

KARMA DEVELOPMENT:

The difference between values and Karma is that the former tell what the character is and what he can do, Karma tells who he is in the game world. **Only special people have Karma**, and as they become more special they have more, or if they lose their special status they have less. Any of the following things will give the character an additional point of Karma, and loss of any of these will take that Karma point away.

Widespread reputation or notoriety (getting "name")
Towering, burning romance with someone
Widely feared and respected in the underworld
Having a real, loving family (not mafia-)
A driving, passionate goal or purpose (short-term)

Okay, what does that mean? Let's look at one of the greatest mobsters ever, Alphonse "Scarface" Capone, also known as "Big Al" to some. His reputation as a mafia leader is unrivaled and has earned him a place in history (1 point). He is also dreaded and respected by his colleagues except for his very few colleagues in the top five (1 point). So, under normal circumstances Al has 3 Karma Points to begin each adventure with. But in a gang war when he is fighting for his power and survival against other powerful gangs his Karma is 4 (passionate goal). After all, HE is the boss of Chicago and everyone else is just an usurper that must be crushed underfoot or everything he has achieved will be lost. When things return to normal, this additional Karma point is lost.

Another example: Important NPCs like Elliot Ness can also have Karma. Elliot Ness achieved widespread reputation and popularity for his bold defiance of Al Capone (1 point) and bringing this archrival of down was the only goal of his life for many years and not just because he was a lawman and Capone was a criminal. This driving passion earns him another point (1 point), for a total of 3 Karma points. It is interesting to note that he is as tough as Capone himself when it comes to killing him.

Using Karma:

Karma can be used to A) reroll any roll of dice concerning the character, from test rolls to streetlife encounters and B) escape a fatal situation (rules indicate that the character dies, but because of some amazing stroke of luck he does not). Whatever happens because of Karma use, it should be described as logically as possible. Escape from a fatal situation must be possible or Karma is of no help. Then again, any cinematic solution will do. Used Karma-points are restored when the adventure is over. Changes due to gaining or losing any of the five factors affecting the total amount of Karma are immediate.

CAMPAIGN CONCEPT:

The background of any *Mobsters*-adventure is the “Campaign”, which consists mostly of “downtime” activities. But it has its goals and processes and although it is the adventures that make or break a mafia family, good resource management and acquisition is necessary for becoming a major criminal force. Mobster campaigns usually have the following sequence of periods, each consisting of dozens of weeks and months and tens of adventures:

1. The Beginning

The characters are nothing but a bunch of criminal talent and ambition who for some reason rise up against a local crime boss ruling a small empire of one street or couple of city blocks in some American city back in the 20s. They must overcome this guy (*starting adventure!*) and his gangsters, a group not unlike themselves, and take over their small turf. From that street and its businesses their criminal empire will grow.

2. Backstreet Boys

Their first task as a family is to expand their zone of power and influence, arrange secret bars, brothels, gambling dens and narcotics trade and take control of two or three nearby streets and city blocks. Defiant locals must be subdued, local lawmen must be bought off or intimidated into submission (preferably little of both). Their family must gain prestige and recognition among the other families and gangs of the region. Adventures will be mostly low-key and a mixture of public relations and intimidation is more helpful than overwhelming firepower. There can be occasional scuffles with other minor families but nothing that can't be negotiated. There are no soldiers or lieutenants at this stage. The family takes personal care of everything and roleplaying opportunities abound. They may have to defend their turf from “Beginning” criminal gangs who wish to do what the characters have already done.

3. City Lights

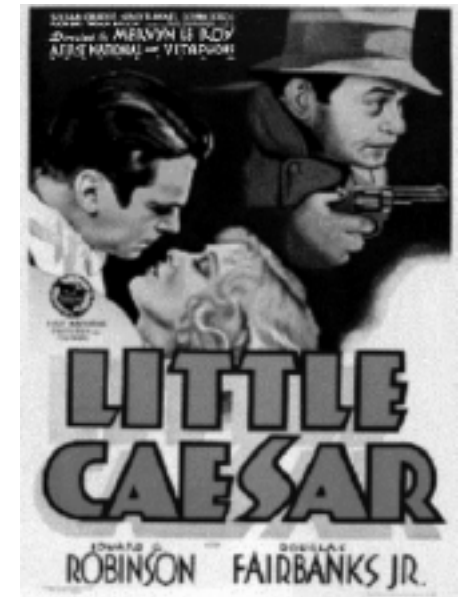
If the family survives to this stage, its area has expanded, street by street, until it finally reaches a major business street or industrial area, a lucrative target but with 100% probability somebody does not want them there. If they can take it, they cease to be a small band of hoodlums and become seriously part of the mafia. Usually the present owner of the street puts up a fight (gang war) and without both firepower and skillful diplomacy (seeking out and banding together with the enemies of their enemy) the characters will lose. It must be noted that the characters' family is smaller and weaker than their opponent, but that will soon change if they win. They most likely can't destroy their enemy and thus there are two rival families in the town. They lost this one, but will the characters be able to keep up the momentum of their expansion? At the end of this period hired help and aides are not a bad idea.

Becoming a lieutenant yourself:

Lieutenants come in two types. First and most common type is that of a small family, a band of thugs and wannabes which may but more likely may not become a real family at a later date. Much like the characters in the beginning (if the Referee wishes for an alternative opening adventure for his campaign, having them win the trust of a local Don and given a number of businesses to take care of is a possible choice). They are usually given a turf that the parent family does not want to take care of but which is adjacent to their territories and any number of businesses specified by the Don there. If they are worth it and don't cause any trouble the Don may transfer other businesses in the turf under their control, but the fact that lieutenants receive only half income and suffer the same risk increase as the parent family means that sooner or later they make a choice between being greedy or staying small.

The second type of lieutenants come from other established families threatened by a Mob War from someone they can't possibly defeat. For protection, they will ally themselves with some other powerful force that has a turf adjacent to their own. This usually means that all their businesses are now split between them and their protector, although a very good negotiator might make the Don of the more powerful family to agree on that only certain types of businesses are treated as if they were under lieutenants from the greater family. The greater family will protect the lieutenant family from its enemies, but on the other hand the lieutenants will also be targeted by all the enemies of their protector.

And then there is the matter of trust. Manipulating mob wars behind the scenes to drive smaller families into accepting lieutenants from larger families is a way of slowly assimilating small families along with their turf. There is always the danger that the lieutenant pulls out at a critical moment, leaving the family with decreased income and possibly starting a Mob War with it to take over their remaining businesses. And since lieutenants are expected to socialize with their “client” family, opportunities for murdering them are not lacking.



KEEPING THINGS IN CONTROL:

One character in the family can effectively run as many illegal businesses as is his *Legwork* -skill value, provided that he is really working on it and not out chasing women. Thus if all family is involved (and none is out of action like being hospitalized) they can take care of a number of affairs equal to the total of their *Legwork* -values. But if something happens and they can't control it all, one business for each value point lacking will produce *Income* that week and if they are without control for more than a week (or there is a Mob War) going on, they are lost and will have to be retaken by force and adventure.

If there are five characters, each with Legwork-value of 4, their family can personally oversee 20 businesses this week. If one of them is hit during the week and is unavailable next week, the effective number of businesses they can manage is reduced to 16. It is always good to have "spare control" available for emergencies.

Lieutenants:

Families can increase the number of affairs under their control beyond their personal resources by employing *lieutenants*, but at a greatly increased Risk factor (double the Risk factor of all businesses under lieutenant control). Lieutenants are expensive (businesses under lieutenants produce half *Income*, although other possible benefits like effect on *Respect* are unaffected), have muscle of their own and can always turn on their employers. The Risk from shared businesses applies equally on both families, the original and the lieutenants'. Technically speaking, lieutenants are the heads of smaller families in (temporary) alliance with the character family.

During a mob war it is always possible that a lieutenant and his boys suddenly change sides and this means that they take all the businesses they control (and the income received from them) with them. This can bring about enormous changes in the balance of power between the families of the city at very short notice. But then again, mob wars are not fought with frontlines and troop movements. The side that betrays the other first gets all the businesses they previously shared through lieutenancy. Lieutenants can be dismissed by the original owning family, but will they give up their hold on the business is an entirely different matter.

A "lieutenant" can be given any number of businesses to take care of, but the greater the number, the greater the loss if he turns against the family. Giving a number of lieutenants a couple of businesses each means that the number of people the family has to keep an eye on increases and so does the risk value.

4. La Cosa Nostra

After City Lights the characters are a real mafia family with real power and resources, but also the "old faces" of the town as their enemy. From now on every expansion must be fought or bargained for with other families, although they have trouble and gang wars of their own. Allying yourself with the winner can be highly profitable in terms of expansion and income, but only if you guess right. Turf wars come and go. Hired help is a necessity since the organisation is growing beyond characters' control. But it also means having unreliable people around and all crises should be still resolved "in the old way". Characters must gain political power and influence in the city council or before long one of their rivals will use the bureaucrats and law enforcement to shut them down for good.

5. Syndicate Wars

La Cosa Nostra will most likely last for years (many noncharacter families have no ambition beyond that), but if the characters can keep it up and are successful, there comes a drastic moment. They are now the biggest and baddest outfit in the town and other families will notice this. If the characters are anything less than superb diplomats they will soon have a massive mob war in their hands. At this stage the FBI will start paying attention to their activities. If a peaceful assimilation of smaller families into their organisation fails (and it almost never succeeds entirely) they will have to battle it out and exterminate the opposing families while all the while keeping the FBI in the dark (or dealing with them) of their activities and not losing their hold on the city administration and law enforcement. Majority of families reaching this stage fail here and vanish under the combined firepower of their enemies.

6. The Big League

If the character's pull it through the Syndicate Wars (which may last for years), they are in control of the entire city. Pushing the remnants of the enemy families aside is child's play compared to the earlier phase. But they also enter another world. Now the criminal business of the city which was distributed among all the families before is concentrated on them and their actions affect the entire criminal world of the US. They are now on the level of Capone or Luciano, the highest level anyone ever achieved during the Golden Age of American Gangster. The objective of their resource management is no longer income; they have plenty of that. Now they are playing for power. The family is a major political force in the country and anyone from FBI to the President knows that. They are surrounded by potential enemies but are hard to hit.

7. Kingpin (Is it possible? Certainly, but no-one has done it yet)

CAMPAIGN RULES:

The character family, from the beginning to the end (if the end ever comes) is about two things: Respect and Income. The purpose of the family is to make money by criminal means. Aside from protection racket and handling of stolen goods, most of the income is made by offering people illegal services they can't get otherwise, like gambling, prostitution, illegal substances (which include alcohol during the Prohibition). While robberies and hijackings may help to make additional dough, a family can't exist without steady income and a reputation that will keep others off its back.

CAMPAIGN SETTING:

In this book we present you New Orleans of 1925. Not the real city but as a setting very much like those of gangster movies. The purpose of the characters and the family they form is to alter history and succeed, overcome or subjugate all other criminal groups in the city and become the leading criminal organisation in town, or perhaps in the city.

Families have their *turf*, an area of the city other families recognise as theirs. This is where they set up their criminal affairs, establish their hideouts and collect protection racket from the locals. For purposes of roleplaying game it need not be defined geographically, but if a map is available (such as the map of *New Orleans* map in this book) making the campaign events correspond with realities of the map will add plenty of realism into the game (turfs are usually defined by certain streets acting as borders). The characters begin with nothing, but their opening adventure is usually about removing a minor leader with his boys and taking control of their turf, usually worth 5 random items.

RESPECT:

Each illegal affair the characters control corresponds to one item on the table below:

Items	Respect
1	0
2-3	1
4-8	2
9-16	3
17-32	4
33-64	5
65-128	6
129-256	7
257-512	8
513+	9

Respect has three uses; first it is the maximum value of *Influence* the characters can have in any field (city, law, politics) and secondly it is a measure of fear and respect other criminals and individual people aware of the true power and nature of organised crime feel towards the family and its members (and to lesser extent is low-level hirelings too). When confronted by a less-than-heroic policeman or a member of another family not under specific orders, the character may roll 2D. If the result is equal or less than the *Respect* of his family, the policeman will apologize and ignore almost any crime short of a public murder (and may ignore even that if there are no witnesses) and the character is able to stare down the thug and make him move aside. Double the family's *Respect* when using it to influence local commoners.

Thirdly, it is the family's network of connections. Got a wound in your leg but you can't go to the hospital because of the law or a hostile family? Roll 2D against *Respect* and if you succeed, there is a doctor who owes you a favour. Need a car in a strange part of town? Roll 2D against *Respect* and you know someone around here who owes the family a favour and has one. Add +1 to *Respect* when looking for suitable favours within the family's own turf.

And by the way, there is a downside too. If your character is walking past a G-man (an agent from Hoover's FBI) roll 2D against your family's *Respect*. If the roll succeeds, he will recognise you. They will not recognise ordinary thugs, but characters are part of the family, nothing more and nothing less. This recognition part works also with photographs, good descriptions from eyewitnesses and the like. Nobody knows Joe "Nobody" Smith from the slums but everyone knows who Al Capone is and rather many will also recognise him on sight (half *Respect* for commoners if the total is 8 or more).

RISK:

Now, every business the family runs has a *Risk Value*, which is usually a decimal of some sort. The total of these values is the probability of having trouble (or an adventure) with their criminal empire each week, even when the family is not trying anything new. Roll 2D against the total *Risk Value* and if the result is equal to or less than the *Risk Value*, there is something. Roll from *Random Trouble*-table in p. 44. There is always an adventure if the family is about to do something significant, like grab additional turf or hijack a shipment of booze from a competing family, but the risk roll is still made. The family may end up facing multiple special events in a single week.