

COLD BLOODED GAMES

DOG TOWN



MANSPERGER

CORE RULEBOOK

THE
SPLIT
SYSTEM

DOG TOWN

The Ultimate Crime Experience

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Dedicated To Louise Ridd
Your patience is appreciated

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Contents

Chapter One:	Low Down	4
	What Is Dog Town	7
	Setting	9
	The District	14
	The Maps	16
Chapter Two:	Creating A Criminal	30
	Attributes	31
	Criminal Types	44
	Special Talents/Flaws/Vices	56
	Criminal History	65
	Skills And Abilities	76
	Power And Respect	91
Chapter Three:	Doin A Lil Somin	99
	Split System	100
	Types Of Actions	103
	Behavior	107
	Rackets	114
	Pursuits	132
	Gambling	139
	Patrols/Rousts/Investigations	141
	B & E	152
Chapter Four:	Thug Life	155
	Balls	157
	Slots And Reaction Speed	160
	Styles	165
	Hit Chance	166
	Specializations	170
	Effectiveness	172
	Tactics	173
	Weapon And Injury Charts	176
	Effects Of Injuries	199
Chapter Five:	Shootouts	208
	Draw Speed	210
	Ranges And Difficulty	213
	Weapon and Injury Charts	221
	Bombs And Deadly Stuff	253
Chapter Six:	Directors Chair	272
	Running The Game	273
	Game Play	275
	Setting The Scene	280
	Quickly Derived Attributes	282
	Generic Skill Bases	283
	Skills In Short	284
	Fighting 101	286
	Rap Sheets	287

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LOW DOWN

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HP 74



Foreword

Popular culture is fascinated by crime, particularly true crime and its embodiment is the gangster. I believe the gangster holds a deep intrigue for us on two levels. Firstly the gangster epitomizes an alternative and somewhat attractive lifestyle of power, money and ruthless style. A swaggering mix of machismo, ambition and violence moving through an underworld of vice and corruption. We like to be tourists in that world to vicariously feel the glamour and gore through movies, books, computer games and now rpg's. We are equally interested in the cops who pursue them, the brave and dedicated officers who surveille, infiltrate and gather the evidence to bring them to book. It is in essence the ultimate game, an extension of schoolyard fantasy made real, with swift and dire consequences for the wrong move.

In a fictional sense the gangster as an anti-hero is the ideal subject for book and film. His flawed character is identifiable, his actions both immoral and praiseworthy, his story suspenseful. When you watch good gangster movies like "Scarface" and "Carlito's Way", you really don't know how it will all end, because you are not watching a formulaic Hollywood block buster where the hero always triumphs. You suspect that it will all end tragically for the principal character that the closing credits will see him lying on the sidewalk in a pool of his own blood having been betrayed by his own greed and other's treachery. Or perhaps he has done something noble for once, redeeming himself through an act of loyalty and self-sacrifice. And perhaps because of this you end up rooting for him anyway, against all the odds.

"Made it, Ma! Top of the world!"

Cody Jarrett from the classic gangster Movie White Heat goes out with a bang.

Dog Town is not a fantasy role playing game featuring supernatural beings, magic or futuristic gadgetry. It is a realistic role playing game dealing with the adult themes of criminal and street sub cultures. It aims to be an authentic portrayal of urban life and criminality in 1970's New York.

To be true to the gangster/street genre and to do it justice I have included for the sake of accuracy in a large lexicon of slang, swear words and derogatory ethnic, gender and sexual orientation slang words from the time, as this is how the criminal element spoke. No film maker like Martin Scorsese or Spike Lee would dream of making an accurate period piece and glossing over some of its harsher and uglier historic facts, just because they are now not politically correct. "Guineas" and "Greaseballs" was how Italian gangsters were referred to by non Italian gangsters, and some black people called white people "Honkys or Peckerwoods", also some men referred to women as "Broads" or "Chicks". These terms can be offensive, and some were meant to be to put down or provoke anger in the groups concerned. This game is largely about criminal conflict and these terms reflect the expression of that conflict.



I don't condone, support or promote the use of this language in everyday life. But in a role-playing setting, which is in my view no different from any other creative or literary form. I think it is acceptable if those participating in the gaming session are comfortable with it. It can be used or not used and is by no means an essential element to playing the game. After all murder and mayhem which is at the core of most role playing games is deemed permissible when acted out within this context, and one could argue that ethically such sadistic and macabre indulgence in others make believe suffering is more morally wrong. This book is not an incitement to commit crime, real criminals are loathsome and largely pathetic individuals who ruin their own and other people's lives through acts of senseless violence and greed driven stupidity. But this is just a game the same as Hitman or Grand Theft Auto are just games, and Reservoir Dogs is only a movie, so just enjoy them for what they are entertainment.

Historically, crime itself, particularly organized and violent crime was and is overwhelmingly committed by men and this book reflects that with about 90% of the criminals being male. That is not to say however that there weren't female street gang members, cops, drug dealers, thieves and participating members of violent political groups, its just that they were a small minority in the scheme of things.

Also organized crime groups like the Outlaw Motorcycle Gangs, Jamaican Posses and Mafia Families were and are made up of exclusively male membership. Any woman wanting to be apart of this world would have to do it from the outside as perhaps a freelance contract killer, or as the founder of her own biker gang. She would also need get through the macho bullshit put in her way by proving to be tougher, smarter and crazier than her male counterparts. This would be the female gangsters challenge of role-playing in Dog Town, to be the deadly exception to the rule.

The original intention with the game was to have everything in one book, Crime Pays, Narcotics, Code Of The Street and the Pennington Source Book. It soon became clear that this material which has already been written up would turn the book into a 500 page tome, and by general consensus in RPG land this is far too large a page count for a single PDF. So what you get is the core rules and a good idea of how to play the game. What's to come is the full story in all its wonderful grimy detail so check out "DogTown: Crime Wave The Felon's Handbook" for the flavor and "Pennington Streets" for the run down on who's who and what is what.

The book is written in a street dialect so words like "yo", "wit" and "jou" are not typos.





"It's a rotten game. But it's the only game the man allows us to play. And that's the stone cold truth."

Eddie from the movie *Superfly*.

What IS DOG TOWN

Dog Town is homage to the whole gangster and street genre. Films such as "Scarface", "SuperFly", "Carlito's Way", "Goodfellas", "Shaft", "Death Wish" and "Taxi Driver" inspired this book. Later the computer titles "Kingpin" and "Grand Theft Auto 3" as well as biographies like "Murder Machine" and "Pimp" further nurtured a desire to create a gangster role playing game that would blend the four mediums together. Themes of treachery and greed leading to inevitable tragedy in this murky violent world are the meat and potatoes of the genre, as there has always been something grimly fascinating and compelling about those who seek to put themselves outside the law and live life on a tightrope; this book recognizes this dark interest and seeks to indulge it.

What IS ROLE Playing

For the uninitiated a role playing game is to use an analogy like a film in production with several optional and changeable plot lines being considered at any one time.

One person assumes the role of a director creating scenes both planned, and set up on the spot in response to changing circumstances, describing them to the actor and filling them with intrigue, drama and actions sequences. The player of the game would be the principal actor and plays a well developed fully motivated character. His role is to navigate his way through the scenes using ad lib dialogue, initiative and his characters physical prowess.

If the film *Scarface* is used to illustrate this concept then the player in this instance would be Al Pacino portraying the main criminal tough Cuban exile and killer Tony Montana. Pacino is given complete freedom to create and play Montana as he wants to right down to each word he speaks. The film



as it is represents the choices Pacino made as Montana, which led him from the burger stand to the exclusive mansion and to his eventually demise.

Another player playing Montana or even a totally different character in Miami during 1980 might not have fallen in love with Elvira, could have decided to ambush the Columbians outside the Sun Ray Motel and managed to keep Angel alive, or have reacted slower and been assassinated at the Babylon night club. The player too could also have made decisions and driven the plot into a wholly different direction by say not shooting Sosa's hit-man outside the United Nations building in New York.

This other player would then have different scenes to play and the film could end up being longer. The directors role is varied as he both instigates scenes as part of a plot I.E *"Rondell has seen you and is reaching into his jacket, what are you going to do?"*, or responds to the players choices I.E *"I want to go to Tombino's chop shop and pick up a car."* Both these modes of play are active simultaneously in the game.

The game world itself is a fictional small crime ridden district in New York City set in the mid to late 1970's and contains all the physical and social realities of this environment.

The dynamic of the game is the trinity of violence, drugs and above all money, which motivates in someway everyone living in the neighborhood. Morality is often a distant second to the creed of "Green is Queen".

All things in Dog Town both living and inanimate are represented by physical and mental attributes.

These are evaluated on a sliding scale from excellent to down right lousy. Similarly people have different talents and abilities and these are also ranked. For example cops are pretty good with handguns because they are

trained and practice regularly. A kid picking up a piece from the street is not and might end up blowing his toes off.

Situations are resolved by a system of rules, which attempt as far as possible to replicate realistic outcomes, based on the capabilities of the criminal and the difficulty of what he is trying to achieve. For example a novice car thief would find it hard to steal a new model Mercedes but an experienced car thief with good reflexes would find it a piece of cake. As in life for some people some things are beyond them. For others they would have a realistic chance. Each of these scenarios creates a probability for success or failure. In Dog Town a twenty-sided dice is used to decide the outcome of such scenarios. Players must roll over a certain number to succeed; a high number such as 19 indicates a very slim chance, whereas a low number like 2 represents a walk in the park.

"For most of the guys, killings got to be accepted. Murder was the only way that everybody stayed in line. You got out of line, you got whacked. Everybody knew the rules. But sometimes, even if people didn't get out of line, they got whacked. I mean, hits just became a habit for some of the guys. Guys would get into arguments over nothing and before you knew it, one of them was dead. And they were shooting each other all the time. Shooting people was a normal thing. It was no big deal. We had a serious problem with Billy Batts. This was really a touchy thing. Tommy'd killed a made guy. Batts was part of the Gambino crew and was considered untouchable. Before you could touch a made guy, you had to have a good reason. You had to have a sitdown, and you better get an okay, or you'd be the one who got whacked."

Henry Hill from the Movie Goodfellas.





Parole

Solomon "Solly" Brown gets off the bus with an address and \$40 bucks to his name. He is back on the streets of Dog Town on parole after two years in Green Haven Penitentiary for possession of a firearm. He used the time well making contacts, learning new scams and packing on muscle in the exercise yard. He has no intentions of going straight not yet anyway. He needs \$100,000 dollars in ninety days to be in on the deal, a deal that would set him up for life.

So begins a desperate attempt to steal, deal and rip off £100,000 dollars against the clock on the insanely violent and sleazy streets of Dog Town, an anonymous run down inner city neighborhood in 1970's New York, infested with doped up gangs locked in bloody turf wars, and rattling junkies on the hustle for their next fix.

Life is short, brutal and hopeless against the desolate backdrop of the ghetto. A violent end will meet many while jail, insanity and overdoses account for many more. Crime

spirals out of control and the over stretched authorities can't cope with the fallout.

Solomon Brown heads into this vipers nest well schooled in its ways. He can beat a man senseless with his fists, manipulate people into doing things, and knows how to cut drugs before selling them. He will need these skills and others if he is to survive and thrive in its dangerous chaos.

His greatest threat however may be himself. A poor self-control can't hold his destructive temper or curtail his overwhelming greed.

Setting

Dog Town is a realistic role playing game set in a New York City ghetto in the mid to late 1970's, think of films like "Donnie Brasco", "Mean Streets", "Shaft" and "Carlito's Way" and you'll get the picture. Its about attitude and swaggering machismo, about being a "bad ass" like gangsters portrayed on the big screen. There are no heroes trying to save the world from evil forces, just at best



anti-heroes trying to profit from it. There is no magic or special powers to save the character, and no supernatural creatures to need saving from. In Dog town it is the people that are the animals and your own dark destructive motives, which you have to be careful of. Life often is raw and violent starting and ending in the gutter, That's just the way it is.

New York in that era was a dangerous, decadent and sordid place. The crime rate was at a high and drugs like cocaine and heroin flooded the streets washing away peoples morals and creating a hunger. Track marked armed, and red scabbed nosed junkies lurked shivering in the subways waiting for a victim with a handbag. Blackened spoons and bloodied needles discarded in the park along with used rubbers and emptied wallets. Crumbling tenement blocks with rising damp and cockroaches their outlines stark against the rubble of those already demolished. Stripped down cars propped up on blocks stranded at the roadside with wild raw faced kids trampling on their hoods. Boarded up storefronts scarred with graffiti and rough faced wino's huddling around oil drum fires drinking hard liquor from the bottle. Strung out prostitutes in bad wigs working the sidewalks with Johns in their cars curbing crawling the meat market. Seedy neon lighted strip clubs and porno theatres, inhabited by brown macked weirdos jerking over the seats. Smoke filled backrooms where hope lingers on the turn of a card.

During this time the Mafia was at the height of its powers before three things really pissed on their parade, the 1970 R.I.C.O. (Racketeering Influenced Corrupt Organizations) Act being properly implemented, which in the 80's and 90's would help convict the top echelons of the leading families. Combined with the dawn of the super rats like Fratiano, Hill and Lonardo, which was made possible through the advent of the witness protection program and increased co-operation between government agencies. Before these things the Mafia had its fingers in

everything legitimate and illegitimate with a complete stranglehold on some industries like the Manhattan garment industry. Gangsters like the infamous Roy Demeo from Canarsie, Brooklyn who as a Gambino soldier killed with his crazed crew up to 200 people from 1973 to 1983 many at the notorious Gemini Lounge, which became known as the "Horror Hotel". Most were dismembered and given to the strong currents off Ward Island or distributed across the nearby Fountain Avenue dump. Eventually when the Boss Big Paul Castellano decided Demeo had to go not even the ruthless John Gotti wanted the contract. Demeo did business with another fearsome band of Killers from the West Side of Manhattan otherwise known as Hells kitchen called the Westies. Jimmy Coonan's boys were a wild bunch of heavy drinking and coke snorting Irish hoodlums that shot people as good as looking at them. They'd kidnap neighborhood people face to face and hold them for ransom knowing that nobody in the neighborhood would go to the cops. They borrowed \$70,000 off mobbed up loan shark Ruby Stein and killed him in a bar instead of paying him back. One myth has it that after murdering Paddy Duggan they carried his severed head around the bars of the neighborhood for a send off drink.

In Harlem legendary gangster Ellsworth "Bumpy" Johnson had retired and Frank Lucas and Leroy "Nicky" Barnes shifted hundreds of kilos of heroin. Barnes worked through the Genovese Pleasant Avenue Mob but Lucas sought to cut the Italians out of the picture altogether to maximize profits. Lucas flew over to Bangkok and the Golden Triangle and cut a deal with some Chinese Generals in Laos for dirt cheap bulk buys. Lucas lived like a king for much of the seventies until he and "Mr. Untouchable" Nicky Barnes finally got busted.

In 1976 F.B.I. agent Frederick Pistone started the long process of infiltrating the city's organized crime families. Initially planned as a short term undercover operation to





between disagreeing factions that even included Sicilian Nationals called Zips, that used to distribute heroin through a chain of pizza parlors. Three leading Capos headed by Sonny Indelicato were lured to a Brooklyn restaurant on the pretext of a sit down to resolve differences. They were gunned down by waiting hitters as soon as they entered. That ended that intra family conflict but more internal strife was to befall the family when Pistone broke cover and the indictments came.

Benjamin Ruggiero went to prison but Dominick "Sonny Black" Napolitano wasn't so lucky. He was called to a meeting that he certainly knew might result in his death. He went leaving his jewelry behind as he knew refusing to go when summoned was an automatic death sentence

investigate and gather evidence on the city's major fencers of stolen goods. The trail soon lead first to a small unmade Brooklyn crew of the Columbo Crime Family and then later through introductions to the Bonanno Crime Family where Pistone a.k.a. jewel thief Donnie Brasco became a recognised and successful associate of volatile Mafia soldier Anthony Mirra. Pistone would eventually move his way to fellow Bonanno soldier Benjamin "Lefty" Ruggiero and through being "His Guy" got noticed by crew skipper Dominick "Sonny Black" Napolitano. Pistone got in so close over the five year operation that saw with insiders eyes the spectacularly public rub out of feared Boss Carmine Galante over the struggle for monopoly of the city's heroin trade. Then the subsequent power struggle

anyway. His fears were well founded and his badly decomposed and handless corpse was found washed up in a hospital bag on Staten Island a few months later.



In 1978 The Roberts Lounge Crew headed up by legendary hijacker Jimmy Burke pulled off the biggest robbery ever at the time in the Lufthansa heist. \$6.8 million dollars was taken from the German airline cargo hold at J.F.K. airport in New York by the crew with the inside help of Lufthansa employees Louis Werner and Peter Gruenwald. The heat from the job was equal to the greed and paranoia of Burke (Played by Robert Deniro in the Film Goodfellas) who systematically clipped all of his accomplices rather than give them their share, or run the risk of them talking if they got pinched.

Henry Hill who was part of this crew but not involved in the heist also became a threat to Burke, who feared he would flip and rat him out to save his own neck on a serious narcotics rap he was facing.

"If you're part of a crew, nobody ever tells you that they're going to kill you. It doesn't happen that way. There weren't any arguments or curses like in the movies. So your murderers come with smiles. They come as your friends, the people who have cared for you all of your life, and they always seem to come at a time when you're at your weakest and most in need of their help. So I met Jimmy in a crowded place we both knew."

Henry Hill From the Movie Goodfellas.

Hill knew he was a dead man if he didn't cut a deal. Stand up guy or no stand up guy just catching a 30 year stretch is enough to be a risk when he knew all that he did. And guys like Jimmy didn't think twice about eliminating risks. So Hill did the only thing he could and turned F.B.I witness.

It was both vibrant with the hedonistic disco scene, and anarchistic with the new wave punk music explosion in the underground clubs with CBGB's being the most famous hosting bands like Blondie and The Ramones. Hip Hop music was also emerging from the street, with soul and funk records scratched on hard worn decks, and angry MC's rapping gritty rhymes dissing the man and raising

themselves up as ghetto fabulous superstars. Clothes were flamboyant and outrageous with pimptastic flares and Cuban heels, garish eye watering suites worn with navel plunging shirts and wide, wide lapels. Hats like flying saucers perched at a cocky angle, and long fur coats for the guys as well as the girls. Leather and corduroy jackets with gold medallions and diamond pinky rings. Moustaches and burns to be proud of capped off with big bad yellow tinted shades. Street youths embraced branded sports wear like Adidas tracksuits and Nike sneakers.

Rides were American, large Lincoln gas-guzzlers and growling muscle cars with orange flames down the side driven by guys called Brock. Relive those boogie nights in the summer of Sam.

The action is largely contained within this very detailed environment and is described to the player characters by the director of the game. One of the players assumes the role of a recently released career criminal who whilst inside was befriended by a fellow con, and given the opportunity to buy in on a boat rental business in Florida Keys. The stake is non negotiable the time scale fixed at ninety days before the deal will fall through.

The design restricts an open-ended game where the action would become repetitive and stale. Becoming a kingpin or mob boss holding onto the reigns of power, removed and insulated by a large crew from getting dirty hands is not what the game is about unless you specifically want it to be. The time limit imposes a pressure and sense of desperation. It encourages the criminal to take risks and use initiative, as nothing will come from doing nothing.

From within these two parameters anything is possible the opportunities are limitless. Dog Town is a living breathing fully functioning or dysfunctional district. There are diners, junkyards, nightclubs, smack dens, gambling joints owned and frequented by



all kinds of bad people. Each one has a time line over the ninety days as to what people visit them and what happens there. These hoods are populated by dozens of fleshed out identifiable characters with individual and collective motives hustling and terrorizing like the player. Be prey or predator, its a dog eat dog world. Hit the streets keeping your ear to the ground and your eyes peeled for that golden nugget of an opportunity. Talk to people and find out what's going down, check things out, cars apartments, dumpsters there could be a bag of money right under your nose. Hook up with others with something going on and cash in on the action; throw some money about and grease a few palms to get that ace inside information for that big job.

Apart from the main goal there are several other ways to succeed and exceed. Your criminal is ranked on his score sheet, which is the number and severity of the crimes he has perpetrated. The criminal is rated on the turf he controls, the gangsters he is hooked up with, and the major players and the local legends he has rubbed out. Points are awarded for a notorious reputation, celebrity status as a soul singer's shadowy friend or perhaps featuring in a newspaper story. There are also points awarded for the vulgar display of style and wealth, bling, bling baby.

The idea is to be the ultimate gangster feared and revered, loaded and influential, to go down in criminal folklore. If you've got the cojones step up to the plate and give it your best shot, or get the money to get out of the life for long carefree days in the Florida sunshine that you can just taste.

What is What

Dog Town - Rough crime-ridden district of New York City where the action is set.

Neighborhoods - The nine separate neighborhoods Crawford, Moorfield, Brown Bay, Grenson Park, Pennington, St. Lukes, Winter

Hill, Jefferson Heights, and East Water that make up Dog Town.

Game - The structure and dynamics of play, ninety days to raise \$100,000 dollars.

The Player - Person who assumes the role of the central character also known as the criminal.

Director - The scene setter and voice of the street. The arbiter of what happens, and what is and isn't possible. The supplier of both good and bad breaks.

Characters - The movers, shakers, bums, losers and figures of authority of any note that the player will encounter in Dog Town.

Criminal - Name given to describe the type of character the player plays.

Attributes - The physical, mental and social traits that define a criminal.

Dice, Die, D - Refers to dice and is expressed as 1d20 for a 20 sided die.

Roll - To throw the dice for a result.

Ratio - Term used to describe the relative nature of ability. For example two criminals of equal power would have an equal probability of winning and losing an arm wrestling contest tested on a 1d20. It is not the ability that matters it is what the ability is matched against.

Combatants - Two or more criminals engaged in combat or other opposed test.

Turn - Within a round the sequence of actions between two or more characters.

Round - A six second amount of time used in action sequences to define what can be accomplished in that time.

Progressive Action - A task that takes



longer to complete than 6 seconds. Usually needs to be worked on over a number of 6 second rounds.

Prolonged Action - Tasks that take longer and are worked on over 1 minute rounds.

Protracted Actions - Tasks that take longer still and are worked on over 30 or 60 minute rounds.

Extended Actions - Tasks that are accomplished over several days using 8 hour rounds.

Scene - A short episode in the game I.E. a meeting concerning a drug deal that might take several minutes.

Tests - Challenges the criminal faces during the game whose outcomes are decided by pitting one criminal's capabilities against another, or against assigned difficulties.

Margins Of Success And Failure - The degree to which a test is successfully passed or failed and the consequences this has.

Modifier - Bonuses or penalties, advantages or disadvantages, edges that give your gangster a boost or crap that drags him down. For example a criminal who is busted up has a -2 to -3 penalty to all physical tests.

Difficulty - How hard or easy a test is, is expressed as the difficulty. The director can either tell the player criminal what it is before the test is made, or allow the criminal to make that judgment himself.

Result - The outcome of a test.

Median - The equal ratio of 10 vs. 10 on a 1d20.

Rap Sheet - The form on which the personal details of the criminal and his exploits are recorded.

Timeline - A 24 hour clock running throughout the ninety day time period. For example day 23 at 3pm.

Events - Things that happen at certain places within the timeline. For example a burglary occurring at Sam's Super Stereos on Bourbon Street on day 39 at 1:15 am by Chappo Gonzalez and Dominic Garcia.

The District

Dog Town sits on the East River and is an isolated district bordered by woodland in the east and marshland in the west. It is connected to the rest of the city by a one mile section of the North Road which runs through tracts of largely undeveloped land before rejoining the concrete pillars of humanity. The Kennedy Freeway and Calver Bridge reach over the East River into neighboring James County.

It has a cosmopolitan population of roughly 400,000 people. Broken down into 52% white comprising of Irish, Italian, Greek and Jewish heritages, African Americans at 28%, Latino's at 19% and 1% others.

Crawford

Crawford is a predominately black and Latino neighborhood in the northwest of the district. It is much like New York's black and Spanish Harlem and features the famous Apollo theatre. It is well developed commercially with numerous stores and businesses including a lurid night scene with its clubs and strip joints. The neighborhood is home to coke king Jamie Davila whose distribution network supplies around 80% of the district with its nose candy.

Moorfield

Moorfield is a predominately residential black neighborhood on the west side of the district with a small Italian presence on it's borders with Brown Bay. It is easily the poorest and rundown neighborhood in the district resembling the South Bronx with its crumbling and derelict tenement buildings. A key player in



in this neighborhood is Lamar Scoles who imports China White Heroin from the Golden Triangle and has a small army of pushers working the street for him. Two vicious gangs the Crime Lords and the Hard Timers originate from the neighborhood and are locked in a bitter and bloody turf war.

Brown Bay

Situated on the southwest side of the district on the banks of the East River this predominantly industrial neighborhood features the enormous Winfield Avenue Dump, as well as junkyard and factory buildings.

In addition it has a small Italian and Polish residential population. It mostly resembles the Brooklyn neighborhood of Canarsie and derives its name from the fine dark brown dirt to be found throughout the area. Both the Gurino and Mangalone Crime Families have crews working in this neighborhood.

Grenson Park

A large housing project situated on the north side of the district above the commercial area of Pennington. Ninety percent black and Latino the sixteen towers of the Park are divided equally into the black south side and Latino north side. It features the nefarious Shacks Pool Hall and the respected Saddlers Boxing Gym. It also has two warring street gangs the Latino Primos and the black Grenson Park Gangsta's. It is reminiscent of tough areas of Brooklyn like Brownsville, Williamsburg and Bedford Stuyvesant.

Pennington

Situated centrally this is the main commercial and social area of the district. It has a mixed population in its high-rise apartments and basement studios. It features the fancy Corner House Hotel, Pennington Park, the Pennington Shopping Plaza, an established red light district and the 23rd Police Precinct. On its border with St. Lukes it has the Italian residential area of Black Hill Avenue. The neighborhood also home to a chapter of the Pagan biker gang called "The Steel Riders" who have a clubhouse off the Plaza.

St. Lukes

A strongly Italian neighborhood situated south of the district on the East River it has half of the districts lucrative waterfront piers and warehouses. It is home to the Gurino Crime Family and features St. Agnes the districts hospital. It resembles areas of South Brooklyn such as Bay Ridge and Sheepshead Bay.

Winter Hill

This area in the northeast of the district is dominated by the JFK airport with its hangars, terminal and enormous car park. Surrounding the airport there are numerous bars, motels and hire car offices. What little residential population there is has overflowed from Jefferson Heights and is of Irish decent. The area is much like the borough of Queens.

Jefferson Heights

This is a largely Irish neighborhood situated on the east side of the district and combines residential, commercial and industrial properties. It features the districts law courts and home stadium of the New York Jets football team. On the east side of the neighborhood there are executive homes that sit at the edge of One Hundred Acre Wood. The area is a cross between suburbs in Queens and Manhattan's Westside formally known as "Hells Kitchen" but now referred to as Clinton. Old time Irish hoodlum Eddie Malloy runs the rackets here but is being challenged by the younger more ruthless McLaren Gang.

East Water

A predominately Italian neighborhood with East European and Irish presences situated on the southeast side of the district and resting on the banks of the East River. It has four busy piers on its waterfront and features the Longford Dog Track and several union offices and social clubs. It is very similar in make up to St. Lukes resembling southern neighborhoods of Brooklyn like Bay Ridge and Sheepshead Bay.



Key



Airport Union Office



Bars



Apartment Buildings



Brothels



Builders Yard



Casino



Church



Barbers



Auto - Mart



Bank



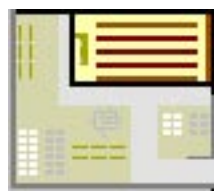
Bowling Alley



Bridge



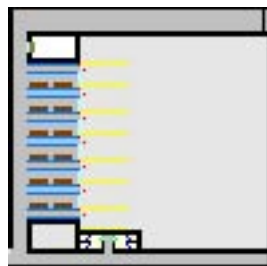
Burger Bar



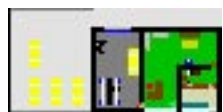
Burger Drive - in



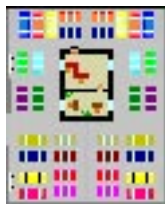
Bus Depot



Courtyard Restaurant



Cab Offices



Car Lot



Car Parking



Clubhouse



Clothes Store



Liquor Stores



Demolished Building/Rubble



Diners



Discount Store



Drug Store



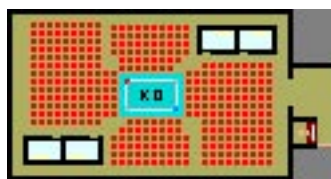
Electrical Store



Factory



Business And factory Outlets



Boxing Arena



Film Lab



Flower Garden

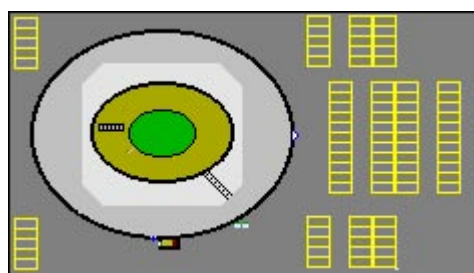


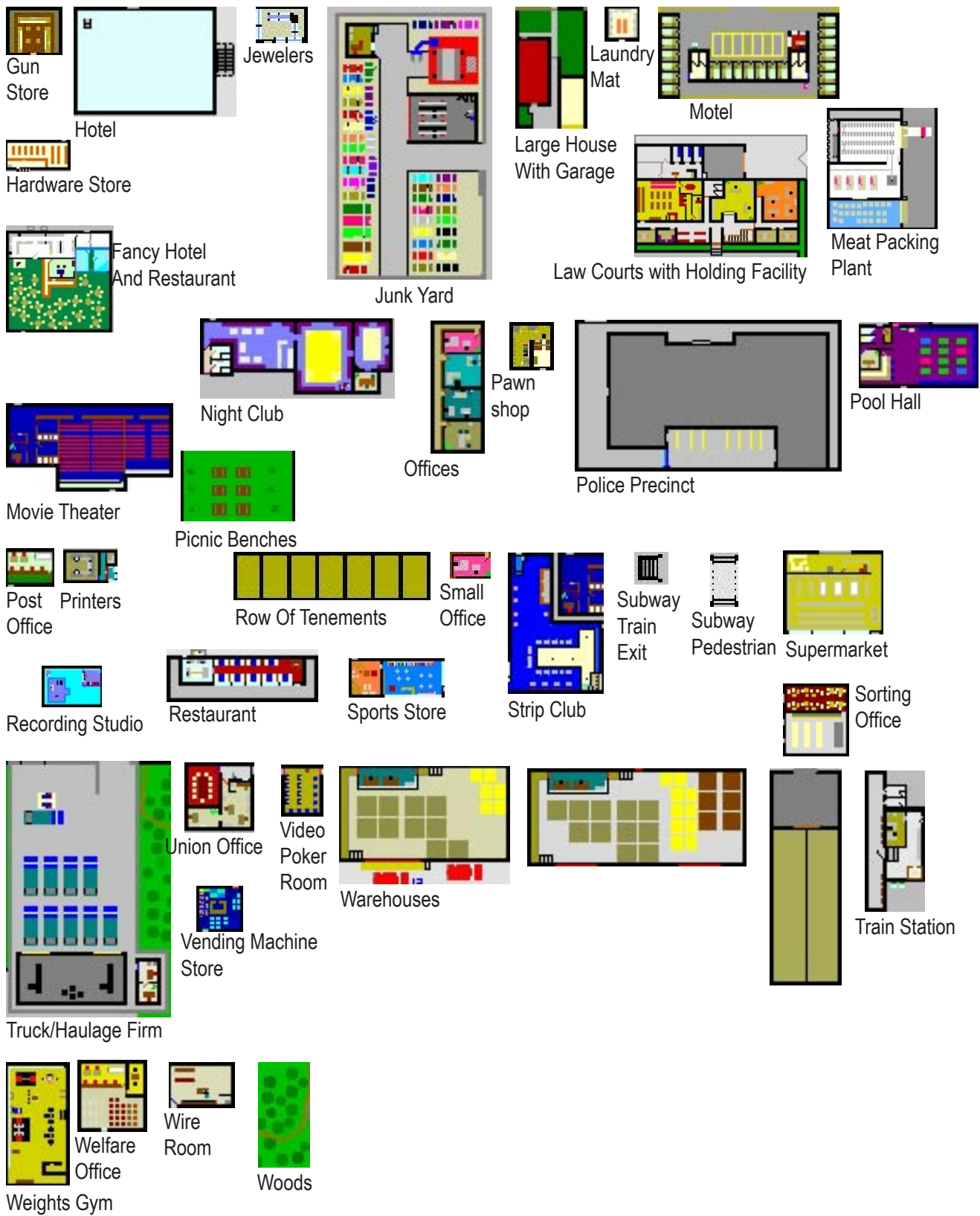
Gas Station

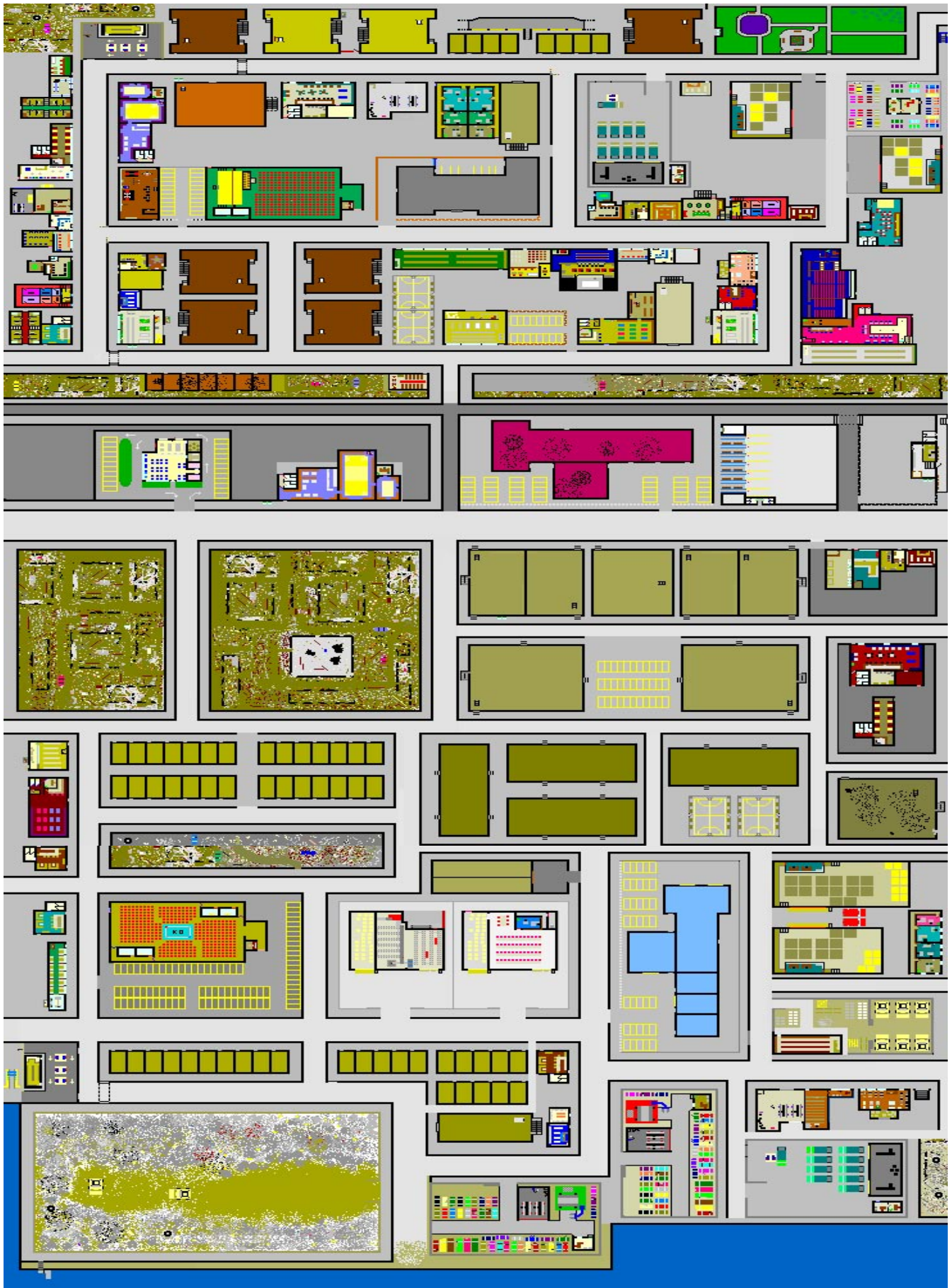


Derelict Tenement

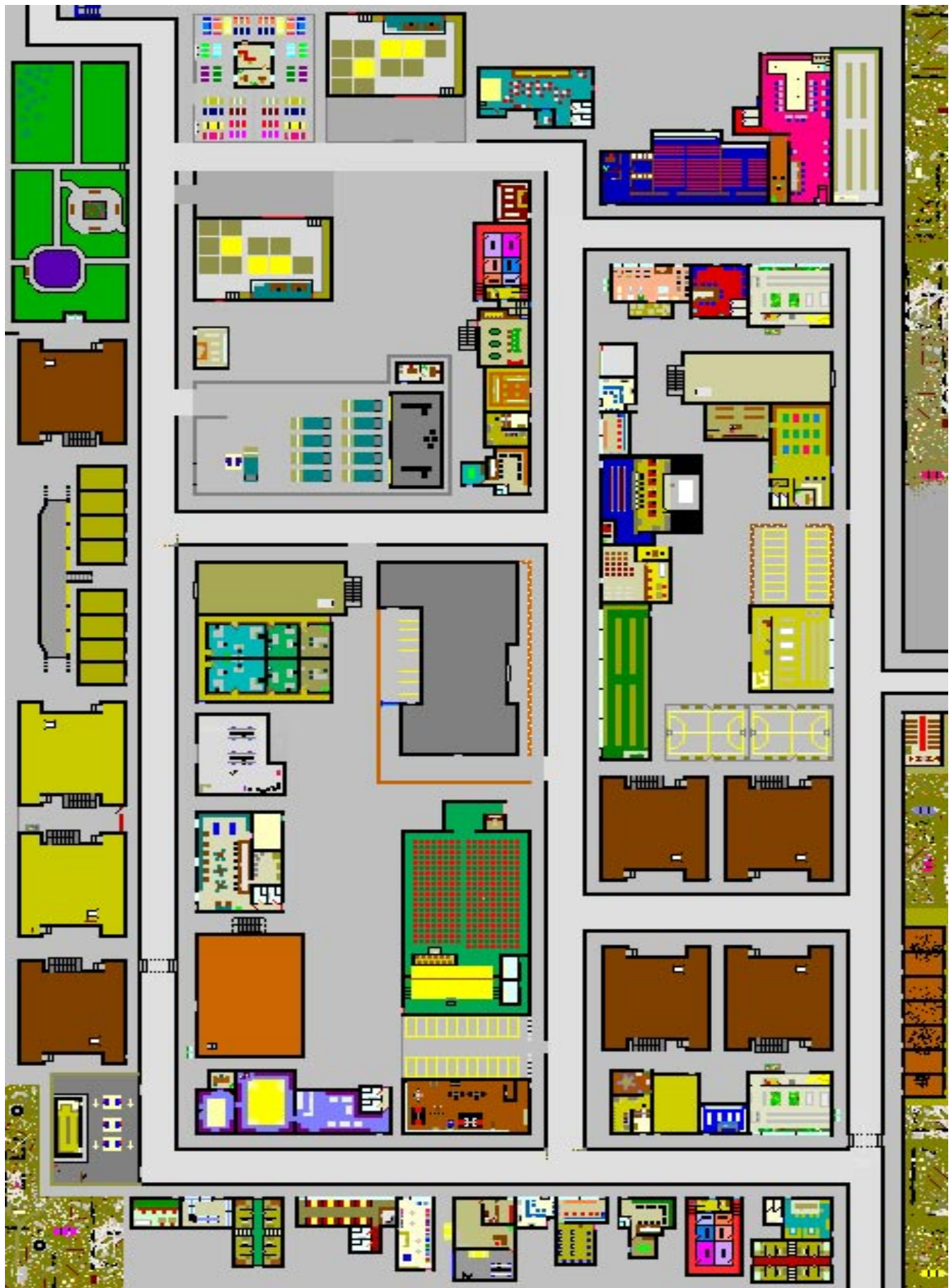
Dog Track



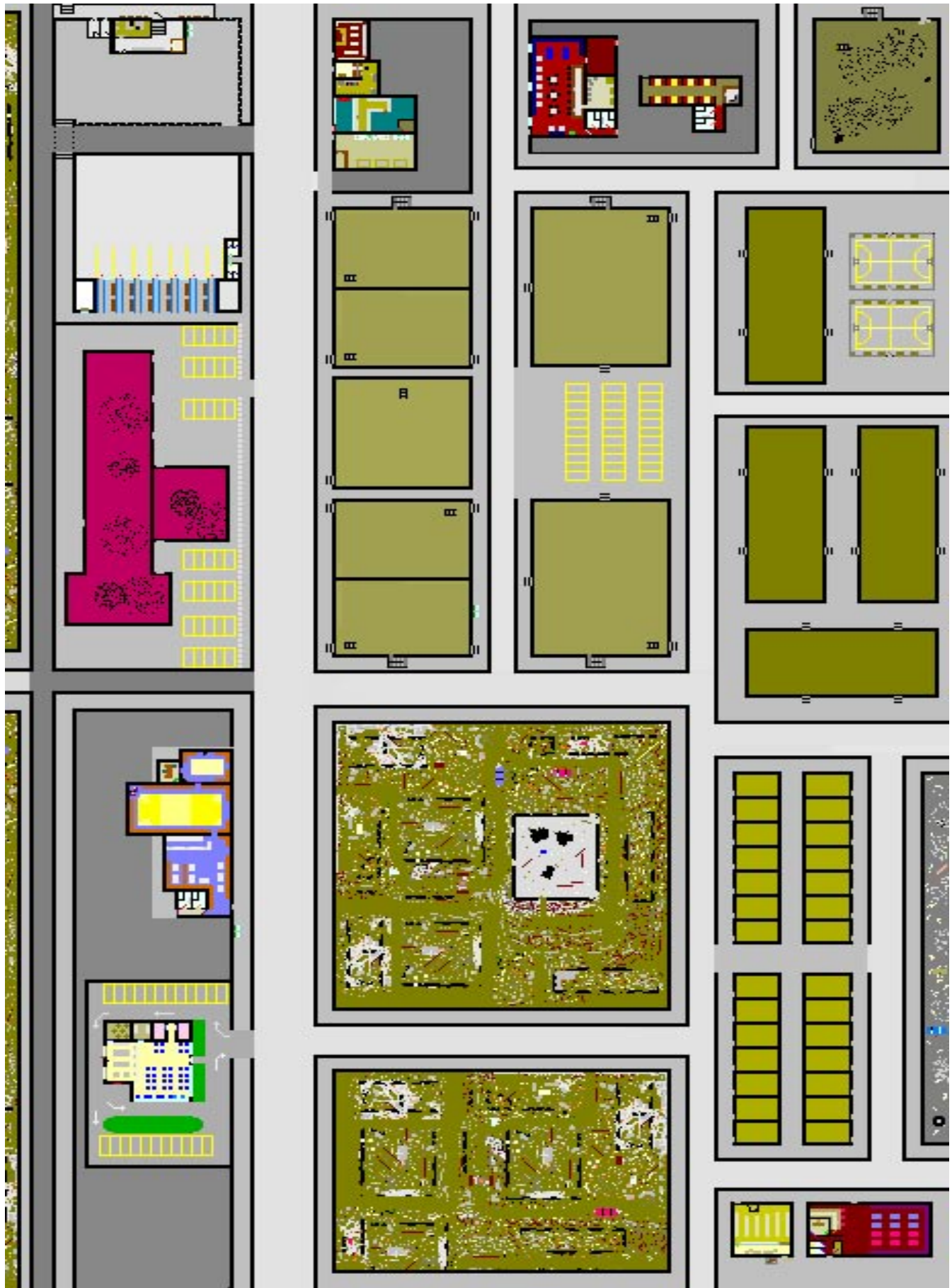




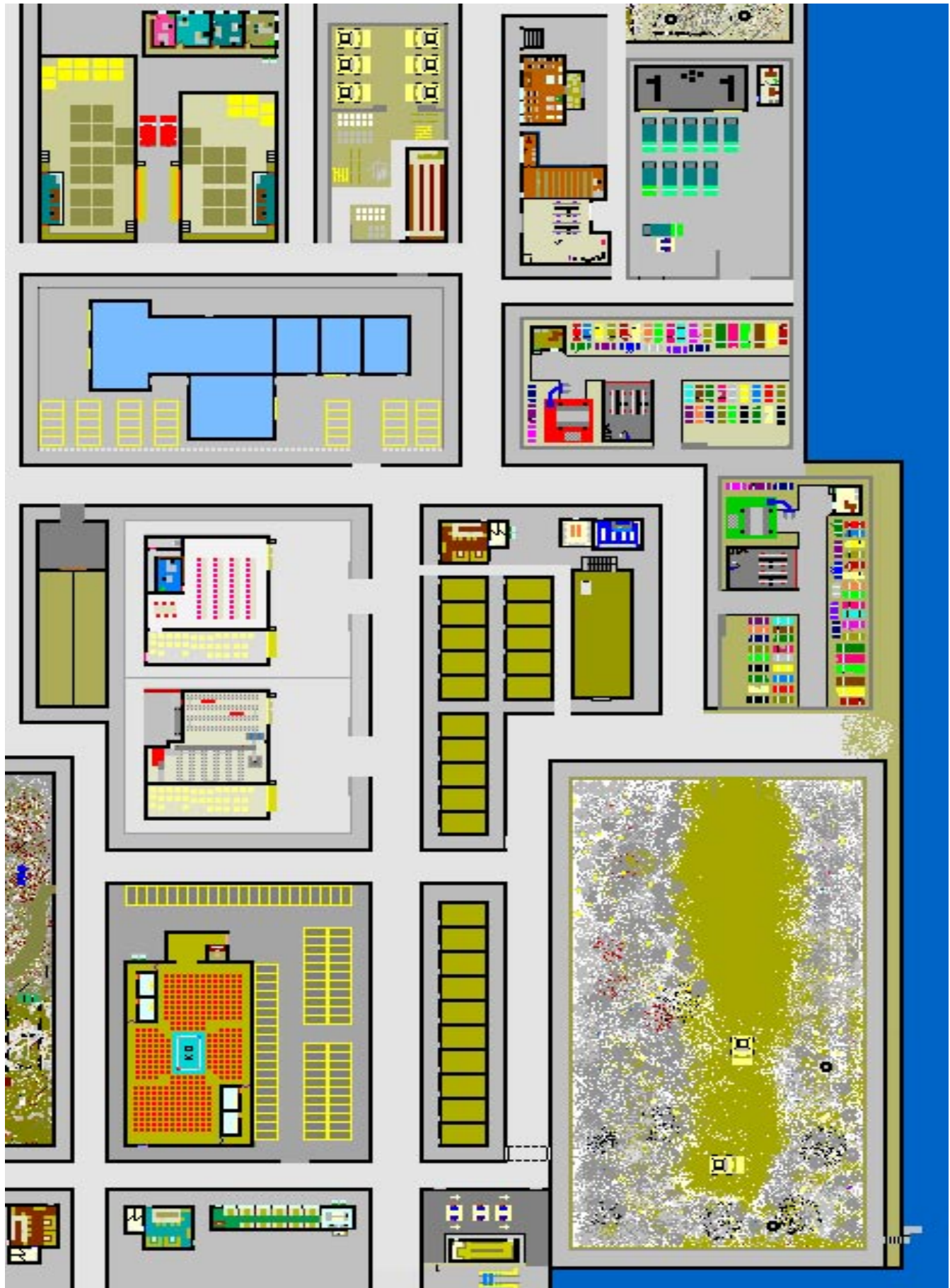
CRAWFORD

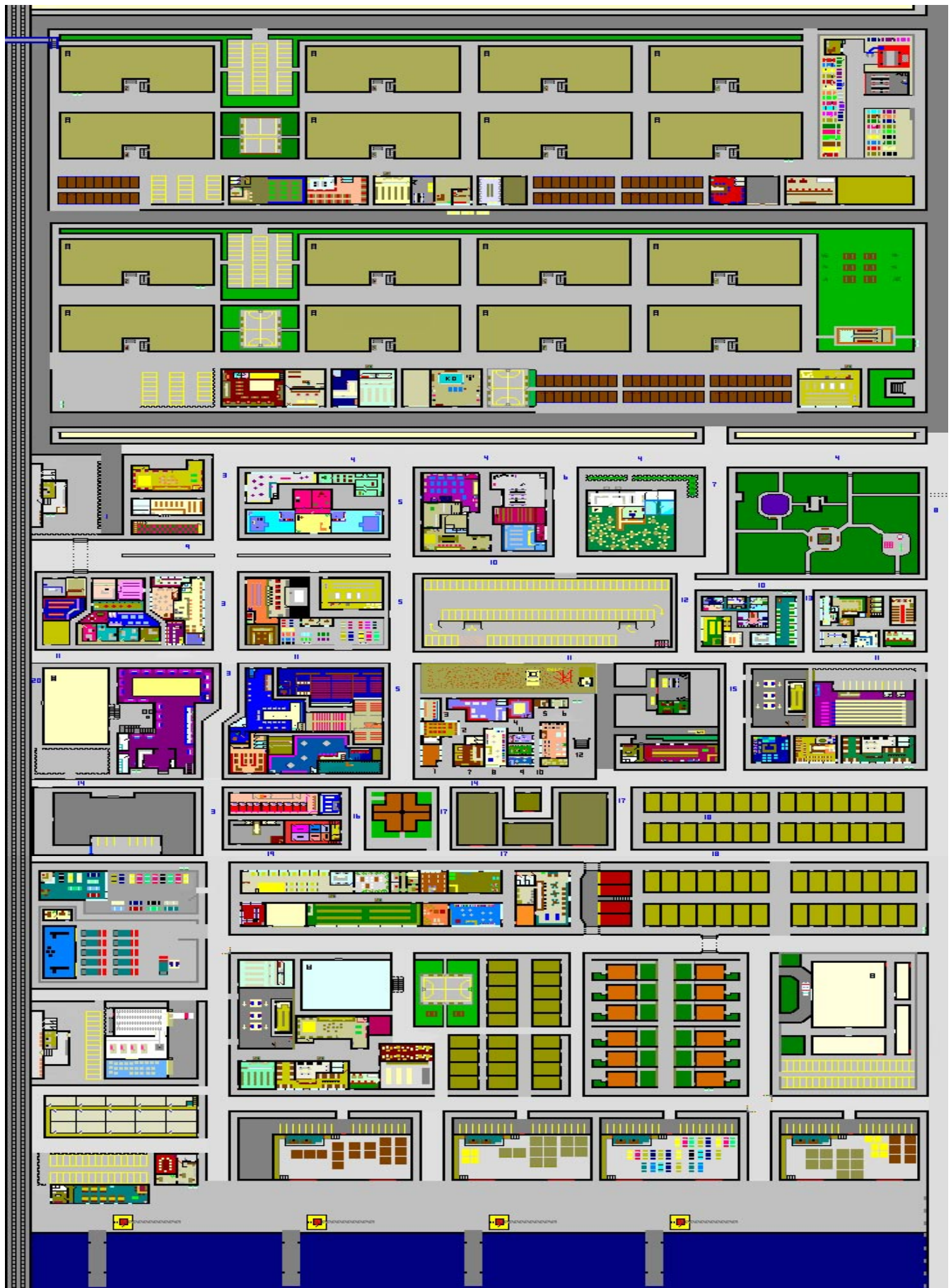


MOORfield

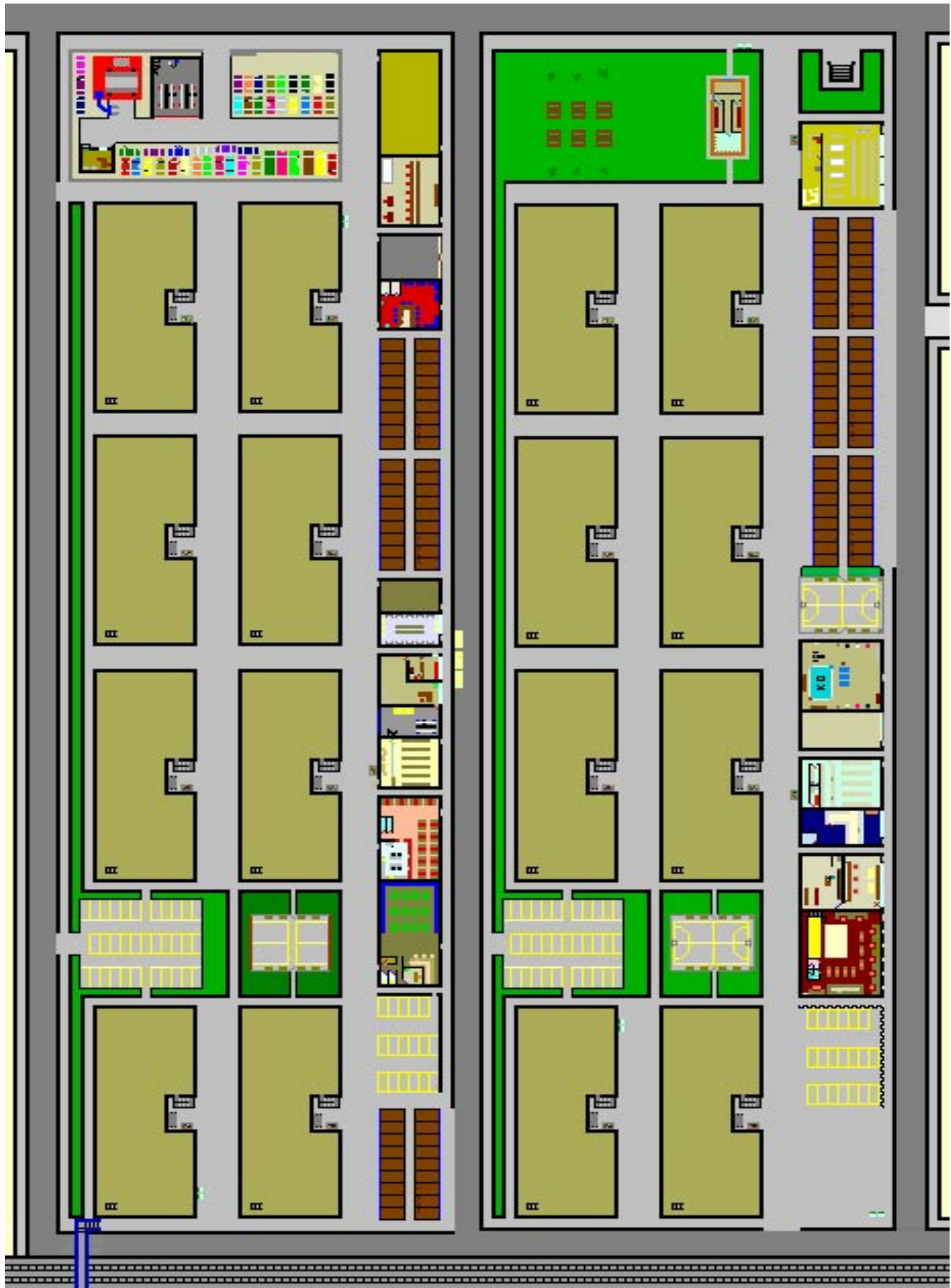


BROWN BAY

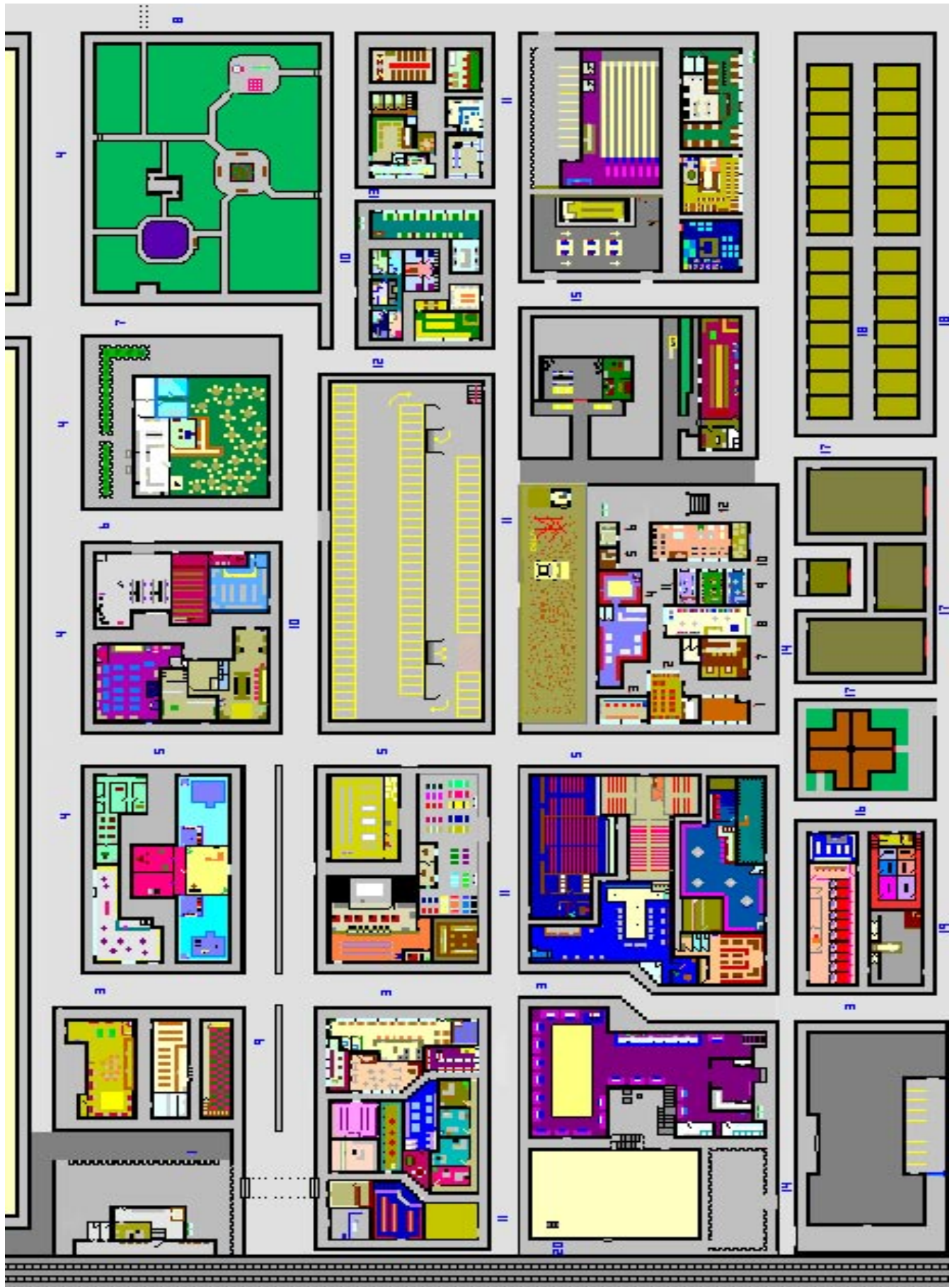




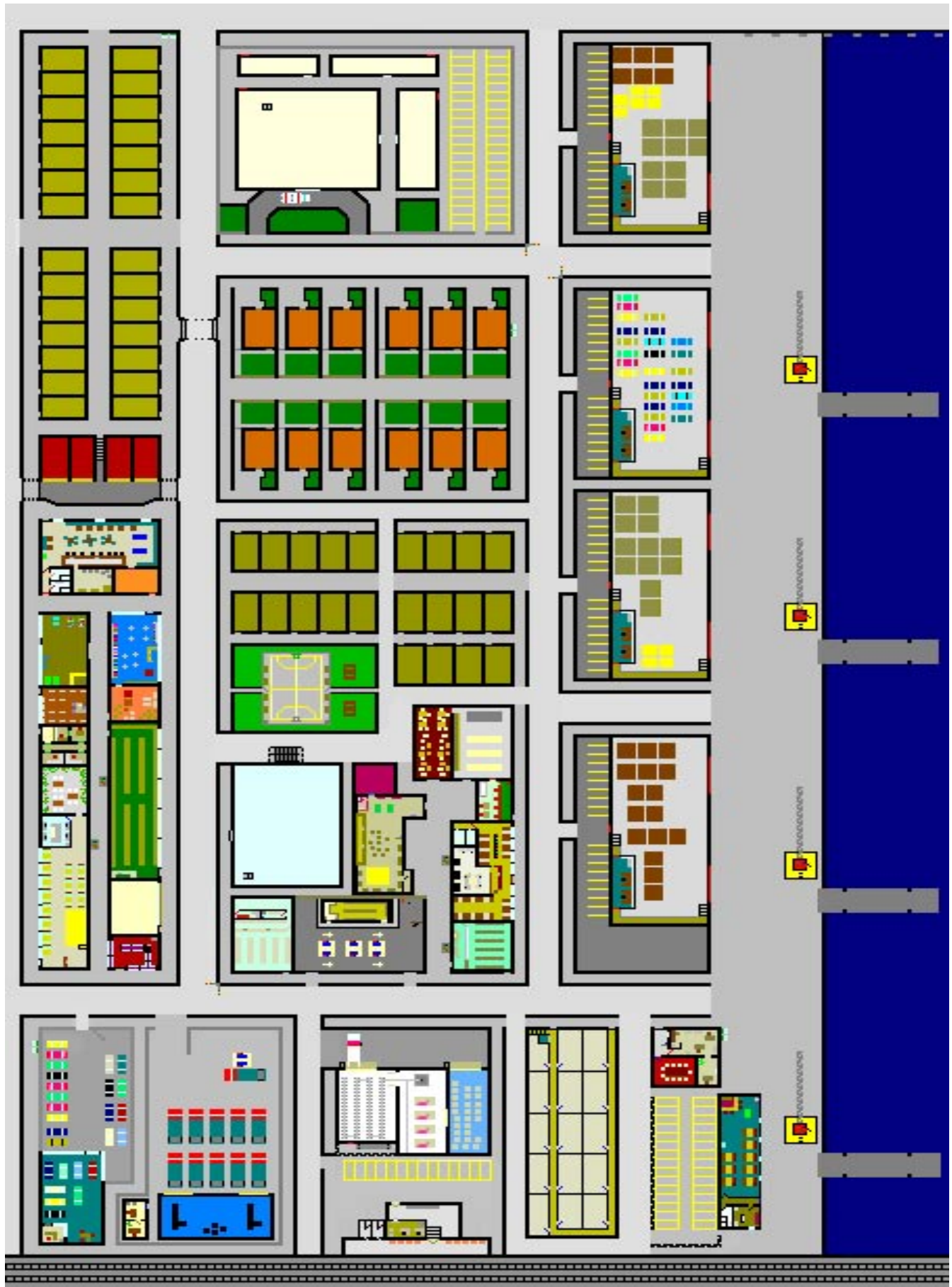
GRENSON PARK

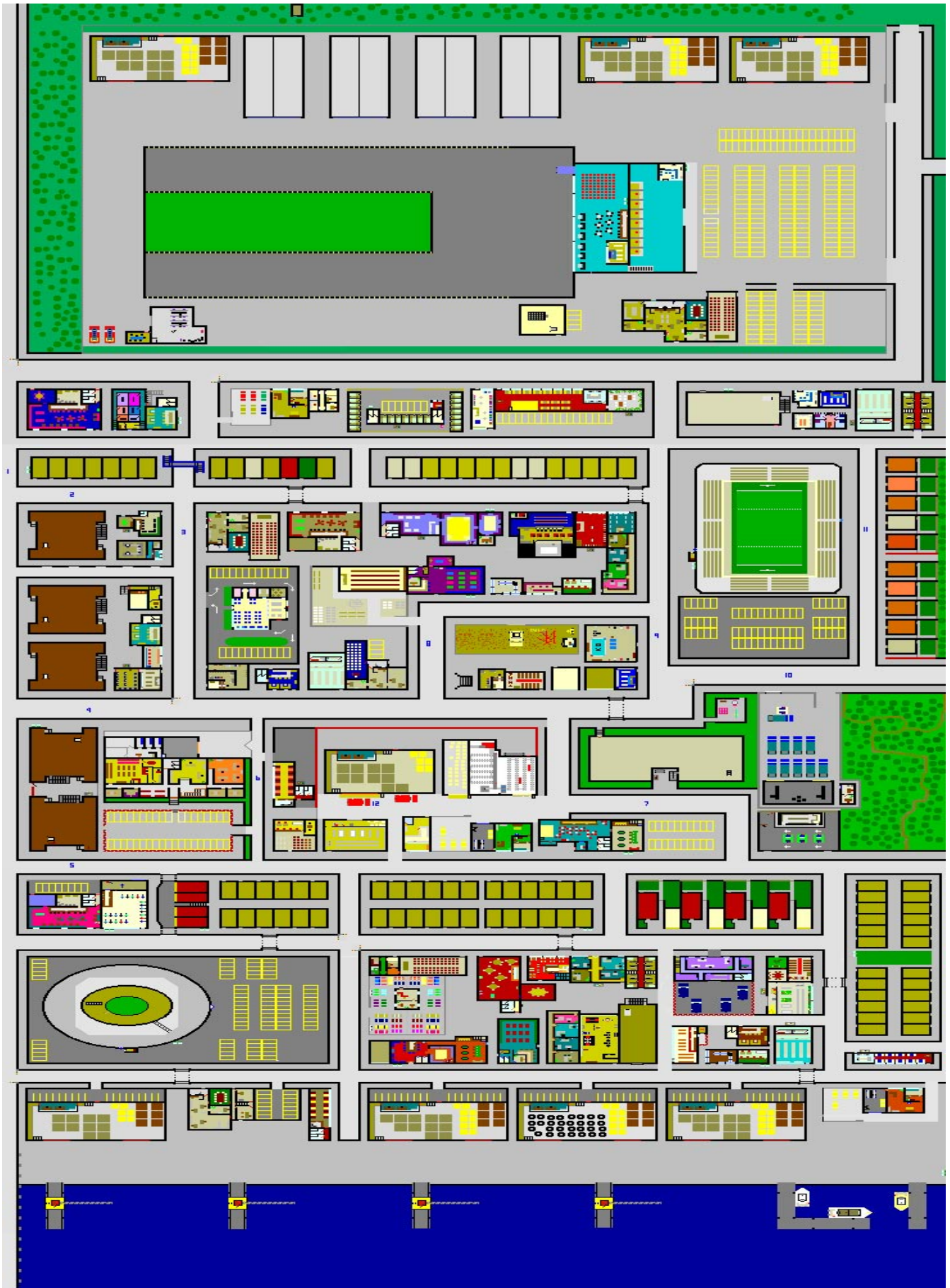


PENNINGTON

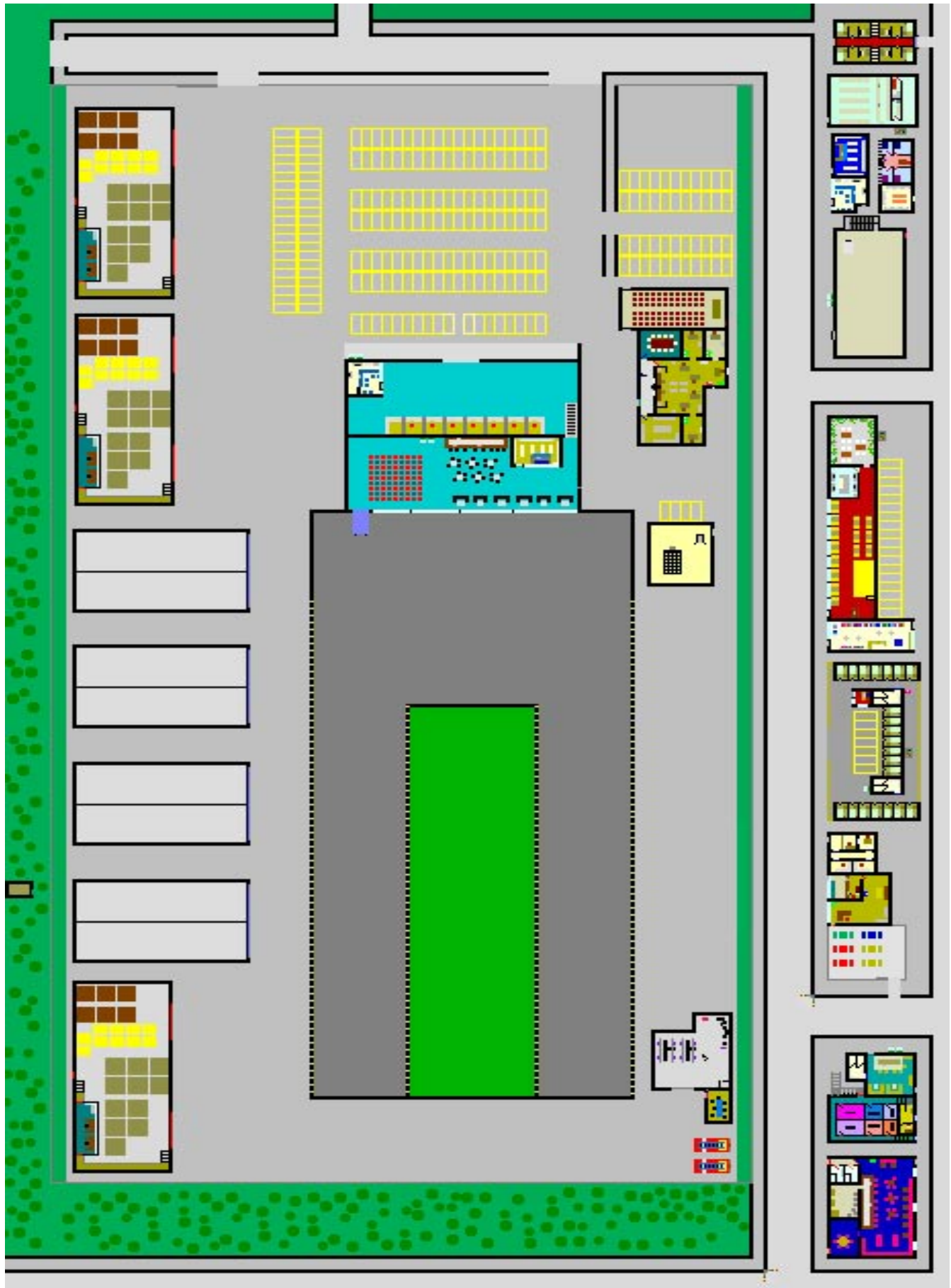


ST. LUKES

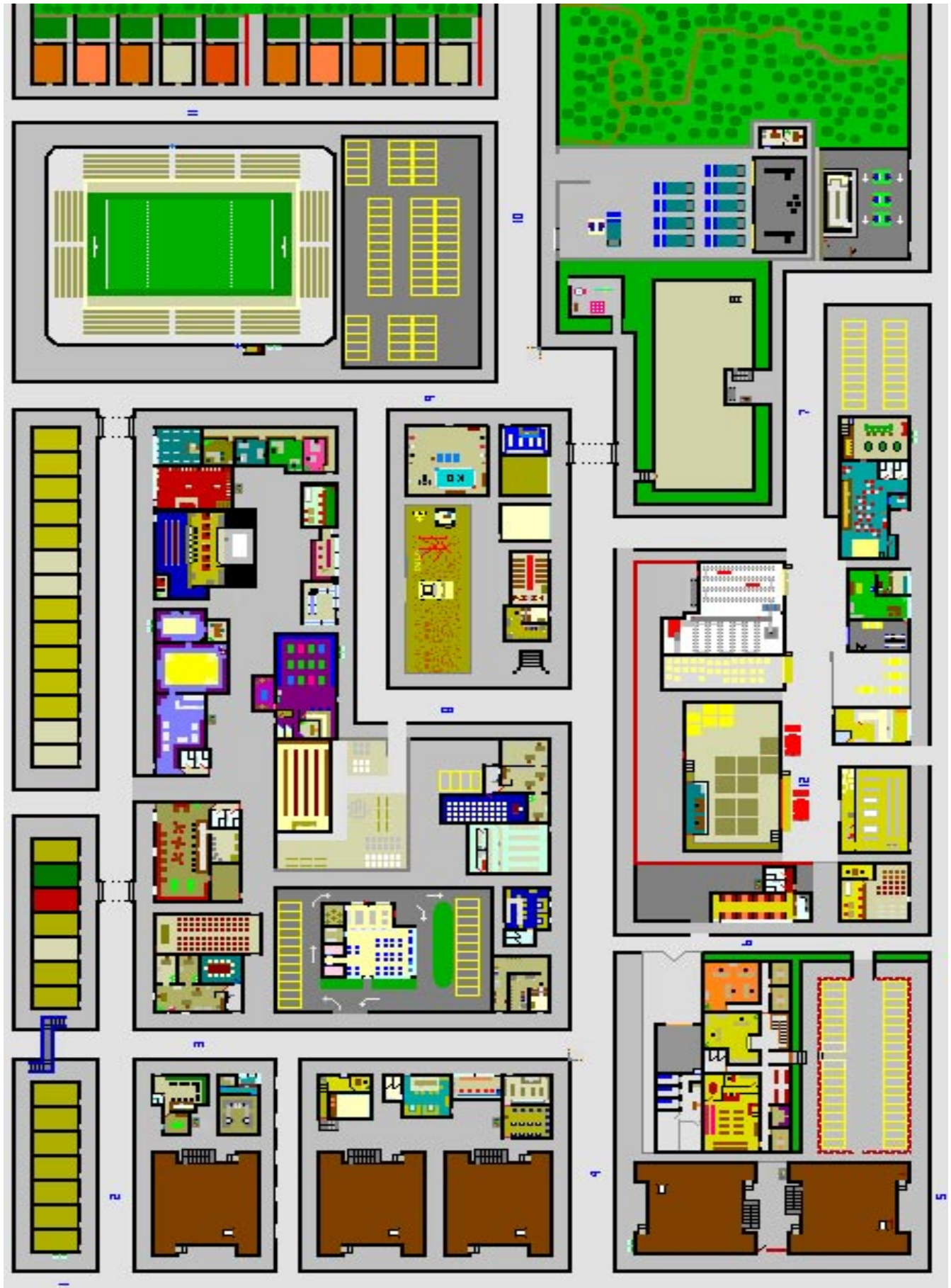




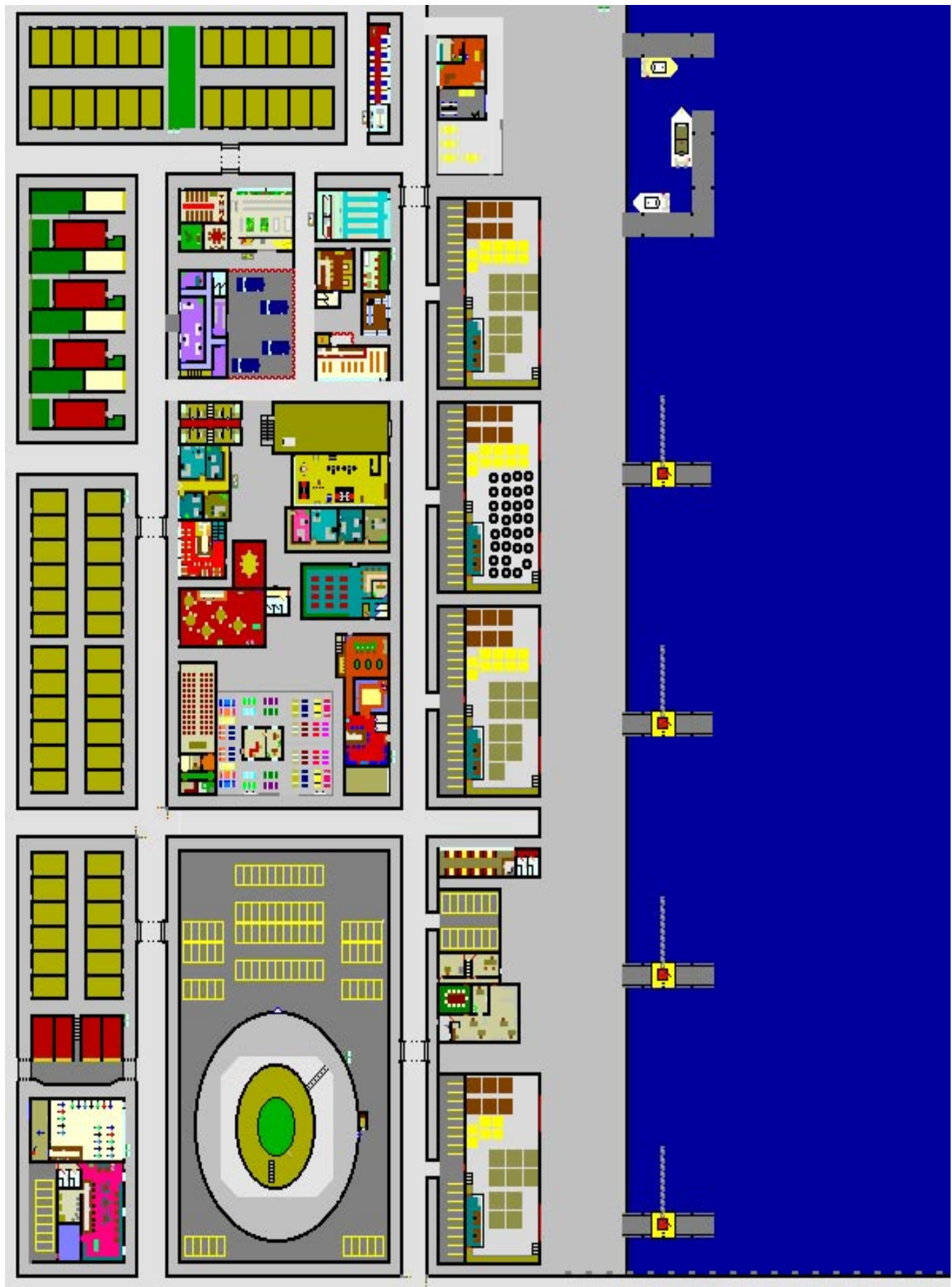
WINTER HILL



JEFFERSON HEIGHTS



EAST WATER



12ND ST
42
creating

42ND ST
40TH ST
A

criminal

Who do you want to be tough guy, schemer, drug dealer. Cracking skulls or shifting kilos requires different aptitudes. To see what I mean lets get the low down on Solly Brown and what he had to do to get it together.

Decide Style of Play
Develop Attributes
Figure Derived Attributes
Select a Criminal Type
Buy Special Talents
Take Flaws or Not
Pick Up Vices
Get a Criminal History
Get Connected
Develop Skills

Our gangster Solly Brown is made up of ten basic attributes that define his physical and mental capabilities, and then twelve more specific attributes derived from these traits. Attributes have a maximum statistical value range of -2 to 5. Both -2 and -5 rate as extreme values, such as on the one hand deathbed frailness and the other near superhuman ability.

But before going any further the director and players must now agree on the style and tone of the game the want to play:

Punk - Gritty, realism, up against it and on the edge. The player criminal is an above average petty two bit punk looking to make a name for himself on the mean streets of Dog Town. The player criminal will often be out matched so will need to work the angles if he is to survive. Attributes 20 development points. Special Talents 6 development points. Skills 60 development points.

Gangster - Genre Cinematic a blend of coolness and realism. The player criminal is a tough, hard bitten ex -con that has been around the block a few times and knows what from who. He'll have a proven track record of doing bad deeds and a certain notoriety earned off the back of them. He has slick skills and a number of connections. He

don't mind mixing it up neither, and a coupla punks are no more problem than just blood messing up his tailored suit. Attributes 30 development points. Special Talents 10 development points. Skills 75 points. An example of play would be Carlito Brigante story and exploits in the film Carlito's Way.

Anti-Hero - Action Hero, one man army. The player criminal is or is going to be a legendary figure in the underworld capable of instilling fear and respect in even Mob Bosses. He has extensive criminal talents, contacts and experience with some killer skills. A very mean mutha that could single handedly takedown a hit squad. Attributes 45 development points. Special Talents 15 development points. Skills 90 points. An example of play would be Tony Montana's rise and fall in the film Scarface.

"How do jou like that eh! You fuckin Maricon. Jou think you can take me. You need a fuckin army to take me. I take you all to fuckin hell."

Tony Montana from the movie Scarface tells the hit squad sent to kill him what he thinks of their chances.

Split System

The split system uses a combination of attributes to the power of four to express both innate abilities (Derived Attributes) and bases for refined skills (e.g. shooting).
 $\text{Attribute} \times 2 + \text{Attribute} \times 2 + \text{Special Talents} - \text{Flaws} = \text{Derived Attribute}$
 $\text{Four Attributes Divided By } 2 + \text{Skill} + \text{Special Talents} - \text{Flaws} = \text{Ability}$
The maximum ability level for either is 25.
The minimum ability level is -10.

Attribute and skill equations contained in this chapter are laid out for ease of use in four quick reference pages at the end of the book. Skill Bases are 8 general attribute bases that can be applied to all skills.

Quickly Derived Attributes	page 282.
Skill Bases	page 283.
Skills In Short	page 284.



Attribute Divider

Total	Ability	Total	Ability	Total	Ability	Total	Ability	Total	Ability
-4	-2	1	1	6	3	11	6	16	8
-3	-2	2	1	7	4	12	6	17	9
-2	-1	3	2	8	4	13	7	18	9
-1	-1	4	2	9	5	14	7	19	10
0	0	5	3	10	5	15	8	20	10

Attributes

Player criminal attributes start at a lame -2 and are then able to be boosted to a truly bad ass level 5 with the expense of a single development point per level. Attributes grouped together in fours then divided by 2 provide their numerical value as modifiers to skills.

Bulk

This is simply a measure of the criminal's size in terms of body mass. It defines his weight, whether it be solid beef or junk in the trunk. It does not indicate strength, but bulk or lack of is a contributing factor in the amount of injury the criminal can hand out, and in turn take. Skinny junkies are more easily hurt than 250 pound nightclub bouncers, and are also not able to throw their weight around, as there isn't any of it. Bulk is worth its value in physical violence related abilities where it pays to be big and bad.

However a criminal with low bulk is often quicker and fitter than a lumbering giant. Bulk is used to determine both move and endurance modifiers and in these instances the ideal is mid to low range. A big bulk as you would imagine comes in useful in scaring a victim into wetting his pants.

An average bulk of 0 provides a base score of 40 injury points from which to build upon. There after each bulk point is worth an additional 4 Injury points but a 98lb weakling with an attribute of -2 would only get 32 injury points.

- 2** Teenage kid to Catwalk Model. (80 - 98lbs)
- 1** Small fella they call Tiny, healthy average female, or puny junkie. (99 - 134lbs)
- 0** Lean and healthy to everyday Joe six pack. (135 - 175lbs)
- 1** Fill a shirt in the right places or look like a guy 5 months pregnant. (176 - 210lbs)
- 2** Bodybuilder or blimp. (211 - 252lbs)
- 3** Big bad professional wrestler. (253 - 308lbs)
- 4** You have a big shadow and make small children cry. (309 - 364 lbs)
- 5** Behemoth or bed bound (365+)



POWER

This is dynamic strength, and represents a criminal's ability to push people around, move fast, smash doors and lift heavy items. Power contributes to the degree of injury that the criminal can inflict adding its value onto violence related skills where brute strength gets results.

Both high jumpers and shot putters have tremendous power the important difference is bulk. Power does rely on bulk to a certain extent to back it up with muscle, and a criminal cannot have a power score more than 2 points greater than his bulk stat. Bulk too if it exceeds power by more than 1 point becomes debilitating with the fat felon having too much flab for his muscle, he is heading for a motorized chair with -1 penalties to his reaction roll for every point over this limit.

Criminals over 40 lose 1 point from their power stats through age deterioration of muscle. Criminals over 65 should have 2 points deducted from their stat.

- 2 Bed ridden anorexic.
- 1 Carrying groceries is a strain nerd boy.
- 0 Not bad, not good.
- 1 You pack a bit of a punch.
- 2 You could play professional football.
- 3 Olympic sprinter or butch female East German shot putter.
- 4 You can tip over a small car.
- 5 Professional strongman, you can bend iron bars and shit.

TOUGHNESS

This is the criminal's hardness and resistance to shock, injury and substance abuse. A criminal's toughness when added to his bulk and power will determine the total amount of injury he can suffer before dying. It also decides the recovery time of injuries.

A criminal's tenacity and balls is also derived from experience and toughness, as mental hardness is as much to do with being tough as having an iron constitution. Scarface had cojounes as big as oil drums and literally spat in the face of death. Wimp out or bite the bullet, stare down or back down, balls or lack of them in the situation is the bottom line. Toughness plays an important part in violence related skills, where having buckets of aggression and meanness can make up for the drawback of only being a pint sized thug.

Toughness deteriorates as a criminal gets older, and he is not able to take the knocks that he used to. For criminals over 45 deduct 1 point from their stat. For those over 60 drop 2 points.

"I neva fucked anybody over in my life, who didn't have it comin' to 'im, you got that? All I have in this world is my balls, and my word, and I don't break 'em for no one, jou understand?"

Tony Montana From the movie "Scarface" tells Sosa his philosophy in life.



- 2 Sickly child and spineless coward, you cry like a sissy.
- 1 You have a glass jaw and a yellow streak to go with it.
- 0 You don't like roughing it and there's a question over ya guts.
- 1 You still ache after a fight, but you'll push yo self more than most.
- 2 You can take a beating, and will stand up for yourself most of the time.
- 3 Tough as a junkyard dog, you like to fight and don't quit when it hurts.
- 4 You possess special forces grit and take a lot of killing.
- 5 When you fall you hurt the ground. "Come and say hello to my little friend."

Reflexes

This is having fast moves, quick hands and stay alive reactions. Driving insanely, playing ball, and popping a homey on a drive by need good reflexes. Skills requiring co-ordination and agility are boosted or handicapped by high or low reflexes. Reflexes combined with experience forms the criminal's reaction roll and matched against anothers, will see who gets the drop on who. It is a sad fact of life that you slow down as you get older. Criminals over 40 lose 1 point off their reflex scores, those over 60 lose 2 points.

- 2 Lobotomized your criminal is slug like slow.
- 1 Football team fumbler.
- 0 You know your left foot from your right.
- 1 Pretty nimble and co-ordinated.
- 2 Fast with good moves.
- 3 Swift as a mongoose, you could play pro.
- 4 Blisteringly fast you get the drop on nearly everyone.
- 5 Fast as lightening, and a supremely gifted athlete.

sense

In "The Life" ya need a nose for trouble to smell when something bad is about to go down. Sense is keeping an eye on the street and the animals that walk on it, and listening to those gut feelings that something is off. Sense encompasses all of the senses including intuition and empathy, allowing the criminal to read people who are trying to bullshit her. As the criminal gets older her senses naturally diminish dropping by 1 point at the age of 60.



- 2 It has to be lit up in neon with directional arrows for you to get it.
- 1 Observant you ain't fella.
- 0 You're ok as long as it ain't too subtle.
- 1 You pick up quite a lot.
- 2 The eyes and ears of a shithouse rat.
- 3 Paranoid or very perceptive.
- 4 Extremely sensitive to the subtleties and nuances of a situation.
- 5 Practically psychic, you is always on the money.

Brains

Being switched on to what is going on, seeing the angles and having the right ideas. Smart thinking will keep you ahead of the pack, and may prevent a bullet from being put in the back of your head. Stupid criminals are punks, and punks tend to end up on the side walk outlined in chalk. The score in brains boosts or subtracts from mental skills and also provides its value in additional points for skill development. Brains is also a component in the criminal's suss and discipline rolls, which allow him smell trouble and resist temptation.

- 2 Kinder garden clay class, barely able to tie your own laces, and that's being kind.
- 1 Your mind is as sharp as a rusty spanner missing just as much as it picks up.
- 0 You're ok as long as the shit ain't too deep.
- 1 You can think on your feet.
- 2 Smart you plan good jobs.
- 3 Shrewd operator you see nearly all the angles.
- 4 Criminal mastermind, they can't get close to you.
- 5 Criminal visionary.

Control

To stay cool, and keep a lid on your criminal's emotions and vices needs good control. Hot-heads are reckless, and give in to their anger, addicts are weak and can't stop the binges. Dog Town is full of bad temptations, dark alleys that get ever darker, and lead to inevitable ruin. Control is discipline, keeping on the straight and narrow. In certain situations a very high self-control can even master fear, and allow the criminal to act. It is also important



for waiting, prolonged periods of concentration, and resisting boredom. Lust, greed and rage are kept in check by control. Flip out over some chick or insult, and you lose control of your criminal, as he isn't able to be rational any longer. As in life the criminal will follow his rage, and give in to his temptations. The city dump is littered with people who should have known better. Being disciplined and focused also provides the criminal with its value in skill development points.

- 2 Wino, junkie, psycho, degenerate gambler, a highly-strung basket case.
- 1 You are a bit flaky and you usually cave in, and then can't stop.
- 0 Pretty even-tempered and stable.
- 1 You have some vices but none excessive.
- 2 You usually do what's good for you and act with your brains consent.
- 3 Calm and collected you know what you are about.
- 4 Tranquil as a Buddhist monk.
- 5 As rational as a computer, nothing influences you.

Style

Charisma, poise, attitude, model looks and the talk to go with it. Film stars have it in spades, as do gangsters in \$1,000 dollar suits. Stylish hip dudes attract hangers on, while those without it are the stuttering oddballs that people poke fun at. Style also influences know streets and all social based skills like coax and impress.

Charisma never dies and if you've got that special something your criminal will become distinguished by age, and not ruined by it.

- 2 Ahhhhh ... Pig Boy lives.
- 1 Nobody listens, you're a brown bag job wearing clothes that don't match.
- 0 Passable looks and you fit in ok.
- 1 You mix well and have friends.
- 2 You know how to work people and are hip.
- 3 You is fine, and can entertain a crowd.
- 4 You could start your own cult.
- 5 You is a star baby.



Experience

The school of hard knocks, your criminal's experience on the street and what this has taught him. A criminal with a high score will know more, with experience being an essential part of gangster's knowledge of his particular neighborhood, and combined with brains forms the criminal's suss roll. Experience also figures in the criminal's balls, reaction roll and is an asset to criminal related skills providing its value x3 in skill development points. Like a fine wine can improve with age, for criminals over 40 add 1 point to their stat, for those over 50 add 2 points.

- 2 Forget about being a criminal.
- 1 You wear blue colors in a Blood neighborhood, life expectancy 6 hours.
- 0 A bit of a sucker and liability you've spend more time in jail than out.
- 1 Getting there you know a few tricks.
- 2 You can make some green.
- 3 Respected killer, thief, hustler.
- 4 You're a wise guy raking it in and will probably someday be a boss.
- 5 You're destined for greatness, to be mentioned in the same breath as Luciano.

"You ain't a lawyer anymore Dave, you a gangster now, you on the other side. Whole new ball-game.... and you won't learn about it in any classroom,...and you can't have a late start..."

Carlito Brigante from the movie Carlito's Way gives the lowdown on the criminal world to his former friend Dave Kleinfeld.

Luck

In life whether your felon gets the shit end of the stick or not in situation, can when all other options have played themselves out, come down to lame old luck. Luck is the last resort of the loser, and can smile or frown on the player depending on what it has to overcome. A hideous 90mph car crash would need the criminal to be extraordinarily lucky, to be able to get out and walk away from the wreckage in one piece. The chances of this are slight, as so too would be a belt buckle preventing a serious abdominal wound from a knife. Luck can be used in this way to save the criminal's ass. However the problem with luck is, that keep pushing it, and sooner or later it will run out. Luck is tested at attribute x4.

- 2 Lady Luck has taken a dump on you.
- 1 You usually get the raw deal or the bad break.
- 0 A mixed bag of both good and bad.



- 1 You can't complain with the hand life's dealt you.
- 2 You hit a hot streak every now and then.
- 3 A lucky sonavabitch.
- 4 You've got nine lives.
- 5 Mr. One in a million.

Improving Attributes

Some attributes like style, power and experience can be improved, while nearly all can be reduced through injury and disfigurement. The first advancement costs 10 points, the second costs 20 and the third 30. These are worked towards gradually in increments. E.G. One week of intense weight training could provide three development points towards improving power, or a crime packed week on the streets of Dog Town two development points towards improving experience.

Bulk - This can increase gradually through excessive eating, high volume weightlifting, and steroid abuse by up to 5 points. It can also diminish by up to 3 points through continual drug abuse or periods of illness.

Power - This can be raised through regular explosive resistance work, and through steroid usage by up to 2 points. It can be decreased by 3 points through long periods of inactivity or malnutrition.

Toughness - Can be improved by up to 2 points through living a tough life, surviving hard knocks, setbacks, and pushing physical and mental limits. A hard life of grief and bad breaks can also knock the stuffing out of a criminal by up to 2 points, leaving her a shell of what she was. For those harrowing god awful ordeals make a coping roll, to see if the situation makes or breaks her.

(See Ordeals in Doing a Lil Somin Chapter for more details).

Reflexes - Reflexes can be improved by 2 points through living a fast life on a tight-rope. Reflexes can be slowed down by age and brain damage.

Sense - Observation and listening skills can be improved and honed with practice by 2 points. Sense can be lost as a result of injury.

Brains - Natural intelligence can be increased by 2 points by applying the mind to the daily rigors of crime. Brain damage or chronic substance abuse can decrease intelligence, by up to 4 points. So stop sniffing da glue spotty boy.

Control - Anger management classes, therapy and insightful reflection of a criminal's undesirable tendencies can improve control by up to 2 points. Mental illness or severe stress, over prolonged periods of time can reduce it by 2 points. But face it is a hardcore gangster going to see a shrink, fuggetaboutit. The Sopranos is 20 years away.

Style - You've either got it or you ain't, though plastic surgery, fine vines and scarring can boost or damage your criminal's style by 1 point and 3 points respectively.

Experience - An eventful life full of stimulating illegal experiences can make a criminal wiser by 5 points, if he has the brains to see where he went right and where he went wrong. A dumb criminal never learns, and can spend his whole life going nowhere. Experience once gained can't be lost.



Luck - A criminal's luck can go up and down like a hookers panties, depending on how much he relies on it. Use it, and it will deplete by 1 or 2 points a time (Off total x4), pull off some cool cinematic shit and the director can get generous and boost the stat by a point. Luck will regenerate itself at the director's discretion, either at the end of the session, or perhaps after a week or two of game time if the director wants to run a tough game.

Derived Attributes

Many qualities are a combination of attributes added together. Use the formulas listed to work out their value and then add and subtract relevant special talents and flaws on top of the attribute. Derived attributes are worked out to have totals excluding flaws and special talents of between -8 and 20.

Trauma Resistance - Getting hit upside the head can hurt ya more than losing a coupla teeth. Being dumped on yo ass by a sassy shot ta the chops is bad business, especially when there ain't no ref on the street ta see ya up nice and sweet. So best suck it up ta stay on yo feet and outta the hospital. Add toughness x2 and bulk x2 together for the gangster's ability to resist the trauma value of injuries.

Hurt Modifier - To do more than just bitch slap ya needs power and a bit of weight to go with it. Take the total of the power and bulk attributes added together and apply it to the physical weapon used, to increase or decrease it's effectiveness. E.G. a softball bat with an effectiveness of 16 can be increased to an effectiveness of 14 with a +2 hurt modifier. A hurt modifier is never tested only applied.

Injury Points - This is how much trauma, shock and injury a criminal can take before he dies. The bigger and tougher the criminal the more busted up he can get before he flat lines.
Add power x2, bulk x4 and toughness x4

together on top of a bulk base of 40 points for the total. The total is the healthiest the criminal can be.

At zero injury points your criminal has died, and is ready for a body bag and a trip to the morgue. However even though your criminal is technically dead, he may be resuscitated up to a certain time after, in a period known as a death save. The time in which a criminal may be saved is 2 minutes plus the extent of his toughness in 30 second rounds. Thereafter he is food for the worms.

The total number of points are divided into five equal bands where possible, or as close to equal as is possible, representing worsening degrees of injury.

These are bruised, battered, busted up, aw messed up and finally critical. Alternatively these could be described as nicked, cut up, sliced up, a bloody mess and critical, if the injuries were caused by a blade instead of a blunt instrument.

(See the Thug life chapter for a full explanation of the bands)

For example a criminal with 46 injury points would have 10 points in bruised, 9 points in battered 9 points in busted up, 9 points in aw messed up, and finally 9 points in critical. Note always fill the least serious bands first with the greater amount of points and work down.

MOVE - Rolling over the hood of a car and breaking your fall on the other side. Leaping down a whole flight of steps without busting your ankles, or keeping balance on a window ledge. Move is your criminal's general athletic ability in climbing, diving, jumping and twisting his body to get out of a jam. Use this attribute if your gangster is jumping across rooftops, or has a speeding car hurtling towards him.

High power and reaction speed, combined with a certain bulk score, creates the perfect power to weight ratio that is the ideal for fast movement over city terrain. Rooftops, fire escapes, chain link fences and pedestrians provide an urban obstacle course, for your criminal to jump, climb and weave through.





Simply this stat is how well your criminal can handle his own weight. For example both fat and scrawny recruits in the army struggle to climb up rope, or run very fast, because they carry too much weight for their power, or do not have any bulk to give them power. The ideal bulk is 1, which is a good athletic physique, and a power of 3 or 4, which is a superb amount of explosive strength. A long jumper would be a good example of this ratio, and would get +5 modifier for each of these values.

Reflexes provide the timing, balance and reactions needed to quickly switch direction to avoid a collision, or to keep running on track after a jump. The move modifier is worked out by comparing your criminal's power and bulk to the ideal.

For the first power and bulk point under deduct 1 point, then 2 points for every other point thereafter from the +5 ideal attribute. For every power and bulk value over the ideal deduct 2 points from the ideal at the start and then 3 points for each point thereafter. The criminal's reflex attribute is applied as its value.

Criminals can long jump with an adequate run up their straight speed move ability +5 in feet.

Criminals can high jump with an adequate run up their move ability divided by 3 +1 in feet.

Pit ability against assigned difficulty or other criminal's move. Refer the criminal's modified move ability to the Movement Table for the number of yards that can be covered over good ground per six second round of action.

Straight Speed (Power x2, Bulk, Reflexes)

Climbing (Power x2, Reflexes, Bulk)

Maneuvering (Reflexes x2, Power, Bulk)

Balancing (Reflexes x2, Control x2)

For example a criminal with a bulk 3, power 3 and reflexes 3, would get the following straight speed move modifier. Bulk is 2 greater(-2 and -3) than the ideal for a 0x1, and power is within the ideal point range for a total of +5x2 with reflexes a straight + 3x1. Added together for a total of 13.

Creating A Criminal 40



Note the maximum negative move is -4 for those criminals exceeding the limits (the doughboys and beefcakes) and -2 for those below the limits (the shorties and pencil necks). For the morbidly obese criminal that needs special pants, and sweats when he sits, the hundred yard dash is like a marathon in slow motion. For criminals with bulk attributes +2 greater than their power attributes allow up to a -6 moves.

Movement Table

MV	YD	MV	YD	MV	YD
-6	10	1	23	8	35
-5	12	2	25	9	36
-4	14	3	26	10	37
-3	15	4	28	11	38
-2	16	5	30	12	39
-1	18	6	32	13	41
0	20	7	34	14	43
15	46	22	61	29	74
16	48	23	63	30	76
17	50	24	64	31	79
18	53	25	65	32	82
19	55	26	67	33	84
20	57	27	70	34	87
21	59	28	72	35	90

Distance in yards per 6 second round.

Endurance - Running across town to make a deadline requires endurance. Sprint speed won't cut it; over the long haul sustainable pace is the key. Again the basis for this ability is the perfect combination of power and bulk, added to a rugged durability. Good distance athletes are all lean and sinewy, with a similar power to weight ratio. Power exceeds bulk, which must be kept to a healthy light minimum but is limited to a mid range, as endurance type power is repetitive and not explosive. The perfect ratio is power 1, and a bulk of 0. This physical base produces the best possible attribute for distance skill. Toughness is a required quality, as when it starts to hurt, you need to be able to dig deep and run through it. Use same formula as move to work it out, but add on toughness instead of reflexes. For those below the ideals the maximum penalty is -2. For those above the ideal the maximum is -4 going to -6 for the true lard asses.

Fast Aerobic Endurance

(Bulk x2, Power, Toughness)

Long Hard Slog (5 to 20 mile fast hike)
(Toughness x2, Power, Bulk)

Staying Awake

Toughness x2, Control x2)

Reaction Roll - An ability equal to the reflex x2 and experience attribute x2. Natural quickness combined with plenty of street experience will mean the felon knows trouble when he sees it, and doesn't skip a beat in pulling his piece. This general reaction attribute determines how much mayhem a criminal can cause in a single 6 second round.

SUSS ROLL - An ability equal to the total of your criminal's brains and experience attributes x2. If stuck between a rock and a hard place, or backed into a corner with seemingly no way out. A director may permit your criminal a suss roll. Experience and insightful reflection of it, provides a criminal with a kind of street wisdom, the talent to be able to "suss it out". Suss acts as a sort of criminal radar protecting the criminal





from set ups, lies, scams, and as a check list to not getting caught. Use it when you've got a situation that a skill doesn't cover e.g. picking the right victim for a mugging, or gauging the meaning to a gesture or event.

"When you can't see the angles no more, you in trouble baby, you in trouble."

Carlito Brigante from the Movie Carlito's Way.

Discipline Roll - Equal to the total of your criminal's brains x2 and control x2 added together. It is the criminal's ability to concentrate for several hours with his head stuck in a book, and understand what he has read, or to listen for a protracted period of time, and understand what he has been told. Skills can be picked up or improved through this nerdy behavior.

The same attributes are used to know when to say no to something that ain't good for your criminal. At least not in the long run as

it takes sense and willpower not to gamble or snort away all ya hard earned bread, and Dog Town is full of losers that haven't got either.

Know Streets - Equal to the total of your criminal's experience x2 and style x2. It is the criminal's knowledge and experience of his particular neighborhood, and the contacts he has made in it. Tested successfully the criminal will know who runs what card game, where to buy a piece with no questions asked, and who not to stiff on a loan. This stat is much like a taxi drivers accumulated knowledge of streets, routes and locations. The criminal's own neighborhood is tested at difficulty 0, adjoining neighborhoods are tested at difficulty 6. Neighborhoods further out are tested at difficulty 10. Cops also have this ability, and one's with high scores are plugged into the street knowing facts and faces.



Balls - Equal to the total of the criminal's toughness x2 and experience x2. It is the criminal's aggression, spirit and machismo combined with confidence and experience gained from coming through some tough spots, that makes the difference between a brash upstart punk and a vicious shark eyed veteran of the streets. Used to be able to stand yer ground and tell serious people to go and fuck themselves.

Coping Roll - Like the t-shirt say shit happens, and in Dog Town there's as much bad business to deal with as there is trash on the sidewalks. Putting up with the ghetto nightmare of debts, threats and death, day in day out is wearing on a dude. Ya gots to be tough and controlled to stand up to the stress and stay level headed, when everything seems designed to drag ya down. Can ya cope with the aftermath, of the sick shit that you yo self have to do to survive. The strength of toughness x2 plus control x2 will tell.

Use this stat for sustained periods of stress that balls alone can't handle, and to manage those feelings generated after going through particularly horrible experiences.

Hostility Rating - Having a good or bad attitude based on the attributes of toughness and control. This is a measure of how many people the criminal has pissed off over the years, and are hostile towards him as a result. It is also the number of people that the criminal is pissed off at, and feels hostile towards. This is because hotheads, addicts and flaky personality types let people down; act on impulse, are very often stoned, violent and temperamental. Combine this with tremendous balls giving tenacity, courage and belligerence, and you have a volatile mix.

On the flip side cool, measured, tolerant criminals are able to act rationally, and can keep their feelings in check. They rile less people, and in turn take things less personally themselves. This is not a contradiction with style, as style is the quality of being

hip. Stars are certainly this, as well as difficult, indulgent and outspoken. To work out how much of a pain in the ass your criminal is, simply take the difference between a low control stat and a high toughness stat, for the hostility rating of the criminal. Criminals with high control and low toughness scores aren't a problem, as they have the discipline to keep a zip on their lip. Any low life with a hostility rating of 5 or more is a walking war zone, and would be as popular as a gay pride march in fundamentalist Tehran.

For example our Solly with a toughness of 5 and control of -1 will have an off the dial hostility rating of 6, and a whole heap of problems because of it.

A hostility rating is a stat that is not tested, but used as an indicator of how much of a bad ass or asshole the criminal is, and has been.

However if the player criminal is one tough cookie that could teach even Charles Manson a thing or two about evil, then although he would be despised, whilst in a position of strength those that would move against him, might not out of fear.

Zero or lower

A clean slate, no one has really got it in for you, and you're not particularly pissed at anyone yourself.

One

You've picked up a couple of enemies that would like to see things blow up in your face. They will bad mouth and rat you out, cut you out of deals, but not necessarily hurt you, or lose sleep about the fact that you are walking around breathing air. There are also a couple of mutts that have made it onto your shit list, that you won't be sending Christmas cards to.

Two

You've managed to aggravate a couple of people to the extent that they wish you physical harm. Thoughts of revenge don't



occupy their every waking moment, and they won't go out of they way, to take risks to injure you. But if things are right, bada bing, look out hospital food. There are also two or three guys yourself, that you'd like to catch up with for old times sake, and break a pool cue over their heads.

Three

You're very unpopular with some hardcore people. A half a dozen or so would like to see you six feet under and are prepared to put you there given the chance. You have a serious beef with a handful of douche bags, whose very existences you'd love to shorten. Let them not pass you in a moment of vulnerability.

Four

Your name causes homicidal rage in up to half a dozen people, who are actively seeking to kill you in long unpleasant ways. Open contracts will be put out, and snitches paid for your whereabouts. Expect to be rolled up into the trunk of a car for a ride you won't return from. You yourself have an abnormal hatred for several people, that drives you to find ways to have them abducted, and suspended by a meat hook from a place where the sun don't shine.

Five

Find a cabin in the sticks, and stay there for the good of you and everyone else.

A Career In Crime

In Dog Town there are no fixed career classes only general criminal types, and these don't restrict what your criminal can do and what skills he can learn. Sure there are cheaters and beaters, stealers and dealers and each have particular talents and areas of expertise. But foremost criminals are opportunists that exploit a given situation when it arises. Drug dealers may kill out of necessity or profit, and thugs may set up a shylocking operation. (See **Dog Town: The Felon's**

Handbook for more detail).

Reverting TO TYPE

Most felons find it hard to go straight and eventually revert back to type. Criminologists call this type of criminal a recidivist and they are prone to commit crime whether they are pushed into it by circumstances or not. Liars will defraud and violent men will injure as this is their nature.

A player may choose either one or two criminal types that best express his punk's offending instincts. In doing so the criminal benefits from 20 points in various edges the type has to offer and the number of points in drags that the type picks up. For instance thug types have a raw talent for hurting people and this is reflected in the kind of edges they get.

Attributes. These can be increased at the cost of 5 points each for core attributes and by 3 points each for derived attributes. The value of the bonus is taken as a whole so +3 know streets is bought for 3 points, +2 Style for 5 points.

Special Talents. These can be acquired for 2 less development points at a cost of 2 points a talent.

Skills. These can be acquired at a higher starting proficiency level. So assault would be introduced at a +1 amateur level instead of an untrained one of -3. Cost 3 points per skill.

Specializations. These can be acquired regardless of proficiency level and can be taken twice within the same skill expertise. Cost 1 point per specialization.

Drags. The associated vices and problems that the type has a habit of having or picking up. Each costs 1 point.

Players can take two types eg. thug/pimp (Known as a Gorilla Pimp) and split their bonuses and drags between the two.





The Asshole

The asshole is a fucked up in the head felon destined for a lifetime of jail or a bullet behind the ear. This twisted loser is a maelstrom of hate oozing malice from every pore, he delights in destruction and violent behavior sometimes simply for its own sake. From being just plain stupid and offensive, to being a dangerous whacko with something to prove assholes litter the criminal world committing such crimes as reckless driving, criminal damage, assault, public drunkenness, drug possession and lewd behavior. Often escalating with the more psychotic to serious sicko crimes like wanton arson, aggravated battery and random acts of rape and homicide.

Attribute Bonuses

Toughness +1, Balls +2, Trauma Resistance +2, Endurance +3.

Special Talents

Iron Constitution, Adrenaline, Death Wish, Psycho, Evil Eyes.

Skills

Driving, Blade, Creep, Escape, Threat.

Specializations

Dirty Fighter, Broken Bottles, Hotwiring Cars, Hiding Weapons, Tailing, Handcuffs, Shoplifting.

Drags (3 point minimum)

Drugs, Alcohol, Temper, Spite, Flaky, Big Mouth, Hostility Rating +2, Suss Roll -2, Discipline Roll -3.

"Do you know the best part of killing someone. The look on their face. It's that look. Not when they are threatened. Not when you hurt them. Not even when they see the knife. It's when they feel the knife go in. That's it. It's surprise. They can't really believe it's happening to them. She had that look, the girl, when she knew it wasn't just porno. You feel how hard I am."

Machine from the movie 8mm.





The Broker

The Broker for a price or percentage trades information and acts as a go between and fixer. Looking for a fence that can lay off specialist swag, or a talented wheelman for your next big score, then a broker is the guy you go and see. Brokers never get their hands dirty handling anything; they simply make the phone calls and the introductions. They buy insider information like the alarm layout to a bank and sell it on to criminals that can make use of it, job done. They also finance operations fronting the set-up money for numbers banks and drug buys in return for an agreed percentage of the profits. Need brains, style and experience to make a great know streets for this line of work. Social and mental talents are also an asset as well as the skills impress, coax and deal.

Attribute Bonuses

Brains +1, Experience +1, Style +1, Know Streets +5, Suss Roll +2, Discipline Roll +1.

Special Talents

Creative Speaker, Grey Man, Logical Thinker, Total Recall.

Skills

Deal, Impress, School, Drugs, Break And Enter, Language.

Specializations

Math, General Knowledge, Valuing Items, Bargaining, Alarm Systems, Lying.

Drags (1 pont minimum)

Trauma Resistance -1, Balls -1.

"Word has come to me you are a top-flight burglar. If you are, we can make you a millionaire in six months. We can show you where the jewels are, what is there and what to look for. And when we tell you there's jewels in the house we know they are there."

Chicago Outfit gangster Leo Rugendorf from book "The Home Invaders" approaches cat burglar Frank Hohimer with a deal.





The Dealer

The Dealer is a criminal who buys and sells drugs or stolen property for profit. Typically this criminal has brains and a degree of experience to know what's what, and who to pass it off to. Know Streets and deal are the most important abilities to possess along with impress, conceal and drugs. A fence or drug dealer are the options available, or legitimate business if the criminal has inclination to go somewhat straight.

Attribute Bonuses

Style +1, Sense +1, Know Streets +3, Suss Roll +2.

Special Talents

Intuitive, Creative Speaker, Total Recall, Suspicious Mind.

Skills

Deal, Drugs, Impress, Awareness, Conceal, Language.

Specializations

First Impression, Make Cop, Being Tailed, Drug Dealing, Valuing Items, Cutting Drugs, Finding Stash Places.

Drags (2 point minimum)

Notoriety, Drugs, Spender, Power, Greed, Hostility Rating +1, Discipline Roll -1.

"I went along with that thing of yours about getting out cause I had nothing else. When I get out what am I gunna do? I don't know nothing else but dope, baby. Takin' it, sellin' it, bankrollin' so other small time pusher. Ya know, you've got this fantasy in your head about gettin outta the life and setting that other world on its ear. What the Fuck are you gunna do except hustle? Besides pimpin'? And you really ain't got the stomach for that."

Eddie from The movie "Superfly" asks Priest to reconsider going straight.





Creating A Criminal 48

The Heister

The Heister is a criminal that robs at gun or knifepoint. Truck hijackings, muggings and stick ups of convenience, liquor stores and banks are the types of crimes that this thug/thief commits. Decent ratings in bulk, toughness, experience and brains are needed with good suss and know streets. Developed skills in threat, conceal, break and enter, drive, blade, handgun or rifle should be considered.

Attribute Bonuses

Bulk +1, Control +1, Toughness +1, Balls+2, Move +2, Suss Roll +1, Hurt Modifier +1.

Special Talents

No Nerves, Adrenaline, Heavy Hitter, Acute Senses, Intuition, Fast Reactions.

Skills

Threat, Drive, Rifle, Handgun, Awareness, Creep, Conceal, Blade, Patch Up.

Specializations

Alarm Systems, Small Knives, Hiding Identity, Concealing Weapons, Concealing Criminal Movements, Finding Stash Places, Tailoring, Cornering, Rapid Fire, Shotguns.

Drags (2 point minimum)

Spender, Greed, Risk Taker, Drugs.

"When you're dealing with a store like this, they're insured up the ass. They're not supposed to give you any resistance whatsoever. If you get a customer, or an employee, who thinks he's Charles Bronson, take the butt of your gun and smash their nose in. Everybody jumps. He falls down screaming, blood squirts out of his nose, nobody says fucking shit after that. You might get some bitch talk shit to you, but give her a look like you're gonna smash her in the face next, watch her shut the fuck up. Now if it's a manager, that's a different story. Managers know better than to fuck around, so if you get one that's giving you static, he probably thinks he's a real cowboy, so you gotta break that son of a bitch in two."

Mr. White from the movie "Reservoir Dogs."

The Hustler

The Hustler is a criminal that cheats, lies and deceives individual victims and organizations out of property and money. Typically the hustler is a person of style, experience and intelligence who is able to appear genuine and plausible. Talents in coax, impress, conceal and cheat are essential to getting away with it. Cheating welfare, credit card fraud, flim flams, working a bunk game, insurance scams, setting up phony companies, bar room grifts are all ways to fleece people out of their money.

Attribute Bonuses

Style +1, Brains +1, Suss Roll +2, Discipline Roll +3, Move +1, Know Streets +1.

Special Talents

Winning Smile, Sex Appeal, Suspicious Mind, Creative Speaker, Grey Man.

Skills

Cheat, Stealing, Shop(Art), Perform, Impress, Coax, Conceal, Deal.

Specializations

Creating Documents, Bogus Official, False Medical Claims, Driving Licenses, Fake Seizure, Lying, Hype, Mooch, Befriend, Hide Identity, Evaluate.

Drags (1 point minimum)

Notoriety (Liar),

"You show me a fucking guy that's greedy, and I'll rob him. No matter how, I'll find a way to rob him. Because if he's got greed in him, there's always a way. Just find the thing he likes the most. When a guys greedy, you could make him believe orange is black. I mean this is what kind of fuckin suckers there are. Show a guy something. I take guys to trucks. 'You see that truck, its loaded with televisions'. They believe it. Its loaded with tuna fish they believe it. Give me the money. 'See that that truck its loaded with pizza sauce. California all red, the best pizza sauce, whatever.'"

Mafiosi Nick Caramandi from "Blood and Honor."





Creating A Criminal 50



The Pimp

The pimp is a criminal that profits from prostitution by playing a game with a ho's mind. The pimps hustle is to trick the ho into thinking she needs him to run her. A super style and icy cold toughness with threat, coax and impress skills to match are required to break her down, and get the give on her hard earned dough. Special talents should include winning smile, sex appeal and creative speaker.

Attribute Bonuses

Style +2, Control +1, Suss Roll +2, Know Streets +3, Discipline Roll +3.

Special Talents

Winning Smile, Sex Appeal, Evil Eyes, Creative Speaker, Psycho, Suspicious Mind.

Skills

Impress, Coax, Deal, Assault, Blade, Threat.

Specializations

Mooch, Seduction, Flatter, Dress Sense, Hype, Lying, Jive, Backhand Slap, Switchblade, Boss.

Drags (2 point minimum)

Spender, Greed, Hostility Rating +1, Coping Roll -1, Big Mouth.

"Dawn was breaking as the big Hog scooted through the streets. My five whores were chattering like drunk magpies. I smelled the stink that only a street whore has after a long, busy night. The inside of my nose was raw. It happens when you're a pig for snorting cocaine.

My nose was on fire and the stink of those whores and the gangster they were smoking seemed like invisible knives scraping to the root of my brain. I was in a evil, dangerous mood despite the pile of scratch crammed into the glove compartment."

Iceberg Slim from his autobiography "Pimp."





The Thug

The thug is a criminal that uses violence or the threat of it to get money and respect. Typically the thug is big powerful brute that is able to throw his weight around or intimidate a victim through sheer size and menace. Good ratings in bulk, power, toughness and reflexes are useful to get the job done, and skills such as awareness, threat, batting, blade and assault will come in handy when warnings need to be given and legs broken. Body guarding, debt collection, door work, extortion, punishment beatings and contract murder are all possible lines of work for the thug.

Attribute Bonuses

Power +1, Bulk +1, Toughness +1, Reflexes +1, Hurt Modifier +2, Trauma Res. +2
Balls +2, Reaction Roll +2, Coping Roll +1.

Special Talents

Heavy Hitter, Vice Grip, Granite Jaw, Adrenaline, Psycho, Fast Reactions.

Skills

Assault, Blade, Batting, Handgun, Explosives, Rifle, Awareness, Threat, Lifting.

Specializations

Dirty Fighter, Cut Throat, Back Stab, Stun, Fire Fight, Ooze Violence, Quick Load.

Drags (2 point minimum)

Power, Temper, Hostility Rating +2

"I think in all fairness, I should explain to you exactly what it is that I do. For instance tomorrow morning I'll get up nice and early, take a walk down over to the bank and... walk in and see and uh... if you don't have my money for me, I'll... crack your fuckin' head wide-open in front of everybody in the bank. And just about the time I'm comin' out of jail, hopefully, you'll be coming out of your coma. And guess what? I'll split your fuckin' head open again. 'Cause I'm fuckin' stupid. I don't give a fuck about jail. That's my business. That's what I do."

Nicky Santoro from the Film Casino.



The Thief

The Thief is a criminal that is into plain old fashioned stealing. If its someone else's and it isn't nailed down then its up for grabs. Typically the thief is a dude that is light on his feet and light with his fingers combined with a good suss roll. Essential skills are break and enter, move, creep, awareness, conceal, deal and drive. Shoplifting, burglary, smash and grab, car theft and pick pocketing are ways to make disrespect for other peoples property pay.

Attribute Bonuses

Sense +1, Reflexes +2, Suss Roll +2, Know Streets +2, Move +3, Endurance +2.

Special Talents

Light Fingered, Light Footed, Explosive Speed, Vice Grip, Intuitive, Acute Senses, No Nerves.

Skills

Break And Enter, Stealing, Awareness, Creep, Conceal, Shop (Electronics).

Specializations

Alarm Systems, Hot Wiring, Cracking Safes, Locks, Shoplifting, Slight Of Hand, Pick Pocketing, Spot Tail, Hearing, Move Quietly, Hide Identity.

Drags (2 point minimum)

Greed, Risk Taker, Drugs.

"I got out, found a dime store, bought a cheap knife with about a 6-inch blade for \$1.32, a 12-inch long thin metal ruler for 33 cents, a package of safety matches, a 29 cent pen light. At a cheap clothing store I bought a pair of tennis shoes for \$3.71, a pair of gloves, and a ski-mask. Then I dropped everything in a paper bag, walked back to the bus station, got a phone book, went looking up doctors' and lawyers' names"

Frank Hohimer in his book "The Home Invaders" explains what he did on release after serving 11 years in prison for a crime he didn't commit.





The Runner

The Runner is an all purpose gopher and errand boy. He hides cash in a stash pad, couriers drugs from one side of town to the next, carries a gun so his boss don't have to, and collects money or bets from his bosses customers. A peons job but one with opportunities to rise or rip off. Control, Brains and Sense are useful attributes not to screw up and get whacked. Skills should include impress, conceal, drive, gambling and drugs.

Attribute Bonuses

Control +1, Sense +1, Move +2, Endurance +4, Reaction Roll +1, Discipline Roll +1, Know Streets +3.

Special Talents

Acute Senses, Winning Smile, Focus, Grey Man.

Skills

Awareness, Driving, Conceal, Gambling, Impress, School.

Specializations

Make Cop, Cornering, Finding Stash Places, Lying, Math.

Drags

None.

"The cigarette doesn't care about the flash paper it just takes it. If were to run for me you might be wise to warm up to the idea, that I don't care for you Edward."

"Ok I understand."

"Now here what your job entails. Every morning Rocco your immediate supervisor will hand you an envelope with the sum of \$100,000, sometimes more. The denominations divied up in the form of cash, chips and winning tickets. On the job you will wear a wire, a ear piece, carry a beeper. Your daily task simple. Run to each book jot down the lines and phone them to me. I will tell you what and how much to book."

Deep Throat from the movie "The Runner" explains his employment conditions to Edward his prospective recruit.





Creating A Criminal 55



The Racketeer

The Racketeer is a criminal that has his fingers in a lot of pies. Typically the criminal is a gangster organizing several continuing illegal enterprises like sports betting, card games, loan sharking, extortion, large scale commercial theft and fraud. Deal, threat, cheat and violence related skills are required to maintain these rackets. The gangster could be independent or more likely belong to an organized crime group like the Mafia.

Attribute Bonuses

Bulk +1, Brains +1, Experience +1, Style +1, Suss Roll +3, Know Streets +3, Hurt Modifier +1, Discipline Roll +2.

Special Talents

Logical Thinker, Heavy Hitter, Suspicious Mind, Winning Smile, Evil Eyes, Focus.

Skills

Deal, Gambling, Threat, Batting, Handgun, Cheat, Coax, Impress.

Specializations

Corruption, Running A Business, Fix Odds, Veiled Threat, Boss, Baseball Bat, Befriend, Dress Sense.

Drags (2 point Minimum)

Notoriety, Greed, Gambling, Power, Alcoholism, Food, Move -1.

"From now on, nothing goes down unless I'm involved. No blackjack no dope deals, no nothing. A nickel bag gets sold in the park, I want in. You guys got fat while everybody starved on the street. Now it's my turn."

Frank White from the movie King of New York.

Special Talents

If you got a granite jaw, hollow legs for the booze, and you can just put your finger on something without really thinking about it. You have what they call a talent.

Talents are individual god given traits that enhance the player criminal's capabilities to withstand punishment, sense things or solve problems. Special talents form part of overall abilities and these can be affected by several special talents with some talents having more benefit to the ability than others. No grouping of special talents can confer more than a +5 bonus to the ability. For instance the psycho special talent enhances the threat ability by +2 and the evil eyes talent by +4. Having both these talents however will only confer a +5 boost to the ability.

Sets

Some talents go together like fries and ketchup, and can if taken as a package save a talent point off their combined total for each talent in the pack. For instance death wish, psycho, and determination are all talents that involve a hardcore mindset, and a criminal possessing one has a greater likelihood of possessing the others. So taking them all would work out 3 points cheaper.

Power

Heavy Hitter. You hit like a freight train punching, kicking and swinging well above your size and strength. Add +1 to +3 onto the criminal's violence where blunt and assault attacks are used (See styles). Add only +1 onto stab attacks. Also increase hurt modifier by +2 and trauma values by +2. Cost 5.

Vice Grip. You've got a handshake like a gorilla, and can squash and break things apart to show off. Lifting and climb tests made at +3, Impress tests made at +1 where handshakes are involved. Grappling and other physical attacks are boosted by edges of +1 to +2 depending on the style of fighting. Cost 5.

Creating A Criminal 56



Explosive Speed. Over short distances you sprint and jump like a track star. Add +5 to move where speed is the deal. Also adds +1 to the wrestling style of fighting and +3 to throw and lifting skills. Cost 3.

Physical Toughness

Granite Jaw. Thick skull; no senses to scramble who knows, but it takes a sledgehammer to put you down. Increase protection by up to +2 points for all blunt attacks and by +1 for gunshot and stab attacks. Increase trauma resistance by +5. Cost 5.

Iron Constitution. You can drink all day and still stand up, and you've never been ill for a day in your life. All poison and illness tests are made at -4 to the difficulty and the criminal gains +5 injury points. Also recovery from injury is +4 points greater over a week. The player criminal is also naturally fit and gains +5 to endurance and +1 to trauma resistance. Cost 5.

Adrenaline. "What I broke my leg ... nah ya got to be kidding me." The gangster is one hardcore muthafucker that doesn't feel pain or acknowledge the fact that he is almost dead. While others are rolling on the ground screaming for their mamas, he just keeps trucking until he drops, ignoring all injury penalties. Also adds +5 injury points and +3 trauma resistance. Cost 6.

Reflexes

Light Footed. The criminal has the footwork of Sugar Ray and gains +5 to balancing and maneuvering. His violence and protective abilities are also enchanted. Cost 3.

Supple Muscles. You can bend and twist your body like a Yoga master. Do the splits, dislocate joints, and fold yourself up into a box no problem. Add +2 to escape attempts from human opponents, and +5 for handcuffs and other restraints. Increase trauma resistance to joint manipulation attacks and muscle strains by +3. Also add +2 to hide attempts where there are small spaces to

exploit and +1 to climb tests. Prerequisite stat a bulk of 2 or lower. Cost 2.

Light Fingered. You have dexterous digits that make easy work of stripping guns, picking locks and lifting wallets. All tricky manual tasks of this type receive a +3 bonus. Cost 2.

Fast Reactions. The player criminal knows an opportunity when he sees one, and seizes the initiative in any given physical situation. Add +4 to the criminal's reaction roll, +2 onto move, and +2 to the criminal's protection. Cost 5.

Sense

Acute Senses. Eagle eyed and bat eared ya don't miss much +4 to awareness. Cost 3.

Intuitive. A spidey sense or something close to it enables the criminal to pick up a bad vibe, and to be able to react instinctively without the need to think. Suss Roll gains +2 and so do awareness, reaction and shooting rolls. The criminal's awareness ability is always active. Cost 6.

Brains

Suspicious Mind. Some would say you are paranoid but you say you just know what's going on and see people for the vipers that they are. Taking nothing at face value increases the players suss roll by +4 to smell a set up or a scam. Cost 4.

Logical Thinker. You're the Doctor Spock of the criminal world analyzing and dissecting problems like a surgeon. Your sound rational thinking gives you a +3 bonus to construction, design and repair orientated problems like cracking safes and building bombs. It also provides a +2 edge to running rackets. Cost 5.

Total Recall. Your bad ass has got a brain like a sponge with an encyclopedic memory of faces and places. Add +4 to both know streets, learning rolls and school. Cost 3.



Mental Toughness

Evil Eyes. The player criminal has deep penetrating eyes like pools of madness, and a serial killer stare that chills the hearts of others. Add +4 to threat ability of the criminal. Cost 1.

Death Wish. The player criminal does not value his own life and has near suicidal tendencies. This so be it attitude makes Mr. Macho generally unafraid of death giving him a +5 to all balls tests. Cost 3.

Hardcore Attitude. The criminal can do a long stretch standing on his head, or get over being ass raped in the State Pen. Showers. Mentally he is as hard as nails being able to steel himself against whatever life throws at him. Add +5 to coping rolls and +2 to the discipline roll and balls. Cost 5.

Psycho. The criminal is a cold-blooded killer, with little or no compassion for his fellow man. Taking a human life is as much a moral dilemma as taking a bath, for this crim without a shred of a conscience. All despicable acts can be committed freely, without a balls test to pull them off, and the criminal is not affected by horrifying ordeals like normal people with feelings are. The criminal also gets a +2 onto all threat tests, as psychos are to be taken seriously, and a +1 to physical attacks for the seething venom that is vented. Cost 3.

Determination. "What I broke my leg ... nah ya got to be kidding me." The gangster is one hardcore mutha fucker that doesn't feel pain or acknowledge the fact that he is almost dead. While others are rolling on the ground screaming for their mamas, he just keeps trucking until he drops, ignoring all injury penalties. Also adds +5 injury points and +3 trauma resistance. Cost 6.

Control

Focus. The criminal has bags and bags of patience and concentration. Tasks like surveillance and studying receive a +5 bonus

and protracted jobs a +2. Cost 2.

No Nerves. You get scared but you can control the shakes, and remain calm in a jam. In hesitant and reluctant frames of mind, the criminal will still wish to get the hell out of there, but can ignore physical and mental penalties and function as normal. Cost 2.

Inner Fortitude. The criminal can do a long stretch standing on his head, or get over being ass raped in the showers. Mentally he is as hard as nails being able to steel himself against whatever life throws at him. Add +5 to coping rolls, +2 to discipline rolls and +2 to balls tests. Cost 5.

Style

Grey Man. You've got a face people forget, with an uncanny ability to blend into the background and be inoffensive to people. This provides a +2 edge when attempting to getaway with a crime, and a similar edge to not being singled out for attack. **(See Investigation in Doing A Little Somin)** Prerequisite stat style at 1 or lower. Cost 1.

Winning Smile. The smarmy criminal has a warm and winning smile that is both very engaging and disarming. All coax and impress tests receive a +3 edge, and as people tend to trust the criminal, his know streets is improved by +2. Cost 2.

Sex Appeal. The chicks dig ya rugged good looks and bad boy smile, and the rough jailhouse charm that ya got just bowls them over. If a woman, you is a drop dead stunner, that turns more heads than a car wreck on a busy freeway. Whether Studly Dudley or Femme Fatale, your crim gets +3 to social skills when dealing with the opposite sex, and in the time of the Village People, the same with guys that like guys, and women who wear comfortable shoes. Cost 1.

Creative Speaker. Words and ideas flow through you making you an eloquent and colorful speaker. Add +3 to the skills of



perform, coax, deal and impress. Cost 3.

Luck

Survival Instinct. A lucky S.O.B. with nine lives, you somehow manage to evade coping the worst of it when your criminal career is about to get a full stop. All suss rolls to think a way out of a violent demise gain a +2 edge. All protective capabilities receive a +1, and last chance luck rolls receive a +5 edge. Additionally the criminal gets 5 injury points. Cost 6.

Flaws

If you can't handle your drink, or you're a bit fragile around the old jaw, you've got weaknesses. A Flaw is a genetic guff that your mammy and daddy passed onto you, and is the bitch that lets you down in a jam. There are no prerequisite stat values for having flaws, and not every player criminal with have one. Roll a 1d20 and forget about it if the roll is 11 or over. If under roll once again, and look for the result. The same limitation rules that apply to special talents also apply to flaws.

Note: Roll again if a flaw contradicts a Talent

(1)

Feather Fists. You look the part, but you punch like an anemic librarian. Your slappy punches and kicks cause your not so bad ass criminal to drop a -1 on combat skills that involve concussive strikes and a -1 to the hurt modifier. Also, king of the knockouts you ain't dropping trauma values for your victims by 3 points.

(2,3)

Stiff Jointed. You can't touch your toes or reach far behind your back, and the splits is out of the question. This lack of flexibility makes climbing, escaping, and joint manipulation attacks a difficult and unpleasant experience. Apply a -1 penalty to climbing, and a -2 penalty to escape attempts, where

close confinement or restraints are used. Lose -1 to wrestling and karate combat styles, and decrease trauma resistance to joint manipulation attacks by -3.

(4)

Poor Grip. Limp wristed you shake hands like royalty. Climb and carrying tests performed at -2 penalty. Grappling and weapon skills are dropped by -1 to -2, according to the style of fighting employed see Potential for Violence for details. Impress tests where handshakes involved receive a -1 penalty.

(5)

Glass Jaw. Your criminal may have the heart for a fight but his body can't take the punishment. His jaw is seriously suspect, and a dig in the ribs humbles him double like a polite Japanese diplomat. Reduce protective capabilities by -2 and trauma resistance by -2.

(6,7)

Weak Stomach. You are the Mr Queasy of the underworld, a lightweight drinker that is prone to puking and falling over after a six pack of stubbies. You also tire easily, get ill a lot, and take longer to get over injuries. The criminal receives a -2 penalty to all endurance, poison, and recovery tests. In addition he loses 3 injury points from his total.

(8,9)

Hesitant. Naturally cautious and a little indecisive, or unconfident in her abilities, your criminal hesitates for a second before reacting. The slow criminal receives a -2 penalty to her reaction roll for dragging her ass.

(10,11)

Heavy Footed. The gangster has two left feet that seem to act independently from his brain. The clumsy criminal receives a -1 penalty to dodging and a -2 to creep, dancing and game skills where trampling around like a baby elephant is disadvantageous.



(12)

Butter Fingers. Plate dropper and coffee spiller, your sausage fingered criminal is a klutz having difficulty with tasks involving manual dexterity, like lock picking and auto repair, but not shooting. Slap a -1 drag on all attempts at such tasks.

(13)

Space Cadet. Your felon has a bit of the dippy hippy about him, and doesn't pay as much attention to what goes on around him, as he ought to. Being tuned out, or just having blunt senses anyway knocks the criminal's awareness by a -1 drag.

(14)

Trusting. This is a fatal flaw, as generally trusting the word of the assorted slime of Dog Town at face value, sets the criminal up as an easy mark, and a cinch to kill. The criminal feels too secure and his naivety costs him a -2 drag to suss rolls to smell a set up.

(15,16)

Irrational Thinker. Strange notions and muddled thinking doesn't help the criminal to solve problems, in such constructive tasks as bomb disposal and auto repair. These type of logical tests receive a -1 drag.

(17)

Yellow Streak. Tough you may be, stamina you may have, but guts you don't. However hard on the outside your criminal maybe, on the inside he is a cream puff that hasn't got the balls for a fight. When the chips are down and things are going to get bloody, reduce the attribute by -2 for the test. Also reduce threat by -1.

(18)

Short Attention Span. Your criminal before he got kicked out of school was a disruptive influence in class, and spent most of his time defacing his desk or standing in the corner facing the wall. They'd probably call it attention deficit disorder now, and it makes

listening or reading for any length of time very difficult. Consequently learning, waiting patiently, or anything involving concentration suffers a -2 drag.

(19)

Bad Nerves. You're as skittish as a cat in a medical testing laboratory. Your nerves are shot and you are close to being a burn out. This one is a real bitch that inflicts everything the criminal does with a -1 penalty, unless a successful discipline roll at difficulty 7 is made to get a grip. Screw up and backfire fails will mean bad days of -2 and -3 penalties respectively. Tranquillizers and other drugs can prevent the anxiety.

(20)

Peculiar Looking. Your criminal is either a gorgeous gangster, a fascinatingly ugly felon, or has a single striking feature like a facial birthmark, that cause witnesses to remember you and point to your mug shot. Standing out from the crowd gives the criminal a -2 penalty to get away with crimes, and the same penalty to be singled out for some reason.

VICES

The lifestyles of the wannabee rich and infamous are fuelled by excesses in booze, drug consumption, pretty ladies, extravagant spending, hopeless gambling and greed. Those that can't say no invariably lose the plot and get completely detoured from their original destination of wealth, respect and power, down a blind ally that eventually leads to their ruin, or a long stay in the Betty Ford Clinic.

The lack of control a criminal has determines the number of vices, and to the excess to which they are pushed. Pick three vices for those with a control of under 0, and two vices for criminals with a control under 2. Those with a control of 3 are tempted by one vice. Criminals with a control over 4 are disciplined devils, that can pick up and put down bad habits before they become ones.



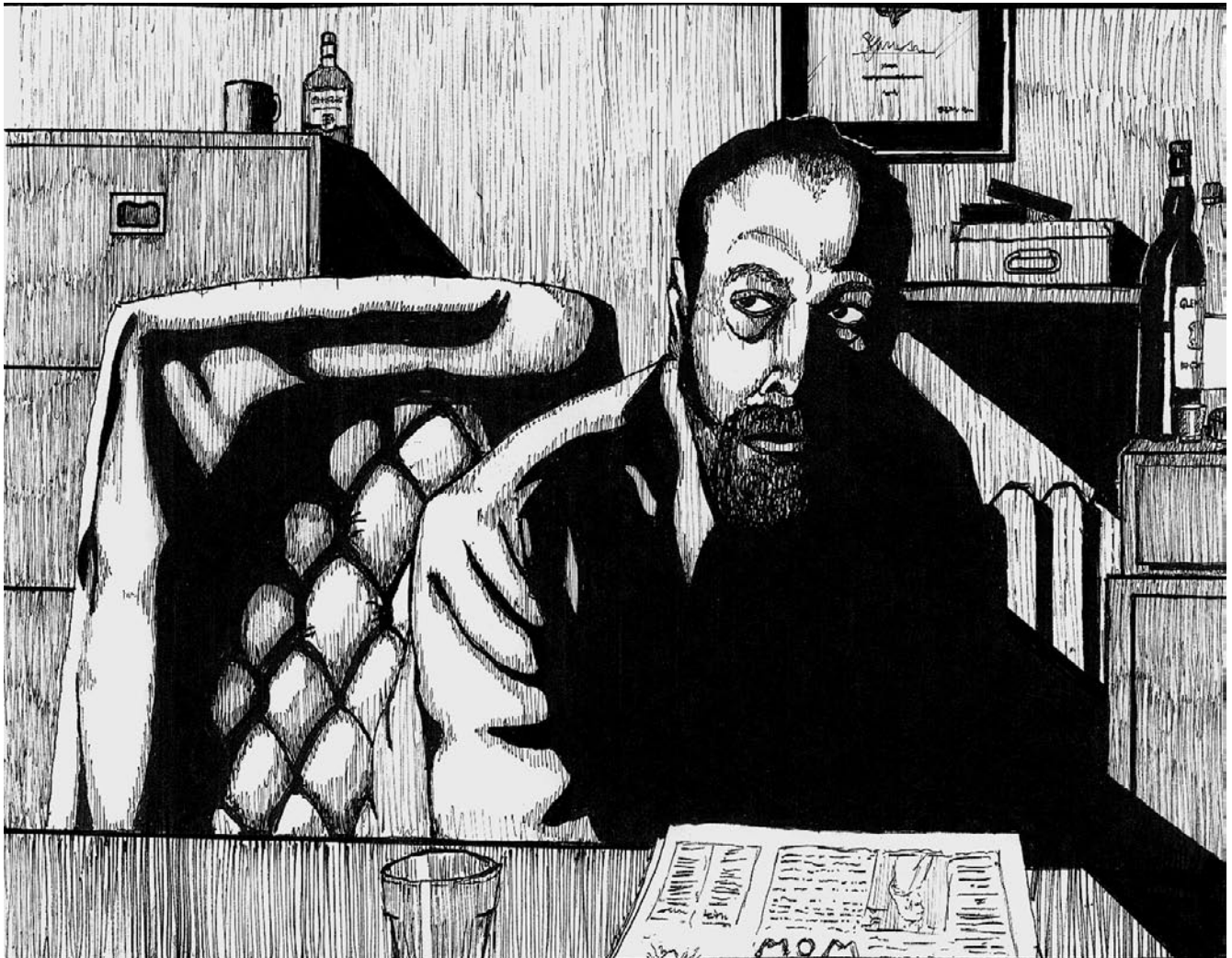
Most street people smoke having usually first lit up when other kids were still blowing out candles on their birthday cakes. From wino's in the gutter that smoke other people's throwaways, to 60 a day gravel voiced Mafiosi who live off espressos and Lucky Strikes. Roll a 1d20 and on a score of 5 and over your criminal sparks the cancer sticks up like Humphrey Bogart. This vice is in addition to any other vices that the gangster may have.

At the players choice some vices can be doubled up on instead of selecting a second or third vice. In these cases the vice becomes a chronic compulsion with maxed out 70's rock star type indulgence, that often leads to death by vomit inhalation.

After rolling a random vice discuss with your player the selected compulsions, and refer to the degrees of failure outlined in the **Doing A Lil Somin** chapter, for the extent to which the vice is indulged.

(1-2)

Alcoholism. The player criminal loves the sauce, and goes on mad benders lasting a couple of days knocking them back to black-out. Alternatively he is a functioning drunk supping throughout the day to keep the buzz on. Whichever, the demon drink is an everyday part of the criminal's life and the urge must be controlled daily at a difficulty of 7. Stress and hanging out in bars will not make this any easier, but support and being into something else will.



(3-4)

Drugs. The player criminal loves to pop pills, or needs to take the edges off his day. The warm carefree embrace of The Big H, or the monged out oblivion of Quaaludes, will sooner or later turn your criminal's life into toilet food when he gets hooked. Becoming completely strung out on drugs, will nose-dive your criminal's career faster than a rabbit gets fucked.

(5-6)

Greed. Wanting more than you need is every gangsters disease, but some have it worse than others, and they don't fly straight no more. A little skimming is to be expected, but ripping off, cheating, and cutting people out of the picture altogether, because your love of the green makes you incredibly mean is bad business. Adjust difficulty depending on the amount of Dead Presidents at stake, modified by the risks that have to be taken. Greed in gangsters often clouds and overrides common sense, making them easier to scam with the tempting hook of a money making deal. Deduct 2 to 3 points off the suss roll in such situations.

(7)

Risk Taker. The criminal is an adrenaline junkie that fixes on action. Taking high stake scores with security up the ass or ripping off big time drug dealers with a penchant for homicide gets the criminal's juices going. The risk is just as important as the score, which means that the felon is unlikely ever to go straight or live long enough to grow old. Test against a difficulty of 7 to have some sense.

(8-9)

Womanizer. Chasing tail like Tom does Jerry no matter what the cost, or falling hard for that one special lady, that breaks hearts like a short order cook breaks eggs. Feeling like you got five dicks, or just being a love struck fool that can't let go, women is trouble for you period. The longer the history or the hotter the gal, the more your dick is likely

to do the thinking. Or alternatively your criminal gets his kicks from working girls, strip joints and porn.

Maneater. Your female felon could be a loose woman who likes to put it about, and steal other women's guys, or just enjoys flirting with a guy and leading him on for kicks. Or perhaps when it comes to a proper relationship she becomes a bit of a bunny boiler, who is fond of 3am phone calls and shredding shirts. Whichever the love life, it is usually compulsive and complicated. Difficulty 7 to leave them alone.

(10)

Power. You have to be in control, and top dog in any gang or crew. The juice is what drives you to climb the criminal ladder, stepping all over the people who get in your way. You like people to know that you can do things for them, and to them with just the click of your fingers. You are a man of respect with a Capone complex, and a love of the Godfather. This ambition is risky; it will either pay off big time or get you killed. Where there is an opportunity to get ahead make a discipline roll at difficulty 7.

(11-12)

Temper. Certain things really push your buttons, and then the red mist descends. Going loco because some dude checks out your woman for a split second longer than he should have, means getting into a lot of beefs, even when it's clearly a lousy idea. Take -2 off the discipline roll when anger is an issue. **(See behavior in the Doing a Lil Somin chapter).**

(12-13)

Gambling. Betting isn't a harmless pastime for you, it's a compulsion, and you've got the potential to be a hopeless degenerate gambler. When you're ahead you don't quit, and when you lose you don't stop until you're flat broke, or worse into some unsavory character for serious numbers. Test discipline against difficulty 7 or higher.



(14)

Spite. There's something wrong with you. You get a perverse kick in seeing someone fuck up and fall flat on their face. Envy, resentment, or plain malicious spite causes you to plot underhand ways to sabotage or rip off an operation. Your deviousness unless you go too far, is not generally self destructive or detrimental to your own interests where there is a lot on the line. But if you don't like a guy, which is most of the time, you find it difficult not to be difficult and throw a spanner in the works. Your poisonous perp might just like to hide car keys, spread rumors, or go for full out betrayal. Test against a difficulty of 6.



(15)

Flaky. A general term covering a multitude of sins in the criminal world, impatience, unreliability, laziness, or perhaps a dude that is a highly strung emotional 5 car pile up. If a wise guy tells your flaky criminal to sit tight and lie low for while, being cooped up like

battery chicken, with only the four walls for company, could do his head in. Test against the discipline roll accordingly in situations where the screw up, has a chance to screw up.

(16)

Big Mouth. You beat your gums like a gnat beats its wings. Your problem is you just don't know when to shut up, and when you shouldn't have said something in the first place. You love to tell it as it is and speak the truth, though it is usually a grossly exaggerated version created by an inflated sense of importance. In a world where talk is trouble, and silence is safe, being a motor mouth can get you killed in a dozen ways. Test discipline against a difficulty of 7 to avoid bragging what a big shot you are.

(17-18)

Spender. You live large and like nice things, designer leather, gator shoes, an expensive ride, good champagne, a luxurious pad. Money burns a hole in your pocket period; to you there's no point to having cash, unless you can flash a fat roll of C notes and tip like you was a dumper truck. Needless to say your criminal is going to have difficulty in making the stake. Test against discipline at difficulty 7 to hold back those extravagant impulses.

(19)

Food. You live with your head in the kitchen fridge, and all the fast food joints know you by your first name. A burrito is your best friend, and you ain't had enough until your zipper is busting open. To stop sticking iced doughnuts in your fat mouth test discipline against difficulty 7 or higher depending what's on offer. Continued failure will result in weight gain at the rate of 1 bulk point every 4 weeks.

(20)

Obsess ional Behavior. Whether its washing hands 25 times a day or arranging the soup in the cupboard, so all the labels face



the right way, you have a problem with order, cleanliness or repetitious silly superstitious behavior. If so cursed test against the obsession at difficulty 9, to resist the robotic routines that run your life. Alternatively the criminal suffers from one of the many common phobias.

BECOMING an Anti-Hero

James decides he wants Solly to be a muscle bound badass like a gangster out of the computer game "Kingpin", so he goes for the Anti-Hero set up and a thug/dealer criminal type. He spends the 20 points on special talents, skills and specializations.

Going through special talents James takes the power package at a reduced cost and then granite jaw, death wish, winning smile, and creative speaker.

He puts 5 points into the bulk attribute for a score of 3. Solly is the size of a large defensive linesman, but at just over 6 ft tall is squat like a pit bull.

To go with this bulk James wants power so he assigns 7 points to this attribute for a strength of 5, which means his 260 lbs is solid beef.

Next James puts 7 development points into toughness for an attribute of 5, making Solly a rough diehard ready to spill his own blood if he has to, a gangster that always stands his ground whether it's a good idea or not. The high toughness with the high bulk and power means that Solly won't be easy to kill.

In reflexes James puts in a 5 development points making him very fast and agile for his size, and providing a useful modifier to add towards skills such as shooting and driving.

With brains James opts to put only 2 points for a 0 score making Solly of average intelligence. Solly James reasons acts on how he feels, and uses his fists to iron out any problems that causes.

In Sense James allocates 6 points for a very sharp ability of 4. Solly is a switched on cat.

James sees his criminal as dangerous and destructive to himself and others, and decides to put only 1 in control for bad attribute of -1. Solly is a hothead, who finds it very difficult to restrain a murderous rage when he is provoked or under stress. Similarly Solly has a greed and lust for females, that he often can't control, even when it is plainly committing suicide to indulge it.

In style Solly spends 5 and for a 3, making him a very likeable rogue and a sharp dresser. In all social based skills Solly receives a +3 modifier for his good looks and winning personality.

James puts 5 development points in the experience attribute making Solly a very savvy criminal.

James puts the last score of 2 into luck for a 0 attribute, it should have been more as the way Solly behaves, he's going to need some luck to survive. To test it will have a value of 0.

James works out his trauma resistance by adding his bulk of 3x2, toughness of 5x2 for a +16 attribute. The special talent of granite jaw gives a bonus of +5 for an enhanced attribute total of 21. This combination of size and toughness means that Solly can shrug off quite a bit of shock and concussive force. Punches often quite literally bounce off him.

The 5 value in power, 3 in bulk and the special talent heavy hitter is high enough to give Solly a very damaging hurt modifier of +10. Solly definitely packs a punch.

James takes his bulk of 3, power of 5 and toughness of 5 multiplies them by their individual numbers, then throws it on top of the 40 point base for an injury point-



value of 82. Split into bands this becomes 17/17/16/16/16.

Solly's move is power 1 point off the ideal for a +3. Bulk 2 points off the ideal for a +0 and a +3 for the reflex attribute

Straight Speed 9+5 for exp. speed = 14

Climbing 9+3 for vice grip = 12

Maneuvering 8

Balancing 4

Using the same process James works out Solomon's endurance. Solly is very powerful and exceeds the ideal of 1 by 4 points to a detriment of -6. Solly is also on the hefty side and not suited to running long distances. Solly's bulk is 3 which is 3 points over the ideal for a rating of -3. Solly's toughness attribute of +5 will help.

Fast Mid Distance Run (800 yards to 5 miles) -10 reduced to the lowest beefcake score of -4

Long Hard Slog (5 miles to 20 miles) 1

Stay Awake 8

Solly like most people, tires and gets out of puff after climbing a few flights, but in his case he just grits his teeth and keeps going at a slow jog for a bit longer.

A reflexes of 3 and an experience of 3 each multiplied by 2 produces a pretty fast reaction roll of 12.

A toughness of 5 and an experience of 3 multiplied by 2 equals a basic 16 attribute. However the death wish special talent gives Solly a +5 for an attribute of 21. Solly has the balls to walk into a Klu Klux Klan meeting and say "Hey you bunch of cracker mutha-fuckers, try lynching this soul brother."

With a brains of 0 and a experience of 3 Solly has a suss roll of only 6. Solly will probably fall for a set up that's devious.

An experience of 3 and style stat of 3 with a +2 bonus for the winning smile special talent gives Solly a know streets roll of 14. Solly will restart life on the outside with some

serious advantages.

A Brains of 0 and a Control of -1 gives Solly a poor discipline roll of -2. Solly can't concentrate for long doesn't pick things up quickly, and can't control his feelings.

A Toughness of 5 and a control of -1 gives Solly a coping roll of 8, which means a lot of the shit that goes down, doesn't get him down.

A control of -1 differenced with a toughness of 5 gives Solomon an off the dial hostility rating of 6. Solly lives a life full of hate and aggravation.

Criminal History

The next stage is to make Solomon Brown a three-dimensional character by giving him a description and background. In the Dog Town System the player is free to define his criminal's personal details, such as sex, name, age, race, cultural heritage, appearance and mannerisms, as he wishes to fit the concept of the character he wishes to play. Here though are some ideas.

Deprived And Dysfunctional

* Your father died when you were very young fighting the Japs on Okinawa or the Koreans on the Frozen Chosen River. Your mother hit the bottle and remarried an abusive S.O.B. that used to regularly beat you with a belt buckle, and lock you in a cupboard. At age 15 you stabbed him to death and earned your first stint in a correctional facility.

* Both parents died in an automobile accident when you were only seven years old. Nobody else in the family would look after you, and you grew up bitter and unloved in a series of orphanages.

Creating A Criminal 65



* Your mother was a drug addled hooker and your father unknown. You grew up in a whorehouse seeing all manner of vice and degradation that gave you an unhealthy start in life.

* Your parents were two dirt-poor honest working people that just had too large a family to cope with. Long working hours and too many kids meant you spent a lot of time on the streets unchecked.

* Your father was a hopeless degenerate gambler and drunk that frittered away everything your family had. Your mother had a nervous breakdown from the stress of it all and wound up committed in an institute.

* Your father is a career criminal that taught you how to steal and hate cops. At age ten you were acting lookout for him, by age 12 you were selling boosted cigarettes on construction sites, and by age 14 you were burglarizing houses and stealing cars together.

* You came from a warm loving home and have no reason to be bad. You are a thorough disappointment to your parents.

Siblings

* Two brothers one murdered by cops in a bungled heist, the other a local bartender.

* A brother and sister. The brother a thieving junkie, the sister a low paid waitress.

* Two brothers and a sister. One brother is serving time for grand larceny, the other works on a construction site. The sister works as a dancer in a local strip joint.

* A brother and sister. The brother is a cook the sister is a credit card fraudster.

* Three brothers and a sister. One brother died of a heroin overdose, another is a strung out junkie. The third is an armed robber on the lam. The sister is a hooker run by a vicious pimp.

* A brother and sister. The brother is a priest and the sister is a successful lawyer.

Early Adulthood

* Enlisted in the army and served in a tour of Vietnam when it was at it's worst. Picked up a couple of psychological problems as a result and was discharged on medical grounds.

* Drafted into the army and served in Nam for a short spell before going AWOL whilst on R and R. Assaulted an N.C.O. and spent the rest of the time in Levenworth barracks doing hard military time before being dishonorably discharged.

* Enlisted in the army and served two tough tours of Nam, earning a silver star and purple heart medals for bravery and being wounded in the service of his country. You didn't receive a hero's welcome and things at home just aren't just the same anymore.

* Been a runaway since the age of 15 hanging around on the streets picking up bad habits and committing petty crime to get by.

* Promising football career ruined by a point shaving scandal, or sidetracked by partying too hard has put the jock in the company of criminals.

* Whilst in college on a chemistry scholarship you got into a bar fight with a thick-necked jock and stuck a glass in his face to even things up. Did three years for aggravated battery with four fifths of a



a chemistry degree, a criminal record, and some new criminal uses to put it to.

* Joined a notorious street gang and went on an 18 month crime spree that ended with a charge of attempted murder and a six year bit at Green Haven.

* You began selling drugs and lending money out whilst in school, and had been carefully building up your business until you got busted by the Narcotics Squad for possession with intent to distribute. You served three years before getting out on an appeal.

Italian Family Names

Abbandando	Cantalupo	DiNapoli	Gurino	Nardini	Rosselli
Accardo	Capeci	Eppolito	Iacovetti	Nitti	Ruggiero
Albanese	Cappozzalo	Failla	Ianni	Oliverri	Russo
Aloi	Carneglia	Falcaro	Imperioli	Orena	Salerno
Amato	Carolla	Fatico	Lanza	Panetta	Scalise
Amuso	Castellano	Favara	LaRocca	Patino	Scarfo
Arcuri	Cellini	Ferrito	Leone	Patriarca	Scarpato
Arena	Cerone	Fischetti	Leonetti	Pelligrino	Scopo
Armone	Civello	Fiumara	Licavoli	Peraino	Scotto
Avellino	Clemente	Eboli	Lino	Persico	Senter
Barbato	Columbo	Forlano	Locasio	Petrosino	Sisca
Biaggi	Consalvo	Gagliano	Lofaro	Pileggi	Spero
Bilotti	Costello	Galante	Lucchese	Pistone	Spinelli
Biondo	Cusimano	Gallo	Maggadino	Profaci	Squillante
Bompensiero	Damiano	Gambino	Mangano	Provenzano	Tambone
Bonanno	Decicco	Genovese	Marcello	Puzo	Testa
Bonventre	Decalvacante	Giacialone	Marino	Rampino	Ticano
Briguglio	Dellacroce	Giancana	Martorano	Rastelli	Tieri
Bruno	Demeo	Gigante	Messina	Remini	Toscannini
Buffalino	DiBella	Giullani	Milito	Riccobono	Travanti
Cafaro	DiBernardo	Gotti	Minucci	Riggi	Valachi
Calabrese	DiBono	Gravano	Molinari	Robilotto	Vario
Calandro	DiGeorgio	Greco	Mosca	Romano	Vitale
Calvi	DiNome	Guappo	Napoli	Rossa	Zaccaro

Male Italian First Names

Alberto	Benito	Flavio	Leonardo	Primo	Stefano
Alphonse	Carlo	Enzo	Guiseppe	Nuncio	Sebastiano
Angelo	Carmine	Francesco	Luigi	Robertino	Tomasso
Aneillo	Dante	Gaetano	Marco	Rocco	Umberto
Antonio	Dino	Gino	Mario	Santo	Vincenzo
Baldassare	Dominick	Gioviani	Nino	Salvatore	Vito

Female Italian First Names

Aldabella	Carlina	Ghita	Kiaria	Scarlata
Allegra	Chiara	Giacinta	Lucetta	Siena
Amata	Delanna	Gianna	Luciana	Silvana
Angela	Donnatella	Gina	Majella	Vanni
Bambalina	Donessa	Giorgetta	Maria	
Belladonna	Elda	Imelda	Ortensia	



Caprice	Felice	Isabella	Paola
Cara	Fiorella	Jolanda	Rosetta

Spanish Family Names

Acceveda	Cedeno	Frias	Lovera	Padilla	Rosario
Ahumada	Cervantes	Galindez	Lujan	Palomino	Rubens
Albaladejo	Chacon	Garcia	Macias	Pedroza	Salvidar
Anaya	Chavez	Gardenez	Madera	Penalosa	Sanchez
Arguello	Corro	Garza	Manca	Perez	Sandoval
Arizmendi	Cruz	Giminez	Martinez	Pinango	Santos
Arredondo	Cuello	Gomez	Medina	Pineda	Serrano
Arroyo	Cuevas	Gonzalez	Mendoza	Pintor	Sosa
Avelar	Davila	Hernandez	Mercedes	Quiroz	Torres
Barrera	DeJesus	Herrera	Meza	Roman	Uziga
Bartez	Duran	Huertas	Mijares	Ramirez	Valdes
Bejines	Escalera	Ibarra	Miranda	Ramos	Valdez
Bonavena	Escobar	Jiminez	Monzon	Reyes	Vasquez
Cabrera	Espada	Lacier	Napoles	Rios	Villa
Callejas	Espana	Laguna	Nunez	Rivadeneyra	Villacampo
Comacho	Espinosa	Laporte	Ocasio	Rivas	Zamora
Canto	Estaba	Lastra	Oliveres	Rivera	Zapata
Cardenas	Fernandez	Legra	Orono	Rodriguez	Zarate
Cardona	Figuroa	Limon	Ortega	Rojas	
Carmona	Firpo	Lopez	Ortiz	Roldan	
Castillo	Flores	Lora	Obelmejias	Romero	

Male Spanish First Names

Alfredo	Diego	Francisco	Luis	Ramon	Ronaldo
Alvaro	Eduardo	Gaby	Manue	Raul	Salvador
Antonio	Edwin	Gasper	Marco	Raymondo	Samuel
Armando	Eleoncio	Humberto	Miguel	Ricardo	Vincente
Arturo	Enrique	Ignacio	Omar	Rigoberto	Wilfredo
Benacio	Eusebio	Jamie	Orlando	Roberto	
Carlos	Ernesto	Jose	Pancho	Rodolfo	
Cesar	Federico	Juan	Pedro	Rodrigo	
Chango	Fidel	Lupe	Rafael	Roman	

Female Spanish First Names

Antonia	Daria	Ignacia	Manda	Olivia	Rosamarie
Aquilina	Diega	Inez	Manuela	Ora	Sabina
Bella	Dulcinea	Isabella	Marcela	Orlanda	Salvadora
Benita	Eldora	Isadora	Margarita	Paloma	Serena
Buena	Elvira	Jacinta	Marta	Paulita	Sofia
Carmen	Engracia	Jade	Mercedes	Pia	Trella
Carona	Evita	Jimena	Monica	Quinta	Ursulina
Chiquita	Fermina	Kemena	Narcisa	Romona	Valentina
Claudia	Francisca	Larencia	Natalia	Ria	Vina
Consuela	Gaspara	Loretta	Neta	Rita	Vittoria



Galena	Herminia	Lucita	Nina	Romana	Yolanda
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NOVEL Male American First Names

Amis	Earl	Lamar	Nelson	Sherman
Brandon	Flipper	Lavander	Oddy	Sonny
Buddy	Forrest	Leon	Orlin	Stanford
Butch	Franklin	Leroy	Otis	Travis
Chip	Griffin	Lincoln	Parnell	Tyrell
Chuck	Harland	Linwood	Pernell	Tyrone
Cory	Harley	Lyndon	Pinklon	Vance
Cuddy	Isaac	Luther	Pip	Vernon
Curly	Jamal	Marlon	Quincy	Wade
Curtis	Jerome	Martell	Red	Wallace
Dallas	Jonah	Marvin	Roddy	Waylon
Darnell	Kent	Marvis	Royston	Wesley
Duke	Keenan	Milton	Samson	Woodrow
Dwayne	Kody	Monty	Sheldon	Yank

NOVEL Female American Names

Alabama	Cindy	Foxy	Jamelia	Morgan	Shannon	Yolanda
Amber	Coral	Georgia	Keira	Nana	Sky	
Beyonce	Courtney	Goldie	Keisha	Octavia	Summer	
Blaze	Deandra	Heather	Lateisha	Pippy	Tammy	
Bluebell	Ebony	Ione	Layla	Poppy	Taylor	
Bobbi	Erin	Jacki	Lowanda,	River	Terri	
Britney	Farrah	Jade	Montana	Sasha	Tori	

SCOTS and Irish Family Names

Adair	Daly	Ferguson	Keelan	McBride	O'Leary
Aherne	Delaney	Finnigan	Kelly	McCarthy	O'Neil
Branigan	Dennedy	Fitzpatrick	Kennedy	McDonald	O'Rourke
Brennan	Dermody	Flaherty	Kilburn	McFadden	Quinlan
Brodie	Donahue	Fogarty	KilKenny	Mcfarland	Quinn
Burke	Donnelly	Frazer	Killion	Mckenzie	Riordan
Cahill	Donovan	Gavaghan	Kilpatrick	Mckinny	Ryan
Callaghan	Dooley	Gilheany	Laney	Murphy	Shanahan
Campbell	Dorgan	Gillespie	Lawlor	Nash	Shannon
Carroll	Dougherty	Gilligan	Lynch	Nolan	Shaunessy
Cassidy	Dowling	Hanlon	Madden	Noonan	Sullivan
Coltrane	Doyle	Hanna	Magee	O'Bannion	Sweeney
Coonan	Duggan	Harrigan	Maguire	O'Brien	Stewart
Conway	Dunne	Joyce	Mahanon	O'Donnel	Tumilty
Cowan	Egan	Kavanagh	Mahoney	O'Driscol	Twoomy
Cregan	Erskine	Kearny	McAteer	O'Grady	Walsh



Male Irish First Names

Aidan	Cameron	Fergus	Kenny	Michael	Rory
Andrew	Conor	Finn	Kevin	Milo	Ross
Barry	Declan	Gerry	Kieran	Niall	Ryan
Blake	Daniel	Hugh	Kyle	Owen	Sean
Brendan	Dylan	James	Liam	Paddy	Shamus
Brian	Ethan	JohnJo	Lorcan	Patrick	Shane
Callum	Fergal	Joseph	Manny	Ronan	Terry

Female Irish And Scots Names

Aileen	Caitlin	Dervla	Fiona	Kathleen	Maureen	Shauna
Arlene	Casey	Doreen	Glenna	Keely	Meara	Sheelah
Brenda	Cassidy	Erin	Honor	Kerry	Mona	Sinhead
Bianna	Concepta	Eveleen	Isibéal	Kiara	Moyna	Tara
Brona	Dana	Fenella	Jana	Leila	Rachael	Theresa

Nick Names

"Which Joey ya talking bout "Joey Apples" or "Joey White" ?. Who .. "Joey Buff" Ya mean that rat sonavabitch Joey Buffalino gitout-tayuh."

All gang bangers have their gang names, and other gangsters especially those in the Mafia have nicknames, derived from the business that they or their fathers owned, i.e. former Philadelphia Boss Phil "Chicken Man" Testa and New Jersey Boss Sam "The Plumber" Decavalante. Or it could be from a personality trait like Cleveland Mob enforcer Eugene "The Animal" Ciasulo, who earned the sobriquet from a law enforcement officer who investigated the time, when in a barroom brawl he used a pool ball to fracture the skull of a guy he was fighting. Cutting the family name to its first syllable, or picking on a peculiar feature like Genovese mobster Vincent "The Chin" Gigante are also derivatives of names. Pimps too have their mack names like Iceberg Slim and Weeping Shorty.

Sweet Daddy Duke

"I'm played out, got no more hustles, no more jive, sick to the bone and spent like a sucker. Thought I was on the fast track, my game was tight, my attitude right, cold and hard like a New York winter. Man I had plans to be dripping sable with a two figure stable, all bling,bling with a fat roll of Benny Franklins to buy me happiness.

Instead now I'm a two bit chilli pimp, skin popping skag and bare ass broke cos of it. Washed up at the Star Hotel, with collapsing veins and a gun in my hand. Where did it all go wrong, where it usually does I suppose with some bad breaks and a woman. Right from the get go I knew she was trouble, a coffee coloured temptress, more intoxicating than Kentucky moonshine, she stole my senses like a drum of the stuff. Mary her name was but there was nuthin merciful about that bitch let me tell ya, she was meaner than a Mack on the make. At the time I wasn't even chipping with the Big H. I was riding high, and living high on champagne and the buzz of good business, didn't know it then but that's as sweet as it would get. I made moves, laid some sugar in her ear and sold her the life. Turned her out and made her a ho. Broke her in my ass, she was a pro, that pimped back at me, pussy whipping me she put a ring through my nose and a needle in my arm. She hooked me on the junk and bled my bread, before bailing out with my Caddy and bottom whore. And now I'm a junkie bum flopping at a fleapit hotel with all the other of life's losers, thinking I'm all out of moves."

Creating A Criminal 70



Sweet Daddy Duke



Creating A Criminal 71

Action	Dentist	Hammer	Look	Red	Two Guns
Animal	Diamond	Hands	Loose	Rifleman	Uncle
Ant	Digs	Hitman	Louie	Roach	Wagons
Baldy	Dimes	Horse	Lucky	Rocky	Waiter
Bank Robber	Dope	Hush Hush	Mad Dog	Rumbles	Weasel
Bats	Doves	Ice Berg	Maybe	Rusty	Westside
Beard	Dud	Iceman	Midnight	Shades	Whale
Big Bucks	Ducks	Ice Pick	Milwaukee	Shanks	Whispers
Black	Easy	Iron	Moose	Ships	Worm
Blade	Fast	Jack	Muggsy	Shorty	Yellow
Blood	Fat	Jerk	Muscles	Shotgun	Yonkers
Bones	Fingers	Jive	No Luck	Shoes	
Bomber	Fish	Jockey	No Nose	Skunk	
Boom Boom	Five Bellies	Jumpy	Old Man	Slob	
Boss	Florida	Kid	One Eye	Slick	
Brain	Flowers	Killer	Outlaw	Slim	
Bronx	Gangsta	King	Pappa	Snake	
Bugsy	Gas Pipe	Knuckles	Peanuts	Southside	
Butcher	Gent	Lefty	Peppers	Stitches	
Cat	Ginger	Legs	Pico	Tank	
Cigars	Gimp	Liar	Pork Chops	Three Fingers	
Chicago	Glasses	Lightening	President	Tick Tock	
Chilli	Gorilla	Lil Capone	Priest	Tooth Pick	
Chump	Gums	Limp	Psycho	Tough	
Crazy	Guns	Lips	Quiet	Trigger	
Cowboy	Gutsy	Little	Rat	Trucks	

After deciding these things, the player should then go through a process of interpreting with the director the criminal's attributes in terms of a criminal history, featuring crimes, family relationships, associates, enemies, vices and views. In doing this the director should refer to neighborhood where the criminal originated, and the types of crimes he committed. For instance a junkie car thief from Grenson Park will know other similarly addicted people, dealers of the drug, other car thieves, and criminals that fence goods or strip down stolen cars for parts. Most of these people will be from Grenson Park, but some could be from other parts of town, or that he recently hooked up with in the joint.

Know Streets

The amount of background options available to Solly though is dependent on his know streets. This is a measure of how well in the past Solly has hung out and socialized in the hood, making good connections, and having people down with him. With a cool style Solly is popular, and people want to tell and show things to impress him. Experience is an expression of street wisdom and wits, of time spent on the streets picking up bad habits and getting involved in crime. Solly has a know streets ability of 14, which will provide him with several edges when he hits the streets. By referring to the Know Streets table we can see what's on offer.



-4 to -3

You don't know anyone or anything.

-2 to 0

Know 8 to 12 assorted punks, bums and losers and 2 to 4 hangouts.

1 to 4

Know 12 to 16 assorted punks, 6 to 8 hangouts, and aware of 1 to 2 local gangsters.

5 to 6

Have 1 good connection, know 16 to 20 assorted Punks, and 1 gangster. Aware of 2 to 4 other local gangsters. Know 10 to 12 hangouts. Have 1 low level ally.

7 to 9

Have 2 good connections, know 24 to 28 assorted punks and 2 gangsters. Aware of 4 to 6 local gangsters. Know 14 to 18 hangouts. Have 2 low level allies.

10 to 13

Have 3 good connections, know 32 to 36 assorted punks and 4 gangsters. Aware of 8 to 12 others. Know 20 to 24 hangouts. Have 1 quite powerful ally and 1 small material edge like stashed cash \$500, or handgun. Aware of 1 boss.

14 to 18

Have 5 good connections plus 1 very good. Know 40 to 50 assorted punks, and 9 gangsters. Aware of 16 to 20 others. Know 1 boss and aware of 3 others. Know 28 to 32 hangouts. Have 3 quite powerful allies, and 1 powerful. Have 3 small material edges, or one good one like 3 ounces of coke hidden away.

19 to 22

Have 7 good connections plus 2 very good. Know 50 to 60 assorted punks, and 15 gangsters. Aware of 24 to 28 others. Know 3 bosses and 40 to 50 hangouts. Have 3 powerful allies and 6 quite powerful. Have 3 good material edges or 1 excellent like a mid-range car. Know 34 to 38 places of

interest.

23 to 25

Have 10 good connections plus 4 very good. Know 80 assorted punks and 30 gangsters. Aware of 40 to 50 others. Know 9 bosses and aware of 15 others. Know 50 to 60 hangouts. Have 5 powerful allies, and 8 quite powerful. Have 2 excellent edges.

5 good connections. Solomon had a successful business arrangement with 5 criminals worth knowing. In Solly's case a couple of drug dealers, night club owner, a loan shark and a bookie. Connections provide valuable information and jobs. For example dealers need runners and loan sharks need collectors.

Knows 40 to 50 (a 1d20 roll of 4 makes it 42) assorted punks and 9 gangsters.

This means that Solomon is on speaking terms, and perhaps could share a drink with 42 different low level criminals moving around in dog town. These criminals might try to sell Solly hot gear, or bum a few bills off him. They may ask his help, or agree to go along with him on a job. On the other hand they may rat him out to the cops, or double cross him in other ways. There ain't no friends in this game only business. Similarly Solly knows 9 gangsters, which are more successful criminals running rackets at the same level.

Being aware of 16 to 20 other gangsters. James rolls on the high side of a 1d20 which means Solly has had 20 gangsters identified and pointed out to him by people he knows, with a summary of what they're about and some of their exploits. At best Solly would have been briefly introduced to them, and could nod in recognition to them on the street.

Hangouts are locations and premises where crimes are committed, or where criminals frequent. For example, Solly knows "The Benches" in Grenson Park, is a location used by Grenson Park street dealers to sell coke

Creating A Criminal 73



and smack.

An ally is another criminal or perhaps a crooked cop who will show up for Solly when the shit gets thick. In Solly's case it's a guy from Moorfield named Nugget, an enforcer from Grenson Park named D.D. McKay and a successful soul singer from Pennington named Martha Ross.

A material edge is usually a stash put away for a raining day. Can include drugs, guns or money, and in Solly's case a .357 Colt Python Magnum handgun, 1 ounce of coke and a \$300 loaned out to an associate.

Solly knows one local crime boss named Ray Alexander. Alexander is a big fish in the small pond of Grenson Park. As a crime boss he part owns an auto repair shop that rings stolen cars. He employs car thieves, and loans money at extortionate rates to anyone who is stupid or desperate to ask. He then gets thugs to collect the debts. He is also a bookie, numbers bank operator, and big time fence for stolen goods.

James decides that Solly is of Irish and African American heritage, and that he appears as a light skinned black guy, with a red tinge to his short afro hair and sideburns. At only 6'0 tall Solly is built like a tank with a neck like the base of a tree. For the director to imagine this description James states that Solly looks a bit like the black American wrestler "The Rock".

Stylish Solly is flash with his cash and wears a diamond stud in his left ear and a solid gold Rolex on his wrist. He is vain and can't resist checking his beautiful self out in any available mirror. As well as being vain Solly because of his practically non-existent control allows many of his other faults and vices to show. James rolls on the table and finds that Solly is an insatiable womanizer, is greedy and has a nasty temper.

James wants Solly to be 24 years old, not yet a veteran of the streets of Grenson Park where he grew up, but older than your

average teenage gang banger. James decides that Solly because of bad behavior was expelled from school at the age of 13. That Solomon loves to fight, and was at one point a promising amateur boxer, but unfortunately could not stick the routine and discipline.

James decides Solly had a terrible home life from his depressive deeply religious mother, (hence the name Solomon) and absent alcoholic father, which culminated in his mother's suicide. Solly has issues about his father hitting his mother when he was growing up, and now "corrects" this behavior in others whenever he sees it. Solly has a special hatred of pimps for this reason, and enjoys a small reputation as a pimp beater; with one time outside the J Club in Pennington beating Raphael Gardenez to a bloody pulp and leaving him spread-eagled over the hood of his own ride.

Solly's older brother Duan is also a Grenson Park Gangster serving 15 years in Attica prison for attempted murder. His sister Kathleen is a smack addicted hooker run by Jamal Watson. Solly is boiling that the big pimp has turned his sister out while he was banged up, and will waste him big style at the first opportunity.

Females think Solly is mmm mmm and plenty of the boys in the hood want to hang with him so he is never short of company or contacts. One of Solly's primo connections is with Luther Mayberry the owner of the night spot "The J Club". Solly hopes that he'll get work there on the door.

Solomon committed dozens of crimes from pushing to G.T.A. before his first stint in juvenile hall. On release he progressed to more serious felonies leading to the last sentence at Green Haven for possession of an unregistered firearm. Before going away Solly hid a .357 Colt Python and 1oz of cocaine underneath the floorboards of a friend's apartment.

In jail Solly became buddies with an Original G from Moorfield called Nugget. James wants Nugget on his release to count as an available ally. The director decides that James is



entitled to this because of his score and allows it. But as Solly has a very high hostility rating makes James even this up by creating some old enemies as a disadvantage. James thinks for a moment and comes up with the idea that whilst in Green Haven Solly got into a beef with a Primo gang member called Frankie Duarte, and battered him pretty good with a mop bucket. Word got out to the gang, and they are pissed one of their homeys got beat by some Grenson Park Gangster trash and are out to ice him. This bad blood drawback more than cancels the advantage and will make life difficult for Solly who will have to watch his back. Solly is also pretty sore with his former coke associate Marvis Wheeler, who he considers owes him money for taking care of rival dealers Bucky Mitchell and Nate Perry in a their 1975 double homicide at the Amco Gas Station in Pennington. Solly suspects that Wheeler ratted him out

to the cops shortly after to cut him out of the picture, informing them that he was packing an unregistered piece. Solly has heard that Wheeler has expanded and gotten rich while he's been away, and now wants what's coming to him.

Adding Edges And Taking Away The Crap

In the Dog Town system attributes provide a range from low to high of penalties and bonuses that either handicap or give the edge to criminals and other professionals. For example a gangster's power attribute provides with his bulk a hurt modifier when he's inflicting damage on some other low life. Similarly a criminal with slow reactions and lousy judgment will given the same skill level, be a poorer driver than a criminal with fast reflexes and better judgment.



Creating A Criminal 75

Relevant attributes are added to skills in groups of 4, or sometimes prominent attributes are doubled up to produce 4. For instance the skill drive uses Reflexes x2, Brains x1 and Sense x1.



Skills

Skills are rated from a basic value, which the average person inherently possesses without training or practice. This varies taking into account the differences in skills such as batting or awareness, which are simple or natural aptitudes and auto repair, which is a specific knowledge based skill, which most people have a limited understanding of.

Skills themselves range from their largely negative untrained values of -3 to 0 to a maximum of 10. Within this range skills are valued at levels denoting degrees of expertise. At these levels certain things become possible or likely to happen, i.e. a master gambler is probably barred from some betting venues, has won a few poker tournaments, and has perhaps written a book on probability systems. He would certainly have wide spread reputation and renown.

Attribute modifiers can drag down or give an edge to skill abilities, but are not counted as part of the expertise. For example to become an expert, a criminal must invest sufficient experience points to develop that skill to a level of 8 independent of any modifier. The modifier is a drag or an edge to a skill but is not part of the skill itself.

A skill may have different attribute set ups for different applications of the skill. For example the shooting skill utilizes the criminal's Reflexes, Sense and Control for shooting, and just Brains x3 and Sense attributes for recognition of particular weapons and their capabilities. For a different application of a skill, use your judgment as to what attributes should be engaged to modify the ability.

Different Skills

The Dog Town skill list is by no means exhaustive and directors and players should feel free to invent new skills and knowledges if they see the need for them. Use common sense to attach attributes, decide how hard the skill is to come by, and what value it starts at.

Getting Skilled

Skills are increased by adding development points to the basic untrained skill value with one development point equating to a straight one point increase in a skill.

ASPECTS

Planning a big score and hotwiring a car both use the break and enter skill but engage attributes differently. Planning is purely a mental exercise (Brains and Sense) while hotwiring (actually breaking in) has a physical element to it as well (Brains, Sense and Reflexes). Many skills have these aspects to them and alternative attribute set-ups.

SPECIALIZING

If the commercial B & E your criminal is putting together involves a Richmond & Lockett safe, you should to put feelers out for a specialist safe cracker to take care of it. In all walks of life a guy can get good at a particular thing, within the broader area of expertise he is professional in. This could be fixing a certain make of car, valuing diamonds, or getting a choke on in a street fight. Because this limited facet of the skill is focused on it becomes easier to excel in. For every development point put into a specialization, the criminal gains a -2 reduced difficulty or +2 edge of some kind in tests using this skill facet. A criminal can only have one specialization within a skill if it is out of his criminal field but may have up to two if it is within his profession(eg. thieves with Break and Enter). The rest of the skill does not receive a reduced difficulty bonus from the development. If a specialization is taken the whole of the skill can still be developed in the usual



way. An individual specialization can only be taken for a skill twice.

As the director get an understanding of the rules and then interpret and invent specializations as you see fit.

BECOMING SLICK

Through the course of the game skills can be improved if they are stretched and used effectively. When skills are successfully used in this way get the player to make a discipline roll, using this particular stat against a difficulty of 3 to see if the criminal has learned how and where to improve the skill. If successful add 1 to 2 points to an improvement total depending on what was accomplished, and the degree of success of the test.

Save the points up until they just exceed the current skill level to take the skill to that new level. The points are then spent and the process starts again. The minimum cost to develop is 1 point.

E.G. A criminal with an ability of 5 in awareness will need 6 improvement points to increase this ability to 6. The criminal then has to start saving improvement points from scratch to reach a total of 7 for the next improvement.

DRIVE BY THE SKILLS

Assault	Awareness
Auto Repair	Batting
Blade	Break & Enter
Cheat	Coax
Conceal	Creep
Deal	Drive
Drugs	Escape
Explosives	Gambling
Game	Handgun
Heavy Weapons	Impress
Investigation	Language
Lifting	Patch Up
Perform	Rifle
School	Shop
S.M.G.	Stealing
Swimming	Threat
Throw	

ASSAULT

(Bulk, Power, Toughness, Reflexes)

This skill is used to beat the shit out of whoever you like using fists, gouges, kicks, slams, chokes and the snapping of joints. Knockouts, breakages and death may occur if your criminal is a pro and earn him money in collecting debts. Covering up or slipping and sliding away from blows is a constant and active ability within this talent.

Choose one or more fighting styles from boxing, street fighting, wrestling and karate as the method of assault. Each style has its particular edges and drags, which are explained further in the Thug Life chapter.

Each additional style has to be developed independently.

Match against yo victims assault skill to inflict the pain.

Aspects – Violence and Protection

Specializations - Jab, left hook, pin, choke, dirty fighter, disarm, butt, cover up.

(Untrained -2)

Geek.

(Amateur +1)

Piece of scum.

(Pro +5)

Hardened thug.

(Expert +8)

Feared enforcer.

(Master +10)

World Champion.

AUTO REPAIR

(Brains x2, Sense, Reflexes)

Fixing or stripping cars and other vehicles for parts. Essential for souping up engines and ringing cars through chop shops, also useful for prying and checking cars to see if they're dodgy.

Work against assigned difficulty.

Aspects – Fix as above and Design (Brains x 2, Sense, Style)

Specializations - Engines, body work, re-sprays, interiors, maximizing performance, vehicle examination.

(Untrained -3)

More harm than good.

(Amateur +1)

Simple jobs only.

(Pro +5)

Qualified mechanic.

(Expert +8)

Experienced mechanic.

(Master +10)

Custom Car Maker.

Awareness

(Sense x2, Brains, Control)

Being switched on to what's going on, or having your head stuck up your ass. Awareness is being perceptive to the world and its detail. Noticing blood on the carpet or a tell tale bulge underneath a punk's jacket is a matter of awareness, as well as ultimately life and death. This skill also includes hearing and the other senses. The full awareness of the criminal is used when he says he is actively keeping his eyes open for trouble. When the criminal is chillin, shooting the breeze, not paying attention and otherwise slipping, he uses his passive awareness to spot danger. Passive awareness is at a -3 to active awareness.

Aspects - Active and Passive

Pit awareness against an assigned difficulty or match it against an enemy to see who see who first.

Specializations - Smell, being tailed, spotting concealed weapons, recognizing sounds, fire fight awareness, spot crook, make cop.

(Untrained -1)	Space cadet.
(Amateur+3)	Regular Joe.
(Pro +5)	Drug dealer.
(Expert +8)	Cop or wise guy.
(Master +10)	FBI Detective.

Batting

(Bulk, Power, Toughness, Reflexes)

Caving some junkies head in with a b bat or other blunt weapon like a ball peen hammer uses this skill. Being ruthless with a piece of lead pipe increases the chance to hit a target, and to decide where on the body it is hit. Also the stronger the ability the more attacks a criminal will likely be able to make in a round.

Match against victim's assault ability to break some bones or hit thin air.

Match against victim's own batting skill if the defense is a block.

Aspects - Violence and Protection.

Specialization - Baseball bats, crowbars, hammers, chairs and stools, striking to stun.

(Untrained +0)

(Amateur +3)

(Pro +5)

(Expert +8)

(Master +10)

Mrs. Krug next door.

Crazed thug.

Cop, hired muscle.

Enforcer.

Police baton trainer.

Blade

(Power, Toughness, Reflexes x2)

Slicing and skewering, cutting and gutting with a sharp bladed instrument. Knives, shivs, machetes and screwdrivers can turn someone into a bleeding mess in the right hands. Compete against victim's assault ability or blade and batting ability if blocking attack.

Aspects - Violence and Protection.

Specialization - Axes, small knives, machetes and cleavers, swords, cut throat.

(Untrained +0)

(Amateur +3)

(Pro +5)

(Expert +6)

(Master +10)

You may cut yo self.

Knife wielding maniac.

Gangster, convict.

Assassin or butcher.

Commando or fencer.

Break and Enter

(Reflexes x2, Sense, Brains)

Popping a lock on a car door, taping a window pane before smashing it, or cracking open a safe. This skill is used to bypass security measures like steering locks and sensors without creating a fuss. An essential talent for burglars, heisters and car thieves, this skill can also be used to secure a premises, case it, and know what tools are required for the job.

Match against the difficulty of the security.

Aspects - Break in as above and Plan (Brains x3, Sense)

Specialization - Hot wiring cars, alarm systems, door locks, safe cracking, windows.

(Untrained -3)

(Amateur +1)

(Pro +5)

(Expert +8)

(Master +10)

Petty first time thief.

Small time thief.

Auto theft specialist.

Cat burglar.

Safe cracker.



Cheat

(Brains x2, Style x2)

Using scams to con people outta their green. From the simple switching a \$20 for a \$10 hustle, to more elaborate stings like insurance and credit card fraud. Appearing on the level and passing false for genuine requires confidence and a good line in B.S. Pretending to be Welfare Officer to get into some old lady's apartment uses this skill. As does an elaborate double cross of a crime partner, or a simple bag switch scam at a bus station. Cheat differs from coax in that there is often no relationship between the fraudster and the mark, and a more structured scam is involved. This is cold calling, and is unlike messing the head up of someone your criminal knows like his girlfriend. Cheat is the structure and content of the scam or fraud, the stuff it needs to work and how it operates. The impress skill is used with cheat and is the shiny wrapping paper that makes the package look good or the glue that keeps it together when it starts to fall apart. Ex - con men are sometimes employed by casinos to watch out for other cheats.

Match against victim's suss roll with edges or drags applied for victim's own cheat ability to see if he knows what you're up to. Or alternatively use cheat versus cheat.

Aspects - Playing a scam as above, Devising a scam (Brains x3, Control)

Specialization - Insurance and welfare fraud, altering documents, creating documents, bogus official.

(Untrained -3)	Decent do gooder.
(Amateur +1)	Bar room hustler.
(Pro +5)	Welfare cheat.
(Expert +8)	Con man, grifter.
(Master +10)	Major fraudster.

Coax

(Sense, Brains, Style x2)

Getting what you want out of someone the nice way. Raising, and the soft sell of your criminal's personality will make some fool give it up without realizing that they's been

used. Coaxing requires a soft velvet voice and easy smile, and is the stock in trade of pimps, hustlers and those who abuse relationships of trust. Whereas this talent can persuade some dupe into handing over a \$10 bill, it cannot be used to argue a principle or secure a deal against a hard headed businessman. When not using this skill to mooch for money use it to be sociable and make friends.

Work your criminal's ability against the victim's discipline roll.

Aspects - Mooch as above and Befriend (Brains, Style x3)

Specialization - Befriend, mooch, flatter, build trust, emotional blackmail.

(Untrained -2)	Gruff steel worker.
(Amateur +2)	Barfly.
(Pro +5)	Hustler.
(Expert +8)	Pimp.
(Master +10)	Superfly pimp.

Conceal

(Sense x2, Brains x2)

Swallowing a balloon of coke or hiding smack in your crack. Conceal allows your criminal to hold a split razor blade underneath his tongue, or find a fiendishly good place to store a hot credit card in a car. This skill can also be used to disguise and misrepresent items, or distract attention from them. This includes the criminal's appearance. Use this skill also to find things that are hidden.

Work against awareness if object could be visible, or conceal if the contraband is hidden underneath a floorboard or in a cornflake packet.

Aspects - Hide and Find as above.

Specialization - Concealing weapons, finding stash places, hiding identity, concealing criminal movements, searches.

(Untrained -3)	Jackass
(Amateur +1)	Junkie.
(Pro +5)	Dealer.
(Expert +8)	Hit man.
(Master +10)	Intelligence operative.





Creep

(Reflexes x2, Sense, Brains)

Softly, softly catchy monkey. Creeping up on some unsuspecting low life will guarantee your criminal gets the drop on him, and can mean "Its game over man". Creep is used by burglars and hit men to cover short distances quickly, quietly and with a low to the ground profile. Use of the shadows, background noise, and available cover enhances this skill, which can also be used to follow a victim around.

Match against victim's awareness or perhaps an assigned difficulty in some circumstances.

Aspects - Sneak as above and Follow (Sense x2, Brains, Style)

Specialization - Using shadows, camouflage, sneaking, tailing, hiding places.

(Untrained -2) Noisy bungler.
(Amateur +2) Perv in the park.
(Pro +5) Good burglar.
(Expert +8) Mob hitman.
(Master +10) Cat burglar.

Deal

(Brains x2, Style, Control)

Seeing and making a good deal, maneuvering for advantage and hard bargaining. Sussing the value and the profit. This skill is used in strict business situations where coax would hit a brick wall, and make your criminal look like a schmuck or worse a pimp. Use also to determine success at selling swag from a trunk of a car to strangers, or when juggling narcotics on the street.

Match deal against deal, or against an assigned difficulty if working a pitch or corner.

Aspects - Negotiate as above and Evaluation (Brains x3, Sense)

Specialization - Valuing items, drug dealing, bargaining, seeing an opportunity, running a business, promotions.

(Untrained -2) Push over.
(Amateur +2) Poor businessman.
(Pro +5) Successful dealer.
(Expert +8) Entrepreneur.
(Master +10) Mob Boss or CEO.

Drive

(Reflexes x2, Sense, Brains) - Tearing up the blacktop and screeching corners at insane speed in a pursuit, without flipping over takes a confident ability. Handling a set of wheels with flair will earn your criminal a reputation, and may even impress some shady employers. Select a favorite type of vehicle like cars for the full skill value; then drop 3 points for a back up vehicle like trucks or motorbikes.

Work against an assigned difficulty or another driver's ability.

Aspects - Pursuit as above and Safety (Brains, Sense x2, Reflexes)

Specialization - Stunt driving, racing, cornering, ramming.

(Untrained -3) Fender bender.
(Amateur +1) Driving Miss Daisy.
(Pro +5) Patrol Cop.
(Expert +8) Getaway driver.
(Master +10) Stunt or race car driver.





(Pro +5)
(Expert +8)
(Master +10)

Drug dealer, narco cop.
D.E.A. agent.
Expert pharmacist.

DRUGS

(Sense x2, Brains x2)

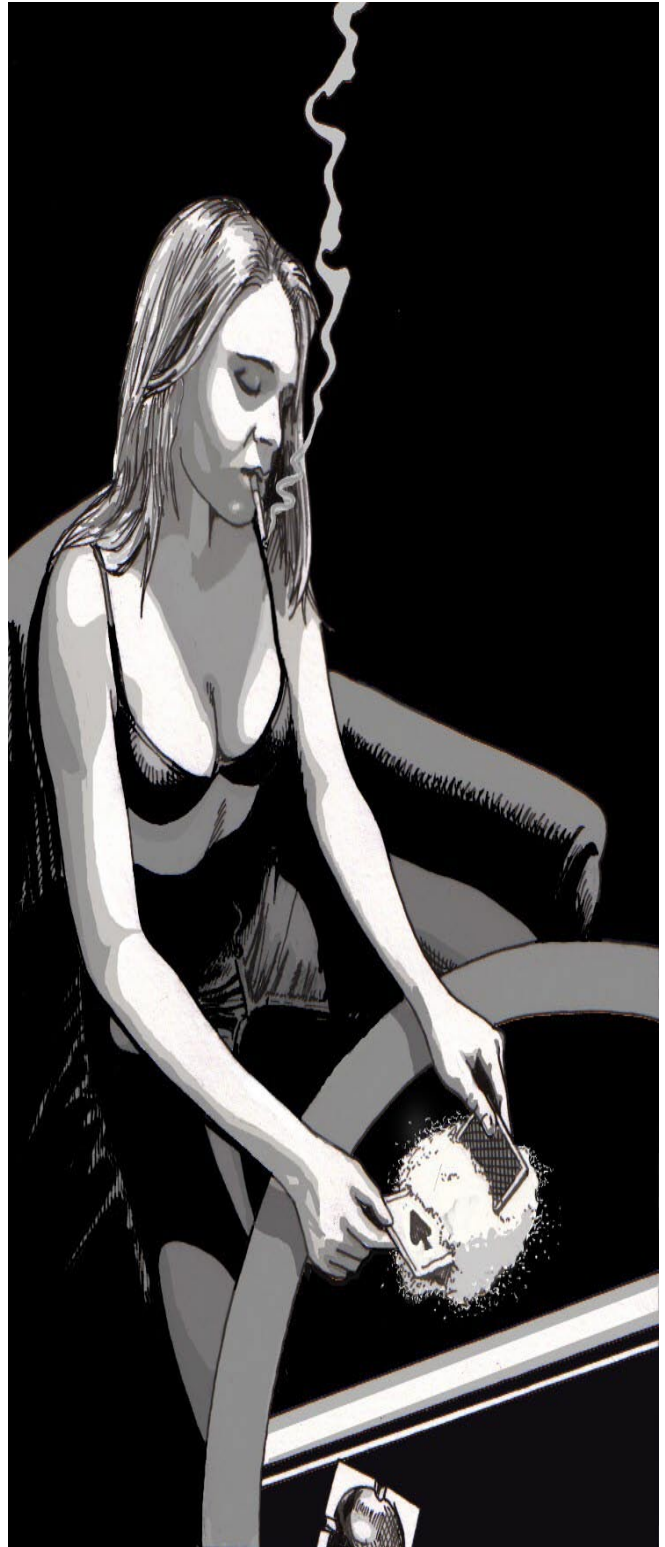
Knowing about narcotics, how to fix them and mix them or cut them with all kinda of shit to make a profit. Packaging and doses, prices and weights, effects, and treatments like the O.D. scene in "Pulp Fiction". The higher the ability the more likely your criminal will have knowledge of, and appreciate pharmaceutical drugs as substitutes for street varieties. At pro to master level the criminal might have the knowledge to make certain synthetic drugs like crystal meth and pcp taking a shot at a little chemistry session in a basement lab.

Test against an assigned difficulty.

Aspects - Identify as above and manufacture (Brains x3, Sense)

Specialization - Heroin, cocaine, cutting drugs, pharmaceutical drugs, drug treatment, making drugs, identifying drugs.

(Untrained -3) 45 year old beer swiller.
(Amateur +1) High school student.



Creating A Criminal 81



Escape

(Brains, Power, Reflexes x2)

Twisting outta cuffs, manacles, straitjackets and other restraints that the authorities seem intent upon slapping on ya. Or with ya own kind ya could be tied and gagged to a chair, or chained to a hot radiator that ya really better wriggle outta soon. Can also be used in conjunction with the break and enter skill to escape from locked rooms.

Aspects – Restraints as above and Planning (Brains x2, Control, Sense).

Specializations - Handcuffs, straitjackets, coffins and crates.

(Untrained -2)	Houdini you ain't.
(Amateur +2)	Loose restraints.
(Pro +5)	You can slip most cuffs.
(Expert +8)	Serial escaper.
(Master +10)	Escapologist.

Explosives

(Brains x2, Reflexes, Sense)

Working with dynamite, C4 and home made pipe bombs. With this skill the criminal can rig explosive charges and can attach and set timers to them for a delayed explosion. Ingenious booby traps can be made and the devices disguised. This skill can also be used to disarm bombs.

Pit your criminal's skill against an assigned difficulty if making, or another expert's talents if diffusing.

Aspects – Rig and Diffuse as above.

Specialization - Booby traps, timer devices, demolitions, home made devices, diffusing set devices.

(Untrained -3)	Single mom.
(Amateur+1)	Read a handbook.
(Pro +5)	Terrorist.
(Expert +8)	Demolitions expert.
(Master +10)	Bomb disposal officer.

Gambling

(Brains, Control, Luck x2)

Picked up through experience at blackjack tables, dog tracks and through illegal sports betting. This skill allows the criminal to judge

form, assess odds and read the game. The difficulty will vary depending on the type of game being played. This skill is also used by bookies to fix odds and handicap races. When playing brains, control and luck stats all play their parts at various stages in the session.

Test against gambling ability of bookie for bets or assigned difficulty of the game.

Aspects - Betting as above and Fix odds (Brains x3, Luck)

Specialization - Poker, craps, handicapping, football, blackjack, spread betting.

(Untrained -3)	Consistent loser
(Amateur +1)	Numbers player.
(Pro +5)	Keen poker player.
(Expert +8)	Card shark.
(Master +10)	Big stakes winner.

Game (Varies)

Pool shark or handball hustler you've got to have good game to play for money. This skill allows the criminal to understand and play a particular sport competitively. Select one sport and shoot hoops like the Harlem Globe Trotters, or hit home runs like the Sultan of Swing. This skill can be taken twice to be an all round athlete.

Game is matched against game.

Aspects - Pool (Reflexes x2, Brains, Control) and Basketball (Moves - Maneuvering)

Specialization - Trick shot, dunking, long shot, defensive play, curve ball.

(Untrained -3)	You might rip the table.
(Amateur +1)	Barroom player.
(Pro +5)	Pool Shark.
(Expert +8)	Tournament Champion.
(Master +10)	Minnesota Fats.

Handgun

(Reflexes x 2, Sense, Control)

Popping with a piece. The ability to shoot straight and take other thugs out with a 9 mil. Apart from accuracy, affects the number of shots your criminal can get off in a round



and determines the probability of finding a chest or head shot. Applies only to revolvers and semi - automatic pistols. Use brains stat as modifier for recognition of makes and models, as well as their capabilities.

Match ability against assigned difficulty.

Aspects - Violence and Protection.

Specialization - Quick draw, servicing weapons, rapid fire, marksmanship, gun recognition, reloading.

(Untrained -3)	A bad shot.
(Amateur +1)	Teenage gang banger.
(Pro +5)	Cop or gangster.
(Expert +8)	Gun instructor.
(Master +10)	Crack shot.

Heavy Weapons

(Reflexes, Sense x2, Brains)

Fighting with the big boys in green in a tour of Nam, may have taught yo criminal how to use some heavy weaponry. Rocket launchers, flame-throwers and mortars are the kind of ordinance we're talking about here, and can be as dangerous to the user as to the target in untrained hands. This kind of weaponry is not really sort after or used on the street, except by terrorist and militia loonies, but hey this is a crazy world and any thing can happen right.

Aspects - Violence and Protection.

Specialization - Hand grenades, mortars, rocket propelled grenades, flame throwers.

(Untrained -3)	Whoosh you're cooked.
(Amateur +1)	Basic idea.
(Pro +5)	You've been trained.
(Expert +8)	Combat veteran.
(Master +10)	Renowned specialist.

Impress

(Style x3, Brains)

To big up yo'self and appear the real deal is vital. Look good and let them think you is good and you'll get through the door. This is style over substance or just selling what you got. Lie like a flat fish about your criminal's cred as a hit man to get a contract. Sell it

well and your criminal might not have to pay with his life. Used to talk yourself in or out of situations like when ya criminal is interrogated by the cops, or just to jive and rap on the street. This skill can be used to set yourself up before a deal by creating a good initial impression, before the bargaining takes place. The impress ability also allows a criminal to smell B.S. when another criminal is trying to come over all big on him, as those with a high impress are not impressionable schmucks themselves. Add edges to a criminal's suss roll if he himself is a king of lies.

Cops have this ability which manifests itself in an air of competence and sincerity.

Compete against suss roll of target when selling yo self and the Cop's investigation skill when being grilled.

Aspects - Hype as above and Lie (Brains x2, Control, Style)

Specialization - Lying, jiving, bragging, first impression, dress sense, seduction.

(Untrained -3)	Bad, bad liar.
(Amateur +1)	Modest, dead giveaway.
(Pro +5)	You have a good line.
(Expert +8)	Convincing braggert.
(Master +10)	Don King.

Investigate

(Sense x2, Brains x2)

A cop skill covering all aspects of investigation from crime scene management, interviewing witnesses, and interrogation of suspects.

Match against an assigned difficulty, based on cautiousness of criminal in committing the crime, and against the criminal's impress skill to take his story apart.

Aspects - Inspect as above, Interrogate (Toughness, Sense, Brains x2)

Specialization - Statement taking, forensics, profiling, interrogation, reports, research, see motive.

(Untrained -3)	Incompetent.
(Amateur +1)	Rookie cop.
(Pro +5)	Junior detective.



(Expert +8) Veteran detective.
(Master +10) Got your own TV series.

Language

(Brains x2, Style x2)

If ya grand parents or parents got off the boat from Italy or Puerto Rico, and settled in Little Italy or Spanish Harlem ya might still speak a bit of the mother language. All player criminals speak English, or close to it if youse are from Brooklyn, but need to take this skill each time for every other lingo they wish to be conversant in.

Aspects - Speak as above read and write (Brains x2, Control x2)

Specialization - Dialects, accents, history, grammar, read, write.

(Untrained -3) No idea.
(Amateur +1) Know a curse word.
(Pro +5) Near fluency.
(Expert +8) Professional translator.
(Master +10) Professor.

Lifting

(Power x3, Toughness)

Being in the removal business can be heavy work, so if the criminal knows how to use leverages and proper lifting techniques, it can make things a whole lot easier when it comes to dragging bodies or stealing refrigerators.

Aspects - Lift as above Carry (Power x3, Reflexes)

Specialization - Overhead lifting, bending bars, tearing phone books, pulling cars.

(Untrained -1) Making it hard work.
(Amateur +3) Pushed a few weights.
(Pro +5) Heavy manual job.
(Expert +8) Competitive weightlifter.
(Master +10) Famous strongman.

Patch Up

(Brains x2, Sense x2)

Patching up your bleeding buddy until a

paramedic arrives on the scene, can give him vital minutes and a fighting chance at the E.R. Immediate first aid treatment can stem blood loss and stabilize a goner, or resuscitate someone whose already gone. Work against an assigned difficulty based on level of injury.

Aspects - Examine as above and Treat (Brains x2, Reflexes, Control)

Specialization - Resuscitation, bandaging, shock, any branch of medicine.

(Untrained -3) Watched M.A.S.H.
(Amateur +1) First aider.
(Pro +5) Paramedic.
(Expert +8) Doctor.
(Master +10) Surgeon.

Perform

(Style x3, Control)

Is your criminal a comic, a soul singer, a sax player, a dance king at the disco, or a new wave street rapper and DJ dropping phat beats off the decks, then this skill is what he needs. This skill can be taken twice or three times to be an all round performer like Mr. Entertainment Sammy Davis Junior.

Match against an assigned difficulty based on composition of crowd and other factors, or against the perform skill of an individual.

Aspects - Act /Sing as above, Dance/Play (Style x2, Reflexes x2) and Appraise (Brains x2, Sense, Style)

Specialization - Punch line, mimicry, signature move, catch phrase, story telling, quick learner, timing.

(Untrained -3) Keep it in the shower.
(Amateur +1) Family gatherings.
(Pro +5) Small venues.
(Expert +8) Record contract.
(Master +10) Icon you inspire.

Rifle

(Reflexes x2, Control, Sense)

To blow a guys head off with a large caliber hunting rifle or shotgun requires this



skill. Also covers the use of semi-automatic assault rifles and machine guns fired in semi-automatic mode. Skilled criminals will recognize different rifles, know their capabilities and be able to maintain them in good order.

Match ability with assigned difficulty.

Aspects - Violence, Protection and Sniping (Reflexes, Sense x2, Control,)

Specialization - Shotguns, assault rifles, sniping rifles, servicing, gun recognition, quick draw, automatic fire, aimed shot.

(Untrained -2) Goofing teenagers.
(Amateur +2) Gang banger
(Pro + 5) Hunter.
(Expert +8) Marine.
(Master +10) Sniper.



SCHOOL (Brains x3, Control)

What your criminal when he was there learned at school. Covers reading, writing, and math as well as geography, history and other subjects. Affects how well a criminal can speak properly in official situations, work out finances and read notes, letters and subpoenas. Comprehend is understanding new ideas whilst knowledge is remembering and applying existing information.

Test against assigned difficulty.

Aspects - Comprehend as above and Knowledge (Brains x2, Control x2)

Specialization - Geography, history, math, grammar, general knowledge, reading.

(Untrained -3) Fool.
(Amateur +1) Some before flunking.
(Pro +5) High school education.
(Expert +8) College grad.
(Master +10) Professor.

ShOp (Brains, Reflexes x2, Control)

What workshops and classes did your criminal attend in the big house to try and rehabilitate him. Carpentry, art, cookery, welding, basic electrician skills, select one. Adjust the basic level of competence depending on complexity of skill. Squares also have this skill which can encompass almost any practical skill from photography to sculpting.

Aspects - Make as above and Design (Brains x2, Sense, Style)

Specialisation - Pastry, Italian cooking, fast short order cooking.

(Untrained -2) You have sore thumbs.
(Amateur +1) Basics D.I.Y.
(Pro +5) Carpenter.
(Expert +8) Craftsman.
(Master +10) Master craftsman.

SMG (Reflexes x2, Control, Sense)

To unload vast amounts of lead with the hope of taking scum out needs an aptitude in this skill. SMG's buck like a bronco in full fire and are difficult to keep on target at longer ranges. With experience a gangster can compensate and control his fire ripping his enemies to bits. Like rifle at professional and beyond the gangster will recognize guns, their capabilities and be able to maintain them. Applies to all machine pistols and automatic rifles like the M16 when fired in automatic mode.



Match ability against assigned difficulty.

Aspects - Violence and Protection

Specialization - Favorite model, ammo conservation, speed loading, hip shooting.

(Untrained -3)	Never picked one up.
(Amateur +1)	Tried one out.
(Pro +5)	Terrorist.
(Expert +8)	Experienced soldier.
(Master +10)	Special forces.



Stealing

(Brains x2, Reflexes, Sense)

Lifting and picking wallets and any other items out of victim's pockets or hand luggage. This skill requires a deft hand and gentle touch, and can be profitable but risky enterprise. Stealing can also be used to boost stuff from stores without anybody getting wise.

Match ability against victim's awareness.

Aspects - Boost as above and Pick Pocket (Reflexes x2, Sense, Brains)

Specializations - Shoplifting, pick pocketing, slight of hand tricks.

(Untrained -2)	A lousy thief.
(Amateur +2)	Petty thief.
(Pro +5)	Pick pocket.
(Expert +8)	Accomplished thief.
(Master +10)	Phantom.

Swimming

(Power x3, Toughness)

Less a recreational activity and often more one of a necessity, when the car you are driving is forced off the road and into the East River. Or maybe that meeting on the barge didn't go too well and the cold murky swirl of the midnight water is the better option. Over short distances in difficult water or for speed apply the more power orientated modifier to the swimming skill.

Aspects - Sprint as above and Distance/Dive (Power x2 Toughness x2)

Specialization - Long distance, sprint, underwater swimming, clothed swimming, life saving, diving, hold breath.

(Untrained -3)	Sink.
(Amateur +1)	A few pool lengths.
(Pro +5)	Life Guard, Navy Seal.
(Expert +8)	Olympic tryouts.
(Master +10)	Mark Spitz.

Threat

(Toughness x3, Bulk)

Putting the frighteners on someone to pay





Creating A Criminal 87

up or shut up. Intimidation is a valuable tool to loosen a tongue, or make another gangster back off from one of your rackets. Having the eyes of a cold blooded killer can be very persuasive, as can be a barely disguised threat that gives the right idea without having to say anything incriminating. Oozing violence and bad intentions will stop people from invading your space, and appearing as sinister as an SS torturer will get some super straight answers. Cops also use this ability to intimidate criminals.

Acting the boss also taps into a manifestation of this skill in the tough charismatic authority that is needed to be top dog in any crew.

Match ability against victim's Balls stat or loyalty rating when using boss.

Aspects - Menace as above, Veiled Threat (Toughness, Brains x2, Style) and Boss (Style x2, Toughness x2)

Specialization - Veiled threat, persuasive threat, leadership, interrogation.

(Untrained -3) Laughable.
(Amateur +1) Low level bully.
(Pro +5) Mugger.
(Expert +8) Enforcer.
(Master +10) Evil bastard, gang boss.

THROW

(Reflexes x2, Power x2)

Chuckling a grenade where you want it is more important than just getting near the target. Throw like a sissy and your criminal could get fragged himself. In Dog town anything that's not nailed to the floor can be used to hurt someone. Bottles, stools, portable TV's as well as knives and bricks can all be aimed to maim.

Compete against assigned difficulty, victim's move or lead protection.

Aspects - Violence and Protection.

Specialization - Accuracy, long distance, unusual objects.

(Untrained -2) Sissy.
(Amateur +2) Average Joe.
(Pro +5) Soldier.

(Expert +8)
(Master +10)

Pitcher.
 Major league pitcher.

YOU ARE WHAT YOU DO

Solomon Brown is now ready to skill up and James has decided that he wants to play a thug type criminal, who hires himself out as muscle to the highest payer. James also wants Solly to know about drugs and making deals, so he can make money in that area to. James decides to split the 20 point career bonus over these two criminal types. James has 99 development points (A -1 from control, brains 0, and experience 3x3 attributes combined on top of the 90 for the anti-hero set) to develop the skills he needs to make it big in Dog Town.



Ruger Mini-14

POTENTIAL FOR VIOLENCE

To be a savage sonavabitch that no bouncer wants to throw out ya need to have the total package. The skill backed up with the size, the strength, the quickness and the fearless tenacity that creates an urban legend.

Take the physical fighting skill concerned and add or subtract attribute values for bulk, power, reflexes brains and toughness. Onto this add bonuses and penalties for special talents and flaws. One variable onto this is confidence which is explained in later in the Thug Life chapter.

Bulk + Toughness + Power + Reflexes Attributes divided by 2 + skill + Special Talents = Violence.

For example Solly's Street fighting violence is:

Bulk+3 + Power+ 5 + Toughness+5 + Reflexes +3 divided by 2. = 8 + 7skill +2 Temper + 2 Heavy Hitter +1 Vice Grip

Ability 20

Creating A Criminal 88



Batting

Heavy Hitter +2
Temper +1
Feather Fists -1
Vice Grip +1
Poor Grip -1
Focus +1

Blade

Heavy Hitter +1
Temper +1
Vice Grip +1
Heavy Footed -1
Feather Fists -1
Focus +1

Boxing

Heavy Hitter +3
Temper +1
Feather Fists -2
Confident +1
Heavy Footed -1

Street Fighting

Heavy Hitter +2
Temper +2
Poor Grip -1
Confident +1
Heavy Footed -1

Wrestling

Vice Grip +2
Explosive Speed +1
Poor Grip -1
Supple Muscles +1
Light footed +1
Temper +1

Karate

Heavy Hitter +2
Psycho +1
Feather Fists -1
Supple Muscles +1
Stiff Jointed -1
Heavy Footed -1

Psycho +1
Confident +1
Hesitant -1
Heavy footed -1
Light Footed +1

Psycho +2
Confident +1
Hesitant -1
Poor Grip -1
Light Footed +1

Psycho +1
Focus +1
Hesitant -1
Light Footed +1

Vice Grip +1
Psycho +1
Hesitant -1
Feather Fists -1
Light Footed +1

Psycho +1
Stiff Jointed -1
Hesitant -1
Confident +1
Focus +1
Heavy Hitter +1

Temper +0
Focus +2
Hesitant -1
Confident +1
Light Footed +1

Protection

Likewise to stay beautiful or avoid violating your parole with a little aggravated battery ya need the same attributes to protect ya self. The skill to know how, the size to stay put, the power to keep someone off, the quickness to get out of the way, and the toughness to hang in there and soak it up.

Batting

Vice Grip +1	Granite Jaw +2
Psycho +0	Temper -1
Poor Grip -1	Glass Jaw -2
Hesitant -1	Light Footed +1
Fast Reactions +3	Survival Instinct +1
Heavy Footed -1	Focus +1

Blade

Vice Grip +1	Granite Jaw +1
Psycho +0	Temper -1
Fast Reactions +3	Hesitant -1
Light Footed +2	Survival Instinct +1
Poor Grip -1	Heavy footed -1
Focus +1	

Boxing

Granite Jaw +3	Temper -1
Hesitant -1	Light Footed +2
Glass Jaw -2	Fast Reactions +3
Psycho -1	Survival Instinct +1
Focus +1	Heavy footed -1

Wrestling

Granite Jaw +2	Temper -1
Hesitant -1	Light Footed +1
Psycho +1	Survival Instinct +1
Psycho +0	Fast Reactions +1
Stiff Jointed -1	Supple Muscles +1
Glass Jaw -2	Poor Grip -1
Focus +1	Explosive Speed +1
Vice Grip +1	

Street Fighting

Granite Jaw +2	Temper +1
Hesitant -1	Survival Instinct +1
Vice Grip +1	Fast Reactions +2
Glass Jaw -2	Light Footed +1
Psycho +1	Poor Grip -1
Light Footed +1	Heavy Footed -1

"I don't know karate, but I know ka-ra-zy."

James Brown "The Payback".



Karate

Granite Jaw +2 Temper -1
Hesitant -1 Light Footed +1
Fast Reactions +3 Survival Instinct +1
Glass Jaw -2 Supple Muscles +1
Psycho +0 Focus +2
Heavy Footed -1

Handgun Homicide

Hitting and not getting hit is what it's all about and that means playing smart and keeping cool. A criminal's Firearm violence is comprised of these qualities plus co-ordination and the particular skill concerned. Added onto this at the end is the accuracy of the firearm.

Sense + Reflexes x2 + Control Attributes divided by 2 + Skill + Special Talents - Flaws = Violence + Accuracy of weapon used.

Intuition +2, Psycho +1, Fast Reactions +2, Focus+1, Acute Senses +1, Hesitant -1, Space Cadet -1, Temper -1.

Lead Protection

Working to keep ya lousy criminal alive is his firearms protection. This is added onto the range and situational difficulties that the shooter is up against. Simply put this is being alert not to get hurt, combined with some good moves and a cautious attitude towards whizzing pieces of lead.

Switched on guys like ex G.I.'s and cops use situational awareness and tactics to give them an edge in a gunfight. For instance reducing the target area exposed by standing crouched down and side on to the threat, or using zig zag maneuvers to move across open ground. Sloppy dumb ass punks on the other hand present fat targets by standing square on, or don't realize when their heads are still sticking around a corner.

Sense + Reflexes x2 + Toughness attributes divided by 2 + Awareness (Skill only) + Special Talents - Flaws = score between -10 and 25.

Intuitive +4, Fast Reactions +2, Explosive Speed +2, Light Footed +1, Hesitant -2,



Creating A Criminal 90

Survival Instinct +2, Granite Jaw +1, Heavy Footed -1, Space Cadet -2, Glass Jaw -1, Temper -1.

Look on the chart for the firearms protection value.

Lead Protection Chart			
-10 to -7	-3	10 to 12	+3
-6 to -4	-2	13 to 15	+4
-3 to 0	-1	16 to 18	+5
1 to 3	0	19 to 21	+6
4 to 6	+1	22 to 24	+7
7 to 9	+2	25	+8
Give cops you create a +2 protection for the tactical training that they've had.			

POWER and RESPECT

On the street mixing with animals and degenerate scum, your criminal will teach or be taught lessons in respect. Having juice will back other low lives off and make them think twice before messing witha. In Dog Town its hard being a nobody without connections, as everyone can take liberties, and treat you like a bitch. If you ain't got it hook up with someone who has, and stand behind them.

Power and respect are different sides of the same coin and make one another. Respect has to be earned by your criminal getting blood on his hands. Those down with you will want to know you is a stand up guy in a spot, and may demand to see proof of your toughness. Likewise your criminal's enemies be looking to see if you is an soft touch for the taking. Give the right impression and crack some heads.

Even on the poor desperate streets of Dog Town there is a pecking order of who eats first at the trough, and who don't eat at all.

BUMS - Down and outs, scumbags, Winos, hookers, gutter junkies, street trash, and full out losers. The dirty dregs and mumbling misfits that roam the streets eking out an existence. Attributes 15, Special Talents none except maybe Iron Constitution. Flaws

at least 2. Vices Alcoholism, Drugs, Gambling. Skill Points 25 to 30.

Whackos - Gun nuts, pervs, freaks, psychos. Whether ranting on the street at imaginary people, or holed up in a house full of guns waiting for the apocalypse. Pathetic or dangerous who can tell. Attributes 20 to 25. Special Talents 5 to 10 points with Psycho and Compulsive Disorders. Vices Spite, Flaky, Womanizer (Stalking) Skill Points 30 to 50 with concentration and expertise in particular areas like knives or creep.

Punks - Brash and flash street trash that think they're something. Gang bangers, thugs, nickel bag dope dealers, juvenile car thieves and muggers. Punks are petty criminals heading towards jail, or a summary execution on the street and don't yet know it, either way they make a lot of noise getting there. Most are stupid and inept criminals and deserve no better. Some however establish themselves stepping up to the next level to become serious operators. Attributes Regular Punk 15 to 20, Up and Coming Punk 25 to 30. Special Talents 0 to 10 points. Vices any. Skill Points 40 to 50.

"You think you like me? You ain't like me motha-fucka....you a PUNK."

Carlito Brigante from The movie Carlito's Way tells Benny Blanco from the Bronx what he thinks of him.

Gangsters - Racketeers, career criminals, enforcers, hitmen and people of influence and means. Gangsters are criminals with money, connections and juice who run organized illegal enterprises known as rackets. Can include for starters, drug and gun dealing, extortion, heists and contract killing (**See The Felon's Handbook for more details**). A gangster usually looks the part and has a few punks in tow, hanging onto his every word. Attributes 30 to 40, Special Talents 5 to 15, Vices power, greed, alcohol, gambling, spender. Skill Points 60 to 80.



Crime Boss - Sits in an office like a business executive giving orders to other criminals who run his rackets for him, insulating him from his crimes. Major juice and money come from this position. A simple nod of the head, and some punk is dead. Mafia and Triad bosses as well as big time drug dealers will have a crew, or crews of gangsters working for them as well as dozens of punks. Attributes 30 to 50, Special Talents 15. Vices power, greed, alcohol, gambling, spender. Skill Points 60 to 100.

"Listen the contracts already down on you pal. The guys, the guns the lime pits already dug. Do you understand what I'm saying and from in here just one button I push."

Tony T from the movie Carlito's Way.

Straight Lives

The average hard working, tax paying, law abiding citizen, also known as a square.

Regular Joe - Construction worker, cab driver, refuse collector and barman. A person that earns their money from manual work. Attributes 15 to 25, Special Talents 0 to 6, Skills 30 to 40 points.

Professional - Lawyer, doctor, journalist. A person that earns their money from exercising their minds. Attributes 30 to 40, Special Talents 5 to 15 points in the areas of Style, Control and Brains. Skill points 60 in a specified field.

Business - Store owners and entrepreneurs. Attributes 25 to 35, Special Talents 5 to 10 in the areas of Style, Control and Brains. Skills 60 points.

Old Money - High society Wasps. People that have III at the end of their names. Attributes 30 to 40, Special Talents 5 to 15 points. Skills Points 60 to 80.

Cops - The good guys. Rookies Attributes 25, Special Talents 5 to 10, Skills 60.

Experienced Cop Attributes 30 to 40, Special Talents 5 to 15, Skills 80. Legendary Cop (Dirty Harry) Attributes 50, Special Talents 20, Skills 95. Skills Investigate, Handgun, Batting, Assault, Law, Driving, Threat, Awareness, Creep.

Player criminals should usually be in terms of status punks, either starting out that way, or climbing back up from being knocked back there.

Mickey Corcoran About Respect

A lack of respect can be fatal and it usually is with me. I tell dem one time; no no that ain't true, sometimes I don't even fucking tell em nuthin. But anyways dey should fucking well know not to cross dat line wid me, period, ya know what I'm saying yer.

Take dis jerk off that tried to beat me out of my spot at the Six, what da fuck was he thinking putting dose muscleheads onta me. Didn't he see into my cold blues, and know, and know dat he'd better whack me out there and then, if he wanted to live long enough ta spend any of dat cool cash he was making.

Dragged outside and roughed up in front of all dose people, but no sweat I've had plenty of beatings in my lifetime; its when they mess up a real nice suit dat I get pissed.

I even let it go a couple of nights, and dat's good for me let me tell ya. But on the Saturday Mr. Chico coke dealer got his.

I waited in a job car that sported a set of boosted plates, a couple of cars down, from his I will have to say top draw Maserati Ghibli. Slouched low like a juvenile on a G.T.A., I checked the .32 Browning I had brought along for the hit. Loaded and racked, I screwed in the lathe made silencer, that I got from a key maker at "Tools OF The Trade", and watched the 3 am crowd pour outta the club.

Flash fucker walked to the car counting bills, eyes on the green and not on the street. As he was getting in I was getting out, fast walk, drivers side window, smile on my face no fucking clue on his. Phut, phut, phut, broken glass and a blood sprayed interior. I admire my handiwork, and put another two to be sures in the back of the head. Then away, all casual like I was just out walking the dog.



Drive away slow, dump the gun in the East River for a clean profession hit. No one knew I did it, but if ya know what I mean everybody kinda did. And dat should make dealing wid the next hard on, a walk in the park.

Influence

The Octopus spreads its tentacles in all directions; the grasp of its influence and corruption is pervasive and far reaching. Gangsterism at its highest level sits arm in arm with every strata and institution of society. Lucky Luciano worked with U.S. Navel Intelligence during the Second World War to rid the ports of German spies and saboteurs. Carlos Marcello the New Orleans Boss was rumored to have worked with the C.I.A. in a plot to assassinate the Cuban revolutionary Fidel Castro. Sam "Momo" Giancana the feared Chicago Outfit Boss is believed by many through his immense influence to have secured blocks of important Italian and labor union votes in Kennedy's closely won Presidential election campaign of 1960.

At lower levels police chiefs, judges, local politicians and labor union leaders have been bought or maneuvered into position by ruling mob bosses. Rackets go unmolested, trials collapse, the right people get appointed into prominent positions, and nothing gets built, moved or serviced without the necessary cash kickback.

At the lower end neighborhood influence makes the Gangster seem like the local mayor and police chief rolled into one. Nobody sells drugs or sets up a craps game in the neighborhood, without his say so and weekly tribute. Aggrieved people will go to him, like the mother who went to see the South Boston Crime Boss Whitey Bulger about her junky neighbors leaving used syringes around the houses for her kids to find. The police had ignored her and she had gone to Bulger, who was regarded as the Sovereign of "Southie" to sort the problem out. Bulger and his goons visited the junky, stuck a gun in his mouth and told him to pack his bags by the end of the week, or he wouldn't be

going anywhere ever again.

The difference between influence and notoriety is whilst serial murderer Ted Bundy is infamous, perhaps more so than many mob bosses, he has absolutely no power whatsoever to influence change or get things done.

"To become a member of a crew you've got to be one hundred per cent Italian so they can trace all your relatives back to the old country. See, it's the highest honor they can give you. It means you belong to a family and crew. It means that nobody can fuck around with you. It also means you could fuck around with anybody just as long as they aren't also a member. It's like a license to steal. It's a license to do anything. As far as Jimmy was concerned with Tommy being made, it was like we were all being made. We would now have one of our own as a member."

Henry Hill from the Movie Goodfellas.

Influence Ratings

Negative - The criminal is seen as a clown by his contemporaries, incompetent and embarrassing his involvement is deemed detrimental to any enterprise or undertaking. Range -30 to 0 influence points.

None - The criminal has no pull or weight in the neighborhood. Range 0 to 20 influence points.

Some - Your criminal may be the guy to see for some cheap smokes or to arrange an introduction with a connected guy. In any case local people are starting to take you seriously. Range 20 to 50 influence points.

Strong - Your criminal belongs to a strong crew, or is singularly a true badass that doesn't pay to get into clubs. People will come to you to borrow money or for protection. You run several rackets, have crooked lawyers and low level cops on the payroll. Your gangster has influence in a union and can lay his hands on most things given a little time. Range 50 to 100 influence points.



Enormous -There isn't much your boss can fix, settle or control within his and adjoining neighborhoods. Your boss is powerful being able to pull strings in both the underworld and the legitimate world. The boss's organization dominates the neighborhood controlling all its rackets, with other rackets and criminal interests in nearby districts, townships and cities. Influential Labor Unions are controlled, political campaigns funded with the triumphant politicians in a position to appoint grateful judges and police chiefs to their positions. Range 100 to 150 influence points.

Supreme - A global gangster with interests and influence in other countries. Guys like Frank "The Prime Minister" Costello one time

boss of the Genovese Crime Family of New York, who used to go to the racetrack with the most powerful cop in the country F.B.I. Boss J. Edgar Hoover. Or Cocaine Emperor Pablo Escobar who became a Columbian Congressman, set up a charitable foundation that transformed Medellin slums, and was so dangerous and influential, that the American and Columbian governments had to cooperate over a number of years to bring him down. Range 150 plus influence points.

Player criminals should start the game with an influence rating of none or perhaps in the right circumstances a rating of some.

Increasing Influence

Having a dirty cop on the payroll to leak confidential info and fix evidence. 5 pts.

Paying a squad bagman a weekly nut to leave rackets unmolested. 10 pts.

Having a police captain or F.B.I. Man on the payroll. 20 pts.

Donating to the local police benevolent fund. 2 pts.

Donating to charities and hospitals. 4 pts.

Sending Christmas and Birthday gifts to officials and their relatives. 2 pts.

Doing a difficult and important favor for an official. 4 pts.

Having a man in a top position in a labor union local. 25 pts.

Having a powerful and crooked lawyer who can reach out to judges. 15 pts.

Generously funding a local politicians campaign. 25 pts.

Corrupt contact in a bank or insurance company. 2 pts.

Corrupt contact in a public body, i.e. Welfare Office. 3 pts.

Associated with a connected guy. 5 pts.

Associated with a made guy. 12 pts.

Becoming a made guy. 30 pts.

Becoming a Capo and running a crew. 30 pts.

Close to the Under Boss. 20 pts.

Being in an ordinary gang. 8 pts.

Providing cheap knocked off goods to sections of the local neighborhood. 3 pts.

Selling heroin. -5 pts.

Discreetly running a high class whorehouse or strip joint. 6 pts.

Being directly associated with street prostitution or the sex business. -3 pts.

Earning over ten grand a week. 4 pts.

Having a bankroll of fifty large to play around with. 6 pts.

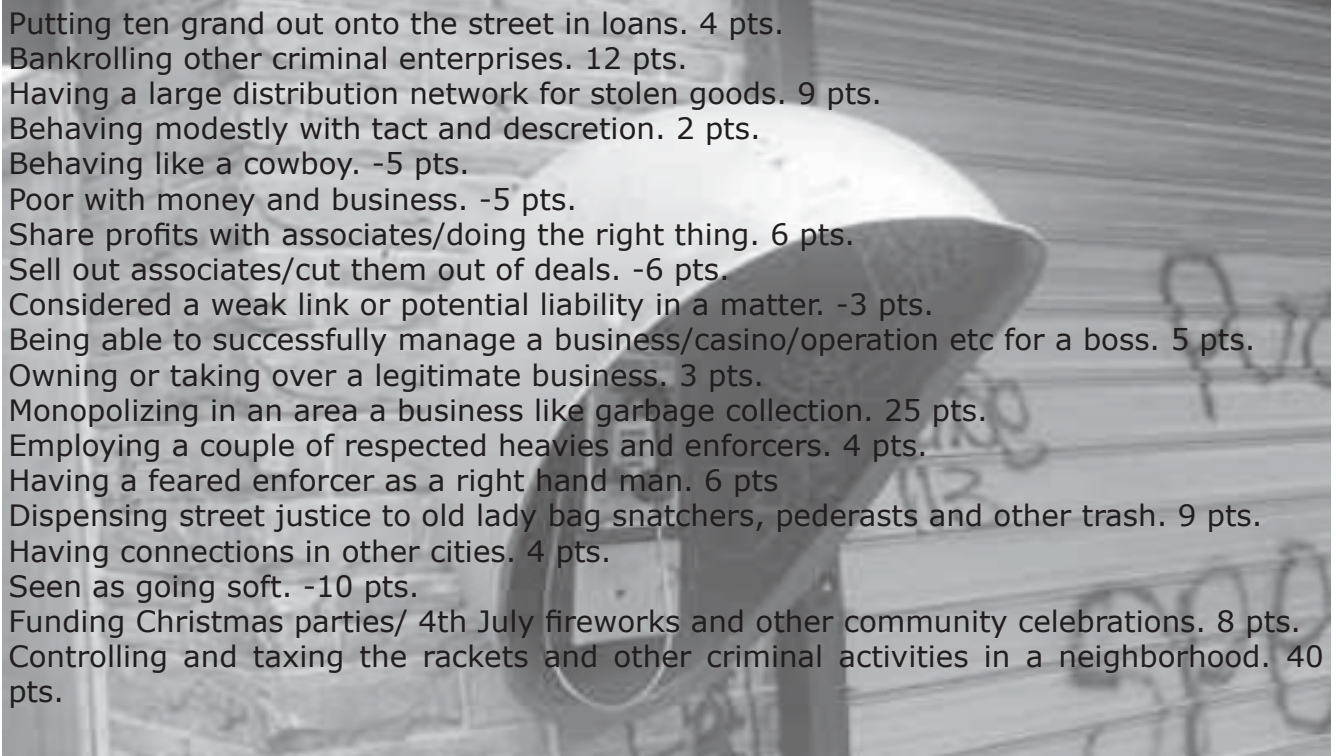
Being a generous tipper. 2 pts.

Running a high stakes card game. 3 pts.

Running a good sized sports book. 3pts.

Having cocaine contacts. 4 pts.





Putting ten grand out onto the street in loans. 4 pts.
Bankrolling other criminal enterprises. 12 pts.
Having a large distribution network for stolen goods. 9 pts.
Behaving modestly with tact and descretion. 2 pts.
Behaving like a cowboy. -5 pts.
Poor with money and business. -5 pts.
Share profits with associates/doing the right thing. 6 pts.
Sell out associates/cut them out of deals. -6 pts.
Considered a weak link or potential liability in a matter. -3 pts.
Being able to successfully manage a business/casino/operation etc for a boss. 5 pts.
Owning or taking over a legitimate business. 3 pts.
Monopolizing in an area a business like garbage collection. 25 pts.
Employing a couple of respected heavies and enforcers. 4 pts.
Having a feared enforcer as a right hand man. 6 pts.
Dispensing street justice to old lady bag snatchers, pederasts and other trash. 9 pts.
Having connections in other cities. 4 pts.
Seen as going soft. -10 pts.
Funding Christmas parties/ 4th July fireworks and other community celebrations. 8 pts.
Controlling and taxing the rackets and other criminal activities in a neighborhood. 40 pts.

Bank'roll

Straight out the gate your criminal has to be making moves as all he'll have is the clothes he got sentenced in, a few personal effects like a watch, pen or lighter, and \$40 bucks release money. If he's been around he'll have some other stuff stashed some place, but he'll have to get that first, that is if it ain't been boosted.

Status

All criminals have a police status ranging from:

None - The felon is not currently sought after or being monitored by the authorities.

Investigated - The cops are covertly gathering information on the criminal's activities through surveillance techniques, by speaking to informants and through the use of under cover officers and stings. Investigation can be more overt with obvious tailing, harassment, questioning and pressure resulting in the criminal and his associates feeling a lot of heat.

Wanted - The criminal is hotter than Reggie Jackson's swing in the World Series. Cops have been briefed at role call that the criminal is wanted for a crime, jumping bail, breaching parole or not paying his fines. Patrol cops and if serious enough detectives, will visit the criminal's hangouts and question his associates concerning his whereabouts. The criminal if he really bad will make the top ten wanted list, and have his mug shot circulated on TV and in the papers.

Parole - Your felon fooled the parole board and was let out early for good behavior. Conditions of parole can vary but can include restrictions on travel, compulsory urine tests for drug use, having to reside in a halfway house with a curfew, weekly interviews with a parole officer, and forced employment at an agreed workplace unless the criminal has a viable alternative. Parole is violated by failing to comply by the conditions and does under most circumstances result in parole being revoked, and the crim being hauled back to jail to serve the remainder of his sentence.



Incarcerated - The criminal is wearing prison blues and bunking with a guy called Bubba.

Warning Signals

The bad guys get these markers from the cops based on their priors. A felon's sheet will have these warnings highlighted, and will come through to a cop when he runs your details through the radio.

Violence - Aggravated Assaults, Battery, Attempted Murder and Robbery are the kind of felonies that will make a cop treat you with caution.

Aliases - Some criminals have an alternative persona worked out to convince the cops that they is just a regular square and not the conniving thief that they are. Familiar names and addresses to avoid hesitation under pressure are used time and time again

by a lying lowlife. Some are tagged and linked to the criminal using them so the cop knows whom he is really dealing with. If a criminal uses the details of another criminal these can be checked against the identifying features on that criminal's rap sheet. So if Larry Guffer got a missing ear lobe and you ain't, get ready for a ride down town.

Escaper - Some felons won't quit and will make a break for freedom at the first opportunity. Cops are extra careful with these guys as an escaped felon means loads of paperwork and a roasting from the Captain.

Drugs - Possession charges or intelligence relating to use will get one of these markers

Contagious - Bums and junkies carrying contagions like hepatitis and scabies will make a clean living cop put the gloves on.

Mental - The criminal is loco.

Suicidal - Wrist slasher and tablet gulper remove all items that can cause harm.

Firearms - The criminal has a history of carrying or using guns.

Weapons - The criminal likes his knives and bats.

Resists Arrest - Makes a cop wary and either very nice while he summons back up or very heavy handed in taking you down.

Felonies and Arrests

These are your criminal's prior arrests and convictions for misdemeanors and felonies from petty public drunkenness to homicide. Actual crimes are the ones that he has gotten away with and should vastly outnumber the ones he's been hauled in for.





Identifying Features

Jail house tats, knife scars, cigarette burns, missing ear lobes can all be used to identify the felon as the douche bag he is when he turns up in the river minus his head and hands. Recorded by cops for this and other purposes of identification.

Notoriety

Notoriety is a by product of doing very bad things that people get to hear about. For some it is unwelcomed attention that could put them up as a target for the cops, for others it is what they always wanted from the start. A criminal can earn a reputation for a number of things being a stone cold killer, a police informer, a good earner, an ambitious mover, a treacherous snake or a decent criminal that does some good things as well as bad.

Good and bad deeds earn reputation points according to how audacious and outrageous the act is. The more reputation points that a criminal accumulates the more notorious he becomes. Criminals can start out as fairly anonymous progressing to known, notorious, infamous and legendary.

Anonymous. Only those closest to you may have any idea what you're really like or likely to become. Limit to staying unknown 10 reputation points.

Known. Those you hang around and associate with and a few of your victims, enemies and local law enforcement officers know what you're about. Limit to staying just known 40 reputation points.

Notorious. Most of the local neighbourhood and law enforcement has gotten to hear about or witnessed your activities, and you are instantly recognisable in the neighborhood. Your name is also known by quite a few people in the know in other neighborhoods. You will be mentioned a couple of times in a factual book about crime and your exploits with others of your kind will inspire articles about the rise in crime and degeneration of society. Limit to staying notorious 100 reputation points.

Infamous. Widely known throughout the city by criminals and law enforcement alike. Your activities have received coverage from newspapers and local television stations and cause concern in law abiding citizens everywhere. Close to being or are public enemy number 1. A book will be written about you some day or at least a chapter in a crime anthology. Limit to staying just infamous 250 reputation points.

Legendary. A status earned through being absolutely despicable, ruthless, powerful, influential and successful in the business over a period of time. Several books and movies will be made about your life and exploits.



Reputation

In a bar room brawl the player soundly whups a thug noted for his toughness - **10 respect points.**

The player races through the neighbourhood losing a string of cop cars on his tail - **5 respect points.**

The player dishes out a deserved punishment beating to a soft touch criminal - **1 respect point.**

The player through hard and skilful bargaining secures a very good deal - **1 respect point.**

The player is arrested and interrogated but keeps his mouth shut - **3 respect points.**

The player plays vigilante and roughly rehabilitates a low life to within an inch of it - **15 respect points.**

The player lands a really big score from a perfectly timed and executed job that involved a lot of planning and balls - **20 respect points.**

The player is generous donating money to a struggling family to help them out of a jam - **2 respect points.**

The player sets up a profitable operation or sting - **6 respect points.**

The player kills a crime boss - **60 reputation points.**

A reputation built on pulling off daring commercial burglaries will earn the criminal respect and admiration from others in the criminal fraternity. A degree of respect will have an influence how other crooks behave towards the criminal, e.g. want to buy him a drink or want him in on a score.

A reputation built on sex offending, dealing drugs to kids or mugging old people for their welfare books will undoubtedly earn the criminal revulsion and disgust from so called decent criminals and the rest of the community. A degree of disgust will have an influence on how other criminals and cops deal with the individual. Terms like mutt and douche bag were invented for these types of criminals and they are unlikely to be done any favors.



score sheet

Keep tabs on the mayhem. The body count, dough made and the cost of all that criminal carnage.



Creating A Criminal 98



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HP/4



Doing A Lil Somin

In dog Town there is a set of rules the criminal is not allowed to break. These are the system of rules that decide what happens in any given situation.

The first and foremost is the probability principle. Every action and task can be measured by degrees of success or failure and the probability of each occurring forms a ratio.

A ratio is determined by matching your criminal's competence in a given ability against either an assessed difficulty or another criminal's ability. When setting out to do something like jumping over a low wall a criminal makes an attempt using his move skill at it's difficulty. In this case the difficulty is the height of the wall and this opposes the attempt to some degree or other. The difference in abilities or ability and difficulty is added on to the median 10 vs 10 to form the ratio on a 1d20.

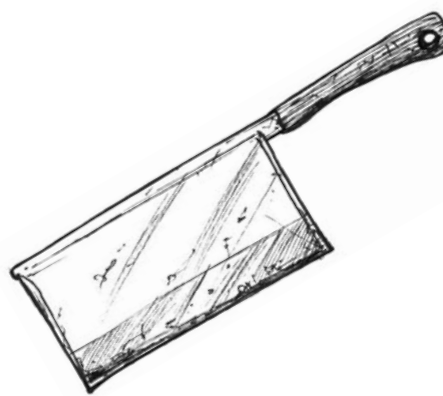
Difficulties start at a dead certainty and end at forget about it.

"After you see this shot you're gonna give up you're religious beliefs."

Carlito Brigante from "Carlitos Way" explaining his upcoming trickshot to a poolhall punk.

Difficulty	Value
Dead Certainty	-6
Easy	-3
Straightforward	0
Tricky	3
Hard	6
Problematic	9
Solid	12
Extreme	15
Immense	21
Forget About It	30

Consult the ratio table below for the number needed to roll over on a 1d20 to succeed at the action. Minus numbers are additional levels of difficulty that can only be failed with an open ended roll of 1. See the rule of 1 and 20 for a further explanation. Splits are always expressed with the number that the player needs to roll over to succeed first. E.g. 5 vs.15.



Ratio Table



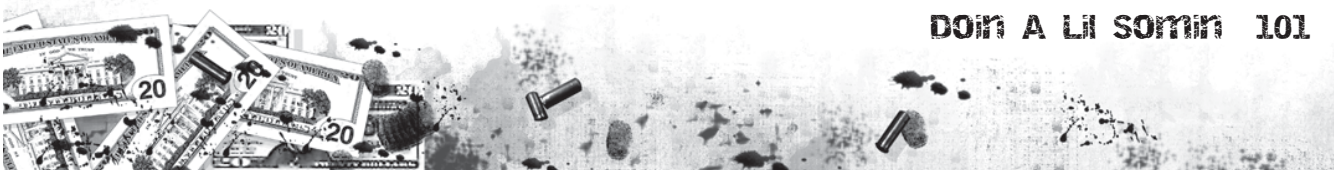
RESISTING

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
<u>1</u>	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
<u>2</u>	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
<u>3</u>	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
<u>4</u>	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
<u>5</u>	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
<u>6</u>	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
<u>7</u>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
<u>8</u>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
<u>9</u>	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
<u>10</u>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
<u>11</u>	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
<u>12</u>	2	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
<u>13</u>	3	2	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
<u>14</u>	4	3	2	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
<u>15</u>	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<u>16</u>	6	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
<u>17</u>	7	6	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<u>18</u>	8	7	6	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
<u>19</u>	9	8	7	6	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
<u>20</u>	10	9	8	7	6	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
<u>21</u>	11	10	9	8	7	6	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
<u>22</u>	12	11	10	9	8	7	6	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10	11	12	13
<u>23</u>	13	12	11	10	9	8	7	6	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10	11	12
<u>24</u>	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10	11
<u>25</u>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10

White and black numbers = positive values

Grey numbers = minus values

Before matching abilities or assigning a difficulty to an action, a director should give consideration to any prevailing conditions or factors at play that could influence the outcome of the action. These are divided into edges and drags. An edge boosts the criminal's chances of doing good while a drag is crap that gets in the way and makes the criminal more likely to screw up. These could include darkness, loud noise, excellent tools, slippery surface, drunkenness, good positioning, reputation, hostile crowd and a whole bunch of other stuff. The director decides to what extent a factor the edge or drag is and then applies the relevant modifier to the criminal's ability.



Factor		Modifier
Super Edge	Plus	7 - 10
Cool Edge		3 - 6
Slight Edge		1 - 2
Jack		0
Slight Drag	Minus	1 - 2
Bad Drag		3 - 6
Lousy Drag		7 - 10

When an action is attempted one of several results is usually possible. A criminal could just do it by the skin of his teeth and get only part of what he wanted, or could perform an amazing jaw dropping maneuver that exceeds expectations, i.e. completed in half the time. Alternatively failure could mean a narrow miss or a disastrous fumble with a risk of injury.

These degrees are divided into bands on a 1d20. Depending on the circumstances close failures can be retried to improve the result. A no way fail usually means that the task is beyond the criminal and cannot be retried without a save roll to come up with a different approach to the problem. Save rolls are made using the skill concerned and at 3 points higher than the original difficulty.

Blackjack

A Blackjack success is a freakily good result that achieves far more than what it is supposed to and is mostly used in combat to obtain a x3 murder multiplier.

Success Margin	Rating
0 - 4	Just There
5 - 8	Full
9 - 14	Outstanding
15 - 20	Perfect
21-	Blackjack

Failure Margin	Rating
1 - 4	Close
5 - 10	No Way
9 - 14	Screwed Up
15 -	Backfire

Players SUSS

In the Dog Town system criminals are not limited to their capabilities only. The player through attention to detail, calculation, good planning and preparation, topped with a sense of flair and style can improve his criminal's performance in scenes. At the discretion of the director cool ideas, choices and role-playing can be rewarded with a slight edge bonus for the task attempted.

Similarly lousy, stupid ideas, and lazy wooden role-playing deserve to have drags imposed. But ultimately the criminal is what he is and is represented and limited by his characteristics and skills the same as we are in life.



A highly intelligent criminal is still brainy even if played by a stupid player and a reckless hot headed criminal will tend to act that way despite being played by a cautious player.

This is what makes this game interesting; the player cannot keep his criminal aloof from the world around him, avoiding, drink, drugs, women and a big lifestyle because the player doesn't benefit from them. Why get drunk in a role-playing game it makes your character slow and stupid. In Dog Town your player may have no choice, if his criminal loses control and succumbs to the bright lights. Real gangster stories are filled with greed, violence and self-ruin, Dog Town is no different.



TYPES OF ACTIONS

Actions can be skilled like shooting hoops on a court or non-skilled like removing a roll of bills from a pocket (your own). Skilled actions have an expertise associated with them like Game for basketball and are tested for success or failure. Unskilled actions are not covered by an expertise and are generally not tested, but still take time to perform. The general class to which skills belong becomes important when they are potentially hindered by circumstances. Movement based skills are dragged by being weighed down by heavy equipment, but mental based skills such as awareness would not.

Many skills depending on how they are used can fall into more than one category.

Large Movement Skills (L.M.S.) - These include all skills where the whole body is engaged in the task and includes move, endurance and fighting based skills.

Small Reflex Skills (S.R.S.) - These activities include shooting, preparing explosives and lock picking where manual dexterity or aiming is required. These activities are mostly static and use limited movements.

Mental Based Skills (M.B.S.) - Mental and social controlled abilities like school and coax are less affected by physical obstructions and impairments.

Non-Skilled Actions (N.S.A) - Routine everyday actions such as getting up out of a chair or unzipping a jacket do not require skill tests, but do use slots of action in the round. When performing these actions deduct their slot values from the number of slots gained from the expertise being used. For example a criminal that had rolled his handgun skill and gotten 6 slots of action for the round would need to use one of those slots to unzip his jacket to get to his gun, and then another two to draw his gun before he could fire. (See the *Thug Life and Shoot-outs* chapters for a further explanation)



Time Scales

Performing actions takes varying amounts of time depending upon the action being attempted and are divided into five basic types Immediate Actions, Progressive Actions, Prolonged Actions, Protracted Actions and Extended Actions.



Immediate Actions

Certain actions such as locking a door, rolling over a bonnet of a car, taking off a coat, opening a bottle of beer, evading a knife, or noticing something are immediate actions, and can be completed whether successfully or not in a 6 second round.

These actions use slots which are basically half to one second units of time and every action has a slot cost as to generally how long it takes to do, e.g. picking something up off the floor costs 2 slots, while turning to the side costs only 1 slot. This concept is explained further in the Reaction Speed Section of the Thug Life chapter with comprehensive lists of actions and their costs.

Immediate actions tend to be urgent actions performed when there is conflict or danger present.

If there is no threat or urgency involved then these routine actions are not tested.

Progressive Actions

Other actions requiring the application of a skill such as picking a lock or climbing up onto a roof are progressive actions or tasks and are longer to complete. This is represented and measured in activity points. I.E. 21 points for a relatively short example of this type of activity. These tasks are

attempted once in a 6 second round. Every six seconds the criminal tests his ability against the assigned difficulty of the action. For every point of success a point is added towards the activity point total leaving a remainder if any to be reached in subsequent rounds. Once the activity point total has been reached the task has been completed. Therefore highly skilled criminals who are capable of scoring outstanding successes will be able to complete more difficult tasks, and complete easier ones quicker and better. This can be of vital importance in pressurized situations where limited time is a factor. Where a task has started off well it receives a +1 edge to further efforts as it is on the right track to completion and a -1 drag when things get going badly. These edges and drags are not accumulative.

Prolonged Actions

These type of actions are worked out the same as progressive actions but over a longer time scale of either 1 or 2 minutes per turn. These tasks involve sustained work such as a simple repair job on a car to searching a large room.

Protracted Actions

For really protracted work such as dismantling the engine of a bike or building a car bomb use a 30 or 60 minute per turn time scale.

Extended Actions

Extended actions are actions that use an 8 hour turn over several days, or even perhaps weeks to accomplish really lengthy tasks, such as building a house or writing your criminal's memoirs. Workaholics can double up if they wish and put in a 16 hour day but this will test endurance.

To figure out a time scale use your own judgment. Just ask yourself generally how long would a professional person take to complete this task.



Risk

Like with immediate actions screw up and backfire fails can have swift and dire consequences when attempting hazardous tasks like climbing a building and high speed driving. These type of tasks have an element of risk attached to them, which depending on situational factors can be either just plain frustrating (The beginning of a climb, spinning off the road into an open field) or potentially fatal, (Falling at the end of a climb, spinning off the road into a wall).

GOOD Job BAd JOB

The difference between a breeze, or an "Oh God please" type experience is the margin of activity points between the criminal and the resistance of the difficulty when one of them has reached a total. This number is then translated into its value in margins of success or failure. Successes and failures cannot exceed the activity point values.

For example an inexperienced player criminal gets a gold chain from a score and wants to know its worth. The director decides that this appraisal would take no more than about thirty seconds and uses the burglar's deal skill. The director assigns it a straightforward difficulty of 0 and 21 activity points. The criminal's attempting deal ability is 2 which when matched against the opposing difficulty of 0 on a median of 10 vs.10 becomes a slightly favorable ratio of 8 vs.12 for the criminal. The player criminal in the first 6 second round rolls a 1d20 and gets a 15 for a full 7 point success and 7 activity points. In the second round he gains a +1 good start bonus changing the ratio to a 7 vs.13 split. He looks at the chain a little more and rolls a 2 for a 6 point no way fail giving the task 6 negative activity points. Now having doubts in the third round he drops the bonus for an 8 vs.12 split again, and then rolls a 2 for another 7 point no way fail and stares blankly at the chain. In the forth round he rolls with a drag, and gets

an 8 point no way fail, and an end to the task with the 21 negative activity point total being reached. The difficulty of evaluating the chain has beaten the burglar by 14 points, which amounts to a screw up fail. The director tells the player that he thinks the chain is worth a \$100 bucks when in fact its worth more like \$400.

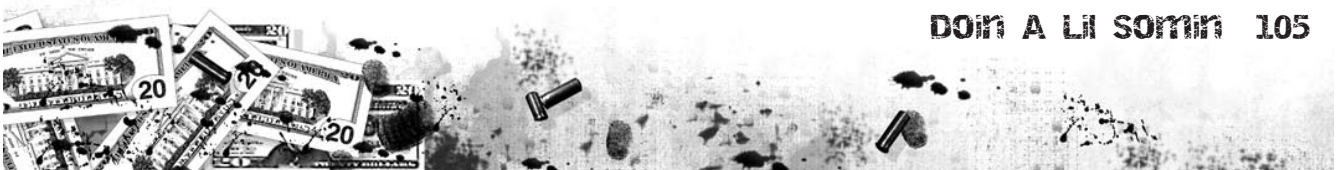
Contested Progressive Actions

Usually when one punk goes up against another one of them is trying it on in some-way. Mooching a buck using coax against discipline, or feeling out a wallet using steal against Joe Six packs awareness. In these instances where an ability is being used in attempting to achieve something while another opposes it, use the opposing ability as the difficulty to be overcome. Assign a timescale and an activity point total for each, then make one roll per round on the attempting ability for the progress of the task.

Differing Difficulties and Activity Point Totals

Not all tasks are equal for those involved. For instance one criminal creeping up on another from a distance of 30 yards away in order to take him out has to cover quietly that entire distance which he may need 21 activity points to accomplish. However the other criminal staring at the stars having a cigarette, only has to hear one crunching sole or see one stretching shadow in front of him, to get suspicious and turn around. Where it's easy to get rumbled like this the negative activity point totals to be reached should be the equivalent of a bad or screw up fail.

Also during a contest edges and drags may shift from one criminal to another. For instance in the above example initially the creeping criminal would have edges for the distance he was away from his target. But in subsequent rounds if progress was made his task would become more difficult, as it



becomes easier for the target criminal to detect subtle noises and movements.

During a non-contested task difficulties may also increase and decrease varying considerably to represent changing terrain and conditions, e.g. a rock face where on one stage there could be overhangs and another solid and plentiful holds.

If Its GOOD Its GOOD

In some situations a dude may pitch an idea to the player who has a high discipline roll or suss roll as the scrutinizing or opposing value. When this happens the other dude will find it difficult to convince the player that what's on offer is the real deal, even if it actually is. If the dude's roll fails he won't be able to con, smooze or sell a line of crap to impress the player that has him rolling over for the deal. However if it is a beautiful thing it's a beautiful thing regardless of how it is sold, and the players successful roll will allow him to see this. The player criminal can then do as he feels.

Combined Actions

If two actions are attempted simultaneously in the round e.g. driving fast and tuning in a walkie talkie at the same time apply a -3 drag or greater to both. Obviously the higher the ability the criminal has and the less difficult the actions are involved, the more he can cope with combining actions. Use common sense when applying this rule for instance on many occasions a criminal will make a roll to become aware of something and then respond to it in the same round. This isn't a problem, but if he tries to look for something and perform a task at the same time it would be.

Activity Points

These measurements are used to represent the size of the task and the amount of time expected to complete it within its particular time scale. In any task the activity point total must be reached in order for it to be completed and progress can be measured

i.e. halfway, by the amount of points accumulated.

A short task would be about 21 activity points. An average task 40 points and a lengthy task 60 points. Multiply margins of success and failure x2 when dealing with 40 points or by x3 when working with 60.

For example breaking a safe open with heavy tools is a protracted action, which is both a difficult and lengthy task to accomplish.

The test would be set out like this:

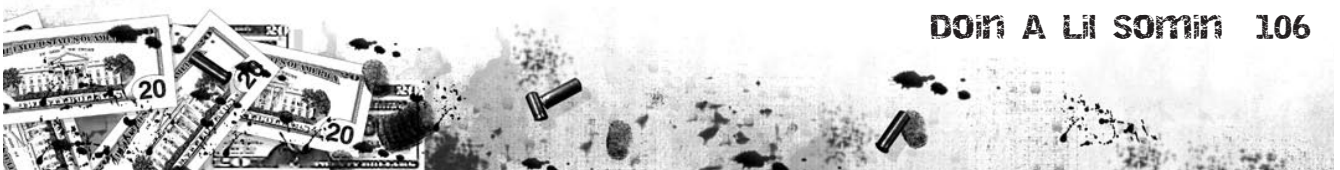
A prolonged action of 30 minutes a turn at difficulty 12 over a 40 activity point duration.

From the above we can see that even a top draw thief would probably take 4 or so hours to break it open. However the same secure safe attacked with an industrial diamond headed drill could look like this:

A prolonged action of 30 minutes a turn at difficulty 7 over a 40 activity point duration. The thief's job has been made easier by the use of the primo drill, which gives him a +5 edge.

Split System Alternatives

Activity points are an optional method of resolving prolonged tasks and should be viewed as a tool to implement if the director thinks they are useful in a scene to draw out the tension, or more specifically to allow the quality of ability to count more reliably over time. If however the director and players want a faster paced game with limited rolls, drop them, and replace with a single split roll over the required time scale. Outstanding and perfect successes will reduce the time it takes to complete the task by a third or even a half. Full successes will complete the task on time, and just there successes will take half the time again to accomplish. Close failures could simply be interpreted as failures, a poor product, or one that took twice the time to accomplish. Anything worse, and forget about it.



The Rule of 1 and 20

Rolling a 20 on a 1d20 creates an open ended roll for another 1d20 to be rolled. This is an opportunity to achieve or fluke a success where there wasn't the possibility of one, or to increase the extent of the success already gained. However there are limits to what can be accomplished by a no hoper on a wing and a prayer, as you can't turn crap into an iced cake. So the follow up 1d20 roll is divided into 10 equal bands of 2 to put a cap on what can be achieved. This produces a maximum of only 10 additional successes where a 19 to 20 is rolled instead of the usual 19 to 20.

Where another 20 is rolled a further 1d20 roll is made with the same restrictions. In the slim chance that a further 20 is scored the next 1d20 is divided into 2 equal bands of 10 with a maximum of 2 successes being possible.

Whenever there is a difference of 10 or more in abilities, or ability vs. difficulty there will be a negative shut out ratio of 20 vs.0, or perhaps 24 vs.-4 for a difference in abilities off 14. In the first instance any second roll will produce a success, but in the second instance a roll of 9 or over on the second 1d20 roll is required to achieve any sort of success as there is an additional 4 points of difficulty to overcome.

Rolling a 1 is always bad news and creates an open ended failure roll in the same way. Even the best screw up sometimes. Roll a second 1d20 and count the margin of failure. Again with differences in ability and difficulty of over 10 the ratio will be a positive shut out of 0 vs.20, or perhaps -6 vs.26 with a difference of 16. In the last instance the second 1d20 roll would need to be open ended again, and be over 12 to get the necessary 6 to be a failure.

Note: Once a roll is open ended it cannot go back the other way if a 1 or 20 is rolled.

Quickest Off the Blocks

Being the criminal that has the first opportunity to act in a round can mean its goodnight sucker for everyone else on the scene. To work out who's quick and who's a limp dick match modified abilities against a difficulty of 3 to form a ratio on a 1d20. As in other tests apply edges and drags for situational factors. The player then rolls the dice and looks for the highest margin of success in the group. This criminal gets to act first and the others then follow in successive order after him. Serious failures equal serious delays, and hesitation in responding to situations could mean that all opportunities to act are lost for the round. This is as you would expect of prime importance in a gunfight. (See the Thug Life Section for an expanded explanation).

Behavior

In any given situation people will act differently from one another. Some will check out a situation and think uh, uh bad business way to risky, others just seem not to think at all, to have the attitude of fuck it what the hell. Some punks wet their pants when the shit starts flying, while others go nuts and on the attack. Some punks with low suss rolls and big balls will be dead easy to find. Others with smarts and a wide yellow streak the size of the Mississippi River will go to ground, or get out of town altogether and be hard for even the feds to locate.

In the Dog Town system there are three factors that help determine how dudes react and behave when put in a spot, so that their logical and illogical responses have a basis. These are:

Suss Rolls

Can the criminal see the odds and realize the danger. Stupid criminals do stupid things that defy rational thinking. Only a dummy would make a sudden draw for his gun when a cop was already staring down the barrel of a 12 gauge at him, yet it happens because the dumb criminal underestimates the





threat and overestimates his own ability to try it on.

A sweet suss roll however allows the criminal to recognize the threat and assess the chances of overcoming it. In the same situation it wouldn't be so dumb to go for a gun if the cop was momentarily distracted and the criminal had very fast reflexes, or maybe the cop is trembling rookie ready to crack. If these weren't options best go down town with him and hope to hold out in the interrogation, rather than end up splattered against the paintwork of the wall.

The above example is an obvious risk and could be represented as a -3 difficulty to be matched against suss. Subtle and hidden threats should be matched against hard and solid difficulties.

Use these rolls for non-player criminals to see how they respond to situations.

scams, set ups And Deals

Factor	Modifier
Bad Reputation	-1 to -4 to dealer
Good Reputation	+1 to +4 to dealer
Unknown	-1 to -2 to dealer
Vouched For	+1 to +4 to dealer
Enemy	-4 to -8 to dealer
Genuine Product	+2 to +4 to dealer
Unconvincing Product	-2 to -4 to dealer
Dude is Desperate	+2 to dealer
Different Backgrounds	-2 to dealer



Balls

"Orders? You giving me orders? Amigo, the only thing in this world that gives orders is balls. Balls. You got that?"

Tony Montana from the movie Scarface explains his views on leadership to Frank his supposed boss.

Is the criminal up to the task or is he chicken. Nothing tests a man more than facing death or a long stretch in the can. When the chips are down test balls against threat or an assigned difficulty. Most situations in life are decided before they even start by the attitudes of the people involved. A fist fight in a night club with bouncers close by to break it up would require a low difficulty of 0. Being outnumbered however by some serious hitters is another thing altogether and would be a difficulty of 7 plus. The score in a balls test is the resolve and determination to hang in there and hang tough. Make only 1 test for each scene or encounter to establish a criminal's attitude. With premeditated situations like going out on a hit make the test a protracted action. **See Thug Life Section for details.**

Discipline

Il-tempered criminals with bad attitudes behave badly. Stress, embarrassment, booze, drugs, insult, pride, defiance, boredom, cravings, greed, prejudice and generally animosity towards certain types of people can cause the criminal to be abusive, destructive and violent. These feelings are very powerful and can push a criminal over the edge especially if the criminal has the balls to do the thing he feels. These irritants are known as triggers. Test discipline to see if yo criminal crack.

With a **Just There Pass** the criminal is just about holding it together but could still be tipped over the edge with further provocation or temptation.

With a **Full On** success the criminal is in full control of his emotions and desires, though may still feel irritated or have the craving.

With an **Outstanding Success** the criminal is detached from the aggravation and craving, seeing it for what it really is.

With a **Perfect Success** the criminal is serene and doesn't even think about what he feels, but scrutinizes the other person's motives. Knowing what is good for him the criminal doesn't even want what is on offer and can act like it's not even there. Award a +1 edge to suss rolls for this degree of detachment.

A **Close Fail** means that the criminal is tetchy, rude and hostile towards the trigger. His blood is simmering nicely and he is spoiling for a fight. The criminal will glare at, insult and try to provoke the trigger. If the criminal is generally a coward he will sulk, be clever and underhand in his hostility. The criminal will succumb to the temptation but will not over do it.

A **No Way Fail** means that the criminal has lost control of his temper and restraint and will try and harm or damage the trigger. The level of anger is high but shouldn't be necessarily fatal to the trigger. A bad beating or some damage will usually be enough to satisfy. If the criminal is a coward, he will most likely have a tantrum and take it out on something he can handle, or may even drop a dime to the cops. The criminal can't hack it or gives in with abandon to what's been put in front of him. Suss rolls made at -2 drag.

A **Screw Up Fail** means the criminal has lost it big time. He explodes in a rage and seeks to seriously maim or kill the trigger. He ignores the consequences of his actions, and can't make suss rolls because he has lost the ability to be rational. Either the criminal or the trigger have to be removed from one



another for the rage to pass. Think of the Tommy character in "Goodfellas" who shoots Spider for insulting him in front of his friends. The criminal storms out of the place in a huff, or binges heavily in a big bender.

A **Back Fire Fail** means the criminal has gone into a frenzy (Homicidal mode of fighting) which will last for several 3 minute turns. The criminal will either kill the trigger several times over or die trying. A marathon session that won't stop for several days will leave the criminal washed out and exhausted.



Trigger	Difficulty
Being bad mouthed	1
Bad manners, rudeness etc.	0
Vulgar personal insults	3
Disobedience	3
Fair amount of money involved	4
Rattling for a fix	7
Betrayed by a woman	5
Double crossed	6
Made to look like a fool	4
Big money involved	6
Beautiful Honey in the room	1
Meddling in yo business	4
Refusing a Drink in a club/bar/party	2
Refusing a joint in a club/bar/party	2
Refusing hard drugs in a club/party	-2
Beautiful Honey comes on strong.	6
Lose at cards	-2
Seen sworn enemy	7
Being riled by a pig/boss	0
Being knocked around by a pig/boss	2
Big risk, lot to lose etc.	-3 to diff. to test.



Matching Against Many

When a player tests against the abilities of two or more opponents two options are available. Firstly take the player's ability in the relevant skill with all situational factors applied, and use it as the difficulty for the two opponents to individually test against. Or alternatively the player makes two separate tests against the abilities of the opponents. To establish an order and sequence within the round take the criminal with highest margin of success as being first, and work down.

Split System Alternatives

Note for the sake of convenience, where there are several opponents a director can match the players ability against the highest of the opponents for an overall result. The logic being that if you defeat the best then you should defeat all the rest.

Combining Skills

Putting it together can sometimes involve the expertise of two skills. Drug dealing for instance requires the criminal to be both hip with the product and the spiel to successfully push. Likewise cheating at gambling operates on two levels. To work it, a couple of alternatives are available. Firstly a drugs roll could be made against the difficulty of what's being attempted, to produce an edge or drag to be added as a modifier onto the deal test. Or secondly the two skills can be averaged in value for the one roll.

Split System

The following serves as an example of very detailed simulationist play and is intended to demonstrate the workings of the system. In actual play fewer factors can be considered and fewer rolls made to suit the requirements of the group.

The Star Hotel Part I

Just out our Criminal Solly Brown is down on his luck and has crashed for the night at "The Star Hotel" a flop house in Pennington. The joint is a fleapit used by hookers, drug dealers and other street scum. The corridors are gloomy and have a funky odour of smoke and bad sweat. Amid the dull thump of a base beat and the spasmodic laughter of a spaced out fool Solly fixes his eyes on room 23 with thoughts of money. He taps the tarnished door and awaits the reply. A slightly jaded looking honey named Charmaine answers. *"Charmaine, sugar I'm just out of the joint and needing some sweetness."*

Solly puts on his best smile and tries warming her with his eyes. *"I'm bare ass broke right now, but if you spot me a C note for some business. I'll be real good to you when I riding high again, you know it just a matter of time. I won't be down fo long, and you know I ain't mean with the green."*

The director tells James that Solly needs to make an impress test to re establish the relationship and a coax test to win her over. The director likes Solly's line in jive and awards him a +1 edge to the roll, but secretly applies drags for both their down and out situations of -2. Solly's impress is 9 +1 -2 for a modified ability of 8. Matched against Charmaine's suss roll of 2, a positive 4 vs.16 ratio is formed. The director decides that this a progressive action needing 21 activity points to achieve. James rolls a 20 for an open ended roll, then amazingly a 19 to cinch it in a second.

Charmaine smiles remembering the swagging Solly she used to know, and seeing that things haven't changed that much lets him in. Solly grins and now continues to work on her for the money. Over a beer Solly lays it on thick. *"Baby you is looking fine, we should hook up again, go dancing at the Super Six, unless you wit someone now."*

Charmaine hesitated a moment before saying *"Marlon Green."*



Solly doesn't know Marlon as an associate, so the director tells James to make a know streets roll to see if he's heard of him. The director assigns a straightforward difficulty of 4 as though Marlon is from Moorfield he used to hang out in Grenson Park and is quite well known. Solly has a know streets of 14, for a strong ratio of 0 vs. 20. James rolls a 14 for an outstanding success, he's heard a truckload about him and all bad.

"That no good brownhead, pimp hustler, you be wasted on the likes of that skinny mutt. Kick him to the curb and roll wit me I'll see you alright, it'll be pure gravy, just got to put together a lil set up money first. Can you spot me a \$100 and I'll double it back guaranteed."

The director informs James to make a coax roll to see if Solly has won her over. The director rates the task as progressive giving it a low activity point total of 21. The difficulty is Charmaine's discipline attribute of 2 with a -1 drag against Solly for her heroin addiction, but countered by having a clip of bills earned hooking, and by being super impressed by Solly for an edge of +6.

The ratio looks like this coax 8 + 6 edge - 1 drag for a total of 13 vs. difficulty 2 = -1 vs. 21.

James rolls a 5 the first 6 second round for a full success of 6, leaving 15 more points to reach.

Solly's wearing her down slowly.

The next round James rolls a 4, another full success on a new ratio of -2 vs 22 for a total of 12 points.

"Come on babe we go back a long way, help an old friend out when he's down on his luck."

James rolls a 5 for a full on success of 8, Solly is almost there, Charmaine has reached into her bag.

"Thank you sugar it means a lot."

James then rolls again and gets a 16 for a 19 point success, surpassing the activity point cost and blackjacking the task.

Charmaine taken in by Solly's soft charms peels off three \$100 bills from a fat clip and hands it to Solly and says,

"Here babe take a three yards, and get it back to me when you can."

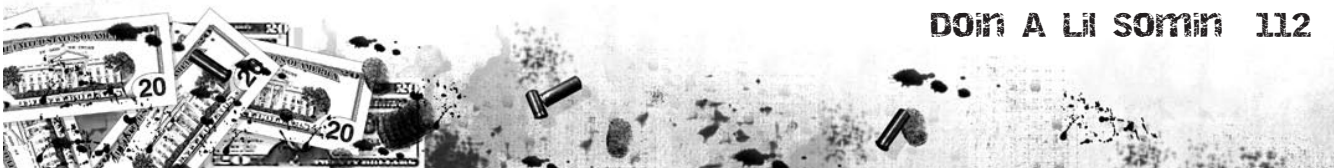
The director makes an awareness test for Solly to notice the track marks on the inside of Charmaine's left forearm. Dim lighting and the position of her arm will make this a very hard test with a difficulty of 12. Solly's awareness is 9 for an unfavorable ratio of 13 vs.7. The director rolls a 7 a no way fail, Solly is oblivious to the marks and so the director does not tell James anything.

James does however think about the director's description of the clip of money and concludes that Charmaine must be up to a bit of business herself. James asks the director to describe to him what her pad is like and is she wearing expensive clothing or jewelry. The director tells James that the place looks shabby but that Solly will have to make a suss roll to figure it out. The director awards James a + 1 edge for perceptive role-playing to be added on to Solly's suss roll of 6. The difficulty is a straight forward 0 for a favorable 3 vs.17 ratio. James rolls a 19 a perfect success and the director informs him that Solly thinks the \$300 bucks she's holding ain't hers as she ain't wearing or living in money, and concludes that Marlon has probably turned her out, or is using her to hold his drug money, either way he be collecting it, and a beating soon.

Back out in the corridor a flickering light exposes and dies like a camera's flash throwing jagged shapes of light across the walls. Solly ignites a cigarette and strolls casually to the stairway. Coming up onto the floor leaving the piss stinking stairway are Marlon Green and Rondell Patterson.

The director decides that awareness tests are needed by all to determine who eyeballs who first and that it is an immediate action.

Marlon has an ability of 9 but has a nod on from a little smack, for a -2 drag. Rondell is a switched on cat with an ability of 12 and is straight. Conditions are more



favorable for Solly as there are two of them to be seen to beat. Marlon's ratio is 14 vs.6 and Rondell's is 9 vs. 11. The director makes the two rolls a 15 for Marlon and a 12 for Rondell. Both see a hulking shadowy figure behind the small amber flare of a cigarette approach them at the exact same time, but cannot see who it is.

A second later Solly sees the barely illuminated faces of Marlon and Rondell emerge from the darkness just after they too see his. Marlon makes a know streets roll to see if he recognizes Solly. The director assigns a difficulty of 2 as Solly was pretty well known in Grenson Park. Marlon has a know streets roll of 8 impaired by only a -1 drag for the skag this time on top of a -1 drag for bad light. The ratio formed is a favorable 5 vs. 15. A roll of 10 produces a full success and Marlon utters "*Shit*" under his breath what's Solly Brown doing here?

Marlon knows Solly Brown is usually bad news, and knows that he once went out with Charmaine. He didn't score high enough to know that Solly hates pimps. A quick suss roll at difficulty 1 matched against a -1 dragged ability of 6, Marlon has the special talent of suspicious mind produces a 5 vs.15 ratio. An outstanding 14 roll and Marlon gets the picture in Technicolor, Solly's muscling in on his girl. The director makes a discipline roll for the skinny wannabee pimp at a difficulty of 6. Marlon's attribute of 2 is dragged by a -2 for his vice of temper but mellowed by a +2 for his heroin buzz. The ratio looks like this 17 vs.3. Getting a 9, an angry Marlon drops his head and shivering with adrenaline fakes a hand cough, he's got to do him, but from behind. The director now makes 2 tests for Marlon. A conceal test to hide his face and blade from Solly and a balls test to have the stomach to stick him.

But first Rondell makes a know streets roll but being from across town the difficulty is a solid 12 against an ability of 7 for a bad 15 vs.5 split. He rolls a 4 a screw up fail. Isn't he Martell Roberts the heavyweight

fighter.

Marlon matches a conceal skill of 6 with a +1 edge for the 3 years since Solly last saw him and a +1 edge for the dim lighting, but suffers a -1 drag from his buzz. Solly gets a +2 edge to his 9 because he is close to him. The split is 14 vs.6 in Solly's favor but Marlon scores a 19 and slips by unnoticed with his hand on the blade. Marlon now has to make a balls test to be up to stabbing a real tough guy. The director starts from a difficulty of 7 (it's a nervy thing to kill someone) and adds the factors on. Solly is 4 bulk sizes bigger than Marlon which the director decides confers a - 3 drag. Solly Marlon knows is also useful in a fight for a further -2 drag. On the plus side Marlon's fear is mellowed by the heroin for a +2 edge and is good with a blade +2(Pro Level). He has a switchblade ready for a +3 edge and the edges of surprise, back attack and two on one for +9.



Taking all into consideration the difficulty is reduced by 5 to 2. Marlon's balls stat is 6. The split is a good 6 vs. 14 and Marlon gets a 11, a full success which means he's up to it to a certain point and can act how he feels. Marlon spins around and arcs the blade towards Solly's throat.



Running Rackets

A gangster ain't really a gangster if he ain't into the rackets. Rackets provide a steady income for the gangster and increase his influence in the neighborhood. Whether any money is made out of a racket, or if it gets busted by the Five O involves making two tests. One to take care of the business side, and the other the concealment of the racket from the eyes and ears of the authorities. In doing this, the gangster must think about several things:

Product - Vice sells so do cheap knocked off goods so play to the base appetites of ya regular Joe and you'll always be carrying a fat clip of cash. A quietly run low key victimless operation like a backroom poker game won't attract a lot of heat from the cops, but a large scale car theft ring will.

Location - A good venue in the right part of town for that particular operation that is easy to find but deceptive in appearance.

Management - A sound business sense blended with an entrepreneurial flair will make the most of a racket. For example using well known greeters to go out and trawl the bars for gamblers to bring them to a card game.

Employees - Your dealers and runners will make or break an operation depending on whether they know their asses from a hole in the ground.

Extras - Lookouts, drivers, sandwich boys The extra help that gives an operation its class.

Competition - Too many like minded felons eating from the same table will mean only scraps for the lot of you. All markets have a saturation point where profits hit a ceiling unless there are a few less players in the game. All businesses are cut throat but some like the heroin and coke trade are truly insane, full of competitive cowboys

with no respect for human life.



Protection - Mob muscle or your own is needed to stop other wise guys from taking liberties with your operation. Unpaid gambling debts, extortion or straight out robbery are the dangers of looking like an unguarded piece of steak to a pack of hungry dogs. If hooked up with the Mob your gangster will have to pay them a weekly tribute for the privilege of their protection. Corrupt cops too may sniff around and threaten to shut the operation down unless they get their weekly cut. Sometimes racketeers go to the Mob because they have connections in the police department and can take care of protection from top to bottom. Now and then the cops have to be seen to be doing something and they will have a harsh crackdown on something like prostitution or drugs.

Influence And Resources - No unconnected street punk is going to have the clout to muscle in on a labor union.

DOIN A LI SOMIN 114



It's a racket that requires a strong influence with a gangster needing connections, resources and muscle to assume control. Similarly to run an illegal high stakes casino frequented by high rollers dropping handfuls of big bills on a turn of a card needs the influence to pull them into the joint in the first place. A beefy bankroll is also required to set the place up, withstand losses and pay off the cops. The influence rating of a racket reflects the level really required to run a successful operation.



Scale - From a one man operation bringing in a C note a week to employing half a dozen guys with a turnover of a couple of grand a week, to having twenty guys on the thing raking in \$25,000 a week. Territory, demand, influence, investment and other factors will determine if a racket expands or busts out. Expansion can mean more of the same e.g. having a Wednesday night game go twice weekly or it can mean raising the stakes from a \$500 sit in to a \$5, 000 sit in.

Ratings - **Peanuts, Small Time, Good Earner, Big Time.**

Turnover - This the average amount of bread the racket makes at its particular level in a given time. The turnover is not necessarily profit as bets are often lost and employees have to be paid.

Result	Detection Diff.
Black Jack	32
Perfect	24
Outstanding	20
Full	16
Just There	12
Close Fail	9
Bad Fail	6
Screw Up Fail	3
Backfire Fail	0

To limit exposure to the prying eyes of the cops make a conceal skill test with modifiers against a difficulty of 3. Failures do not mean the racket has been rumbled but make it easier for the cops to detect.



DOIN A LI SOMIN 115



Factor	Modifier	Factor	Modifier
No Influence	-1 drag	Gang Warfare	-5 drag
Some Influence	Jack	Dangerous Location	-3 drag
Strong Influence	+2 edge	Established Area	+4 edge
Enormous Influence	+4 edge	Difficult To Find/ Inconvenient	-2 drag
Supreme Influence	+6 edge	Right Deal For Market E.G. Nickel Bags For Junkies On A Budget	+2 edge
Low Demand	-4 drag	Lookouts/Greeters Drivers. Guys That Assist The Operation	+1edge per flunky
High Demand	+4 edge	Discount/Promotion	+3 edge
Enormous Demand	+8 edge	Shrewd Customer	-2 to -8 drag
Under Investigation	-4 drag	Laying Off Large Bets Or Multiple Selected Numbers.	0 edge -10% from turnover
Recent Bust	-2 drag	Not Laying Off Large Bets Or Multiple Selected Numbers	-6 drag if unlucky
Racket Moved About	-2 drag	Addictive Product	+4 edge
Starting Up Business	-6 drag	Bad Reputation	-5 drag
Only Supplier	+8 edge		
Dominant In Market	+3 edge		
Serious Competitor	Jack		
Two Competitors	-3 drag		
Four Competitors	-6 drag		
Provide Credit	+3 edge		
Sell At High Price	-3 drag		
Rival Cuts Rates	-4 drag		
Quality Product	+3 edge		
Lousy Product	-3 drag		
Police Crackdown	-4 drag		



Factor	Concealment
Negative Influence	-2 drag
No Influence	-1 drag
Some Influence	Jack
Strong Influence	+1 edge
Enormous Influence	+3 edge
Supreme Influence	+5 edge
Pay Off The Cop Bagman	+5 edge
Employ Lookouts	+4 edge
Racket Inside Premises	+3 edge
Racket Is Moved Around	+5 edge
Small Operation	+2 edge
Medium Sized Operations	Jack
Large Sized Operation	-4 drag
Fearsome Reputation	+2 edge
High Profile Racket Like Narcotics Or One That Has Victims	-3 drag
Racket Run For Short Duration E.G. Weekly Card Game	+4 edge
Racket Run Everyday For Several Days Over Several Hours	-4 drag
Big Mouth Or Flaky Employees Or Customers	-2 drag

BUSINESS AS USUAL

Running a racket is a protracted action generally over 60 minute rounds at a standard difficulty of 3, with activity points having different values depending upon what is being undertaken. For instance a street dealer with a load of 25 nickel bags to push for her boss would need to use her deal skill modified by competition, product, drug skill expertise and location factors to rack up 13 activity points to shift all the drugs. A hooker working the track might need to pull in \$400 bucks a day using her impress skill and similar factors to keep her pimp in the style that he's accustomed to, which would translate to 80 activity points, one for every \$5 bucks. Unlike other protracted tests, progress be it transactions or money should not generally be lost when fails are rolled. Except in the circumstance of a backfire fail, which could lead to a bad deal, a rough john etc. An exception to this are gambling rackets where the gambler bets against the house or bookie. In such instances activity point costs are multiplied for the loss to the number alongside.

The methods used to work out the rackets below have been simplified for the purpose of allowing underlings to run them for the player gangster. Or as a general quick way to work out the day to day profits and losses for an operation. Ideally though a player criminal should get his hands dirty at every level and stage. Setting the racket up and keeping it going by playing every detail to create the greatest realism.

The numbers used are merely guidelines to indicate the proportionality of profit and loss margins, and to show what a racket might make at that level. Big money deals can show slim profits and small time deals can be relatively good money spinners. So adjust the following tables accordingly.

B=Business
E =Employee



Racket Street Dealing	Product Nickel and dime bags	Rounds Every 60 mins
Activity Point Value 1 per 2 deals	Turnover 1E x \$200 a day 6E x \$200 a day 12E x \$500 a day 20E x \$1000 a day	Scale Peanuts Small Time Good Earner Big Time
Influence None	Prominent Factors Location, Hired Help, Demand, Price, Competition, Product Quality, Muscle	

Racket Wholesale Heroin Dealing	Product Ounce Deals Multiple Ounce Deals	Rounds Every 60 mins
Activity Point Value 21 per deal (Good Job Bad Job Rules)	Turnover Bad Or Worse No Deal or Rip Off Close 1oz At \$3,000 Just There 1oz At \$2,500 Full 1oz at \$2000 Outstanding 1oz at \$1500 Perfect 1 oz at \$1000	Scale Loser Peanuts Small Time Small Time Good Earner Big Time
Influence Some to Strong	Prominent Factors Competition, Concealment, Stash Pad, Connections	

Racket Fencing Swag (Buying then Selling)	Product Stolen Goods (Shoplifting) Stolen Goods (Wholesale from trucks)	Rounds Every 60 mins
Activity Point Value 1 per \$10 25 Per Consignment (Good Job Bad Job Rules)	Turnover \$80 a day \$150 a day \$300 a day \$500 a day Bad Or Worse No Deal Or Rip Off Close \$6,000 At \$300 Profit Just There \$12,000 At \$1200 Profit Full \$20,000 at \$6,000 Profit Outstanding \$40,000 At \$20,000 Perfect \$100,000 At \$70,000 Profit	Scale Peanuts Small Time Good Earner Big Time Loser Peanuts Small Time Small Time Good Earner Big Time
Influence Some	Prominent Factors Thieves, Connections, Stash Pad, Bankroll	



Racket Street Prostitution	Product \$5 to \$40 Tricks	Rounds Every 60 mins
Activity Point Value 1 per \$5	Turnover 1E x \$250 a day 4E x \$320 a day 8E x \$400 a day	Scale Peanuts Small Time Good Earner
Influence Some	Prominent Factors Ho's, Location, Price, Police Crackdowns	

Racket Brothel	Product \$80 to \$120 Massages	Rounds Every 60 mins
Activity Point Value 1 per \$10	Turnover 4E x \$500 a day 8E x \$700 a day 3B x 8E x \$700 a day	Scale Small Time Good Earner Big Time
Influence Some	Prominent Factors Ho's/Studs, Safety, Police Protection, Concealment	

Racket High Class Call Girls/Studs	Product \$500 dates	Rounds Every 2 hours
Activity Point Value 1 per \$50	Turnover 8E x \$1000 a day 20E x \$2000 a day	Scale Good Earner Big Time
Influence Strong	Prominent Factors Top Draw Girls, Contacts, Safety, Concealment	

Racket Car Theft Ring	Product Stolen Cars	Rounds Every 30 mins
Activity Point Value 20 per car	Turnover 1E x 2 cars a day 2E x 4 cars a day 4E x 7 cars a day 8E x 10 cars a day	Scale Peanuts Small Time Good Earner Big Time
Influence Some	Prominent Factors Concealment, Car Thieves, Storage Area, Buyers	



Racket

Chop Shop

Product

Stripped Down Car

Rounds

Every 60 mins

Activity Point Value

50 per car

Turnover

1 car per day
 3 cars per day
 6 cars per day
 15 cars per day

Scale

Peanuts
 Small Time
 Good Earner
 Big Time

Influence

Some to Strong

Prominent Factors

Mechanics, Garage, Car Thieves, Concealment

Racket

Dice Game

Product

Bets of \$5 to \$50
 Bets \$100 to \$500
 Bets \$500 to \$1000
 Bets \$2,000 to \$10,000

Rounds

Every 30 mins

Activity Point Value

1 per \$25/\$75

Turnover

\$300 a day
 \$1,000 a day
 \$10,000 a day
 \$50,000 a day

Scale

Peanuts
 Small Time
 Good Earner
 Big Time

Influence

Some

Prominent Factors

Awareness, Safety, Reputation, Promotions

Racket

Commission Poker Game

Product

Sit in of \$100
 Sit in of \$500
 Sit in of \$5,000
 Sit in of \$25,000

Rounds

Every 60 mins

Activity Point Value

1 per \$2
 1 per \$10
 1 per \$100
 1 per \$500

Turnover

\$100 a day
 \$500 a day
 \$5,000 a day
 \$25,000 a day

Scale

Peanuts
 Small Time
 Good Earner
 Big Time

Influence

Some

Prominent Factors

Awareness, Premises, Safety, Extras, Police
 Protection



Racket
Blackjack Game

Product
Bets of \$20
Bets of \$100
Bets of \$500
Bets of \$5,000

Rounds
Every 30 mins

Activity Point Value
1 per \$20 / \$50
1 per \$100 / \$250
1 per \$500 / \$1,250
1 per \$5000 / \$12,500

Turnover
\$500 a day
\$2,500 a day
\$7,500 a day
\$40,000 a day

Scale
Peanuts
Small Time
Good Earner
Big Time

Influence
Some to Strong

Prominent Factors
Premises, Awareness, Promotions, Security, Police Protection

Racket
Sports Betting

Product
Bets of \$50
Bets of \$200
Bets of \$3,000
Bets of \$20,000

Rounds
Every 60 mins

Activity Point Value
1 per \$50 / \$200
1 per \$200 / \$800
1 per \$3,000 / \$12,000
1 per \$20,000 / \$80,000

Turnover
\$1,000 a day
\$5,000 a day
\$75,000 a day
\$500,000 a day

Scale
Peanuts
Small Time
Good Earner
Big Time

Influence
Some to Strong

Prominent Factors
Runners, Awareness, Reputation, Bankroll, Lay Off Bets

Racket
Numbers Bank

Product
\$1 to \$10 Dollar Bets

Rounds
Every 60 mins

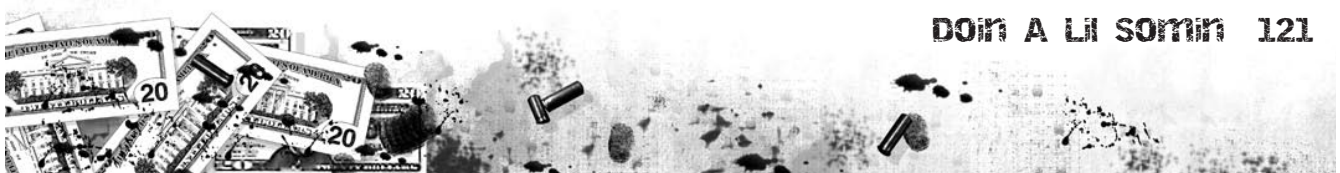
Activity Point Value
1 per 5 bets

Turnover
3E x \$400 a day
6E x \$600 a day
12E x \$700 a day
25E x \$700 a day

Scale
Peanuts
Small Time
Good Earner
Big Time

Influence
Some to Strong

Prominent Factors
Runners, Hired Help, Premises, Territory, Bankroll, Lay Off Bets, Protection



Racket
Protection

Product
Weekly Pay Off

Rounds
Every Week

Activity Point Value
21 per business
(Good Job, Bad Job Rules)
\$100 bucks per success level

Turnover
1B x \$100 a week
2B x \$200 a week
7B x \$300 a week
20B x \$400 a week

Scale
Peanuts
Small Time
Good Earner
Big Time

Influence
Strong to Enormous

Prominent Factors
Muscle, Influence, Reputation, Businesses With Problems

Racket
Loan Sharking

Product
Loans of \$100 to \$500
Loans of \$1,000 to \$10,000
Loans of \$10,000 to \$100,000
Loans of \$100,000 to \$500,000

Rounds
Every 8 hours

Activity Point Value
5 per loan (1d20 divided 4)
20 per loan (1d20 divided 2)
50 per loan (1d20 divided 2)
200 per loan (1d20 divided 4)

Turnover
2 loans a day
1 loan every other day
1 loan a week
1 loan every month

Scale
Peanuts
Small time
Good Earner
Big Time

Influence
Some to Enormous

Prominent Factors
Bankroll, Reputation, Competitive Rate, Muscle

Racket
Labor Racketeering

Product
Extortion
Fraud

Rounds
Every Week

Activity Point Value
21 per Shakedown
21 per Shakedown
21 per Fraud
21 per Fraud

Turnover
\$10,000 to \$20,000
\$50,000 to \$80,000
\$10,000 to \$20,000
\$50,000 to \$80,000

Scale
Good Earner
Big Time
Good Earner
Big Time

Influence
Strong to Supreme

Prominent Factors
Front Man, Bribery, Intimidation, Bankroll, Connections
Muscle



Racket Distribution Of Porn Transporting Across State Lines Making Pirate Copies	Product \$80 Pornographic Material	Rounds Every 8 hours
Activity Point Value 1per 5 cassettes	Turnover 30 cassettes a day 100 cassettes a day 350 cassettes a day 1000 cassettes a day	Scale Peanuts Small Time Good Earner Big Time
Influence Some	Prominent Factors Technicians, Couriers, Bankroll, Connections, Premises	

Racket Unlicensed Fighting Percentage From Bookies	Product \$10 Tickets	Rounds Every 8 hours
Activity Point Value 100 per Fight Card (Good Job Bad Job Rules)	Turnover Bad or Worse No Show Close \$100 Profit Just There \$300 Profit Full \$1,200 profit Outstanding \$4,000 Profit Perfect \$15,000 Profit	Scale Loser Peanuts Peanuts Small Time Good Earner Big Time
Influence Strong	Prominent Factors Promotion, A Good Draw, Hired Help, Bookies, Police Protection	

Racket Business Monopoly	Product Extortionate Charges On Garbage Stops - Businesses Vending Machine Placement Service Contracts Etc.	Rounds Every 8 hours
Activity Point Value 21 per Agreement \$75 per success level Large Company \$250 Per Success Level	Turnover 2B x \$50 a week 8B x \$75 a week 25B x \$125 a week 80B x \$250 a week	Scale Peanuts Small Time Good Earner Big Time
Influence Strong to Supreme	Prominent Factors Elimination of Competition, Intimidation, Territory	



Racket

Counterfeiting Ring

Product

Counterfeit Bank Notes

Rounds

Every Week

Activity Point Value

21 per \$100,000 run

Turnover

Bad or Worse Botched Run
 Close Fail \$40,000 at 2% value
 Just There \$80,000 at 8%value
 Full Success \$100,000 at 12%
 Outstanding \$100,000 at 15%
 Perfect \$100,000 at 22%

Scale

Loser
 Peanuts
 Peanuts
 Good Earner
 Good Earner
 Big Time

Influence

None to Some

Prominent Factors

Concealment, Premises, Equipment, Expertise,
 Distribution

Delegation

A successful gangster may have a dozen different rackets on the go at anyone time and there simply isn't enough hours in the day to do the legwork on all of them personally. Hire flunkies, gophers and heavies to do the donkeywork and take the risks for you instead. And although it will cut into your bankroll to start with, having several guys being good at what they do out there busting their humps for you, will take your operation outta the minor leagues and into the big time.

An employee's performance in making you dough can be worked out on an individual basis. This allows for the gifted to be promoted and the slackers to be eliminated from your organization.

Alternatively a less time consuming method can be employed whereby all the employees (Not including hired help) in an operation can be grouped together and their active ability averaged. This one ability is used to determine the days takings which is then multiplied back out by the number of employees.

Loyalty

All non player criminals have a Loyalty Rating which determines how basically trustworthy and dependable they are with your money. Combining the three attributes of Control x2, Brains, and Experience gives the basic loyalty of the criminal to his friends and associates. A clever experienced operator will probably think better of crossing someone called Bobby "The Beast" Barone but a clueless *"It won't happen to me"* type criminal probably won't.

Secondly lazy unreliable clowns that have no discipline or restraint are more likely to let ya down than hard working guys that can say no.

Lastly a guy afraid of his own shadow won't tell your gangster to go and fuck himself, when he gives him a shitty job to do.

A gangster also relies on a kind of loyalty in rackets such as shy locking where the customer has a responsibility to make the weekly vig on his loan.

"And chico, if anything happens to that buy-money, eee pobreci... my boss is gonna stick your heads up your asses faster than a rabbit gets fucked!"

Omar from the movie Scarface.



BOSS BONUS

A scary boss or right hand man keeps employees from slacking on the job and dipping into profits. Take the boss's total boss or threat ability and add or subtract the value differences with the employee's balls on to the loyalty rating.

For example Curtis Brennan is a dime bag Pennington street dealer that works for Ounce man Dino Valachi. He has a brains of 0, a control of 0, and an experience of +1. For a basic +1 loyalty rating, his balls is 6.

Valachi has a threat ability of 2 for a -4 boss bonus over Brennan, whose loyalty is reduced to -3 by having a weak boss. However other factors like needing the boss for protection or drugs and being paid well, will increase this loyalty.

The problem with hirelings is that they can either fuck up or cheat you outta ya green so take out a little insurance and instill a little loyalty in them from the get go. Gangs and organizations such as the mob have a structured hierarchy and codes concerning obedience that promote loyalty to a capo or boss with very clear and severe consequences for insubordination.

If independent, be feared as a cold blooded killer, but come across as nice as apple pie and the troops should stay in line.

"You took your boots off? You put your feet on the table? You shit-kicking, stinky, horse-manure-smellin' motherfucker you. You fuck me up over there, I'll stick you in the fuckin' desert. You understand?"

Nicky Santoro from the movie Casino



Flunky Table

Factor	Modifier	Factor	Modifier
Greed	-2 loyalty	Paid Well	+4 loyalty
Underpaid	-2 loyalty	Relative	+6 loyalty
Mistreated	-3 loyalty	Spite	-1 loyalty
Ally	+4 loyalty	Junkie	-2 loyalty
Flaky	-2 loyalty	Indebted	+4 loyalty
No Prospects	-2 loyalty	Good Prospects	+3 loyalty
Treated Well	+4 loyalty	Organization	+6 loyalty
In the can	-4 loyalty	Needs the Boss	+5 loyalty
Cash Bonuses	+4 loyalty	Capable of Job	+4 loyalty
Not Capable	-1 loyalty	Impressed	+4 loyalty
Bad Influence	-2 loyalty	No Influence	0 loyalty
Some Influence	+1 loyalty	Strong Influence	+3 loyalty
Enormous Influence	+5 loyalty	Supreme Influence	+7 loyalty
Boss Under Heat	-2 loyalty	Employee Broke	-1 loyalty
Employee in Debt	-2 loyalty	Power	-2 loyalty

Orders

Giving a gopher an order to take your car to a garage for a re-spray is not the same as sending a hitter out to whack someone. All jobs have difficulties attached to them that require the right criminal with the right motivation to accomplish them. Treat close failures and just there successes as having carried out the order though not thoroughly or particularly well.

"There's the boss. And, under him , there's the skipper. You know how this works? Yeah it's like in the army. Bullshit. The army is some guy you don't know telling you to go and whack some other guy you don't know."

Benjamin "Lefty Guns" Ruggiero from the movie Donnie Brasco schools Donnie on the ways of the Mafia.



Job	Diff.
Routine Errands	-6
Courier	-1
Debt Collection	-2
Dealing	0
Leg Breaking	0
Lookout	-5
Provide Alibi	1
Runner	-3
Stash Illegal Goods	-2
Kidnapping	5
Theft	0
Arson	2
Take The Rap	6
Watch Your Back	2
Dispose of Body	6
Murder	9

Crippling The Competition

Put a business outta business if its rates are reasonable and hurtin ya gangster in the pocket. Boy scout companies that won't come into a price fixing cartel, or ones that don't kick up their dues can be shut down by some below the belt business practices. Companies and other criminal's operations have a number of business points which is a measure of how large the concern is in terms of outlets, employees, customers and equipment etc. To bring a business to its knees a enough disruption, damage and bleeding of its assets has to occur to shift it into a

state of ruin and make it unviable. A business starts off at **Healthy**, goes to **Inconvenienced**, then **Suffering**, to **In Trouble** to **Shut Down** and finally to **Liquidated**. As with injury points split the business point total into five equal bands.

Asset	BUSINESS POINTS
Small Premises (Shop/Stall)	100 per outlet
Mid Sized Premises (Two Floor store)	400 per outlet
Large Premises (Warehouse/Yard)	800 per outlet
Enormous Premises (Plant/Site)	1500 per outlet
Contract	2 per \$100 worth
Bankroll	1 per \$100
Employees	10 per worker
Key Employees	20 per worker
Cabs	25 per cab
Trucks/Diggers	100 per truck
Expensive Equipment	20 to 50 per item
Stock	1 per \$100 worth
Small Time Buyers	1 per customer
Mid Range Buyers	10 per customer
Big Time Buyers	30 per customer
Good Publicity	Adds 15 BP per 100 BP
Bad Publicity	Takes 15 BP per 100 BP



DOIN A LI SOMIN 128

Attack	Business Point Cost	Asset
Petty Damage (1)	5 to 10% of outlets/equipments BP	Premises
Trash Store/Office/Bar/Truck	30% of outlets/equipments BP	Premises
Fire Bomb Premises/Truck	70 to 100% of outlets/trucks BP	Premises
Threaten Workers	5 BP	Employees
Injure Worker	10 BP	Employees
Sabotage Property (2)	3 to 10 BP per dirty deed	Equipment
Sabotage Service (3)	1 to 20 BP per dirty deed	Service
Union Pressure (4)	10% of BP per week	Service
Disrupt Supply of Stock	20% of Stock BP per week	Service
Cartel Bust Out(5)	Value of contract	Clients
Reputation (5)	15 BP per every 100 BP	Clients
Murder Boss	50 BP	Management

1. Smashing windows.
2. Sugar in gas tank, glue in locks.
3. False calls, blocked service entrances.
4. Call workers out on strike, strict work to rule.
5. Steals contracts by collectively under bidding.
6. E.g. poison meat alert, bad press, smear campaign.

Staying Low

Sometimes when there's too much heat on the street your criminal has to lie low for a while, keep his head down and try to think his way out of the mess. Hiding out or going on the lam is a combination of skills and personal traits. Likewise so is tracking a rat down to that dingy two bit motel room on the edge of town.

To stay lost test the criminal's know streets score against an appropriate difficulty to provide an edge or drag in territorial awareness to be added onto the criminal's suss roll. The criminal's suss roll with player

contribution is an indication of the safeguards and precautions he will take not to be found. These could be avoiding known hangouts, changing appearance, using misinformation to leave a false trail, using cash and not a traceable credit card. Underlying all this is the criminal's discipline; in the long run can he stay away from the dog track, the night clubs, his girlfriend. Has he the discipline to stick taking the quiet but longer route back to his hideout each time. Alternatively a gangster with a very high toughness rating may not run at all and looks forward to see who shows up.

The hunted must have the hunter and a

Do in A LI Somin 129



hit man or cop uses the same characteristic driven processes to find his man. Compare suss rolls or investigate skills with know streets results as modifiers to the test. Over time the doggedness and discipline of the hunter and hunted will also come into play. Finding someone can be an extended action conducted over several hours over several days. The hunted usually having the edge in terms of edges or activity point totals to reflect the difficulty of finding someone.

Fugitives know streets matched against assigned difficulty of neighborhood to provide edge or drag + suss roll + edge or drag for player contribution vs. Hunters Know Streets matched against assigned difficulty of neighborhood to provide edge or drag + suss roll for player contribution.

Torture

From time to time your criminal will have questions that he'll want some very truthful answers to like *"What's his name?"* and *"Where's my money?"*. In such instances you won't want to come on lame like a kinder garden teacher. So Mr. Nice takes a vacation and Mr. Brutal Sonavabitch goes to work in his job as a have a go dentist. Ripping out teeth with a pliers, electrocution of the testicles with a portable dynamo, or plain old fashion toe squashing with a ball peen hammer, will generally get the answers your criminal wants to hear.

Use the threat of castration with some big garden shears as the dramatic prop to enhance your criminal's threat. Test against his balls before he loses them with an edge for being tied up and at your criminal's mercy. Similarly dousing a victim with a can of gasoline and then rattling a box of matches will also do the trick.

Alternatively use the patch up skill to have the medical knowledge to hurt but not injure your involuntary patient with painful attacks to the nerve points of the body. Test against a difficulty of 3 not to cause injury.

Assault, batting and blade skills can also be used to inflict pain without

significant injury but at higher difficulties of 6, 13, and 10 respectively but with modifiers as to what techniques are used. Invert the degree of failure as a degree of success in an injury roll. (See Thug Life for details).

Torturing is made against a difficulty of 6 for assault and 4 for batting and blade. Certain implements such as pliers are very effective and reduce the difficulty. The degree of success reflects the amount of pain caused and the balls difficulty to take it and not squeal what you know.

The will of the victim is also a crucial factor and disciplined strong willed individuals can force themselves not to talk especially if there is an important principle or person to protect. Test the coping roll Against a difficulty of 6 and for every margin of success above Just There add a +2 edge to the resistance of the victim. For failures of No Way and below apply a -2 drag for each margin. If the torture is sustained for a length of time the criminal's coping roll is used instead of balls.

Failures	- No test
Success	- Keeps his mouth shut
Just There	- Balls test at 8
Full	- Balls test at 12
Outstanding	- Balls test at 15
Perfect	- Balls test at 20
Close	- Weakens -2 drag next test
No Way	- Talks a bit -2 next test
Screw Up	- Tells everything
Backfire	- Broken gives up other things





"Listen to me Anthony. I got your head in a fuckin' vise. I'll squash your head like a fuckin' grapefruit if you don't give me a name."

Nicky Santoro from Casino.

Escaping

Taking a ride in the trunk of a car or a swim in the East River without the use of your arms is bad business for your criminals future prospects. Best find a way to cut loose and bounce outta there or your criminal be fish food. Use the escape skill to find a way and slip the ropes. Or in the case of the trunk do a little break and exiting.

Breaking out of somewhere is considerably harder than breaking in and big difficulties should be faced.

Chasing And Being Chased

When yo criminal hear them sirens he better beat the heat or its lock up time again. Put a sprint on and make for a hideout, use move to put some distance between you and New York's finest. A pursuit is a progressive action matching the moves of the chaser and chased. The distance in yards between the two is the activity point total to be reached by the chaser. Initially make reaction rolls to see if the crook gets colared before he makes off or if he's halfway down the block before the cop's



dropped his doughnut. Only the first round of the chase uses slots this way, thereafter both pursuer pursued are in full flight have 13 slots of movement action.

Each 6 second round match abilities taking into account any situational modifiers like heavy clothing.

When facing hazards like muddy ground or traffic make an additional moves test against the judged difficulty of the terrain before the contested action to see if both runners keep their balance. Penalize failures according to their degree.

A pursuit places a heavy exertion upon the body and causes rapid exhaustion.

Results in contested actions reflect the progress of one opponent over another. Failures only mean a loss of ground and not catastrophe.

High Speed Pursuit

When your buddy is sliding in the back seat of your ride in his own blood its time to clock up some traffic violations and hot dog it to the hospital. Running red lights, wildly overtaking, cutting through junctions, taking short cuts over the sidewalk all at white knuckle speed saves time, but has risks. The criminal has to balance the need for speed with what his ability can handle. Most pursuits and mad dashes across town will be prolonged actions tested over 1 minute rounds against the difficulty of the road, other traffic and the speed of the vehicle. Safe gimmer style driving of 20mph incurs very little danger or challenge and will advance the criminal a standard 2 activity points a round. With 6 activity points equaling a mile, the past it criminal will take 3 minutes to get to the retirement home. Permanently wired Mad Mickey Corcoran on the other hand would have the speed needle bending to the right and with an average speed of 60mph would crack the same mile with a 6 activity point gain in bang on a minute.

Spin offs and stalls will occur with **Close Failures** and the progress made in that minute is halved and rounded down.

A **No Way Fail** means that the criminal has lost control of the car and crashed it into another vehicle or stationary object. All progress is lost for the round and the vehicle and driver will likely be damaged. A director may permit a save roll using drive and luck roll at a high difficulty to avoid the worst of it.

A **Screw up Fail** is an Evel Knievel type catastrophe with significant damage to both driver and vehicle that will usually mean the ride is over.

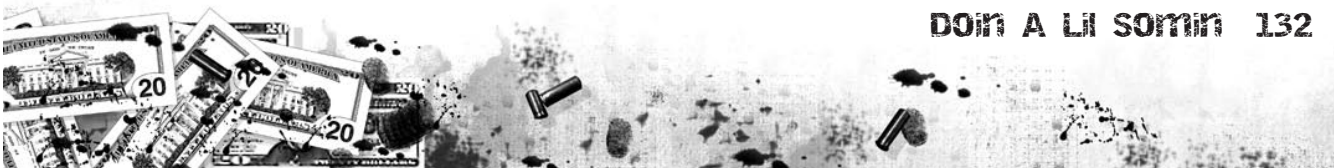
A **Backfire Fail** and the driver has done a James Dean and totalled the car and himself. Flips, fires decapitations and spectacular Hollywood stuntman style antics should be described.

To work out the grisly details see the **Crashes section of the Shootouts Chapter**.

The vehicles acceleration and control on tight bends and at fast speeds also has a considerable bearing on difficulties, while top speed only has a bearing on freeways and other long stretches of road. Apply the vehicle's modifiers where appropriate to the ability of the driver. (See next page for vehicle specs).

Ramming

Ramming and forcing a fellow motorist off the road like it's a demolition derby matches the driving skills of the two wheelmen. Edges for skilful positioning and the relative power and weight of the vehicles involved are also factors. Highway patrol cops are pretty good at bumping a fleeing car into a fishtail and off the road or boxing them to a standstill with a three vehicle maneuver.



Cars

(Len.) - The total length in inches of the automobile.

(Wgt) - The automobiles total weight in pounds.

(Eng) - The size in litres of the vehicles engine.

(BHP) - A measure of the maximum power output of the vehicle in break horse power.

(Acc) - The acceleration of the vehicle that can be added onto the driver's ability to make ground.

(Spd) - The top speed of the vehicle in miles per hour.

(Con) - The control and handling of the vehicle.

(P) - The manufacturers recommended price for the vehicle when new in dollars.



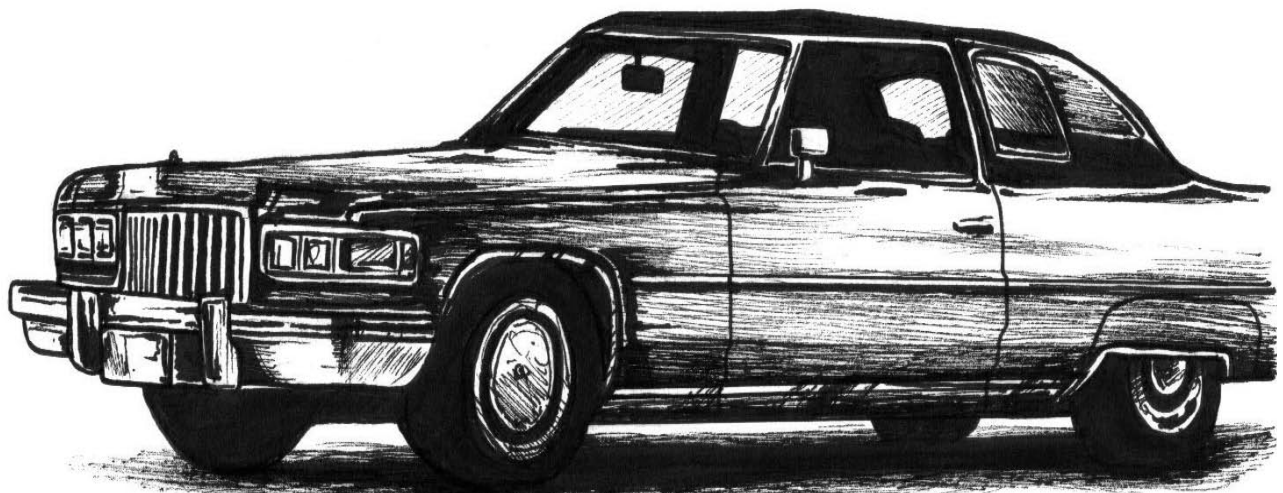
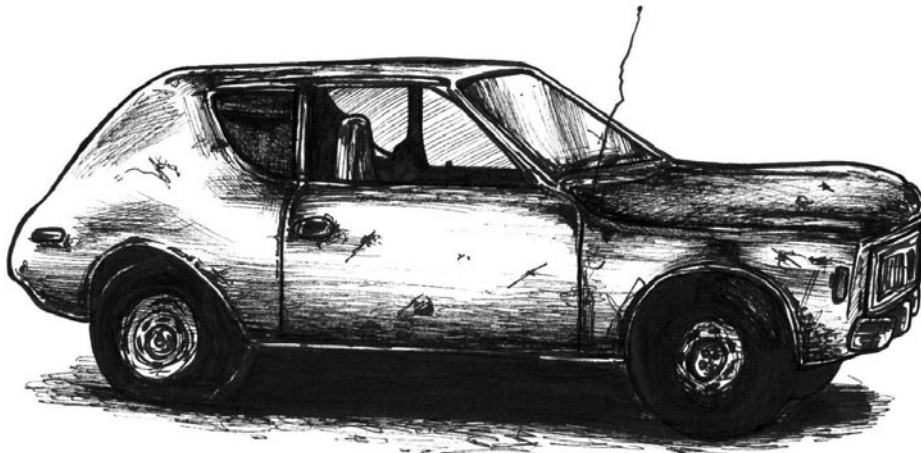
European Sports cars

Model	Len	Wgt	Eng	BHP	ACC	Spd	Con	P
1972 Maserati Ghibli SS	184	2976	4.9L	335	+2	156	+2	19K
1973 Monteverdi 450 GTS	172	2844	7.0L	390	+4	175	+2	22K
1975 Ferrari 308 GTS	166	2789	3.0L	255	+2	156	+2	14K
1975 Lotus Esprit	165	1984	2.0L	160	+2	137	+3	16K
1975 Porsche 911 Carrera	168	2560	3.0L	270	+3	156	+2	14K
1977 Lamborghini Countach	163	3020	4.0L	375	+3	165	+2	52K
1977 Aston Martin Vantage	180	4001	5.3L	390	+3	274	+2	25K

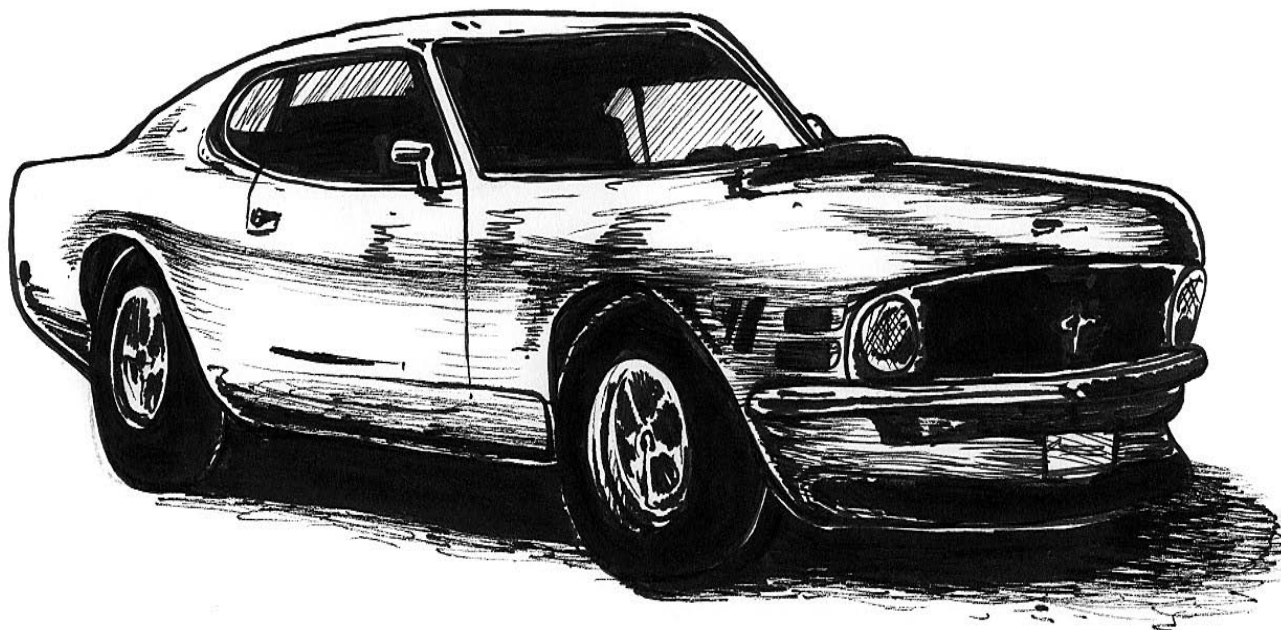
American Muscle cars

Model	Len	Wgt	Eng	BHP	ACC	Spd	Con	P
1966 Oldsmobile Toronado	211	4669	4.2L	385	+1	155	+0	4.5K
1967 Chevrolet Camaro 350	186	3435	5.7L	300	+2	125	+1	2.5K
1968 Chevrolet Corvette 427	182	N/A	7.0L	435	+3	155	+0	4.6K
1970 Buick GS 455	200	3752	4.5L	350	+1	145	+1	3.2K
1969 Ford Mustang Boss 429	183	3417	4.3L	370	+2	150	+1	3.6K
1970 Oldsmobile 442 2dr	203	3817	7.4L	365	+1	120	+1	3.8K
1970 Plymouth AAR Cuda	186	3395	3.4L	290	+3	137	+1	3.4K
1970 Pontiac Firebird Trans Am	191	3917	4.0L	335	+2	150	+1	4.3K
1971 Dodge Challenger Hemi	192	3495	4.2L	425	+3	150	+1	4.6K





DOIN A LI SOMIN 134



Luxury cars

Model	Len	Wgt	Eng	BHP	Acc	Spd	Con	P
1968 ZIL 114 Limousine	247	7000	7.0L	300	-2	119	-2	30K
1969 Lincoln Continental	225	4910	7.5L	365	+0	130	-1	9K
1971 Cadillac Fleetwood	228	4901	7.7L	345	+0	121	-1	7.7K
1973 Mercedes Benz 450 SE	195	3840	4.5L	225	+1	132	+0	11K
1974 Buick Riveira	226	4752	4.5L	210	-1	112	-2	5K
1975 Cadillac Fleetwood	253	5049	5.0L	190	-1	N/A	-2	14K
1975 Rolls Royce Camargue	203	5137	6.7L	N/A	-1	119	-1	40K
1976 BMW 633 CSI	187	3241	3.2L	197	+1	136	+1	18K
1977 Mercedes Benz 450 SLC	187	3340	5.0L	237	+1	140	+1	20K

Family cars

1974 Ford Pinto	163	2372	1.4L	80	-1	90	+2	2.5K
1974 Ford Maverick	180	2851	2.0L	84	-2	95	+1	2.9K
1973 Ford Torino St. Wagon	211	4124	3.0L	138	-1	95	+0	3.5K
1971 Mercury Comet	181	2335	1.7L	100	-1	100	+2	2.2K
1968 Mercury Montego	206	3081	2.0L	115	-1	100	+1	2.6K
1975 AMC Gremlin	170	2694	2.3L	90	-2	95	+2	2.7k
1967 Chevrolet Impala	213	3475	2.8L	195	0	110	+1	2.7K
1973 Chevrolet Monte Carlo S	211	3720	3.5L	145	0	105	+1	3.5K
1976 Police Plymouth Fury	217	4185	3.2L	150	0	105	0	3.2K

DOIN A LI SOMIN 135



Driving Chart

Standard Speed Difficulties

20 mph - Standard Difficulty -5

30 mph - Standard Difficulty -3

40 mph - Standard Difficulty -1

50 mph - Standard Difficulty 1

60 mph - Standard Difficulty 3

70 mph - Standard Difficulty 6

80 mph - Standard Difficulty 9

90 mph - Standard Difficulty 12

100 mph - Standard Difficulty 15

Advance

2 A.P.

3 A.P.

4 A.P.

5 A.P.

6 A.P.

7 A.P.

8 A.P.

9 A.P.

10 A.P.

Road And Traffic Difficulties

Long Straight Road, Two lanes -16

Bad Bends, Narrow Alleys +4

Bad Weather, Poor Road +4

Heavy Traffic +4

Moderate Traffic -Jack

Light Traffic -2

Deserted Road -4

Rough Terrain +3

Heavy Load +1

Dragging And Carrying

How big a body can yo criminal drag to the car without busting his back and getting a hernia.

Match the criminals lifting ability against the difficulty to find out.

Where the lifting ability is greater than the modified difficulty of the lift by over 1 point a director can allow an automatic success.

Exhaustion will hinder multiple attempts.

"C'mon Donnie, let's fillet this fat fuck."

Nicky from the movie Donnie Brasco.

Diff.	Drag	Carry	Overhead	Modifying Diff.
-3	40lbs	30lbs	20 lbs	Sticky Surface+2
0	120 lbs	80 lbs	40 lbs	Poor Leverage +3
3	180 lbs	140 lbs	70 lbs	Good Leverage -1
6	280 lbs	210 lbs	110 lbs	Tired +2
9	400 lbs	290 lbs	160 lbs	Desperate -1
12	540 lbs	380 lbs	220 lbs	Awkward Item +2
16	700 lbs	480 lbs	290 lbs	
20	880 lbs	590 lbs	370 lbs	
24	960 lbs	650 lbs	460 lbs	

Exhaustion

Keep pushing it to the limit and sooner or later yo criminal will get dog tired and in the long term burnt out. The prolonged stress of having a price on your head, or a frenzied tooth and nail fight to the death down some godforsaken alleyway takes its toll on the mind and body. Literally running for your life or being grilled for hours by some hard-boiled detective, are other examples of situations that will drain a criminal and cause him fatigue.

Every criminal first however has a supply of endurance to expend before the need to go right down to the wire and call on the last reserves of energy left in him. Every rank a criminal has in the endurance ability translates into a period of time for which he can cope with the demands placed upon him.

There are three levels of exertion:

Light Exertion - Standing about, walking, cooking, paper sifting, painting, driving. These activities are measured in 4 hour turns.

Moderate Exertion - Mid paced running, climbing stairs, digging holes, lifting boxes, dancing, straightforward climbing, chopping wood. These activities are measured in 60 minute turns.

Heavy Exertion - Sprinting, fighting, repetitive strain e.g. press-ups, escaping, hard climbing, resisting a great force, hanging on, sledge hammer work. These activities are measured over 30 second rounds and cannot be maintained for prolonged periods of time. Once this has been depleted the criminal starts to feel the strain and tire. To hold off fatigue test endurance initially against a difficulty of 4 to continue at the same pace for the duration of the turn.

After this time period has elapsed the criminal has to test his endurance again, against this time a harder difficulty of 8.

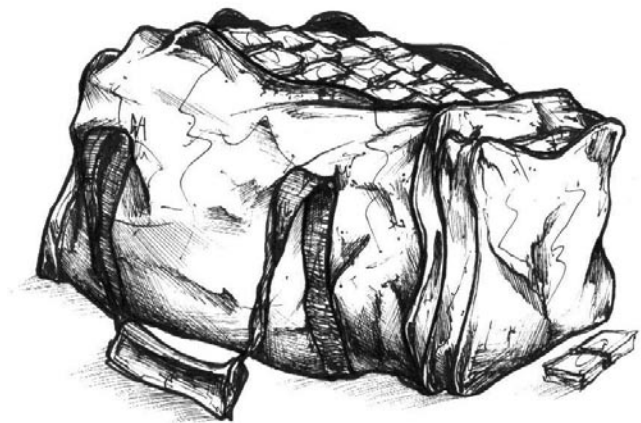
If successful this process continues against a difficulty of 12, then 16, then 20, 24, 28 and so on until failure is reached.

A **Close Failure** means the criminal is blowing hard and suffers a drop in his performance level. Apply a -1 drag to further efforts.

A **No Way Fail** means the criminal has incurred an oxygen debt and needs to slow down. Apply a -3 drag to further efforts.

A **Screw Up Fail** means the criminal has hit the wall, his lungs burn and his limbs are leaden and like jelly. Apply a -5 drag to any further efforts.

A **Backfire Fail** means the criminal has overdone it and is completely exhausted. He falls to the ground retching his guts up.



For the criminal to get his breath back he must test his endurance every 30 seconds in a prolonged action against the difficulty at which he failed at to recoup the failed number of exhaustion points. For every subsequent 30 seconds resting the difficulty slides back in 4's until it reaches - 4. Failures do not worsen the exhaustion or detract from progress other than making it longer.

Exhaustion can be avoided by taking short recovery breaks during the activity.



E.g. A mugger fleeing from a scene of a crime with an endurance of 10 will start to flag after ten 30 second rounds of running. To keep going the mugger has to push himself against an initial pain barrier of 4 for a 4 vs.16 split. He rolls an 7 for a just there success which means he can keep going for another 30 seconds at the same pace. The next round the pain increases to a difficulty of 8 for a 8 vs.12 split. This time the mugger rolls a 13 for a full success. He digs deep and keeps pushing hard for another 30 second round. Over these last 30 seconds the strain has worsened to a difficulty of 12 for a 12 vs. 8 split. The mugger scores a 3, a 9 point screw up fail and suffers a dramatic -5 drag to his move ability which will certainly slow him down. The mugger stops running and tries to regain his breath. At the end of the first 30 seconds of rest the mugger tests his endurance stat against the difficulty at which he failed at 12. This produces a 12 vs. 8 split. The mugger rolls a 10 a close fail and doesn't recover any exhaustion points back. After the second 30 seconds of rest the mugger tests against a reduced difficulty of 8 for a 8 vs. 12 split. The mugger rolls a 10 for a just there success of 3 points. After the third period of rest the mugger tests against a difficulty of 4 for a 4 vs.16 split. He gets a 3 a close failure and does not improve on his recovery. The mugger sits down on a bench and lights a cigarette.

Exhaustion penalties should only be applied in full when a criminal is still trying to perform a strenuous or precise task. Simple tasks should not be penalized.

Split System Alternatives

The criminal automatically drops to the first level of exhaustion after her endurance ability runs out. She then drops down another level once the ability has been depleted again. And so on. She regains them in the same way

Learning Stuff

Skills can be gained from scratch and improved in the course of the game with some heavy reading or fairly intensive tuition.

Studying a book cover to cover without your criminal's mind wandering off the page or ripping the book up in frustration takes control and brains. Use the discipline roll and match it against the difficulty of the subject matter. Apply edges for detailed user friendly manuals that use diagrams and step by step guides, and drags for books that jump all over the place and are a nightmare to follow. Similarly expert tuition will be a cool edge to have but the schmuck with the phony certificates will do you more harm than good.

Studying a book and understanding it is a protracted action made over 30 minute turns.

Where **Close** and **No Way Failures** are encountered it signifies that concentration has been lost and study must cease for a short while. The player takes a break to regain his focus using the discipline roll to recover from mental fatigue over 15 minute rounds.

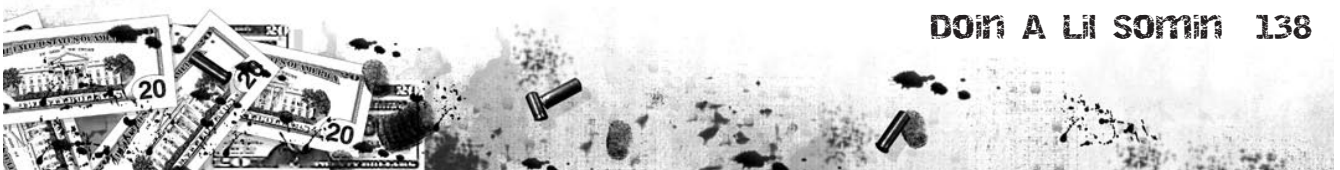
Where **No Way Failures** are encountered use the discipline roll to figure the misunderstanding out instead of a suss roll.

As in other tests a **Screw Up Failure** means that the crim don't get it and will have to get some help or pay someone to do it for him instead.

A **Backfire Fail** means that top of the class has got the wrong end of the stick and believes something that is wrong.

An over all understanding of **Just There** or **Full** will gain the criminal 1 skill point.

An overall understanding of **Outstanding** or **Perfect** will gain the criminal 2 skill points.



The level of the book or tuition must exceed the current ability level of the criminal for him to be able to learn anything.

Certain skills like move and handgun are practical skills and have to be practiced instead of studied.

Gambling

Whether playing high stakes poker or back alley dice for nickel notes, your criminal needs to know the odds of having a fist full of dough or empty pockets.

Blackjack - The gambler plays against a difficulty of 6 and the dealer against a difficulty of 4 as the odds favor a house win. A perfect score is a natural blackjack and returns the player two and a half times his original bet. Other wins return twice the original bet.

Craps - Mostly down to luck unless the dice are loaded, but knowing when to ride your luck and when to pass is something that comes with good gaming ability. Either play a session with a number of lower risk bets at difficulty 14, or play the high risk and high money bets at difficulty 20.

Numbers - Playing numbers is pure luck with only a 1 chance in a thousand of winning the jackpot of 600 times the bet made. Roll three twenty sided dice and assign one for hundreds, one for tens and one for units. Then divide each by 2 for a number between 1 and 1000 treating ten scores as zero's. If running a numbers racket for every 75 bets placed give a 1 in 20 chance of someone winning the jackpot as many people will pick the same number. Each level of luck a criminal has can be used to modify the roll by 10 points each side. So a criminal with an attribute of 2 could claim a win if he was within 20 points either side of the winning number.

Betting - Favorites have low difficulty bets but even lower returns on the stake. No hopers have great odds but are difficult to win on. A bookmaker sets the odds based on his knowledge of form in such a way that he rarely has to take a bath. Match the bookie's gambling skill against a difficulty of 9 or perhaps more if not within his expertise to fix the right odds. A Failure by the bookie will mean miscalculated but generous odds.

A hot tip or inside knowledge though can swing things in your criminal's favor, when he makes his own assessment of the odds at difficulty 9. A good success and the criminal will realize that the 4 to1 odds given for Seattle Slew to win the Kentucky should be more like 2 to1 and worth a bet.

Picking the winner in a game, contest or race depends on all the possible outcomes.

Boxing - A two horse race and bar upsets and a draw not too hard to pick a winner difficulty 3.

Racing - In a run of 6 or so dogs the difficulty increases to 12 and to 15 where a dozen or so horses are competing.

Football - A favorite with the Monday night crowd difficulty 3.

Add a slight edge to the criminal's ability for sizing up the odds right and a drag for assessing them wrong. Similarly do the same for the bookie and apply both these edges and drags onto the bet difficulty. Where an outstanding success is achieved the rank outsider has won and the criminal has hit the jackpot.

Accumulators, Point Spreads and Predictions - Increase the odds and the payout by placing a running bet on several consecutive horse races or be very specific on the spread of points between the winner and loser of a game. Or do an Ali and predict the round of the K.O. This is what most bookies offer as bets and increases the difficulties.





Poker - Whatever the game played, it is always a mixture of subtle psychology, discipline and above all luck. Use the player's gambling ability as the difficulty which other players have to beat as the basis of the game. To represent the element of luck whether its beginners or of the Irish variety roll a 1d20 at the start of each hand for every player. A roll of between 11 and 20 is a good hand with the number rolled equaling the edge to the player, i.e. a 19 being a super edge and a 12 a slight edge. Likewise a roll between 1 and 10 would equal the drag to the player. I.E. a 5 being a bad drag and a 10 being a lousy drag.

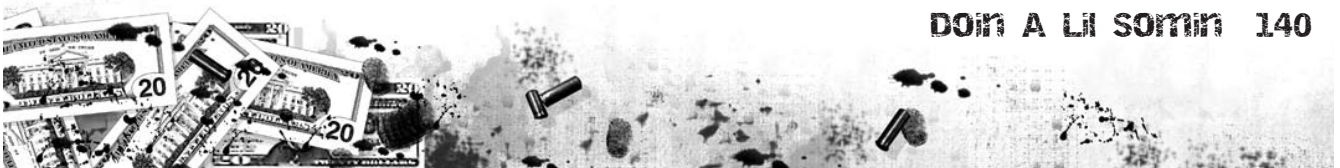
Many poker games insist on a minimum stake to sit in on the game and this can be anywhere from \$200 to \$25,000. With six to ten players taking a seat at the game gambling to be the one remaining player at the end of a nights play that collects the pot.

The house can either take 5 to 10% of the final winnings or can insist on a straight fee to join the game.

SHOOTING POOL

There are a few dingy pool halls in Dog Town where a criminal can win or lose some bread hustling. Whether it's a dollar a frame or \$20,000 bucks for the game, the players match their Game ability (Reflexes x2, Brains, Control) against the difficulty of the shot on the table. The whole game is a progressive action over one minute rounds with both players working toward activity point totals varying on the length of game they are playing. In a short free table game the first to pot 50 balls of whatever type would have a total of 50 activity points, with a new break every 15 balls potted. The player stays on the table until he wins or misses.

DOIN A LI SOMIN 140



Easy shots are made at a difficulty -3, standard difficulty shots are at 3 and hard shots are at difficulty 9. The start of the game is the break and is always set at a difficulty of 6. The degree of success indicates the number of balls potted in that round. A just there success is one ball, a full success is two balls, an outstanding success is three balls, a perfect is four balls and a blackjack is 5 balls. The difficulty of the next series of shots depends on the degree of success of the last.

Just There Successes are bad positional shots that bump the difficulty up to 9.

Full Successes represent fair positional play that places the difficulty at 3.

Outstanding and **Perfect Successes** represents good set up play that drop the difficulty down to -3.

When a player misses his margin of error is the degree of difficulty he leaves the table in.

A **Close Fail** is a miss doesn't leave much to shoot and is made at difficulty 9.

A **No Way Fail** is a miss that leaves an average shot on at difficulty 3.

An **Outstanding** or **Backfire Fail** results in a gift shot of difficulty -3.

Patrols

Uniformed cops in pairs patrol the streets of Dog Town in blue and white prowlers or pound the beat on foot. Plainclothes detectives in unmarked cars also cruise the streets in between calls. Commercial districts and wealthy residential areas get less frequent patrols than the terrible tenements of Grenson Park and Moorfield as these areas have more incidents and more criminals. However If a criminal is in a decent neighborhood he has no business being in, within every five minute period the criminal is there casing the area, he has a 1 in 20 chance of running into a random patrol on the lookout for

such undesirables. A spate of domestic burglaries in an area can make it a crime hot spot and raise this to a 2 or 3 in 20 chance every 3 minutes. In the slums only expect a 1 in 20 chance of coming across a patrol every 3 minutes or a 3 in 20 chance if there's been trouble brewing. If a significant incident has happened like a multiple homicide, bank robbery or cop shooting expect a dozen or so squad cars to flood the area searching for a likely suspect. The chances then of a cop passing or running into your criminal increase to around 10 in 20.

A good cop knows his patch having a nose for the movement of crooks he places himself at hangouts where they can be found. A successful know streets roll at difficulty 3 can add a 1 to 2 point probability of a blue and white rolling up on your busy criminal. Likewise a cautious crim stays off the main streets and may use his know streets for an edge in the same way.

If the roll is failed the cop's patrol takes him in the opposite direction to the criminal's movement, and their paths don't cross. However if the cop succeeds then depending on the margin of success, one or more cruisers or foot patrolmen will be on a direct path to encountering the criminal. Then it will come down to who sees who first matching awareness abilities of cop and criminal. If the criminal sees the cop first then he gets the option of ducking behind something, and making a creep test to avoid detection. If cop comes out on top then he's been clocked first, and even surprised with a bad or backfire fail.

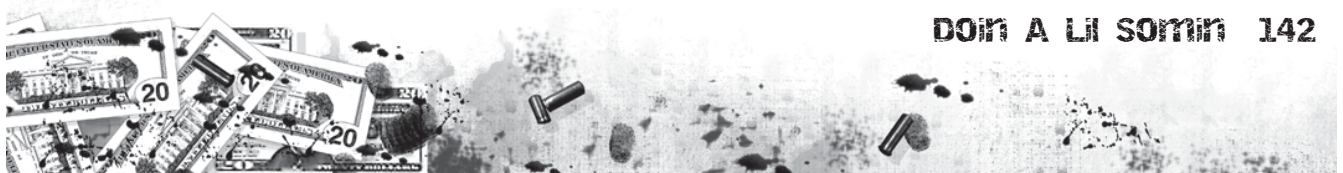
Criminals instead of bailing from a scene of a crime can choose to lie low in a nearby garden or underneath a parked car, and wait for all the fuss to die down. In such cases encounters are made in the same way with cops making an awareness test against the creep skill of the criminal.

Some factors are more applicable to A.P.B. area searches for fleeing felons where there might be a description circulated, while others are relevant for random encounters.



Patrol Chart

Factor	Modifier	Factor	Modifier
Different clothes	+3 edge	Quiet streets	Jack
Same clothes	Jack	Deserted streets	-1 drag
Non descriptive clothes	+1 edge	Rush hour	+2 edge
Distinctive clothes	-2 drag	Highway	-4 drag
Camouflaged clothes	+3 edge	Back streets	+1 edge
Back gardens	+4 edge	Rooftops	+4 edge
Two criminals	-1 drag	Dark	+2 edge
Gang of criminals	-4 drag	Good cover	+3 edge
Single criminal	Jack	Lousy cover	-3 drag
Obvious route	-2 drag	Double back	+2 edge
Running	-3 drag	Strolling	Jack
Good description	+2 edge	Lousy description	-2 drag
Unknown	+2 edge	Notorious	+2 drag
Grey man	+2 edge	Got suspicious item	+2 drag
Plainclothes vs. crook	+2 edge to cop	Patrol car vs. foot	-1 cop
Police Sniffer Dog	-4 drag to crim.	Peculiar Looking	+2 cop
Police Chopper	-5 drag to crim.		



ROUSTS

Give a cop probable cause or shady look and he'll turn your criminal over to see what swag he's holding. Whether there are legitimate grounds or not for a search an experienced, the ends justifies the means type of copper will find one, and make it stand up if he thinks you're worth it. Working on the level it could be that your criminal fits the description put out on an A.P.B., or he's been loitering at the loading bay of a store for a bit too long and has been reported by some upstanding citizen. The guy in the trunk your criminal taking to the dump ain't dead like he's supposed to be and starts groaning when the traffic cop pulls you over for a violation. The bottom line with probable cause is the cops reasonable and justifiable suspicion, that the criminal has, is, or will in the immediate future participate in the commission of a crime. So hell, with a creative cop that could mean anything, and whose gonna believe any low life felon that says different.

SQUEALING TO THE COPS

A knock around guy brought up in the neighborhood don't rat out to the cops if he catches a beating, nor do a right on black brother outta the hood fess up to the Pigs. No matter what wrong side of the tracks youse from, if youse grew up in a crowded apartment with gunfire punctuating the night you'll know the street, and handle ya own beefs. Talking to the cops for whatever reason brings down suspicion that you are a weak sissy ass punk, and what's more a stoolie that is discussing neighborhood business, that ya gots no business to be blabbing about. People will put two and two together and get five and that ain't never good. So when a shooting goes down be looking the other way and say nothing to nobody. Of course there will always be the Dudley Do Rights of this world coming forward crying to the cops that they's been threatened or robbed by some hardened hood. These hard ons either got no smarts or more likely

don't live in the neighborhood. The difference between a victim being a stand up guy or a fucking jerk off will depend of the following:

Factor	Modifier
Access to Street Justice	- 5
Victim is From Neighborhood	- 2
Victim is a Criminal	- 4
Victim is a Wanted Criminal	- 10
Victim is an Upstanding Citizen	+4
Victim is Terrified of Offender	- 6
Victim is a Rat	+3
Sex Offence/Missing Person	+3
No Access to Street Justice	0
Victim from different Neighborhood	+3
Victim does not know Offender	+3
Offender has Vicious Reputation	- 5
Offender has a Weak Reputation	+1
Offender is Part of Gang/Crew	- 4
Victim Pushed too Far	+3
Victim has a Family	-3
Offender Knows Victim	-2
Bad Anti Police Neighborhood	-3
Good Pro Police Neighborhood	+5
Beating is Deserved (Failure to pay a debt)	-2



Add relevant factors up and if the score is zero or under the victim doesn't cooperate with the bulls. Any higher and they do but this can change if factors change like becoming aware later on that the offender is part of a Mafia crew. Additionally through throw lady luck into the mix as strange things have been known to happen. Test luck against a difficulty of 5 and for each margin of success above just there deduct a -1 from the score. For any failures below a close add a +1 per level to the score.

Investigations

You've committed the crime and made a clean getaway, but have you really got away with it.

Cops use their investigation skills to investigate crimes and criminals use their suss rolls to make sure they don't get pinched for them. When committing a crime a player should state what measures he has taken to avoid detection. The aim being to eliminate as much evidence as possible in order to create the greatest difficulty for the cops tasked to investigate the case.

Start off with a straightforward difficulty of 0 as the majority of crimes go unsolved and award edges or drags for sound preparation or sloppiness from the Evidence Table below. A crafty crook will know not to leave fingerprints at the scene, to conceal his identity or not leave potential witnesses breathing, to commit crimes at night, to wear dark non specific clothing and to dispose of any incriminating items. A crummy criminal leaves everything to chance and makes tell tale mistakes that will lead a competent detective to right to his door.

"Don't buy anything. Don't get anything. Nothing big. Didn't you hear what I said?...you're going to get us all fuckin' pinched, that's why. What are you, stupid?"

Jimmy Burke from the movie Goodfellas ripping into one of his crew after the infamous Lufthansa Heist.

Evidence Table

Factor	Modifier
Caught red handed by cop	-16
Caught in vicinity of the crime	-4
In recent possession of stolen items	-8
In possession of incriminating items	-8
Partial witness sighting	-1
Good witness sighting	-4
Witness knows criminal	-10
Police witness	-12
No witness to crime	+2
Accomplice uses criminals first name	-2
Accomplice uses criminals nickname	-3
Accomplice uses false name	+3
Witness hears criminal speak	-1
Criminal wears distinctive clothing	-2
Criminal wears plain clothing	+1
Criminal wears mask or disguise	+3
Criminal has distinctive feature	-2
Criminal leaves fingerprints at scene in obvious location	-10
Criminal leaves fingerprints at scene in unusual location	-6
Criminal leaves no fingerprints	+1
Criminal leaves other forensic evidence e.g. shoe prints	-1



Criminal uses peculiar, and identifiable M.O.	-5
Criminal tells no one of crime	+1
Several associates know of crime	-3
An enemy or snitch knows of crime	-5
Criminal is careless with identifiable property	-4
Criminal carefully disposes of identifiable property	+2
Criminal is captured on CCTV	-7
Criminal has strong motive for crime	-5
Criminal is one of several with motive	-2
Motiveless crime	+1
Obvious inside job	-2
Criminal has alibi	+3
No trace of crime I.e. no body	+5
Incriminating audio tape recordings	-6
Crime scene old/damaged by weather/interfered with	+3
High profile crime	-3
Criminal drops or uses potentially traceable item at scene e.g. receipt or own car	-5
Complex crime or difficult target with a lot that could go wrong	-5
Crime committed in intimidated or anti-police neighborhood	+3
After a big score the criminal spends a lot of money.	-1

Even with meticulous planning things can go wrong if lady luck turns her back on you. At the director's discretion test luck and on a poor roll make something bad happen, like the player losing his wallet at the scene when he clambers over a fence to get away. Lucky rolls can mean a fingerprint gets smudged by a careless cop, or a witness drops dead of a heart attack.

Perfect Success - The perfect crime. This one is destined for the cold case files difficulty to investigate 24.

Outstanding Success - With very good planning and execution the perpetrator has covered his tracks with barely a shred of evidence to work off. A difficult one to crack difficulty 18.

Full Success - Things worked out ok, but there might be something that was overlooked. Difficulty to investigate 12.

Just There Success - Not a smooth ride mistakes were made that could come back and bite the criminal on the ass. Difficulty to investigate 9.

Close Failure - More has gone wrong than went right and sleepless nights are to follow. The trail is hot and the difficulty to investigate is 6.

No Way Failure - A jackass job that the criminal will likely be pinched for. Difficulty to investigate 3.

Screw Up Fail - A comedy caper that would be funny to watch if it wasn't you that was going to jail. Not one for Columbo, difficulty to investigate 0.

Backfire Fail - A nightmare from start to finish with enough evidence for 5 convictions and one for America's dumbest criminals. It could only be you and so you'd better pack your bags and run, or plea bargain a deal. Difficulty to investigate -3.



COP Table

Factor	Modifier
Large caseload	-3 drag
Low priority crime	-1 drag
Cynical apathetic outlook	-3 drag
Personal interest	+2 edge
Case passed around	-2 drag
Personal troubles	-3 drag
Slime on slime crime	-2 drag
Corrupt and on the take	-4 drag
Very dedicated	+2 edge

Minor felonies and misdemeanors will be investigated by uniformed patrol cops who on average have less time, experience and resourcefulness as detectives to investigate cases. Detectives work in pairs and on more serious felonies may work in teams. When working in pairs cops get a +2 edge to the highest investigation skill for putting their heads together and +3 for working in a team. Cops are individuals and individuals sometimes have problems that they bring to a case. As well as the clean thinking go getter that wants to make a name for himself, keep in mind the twice divorced, burnt out recovering alcoholic detective with a month to go before retirement, and a cynicism as long as his service that may get the call. A cop only needs a just there success to bring a punk in and continue the investigation through searches and questioning. Obviously the greater the success the more explaining the punk will have to do. Investigations are protracted actions over 60 minute rounds and vary in their activity point totals

according to their complexity.

Just There Success - A weak case so far evidence is largely circumstantial and refutable. A -2 drag to questioning.

Full Success - Some good evidence has already been gathered that with a bit more work will make a case. There's good ammunition for questioning and the cops receive a +2 edge.

Outstanding Success - Enough evidence has already been gathered to prove the case, but a confession will put the icing on the cake. Investigators take a +5 edge into the interview.

Perfect - An open and shut case that even Houdini couldn't wriggle out of. The cops take a +10 edge into the interview.



DOIN A LI SOMIN 146



Surveillance

Before pulling you in the cops might tail your criminal to see where his stash pad is or to find out who he's working with. Tailing a car or following a felon on foot uses the creep skill of the investigator against the awareness skill of the criminal in a prolonged action over 1 minute rounds.

The first minute is free as it takes at least a minute or two for a criminal to even start to suspect that he is being tailed by somebody. Initially on the first test after two minutes the follower should have a slight edge, which then decreases over the subsequent rounds to a drag, as continuing the tail without getting noticed becomes more difficult.

Experienced cops with surveillance training employ three or four alternating teams of detectives on a tail and coordinate their efforts with walkie talkies. Likewise switched on criminals are surveillance aware and employ tactics of their own to clean themselves of a tail. These counter surveillance tactics include momentarily parking up, speeding up, and completely rounding the block or driving slowly down a narrow alley.

Follow on in patterns of four continuing to -3 where it levels off.

Surveillance can be conducted continually for a set period of time or for short periods to follow from one place to the next. The distance traveled and the speed it is traveled will affect the number of tests needed (I.E. 15 a mile for the average 4mph walker).

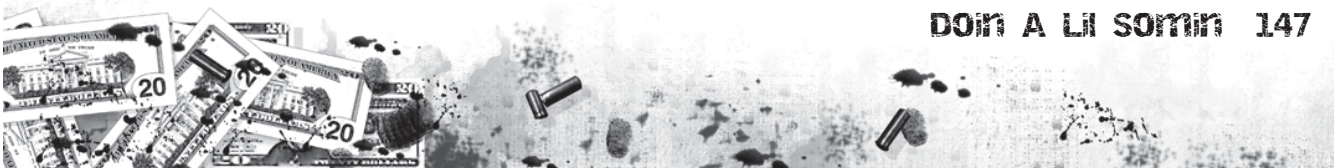
The dude being tailed makes the awareness rolls against the creep of the follower and must score a full success to spot the tail. A just there success will arouse suspicion and give subsequent tests a +2 edge until a no way fail is rolled. Further just there rolls add a +1 edge each time to additional rolls.

Static surveillance where the feds set up a road maintenance van with a peephole to take pictures at a fixed target like a Mafia social club, works the same way but is run over 30 minute rounds.

Urrizi: "I'll tell you something, I'm gonna be on your ass so much, you're gonna get careless. And on that day I'm gonna be in that place. Frank : And that, is the last place that you wanna be. 'Cause no matter what happens, I will never, ever take a pinch from a greasy motherfucker like you."

Frank from the movie Thief.

Round	Modifier	Factor
First Round	No Test	Surveillance Team +10 edge
Second Round	+2 to Follower	Counter Surveillance Tactics -6 drag
Third Round	+2 to Follower	Heavy Traffic, Crowds +5 edge
Fourth Round	+2 to Follower	Quiet Streets -5 edge
Fifth Round	+2 to Follower	Non Distinct Car, Clothing +2 edge
Sixth Round	+1 to Follower	Distinct Car, Clothing -3 drag
Seventh Round	+1 to follower	Darkness +3 edge
Eighth Round	+1 to Follower	Daylight Zero edge or drag
Ninth Round	+1 to Follower	Bad Weather +1 edge
Tenth Round	Straight Test	Know Area +2 edge
Eleventh Round	Straight Test	Don't Know Area -1 drag
Twelfth Round	Straight Test	Target Distracted, Drunk +3 edge
Thirteenth Round	Straight Test	Target Suspicious Minded -3 drag



Wire Tapping And Bugs

A sophisticated criminal outfit like the Cleveland Mafia used in October of 1977 the information gained from a wire tap on Daniel Greene's phone, to set up a hit to kill the troublesome Irish mobster with a car bomb detonated after he left his dental appointment.

The Feds however need a special Title III authorization from a judge to insert a listening or tracking device, and they have special insertion teams that will covertly plant the bug. Bugs are not picked up by normal awareness and have to be searched for against the difficulty of the planter's conceal skill with a drag for its small size and disguise. Bugs provide the authorities with incriminating evidence and any careless talk will give a +4 to +8 edge to the investigation.

Wire tapping a phone makes a subtle click when the wire is activated and an awareness test of 15 will pick it up and allow a suss roll to figure it out. Savvy criminals are aware of surveillance and use code words on the phone or talk rubbish for 40 seconds until the listener has to by law switch off the tap. The really smart ones use public payphones which can't be tapped, or don't use one at all relaying all their messages through runners.

Searches

When a criminal becomes a suspect for a felony the police will if there's property to recover or evidence to be gained most likely take out a search warrant for the criminal's address or place of business etc. If the criminal has been dumb enough to store the proceeds of a heist at his pad or leave blood stained clothing in the wash basket then he's in trouble. A search will normally involve several officers and be quite thorough. Where drugs or a firearm are hidden away test the cop's conceal skills against the difficulty of the criminal's conceal skill as a protracted action over 15 minutes per turn and 21 activity points. If the cops are not

tearing up the floorboards for drugs and are looking for stolen property apply a drag. If they are looking for drugs and are tearing the place apart with a sniffer dog apply an edge.

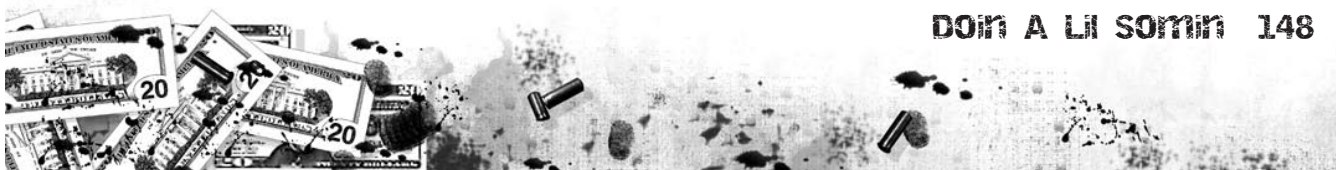
From items seized various forensic tests can be performed including, ballistics, blood type, gun powder residue, fiber and dirt analysis.

Ballistics - A ballistics expert can conduct tests to prove that a slug recovered at a crime scene was fired from a particular gun and not any other. A gun can therefore be identified as a murder weapon. A +6 edge to the investigation where appropriate.

Blood Type - There was no D.N.A. analysis at this time but blood could be tested for type. There are several blood types with some being rare. Blood on clothing from the same group as the victim and different from the suspect is an incriminating piece of evidence. Aides investigation by +2.

Gun Powder Residue - When a gun is fired gunpowder particles are released from the cartridge by the explosion and nearly always leave their residue on the firer's hands, forearms and immediate clothing. Washing with gasoline and persistent normal washing can get rid of the residue, but if this isn't done the police will be able to prove that the suspect has fired a gun. Provides a +2 edge to the investigation and is particularly damning if the suspect lies that he hasn't touched a gun.

Fiber And Dirt Analysis - Rip a jacket on barbed wire and an expert could be able to match the recovered fibers to your particular make of jacket. Cement dust off shoes being the same consistency as the cement dust at the crime scene can be the clincher that sways the jury. Gives the cops a +3 to the investigation.



Blood Interpretation - Reading blood trails and sprays on walls, and then using them to figure movements and positions of the assailant and victim can be very informative in interpreting how a homicide took place. A successful diagnosis adds a +1 to +2 edge to the investigation and can help prove either a witness or suspect is lying.

Marks And Debris - Crime scene investigation involves going down on hands and knees and going over the place with a fine tooth comb. Scuff marks from shoes, scratch marks on the suspects arm, a bullet hole in a wall, a broken fingernail or a knocked over and broken clock that has stopped at the time of the incident. Bits of things breaking off or things that leave marks or get marked, can be good evidence adding a +1 or +2 edge to the investigation.

Autopsy - Get Quincy on the case to find out how, when and what was used to kill the guy now cold on the slab. Deductions can be made from some wounds as to whether the killer was taller or shorter than the victim or was left or right handed. Also whether the victim put up a fight from defensive wounds to hands or from skin underneath the fingernails. Point blank gunshots leave powder burns so it ain't no suicide unless the deceased has them and poison deaths that could pass for illnesses leave traces. In appropriate circumstances award a +1 or +2 edge for insightful deductions.

questioning

Getting picked up by the cops for questioning will happen sooner or later in every criminal's life and it will probably be sooner if he is stupid or making waves on the street. Sat down in a bleak room with two detectives working you like an experienced Vaudeville double act, walking around to disorientate, coming at you from all angles throwing in sneaky little doubts from the side and the hard line from the front is tough.

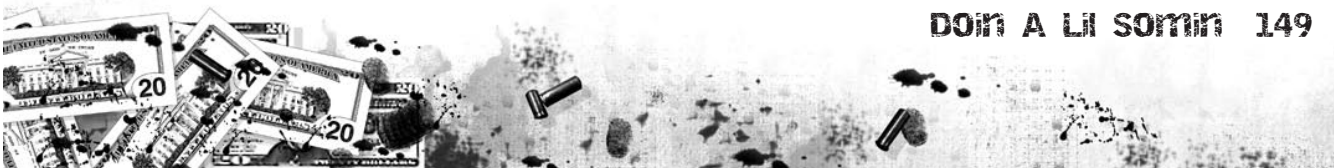
Cops love confessions and will pull out the



stops to get one. So to even things out a little bit you've got to know your rights. The basic stuff that you have the right to remain silent and have an attorney present during questioning is covered in the Miranda rights that are explained to the criminal on arrest. But fully understanding these rights and sticking by your right to have them adhered to under police pressure or trickery requires a prolonged suss roll over 21 activity points. This is against a difficulty of 3 or perhaps higher if the officers concerned are very experienced and are trying to talk the suspect out of having an attorney.

"You don't need one we just having a chat, they're only interested in money and they get in the way of you cooperating and helping yourself."

Having an attorney present during questioning will assist the suspect by protecting his rights and by offering him advice.



The better the lawyer the better the protection. Give a +2 edge for a pro law rating, +4 edge for an expert rating and +6 edge for a master rating.

A suspect in the face of questioning has three options accept the offer of a reduced sentence and confess, say nothing at all in order not to incriminate himself any further in the hope that the case is weak and can be beaten in court, or lie his way around the evidence put before him.

Confession - Sometimes when the evidence is stacked up against you like the cargo hold at J.F.K. and the Five O's case is as water tight as a ducks ass, its time to cut your losses and write a signed confession in turn for less time upstate. Make a suss roll at difficulty 5 to know when you are beat.

Silence - Maintaining silence under continued pressure and skillful questioning is not as easy as it would seem. Match the suss roll of the detectives against the discipline roll of the criminal, to see if the cops have the key to make him talk, and the crook the restraint to keep quiet.

Lie - A clued up criminal has the smart answers to the questions put to him. The interview becomes a game of cat and mouse with the detectives trying to back the suspect into a corner he can't get out of. The criminal will try to slip the nooses of evidence set for him by explanation.

"I'm bloody because I bumped into this wino who'd busted his nose, Yeah those are my fingerprints I was in his car a week ago when he gave me a lift."

Veteran criminals who have learned by their mistakes will know to give certain answers that diminish the impact of evidence. Skillful interrogators will foresee these explanations and come at the question from a different angle to outsmart the suspect. Being grilled for a couple of hours is hard on the old nerves so make a coping roll at difficulty 7 to keep it together and toughen it out.

Apply the edges or drags from this test to come across as a dude with ice water in his veins or the 10 year old convent girl that has just watched "The Texas Chainsaw Massacre" on her own. Pit the impress ability of the suspect against the modified investigation ability of the lead detective in a protracted action of 60 minute rounds and 21 activity points. When the cop or the felon reach the required total the interrogation has run its course.

Perfect Success - They turned the screws and you broke when they took a wrecking ball to your shoddy story and left it in bits. Backed into a corner with nowhere to go you put your face in your hands and tell them everything.

Outstanding Success - They led you into some traps which you walked right into. You didn't admit anything but you let slip several important pieces of information that incriminated you, and proved you were lying and someway involved. Assists investigation by +5.

Full Success - You don't come across as MR. Innocent and your account does you more harm than good. Adds a +2 edge to the investigation.

Just There Success - No real winners or losers the status of the investigation remains the same.

Close Failure - No real winners or losers the status of the investigation remains the same.

No Way Failure - Poor questioning lets you off the hook and you make some good points in your defense. Your efforts give their case a -2 drag.

Screw Up Failure - With your savvy and street smarts you succeed in poking several



large holes in their case. Your efforts drag down their case by -5.

Back Fire Fail - You dominate the interview running rings around their clumsy efforts to nail you. They become frustrated and mess up in a very damaging way blurting out something that they shouldn't. You clear yourself and they are forced to let you go without charge.

Posting Bail

Holed up in the M.C.C. or Rykers Island waiting to go to trial is a real drag, so its wise to have a stash of cash put aside for this definite rainy day that someone close to you can post to bail you out. Judges set a bond according to the seriousness of the felony and the circumstances of the defendant.

Proving The Case

To have any real chance of conviction the investigation must be at least a full success amounting to a reasonably strong case otherwise the D.A. will not pursue charges against the suspect.

A **full Success** case gives the prosecutor a +3 edge going into the courtroom.

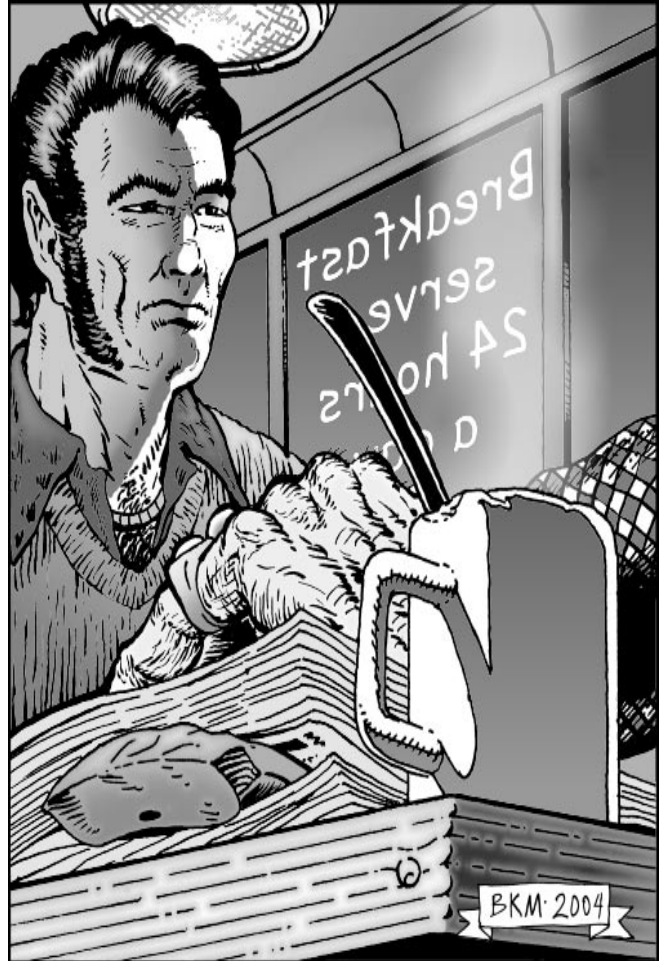
An **Outstanding Success** case gives the prosecutor a +7 edge going into the courtroom.

A **Perfectly** prepared case gives the prosecutor a +12 edge going into the courtroom.

Putting In The Fix

Only a fool relies on the criminal justice system to do right by him. Stack the odds in your criminals favor and hand over a bag of cash to a crooked lawyer (is there any other kind) for him to reach out to a crooked judge or D.A. The more serious the beef the

fatter the fix has to be.



Beating The Urges

To kick a bad habit that's got its hooks in deep takes willpower. To stay sober and away from the gaming tables that are making you broke is a protracted task made twice each day. Difficulties will fluctuate depending on the environment the criminal is in and the stresses he is under. Make discipline tests in the morning and at night and work towards a big activity point total of perhaps 60 points to ditch the addiction. With a series of successes or one or two outstanding ones subsequent test difficulties can become easier. A succession of failures can increase the difficulty and will result in indulgent behavior. Big failures will mean big bad binges and knock the criminal back to the start.



Very Bad Things

Did it start with seeing all those napalmed bodies during that first tour of Nam in 71. Or was it later during the second tour; holding onto just one half of your best buddy when he suddenly realizes after the blast, that both his legs are lying three yards away from him.

But back home on the streets the shit go no better, no job, no bread, no fitting back in. Booze and ludes to deaden the pain, neighborhood beefs that came outta nowhere and got outta hand.

With crime and easy violence shadowing you it came to many as no surprise when you royally fucked up with the O'Dowd murder. Man it wasn't your fault, dude deserved killing trash talking your mother like that. Now rumor is there's a contract out on your head but the what, when and the who ya dunno. Like Charlie in the bush all over again, waiting... waiting... any minute now

Torture, grisly murder, lost friends, solitary confinement, severe stress and prolonged substance abuse, are some of the things that can trigger a nervous breakdown. Match the criminal's coping roll against the level of the stress in an extended action over several days or weeks. Use the good job bad job rules to decide whether it's a trip to the funny farm where the cracked up criminal can get the flaws bad nerves or obsessional behavior. Or alternatively it could be a Nietzsche, what doesn't kill me makes me stronger type experience with character development point gains in toughness and control.

Psycho's are already damaged goods with a perverse view of the world and further misery is just fuel to their fire.

Note: If the criminal breezes the ordeal at the time with a full or greater success in is balls test he is alright with the thing and doesn't need to cope with it afterward.

Stress Chart

Event	Stress Rating
Tortured	10
Sustained Torture	15
Best Buddy Murdered	6
Six Months Solitary Lock Up	15
Life Under Threat	10
Buried Alive	15
Brutal Murder	8
Undeserved Killing	10
Sexually Abused	15
No Prospects	3
Constant Bullying	6

B And E

Stores just don't appreciate your criminal doing some free late night shopping and racking up with their entire Autumn collection, so they fight back with security. Five barreled mortise locks, sensor alarms, toughened safety glass, roll down steel shutters, spot lights and safes are all designed to frustrate a thief on the take. These security systems can be measured in terms of their effectiveness by the break in difficulty they impose on a thief trying to bypass them. These difficulties are calculated on the basis that the thief has a tool capable in some way of affecting the mechanism. Using bare hands or lousy tools will boost these difficulties to varying degrees. Similarly going prepared and having ace top of the range equipment at your criminal's disposal will make things easier.

Break in's although sometimes forceful



usually use finesse and skill. Using a sledgehammer to bust a door open is not a break in but is a physical attack on the damage resistance of the door. **See Thug life for details.**

Alarms do not prevent burglars from getting in. Their difficulty rating is their detection ability and the difficulty a criminal will face in avoiding or deactivating them. They come in two types:

Sensor Alarms. These are circuit activated when either an electrical circuit switch running to the alarm is connected or interrupted by the movement of an object like a door, window or by applied pressure like a foot treading on a doormat. Most modern alarms once triggered, cannot be reset by simply closing the door or getting off the mat.

Motion Alarms. These sensors use a variety of technologies among them laser and radar to emit a continuous beam, that when interrupted by a moving foreign object activates the alarm. These alarms are most used inside buildings, and situated high in the ceiling corner facing a passageway for radar alarms, and low to waist height across passages and doorways for lasers.

Frank. Assuming we get the alarm. What is the box?

Leo. Richmond Lacket

Frank. Richmond Lacket ... Terriffic it's a burn job.

Leo. No way to drill?

Frank. Drill what!, they're custom made you bang all day on this box and nothing happens, nothing, and I'm pulling a lot of exposure 16, 18 hours in there.

The diamond score discussed in the movie Thief.

Break In Table

The table has the basic difficulty for getting passed the basic security measure i.e. a door and then security improvements that when fitted enhance the difficulty.



Gut Feeling

"I shudda gone with the gut feeling that told me it was a bad move working with a guy that had a "Born To Lose" tattoo. A lotta jailhouse ink means a lot of fuck ups and I usually wouldna given a dumski like him the time of day. But I had reasons, all the wrong reasons for wanting in on the score. I owed a big stack of paper to a whale sized Mob bookmaker called "Tony Chops", and the weekly vig was killing me. Forty large at 5 points a week on the principle is a big problem with these kinda guys.

I was once told by an old thief who had taken down some major scores in his time, don't steal when you really need to, cos a desperate man loses his judgement. I coudda skipped town I guess, but then my little brother would have got his legs broken instead.

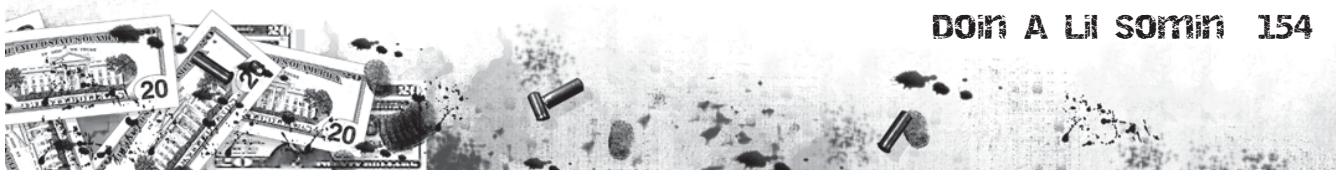
DOIN A LI SOMIN 153

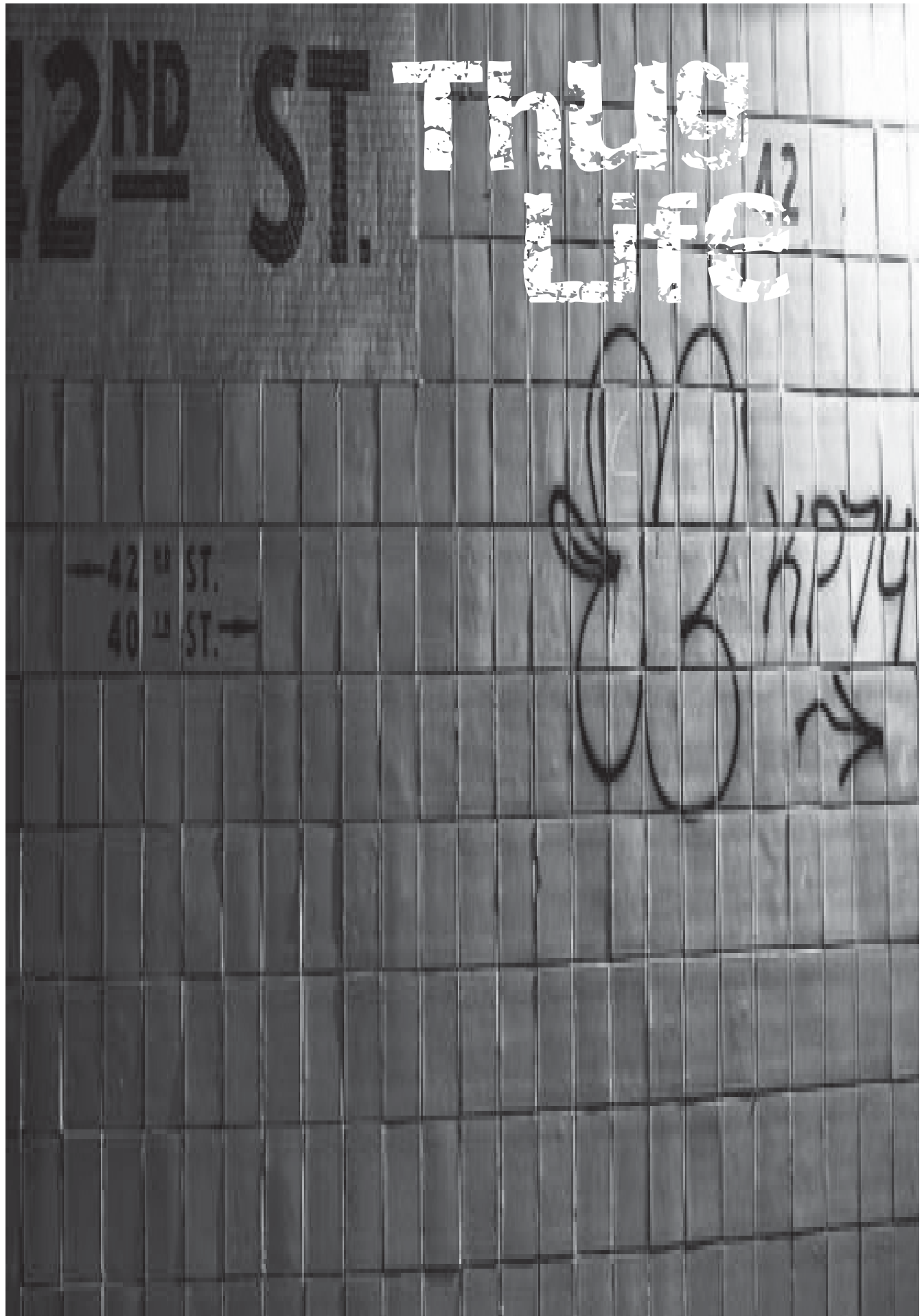


Security	Break In Difficulty	Time Scale
Standard Wooden Door	3	Immediate
Flimsy Wooden Door	-3	Immediate 5 slots
Car Door / Trunk	0	Immediate 6 slots
Ignition Barrel	0	Immediate 5 slots
Hot Wiring	0	Immediate 5 slots
Locked Cabinet Draw	5	Immediate 8 slots
Sturdy / Reinforced Door	+2	Progressive
Quality Lock	+3	Progressive
Sophisticated Thief Resistant Lock	+5	Progressive
Deadbolt	+3	Progressive
Bolt & Chain	+1	Progressive
Door Jams / Mushroom Bolts	+2	Progressive
Cheap Sensor Alarm	9	Progressive
Cheap Motion Alarm	9	Progressive
Professional Sensor Alarm	12	Progressive
Professional Motion Alarm	12	Progressive
Strong Box	13	Protracted
Small Budget Safe	12	Prolonged
Large Commercial Safe	15	Protracted
Richmond & Lockett Safe	20	Protracted
Vending Machine	9	Progressive
Padlock	7	Progressive
Chain Link Fence	5	Progressive
Handcuffs on	15	Progressive
Handcuffs on Somebody Else	6	Progressive
Single Paned Window	-3	Progressive
Toughened Safety Glass	-1	
Security Window Lock	+3	
Roll Down Shutters	10	Progressive
Car Sensor Alarm	11	Progressive
Spot Light (Creep Test)	9	Progressive
Razor Wire (Break in) (Move test)	5/14	Progressive

So I went along on the first thing that offered a decent payoff. A payroll job, canning factory in Jefferson Heights kept the workers wages overnight in a first floor office safe. Dumski had worked there briefly and knew the layout, said the safe held \$80,000. Night time security is a fat clown with a drink problem and an aged ex-cop with a bum knee. Sounded sweet. Plan is to cut a hole in the fence at around three when the pair are getting some shut eye. Pick the door lock, take care of rent protect. Then get to work on safe with the mag drill. Bore a hole then punch the lock out with a hammer and chisel. Easy. Now I would normally take my time with with these things and case the joint for a coupla weeks. But I didn't have the time. I was already

late on my payments and facing a visit from Bobby Barone if I didn't come up with the cash by the end of the week. I ignored my gut feeling, that gnawing feeling in the pit of ya stomach that tells ya when something is off. All good thieves and heisters have it and know to walk away from a job when they get it. I realized this in a sickening moment of clarity when half way across the yard I saw the dogs. Dumski had bullshitted me big time. He only had a half-assed idea of the place based on a week working there two years back. Fuck! those Doberman mutts really chewed my ass as I shredded myself on the razor wire. I was picked up limping and bleeding down the street by a prowler car, Dumski was already in the back cutting a deal.







On the street violence is the currency of respect and the solution to nearly all problems. People who get out of line are straightened out or just simply made to disappear. Along with jail it's an occupational hazard for gangsters, and a necessary tool for the expansion of rackets. Sometimes though it just happens for no reason at all, and for others it's a way of life.

NO HOLDS BARRED

There are no rules on the street; violence when it comes can be random and unexpected, motiveless and undeserving. An innocent bystander killed in wild crossfire, or the punk that never hears the muffled double tap of the silenced .22 Ruger that ends his life. Brutal beatings, executions, and killing not to be killed are the reality of Dog Town. When it's your time being outnumbered, outgunned and caught off guard is probably

how it, and your criminal will go down. If you're switched on and can see the angles you might just see it coming, and give your criminal a fighting chance.

HOW VIOLENCE WORKS

When the dust has settled the bottom line is who's come out on top, who's lying in a pool of blood with the lights going out, and who's looking for a spare roll of carpet and a bag of lime.

There are a number of factors that determine this in a scene and the Dog Town violence system reflects these in a brutal and graphic way, over a number of 6 second spaces of time known as combat rounds. For the purposes of categorization, combat rounds are immediate actions.



Combat is separated into two types, hands on and shootouts. Hands on are all physical attacks made by the criminal himself, and with weapons like knives and bats. Shootouts involve the use of firearms, explosives and thrown weapons.

There are several steps to a hands on rumble:

Balls Test

Kamikaze to reluctant.

Reach

The distance between the fighters and how the reach of the weapons used benefits or disadvantages them.

Reaction Speed

Determines the number of slots of action available to the fighter in the round.

Combat Mode

Tentative, Hard and Homicidal.

Attack Roll

The criminal's ability in violence be it Karate, wrestling or batting matched against his opponent's protective capability.

Injury

Positive or disastrous result on weapon chart lessened by body armor.

Stuns

Trauma value of injury matched against trauma resistance.

Blood loss

The amount of Injury points lost over a set period of time due to sustained external and internal blood loss.

Behavior

As laid out in the Doing A Lil Somin chapter, affects the criminal's perception of what's going down, how he feels about it and whether he has the stomach for it. Hesitant

criminals are more frightened of getting hurt than putting the hurt on, and so fight defensively. Their violence suffers by 1 point and so does their protection, as you need to be assertive in defense to. Similarly criminals with tempers fight like enraged bulls with only inflicting pain on their minds. Their drive and disregard for their own safety gives them a +1 to +2 edge to their violence depending on the style of fighting with street fighting being a good example of channeled aggression. The downside is a -1 drag to their protection and drags to suss rolls. Shooting straight is also a casualty of blind rage.

"I'm Tony Montana! You fuck with me, you fuck-in' with the best!"

Tona Montana from the movie Scarface warns the opposition what they've got coming.

Balls

Is the criminal up to the task or is he chicken. Nothing tests a man more than facing death or a long stretch in the can. When the chips are down test balls against threat or an assigned difficulty. Most situations in life are decided before they even start by the attitudes of the people involved. A fist fight in a night club with bouncers close by to break it up would require a difficulty of 0 or lower. Being outnumbered however by some serious hitters is another thing altogether and would be a difficulty of 10 plus. The score in a balls test is the resolve and determination to hang in there and hang tough. Make only 1 test for each scene or encounter to establish a criminal's attitude. With premeditated situations like going out on a hit make the test a protracted action. Make one roll at the start of the confrontation to see how far your criminal will go.

Passing a balls test by a **Just There** margin means that the criminal can do what he likes, and is unaffected by fear. However if things should go wrong, or he gets battered, then his ass will start to twitch. His resolve



has faltered and he now becomes hesitant. A hesitant criminal will look for an acceptable way out of the situation if possible without losing face or risking further injury.

Aggression and confidence are lost and the criminal functions at a -1 violence and -1 protection. This is quite often seen in with shooters on hits where after the first salvo of shots they bail out, whether the job is fully done or not.

A **Full On** pass and the criminal is confident in his ability to deal with the situation. This will only change if things really go down the pan, or the criminal is busted up. Then doubt and fear will creep in and the criminal will become hesitant.

An **Outstanding** margin of success and the criminal is supremely confident to the point of cockiness. The criminal will only become hesitant when he is messed up. Gains +1 in confidence.

A **Perfect** result means that the criminal has an unshakable belief in the favorable outcome of the situation or simply is indifferent to whether he lives or dies i.e. a state of grace or the mind of a Kamikaze pilot. Nothing can affect this state of determination and tenacity. Gains confidence +1.

A **Close Failure** means a hesitant and unsure criminal who is not happy where he is at. He is not fully committed to the task and this shows in the -1 violence drag that he has to work over. If the slightest snag is hit the criminal will become reluctant. If reduced to this state from a positive attitude any further set back moves the criminal to a reluctant attitude. Just think of intimidated boxers that fight negatively and defensively holding on and spoiling the fight.

A **No Way Fail** means a strong reluctance to attempt or continue the task. Unless task is an absolute necessity for survival the criminal will back away from it and not attempt it. Apply now a -2 drag to violence but still

only a -1 for protection as the criminal just doesn't want to be there. Again think of the broken fighter that stays down for a count that he could get up from.

A **Screw Up Fail** from the outset means that the criminal is scared and will avoid the task or situation at all costs, turning and running away if possible. The boxer throws the fight at the first opportunity.

A **Backfire Fail** means the criminal is terrified and rooted to the spot. Palpitations, turning white as a ghost, sobbing, loss of bowel control and even passing out are all manifestations of this state. The criminal is incapable of doing anything even defending himself; he is a deer in the headlights of a car, the boxer that can't leave the dressing room.

Factor	Modifier
Mildly drugged	+2 edge
Stoned on cannabis	-2 drag
Outnumbered against	-2 drag
Out gunned against	-3 drag
Strong principle involved	+2 edge
Expectations to live up to	+2 edge
On home ground	+1 edge
No way out	+2 edge
Alien territory	-1 drag
Nothing at stake	Jack
No one watching	-1 drag
Back up on the way	+2 edge
Out numbered for	+4 edge
Out gunned for	+4 edge
Injured	- 2 drag
Drunk	+3 edge
Trippin on L.S.D.	-4 drag
Confident in ability	+2 edge
Unconfident in ability	-2 drag
Whipped him before	+4 edge
Cold blooded murder	7
Very dangerous obstacle	7



SPLIT SYSTEM ALTERNATIVES

Quick Method - Assess a difficulty and if it is greater than the criminal's balls then the criminal is hesitant.

If it is less than the criminal's balls then the criminal can do what he wants getting stuck in at full capability.

Reach

All weapons and attacks have a reach or range at which they are limited to. The reach of a weapon can give an edge to determining who strikes first. An attacker swinging a baseball bat, which has a long reach, will initially have a reaction advantage over a dude with a switchblade, which has a maximum of a medium reach.

To work this out take the difference in reach categories and consult the reaction modification chart for the edge or drag. For instance the difference between a long reach weapon like a baseball bat and a close reach weapon like a switchblade is two categories, which works out to be a long reach advantage for the guy with the baseball bat.

A reach difference of three categories would be an immense reach advantage on the reaction table. Some attacks like knife stabs can work comfortably at two or more ranges without penalty. The comparative heights of the dude's involved can provide a small reach advantage if one is 6 inches taller than the other.

This edge would remain until the dude with a switchblade had the better of the fighting inflicting an injury against his opponent. The reach advantage is then reversed as the guy with the switchblade has closed in to effective range while the guy with the baseball bat hasn't the space to swing properly. This edge can flip back and fore during a fight depending on who is winning.

Being out of effective reach counts as a -3 positional disadvantage. Unarmed fighting styles are judged on what is primarily their form of attack, so although there are a few kicks in street fighting it is largely an up close, dirty hit and hold style of fighting. Karate on the other hand is comprised of around 50% kicks so can be classed as effective at medium reach.



Head Ta Head Range

Grapple, Punch and Small Blade Range.

Close Range

Punch, Kick, knife and Cosh Range.

Medium Range

Long Knife, Cosh Kick, Bat, Saber Range.

Long Range

Baseball Bat, Saber, Pitchfork Range

Very Long Range

Steel Pole, Pitchfork. Hey it could happen.

Quick Method

Being out of reach incurs a 1 slot penalty for each level of disadvantage up to a maximum of 3.

Slots

Within rounds there are action opportunities known as slots. A slot is a set piece, the positioning and delivery of an attack or combination of attacks and certain short pieces of movement like rolling for cover. The number of slots available to a criminal in a round is variable depending on how quick the criminal is off the mark to exploit all potential openings and opportunities to attack. A sharp, talented, tuned in thug might be able to string nine slots together in a round, whereas a drunken two bit bum might be left scratching his head having failed to find the initiative to act at all.

What can be done in a slot varies on the range of movement, complexity, heaviness of the weapon, and skill of the fighter. For example in boxing a tentative feeling out attack like a jab uses only one slot, whereas a hard hitting combo takes up two slots. In the wrestling style of fighting tentative attacks take three slots and hard ones 4 slots. With weapons a criminal using a hefty one like a sledgehammer which requires 5 slots to use in a tentative attack may still use the weapon if he has only 4 slots of action in the round. The blow though suffers in quality by -3.

SLOT COSTS SC

Tentative attack	1 to 3
Hard attack	2 to 4
Homicidal attack	4 to 6
Tentative attack (weapons)	-1
Homicidal attack (weapons)	+3
Rolling over car bonnet	3
Diving/scrambling for cover	3
Leaping	3
Ducking behind cover	1
Getting up from chair	2
Getting out of car	3
Getting up from floor	3
Climbing short ladder/wall	4
Opening door	2
Closing door	1
Locking Door (key in place)	2
Taking off rucksack	3
Dropping shoulder bag	1
Picking up item from floor	2
Opening bag and getting item	4
Drawing item/gun	2
Turning around	2
Knocked down or off balance	1 to 4 loss



Reaction Speed

This determines the quick and the dead. Who gets theirs in first and who better duck and get out of the way. For varying and realistic results match modified ability scores of those involved against a standard difficulty of 3 to form a ratio on a 1d20. The result will determine whether the criminal is hot or not in that particular round.

"Dumb move, man. Dumb move. But, its like them old reflexes coming back."

Carlito Brigante from the movie Carlito's Way laments on losing his temper and pushing Benny Blanco down the fire escape.

Variable Method

Backfire Fail.

You goofed up Bambi prepare to get stuffed. Zero slots and -2 drag to protection for being caught napping.

Screw Up Fail.

You stink like a winos butt hole, you're going to get whupped this round. Zero attack slots but no penalty.

No Way Fail.

Faster fat boy you only get two slots to do something with this round.

Close Fail.

Still too slow you're missing out, three slots.

Just There Success.

Not bad not good. (1 to 3) four or (4) five slots this round.

Full Success.

You're putting it together (5 to 6) six or (7 to 8) seven slots.

Outstanding Success.

Firing on all cylinders you are keen to be mean and are on a roll of (9 to 10) eight or (11 to 12) nine attack slots, (13 to 14) ten attack slots this round.

Perfect Success.

Fast and furious like a homicidal octopus you squeeze out the very last drop of the round. (15 to 16) eleven or (17 to 18) twelve and (19 to 20) thirteen sizzling attack slots for the round. Combolicious.

After working out how busy your criminal is going to be in the round compare the number of slots he has with his opponents. A good way of envisaging this is to stack them up in a pile like poker chips. The one with the most slots is the quicker of the two and would go first. The faster criminal then expends slots in an attack of some sort and chips are removed from the pile. If the faster criminal still has more slots he goes again. When the piles of chips are even the

criminal with the greatest reaction speed score goes first providing that a two or three slot attack hasn't already been started and is already half way through, or if the slots are even and a dude goes for a two slot attack when the other guy is going for a one slot, then one slot man goes first even if he has the lower modified ability. Once all slots have been used up in a round the round ends and the process starts all over again. As you can see it is easily



possible for a Slick Rick to put a gorgeous set of moves together before Joe Schmoe knows what's happening.

This isn't fair but it's realistic unlike the standard turn based systems employed in other combat models. Real fights are very often not tit for tat with one blow apiece like some sort of friggin gentleman's agreement. They are more at times like a one sided avalanche in which one poor schmuck gets buried, the streets are just plain mean if you move like a sloth on Quaaludes.

SPLIT SYSTEM QUICK METHOD

Slots are fixed according to criminals Reaction Roll.

23 to 25	thirteen slots
21 to 22	twelve slots
19 to 20	eleven slots
16 to 18	ten slots
13 to 15	nine slots
10 to 12	eight slots
7 to 9	seven slots
4 to 6	six slots
1 to 3	five slots
-2 to 0	four slots
-4 to -3	three slots
-6 to -5	two Slots

Any reach disadvantage simply means one less slot of action per level for the guy at the shit end of the stick.

Starting a fight gives the initiator his full quota of action for that round and the victim two less slots of action. So hit first ask questions later.

Where slots are equal the criminal with the greater reaction roll goes first, or if these are the same as well, the highest violence or other employed ability goes first.

"Oh Jesus, Jesus look at you. You said they were your friends chico, but there's no friends in this shit business."

Carlito Brigante from the movie Carlito's Way laments on the murder of his young cousin by drug business associates.

For example two tooled up petty punks nicknamed Tonto and Cheesy fall out over the proceeds of a job and square off with similar intentions. Tonto has a reaction roll of 6 and is cradling a short crowbar and Cheesy with a reaction roll of 7 is holding out a small screwdriver. There is one distance category between the medium reach crowbar and the close reach screwdriver. Tonto intends to attack before Cheesy closes range. A roll is made for Tonto to gauge his reaction speed for the coming round, the 6 is applied to the standard 3 difficulty for a 7 vs.13 split. Cheesy also adds up and gets 7 with a -3 for being out of reach for a ratio of 9 vs.11

A 4 is rolled for Tonto for a close fail. Tonto draws the crowbar back to attack but hasn't been quick. The slight hesitation gives him only three action slots this round though he can still defend without countering as many times as he needs to.

Cheesy is more together and doesn't falter, his 15 full success roll sets him up for 5 slots. (Cheesy has a higher reaction roll so goes first where slots are even and is also using a quicker weapon)

Alternatively using the standard quick method Tonto's reaction roll of 6 gives him 5 slots to bash with in the round.

Cheesy's reaction roll of 7 gives him six attack slots, but is reduced by 1 for being out of range to a total of 6 for the round, though because he has the faster reaction speed and the quicker weapon he will go first. (The quickest attack with a knife costs 1 slot whereas a bat costs 2 slots).

CARRYING THROUGH SLOTS

A criminal can carry over up to 2 slots into the next round, if he is left at the end of a round with slots he can't or doesn't wish to use.



Mixed Action Rounds

Where different skill expertise are used consecutively in the round I.e. leaping and fighting, there will be two slot piles, one for each skill to work through.

Modified Reaction Roll of first action matched against standard difficulty of 3.

Match modified Reaction Roll of second action against difficulty of 3.

Make a single 1d20 reaction roll.

Stack available slots next to one another.

The ability with the highest number of slots is the first opportunity the player will get to act in the round.

If the player wishes to use the ability with the least amount of slots first, he must wait to access that slot and lose the slots in the higher ability through inactivity.

Once a slot has been used in one action its equivalent rank in the other ability has been expended also.

Actions that take two or more slots to complete can be interrupted by an opponent's actions in certain situations. I.E. Taking a shot at a moving player.

"Once it escalated into a murder one beef for all of 'em after they killed the first two guards, they didn't hesitate. Popped guard number three because... what difference does it make? Why leave a living witness?"

Vincent Hanna from the movie Heat speculates on the triple murder of security guards at an armored car robbery.

Reaction Chart

Situation	Modifier
Short reach disadvantage	-2 /-1 slot
Long reach disadvantage	-4 /-2 slot
Immense reach disadvantage	-6 /-3 slot
Getting Hit First	-4 /-2 slot
In a hold	-2 /-1 slot
Changing target	-2 /-1 slot
Mildly sedated	-3 /-1 slot
Stoned on depressant drugs	-6 /-2 slot
Drunk	-6 /-2 slot
Battered	-2 /-1 slot
Busted up	-5 /-2 slot
Coked up/whizzing on speed	+2/+1 slot
Tired/ ill / exhausted	-2 /-1 slot
Hesitant	-2 /-1 slot
Aggressive	+2/+1 slot
Surprised	-6 /-3 slot
Untrained in skill	-2 /-1 slot
Basic	Jack
Pro	+2/+1 slot
Expert	+4/+2 slot
Master	+6/+3 slot





Surprise

There are two levels of getting caught off guard.

Total Surprise. Your dozy hoodlum just don't see it coming and gets sucker punched or blackjacked by a sneaky sonavabitch that's soft shoed up on him, or has smiled him in the face whilst sticking him in the belly with a well concealed blade. A failed awareness that allows a punk to get within the hurt zone without making him or reading him right is gonna cost your criminal a lousy -6 in protection. And then to a free hard attack, or two with a backfire fail, before it goes to regular reaction rolls with a hurtful -6 penalty attached to the schmuck for the first round. Or in the quick method after the free slots deduct 3 slots for the guy that didn't try.

Surprised. At the last second you smell the set up just as it and your criminal are about

to go down. A just there awareness is a sudden unpleasant shock that gives very little time to get ya ass in gear and save it. The victim makes a reaction roll at a drag of -6 for this round.

The quick method is deduct 3 slots for being caught slipping.

Hitting First

Both gangsters are busting each other's balls about something or other with things looking like they could get heavy. Both are in each other's faces exploding expletives off one another when bada bing one gets to eat a forehead. When up close and personal deciding to hit first gives the smart criminal his full reaction roll for the round. The dummy that didn't loses 2 slots off his reaction roll. Keeping a reaction gap of 2 to 3 yards is advisable to be able to see the aggressor's hands when they start to twitch, and make it even Stevens as to who swings first.



STYLES

How ya crim learned to beat da crap outta someone will give him edges and drags in a rumble.

BOXING (Solid, Slick And Simple)

Tentative Attacks cost 1 slot are made at a reduced violence of -2 and have an increased effectiveness of 19.

Hard Attacks cost 2 slots, are at full violence and are at an effectiveness of 15.

Homicidal Attacks cost 4 slots, provide +2 to violence and are at an effectiveness of 12.

Risk homicidal attack fumbles are low at 2 points.

Range effective at close and head to head range but lacks range of karate.

Options are limited with no back attacks or disarms, difficult escapes and few holds.

Damage not as inherently lethal as other styles of fighting.

Vulnerable all attacks made with hands injuries greatly decrease effectiveness.

Wrestling (Difficult But Devastating)

Tentative Attacks cost 3 slots are made at a reduced violence of -2 and effectiveness of 20.

Hard Attacks cost 4 slots are at full violence and are at a standard effectiveness of 16.

Homicidal Attacks cost 6 slots, provide +2 edge to violence and are at an increased effectiveness of 11.

Risk homicidal attacks increase the risk of fumbles by 4 points.

Range most effective at head to head range but lack of ranged attacks puts wrestler at initial disadvantage for most encounters.

Versatile can choose to restrain as well as inflict injury and access most options.

Effective techniques cause significant disabling injuries.

Dominating once advanced holds have been applied.

Street Fighting (Easy And Brutal)

Tentative Attacks cost 2 slots are made at a reduced violence of -2 and effectiveness of 20.

Hard Attacks cost 3 slots are at +1 violence and are at a standard effectiveness of 16.

Homicidal Attacks cost 5 slots, provide +3 to violence and are at an increased effectiveness of 12.

Risk homicidal attacks increase the risk of fumbles by 4 points.

Range good at both striking and grapple ranges.

Alarming Moves bites and gouges upset civilized folk and make them punk out.

Versatile has easy access to all types of moves, disarms, holds etc. Hard and homicidal violence increases by +1.

Easy Moves gain +1 to hit for hard violence and +3 for homicidal due to array of body weapons and target areas.

Flexible resistant to injury uses all body parts as weapons.

Untrained more violent than defensive the protective ability is reduced by -1.

Karate (Rangy And Robust)

Tentative Attacks cost 2 slots are made at a reduced violence of -2, and at a reduced effectiveness of 20.

Hard Attacks cost 3 slots are at full violence and are at a standard effectiveness of 16.

Homicidal Attacks cost 4 slots, provide +2 edge to violence and are at an increased effectiveness of 12.

Risk homicidal attacks with high kicks and turn around attacks increase the risk of fumbles by 5 points.

Range kicks provide the martial artist with the greatest unarmed range.

Versatile has back attacks, disarms, prone attacks and escapes.

Powerful has some disabling attacks.



Pit Bull And Snake

When yo criminal be tearing it up do he charge in with homicidal abandon with a kick ass kamikaze attitude, or is he snake sly, fighting cute for the right opening to strike.

Protective fighters are circumspect and tend to fight cautiously going for **tentative** one to three slot attacks. This method of fighting increases the protective capability of the criminal by +2 and lowers the risk of counters by 5 points. Caution though in replacing aggression reduces violence by -2.

Aggressive fighters opt for **hard** 2 to 4 slot attacks (depends on the style of fighting) in an attempt to cause greater amounts of injury. These attacks are at full violence and effectiveness. The protective ability remains unaltered.

Truly psychotic fighters go shit or bust in a supreme effort to decapitate the other guy. **Homicidal** attacks cost an additional 2 slots on top of a hard attack, get on average a +2 violence bonus and increase effectiveness by +4. The downside is that they lower protection by -2 and increase the risk of fumbles by an average of 4 points on a miss.

Hit Chance

Some objects simply aren't meant to be weapons while others are specifically designed for the purposes of pain and make hitting easier.

Some unarmed moves are easier to get on than others with fast piston like jabs finding their target easier than telegraphed head butts launched from way back. So low end attack successes are made up of simple less damaging assaults and the big jaw breaking stuff is in the mid to high success range.

A criminal's hit chance changes depending on whom he is up against. An enforcer putting a thump into a four-eyed chump would have it all his own way. Try trying it on with heavyweight king Ken Norton, and bada bing, different story.

To work it out take the physical violence being used and match it against the protective ability being used. Apply all relevant modifiers and then take the difference between the abilities and add it onto the median of 10 vs.10 to form a hit chance. Roll over the opponent's protection and look for the margin of success, which will determine the quality of the hit. Abbreviated (HC)

An enforcer with a street fighting violence of 10 is dishing out a beating to a chump who is trying to slide away and cover up with his protection of 6. The difference is a favorable 4 for the enforcer which when added onto the median forms a 6 vs.14 hit chance on a 1d20. Any roll over 6 will be a hit.

Still Smiling Or Spitting Up Teeth

Right you've smacked the guy but where and how good. Four factors decide whether the dude your criminal's fighting just gets his hair ruffled or is bent over spitting out teeth.

Firstly the type of attack that is made tentative, hard or homicidal will give edges to the hit roll and decide the effectiveness of the attack in the injury stage.

Secondly the type of weapon that is used can be very effective or pretty ineffective.

Thirdly the hurt modifier of the attacker can increase or decrease the effectiveness of the attack.

Fourthly the margin of the hit success modifies how much more or less injury is caused because of the quality of the move. Each degree of success has a murder multiplier on the total score of the injury.





MURDER MULTIPLIER

Just there successes are glancing, scathing blows that haven't connected properly with the target and multiply the injury total by x 0.5.

Full Successes are average hits and are multiplied by x1.

Outstanding Successes are solidly landed blows that multiply the overall power of the attack by x 1.5.

Perfect Successes are savage precisely aimed blows that nail their victims square and in a critical area. They multiply the overall power of the attack by x 2.

Blackjack is a deadly 21 or above hit success and multiplies injury x3.

MISSSES

When a miss occurs refer the negative value to the relevant combat injury chart for the interpretation of the failure. Do not make an injury roll, use effectiveness or hurt modifiers but add the fumble risk. The only time a1d20 would be rolled by the defender is when she is actively countering.

INJURIES

When a hit is scored refer the margin of success over to the relevant injury chart as the multiplier for the final injury total. Next make a 1d20 injury roll. If the injury roll (IR) equals or exceeds the mode of attacks primary effectiveness (EFF) roll another 1d20 and again if the second roll equals or exceeds the weapons secondary effectiveness. Then add all scores together. Finally multiply the result by the margin



of success for the injury total and refer the result to the relevant chart.

Making MOVES And Calling Shots

If when going for a specific unarmed combat move or using a weapon targeting a particular body part like the leg the player must score an full success on the hit roll to be able to access the best available option in that area that the injury total permits. A just there success however will become a miss. A called shot is useful in getting around body armor and fucking up your opposite's weapon arm. Where there are several degrees of that particular move like a jab, then the player may take the best of those options that he has the roll in.

Note: The full success required is still confers a x1 multiplier and this rule does not apply to special attack options.

The Right MOVE

This is an optional rule for directors. Fighting is like a brutal and bloody ballet, with opening techniques naturally leading into follow up moves, which are flowing and efficient. A close arm tied clinch begs one street fighter to nut the other between the eyes, getting caught in a headlock naturally calls out for a grab to the groin as a response. Where players make moves that appeal to the director's sense of cinematic violence he may award a +1 for the players flair. Awkward moronic moves can be at the director's discretion be dragged too.

Fumbles

All failures up to a -8 are considered ineffective strikes, successful dodges, parries, hold breaks, throw spoils and general clinching and struggling for the upper hand. Failures of -9 and beyond are effective counters and reversals that the defender has managed to inflict upon the attacker. The exception to this are escape attempts out of holds. Failures are exempt from fumbles and

counters. A player that fumbles does so on the opponents weapon chart. The opponent fumbles on the player's chart.

Protection

In the Split system a criminal's ability to protect himself is constant. Even when attacking he is ducking, covering and moving to the side of his opponent making himself a difficult target to hit. Think of a boxer's footwork, timing and the minimizing of the target area he exposes to blows, whilst simultaneously throwing combos of his own. The wrestler too constantly keeps a low center of balance to offset any throw. Skillful blocking and parrying with weapons is no different as good defensive parries move effortlessly from blocking positions into attacks. Some weapons like swords and police batons are designed for this purpose while others like sledge hammers are clearly not. A criminal may be forced to parry another weapon if he is cornered or in a confined space like a narrow passage where there is no room to dodge.

A way to increase protection is to use a good blocking weapon like a trash can lid with a nasty one-handed offensive weapon like a ball peen hammer.

The protective ability used by the thug should be the same as the violence ability used by him. So a thug using blade violence would have to use blade protection as well to be able to access the counters. If the thug he was fighting was using boxing violence then the protection would be the same. (BK)

Counter Attack

A cagey criminal can opt to stand off and not attack and spend a hard attack +1 slot instead to actively counter his opponent's next move with a +3 protection. If a 9 miss is reached the countering criminal gets to roll a straight additional 1d20 injury roll without effectiveness values or follow ups to make him red in the face in more than one way.



To use this tactic the criminal must have reached a position in the round where he is able to access his slots.

An aggressive thug with 7 slots launches a hard street fighting attack at another tough guy with 5. The guy with 5 can't at this stage use a counter attack though he can still use his regular protection, as this is free. After avoiding the attack the tough guy takes a street fighting counter attack option and spends three slots for an enhanced protection and a chance at a counter should the attacker get to a 9 on the chart.

Feints

A flashy criminal with "Ali" aspirations can wind a right up for a dude to see, and then pop him with the left that he took his eye off. Feints such as these add an additional slot cost onto any attack but give it a +1 edge to hit.

Pulling Punches

Sometimes ya just gonna want to slap a dude around a bit to show him who the boss is. Before slapping him down state the intention, limit the murder multiplier to half and ignore effectiveness.

Full Protection

A criminal when he's on the wrong end of a beating can opt for a full protection. This means he completely covers up like a rattled fighter on the ropes or sets himself low and rigid against throws. The criminal offers nothing in violence and forgoes the opportunity to counter but this spoiling tactic adds +6 to the criminal's protection. This however is not in addition to fighting tentatively and is no good against knives. Costs 3 slots.

Throws

Sometimes deadbeats need to be thrown around to get the point. Surfaces like mud cut IP values by 50%, medium surfaces like wood are as the chart dictates and hard surfaces like concrete are increased by 50%.

Knockbacks

A hard hurtful attack will offset an opponent knocking him back or temporarily disorientating him. This causes the loss of action slots.

Positional Disadvantage

This is what cops put ya in when they slam ya face down in a chicken wing over the hood of squad car and it makes trying it on a real bitch. The victim's violence and protection are penalized to varying degrees according to the severity of the disadvantage. A positional disadvantage has to be gotten out of by getting up off the ground, turning around or escaping a hold.

Holds

When a criminal scores a hold, choke or pin over his opponent he has three options.

Maintain the hold as a form of restraint, in which case he sits back on the positional advantage and makes no further attack rolls.

Maintain the hold and apply injury. In this case the attacker dishes out the IP and trauma values of the particular success level until the victim either scores an escape option, keels over, or k.o's the attacker. Again this is automatic with hard slot cost values, but with no further attack rolls necessary.

Uses the positional advantage of the hold as a stepping-stone to achieve a greater success on the injury chart. In this instance an attack roll is made in the usual way, with the value of the positional disadvantage a drag to the protection of the victim. If a worse result is obtained then the hold is broken.

Special Attacks

Knocked on yo ass, facing the wrong way or on the shit end of a hold then special attack options or SA's on injury charts are used to fight your way out of the spot instead of using slots to get up or turn around.





TWO WEAPONS

Expecting an "Enter The Dragon" type confrontation then arm up with two one handed weapons and become a one man threshing machine. The extra Bowie Knife or ice pick in the other hand will give your criminal a +4 attack advantage and +2 defense advantage to add onto the criminal's Violence and Protection; separate weapon attacks are not made and only one injury roll is made with effectiveness of the main weapon raised by 3 points. This option is only available to thugs with a pro rating in both weapons used.

SPECIALIZATIONS

Escape - The criminal be knowing how to wriggle free of a cops meaty paws, or cut loose from being bitched out by a 350 pound Daddy in the State Pen showers. Reduce escape difficulty by 3 points. Additionally the criminal suffers 1 less positional disadvantage than normal regardless of escapes. Available to all styles.

Left Hook - The criminal possesses a wrecking ball hook like Smokin Joe. The punch can be accessed even if the criminal scores up to 5 points below the required score. Additionally the punch will do 1 IP more injury and inflict a +2 higher trauma value. Available to boxers only.

Focused Strike - The criminal poises himself and uses some chi breathing type bullshit to focus all his energy into the strike and is effective at breaking objects and bones. It adds an additional slot cost onto a homicidal attack but with an increased +1 edge to hit. It raises effectiveness of the attack to 10, adds +2 IP's onto final attack result and +3 to it's trauma value. Lose 1 endurance and a further -1 protection. Available to Karate exponents only.

Hard Block - The criminal possesses a talent for delivering vicious forearm and heel blocks to grapple and striking attacks. Add +3 to any successful defensive maneuver to



raise it to a maximum of -14 counter option only. Also increase trauma value by +1. This ability is automatic and does not require spending slots on a countering option. Available only to Karate exponents only.

Rolling With The Punches - The fighter is able to take the sting outta strikes by going with the blow, or by skillfully taking the shots on the arms and forehead. An automatic ability that reduces Injury points by half when under 4 points, and by a third when over that amount. Trauma values for all unarmed blows are reduced by 4 points. Available to boxers only.

Break Fall - The fighter is able to soften a hard landing from a throw or fall by rolling and slapping the ground. Ability is automatic and reduces injury points by half when under 4 points and by a third when over that amount. Trauma values for such attacks are also reduced 4 points.

Cover Up - The fighter has a guard tighter than a curled up armadillo. Gain +3 protection to unarmed attacks of boxers, and +2 to street fighters, wrestlers and practitioners of karate. Also add an additional +2 to full protection taking it to +8. Available to boxers only.

Choke - The criminal has a chokehold like a serial killer. This move and the neck break can be accessed even if the criminal scores one option below the required score. Additionally the hold will be more difficult by 2 points to escape from. Available to street fighters and wrestlers only.

Dirty Fighter - The criminal is pure street scum with a knack for biting, gouging finger snapping and testicle pulling. All these options can be accessed even if the criminal scores up to 5 points below the required total. Available to street fighters only.

Head butt - The criminal likes to use his head and is able to access all head butt

attacks from up to 5 points below the required score. Available to street fighters only.

Pin - The criminal is a dab hand at being the daddy in the State Pen showers and his less then tender embraces are murder to escape from. All holds and pins are tighter than a straight jacket and increase positional disadvantage by a further -2 drag. Available to wrestlers and street fighters.

Ground Fighting - The criminal feels quite at home fighting on the ground and employs good tactics to nullify the disadvantage. Gets a +2 edge when it gets down and dirty for a bit of roll around wrestling and only a -2 drag against stand up opponents when knocked down. Available to wrestlers and street fighters.

Cut Throat - The felon knows where to stick a blade for optimal effect and has probably killed for a price or survival in the can. The criminal picks a favorite spot like the throat, heart or groin and is able to still access that option if the injury total is up to 5 points below the required total.

Back Stab - This only works after a successful creep puts the criminal right behind her victim. Then either the heart or kidney areas can be accessed even if the injury total is upto 10 points below the required total.

Disarm - The criminal has a knack for knuckle rapping an opponent with a bat or slashing a thumb tendon with a blade. All disarm options can still be accessed if the injury total is one option below.

Stun - The felon knows how to drop a guy with a bat without having to bash his skull in. By going for the soft sweet points like the back of the neck, thigh and solar plexus the criminal can reduce IP's by a third and increase trauma values by 2 points. Available to batters only.



Factor

Attacked from behind
Making an attack to the rear
Attack from the side
Prone target
On top of target on the ground
Target being held by throat/in headlock etc.
Kicking up from the ground
Punching in confined space
Using a bat in confined space
Using a knife in a confined space
Fighting in an exhausted state
Mildly sedated
Stoned or drunk
Fighting blind
Fighting encumbered
Two against one
Fighting on slippery surface
Fighting in a stunned delirious state
Small reach disadvantage
Considerable reach disadvantage
Being partially held/restrained
Target held for separate person to attack
Target unconscious/incapacitated
Hesitant fighter
Victim is totally surprised
Trying to do two things at once

Modifier

-6 positional disadvantage
-3 positional disadvantage
-2 positional disadvantage
-6 positional disadvantage
-4 positional disadvantage
-3 positional disadvantage
-3 positional disadvantage
-3 defense, half damage
-3 positional disadvantage
-3 positional disadvantage to victim
-3 drag to attack
-2 drag
-5 drag
-9 drag to attack
-3 drag to attack
-3 positional disadvantage with both
-2 drag to attack
-2 drag to attack
-2 positional disadvantage
-4 positional disadvantage
-2 positional disadvantage
-4 positional disadvantage
-6 protection score
-1 drag attack
-6 protection against first attack slot
-3 drag to protection

Effectiveness

Every type of attack has a strength rating which is a measure of how powerful it is in terms of its potential to cause injury. The lower the number the greater the chance the weapon has to cause further injury with additional 1d20 rolls.

For instance most hand to hand techniques start at a standard 16 strength rating and this number needs to be equalled or exceeded for an additional damage roll to be made. This primary effectiveness rating can then be modified by tentative attacks to 20, homicidal attacks to 12, and by the criminal's hurt modifier. A baseball bat gives the thug wielding it a 12 effectiveness rating, whereas a smaller Billy club would only provide a 16 attack advantage. Best go for the bigger bat when ya don't want to be messing around, but messing ya victim up. (EFF)

The second number alongside this number is the weapons secondary effectiveness and is only a concern on the second 1d20 injury roll. If this number is equalled or exceeded then a third and last 1d20 roll is made. Secondary effectiveness is always 50% less than the weapons primary effectiveness.

For example our thug Solomon Brown has a +10 hurt modifier. His standard effectiveness for a hard street fighting attack is 6.

Positive And Negative Effectiveness

Feather fisted wimps and sledge hammer swinging steroid monsters can have negative effectiveness ratings of over 20 and positive values below 1. Positive values automatically gain additional 1d20 injury rolls whereas negative values are barred from additional



injury rolls.

Trauma Values

Not all blunt attacks have the same concussive effect. A stiff jab or slap may split a dudes lip but when is the last time you saw one put him on the seat of his pants. High kicks and blackjacks sing sweeter lullabies and get higher trauma values attached to the injury that they cause as a result. (TV)

Handling Weapons

Heavier weapons like pickaxe handles and shovels need a measure of strength to control and use them properly. Most chicks and geeks don't have the muscle to swing a sledgehammer about. The risk penalties should increase by 2 points when the wielder falls below the required strength requirement and the effectiveness of the weapon is reduced by 2 points. Those having the necessary power get the listed stats for using such weapons. The powerhouses of the criminal fraternity that exceed the necessary strength requirement by 1 point have the drags for risk and slot costs reduced to a minimum of 1 for each level above. (HD)

Risk

Some weapons like the chainsaw can be nearly as dangerous to the attacker as they are to the victim. When any miss occurs apply the risk modifier to the total to see if there is a bit of self-mutilation. (RK)

The enforcer wants to knee the chump in the balls, which requires a +25 success on the street fighting chart. He elects to go for a 5 slot homicidal attack, which gives him a +2 attack edge. The chump is going for a full protection, which gives him a +6 to his protection. The enforcer now needs an 11 to start putting the hurt on the chump. He gets a 16 for a 5 point full success which means the injury total will only be multiplied by x1. The homicidal attack effectiveness is 12 for street fighting but this is increased to 9 by a +3 hurt modifier. The enforcer rolls a 15 on the injury roll

and gets to roll a further injury roll. A 14 is rolled for a +29 total and the enforcer grabs hold of the chump and sinks a hard knee strike into his groin.

Tactics - Rule number 1 always be looking for an edge.

Firstly be first. While the other punk is still dissing yo mama get right down to it and unload on him big style. This could give yo criminal all the edge he be needing to take the jive ass punk out.

Load up and sucker punch the scumbag when he ain't looking. Cold cocking him from the blindside can mean its over before its begun. Use creep to do the dirty and go for a home run with the bat, or use conceal to offer the fool a smoke before cleaning his clock with a sneaky uppercut. Impose a -6 protection on him for complete surprise, if he don't know what you're about, and have a free attack slot before the usual reaction speeds are decided with reaction bonuses applied. Or if he knows your intentions but ain't standing where he should be, enjoy inflicting drags for side attack at -2 or -6 for coming up behind. Spend an additional two slots for a homicidal attack adding +4 to the standard effectiveness of the weapon when really driving in a knife to its hilt, hitting into the bleachers with pick axe handle, or kicking a field goal with some low life's head.



Go for the other guy's nuts with a low blow to drop him like a stone. It doesn't really need saying but the groin is a particularly painful area to get hit and receives a higher stun value than equivalent or even higher injuries.



Slamming. Grab a chump and using all your power ram or swing him into the nearest wall, telephone pole or any available hard object. Add or subtract IP damage according to the slamming material.

Light balsa wood frame -2.

Plasterboard wall -1.

Hard wood tree +0.

Brick Wall +1.

Fire hydrant +2.

Don't carry a punch then go for the eyes, as blind men can't fight. Stick your fingers in and gouge for a reputation as a real dirty street fighter. Achieve the required success level and the victim's eyes blink and water uncontrollably for a big, big drag to hit you back.

Improvise. Sipping a cold one at the bar when some punk hassles you, crack the top off the glass and stick the jagged rim in his face before he can dig out his blade. To break the glass right without severing a finger make a blade test against a difficulty of -3. The better the result the better the weapon. Failures can mean the glass is obliterated or dropped or at worse shreds your hand. Similarly get creative and use fountain pens, house bricks and corkscrews or what ever else comes to hand.

Dirt bag's got a tool and you don't, best take it off him before you're pushing yo guts back into your stomach. A disarm can be performed in two ways. Firstly by stunning the weapon arm with a hard strike which is very chancy, or secondly by grabbing the weapon arm and twisting it up against a joint so that a break or strain is caused. When up against it in this way look for the disarm options on combat chart.

Manipulation attacks are very painful and stuns are higher than their injury equivalent.

Note: Injury loss cannot exceed battered. When this is reached the joint is broken and

cannot be damaged any further. Any breakage automatically means the weapon is dropped.

Scarface shower scene, brrrrmmmm, brrrrrrmmmm cocaine cowboys and backwoodsmen have a fondness for chainsaws. Used for dismembering an evidential problem or just plain dismembering if your criminal's gone loco. The buzzing teeth of the saw can cut flesh and bone with little effort provided the wielder has the strength to control it. Just there success will cause one off slash wounds to the victim. However once the target is fixed on with a full hit success the wielder can continue pushing the saw through its path at a +5 edge to hit, causing further injury until either the victim loses a limb or manages to successfully evade the saw. Chainsaws can very easily flip back or slip harming the wielder where a screw up fail is rolled to strike.

When your criminal is having the life choked out of him by some 270 pound Gorilla in a tuxedo its time to throw the rules out of the window and turn cannibal. Find the nearest available piece of flesh and chomp down like a pit bull. Eyebrows, ears, forearms and fingers or tender nipples all cause excruciating pain and horrified alarm when chewed. The victim has to make a balls test at difficulty 9 to take the pain and primordial panic that being eaten arouses. Failures will mean automatic release from whatever hold, or positional disadvantage the criminal is in. Hit locations should be specific like the forearm for a figure four chokehold and the fingers or torso area for a headlock. These are made at varying drags depending on the positional disadvantage that the criminal is in. Injury must be inflicted for to kick in and once a bite is on no further hit rolls are required. Continued assault choking the criminal out or battering him senseless is the only option as mercy in Dog Town is in short supply. The horror factor of being bitten can freak some dudes out, and make them think twice about mixing it up close with an animal.





Strangling techniques if applied with firm quickness can be very effective in making your victim go limp. Strangles cut off the blood supply to the head by restricting the carotid artery and jugular vein, thus starving the brain of oxygen. Unconsciousness arrives very quickly and death soon after if the pressure is maintained. Rope, ties, forearms, t-shirt collars, leg wraps or bare hands can be used to bring about a strangle.

A chokehold needs to be made on the fighting chart to set the technique up. In the next slot of action the strangle is applied with edges and drags derived from the result on the chart. Failures up to a screw up do not mean that the victim has escaped, but that no effective pressure was applied in that attack. Screw up and backfire failures mean that the attacker has done exactly that and allowed the victim to slip out of the

strangle. The victim may also use slots to make grapple rolls to find an escape option on their fighting chart. For each round the strangle is in effect the standard strength of the attack with whatever modifier for that particular strangle is matched against victims trauma resistance. This increases from -3/0/3/6/9/12/15/18 each successful round as it becomes more difficult to resist the continued pressure. The difference with strangles however is that actual bodily harm is not done. Deduct 1 toughness point for every level of failure until the victim's toughness attribute is reduced to -3. When this happens the victim loses consciousness and will die if continued pressure is applied reducing the toughness attribute to -10. During this time should the strangle be taken off the victim will recover fully and will regain consciousness at a rate of 1 point a round until he recovers the number of points needed to get the toughness stat back to -2 points.

When using a garrote made of cheese wire that is capable of cutting into the skin deduct a standard 6 IP's a round plus success modifiers for outstanding and perfect leverages to cause actual injury as well as strangulation.

Lastly when you get a guy on the hook keep him there. Don't let up until his face is mush. If he goes down finish him off so that he don't get back up again using the prone attack options (PAO) on combat charts. Then think about the payback, will there be any, or will he shake every time he hears your name. If the former is the answer wrap it up there and then and pay him in full.



Blunt Weapons Chart

TOOL	EFF.	RE.	HD.	RK.	H.C	B.K	S.C
Stick	23	MD	-2	0	+0	-4	3
Truncheon	18/19	MD	-2	0	+0	-2	3
Pool Cue	19/20	LG	-2	0	+1	-1	3
Cosh / Blackjack	18/19	CL	-2	0	+0	No	3
Steel Pinned Nightstick	16/18	MD	-2	0	+1	-1	3
Softball Bat	16/18	LG	-2	+1	+0	-2	3
Baseball Bat	12/16	LG	-1	+3	+1	-2	4
Pickaxe Handle	11/16	LG	-1	+3	+1	-2	4
Small Jemmy	14/17	MD	-2	0	+0	-4	4
Lead Pipe	16/18	MD	-2	0	+0	-2	3
Solid Iron Bar	13/17	MD	-1	+1	+0	-3	4
Crow Bar	12/16	MD	-2	+1	+0	-1	4
Small Hammer	12/16	MD	-2	+1	+0	-2	3
Large Ball peen Hammer	8/14	MD	-1	+2	-1	-2	4
Heavy Spanner/Wrench	13/17	MD	-2	+1	+0	-1	3
8lbs Sledge Hammer	2/11	LG	1	+5	-3	-4	6
Heavy Flashlight	18/19	MD	-2	0	+0	-3	3
Tyre Iron	14/17	MD	-2	+1	+1	-1	3
House Brick	15/18	ST	-2	+2	-3	-4	4
Side Handled Baton	18/19	MD	-2	+1	+0	+2	3
Telescopic Steel Baton	13/17	MD	-2	0	+1	0	3
Golf Club	15/18	LG	-1	+1	-1	-3	3
Fire Extinguisher	16/18	MD	-1	+3	-2	-2	3
Trash Can Lid	22	CL	-2	0	-1	+3	3
Steel Pole	8/14	VLG	0	+4	+5	-1	4/3
Marble Ashtray	14/17	CL	-2	+1	-1	-4	4
Pistol Butt	17/18	CL	-2	-2	+0	-4	3

Punch Weapons

TOOL	EFF.	RE.	HD.	RK.	H.C	BK.	SC.
Knuckle Duster	+4	CL	-2	-1	+2	+0	As Punch

ChOP Chart (Employs Batting Skill)

TOOL	EFF.	RE.	HD.	RK.	H.C	BK.	SC.
Machete	11/16	LG	-1	+1	+1	+0	3
Shovel	8/14	VLG	0	+2	-1	-3	3
Meat cleaver	10/15	MD	-1	+1	+0	-1	3
Hand axe	10/15	MD	-1	+2	+0	-1	3
Saber	7/14	LG	-1	+2	+1	+1	3
Samurai sword	3/12	LG	-1	+2	+1	+1	4
Two Handed Fireman's axe	5/13	LG	0	+2	-1	-3	5
Chainsaw	5/13	LG	-1	+5	-2	-2	4



Stab and Slash Chart

TOOI	EFF.	RE.	HD.	RK.	H.C	BK.	SC.
Cut throat razor	19/20	CL	-2	0	-1	-4	2
Scalpel	19/20	CL	-2	0	+0	-4	2
Pocket knife	17/19	CL	-2	0	+0	-3	2
Switchblade	14/17	CL	-2	0	+0	-4	2
Ice pick (drinks ice)	16/18	CL	-2	0	+0	-4	2
Screwdriver	19/20	CL	-2	0	+0	-3	2
Fountain Pen	25	CL	-2	0	-1	-4	2
Corkscrew	23	CL	-2	0	-1	-4	2
Kitchen knife	15/18	CL	-2	0	+0	-2	2
Butchers Knife	13/17	MD	-2	0	+0	-2	2
Bowie Knife	11/16	MD	-1	0	+0	-2	2
Hooked Knife	16/18	CL	-2	0	+0	-1	2
Outdoor ice pick	8/14	MD	-1	+2	+0	-2	3
Broken bottle	19/20	CL	-2	+4	-1	-4	2
Old war bayonet	10/15	MD	-1	+1	+1	+0	2
Fencing Foil	11/16	LG	-1	+1	+2	+1	2

Stab and Slash Injuries

Counters

- 30 Rolling inside a lunge the defender uses his momentum to deliver a short heart stopping stab between the ribs. Death is immediate.
- 29 With great skill and timing the defender parries an incoming thrust inwards, whilst simultaneously moving in and hooking a vicious thrust around the extended weapon arm, and then driving it through the windpipe in an upward and outward motion out the back of the neck, carving a path of carnage. Death is pretty much immediate and very messy.
- 28 Moving into the attacker's thrust the defender hooks the weapon arm trapping it at the elbow close into his side. The defender then closes the hug with a roundhouse stab to the attacker's kidneys and back of head.
40IP, TV 8, PD -2. Blood loss 1 IP every min.
- 27 Moving into the attacker's thrust the defender hooks the weapon arm trapping it at the elbow close to his side. The defender then drives the blade deep into the attacker's guts and with a violent yank rips it through the attacker's intestines.
30 IP, TV 6, PD -3. Blood loss 1 IP every min.
- 26 The defender gracefully pivots away from an attack and comes back at the attacker with a spinning backhand slash that cuts deeply into the side of the attacker's neck severing the jugular and pumping blood in all directions.
18 IP, TV 3, PD -3. Blood loss 3 IP every minute. (Back Attack Option)
- 25 The defender spectacularly drops under the attacker's thrust and grabbing his outstretched arm while simultaneously performing a short penetrating stab to the attacker's groin that cuts the femoral artery spraying all with blood.
15 IP, TV 3. Blood loss 2 IP every min.
- 24 Ducking under a slow high thrust the defender punches his blade deep into the attacker's guts.
20 IP, TV 3. Blood loss 1 IP every 2 min.
- 23 A downward stab is blocked at the wrist by the blade of the defender's weapon, cutting through tendons, and following through with a nasty downward slash to the neck. Weapon dropped.
9 IP, TV 2. Blood loss 1 IP every 5 min. (Disarm)
- 22 The attacker recklessly dives in to stab the defender who manages to deflect the blow upwards and into the attacker's eye, skewering it on the tip of the blade. Partially blinded.
8 IP, TV 8, Offset loses 1 slot. Blood Loss 1 IP every 5 min



- 21 The attacker grabs the defender by the chest to set the defender up for a strike, however the strike is deflected and the attacker stabs himself through his forearm, tearing muscle and hitting the bone.
5 IP, TV 1. Blood loss 1 IP every 5 min.
- 20 The attacker wrong foots himself and stumbles into the defender hitting him with his fist and deflecting the blade back to impale himself through the cheek.
4IP, TV 3, Offset loses 2 slots. Blood loss 1 IP every 10 min.
- 19 The attacker wildly misses and follows through too far stabbing himself deeply in the thigh.
3 IP, TV 0. Blood loss 1 IP every 10 min.
- 18 The attacker signposts a lunge and the defender pivots like a matador to the right of the attack and sticks him quickly in the hamstring muscle.
2 IP, TV 0, Offset loses 1 slot.
- 17 The defender is grabbed by the hair to pull him onto a neck stab but adeptly slashes the attacker's forearm to break free.
1.5 IP, TV -1. (Escape)
- 16 The defender skilfully parries a lunging attack by spearing the attacker's weapon hand between the knuckles. Weapon dropped.
1 IP, TV -1. (Disarm)
- 14 The attacker over-extends slips and falls to his knees.
PD -4, Offset loses 2 slots.
- 13 The attacker lunges forward like a fencer and strains a groin muscle.
1 IP, TV -2, Offset loses 2 slots.
- 12 The attacker over-extends and strains a shoulder muscle.
1 IP, TV -2, Offset loses 1 slot.
- 10 Attacker follows through too far on a wild attack and leaves himself side on and vulnerable to the defender.
PD -2, Offset loses 1 slot.
- 9 Attacker stumbles badly and almost falls over.
Offset loses 2 slots.

Failures

- 8 Attacker is frustrated and aborts the attack half way through.
- 7 Attacker makes a wild swipe that only hits air.
- 6 The defender confuses the attacker into missing his opportunity to attack.
- 5 The defender feigns an attack that puts the attacker off.
- 4 The defender ducks to the side as the attackers blade narrowly misses nicking his ear.
- 3 The defender is hit in the arm by the flat of the blade.
- 2 A stab spears and tears the pocket of the defenders trousers.
- 1 The tip of the attackers blade digs less than half a centimeter into the blocking palm of the defender.

Hurt

- +1 The attacker closes in on the defender with a backhand slash aimed for the face. The defender unable to pull back in time takes a deep defensive wound to the palm of the shielding free hand.
0.5 IP, TV -3.
- +4 A thrusting type slash catches the defender in the nostril as he is pulling away from the attack. The nostril is painfully ripped open in an eruption of blood.
1 IP, TV 0.
- +5 The attacker stabs through the thumb of a shielding hand damaging the tendon.
1.5 IP, TV -3.
- +7 A slash attack opens a 3 inch long cut across the forehead that weeps blood into the eyes of the defender.
1.5 IP, TV -3, -1 blood drag on violence and protection.
- +8 A stab to the upper arm penetrates the muscle.
2 IP, TV -3. Blood loss 1 IP every 10 min.
- +10 A downward slash cuts the nipple in half in 5 inch long laceration wound.
2.5 IP, TV -2. Blood loss 1 IP every 10 min.
- +12 The attacker gets in close and low delivering two short stabs to the defender's thigh and side that cut into only muscle and flesh causing minor wounds.
3.5 IP, TV -3. Blood loss 1 IP every 10 min.



- SA** The defender is grabbed by the hair to pull him onto a neck stab but adeptly slashes the attacker's forearm to break free.
1.5 IP, TV -1. (Escape)
- +14** The attacker punctures the defender through the cheek slicing his tongue open.
4 IP, TV -1. Blood loss 1 IP every 10 min.
- +16** A downward slash cuts a good portion of the ear off and carries through splitting the trapezium muscle open.
4.5 IP, TV -2. Blood loss 1 IP every 10 min.
- SA** The attacker spins around and slashes the victim across the cheek inflicting a long deep cut.
3 IP, TV -2. Blood Loss 1 IP every 10 min. (Back Attack Option)
- +18** The attacker stabs straight through the defender's forearm chipping the bone and cutting through muscle as it is yanked free.
5 IP, TV -1. Blood loss 1 IP every 5 min.
- SA** From a prone position the attacker dives forward and skewers the victim's Achilles tendon before ripping the blade out in a spurt of blood.
4 IP, TV -1, Offset loses 2 slots. Blood loss 1 IP every 10 min. (Ground Attack Option Only)
- +20** The attacker crouches his way in and delivers a short 1 inch stab wound to the abdomen that punctures the stomach wall.
6.5 IP, TV -2. Blood loss 1 IP every 2 min.
- +22** The attacker lunges in with two long jabbing type stabs that dig nearly an inch deep into the pectoral muscle and shoulder of the defender.
7.5 IP, TV -2. Blood loss 1 IP every 5 min.
- +24** The attacker and defender collide in attacks with the attacker turning the defender to the side with his free hand and driving the blade into the side of the exposed thigh right up to the hilt.
8 IP, TV -1, Offset loses 1 slot. Blood loss 1 IP every 5 min.
- +26** The attacker audaciously hooks the defender's weapon arm to his side with his free hand as he comes in low and gets the defender with three short stabs to the thigh.
8.5 IP, TV -2, PD -3. Blood loss 1 IP every 2 min. (Hold)
- +27** The attacker darts in with two tightly delivered forehand and backhand slashes to the defender's abdomen that leave gaping and copiously bleeding wounds.
9 IP, TV -1. Blood loss 1 IP every 2 min.
- SA** Facing away from the victim the attacker looks back and stabs behind him driving the blade deep into the muscle of the victim's right thigh.
4 IP, TV -1, Offset loses 1 slot. Blood loss 1 IP every 10 min. (Back Attack Option)
- +29** In a determined attack the defender is stabbed through the bicep cutting the brachial artery and through the side narrowly missing the liver.
10 IP, TV -1, Offset loses 1 slot. Blood loss 1 IP every 1 min.
- +30** In a downward stab the defender is skewered through the shoulder to the hilt causing considerably muscle bone and circulatory damage.
12 IP, TV 0. Blood loss 1 IP every 2 min.
- +31** In a daring move the attacker lunges over the guard of the defender's weapon arm and gashes him the length of his forearm before continuing with a deep wound through the elbow that cuts the brachial artery. A savage stab to the abdomen finishes a good attack.
14 IP, TV 0, Offset loses 1 slot. Blood loss 1 IP every 1 min.
- +32** A savage downward stab to the thigh just above the knee, almost severs the leg from the vicious ripping action in which it is removed from inside the leg. The victim collapses.
14 IP, TV 1, Offset loses 3 slots, PD - 6. Blood loss 1 IP every 5 min.
- +34** Two fast downward stabs slice into the defender's shoulder and neck.
15 IP, TV 0. Blood loss 1 IP every 2 min.
- +36** A powerful downward stab pierces the chest muscles and punctures a lung and as the attacker with draws the blade he pushes the defender off balance.
17 IP, TV 1, Offset loses 2 slots. Blood loss 1 IP every 2 min.
- +38** An arcing slash attack cuts the eye of the defender out of its socket.
10 IP, TV 5, Offset loses 2 slots. Blood loss 1 IP every 5 min, -2 protection.
- +39** A deep devastating stab to the abdomen doubles the defender inflicting serious intestinal damage and blood loss.
21 IP, TV 3, Offset loses 1 slot. Blood loss 1 IP every 1 min.
- SA** From a prone position the attacker lunges upward and hugs the victim around the waist



whilst simultaneously plunging the blade into the lower abdomen, where it is ripped upwards and across inflicting internal carnage. The victim recoils away from the attacker holding onto his spilling entrails.

26 IP, TV 4, Offset loses 2 slots. Blood Loss 1IP every min. (Ground Attack Option Only)

- +41** In a powerful thrust attack the blade embeds itself dangerously deep into the defender's side causing serious internal injuries to the liver and lower intestines.
24 IP, TV 3. Blood loss 1 IP every 1 min.
- +43** Swiftly grabbing the opponent by the throat the opponent is pushed upward and back and stabbed three times in the stomach and chest by the charging attacker inflicting substantial internal injuries.
27 IP, TV 2. Blood loss 1 IP every 1 min.
- +44** An upward slash cuts through the groin and severs the femoral artery.
20 IP, TV 1. Blood loss 3 IP every min.
- SA** The attacker delivers a vicious backhand slash that slices the victim's throat wide open in a fountain of blood. Victim gurgles helplessly as copious amounts of the red stuff pumps through his desperately clawing hands.
25 IP, TV 2, Offset loses 1 slot. Blood loss 3 IP every min. (Back Attack Option only)
- +46** The opponent has the back of his head yanked down exposing his throat to three short and furious stabs that cut the carotid artery in a gush of blood.
28 IP, TV 3, PD-2. Blood loss 3 IP every min.
- +48** An upward backhand slash cuts through the groin and severs the femoral artery, then the blade with a deft turn of the wrist is seamlessly driven deep into the sternum.
32 IP, TV 5, offset loses of 1 slot. Blood loss 3 IP every min.
- +50** A vicious thrust pierces a vulnerable area just underneath the jaw and allows the blade to travel easily to the base of the brain.
41 IP, TV 17. Blood loss 1 IP every min.
- +52** The attacker maneuvers himself around to the side of the opponent and stabs him three times in the kidneys.
46 IP, TV 5, PD -2. Blood loss 1 IP every min.
- +55** The opponent's head is dragged down in preparation for a downward stab that goes right through the base of the head severing the spinal column. Opponent collapses, twitches and is now about as much use as a cabbage.
44 IP, TV 15. Blood loss 1 IP every 1 min.
- +59** An awesome attack splits the skull and embeds the blade too deep into the defenders brain for him to live. Defender dodders, falls and twitches for a few rounds before expiring.
- +66** A powerful downward thrust cuts through the muscle and sinew of the chest and finds the heart. Death is immediate.
- +75** An upward driving thrust separates two ribs and pierces the heart. Death is immediate.

Blunt Trauma Injuries

Counters

- 30** The defender having watched too many Kung Foo movies jumps over a low swinging knee strike, and with the downward momentum executes a brutal blow to the attacker's head that caves his skull in like if it were a chocolate Easter egg. Attacker's last thought before the big switch off is "What the fu".
- 29** An outward diverting parry to the right sets up an awesome backhand strike to the neck that crushes the attacker's windpipe, the throat swells and the victim chokes to death, clawing panic struck at his throat in a desperate effort to breathe. Death takes toughness score x rounds to calm the victim. Patch up difficulty 10 to save with tracheotomy.
- 28** An impressive dodge to the left of a lame shot sets up the defender for a furious side on blow to the chest causing massive trauma and ruptures the aorta artery.
20 IP, TV 7, Offset loses 1 slot. Blood loss 1 IP per min.



- 27 A high block provides the ideal positioning for a skull shaking downward counter strike to the top of the attacker's head that causes a hairline fracture.
17 IP, TV 8, Offset loss of 1 slot.
- 26 The defender daringly steps to the outside of the attack at the last second and whips in a rib breaking counter strike that doubles the attacker.
8.5 IP, TV 6, PD -3, Offset loses 2 slots.
- 25 A side step to an over enthusiastic lunge by the attacker leaves him in a favorable position behind the attacker in which to wrap the shaft of his weapon around his throat. He is then violently yanked backwards off his feet into a sitting position, where the defender applies an upward lifting choke with his knee against the attackers shoulder.
1 IP, PD -6, +4 to choke attempts. (Hold)
- 24 A clever looping parry to a high attack naturally allows the defender to follow through and shatter the attacker's knee cap. Attacker hits the deck cursing loudly.
5 IP, TV 7, PD -6, Offset loses 3 slots.
- 23 The defender pirouettes around the outside of the attacker's strike and using this spinning momentum delivers a devastating blow to the base of the spine that jolts the attacker forward.
5 IP, TV 4, PD -3, Offset loses 3 slots.
- 22 The attacker spends too much time winding up for an attack and is spectacularly intercepted by a straight and jolting pre-emptive strike to the face that turns his mouth into a gaping hole of bloody pulp.
4 IP, TV 5, Offset loses 1 slot.
- 21 A diverting parrying to the attacker's left sets up a quick counter strike to the side of the head that mashes the cartilage of the ear.
3 IP, TV 3.
- 20 The attacker's strike is intercepted by a lighting strike to the weapon hand that breaks three fingers and causes the weapon to be dropped.
2 IP, TV 0. (Disarm)
- 19 A stiff block to a weak attack rebounds the attacker's weapon into his eye, splitting the brow, blood shooting the eye and swelling it like a plum.
1.5 IP, TV 1, Offset loses 1 slot.
- 18 In his eagerness to brain the defender the attacker swings too hard and in the momentum from the follow through embarrassingly falls head over heels.
0.5 IP, TV -3, PD -6, Offset loses 3 slots.
- 17 The attacker's blow is parried by a central block and then diverted to the side providing the ideal opportunity for a hard knee strike to the groin.
1 IP, TV 3.
- SA A very hard parry with a clever twisting action at the end sends the attacker's weapon several feet into the air. (Disarm)
- 14 The attacker's blow is parried by a central block and then diverted to the side providing an ideal opportunity for a short head butt to the bridge of the nose.
1 IP, TV 2.
- 12 The attacker puts too much force into a missed strike and pulls a muscle in his shoulder.
1 IP, TV -2, Offset loses 1 slot.
- 11 The defender reads the signposted attack and skips to the side leaving the attacker hitting air and at a side on disadvantage.
PD -2, Offset loses 1 slot.
- 9 The attacker misjudges a charging swing and rebounds off the defender almost losing his balance.
Offset loses 2 slots.

MISSSES

- 8 The attacker is frustrated and aborts the attack half way through.
- 7 The attacker looks like he's swatting at flies as he's in no danger of hitting anyone.
- 6 The attacker miss times a charging attack colliding with the defender before he swings.
- 5 Good footwork causes the attacker to swing at a target that isn't there.
- 4 The defender feels the whoosh of the strike as it comes within 3 inches of hitting him in the chops.



- 3 The defender gets clipped across the top of the head but soaks it up.
- 2 The defender gets hit in the upper arm with the base of the weapon.
- 1 The defender takes a poke to the guts but toughens it out.

HURT

- +1 A solid strike to the thigh wobbles the leg and brings up a huge bruise to boot.
0.5 IP, TV -3.
- +4 Forehand and backhand blows strike each of the victim's arms inflicting nasty bruising.
1 IP, TV -3.
- +6 A stray shot strikes the victim's shinbone bruising the bone.
1 IP, TV 0.
- +7 A hard strike to the side painfully bruises the victim's hip.
1.5 IP, TV -1.
- +9 The attacker steps forward and then to the side bringing the swing of the weapon through the guard of the defender, splatting his nose across his face.
2IP, TV 3, Offset loses 1 slot.
- +11 From in close the attacker delivers a hard poke to the sternum and a teeth shuddering flip up strike to underneath the jaw that violently snaps the victim's head back.
2.5 IP, TV 3, Offset loses 1 slot.
- +12 The attacker steps forward and then to the side bringing the swing of the weapon violently head on with the victim's torso causing him to lift in the air and bend.
3 IP, TV 2, Offset loses 2 slots.
- +14 A mean downward strike fractures the left forearm of the victim.
3.5 IP, TV 3.
- SA The attacker wrestles free by delivering a hard poke to the sternum and a teeth shuddering flip up strike to underneath the jaw that violently snaps the victim's head back.
2.5 IP, TV 3, Offset loses 1 slot. (Escape)
- +16 A savage blow to the kneecap dislocates it, comically hobbling the victim.
3.5 IP, TV 4, Offset loses 2 slots.
- SA The attacker spins around and bashes the victim across the side of the head splitting his scalp and crushing the cartilage of his ear.
2 IP, TV 0, offset loses 1 slot. (Back Attack Option)
- +18 The end of the weapon connects with the windpipe of the victim causing his throat to inflame and involuntary spasm in a coughing fit.
4 IP, TV 4, Offset loses 2 slots.
- SA The attacker lying on his side reaches forward and hammers the foot of the victim crushing several small bones in the foot. The victim hops and backs off from attacker.
3 IP, TV 2, Offset loses 2 slots. (Ground Attack Option Only)
- +19 A powerful downward blow strikes the left shoulder and pops it out of its socket.
4.5 IP, TV 3, Offset loses 1 slot.
- +21 A straight punch of a blow has the clout to turn the victim's mouth into a bloody and jagged mess.
5 IP, TV 5, Offset loses 1 slot.
- +23 A venomous arcing swing busts the jaw of the victim and knocks him off balance.
5.5 IP, TV 6, Offset loses 2 slots.
- SA The attacker from a back facing position whips a shuddering upward backhand blow to underneath the jaw of the victim that snaps his head back and sends him reeling. Jaw is broken and tongue is split open against the teeth.
6 IP, TV 6, Offset loses 2 slots. (Back Attack Option Only)
- +25 An upward arcing swing cracks three ribs and bends the victim double.
6 IP, TV 5, Offset loses 1 slot.
- SA The attacker spins on his ass like a break-dancer to deliver a vicious smash to the victim's kneecap that folds him like a bad hand of cards.
5 IP, TV 5, PD -6, Offset loses 3 slots. (Ground Attack Option Only)
- +27 A vicious diagonal blow strikes the victim's cheekbone and fractures the eye socket.
7 IP, TV 6, Offset loses 1 slot.
- SA Facing away the attacker turns and whips back a malicious upward swing into the groin of the victim inflicting excruciating pain and a ruptured testicle.
8 IP, TV 11, Offset loses 1 slot. Blood loss 1 IP every 10 min. (Back Attack Option Only)



- +29** A jarring overhead strike hits the victim in the back of the neck as he ducks to avoid it.
6 IP, TV 9, Offset loses 1 slot.
- +31** Two dynamite chopping blows to the leg snap the thighbone out of the leg and drop victim in a screaming heap.
8 IP, TV 7, PD -6, Offset loses 3 slots.
- +33** A brutal upward strike to the groin ruptures a testicle causing internal bleeding.
8 IP, TV 10. Blood loss 1 IP every 10 min.
- +35** A traumatizing strike to the left thigh is quickly followed up with a brutal bone breaking strike to the left arm at the elbow joint.
9.5 IP, TV 7, Offset loses 2 slots.
- +37** A hard blow to the shoulder turns the victim onto a disc popping follow up blow to base of the spine that knocks him to the side.
10 IP, TV 6, Offset loses 2 slots.
- +38** Hard forehand and backhand blows crash into the side of the victim's head mashing a cheekbone and splitting the scalp open over a large lumpy bruise.
11 IP, TV 8, Offset loses 2 slots.
- +40** A brutal barrage of forehand and backhand blows damages the left knee joint, breaks three fingers of the left hand and cracks into the right temple sending the head flying across the victim's shoulders.
13 IP, TV 10, Offset loses 2 slots.
- +42** An incredibly hard downward arcing blow slams into the victim's abdomen rupturing the spleen. The victim cringes and totters backwards.
14 IP, TV 7, Offset loses 2 slots. Blood loss 1 IP every 5 min.
- +44** A series of severe blows bruise the left hipbone, break the right forearm, chip the left elbow and break two ribs on the right side.
17 IP, TV 10, Offset loses 2 slots.
- +46** A perfectly delivered blow breaks a hip before smashing the victim's pelvis causing serious complications. Victim is knocked prone.
20 IP, TV 9, PD -6. Offset loses 3 slots.
- +47** A brutal blow to the side caves the ribcage and punctures a lung.
24 IP, TV 12, Offset loses 2 slots.
- +49** A home run of a hit caves in the left side of the victim's face breaking the jaw and cheek bones in several places and causing permanent nerve damage. Victim is sent reeling.
22 IP, TV 15, Offset loses 3 slots.
- +51** The attacker steps to the side and puts his weight behind a brutal strike to the abdomen, which is followed up by a reverse spinning attack bringing the weapon around the victim for a sadistic blow to the kidneys.
25 IP, TV 12, Offset loses 2 slots. Blood Loss 1 IP every 10 min.
- +52** A vicious roundhouse blow to the neck causes spinal damage that results in temporary paralysis. The victim collapses in an untidy heap and stares up alarmed at his attacker.
20 IP.
- +54** The attacker rushes in and nails the defender with an excruciating upward golf type swing strike to the groin followed by a skull splitting downward blow to the top of the doubled up victims head. Testicles ruptured and skull fractured.
35 IP, TV 16, Offset loses 2 slots. Blood loss 1 IP every 15 min.
- +57** A furious side on blow to the chest causes massive trauma and ruptures the aorta artery.
25 IP, TV 13, Offset loses 2 slots. Blood loss 1 IP every min.
- +60** The victim is seized by the throat and savagely bludgeoned about the head causing massive cerebral haemorrhaging.
40 IP, TV 16, PD -2. Blood loss 1 IP per min.
- +64** An awesome strike to the neck crushes the victim's windpipe, the throat swells and the victim chokes to death, clawing panic struck at his throat in a desperate effort to breathe. Death takes toughness score x rounds to calm the victim. Patch up difficulty 15 to save with tracheotomy. If successful 23 IP.
- +68** An awesomely delivered strike to the chest ruptures the heart. The victim sinks to his knees with a look of strained anguish on his face before pitching forward onto his face. Death arrives quickly.
- +75** An explosive downward strike breaks the victim's head open like a breakfast egg. The victim hits the ground like a discarded puppet, fragments of skull sliding in the slimy gunk of his cranial fluid as it forms in a puddle beneath the head of his spread-eagled body. Death is swift.



Chop Injuries

Counters

- 30 The defender deftly steps back from a clumsy attack and executes an awesome overhead blow splitting the head in two down the middle, and leaving the weapon stuck in the victim's neck. I.D by fingerprints.
- 29 The defender gracefully pivots away from an attack and comes back at the attacker with a spinning backhand slash that cuts deeply into the side of the attacker's neck severing the jugular and pumping blood in all directions.
18 IP, TV 3, PD -2. Blood loss 3 IP every minute. (Back Attack Option)
- 28 The defender steps to the side and delivers a shocking blow through the mouth of the attacker and right up to the hinge of the jaw splitting his mouth open like a muppets. The edge of the weapon intrudes into the base of the brain and fucks it up somewhat causing a temporary paralysis that will take some time and rehabilitation to get over.
26 IP, TV 13 to stay conscious but still paralyzed. PD -6. Blood loss 1 IP every min.
- 27 After spoiling an attack the defender creates the space to punch in a snappy blow to the head that is serious enough to split the bridge of victim's nose in an explosion of blood, inflict a hairline fracture of the skull and a minor contusion to the brain.
15 IP, TV 11, Offset loses 1 slot. Blood loss 1 IP every 2 min.
- 25 The defender slips to the side of the attacker and hacks into his hamstring severing the muscle and tendon in two. The attacker's leg collapses from under him and he crashes to the ground.
8 IP, TV 2, PD -6, Offset loses 2 slots. Blood loss 1 IP every 5 min.
- 23 A short vicious chop to the left forearm after a firm block hacks through the muscle to the bone, revealing ugly yellow fatty tissue.
4 IP, TV 1. Blood loss 1 IP every 10 min.
- 22 A clever dodge puts the defender in the position to deliver a scathing blow along the left upper arm that tears the flesh open in an ugly 4 inch gash.
3 IP, TV -1. Blood loss 1 IP every 10 min.
- 20 The attacker's strike is intercepted by a lighting strike to the weapon hand that breaks three fingers and causes the weapon to be dropped.
2 IP, TV 0.
- 19 A stiff block to a weak attack rebounds the attacker's weapon into his eye, splitting the brow blood shooting the eye and swelling it like a plum.
1.5 IP, TV 1, Offset loses 1 slot.
- 18 The attacker's blow is parried by a central block and then diverted to the side providing the ideal opportunity for a hard knee strike to the groin.
1 IP, TV 3.
- 17 In his eagerness to brain the defender the attacker swings to hard and in the momentum from the follow through embarrassingly falls head over heels.
0.5 IP, TV -2, PD -6, Offset loses 3 slots.
- SA A very hard parry with a clever twisting action at the end sends the attacker's weapon several feet into the air.
(Disarm)
- 16 The attacker puts too much force into a strike and pulls a muscle in his shoulder.
1 IP, TV -2.
- 12 The attacker's blow is parried by a central block and then diverted to the side providing an ideal opportunity for a short head butt to the bridge of the nose.
1 IP, TV 1, Offset loses 1 slot.
- 10 The attacker over-extends and cricks his neck.
1 IP, TV-2, Offset loses 1 slot.
- 9 The defender reads the signposted attack and skips to the side leaving the attacker hitting air and at a side on disadvantage.
PD -2, Offset loses 1 slot.

Misses

- 8 The attacker is frustrated and aborts the attack half way through.



- 7 A wild swing misses the defender by three feet.
- 6 The attacker mistimes a charging attack colliding with the defender before he swings.
- 5 Good footwork causes the attacker to swing at a target that isn't there.
- 4 The defender feels the whoosh of the blow as it comes within 3 inches of hitting him in the chops.
- 3 The defender gets clipped across the top of the head but soaks it up.
- 2 The defender gets hit in the upper arm with the base of the weapon.
- 1 The defender takes a poke to the guts but toughens it out.

HURT

- +1 The tip of the blade opens a 1 inch gash over the left nipple.
1 IP, TV -3.
- +3 A glancing blow takes a small chunk out of the victim's scalp.
2 IP, TV -2. Blood loss 1 IP every 10 min.
- +6 A scathing blow along the left upper arm tears the flesh open in an ugly 4 inch gash.
3 IP, TV -2. Blood loss 1 IP every 10 min.
- +8 A vicious chop to the left forearm hacks through the muscle to the bone revealing ugly fatty tissue.
4 IP, TV -1. Blood loss 1 IP every 10 min.
- +12 A vicious downward blow carves a hefty chunk out of the victim's left leg like a Thanks Giving turkey, and sends him wobbling.
5 IP, TV 0, Offset loses 1 slot. Blood loss 1 IP every 10 min.
- +14 An unsettling side strike to the head severs the top half of the left ear, splits the scalp wide open and bruises the skull.
6 IP, TV 4, offset -1. Blood loss 1 IP every 5 min.
- SA The attacker spins around and hacks into the victim's right thigh with a meaningful backhand swing. The muscle opens up like a split piece of timber revealing the gristle and bone underneath. Victim totters backward and has second thoughts.
6 IP, TV 5, offset loses 2 slot. Blood Loss 1 IP every 5min. (Back Attack Option)
- +17 An off target blow smashes through the shinbone of the left leg severing the attached muscle and breaking the bone.
7 IP, TV 2, Offset loses 2 slots. Blood loss 1 IP every 5 min.
- SA The attacker lying on his side reaches forward and maims the foot of the victim, crunching several small bones in the foot and severing the tendons that control the toes. The victim hops and backs off from attacker.
5 IP, TV 2, Offset loses 2 slots. (Ground Attack Option Only)
- +18 A brutal backhand strike slices open a deep 8 inch wound across the victim's abdomen that quickly starts to leak a lot of blood.
8 IP, TV 0. Blood loss 1 IP every 2 min.
- SA A lucky or well placed chop splits the knuckles of the victim's weapon hand crunching the bones and causing him to immediately drop the weapon. A follow up side strike hacks a considerable chunk of flesh out of the other shoulder.
9IP, TV 2. Blood loss 1IP every 2 min. (Disarm)
- +21 A nasty downward strike splits the left trapezium muscle in two and breaks the victim's collarbone.
11 IP, TV 3, Offset loses 1 slot. Blood loss 1 IP every 2 min.
- SA The attacker spins on his ass like a break-dancer to deliver a vicious cut to the ligaments at the back of the victim's knee, that folds him like a bad hand of cards.
7 IP, TV 3, PD -6, Offset loses 2 slots. (Ground Attack Option Only)
- SA The attacker from a back facing position whips a vicious upward backhand blow that splits open the victim's right armpit and continues up to slice off a good portion of the right side of the face. Blood gushes everywhere and the ear bounces off the victim's shoulder to patter gently on the floor.
8 IP, TV 6, Offset loses 2 slots. (Back Attack Option Only)
- +24 Two damaging downward blows hack the left arm into a bloodied and tattered mess wrecking tendons, muscle tissue and nicking the brachial artery.
13 IP, TV 3, Offset loses 1 slot. Blood loss 1 IP every min.
- SA The attacker struggles and with a targeted blow smashes through the shinbone of the left leg severing the attached muscle and breaking the bone. The victim wobbles giving the attacker the space to slice the left forearm and release the hold.
9 IP, TV 2, Offset loses 1 slot. Blood loss 1 IP every 5 min. (Escape)
- +26 A half powered blow to the head is still serious enough to split the bridge of victim's nose in an explosion of blood, inflict a hairline fracture of the skull and a minor contusion to the brain.
15 IP, TV 8, Offset loses 1 slot. Blood loss 1 IP every 2 min.



- +28** Forehand and backhand slashes tear open the victim's stomach in two gaping 6 inch wounds. 16 IP, TV 3. Blood loss 1 IP every min.
- +30** A downward slashing attack opens the right cheek up like a purse leaving a disgusting flap of flesh draping over the neck. The weapon is then turned for a backhand chop to the right side that hacks the elbow joint into something messy and useless. Any hand held object is dropped. 17 IP, TV 8, Offset loses 1 slot. Blood loss 1IP every 2 min. (Disarm)
- +33** A vicious blow hacks into the left leg just above the knee severing the tendon and nearly the leg with it. The victim's left side caves in and he collapses underneath himself like a stack of coins. Leg is broken and femoral artery ruptured. 19 IP, TV 7, Offset loses 2slots, PD -6. Blood loss 1 IP every min.
- +35** The edge of the weapon is driven through the breastbone and punctures the victim's right lung. Trauma and blood loss are extensive. 24 IP, TV 9, Offset loses 1 slot. Blood loss 1 IP every min.
- +37** A perfectly delivered blow breaks the left hip before cutting through to the victim's pelvis causing serious structural trauma and tissue damage. Victim is knocked prone. 26 IP, TV 8, PD -6. Offset loses 2 slots. Blood loss 1 IP every 2 min.
- +39** A ferocious strike takes the left arm off at the shoulder in a shower of blood leaving the victim aghast at the horror of it all and floor sticky and slippery. 28 IP, TV 11, Offset loses 2 slots. Blood loss 2 IP every min.
- +41** A whooshing side strike buries the weapon deep into the victim's left side below the ribs inflicting serious internal trauma and rupture of organs. 33 IP, TV 11, Offset loses 1 slot. Blood loss 1 IP every min.
- +44** The victim's neck and shoulder are hacked apart by three short and quick downward blows. The carotid artery is cut and the victim coughs and splutters on his own blood. 30 IP, TV 6, Offset loses 1 slot. Blood loss 3 IP every min.
- SA** The attacker spins around and with perfect blind precision executes a lethal strike at neck height, which cleanly decapitates the victim in a geyser of his own blood. The head hitting the floor like a soggy cabbage before the rest of him falls in a twitching sprawl. A samurai couldn't have done better. (Back Attack Only)
- +46** An upward backhanded attack slashes the groin open cutting through muscle, sinew and crucially the femoral artery before the weapon is brought down hard on the head splitting the scalp and embedding itself in the skull like a freaky Halloween gimmick. The victim's leg gives way and he collapses with the attackers weapon fixed to his head. 37 IP, TV 13, Offset loses 3 slots, PD -6. Blood loss 3 IP every min. (Self Disarm)
- +47** The attacker steps to the side and unleashes a homerun swing into the pit of the victim's stomach creating a deadly tear as the weapon rips out the victim's guts on the follow through. The victim spins around clutching his spilling organs in a bath of his own steaming blood and intestine. 42 IP, TV 8, Offset loses 3 slots. Blood loss 2IP every min.
- +49** In a devastating diagonal strike the victim is cleaved open at the base of the neck down to the sternum. Sinking to his knees the victim stares helplessly at the weapon embedded in his chest and the buckets of blood emptying from his body. 50 IP, TV 16. Blood loss 5 IP every min.
- +51** The attacker darts to the side of the victim in a zig zag delivering a gutting backhand slash to the abdomen. He then finishes the sucker with a brutal cross strike to the upper back that splits the spinal column in two inflicting a terrible trauma to the internal organs behind. Paralyzed from the waist down you're gonna need a nurse to change those nappies you'll have to be wearing. 53 IP, TV 10, PD-6, Offset loses 2 slots. Blood loss 2 IP every min.
- +52** A very hard and accurate strike cleaves the victim's ribcage open and splits the heart in two. Surprise and shock are swiftly followed by death.
- +59** A powerful diagonal strike clinically removes the top right side of the victims head like it were a melon being served up for lunch. The victim totters, falls and dies emptying the remainder of his cranial cavity across the floor.
- +66** An awesome overhead blow splits the head in two down the middle and leaving the weapon stuck in the victim's neck.
- +75** A perfectly delivered strike at neck height cleanly decapitates the victim in a geyser of blood, his head hitting the floor like a soggy cabbage before the rest of him falls in a twitching sprawl. A samurai couldn't have done better.



BOXING Chart

COUNTERS

- 30 Defender leans back onto his back foot to avoid a pitiful attack and then springs forward with perfect timing to nail the open and vulnerable attacker with a pulverizing straight right to the cheekbone, skull shaking left uppercut to the chin, and devastating right cross to the hinge of the jaw. Attacker's cheekbone and jaw are fractured and his tongue almost severed between his teeth.
7 IP, TV 12, Offset loses 2 slots.
- 27 Defender steps to the right of a sloppy attack and drives a perfect near straight left hook right through the guard and crashing into the chin of the attacker. Punch cuts mouth open and breaks jaw in two places. Defender gains slight positional advantage.
4 IP, TV 9, PD -1, Offset loses 2 slots.
- 20 Defender ducks under a lame attack and digs a hurtful left hook underneath the floating rib and a sledgehammer of a right hook over the top into the hinge of the jaw.
3 IP, TV 6, Offset loses 1 slot.
- 17 Defender ducks a telegraphed punch digging a short hard right into the ribs and a nasty left hook to the chin.
2.0 IP, TV 3, Offset loses 1 slot.
- 14 Defender ducks under a lazy left handed attack and shoots a long hurtful straight right into the solar plexus of the attacker and follows it up with a sharp straight left to the nose that causes a bleed.
1.5 IP, TV 1, offset loses 1 slot. Blood loss 1 IP every 15 min.
- 12 A hard elbow to the crook of the arm spoils a punch and the short right to the face that goes with hurts.
1 IP, TV 0.
- 9 The attacker is forced to eat a stiff ramrod jab for his bad timing and easily read attack.
0.5 IP, TV -3, Offset loses 2 slots.

MISSSES

- 8 The attacker is frustarted snd aborts the attack half way through.
- 7 A hold attempt is strongly resisted.
- 6 Clever footwork gets the defender away from an obvious attack.
- 5 A feeling out attack is skillfully cuffed aside.
- 4 The defender narrowly pulls his head back from looping hook.
- 3 The defender takes a hit to the guts without flinching.
- 2 The defender slips away from a hold.
- 1 A feeble attack bounces off the skull of the defender.

HURT

- +1 One out of a double jab hits into the right eye of the opponent forcing him onto the back foot.
Offset loses 1 slot.
- +4 From in close the attacker lands a cuffing right hook to the left ear and a glancing left hook to the side of the head.
0.5 IP, TV -3.
- +5 A Double jab to the face splits lip against teeth.
0.5 IP, TV -3, Offset loses 1slot.
- +7 A quick but underpowered straight right penetrates the guard of the victim and strikes him in the cheek raising a small bruise.
0.5 IP, TV -2.
- SA A two handed shove pushes the victim back a yard. (Push)
- +9 A ramrod jab bashes into the nose of the opponent bringing tears to his eyes and knocks him out of his stride.
1 IP, TV -2, Offset loses 2 slots.
- +13 A hard left hook to the opponent's side is followed by a snappy straight right to the kisser that fats a lip.
1.5 IP, TV 0.
- +15 A crisp straight left and right combination connects solidly with opponent's head.
1.5 IP, TV 1.
- SA The attacker leans over and throws a hard downward straight right at the head his prone victim that



whacks into his ear crunching the cartilage and perforating the eardrum.

1.5 IP, TV 1. (Prone Attack)

SA Attacker clutches hold of the opponent's arms wrapping them and hugging them to his chest.
PD -6 (boxers, blunt), PD -2 other. (Hold)

+20 From close up two hurtful left hooks are dug under the opponent's ribs.
1 IP, TV 3.

+22 From in close the attacker frees himself and delivers two short straight rights into the victim's cheek and eye causing a swelling. (Escape)
1.5 IP, TV 0.

SA A forcefull shove to the chest of the victim sends him staggering six feet backwards.
Offset loses 2 slot.

+25 A fast left jab, straight right and left hook combo thuds into the opponent's head bruising and cutting him up nicely. The attacker works the left hook to put himself slightly side on.
2 IP, TV 3, PD -1, Offset loses 1 slot.

SA From a kneeling position right hook to the groin doubles the victim.
1 IP, TV 5, Offset lose 1 slot. (Ground Attack Option Only)

+29 Opponent is grabbed around the back of the head and pulled onto a brutal tooth snapping uppercut.
2 IP, TV 1, PD -2. (Hold)

+30 A bruising stiff left jab and a hard right hand to the face are followed by a vicious left uppercut to the solar plexus.
2.5 IP, TV 4.

+32 A double left jab to the face opens the opponent up for a jarring right cross left eye that turns it into an ugly swollen slit. Opponent knocked back.
3.5 IP, TV 3, Offset loses 2 slots. Protection -1 due to restricted sight.

+33 A four straight left and right combo rocks the head back and fore like a speedball dislodging two teeth and driving the opponent off balance and onto the back foot.
4 IP, TV 6, Offset loses 2 slots.

SA The attacker escapes a clinch by driving a short vicious right uppercut into the groin of the opponent, doubling it up with a shot to the solar plexus and two cartilage crunching left hooks to the ear. The attacker then drives a stinging right hook through the center snapping the bridge of the nose of the retreating opponent.
5.5 IP, TV 8, Offset loses 1 slot. (Escape)

+37 A big upward driving left hook smashes into the side of the opponent's jaw breaking it in two places.
5 IP, TV 6, Offset loses of 2 slots.

+40 A blistering four punch combo of a thundering right hook, hard left hook, jolting uppercut and thumping long left hook spins the head of the opponent closing his eye and fracturing his cheek bone.
6.5 IP, TV 8, Offset loses 1 slot.

+43 Two very hard and well placed left hooks pound the ribs of the opponent and crack two of them. A short hard right then gashes the mouth open and an upward arcing left hook smashes the nose into a flattened mess. The combo is finished with a sidestep to the right combined with a long overhand right that splits open the eyebrow leaving the attacker in a side on positional advantage.
7.5 IP, TV 9, PD -2. Offset loses 1 slot.

+46 A feel out jab sets the opponent up for a huge right hand that rips the mouth open against the jagged stumps of broken teeth. Two savage very hard left hooks are then driven into the cheekbone and vulnerable temple closing the right eye and temporarily short circuiting neural transmissions to the victim's muscles that make him wobble around like a drunk.
4.5 IP, TV 11, Offset loses 2 slots and offset -3 for 10 slots.

SA A very hard shove to the chest/back of the victim sends him reeling several feet backwards and onto the seat of his pants.
Offset loses 3 slots.

+51 The attacker winds up a huge bolo style uppercut that catches the opponent underneath the chin snapping his head back violently like he were a crash test dummy and lifting him off of his feet. Impact is immense and jaw is severely broken.
9 IP, TV 14, Offset loses 2 slots.

+55 A phenomenal four punch combo breaks two ribs, perforates a eardrum, damages a retina and smashes the nose bone into the brain causing cerebral hemorrhaging.
13 IP, TV 13, PD -2, Offset loses 2 slots. Blood loss 1 IP every 10 min.

+63 The attacker tears into the opponent with a devastating barrage of punches. A right hook fractures an eye socket, a left hook knocks three front teeth out, another left hook closes the other eye, a right bruises some ribs, a left uppercut knocks two more teeth out, a clubbing overhand right breaks the



the jaw, a sidestepping left hook to the groin ruptures the testicles and two right hooks around the side on opponent bruise his kidneys. The last two hooks of the combo cut open his cheek, and slam him in the back of the head as he pitches forward to the ground.
20 IP, TV 15, PD -3, Offset loses 3 slots. Blood loss 1 IP every 10 min.

- +75** A massive right hand punch of perfect technique and leverage explodes off the chin sending tremendously damaging waves of trauma through the brain that cause a large cerebral hemorrhage. 25 IP, TV 20, Offset loses 3 slots. Blood loss 3 IP every min.

Street Fighting Chart

Counters

- 30** The defender leaps to the right of a reckless charging attack and grabs the hair of the attacker as he passes. The defender then dramatically drops to his knees yanking the attacker off his feet with a powerful whiplash wrench to the neck. The attacker's upper back and neck crunch into the ground and his face is then pummeled bloody by three swift clubbing punches.
9 IP, TV 10, PD -6, Offset loses 2 slots.
- 28** Stepping to the outside of the attacker's weapon arm and grabbing it the defender uses the attacker's momentum against him swinging him round in a powerful downward twisting motion until he loses balance and crashes face first into the ground. From there a foot is placed on the shoulder and the arm wrenched up against the joint dislocating the shoulder. Weapon is released.
7 IP, TV 8, PD -9, Offset loses 2 slots. (Hold) (Disarm)
- 26** From a clinch the defender blocks the attack and grips the attacker's right wrist with his left hand, whilst simultaneously elbow smashing him in the left eye on the way to taking a overhand right grip of the attacker's right thumb, and abruptly snapping it against its joint. The move is then finished by pulling the screaming attacker onto a shuddering nose breaking head butt.
5 IP, TV 7, PD -1, Offset loses 1 slot.
- 22** Careless grab results in a quick reversal and attacker's head is yanked down onto a savage knee strike to face that busts his nose open like a broken faucet.
3.5 IP, TV 6, PD-3. (Escape) (Hold)
- 20** An obvious slamming maneuver is deftly countered by a tight figure forearm choke-hold.
PD -6 escape. +3 edge to strangle. (Choke)
- 19** A shin scraping stomp weakens the defender positioning for the attacker to push him backwards and ram the attacker's back into the nearest hard object. A left elbow strike to the eye leaves the defender free.
3 IP, TV 5, Offset loses 1 slot. (Escape and Back Attack)
- 16** First to the butt, a timely dropped forehead catches the attacker flush in the face breaking his nose and blackening his eyes like a raccoon.
2.5 IP, TV 4, Offset loses 1 slot.
- 15** A hug attack is seen off with a fast raking stomp to the shin, elbow to the guts and lip splitting back fist to the chops.
2 IP, TV 3, Offset loses 1 slot. (Escape and Back Attack option)
- 14** The defender side steps a sorry excuse for an attack and pulls the attacker onto an eye watering knee strike to the balls.
1 IP, TV 6, PD -1. (Hold)
- 13** Attacker misses wildly and slips down to his knees.
PD-3, Offset loses 2 slots.
- 12** The attacker's low kick is blocked by a well executed heel to the shin.
1 IP TV 0.
- 10** Attacker misses wildly and is punished by a hard lip splitting right cross to the chops.
1 IP, TV -2
- 9** A last second side step and a push staggers and wrong foots opponent.
PD -2, Offset loses 1 slot.

Misses



- 8 The attacker is frustrated and aborts the attack half way through.
- 7 A hold attempt is strongly resisted.
- 6 Clever footwork gets the defender away from an obvious big strike attack.
- 5 A feeling out attack is skillfully cuffed aside.
- 4 The defender narrowly pulls his head back from looping hook.
- 3 The defender takes a hit to the guts without flinching.
- 2 The defender slips away from a hold.
- 1 A feeble attack bounces off the skull of the defender.

HURT

- +1 A hard backhand slap cuts the bottom lip.
0.5 IP, TV -3.
- +3 The attacker runs at the opponent throwing a right jab come hook that hits him square in the forehead causing a swelling.
0.5 IP, TV -2.
- SA A hard shove pushes the victim back a yard.
- +6 A hard but clumsy looking kick thuds into the thigh of the opponent bruising and wobbling his leg.
0.5 IP, TV -2, Offset loses 1 slot.
- SA Two scuffling stomps the head split open the cheek of the defender.
1 IP, TV 0. (Prone Attack)
- SA From a grapple the attacker wriggles back and forth to work in a hard forearm smash to the side of the jaw that frees him from any positional disadvantage.
0.5 IP, TV -1. (Escape)
- +7 A looping right cross slams into the opponent's left cheek puffing it up a treat.
0.5 IP, TV -1.
- +10 The attacker moves in close and with his left arm traps the right arm of the victim in his armpit. He then pulls the defender onto two well delivered short right uppercut punches to the guts.
0.5 IP, TV 0, PD -1. (Hold)
- +11 The attacker rushes in with a hard front football type kick that buries itself into the guts of the opponent and knocks him back.
0.5 IP, TV 1, Offset lose 1 slot.
- +13 A hard right cross to the mouth tears the lip open and a clubbing follow up left bashes into the right eye leaving it bloodshot.
1 IP, TV 2, Offset loses 1 slot.
- +16 The opponent is fiercely gripped by the throat, driven backwards and punched three times in the face by short bruising right hands.
1.5 IP, TV 1, PD -2. (Hold)
- +18 The attacker struggles hard and savagely bites the opponent's nipple to free himself from a hold whilst simultaneously grabbing and wrenching the opponents testicles.
1 IP, TV 4, PD -2. (Escape and Reversal)
- +19 The opponent is grabbed roughly by the hair and his head yanked down onto two damaging uppercuts.
1.5 IP, TV 1, PD -3. (Hold)
- SA The attacker delivers a jolting back elbow strike to the mouth of the defender that splits open the lip.
1.5 IP, TV 2, Offset loses 1 slot. (Back or side Attack)
- +21 The attacker charges forward swinging a wild right cross that bashes into the opponent's ear. A follow through left cross splits open the top lip and dislodges a tooth and another unorthodox right bounces off the forehead.
2 IP, TV 3, Offset loses 1 slot.
- SA The head is viciously rocked back by a field goal style kick to the face.
4 IP, TV 9, Offset loses 2 slots. (Prone attack Only)
- +23 From a good grapple position the attacker repeatedly kicks the opponent in the shins with the point of his shoe, and then as he rakes the shin with the side of his shoe, he stamps down hard on the bones of his foot. Shin left bruised and bleeding and small bone in foot is broken.
2.5 IP, TV 3, PD -2 Offset loses 1 slot. (Hold)
- +24 The opponent is gripped tightly by the collar and left arm and struck in the left side of the face by a swiping head butt that splits the eyebrow open in a nasty 1 inch gash. The attacker then takes the opportunity to bite off the left ear lobe of the victim before pushing him off with a hard right hook to the side of the head and nasty short stabbing left kick to the shin with the point of the toe.
3 IP, TV 3, Offset loses 2 slots.



- SA** A forcefull shove to the chest of the victim sends him staggering six feet backwards. Offset loses 2 slots.
- +26** The opponent is gripped firmly and kneed hard in the balls and then pulled by the back of the head forward and hammered by three hurtful rabbit punches to the kidneys. 2.5 IP, TV 6, PD -2, Offset loses 1 slot. (Hold)
- SA** The attacker rolls up onto his knees and dives forward with an eye watering right cross to the groin, that doubles the victim. 1.5 IP, TV 5, Offset loses 1 slot. (Ground Defense Attack Only)
- +29** Opponent is wrestled into a headlock crushing the cartilage of his ears where he is savagely thumbed in the eye before being clubbed by two crude right hooks to the face that turn his nose to mush. 2.5 IP, TV 1, PD -4. (Hold) -1 to all actions for 3 rounds.
- +31** The opponent is gripped by the shoulders and crudely and aggressively pulled and swung roughly down onto his knees. The attacker then pummels him with two chopping hooks to the head that bruise and cut the left eye. 3 IP, TV 3, PD -6, Offset loses 3 slots.
- SA** The attacker with some skill executes a precision kick to the opponent's weapon hand, breaking a finger and sending the weapon flying into the air. 1 IP, TV -2. (Disarm)
- +34** Opponent's chin and throat are gripped in a forward chokehold and his head is then violently pushed and slammed into something hard. A wicked right forearm that belts the opponent in the chops knocking out a tooth and a stabbing left uppercut to the guts finish the move. 3.5 IP, PD -1, TV 5, Offset loses 1 slot. (Hold)
- SA** A nasty knee drop to the solar plexus drives the air out of the victim and is followed up by two swift straight rights to the face. 6 IP, TV 7, PD -5. (Prone Attack Only) (Hold) 3IP, TV 3, PD -5 each round after.
- SA** A very hard shove to the chest/back of the victim sends him reeling several feet backwards and onto the seat of his pants. PD -6, Offset loses 3 slots.
- +37** From a grapple a nasty eye rake temporary blurs the opponent's vision and leaves the eyes cut and bloodshot. And at the same time the two last fingers of the opponent's gripping hand are separated and snapped by a violent one-handed wrench. 4 IP, TV 5, Offset loses 1 slot, -3 to all actions for 4 rounds. (Escape)
- +39** The opponent is grabbed by the hair and pulled onto four jolting uppercuts that make a dogs dinner of his face. 4.5 IP, TV 6, PD -4. (Hold)
- +42** The opponent is gripped by the shoulders and pulled onto a sickeningly good head butt that splats his nose across his face, then pulled back onto a well delivered knee strike to the balls. 5 IP, TV 8, PD -3, Offset loses 1 slot.
- +45** The attacker grapples the opponent and with a sudden shift pulls him forward whilst skillfully maneuvering behind him for a hard right hook to the kidneys and another to the hinge of the jaw that breaks it. The move is finished by a powerful right knee strike to the back of the right leg that buckles it leaving the victim on his back. 4.5 IP, TV 7, PD -6, Offset loses 3 slots.
- +46** The attacker skillfully grips the opponent's right wrist with his right hand and in a fast whipping motion takes it around his back into an arm breaking chicken wing hold, whilst simultaneously taking a handful of hair with left hand to yank the head back and keep the opponent off balance. The attacker then rams the victim into the nearest hard object. 5 IP, TV 8, PD -7, Offset loses 2 slots. (Disarm) (Submission Hold)
- +48** The attacker charges in with a savage football type kick to the balls that doubles the opponent. He follows it up with a chopping right hand that gashes the mouth open knocking three top teeth out and a rising knee strike that fractures a cheekbone. 6 IP, TV 10, Offset loses of 2 slots.
- +50** Hair grab pulls opponent's face onto two devastating knee smashes to the face, followed up by a painful downward elbow strike to the spine, eye socket and cheekbone fractured, back injured. 7 IP, TV 9, PD-3. (Hold)
- +52** The attacker seizes the opponent by the throat in a front double handed choke and dropping low drives him and the back of his head repeatedly into the nearest hard object. 8 IP, TV 9, PD -3. (Choke) (Hold)
- SA** Three devastating stomps to the attacker's head turn his face into a gory mask of blood and fracture his skull.



- 1 IP, TV 15, internal hemorrhaging Blood Loss 1 IP every 10 min. (Prone Attack Only)
- +54** A hard waist high tackle turning into a hard scoop throw slams the opponent on his back with his head whacking against the ground followed by two testicle crushing stomps to the balls and an evil stomp to the inside of the knee that succeeds in damaging the crucia ligament.
11 IP, TV 11, PD -6, Offset loses 2 slots. Blood loss 1 IP every 15 min. (Escape)
- +57** From a tight grapple a chunk of the opponent's eyebrow is chewed off. The recoiling opponent is then nicely head butted from in close and clocked by a short solid right hook to the jaw and doubled over by a venomous left hook to the solar plexus. The attacker then dynamically spins around in a tight circle swinging the softened opponent off balance and into a crude tumbling over type throw in which he chips his elbow, dislocates his shoulder and smashes his teeth against the ground.
14 IP, TV 10, PD -7, Offset loses 4 slots. (Escape)
- +62** A flying freight train of a head butt causes hairline fracture of the skull and sends victim reeling.
16 IP, TV 13, Offset loses 3 slots.
- +68** The attacker crouches low and swings up a nasty left backfist uppercut that catches the victim underneath the chin whipping his head back onto his shoulders. The attacker then follows through with an explosive overhand right hook that smashes the cheekbone of the victim's left eye and sends him staggering backwards. The attacker then charges the offset victim cocking his right hand back for an almighty looping cross, that smashes into the left ear of the victim perforating the eardrum and braking the jaw at it's hinge.
18 IP, TV 16, Offset loses 3 slots.
- +75** The attacker slips his left hand behind the opponent's shoulder and grips the hair on the back of the opponents head and yanks it back to expose his throat for a vicious clubbing strike to the Adams apple and a lightening palm heel strike to the bridge of the nose that busts it apart in an eruption of blood. The attacker then uses the momentum to follow through and drop slam the unbalanced opponent heavily onto the back of his head fracturing his skull and causing a cerebral hemorrhage. The move is completed with an excessively damaging short knee drop to the face that caves the cheekbone in and greatly exacerbates the skull fracture.
34 IP, TV 15, PD -7, Offset loses 2 slots. Blood loss 1 IP every min.
- +85** The attacker in an act of pure animal savagery launches himself at the victim clamping the sides of his head with the thumbs of both hands pressed hard against the victim's eyeballs. The attacker snarls like a demented G.I. Lost in the heat of combat and drives the victim backwards towards the nearest hard object. On impact the nails of the attackers thumbs squish the eyeballs like they were soft tomatoes, and leave the attacker thumb deep in brain. In a macabre victory celebration the attacker bites off the tip of the victim's nose and spits it into the street.
Death is immediate.

Wrestling Chart

Counters

- 30** The defender slips around an awful attack and from behind the attacker hooks his right arm through the legs and over the right hip. Then with his left forearm across the back of the neck of the attacker he scoops him up and tilts him forward off balance onto his left leg. The defender then knees away the left leg and drives the attacker forward and down with his forearm face first into the ground. The attacker fractures his left forearm and elbow and bruises his sternum. The defender then drops heavily onto the attacker's back and slides his left arm around his face and outstretched right arm for a face lock. He then leans back and pulls the neck and arm diagonally across the attacker's back wrenching the spinal column.
15 IP, TV 14, PD -10. (Submission Hold) Successful hurt modifier vs. trauma resistance will increase injury to 40 IP and leave attacker paralyzed from the chest down.
- 29** Deceptive sidestep followed by sickening knife hand lariat to the throat abruptly takes attacker off his feet bouncing the back of his head against the floor.
10 IP, TV 10, PD -6, Offset loses 3 slots.
- 27** A reckless attack is punished by the defender gripping the attacker's left elbow with his right hand and applying a left armed headlock. He then pulls the victim onto a left sided hip throw landing heavily on top of the victim's chest, cracking three ribs and leaving himself in a solid pinning position.
6 IP, TV 8, PD -8, Offset loses 2 slots.
- 23** The defender avoids a rushing attack and ducks low whilst simultaneously grabbing



the left wrist of the attacker with his left hand. Adopting a bladed stance he inserts his right arm through the legs of the attacker and draws him onto a fire mans carry throw where the attacker is wheeled over the defender's shoulder and onto his back.

4 IP, TV 4, PD -6, Offset loses 3 slots.

- 20 A grab and push by the attacker is turned against him by falling back and down quickly whilst simultaneously using a foot to springboard and flip the opponent into the air and onto his back behind the now prone thrower.
4 IP, TV 6, Offset loses 2 slots.
- 17 An obvious slamming maneuver is deftly countered by a tight figure forearm choke hold which is strengthened by the defender wrapping his legs around the waist of the attacker and rolling onto his back.
PD -8 to escape, +2 to strangle. (Choke) (Hold)
- 13 The defender avoids the attack and skillfully hooks the right leg of the attacker up to his waist whilst simultaneously grabbing the throat with the right hand. Then quickly spinning to the left he breaks his balance and slams him hard into the ground behind him.
1 IP, TV 0, PD -6, Offset loses 3 slots.
- 10 A weak attack allows the defender to hook his left arm around the head of the victim and pull him down into his chest where his right hand clasps his left for a vice like headlock.
0.5 IP TV 6, PD - 6. (Submission Hold)
- 9 The attacker over commits himself and is easily sidestepped and drawn forward into a rear positional disadvantage.
PD -6, Offset loses 1 slot.

MISSSES

- 8 The attacker is frustrated and aborts the attack half way through.
- 7 A hold attempt is strongly resisted.
- 6 Clever footwork gets the defender away from an obvious big strike attack.
- 5 A feeling out attack is skillfully cuffed aside.
- 4 The defender narrowly pulls his head back from looping hook.
- 3 The defender takes a hit to the guts without flinching.
- 2 The defender slips away from a hold.
- 1 A feeble attack bounces off the skull of the defender.

HURT

- +1 The victim is tightly grappled with his left arm pinned underneath the right armpit of the attacker and the back of his head gripped by the attacker's left hand.
PD -1.
- SA A hard shove pushes the victim back a yard.
- +5 The attacker hooks both arms around the waist of the victim and clasping them tightly together bear hugs the victim applying pressure to the back and ribs that restricts breathing.
PD -2. Choke at - 2 drag. (Choke) (Hold)
- +9 The attacker wriggles, turns and twists his way out of a hold or other positional disadvantage.
(Escape)
- +10 The attacker hooks his left arm around the head of the victim and pulls him down into his chest where his right hand clasps his left for a vice like headlock.
0.5 IP, TV -2, PD - 3.
- +14 The attacker moves in low and hugs the victim's waist with both arms and the left side of his head. He then throws his left leg behind the victim's legs and drops down suddenly using his head and arms to push the victim over his outstretched leg and onto the small of his back.
1 IP, TV -2, PD -2, Offset loses 2 slots.
- +16 The victim's right elbow is grabbed and he is pushed then pulled onto a devastating forearm smash to the face that snaps his head back and turns the mouth into a broken and bleeding mess.
2 IP TV 1, Offset loses 1 slot.
- SA The attacker rolls onto his right side and with some skill places his left foot behind the left knee of the victim. This whilst simultaneously locking the same leg from the front at the ankle with his right foot. Then with a powerful whole body twisting motion the attacker leg throws the victim onto his front.
1.5 IP, TV -2, Offset loses 2 slots. (Ground Defense Attack Only)



- +18** Facing the victim the attacker wrestles his head underneath his right armpit and applies pressure for a painful forearm face lock across the top lip and nose.
0.5 IP, TV 1, PD -4. (Submission Hold)
- SA** A forcefull shove to the chest of the victim sends him staggering six feet backwards.
Offset loses 2 slot.
- SA** The attacker scoops up the victim's right foot and places it under his left armpit while simultaneously standing on the victim's left foot. He then violently pushes the inside of the victim's knee with his right palm wrenching the foot and breaking the ankle.
4.5IP, TV 4. (Prone Attack Only)
- +21** The attacker lunges in low and scoops his right arm underneath the groin of the victim and his left arm around his right shoulder. The attacker then dynamically rises up straight lifting the victim off his feet and slams him back first into the ground.
4 IP, TV 2, PD -6, Offset loses 3 slots. (Escape)
- +24** The attacker grips the victim left elbow with his right hand and applies a left armed headlock. He then pulls the victim onto a left sided hip throw landing heavily on top of the victim's chest cracking three ribs and leaving himself in a solid pinning position.
5 IP, TV 6, PD -12, Offset loses 2 slots.
- +28** The attacker swiftly grips the right wrist of the victim with his right hand and with a quick circular motion whips it behind his back and into a chicken wing hammerlock hold, which is strengthened by a cross chest forearm chokehold. Stress is placed on both tendons in the arm and shoulder.
1 IP, TV 5, PD -7, Offset loses 1 slot, -3 choke. (Submission Hold) (Choke) (Disarm)
- SA** The attacker back head butts the defender in the face. Then clamping the defender's right arm to his chest he bends his left leg at the knee whilst dropping his right leg behind him. With a powerful twist the attacker takes the defender over his outstretched leg in an irresistible winding throw that ends up with the attacker falling heavily onto the defenders chest.
5 IP, TV 7, PD -4, Offset loses 1 slot. (Back Attack) (Escape) (Hold)
- SA** The attacker gets behind the victim and clamps both arms around his waist. He then dynamically lifts him off the floor for a powerful belly to back suplex throw that bounces the victim on his head.
6 IP, TV 10, both victim and attacker prone.
- +32** The attacker seizes the weapon hand at the wrist and with a whipping circular motion throws him head over heels onto his back in a jujitsu type technique.
Opponent badly bruises his back and loses his weapon to the attacker.
3 IP, TV 5, PD -6, Offset loses 3 slots. (Disarm)
- +35** A swift arm bar hyper-extends the elbow against the attacker's chest inflicts tendon damage and with a violent turning action sends the opponent face first into the ground smashing all his expensive dental work. Arm bar is then converted into a rigid arm wristlock.
6 IP, TV 8, PD -9, Offset loses 2 slots, opponent prone and held. (Disarm) (Submission Hold)
- +36** A hard single leg tackle turning into a hard scoop throw leaves the opponent on his back with a follow up stomp to the balls and his foot being turned outwards against the knee in a skillful joint manipulation attack that tears the crucial ligament.
7.5 IP, TV 10, prone and held PD -7, Offset loses 2 slots.
- +38** Stepping to the outside of the attacker's weapon arm and grabbing it the defender uses the attacker's momentum against him swinging him round in a powerful downward twisting motion until he loses balance and crashes face first into the ground. From there a foot is placed on the shoulder and the arm wrenched up against the joint dislocating the shoulder and breaking the wrist in a brutal twist.
8 IP, TV 9, PD -10, Offset loses 2 slots. (Disarm) (Submission Hold)
- SA** The attacker with some speed and agility grabs the victim's legs and turning into him uses his shoulder and back to tackle throw the victim onto his back. He then throws his legs forward and places one of the victim's feet underneath his armpit. The attacker then leans back for a tendon wrenching foot lock. Alternatively the attacker can get up after the throw.
2 IP, TV 8, PD -5, Offset loses 2 slots. (Ground Defense Attack) (Submission Hold)
- +42** The attacker rushes at the victim seizing him by the upper arms and swings him around to break his balance for a sacrifice drop throw. The attacker falling onto his back uses a springing right foot to in the stomach of the victim to propel him high and far over his head. The victim lands heavily on his hip breaking it and strains his lower back and wrist.
8 IP, TV 9, Offset loses 3 slots.
- +44** From a bent over position the attacker grips the back of the victim's left leg with his right arm and pushes his left shoulder into the navel of the victim. He then drops down into a squat driving shoulder into the guts and straightening his back for a high throw over the shoulder onto the



opponent's head/neck.

9 IP, TV 10, PD of -6, Offset loses 3 slots. (Escape)

+46 The attacker runs in and viciously smashes the victim in the face with the point of his right elbow, gashing the mouth open and knocking out three teeth. The attacker then skillfully wraps the right arm around the head of the victim in an inverted face lock bending the victim backwards like a limbo dancer. The attacker who is now facing the same way as the victim then kicks back and drop throws the victim onto the back of his head. The sequence is completed by a cross guard strangle using the shirt of the victim to cut off the circulation.

11 IP, TV 11, PD -7, Offset loses 2 slots, choke +2. (Choke)

+48 From a grapple the attacker slips behind the victim and places him into a Full Nelson hold. The attacker then steps forward and sweeps his right leg out in front of the victim to throw him forward onto his face with the attacker on top compounding the impact. Nose and jaw are broken. The attacker then quickly changes grip to apply a hair hold strengthened chicken wing hold to the right arm by folding it against the elbow and shoulder, behind and up the victim's back causing the arm to break and shoulder to separate.

13 IP, TV 12, PD -8. (Submission Hold) (Disarm)

+50 The attacker grabs the victim's right wrist and then kicks himself high into the air wrapping his legs around the neck and right arm of the victim in a tight figure fore leg hold and armbar. The attacker uses his weight to drag the victim to the ground where he straightens the victim's arm through his legs and across his chest, while arching his back and tightening his legs around the neck in a very powerful Japanese style combination leg strangle and armlock. Tendons are torn at the elbow and the victim's face turns an alarming wine color.

6 IP, TV 10, PD -11, +5 to choke. (Submission Hold) (Choke) (Prone Attack)

+51 The attacker grips the right wrist of the victim with his left hand and pulling it the arm forward he turns into the victim and hooks his right arm underneath the armpit of the victim. The attacker then abruptly drops to a low squat and pulls the victim over his shoulder in a strong judo style drop throw.

SA The move is completed with a drop heel to the face and a crucifix arm bar where the attacker sits at a 90 degree angle to the victims right shoulder, and hyper-extends the arm at the elbow through his legs and across his chest. Jaw and cheekbone fractured, back injured and tendons in elbow torn.

14 IP, TV 8, PD -9. (Prone Attack) (Submission Hold)

+52 The attacker adeptly slips behind the victim and bear hugs the victim around the waist. The attacker then lifts the victim up into the air and drops his lower back onto the point of his outstretched knee in a damaging back breaker. Maintaining the hold the attacker then dynamically lifts the victim back up and throws him over his shoulder in a suplex. The victim smashes the back of his head against the ground wrenching the neck and bruising the skull.

16 IP, TV 14, PD -6, Offset loses 3 slots.

+55 A hard waist high tackle turning into a hard scoop throw leaves the opponent on his back with the attacker holding both his legs like a wheelbarrow. An easy follow up stomp to the balls provides the distraction for both legs being used to turn the victim over onto his front. From there a dangerous Boston Crab hold where the attacker still holding the legs forcefully leans back exerting a tremendous amount of disk popping pressure on the victim's spine until it soon snaps.

19 IP, TV 10, PD -9. Or 10 IP with a more restrained approach. (Submission Hold)

+59 Opponent is dragged down into a bent over position and then lifted up and dropped into a reverse pile driver that causes a skull fracture and neck damage.

21 IP, TV 16, PD -6, Offset loses 3 slots.

+63 The attacker steps to the left side and pulls the victim downwards and slightly forward whilst hooking his right arm from the rear through the legs of the victim. The attacker then heaves the victim who is parallel with the ground up onto his chest and drops him back first onto his outstretched knee for a back breaker. Then with great power the attacker lifts the victim off his knee rolling him up his chest and pressing him face up over his head. The attacker then slams the victim into the ground fracturing his left eye socket arm, wrist, three ribs, hip and knee.

24 IP, TV 14, PD -6, Offset loses 3 slots.

+68 The attacker pulls the victim over into a bent over position before lifting him into the air so that his back rests on the attacker's right shoulder. The victim is then with great force slammed onto his neck and head causing a temporary paralysis through a broken bone in the neck and a significant head injury that causes a fracture and inflammation of the brain.

29 IP, TV 20 to stay conscious, PD -6, Offset loses 3 slots.

+75 From behind the opponent's chin is grabbed in a crossover grip while the other hand crosses the chest to grip the shoulder. With violent precision the opponent's head and shoulders are wrenched in opposite directions breaking his neck. Death is instantaneous.



Karate Injury Chart

Counters

- SA** Stepping to the outside the attacker's weapon arm is clamped tightly at the wrist with the right hand and pushed back, while the left hand quickly pulls at the crook of the elbow bending it and forcing the blade deep into the attacker's stomach or club into his face.
24 IP, 8 IP, TV 0/3. Blood loss 1 IP every 5 min. (Disarm)
- 25** A pivot then a murderous sweeping kick to the attacker's raised ankle breaks it and sends him crashing onto his side.
7 IP, TV 7, PD -6, Offset loses 3 slots,
- 23** A perfectly timed left front flick kick to the groin halts the attacker in his tracks and the lightening reverse right punch that follows it splits the attacker's nose in two.
5 IP, TV 8, Offset loses 1 slot.
- 20** Side step followed by vicious knee strike counter to the torso and skull shattering elbow strike to the back of head.
4 IP, TV 7 PD -2, Offset loses 1 slot.
- 17** An excruciating block/strike to the crook of the victim's right/left elbow hits a nerve point and numbs the arm causing any weapon held to be dropped. A quick follow up ridge hand strike to the throat that makes the victim involuntarily cough completes an impressive counter move.
3 IP, TV 6, Offset loses 1 slot. (Disarm)
- 16** The attacker drives his leg out in a straight backward stomp to oncoming defender's groin.
2 IP, TV 5, Offset loses 1 slot. Attacker finishes facing defender. (Front Or Back Attack)
- 14** A very hard forearm block to the crook of the victim's right elbow tingles the arm and the driving reverse punch to the sternum takes the wind out of the attacker's sails.
2 IP, TV 2, Offset loses 1 slot.
- 12** The defender slides to the side of a clumsy attack and whips in a jolting low roundhouse kick to the inside of the right knee that buckles the leg and has the attacker staggering like a drunk.
1 IP, TV 4, Offset loses 2 slots.
- 11** The attacker's advances are frustrated by a jarring stomp heel block to the shin.
0.5 IP, TV 2.
- 10** A forceful hammer fist block to the inside of the forearm strikes a pressure point.
0.5 IP, TV 1.
- 9** A hard swinging block to the outside of the arm hits a nerve.
0.5 IP, TV -1.

Misses

- 8** The attacker is frustrated and aborts the attack half way through.
- 7** Good defensive work makes the attacker hesitate and lose initiative.
- 6** Clever footwork gets the defender away from an obvious big strike attack.
- 5** A feeling out attack is skillfully cuffed aside.
- 4** The defender narrowly pulls his head back from looping hook.
- 3** The defender takes a hit to the guts without flinching.
- 2** The defender slips away from a hold.
- 1** A feeble attack bounces off the skull of the defender.

Hurt

- +1** Bouncing on his toes in a left sided stance the attacker leans back and delivers a flicking left footed high kick to the head that glances the chin with the heel.
0.5 IP, TV -3.
- SA** A two handed shove pushes the victim back a yard. (Push)
- +3** Bouncing on his toes the attacker darts forward and snap back fists the victim across the bridge of the nose.
0.5 IP, TV -2.
- +7** From a low stance a right fisted snap reverse punch hits the victim squarely in the chest.
0.5 IP, TV 0.
- SA** A hard axe handle kick to the chest cracks a rib and bruises some others.
3.5 IP, TV 7. (Prone Attack Only)
- +10** From a strong wide legged left side stance the attacker shifts forward and then steps through for a long hard straight right fisted punch to the mouth of the victim that loosens a tooth, swells the top lip



- and cuts the bottom one against the teeth.
1 IP, TV 0, Offset loses 1 slot.
- +13** Bouncing on his toes the attacker darts forward and snap back fists the victim across the bridge of the nose, then drops low swiveling his hips forward for a right fisted snap reverse punch that hits the victim squarely in the chest.
1 IP, TV 2, Offset loses 1 slot.
- SA** The attacker drives his leg out in a straight backward stomp to oncoming defenders groin.
2 IP, TV 5, Offset loses 1 slot. (Back Attack)
- +16** The attacker from a left sided stance grips the back of the head with his left hand then delivers a strong right forearm strike to the face followed by a right knee strike to the stomach.
1.5 IP, TV 2.
- +18** From a strong wide legged left side stance the attacker shifts forward and then steps through for a powerful waist high front kick to the stomach of the victim that stops him dead in his tracks.
0.5 IP, TV 3, Offset loses 2 slots.
- +20** The attacker fires a stiff straight left and right snap fist combo into the face of the victim that bruises the cheek and gashes the lip open. The attack is finished with a hard right footed low swivel kick to the left thigh that sends a wave of trauma through the muscle.
2 IP, TV 3, Offset loses 1 slot.
- SA** The attacker from a left sided stance drops down to his knees in a powerful right fisted reverse punch that turns the prone victim's cheek into a throbbing fractured ache.
5 IP, TV 7. (Prone Attack only)
- +22** From a strong wide legged left side stance the attacker shifts forward and then steps through for a powerful chest high side kick to the sternum that knocks the victim back a step.
1.5 IP, TV 4, Offset loses 2 slots.
- SA** From in close the attacker adopts a low left sided stance and with a dynamic double armed pulling and pushing motion left palm heel strikes the victim in the solar plexus whilst wrenching the right arm free and pushing away with the left foot.
1 IP, TV 4, Offset loses 1 slot. (Escape)
- SA** A forcefull shove to the chest of the victim sends him staggering six feet backwards.
Offset loses 2 slots.
- +25** The attacker from a left sided stance throws a stiff right and left reverse punch combination to the mouth of the victim that knocks out a tooth and rips the lip open. The combo is finished with a step through right scythe style knife hand strike to the left side of the neck.
3 IP, TV 5.
- SA** A cruel stomp to just above the victim's ankle snaps it against the ground.
5.5 IP, TV 5. (Prone Attack Only)
- +28** From a low left sided stance the attacker whips in a low hard right roundhouse kick to the inside of the victim's left knee that damages the kneecap. The attacker then follows through with a left hand reverse punch to the chest and a right footed downward stomping kick to the front of the victim's left knee that sends him staggering.
3 IP, TV 6, Offset loses 3 slots.
- +30** A left claw fist strike to the face rakes the eyes causing blurred vision in readiness for the hard reverse punch to the center of the chest that follows. A step through pulverizing right hammer fist strike to the victim's left trapezium muscle sends shockwaves through his body and finishes the combo.
2.5 IP, TV 8, -3 to violence and protection for three rounds.
- SA** The attacker with some skill executes a precision kick to the opponent's weapon hand, breaking a finger sending the weapon flying into the air.
1 IP, TV 10 offset -1. (Disarm)
- +32** The attacker runs at the victim and launches into a very forceful side kick that bashes into the victim's chest cracking two ribs and sending him reeling off balance.
4 IP, TV 7, Offset loses 4 slots.
- SA** From a prone position, the attacker props himself up on his left hand and spins into a right round house kick to the outside of the victim's left knee. The knee momentarily gives way and the victim drops to his knees.
3 IP, TV 1, Offset loses 2 slots. (Ground Defense Attack Only)
- +35** Facing away from the victim in a left sided stance the attacker jumps into the air and executes a murderous spinning heel kick with his left foot that smashes into the left side of the victim's head perforating his eardrum and fracturing the jaw. Then from a strong wide legged left side stance the attacker shifts forward and steps through for a long hard straight right fisted punch to the mouth



- of the stumbling victim that swells the top lip and cuts the bottom one against the teeth.
5 IP, TV 9, Offset loses 2 slots. (Front or Back Attack)
- SA** As the victim is getting up the attacker charges in with a tremendous rising knee strike to the under side of the jaw that knocks the victim back onto his back with a broken jaw to boot.
6 IP, TV 10, PD -6, Offset loses 2 slots. (Prone Attack Only)
- +37** From a right sided stance the attacker launches into a cracking right footed sweep kick that smashes the left ankle of the victim taking him off his feet and crashing heavily onto his side.
5 IP, TV 6, PD -6, Offset loses 3 slots.
- +40** From a low left sided stance the attacker steps through with straight 45 degree angle palm heel strike to the underneath of the nose that snaps the victim's head back. A left fist reverse punch to the mouth gashes it open and a step through left front high kick to the face leaves a boot mark and a broken jaw.
6 IP, TV 9, Offset loses 2 slots.
- SA** From a prone position the attacker flips himself up into a press up position and pushes off with both hands as he brings his left foot around in a whipping capoeira style high heel strike to the jaw. Victim is bashed sideways with a busted jaw and the attacker regains his feet.
4 IP, TV 8, Offset loses 2 slots. (Ground Defense Attack Only)
- SA** A hard shove to the chest/back sends the victim reeling backwards and onto the seat of his pants. Offset loses 3 slots.
- +45** A charging right knee strike to the victim's right hip cracks it and spins the victim 90 degrees. The attacker then performs a left spinning back elbow strike to the nose of the victim that spreads it across his face in a spill of blood, and finishes with a straight right fisted reverse punch to the right eye.
6.5 IP, TV 9, Offset loses 2 slots.
- SA** From a grapple the attacker grabs a wrist of the victim and executes a brutal right palm heel strike to straightened elbow causing it to break against the joint. A short left back fist to the face and a step back completes the escape.
7 IP, TV 8, Offset loses 1 slot. (Escape) (Disarm)
- +48** A hard forward kick to the stomach is followed by a decapitating high crane style jump kick to the head with the other foot seriously mangling the jaw and ripping the inside of the mouth wide open.
8 IP, TV 12, Offset loses 2 slots.
- +50** An evil stomping kick catches the knee joint in a locked out position and snaps it like balsa wood.
8.5 IP, TV 10, PD - 6, Offset loses 3 slots.
- +53** A crushing left footed hop stomp to the opponent's shin breaks the bone and is followed by a vicious back handed left knife ridge chop to the underside of the nose that rocks the victim's head back on his shoulders. The combo is completed with an awesome spinning right back fist to the victim's temple.
10 IP, TV 12, Offset loses 2 slots.
- +57** From a right sided stance the attacker launches into a cracking right footed sweep kick that smashes the left ankle of the victim taking him off his feet and crashing heavily onto his side. Then as quick as a mongoose, the attacker performs an axe handle heel kick to the cheekbone of the victim fracturing it and caving it in.
9 IP, TV 14, PD -6, Offset loses 3 slots.
- +62** From a right sided stance a dangerous left spear hand strike to the throat is followed up by a reverse right palm heel strike to the underside of the victim's nose. The combination is finished with a vicious left roundhouse bone breaking kick to the ribs that almost breaks the victim in two.
11 IP, TV 14, Offset loses 2 slots.
- +68** The attacker unleashes a powerful right roundhouse kick to the head that crushes the eye socket. The attacker then stepping through drops down onto the balls of his feet for a spinning left footed back sweep that takes the opponent's legs from under him sending him thudding into the ground where he chips his left elbow, bruises his hip and cracks his head open. The attacker then finishes off with a right axe handle heel kick to the bridge of the victim's nose that spreads it bloodily across his face.
13 IP, TV 17, PD -6, Offset loses 3 slots.
- +75** With perfect momentum and timing the attacker launches a flying kick at the head of the victim that impacts with an incredible bone breaking force that the victim suffers a cerebral hemorrhage.
18 IP, TV 18, Offset loses 3 slots. Blood loss 1 IP every 10 min.
- SA** The attacker leaps into the air and does a Bruce Lee style heel strike to the sternum that sends a shard of broken rib through the heart killing the victim instantly. (Prone attack Only)



EFFECTS OF INJURIES

Badly bruised muscles, damaged nerves and broken bones will slow a criminal down and make doing stuff difficult. Each band of injury has physical penalties attached to it, which increase the more beat up the criminal gets. Injuries to particular areas like the leg could cause specific problems. A low kick causing a severely battered injury to the knee could result in a fracture or torn crucial ligament. The criminal suffering this injury would have great difficulty standing up.

BRUISED NICKED GRAZED

Minor abrasions and bruises to start with at the light end of the category that won't cause any problems other than showing you've been in a scrape.

This progresses to large welts, gashes and minor sprains at the severe end of the category or enough minor cuts and bruises to make the criminal feel sore and tender. The director has the discretion of imposing a -1 drag to large movement based skills.

BATTERED CUT UP WINGED

Numerous bruises and cuts or a couple of deep big ones that will continue to swell or bleed. Bullets have caused flesh wounds in passing in and out of the body inflicting muscle damage. Teeth or ear lobes could be missing and eyes could be ugly slits in a mass of swollen purple. Sprains and deadened muscles are more of a problem causing a -1 drag to all large movement based skills and a -1 drag to small movement based skills. Facial injuries can cause problems penalizing awareness tests by 2 points and minor bones could be broken.

At the worse end of the category the criminal is starting to look like he's been run over. Cuts are long and gaping exposing the yellow fat beneath the surface, tendons on fingers could be cut and muscle torn. Fingers, cheekbones and ribs could have minor fractures and breakages, shoulders and knees could be dislocated. The criminal will be hurting and movement could at the director's discretion be impaired to a -2 drag.



BUSTED UP SLICED UP WOUNDED

At this level of injury the criminal has broken a limb or a couple of lesser breaks to areas like the jaw and ribs. Important tendons may have snapped or been cut. A cheekbone or eye socket could be smashed in and cuts are now long angry lacerations or deep ones to the bone that leak a lot of blood. The criminal is one big ache and suffers a -2 drag to large movement based skills and a -2 drag to small movement based skills. Facial injuries can cause problems penalizing awareness and social tests.

At the shit end of the band the injuries are more or worse and the criminal will be moving about like an arthritic dog with a splinter in its paw. The criminal could now suffer at director's discretion a -3 drag to large movement based skills, -3 to small movement based skills, and -1 to all social and intelligence based skills.

MESSED UP BLOODY MESS SHOT UP

At this level of injury the criminal is starting to look like a victim in a slasher movie with blood and gore everywhere from several stab wounds or from one nasty one that's cut a main artery. Perhaps both legs are hideously broken and facing in the wrong direction or the criminal has fractured his skull with the likelihood of hemorrhaging. The criminal now definitely suffers -3 to large movement based skills, -3 to small movement based skills, and -2 to all social and intelligence based skills.

At the bad end of the band the criminal is literally crawling around with horrendous turn your head away injuries and is only minutes away from collapsing in a bloody mangled heap. The criminal is at -4 to large movement based skills, -4 to small movement based skills and -3 to social and intelligence based skills.

CRITICAL

Outstretched or curled up the criminal is down and almost out with a pool of blood forming underneath him. Bullets have hit vital organs in the chest or stomach violently sapping the fight and life out of the criminal, or vicious blows to the head have caved his head in and left him a vegetable. Blood will be pumping out from jugular or femoral arteries like an oil strike or seeping out from half a dozen small wounds like a low-pressure sprinkler system. A leg or arm could be cleanly taken off or the skeletal frame could be shattered from a big fall. Movement is at a minimum with a move test at difficulty 6 required to be able to even lift a gun at the guy that has just probably killed you. In the unlikely event that the criminal is still moving about he does so at a -6 drag to large movement based skills and -4 to social and intelligence based skills.

At the end of the end the victim is gurgling with his eyes rolling back into his head and is capable of nothing except dying. Injuries are massive and death will be swift unless an exceptional intervention is made.

Emergency Treatment

Anyone busted up and worse needs to be taken to the hospital where teams of doctors and support staff with the very best of drugs and medical equipment can get to work on them. In these ideal surroundings patch ups are made at a -4 difficulty. This isn't always a good idea as hospitals are obliged to inform the cops of anyone brought in with gunshot wounds.

"GSW: that's what the hospitals call it: gunshot wound. Doctor has to report it to the police. That makes it hard for guys in my line to get what I call, quality health care."

Porter from the movie Payback.



Getting Fixed Up

The standard recovery time for an injury category is:

Five days	- Bruised/Nicked /Grazed.
Seven days	- Battered/Cut Up/Winged.
Seven days	- Busted up/Sliced Up/Wounded.
Ten days	- Messed Up/Bloody Mess/ Shot Up
Ten days	- Critical.

No Medical Care

Drop back one day per week.

Excellent Medical Care

Advance up two days per week.

Toughness -2 to -1

Drop back one day per week.

Toughness 0 to 1

Standard healing time.

Toughness 2 to 3

Advance one day per week

Toughness 4 to 5

Advance two days per week

Iron Constitution

Advance two days per week

The criminal spends the required amount of healing days at his level of injury before recovering and moving upwards onto a lesser state of injury where he stays until he has spent the required amount of healing days at that category.

You can't keep a good man down, and those made of sterner stuff have the grit and constitution to bounce back quicker than limp wristed mummies boys. Take the victim's toughness attribute and accelerate or reduce the healing process by the number of days each week. Similarly good drugs, supervision and treatment will progress the victims recovery.

Days are always advanced or dropped at the end of the week, or at the end of the recovery if this is sooner.

In a bar fight Solly gets glassed in the hand protecting himself and suffers a nick injury. The standard healing time for this injury is five days in total but as Solly has a toughness of 5 it only takes him three days to fully recover.

Stuns

Blunt concussive weapons can knock a guy out cold without having to have his brains leaking out of his ears. Night sticks, blackjacks, punches, slams and kicks can drop a dude by deadening the muscles in

his leg or wind him by sinking a shot into the pit of his guts. These type of weapons strike with a large surface area and cause a wave of trauma to ripple through the body. Pain, nausea, motor dysfunction and unconsciousness are the products.

Stabbing and slashing weapons can also cause stuns through pain, but are less effective at stunning a victim. Their strength is through causing blood loss, which then leads to shock.

Use the trauma value as a difficulty to match against the targets trauma resistance stat to see if he crumbles.

As with everything else the margin of failure determines the effect of the stun on the target and the amount of time it will take to recover. Recovery is dependant on the level of the stun with the victim having to work his way through each level sustained.

Jolted

Number of points of failure in slots +4.

Knocked Down

Number of points of failure in slots +4.

Incapacitated. Number of points of failure in 6 second rounds.

Unconscious

Number of points of failure in 10 minute rounds.



Stuns are accumulative for instance if a victim who is jolted suffers another jolted stun the failure values are added together. If the total exceeded the current margin of failure level then the victim's stun would worsen to a knock down. For example a 3 point close fail jolted stun when added to a 4 point close fail jolted stun results in a no way knocked down stun of 7 points.

Also when in a stunned state a victim is more susceptible to being stunned further by another blow. Remember to deduct the -2 stun penalty from the TR of the criminal when facing stun difficulties to represent this increased vulnerability.

Note: Drags for being stunned are added on to drags for injury.

Jolted

Close Fail - (Head). Victim is rattled and staggered by the impact and is left woozy and disorientated but still on his feet. Victim is offset and loses two attack slots. For the duration a -2 drag to all physical and mental actions.

Close Fail - (Arms). Impact causes pins and needles in arm and causes temporary motor dysfunction. Hand held items retained. A -2 drag to physical tests for the duration that require the use of that particular arm.

Close Fail - (Body/Groin). Wincing pain and momentary breathlessness halts victim in his tracks. For the duration a -2 drag to all physical actions. Victim is momentarily offset losing two attack slots.

Close Fail - (Legs). Impact causes pins and needles in the leg affected and temporarily hobbles victim who suffers a dead leg and limited motor function as a result. Victim remains standing but is offset losing two attack slots. A -2 drag to all physical actions involving the use of the leg for the duration.

Knocked Down

No Way Fail - (Head). A jarring, shuddering blow drops the victim onto the seat of his pants and leaves him glassy eyed. Victim is semi-conscious and can only crawl and cover up with a -4 drag as well as the drag for being prone. Loses 3 slots for the knockdown

No Way fail - (Arms). A hard shot numbs the victim's arm leaving it unresponsive and leaden. Victim suffers a -3 drag to physical actions involving the use of the arm and drops any hand held item. Victim is offset losing one attack slot.

No Way fail - (Body/Groin). Sickening pain and desperate breathlessness cause victim to sink to his knees. Victim can only cover up at a -4 drag and loses 3 slots for the knockdown.

No Way Fail - (Legs). A hard shot numbs the victim's leg causing it to collapse leaving it unresponsive and leaden. Victim falls to the ground. Victim suffers a -3 drag to physical actions for the duration and cannot get up unaided until recovered to a jolted stun. Victim is offset losing 3 slots.

Incapacitated

Screw Up Fail - (Head). Victim is knocked down and out from a vicious blow that rocks him to his socks rendering him unconscious before he hits the ground. Victim is helpless until recovery takes him into a knock down state. Victim may suffer further injury from nose-diving into a hard surface.

Screw Up Fail - (Arms). Impact to nerve point in arm triggers excruciating shooting pains that paralyze the arm. Arm and victim are useless because of the agony and cannot act for the duration except to cover up at -4.

Screw Up fail - (Body). Devastating impact knocks the crap out of the victim leaving him doubled over and retching his guts up.



The victim feels as though he is suffocating with his eyes bulging out of their sockets, and his head feels as though it were going to explode. The victim is completely helpless until he recovers.

Screw Up Fail - (Legs). A chopping blow cuts the legs from under the victim sending him flying. The impact knocks a nerve off line and causes excruciating shooting pains up and down the leg paralyzing it. Victim is racked with pain and is as useless as his leg for the duration. Victim can only cover up at a -3 drag.

Unconscious

Backfire Fail - (Head). Lights out for a long time. The victim is badly concussed and will not regain consciousness immediately. Recovery is made over 5 minute turns until completely recovered.

Backfire Fail - (Arms). Same effects as incapacitated except that victim is further disorientated, -4 to all tests and recovery is a protracted action made over 5 minute turns.

Backfire Fail - (Body/Groin). Same effects as incapacitated except that victim faints from the trauma and recovery is a protracted action made over 5 minute turns.

Backfire Fail - (Legs). Same effects as incapacitated except that victim is further disorientated -4 to all tests and recovery is a protracted action made over 5 minute turns.

BLOOD LOSS

A real pisser that can catch up with your criminal and kill him even after the shit storm has passed. Get stabbed, shot or busted up enough and your criminal will have a problem losing injury points due to blood loss over a set and sustained period of time until death, medical intervention or a natural stoppage takes its course.

1IP every 10 min - This is a trickle that will stop naturally on a random 17 to 20 roll after the first amount of blood loss and each period thereafter. Patch up difficulties are low at around 0.

1 IP every 5 min - A bit more of a concern and unlikely to cease naturally with a roll of 19 or 20 being required. Patch up difficulties around 3.

1 IP every 2 min - A problem that is not going to stop by itself so rip that shirt and get tying. Patch up difficulty around 6.

1 IP every min - A major problem that along with the nasty wound that caused this level of blood loss will probably kill the criminal within 20 to 30 minutes. Patch up difficulty around 9.

3 IP every min - Shit man one of your fucking arteries has been severed expect to get dizzy and dead damn quick. Tough guys could go 10 to 15 minutes before expiring, punks and regular Joes' about 5 before turning cold and white. Patch up difficulty 15.

Internal injuries are tougher to treat and require surgery. Patching someone up is a progressive action over 30 second rounds.

No Way Failure or worse - No effect.

Close Failure - Reduce blood loss level by one level e.g. 1 IP every 5 min becomes 1 IP every 10 min.

Just There Success - Reduce blood loss level by 2.

Full Success or greater - Bleeding stops.

"Fuck you! Fuck you! I'm fucking dying here! I'm fucking dying!"

Mr Orange from the movie Reservoir Dogs at the point where is both bleeding to death and being fingered as a police snitch.





Smashing Things Up

Breaking things is really no different to busting punks up except that objects have a damage resistance and damage points to be overcome before they fall apart. Objects can suffer four degrees of damage.

Scratched/gouged/frayed
Bent/dented/splintered/ripped open
Broken/busted/torn apart
Destroyed

Objects typically have a -6 defense against which the hit chance is matched against. Once a hit score has been obtained as the base of damage roll a 1d20 for damage with the effectiveness of the weapon used. The IP damage on relevant chart minus the damage resistance of the object is the amount of damage points caused to the object.

All blade weapons except axes do half their IP values in damage Points.

Use common sense and judgement as to whether an item will function at a certain

level of damage. EG. a door would only need to be either badly splintered or broken for it not to be of use as a security measure. A TV set might cease to function a little sooner.



Improvisation

Given time within any given game there will arise a certain combat situation not prescribed by the rules. Follow the principles of the system eg. slot costs, hit chance etc. and assign an appropriate success margin or injury total according to the moves severity and difficulty of execution. Use the existing charts to help gauge this.



Substance	Resistance	Damage Points
Flimsy wooden door	4	60
Standard wooden door	8	60
Thick hardwood door	15	60
Metal coated fire door	30	70
Car door	6	40
Glass windshield	6	20
Small single pane window	3	6
Toughened safety glass	15	20
Bullet proof glass	75	20
Perspex glass	12	40
Chain link fence	15	40 to crawl through
Plasterboard wall	3	60
Single layered brick wall	20	60
Solid stone wall	40	80
Heavy steel door	60	60
Tv / radio	2	20
Clothing	8	20

The Star Hotel Part II

Back at The Star Motel Marlon has launched himself at Solly with a switchblade. The director rules this a creep attack and applies Marlon's creep ability of 8 against Solly's awareness of 9 for an 9 vs.11 split. The director rolls a 7 for Marlon's creep attempt, and tells Solly that he sees a pointed shadow lengthen and shoot up the wall in front of him. Solly decides to turn around and belt the hell out of whoever's coming up on him. Solly is aware of a threat and so can react, but can he act quick enough. Marlon bearing down on Solly with the blade poised to strike sees Solly startle and turn.

The director calls for a reaction roll to see who does who first. Marlon has a reaction roll of 14 and 9 slots, which is boosted by a pro blade skill of 6 to 10 slots. He is however dragged back down to 9 slots because of his heroin buzz.

Solly's reaction roll of 12 gives him 8 slots plus 2 because his expert assault skill of 7, which is dragged by a slot for being out of range and by 2 slots for being caught off guard for a reaction roll of 7 slots.

The director then makes an awareness roll for Rondell as one second his road dog is by the side of him the next he's who knows where. The director applies a fairly straightforward difficulty of 3 as Marlon was slightly behind Rondell for him to notice what's going on. An ability of 12 produces a 1 vs 19 ratio and with a 1 and then a further 4 result Rondell is slow to realize what's happening and continues ambling along the corridor this 6 second round.

Marlon has the edge by a slot and gets to be first to it. Marlon decides to go for a hard stab attack, which costs 2 slots.

Marlon's doped down blade violence is 12 matched against Solly's street fighting protection of 20 minus 6 for a rear positional disadvantage and 1 for a confined area. A 12 vs.13 produces a 11 vs. 9 split and the chance for Marlon to do some serious harm.

The director rolls for Marlon and gets an 8, a 3 point miss, which isn't modified by the hard attack. The director tells James that he just sees the glinting blade in time and ducks forward for Marlon's fist to brush his right ear.



Marlon is now on 7 slots and Solly is still on 8 so Solly can now go. As James is in a positional disadvantage he opts to perform a hard back attack stating he wants to elbow the rat bastard intending him harm in the face. This attack costs 3 slots and requires a +19 on the street fighting injury chart. Solly matches his 20-6 in range and positional modifiers against Marlon's blade protection of 11. James needs a 7 to get the attack off the ground and rolls a 10 for a just there success and a murder multiplier of x 0.5. A 5 injury roll is made which is below Solly's hurt modifier hard attack effectiveness of 6 for a 3 point injury total. Solly fails and the director tells James that Solly goofs the attack and is in the same position as he was to begin with.

Marlon is now on 7 slots to Solly's 5 and so gets to be violent again. He goes for a hard attack and rolls a same split of 11 vs 9. He gets a 16 for a 5 point full success and a murder multiplier of x1.

A 14 injury roll exceeds the switchblades modified effectiveness of 11 (10 -1 hurt modifier) and another roll is made scoring a 4 for an 18x1 total.

The attacker stabs straight through the defenders forearm chipping the bone and cutting through muscle as it is yanked free. 5 IP, TV -1. Blood loss 1 IP every 5 min.

The director tells James that before Solly can get his shit together the blade darts downward at him again and impales him through his right forearm as he reflexively tries to protect himself. Solly loses 5 IP from his 82 total and has to make a stun test at a difficulty of -1. With a ratio of -12 vs 32 he breezes it.

Slots are now at 5 apiece but because he has the higher reaction roll he gets to be violent before Solly. Marlon ignores the failed backhand swipe and continues frenziedly bring the blade down on the big man. The ratio remains the same and a 7 roll

produces a close fail with the blade snagging Solly's t-shirt as it cuts through the air.

Solly decides now to take the safe option and spend 2 slots to turn just around and drops down to 3 for the round.

Marlon stabs hard again but this time on a split of 18 vs 2, as Solly is now facing him. The director rolls for Marlon and scores an 19 a 1 point just there success for a x0.5 murder multiplier. A crumby 6 with Marlon's -1hurt modifier and the switchblades hard attack effectiveness of 10 halves the crummy injury total to 3.

Which is:

A thrusting type slash catches the defender in the nostril as he is pulling away from the attack. The nostril is painfully ripped open in an eruption of blood 1 IP, TV 0.

James scratches 1 IP off Sollys 77 total and tests Solly's trauma resistance 21 against the trauma value. A 21 difference makes a -11 vs. 31 split. James rolls a 1 and gets worried but a second roll of 18 is 2 points shy of stun.

The director tells James that he doesn't pull back quite fast enough and feels sharp steel in the hood of his nostril and then a very painful ripping sensation as it unzips his flesh in a burst of blood bringing tears to his eyes.

Solly now uses his last 3 slots for a hard attack. Solly's violence is 17 (-3 for being out of range) against a blade protection of 11.

James needs only a 4 but rolls a 19 for a perfect hit and x2 murder multiplier. He then rolls a 17 on the injury roll surpassing the 6/13 he needed for a second injury roll. A roll of 15 again exceeds the 13 effectiveness required with a third roll of 2 forming a 34 x2 total.



James says Solly goes into a blind rage and tears into Marlon with the intentions of really fucking him up.

Solly slips his left hand behind Marlon's shoulder and grips the hair on the back of the his head and yanks it back to expose the throat for a vicious clubbing strike to the Adams apple and a lightening palm heel strike to the bridge of the nose that busts it apart in an eruption of blood. Solly then uses the momentum to follow through and drop slam the unbalanced Marlon heavily onto the back of his head fracturing his skull and causing a cerebral hemorrhage. The move is completed with an excessively damaging short knee drop to the face that caves the cheekbone in and greatly exacerbates the skull fracture.

34 IP, TV 15, PD -7, Offset loses 3 slots. Blood loss 1 IP every min.

The director makes a stun roll for Marlon on a near shut out of 20 vs 0. Marlon scores a 9 an 11 point screw up fail and is out of it.

Little Marlon has 44 injury points split into bands of 9/9/9/9/8. The skull fracture has left him badly messed up.

Solly seeing the glassy eyed and crushed face of Marlon gets up and goes to stomp all over Rondell.





ARE YOU DOWN

Currents of heat rolled up off the tarmac making the air above shimmer and distort; Solly Brown drifted into the haze as he sat back in the stinging hot seats of his Coup De Ville, and waited for Clay Douglas to fetch cold ones from the liquor store. Solly broke his chill and cast an eye around the Orchid Street stores, picking up a grey uneven furred mongrel lying on the sidewalk. Tongue spilled out of its mouth in exhaustion, it's rib cage rose and fell rapidly like a blacksmith's bellows. The other side of the street a black Monte Carlo cruised by on slow, the loud mamba music building and dying like a train as it went. The ride was right; Solly felt for his piece and eyeballed the driver, checking him out for colors and tags, attitude and a nine mil. Flash and silky, no Bandera, no sweat, Primo turf but as yet no show from the Ese's.

Top down and shirt off Solly stretched his football sized biceps over the ridge of the seats and soaked it up, the dark blue G.P.G. ink on his slabbed chest exposed to the sun, and anyone that cared to look.

Rounding the corner of the liquor store "Two John" Sanchez strutted like a prize rooster his head cocked high and in challenge. Behind him the rock hard and scarred Frankie Duarte, the bare arms of the veterano sleeved in prison ink and itching to thunder. By the side of Duarte young blood Christo Espinoza slim, grim and looking for a rep. The Caddy with the man Brown, and Douglas strolling out of store with a brown bag under a fat arm came into their line of sight. Pissed at being dissed they reached for their pieces.

Solly heard something like "Hey black, don't you know where you at" from up front and to the side and then an "Oh shit" from Douglas. Solly clocked the three Primo's just as all hell cut loose.

"Two John" opened up with his .380 SIG on the shocked Douglas the casings flying out of the breech. The forties crashed on the sidewalk as lethal pieces of lead zipped

passed him. Espinoza .25 automatic flipped to the side and high on his feet joined in popping at him with the little piece.

A .38 slug brushed his left forearm leaving a kiss of blood and a wake up call. Douglas pushed off into a run but hadn't gotten a yard before .25 bullet stung his ass numb. Hopping like a hamstrung sprinter Douglas dragged the disobedient leg toward the hog with hungry guns snapping at his heels.

Ducking low under Duarte's fire the windshield fractured like pond ice and one ripped through the driver's side door and sliced Solly's left lat like a hot knife. Keeping it together Solly lifted the Python of the foot well and came up shooting.

The heavy .357 revolver kicked in his hand the barrel rising and falling with each shot; a zinging line of death left a furrow along the big man's skull that immediately wept blood like a split tomato. Steely eyed and down for the Gangsters, Solly shrugged it off and drawing a new bead on the moving Primo squeezed two off. The magnum boomed, and Duarte from 15 yards jerked and dropped like a stone from a square hit in the groin, that then ricocheted up from his hip bone creating carnage in his lower chest. The primo curled like a cat in the cold and lay still.

Douglas got ready to throw himself into the back seat when he felt a searing pain in his chest and the air suddenly snatched out of his lungs. Feeling weak as a newborn his good leg gave way under him and he thudded into the rear door of the Caddy, coming to rest in a propped up heap like a patient in a hospital bed. Esposito circled the stricken Grenson Park Gangster like a fighter sizing up a knockdown and figured he was out for the count.

Solly flung the car door open, got out and crouched behind it, Python over the sill looking to smoke some more.

Esposito adrenaline crackling like electricity through his body dared to move in close and make his name. Vision blurred to slow mo and bouncing a rough ride on jellied legs, the caps he busted at the side on



Solly sailed high into the tenement blocks. Two John switched targets and pumped two rounds into the car door before clicking empty. The first bullet blew the lock out of the door but missed the Former G.P.G., the other punched through the panel and sunk an inch into his muscle bound thigh. Solly's face flexed pain and he slipped back against the door sill.

A deuce in the cylinder and a wild eyed Primo closing in, Solly brought the Colt around and levelled it at the punk. Esposito slammed the brakes on and got a last one off before catching a magnum slug in the face that smashed his lower jaw into jagged shards of bone and pulp. Esposito spun round like he'd walked into a wall, and clutching the bloody remnants of his mouth he staggered away doubled over like a dizzy kid off a fairground ride.

Hauling himself up quickly Solly swung the Magnum at the bailing Sanchez as he dipped out of sight behind the side of the store. With warm rivulets of blood rolling down his face and a hot ache in his left thigh the light brown behemoth scooped up and bundled the fast fading Homey into back of the Caddy. Falling behind the wheel he gunned the engine and roared out of the Park to the nearest E.R.

Day 15 and Solly had four grand banked with another 75 days left to make the rest.

Street Law

Guns rule on the street. They are sought after, prized and used with alarming frequency as the answer to all problems. No respect, see what I'm packing; no money, get some from the end of a barrel; scared, ain't nobody going to be messing wit me now. Guns are the great equalizer, they make even the scrawniest fool dangerous and they are in Dog Town pretty easy to get hold of if you know the right people. From Saturday night specials to state of the art assault rifles its all out there, if you know where to look.

Shootouts are run on much the same system

as rumbles with actual firing a contested action matching firearms skill against the target criminal's lead protection. This is then affected by an assigned difficulty based on range and situational modifiers.

Balls Test Reaction Speed Test Firing and Maneuvers Misses and Injuries Trauma Test

Gunfights are pretty hairy and require a balls roll at difficulty 6 with situational modifiers applied for the criminal to keep his nerve. Shooting ability unlike hand to hand fighting is not aided by out and out aggression, so does not get edges for good rolls, but is affected by bad ones that make the criminal jumpy and less likely to shoot straight. Apply a -1 to -2 drag depending on the degree of failure.

Draw Speed

To decide whose the fastest on the draw use the general reaction speed modifiers first then apply these specific modifiers on top to see whose quick and who's dead.

When you're dealing in sometimes fractions of a second you'll want all the edges you can get. So make sure you can get to your piece quick, because by the time you've unzipped your jacket you're leaking blood from several bullet holes. A gun can get stuck in a crappy ill fitted holster or sit badly in the front of your pants. Safety catches are a good idea but not so hot when drawing for your life and nothing happens when you pull the trigger. When expecting trouble, have your piece cocked and ready. For the maximum edge carry a small snub nose in a quick release speed holster and shoot without aiming from the hip.

Where slots are equal a reaction roll with a difference of 5 or less means a simultaneous exchange of lead. A margin of six or more means that one felon has just nicked it and will get his salvo off first.



Firearm Draw Speed Table

Factor

Poor quality, ill fitted holster \$
 Good quality holster/Speed holster *
 Ankle holster (reach down)
 Hip holster
 Shoulder holster
 Held in trouser waistband \$
 Weapon has slow draw speed
 Weapon has average draw speed
 Weapon has fast draw speed
 Weapon raised and ready to fire
 Raising drawn handgun/smg
 Raising drawn shotgun/rifle
 Weapon uncocked
 Turning 90 degrees around
 Turning 180 degrees around
 Shooting from the hip with hip holster
 Weapon fitted with telescopic sights
 Weapon slung over shoulder
 Safety catch has to be switched off
 Jacket zipped up
 Holster has to be unfastened
 Changing target more than 45 degree arc

Modifier

+1 slot to draw
 +0 slots to draw
 3 slots to draw
 1 slot to draw
 2 slots to draw
 2 slots to draw
 +2 slots to draw
 +1 slot to draw
 +0 slots to draw
 +0 slots to expend just shoot
 1 slot
 2 slots
 1 slot
 1 slot
 2 slots
 1 slot to draw and fire *
 3 slots to focus and aim
 4 slots to draw and aim
 1 slot
 2 slots to undo
 1 slot to undo
 1 slot

\$ Option to make drawer perform a draw test skill at diff 0 to avoid risk of barrel getting caught in holster waistband. Add+1 slots if this occurs.

* Possible only with waist positioned speed holster and gun with fast draw speed.

Shoot First Questions Later

Just being the first to reach for the piece is enough to give an edge in a confrontation. This is why cops who have a duty to take reasonable steps not to take life, generally have their guns drawn, aimed and ready to fire when issuing warnings. This gives them enough time to compensate for not taking the initiative, and to react should the perp raise his gun and start popping. Where all things are equal however the dude that decides that things are going to get deadly will have his full reaction roll and imposes -4 or 2 slot drag on his enemy.

A pair of patrol cops Eric Larkin and Christine Bradley from Pennington's 23rd Precinct get a call of a B&E in progress at the Oasis Liquor store.

Larkin goes around back while Bradley goes in from the front. Torch in hand with her other hand on an unfastened hip holster she makes a search of the store.

Skulking thief Eric Quintilla gets caught in the beam and not wanting more jail time the potential 3 time loser pulls his piece. Quintilla has 6 handgun slots from his reaction roll of 7 and no edges for a amateur skill level.

Bradley has 7 handgun slots from her reaction roll of 7 and another from her pro handgun rating.



Quintilla decides to act first and gets his full reaction roll.

Bradley although poised for action still suffers a -2 slot penalty. They both have 6 slots apiece and go for their guns at the same time.

Quintilla is packing in his waistband a Colt M1911 .45 semi, which has an average draw speed. He passes his draw test so won't incur any additional slot costs.

Bradley is carrying a good quality side holstered Smith & Wesson Model 10 revolver with an average draw speed. Drawing from a good quality holster has no slot costs, from the hip holster only 1 slot and using an average draw speed weapon an additional +1 slot cost.

Quintilla will have to use two slots to draw from his waistband with an additional slot added on for the weapon speed.

Bradley takes only two slots to present. Her third is then used to plug Quintilla with lead

The Saturday Night Shoot Out

Right you've got the piece and fancy a little gunplay but putting a hole in some guy isn't as easy as it looks. Most punks and everyday Joes couldn't hit the side of a Buick from much more than spitting distance. Shootouts usually involve two schmucks snap-firing cock handed whilst making a mad scramble for cover. Inexperience and nerves are the two quickest killers, so best know what you are doing or yo mama going to get a visit from the police.

"There is a flip side to that coin. What if you do got me boxed in and I gotta put you down? Cause no matter what, you will not get in my way. We've been face to face, yeah. But I will not hesitate. Not for a second."

Neil McCauley from the movie Heat.



Standard Shot Difficulty Chart

Range	HG	SG	S.M.G.	A.R.	B.A.R.	Difficulty
Execution	6 ins	6 ins	6 ins	6 ins	6 ins	-6
Point Blank	0 - 1	0 - 5	0 - 5	0 - 5	0 - 5	-3
Close	2 - 10	6 - 20	6 - 30	6 - 30	6 - 40	0 - 3
Medium	11 - 20	21 - 40	31 - 80	31 - 80	41 - 150	4 - 6
Long	21 - 50	41 - 50	81 - 150	81 - 150	151 - 400	7 - 12
Extreme	51 - 100	51 - 70	151 - 200	151 - 400	401 - 1000	15 - 30

Range in Yards

HG - Handgun

SG - Shotgun

S.M.G. - Sub-machinegun

A.R. - Assault Rifle

B.A.R. - Bolt Action Rifle

Apply the following mode of fire and situational modifiers to the shooter's ability if applicable, before it is matched against the range of the target to form a ratio of success.

Mode of Fire

There are several shooting methods:

Aimed Fire - The shooter takes time to set up in a good aiming position to focus his breathing and concentrate the sights on the target. This takes five slots worth of action to complete within a round, or can be achieved at the end of two combat rounds if this option has already been commenced in the first. At close range this benefits the shooter's ability by a +2 edge. At medium ranges upwards where it is more beneficial to take time to aim by a +4 edge. Aimed fire is the safest and most controlled mode of fire and reduces any miss on the firearms chart by 5, though not to create a positive result. It is also the best mode of fire for shot selection and conserving ammo.

Assessed Fire - In between fully aiming and rapid fire there is assessed shooting. Shooters firing this way space their shots

with a pause in between to steady recoil and adjust aim. Shooters on target ranges often shoot like this maintaining a decent rate of fire without losing accuracy. Shots can be called and placed in particular target areas with this method when a full success is scored.

Semi automatic weapons 1 shot every 2 slots.

Pump actions and bolt action weapons 1 shot every three slots.

Rapid Fire (RF) - This is shootings homicidal attack equivalent where the shooter fires 3 rounds in the space of 2 slots. Firing 3 rounds at a man-sized target increases the hit chance by +2 at anything up to and including close range, over that and the hit chance bonus is removed. Firing the full rate of fire of a weapon (except a SMG) in a round can cause accuracy problems due to successive recoil without the time being taken to readjust aim. This is taken into account in the weapons RF value, which is used to make this attack. The real plus side to this mode is being able to access the Multiple Gunshot Chart where more bullets means more kills. So compensate and get up close for the rub out. Called shots can be made with rapid fire though the bullets tend to go anywhere and



everywhere hitting unwanted areas as well.
Semi Automatics 3 shots every 2 slots.
Pump Action Shotguns 3 shots per 3 slots.

Snapshot Firing – In this mode of fire a single shot is let off each slot at a -1 drag to the shooter's accuracy. It is best employed with a revolver and multiple opponents to put a hit on each quick and to conserve ammo where rapid firing would soon leave your criminal clicking empty.

Two Handgun Rapid Fire – Carrying two guns around will probably earn your criminal the alias "Two Gun" as well as giving him a +1 edge onto the RF of his weakest gun when he cuts loose with 6 shots over a 2 slot period. One shot roll is made using this RF +2 for standard rapid fire and the effectiveness of the strongest handgun +7 effectiveness is used on the injury rolls. Alternatively roll separately for more time consuming but accurate results.

E.G. a .32 CZ10 semi-automatic has a RF of +2 and a 9mm Browning 1935 a RF of +1. With both fired together the shooter would use the Browning's RF +1, plus the +1 two gun bonus for an attacking violence of +2. Then added is the standard rapid fire bonus of +2 for a combined total of +4. The more powerful weapon is the Browning and its effectiveness of 10 is increased to 3 with the support fire of the weaker gun.

Concentrated Automatic Fire - A fully firing Uzi or AK47 is a wonderful thing in the hands of a pro it can literally turn a car full of homeys into mincemeat, or make a doorway a complete no go area with heavy suppression fire. But the repeated recoil from automatic weapons makes them difficult to control and almost impossible to keep on target at ranges where pinpoint accuracy is important. Add to accuracy of weapon.

Point Blank. Hit chance increases by +2 for every 5 shots fired.



Close Range. Hit chance increases by +2 for every 5 shots fired.

Medium Range. Hit chance decreases by -1 for every 5 shots fired.

Long Range. Hit chance decreases by -3 for every 5 shots fired.

Extreme Range. Hit chance decreases by -4 for every 5 shots fired.

Bursts of automatic fire raise the effectiveness of the weapon.

5 -10 round burst standard effectiveness.

15 -20 round burst effectiveness +5.

25 -30 round burst effectiveness +10.

Shot selection as rolled, no called shots.

Sprayed Automatic Fire - One way to take care of a south of the border hit squad sent to cut off your gangster's cojones is to douse them in a spray of heavy automatic fire with something military from that arsenal you've been collecting. Spraying is similar to concentrated automatic fire except that separate attack rolls are made for the individual targets concerned.

The closeness of the enemies to one another is an important factor to consider, and spraying those spaced well apart would be a drag on the shooter's ability, as the concentration of fire will be spread to thin, and much of the lead will be wasted on thin air.

When spraying an enemy group, either a half or full clip of ammo is used which has consequences on accuracy and effectiveness.

Number of rounds fired divided by number of targets minus drags for longer ranges.

Number under 5 = - 3 to hit and -5 to Eff.

Number under 14 = standard.

Number over 14 = +1 to hit and +5 Eff. *

* Subject to range

Suppression Fire - Putting heavy fire down onto a spot will stop your enemy if he has any brains from poking his head around the corner to take a shot at you. Successful suppression fire depends on the area covered and the amount of rounds put into it. For instance 15 rounds put into a 1 yard doorway would create a 15 divided by 1 difficulty to get through on moves without eating lead. The skill of the shooter also plays its part and hit successes and failures have their value added onto the maneuvers difficulty. The same amount of rounds put into a 3 yard area would result in a base difficulty of 5 to get through without getting hit. Take the margin of failure as the basic hit score of the suppression fire that has hit the target.

Execution Range

Execution range guarantees a hit wherever the shooter wants the bullets to go, which is usually the back of the head.



Called Shot

If ya want to shoot the bank manager in the knee to show him you are serious about making a large cash withdrawal then ya need to make a called shot. The difficulty of hitting where you plan is dependant on the mode of fire:

Aimed Fire. A full success guarantees the spot.

Assessed Fire. A full success guarantees the spot.

Single Shot Rapid Fire. An outstanding Success guarantees the spot.

Rapid Fire. An outstanding success will hit in the general area but with possibility of stray rounds.



Accuracy Chart

Situation

Good Paced Running
Jogging
Walking
Firing At Slow Moving Target
Firing At Fast Moving Target
Partial Cover 50% Target Area Exposed
Near Complete Cover 20% Target Area Exposed
Target Behind Soft Cover But location Known
Target Hidden in Soft Cover Location Unknown
Snap Shot From Behind Full Cover
Snap Shot/Hip Shot
Slight Depressant Buzz
Nicely Intoxicated
Heavily Intoxicated
Rapid Fire
Snap Shot
Assessed Shot
Fully Aimed Shot Firing At End Of Round
Telescopic Rifle
Damaged Sights
Dim Light/Light Smoke
Murky Darkness/Thick Smoke
Gun Rest
Exhausted
Nervous/Hesitant
Slight Buzz Stimulant
Flying/Cranked Up
Panicked/Reluctant
Shooting Wrong Handed Close Range
Shooting Wrong Handed Medium Range
Firing At Large Target (Car)
Firing At Small Target (Cat)
Firing At Extremely Small Target (Apple)
Firing Two Handguns Up To Close Range
Firing Two Handguns Medium Range
Firing Two Handguns Long Range
Shooting Rifle/Shotgun One Handed

Modifier

-8 drag
-6 drag
-3 drag
-2 drag
-4 drag
Negate IP's to covered area
Negate IP's to covered area
-2 drag
-10 drag
-10 drag
-6 drag
-2 drag
-4 drag
-9 drag
RF value
-1 drag
No modification
+2/+4 edge
+2 edge
-1/-4/-8 drag
-3 drag
-7 drag
+2 edge
-3 drag
-2 drag
No modification
-3 drag
-4 drag
-1 drag
-3 drag
+3 edge
-5 drag
-9 drag
+1 edge
-2 drag
-6 drag
-6 drag

Tactics

Can't shoot straight then get up close and personal so you can smell the mutt sweat. Even if you don't know a double action revolver from a hole in the ground, at point blank range of up to 1 yard unload a clip, and even Mr. Magoo could get a hit.

Don't hold an automatic rifle or smg one handed in nonchalant manner like a hom-ey or celebrating revolutionary, it may look cool, but your opposite be laughing at you as you try to put a bullet in him.

Use the right weapon for the job. Shotguns



are ace for short-range clearance work but suck at range. Scoped hunting rifles are best for rooftop assassinations but are lousy for close quarter protection. Fifteen shot semi-automatic handguns are better than old fashion six shots if there's a lot of shooting to be done, but aren't chambered for the high powered magnum rounds.

Pop up or around cover to snap off a shot then drop back down again. Exposing a small part of your criminal to fire for only a slot in the round creates a -10 difficulty to get hit, but causes him a - 6 drag to hit himself.

Be aware of your situation and his, has he got a clean shot at you from that angle, does he know exactly where you're ducking down, how many bullets have you fired.

Know the jam you're in, sometimes it's a top idea to let rip with two guns blazing and

bail out double quick, at point blank and close range you'll get twice the fire power at +1 edge going up to a -2 drag for medium range and -6 for anything greater. So sometimes it will be wiser to conserve ammo and pick the right shots.

Keep spare ammo close to hand. Use speed loaders for revolvers and extra clips for semi- automatics. A good tactic for SMG's and assault rifles is to tape two clips together, then when one runs out, simply turn the mag around, slot it in and continue firing.

If an unwelcome caller comes a knocking on your flimsy city housing door, shoot. He doesn't know where you are in the room, but you should have got a pretty good idea where the meathead be standing. Unload a clip of ammo through the door and the crappy sheetrock wall next to it at waist height, as less than solid cover won't do much for



you if your location is known, and the Encyclopedia salesman will take the hint.

Use your head as well as your trigger finger make use of distractions, flanking maneuvers and teamwork to come out on top.

Listened up and got a hit, to find out if your victim now be missing a finger, or much better have an unhealthy bit of ventilation in his head, consult the relevant gunshot injury chart in the same way as if you were batting.

Misses And Injuries

When a miss occurs refer the negative numerical value to the relevant gunshot injury chart for the interpretation of the failure. When a hit is scored take it's margin of success over to the relevant gunshot chart as the murder multiplier. Then make a 1d20 roll and if the injury roll (IR) equals or exceeds the firearms primary effectiveness (EFF) roll another 1d20, and if this score to equals or exceeds the secondary effectiveness make a third and last roll. Then add all scores together for the murder multiplier to work its magic.

Injury = 1 d20 IR + additional 1d20 IR if over or equal firearms EFF value x murder multiplier.

Just There x 0.5

Full x 1

Outstanding x 1.5

Perfect x 2

Blackjack (A 21 Success) x 3

Positional Disadvantage

Being knocked down in a gunfight does not put the criminal in the same positional disadvantage as in a rumble. Although movement is compromised in terms of protection the criminal is in many instances a smaller target to hit especially at range. So common sense should prevail and drags applied appropriately. Being spread across the floor

does not place drags on the criminal's handgun violence.

Specialties

Aimed shot - Aimed shots take 4 slots instead of 5 and confers an extra +1 to hit and +1 effectiveness.

Snap Shot - The criminal can snap shoot without the usual -1 drag.

Quick Draw - All draw costs are reduced by 1 slot to a minimum of a 1 slot cost and where slot totals are equal the specialist will always edge it.

Rapid Fire - The criminal can use the rapid-fire mode effectively up to and including medium range and gains +1 effectiveness.

One Handed - The criminal can fire shotguns, rifles and smg's one handed with only a -3 drag.

Favorite Gun - The criminal can shoot at +2 ability with one particular model of gun.

Hit Man - The criminal has a few back of the head hits under his belt and is able to automatically access the head as a hit location even at point blank range. Also knowing exactly where to place the bullet increases the firearms effectiveness by +3.

Hardware

Firearms are split into the following categories:

Semi-automatic handguns.

Revolvers.

Shotguns.

Sub-machineguns.

Assault rifles.

Bolt action rifles.

Machine guns.



These weapons are available in different models made by various manufacturers from around the world. Each model has individual characteristics that define its appearance, capabilities and performance.

Caliber(CAL) - The diameter of the barrel measured in inches or millimeters and the size and type of cartridges fired through it. The higher the caliber and longer the cartridge e.g. a Magnum, the more powerful the weapon is.

Rapid Fire(RF) - As a general rule the more powerful the firearm is the greater the recoil the shooter has to cope with after each shot. Recoil kicks the weapon off target and if time isn't taken to readjust aim, as in bursts of rapid shooting then accuracy will suffer. Small caliber weapons that recoil less are better suited to rapid or automatic firing, as they are able to maintain their aim and accuracy between shots. Apply the weapon's Rapid Fire values instead of accuracy values to the criminal's firearms attack when he is firing multiple shots in an action.

Automatic Fire(AF) - Apply the SMG's auto fire value as the base when firing variable amounts of rounds.

Rate of Fire (ROF) - All weapon classes have a maximum rate of fire per slot. Handguns can fire 3 shots every 2 slots. Pump action shotguns can fire 3 shots per 3 slots. SMG's vary with automatic mode but can fire 3 every two slots in semi-automatic mode. Assault Rifles also vary in automatic mode but also fire 3 shots every 2 slots in semi-automatic mode. Bolt Action Rifles can fire 1 shot every 3 slots. The second stat is the number of slots that an assessed shot takes to fire at zero accuracy modifier.

Accuracy(AC) - Some guns because of the excellence and particulars of their construction and design are more accurate than others. Similarly guns made cheaply and with poor design features are less accurate.

Accuracy is affected by recoil from rapid firing and time spent aiming the weapon.

Power(P) - The stopping power of the firearm based on the caliber, cartridge size and barrel length of the weapon, ranges from a low effectiveness of 20 to high ones of -5. Powerful weapons are heavy and produce a lot of recoil when fired and so are not suited to inexperienced or weak shooters. Those shooters with a power under -1 will struggle with 9mm weapons and above, and those with a power of -1 with .357's, 44's and .45's. Such a person shooting suffers a -2 drag. Rifles offer better support and the drag is only -1 for an insufficient handling strength of -2. Similarly shooters under a pro rating suffer a -1 drag when firing large caliber handguns, rifles and shotguns.

Range(RG) - Generally the maximum range without significant power loss that the class of weapon is effective at.

Barrel(BR) - The length in inches of the gun's barrel. Longer barrels tend to give a weapon greater accuracy and power, while shorter ones are quicker to draw and are easier to conceal. Handguns with 3 inch barrels and under can be concealed in large jacket pockets or held in ankle holsters.

Capacity(CP) - The number of rounds of ammunition the firearm is chambered for or can hold in its magazine. Semi-automatic weapons with their magazine clips are capable of housing more rounds than 6 shot chambered revolvers. All sub-machine guns and assault rifles are semi-automatic weapons. Bolt-action rifles also use the magazine system of loading rounds.

Reliability(RE) - The reliability of the weapon in terms of its predisposition to problems and jamming. A poor semi-automatic weapon will jam on a natural 1 roll followed by an additional 17 or greater on the open ended hit roll. A standard firearm is on a 1 followed by a 20, and an additional 11 or greater on



the third roll. An excellent quality firearm will only jam on a 1 followed by a 20 and an additional roll of 19 or greater on the third roll. Revolvers are more reliable than semi's and a poor quality model will jam on a 1, followed by a 20 and a third of 11 or greater. A standard quality weapon on a 1 followed by a 20 and a third roll of 16 or over. An excellent quality weapon on a 1 and then two consecutive 20 rolls.

Rapid firing, bad conditions and poor ammo and gun maintenance can increase jams.

Most modern firearms have safety devices fitted to them to prevent them discharging by accident. Those firearms that don't, have a 4 in 20 chance of discharging a round on being dropped.

A revolver that jams merely fails to fire the bullet in that particular chamber. Bullets in the next chamber can still be fired.

Availability(AV.) - How easy or hard a firearm is to come by either legally in a store or illegally on the street. Ratings are easy, average and rare.

Draw Speed(DS) - Small compact guns are quicker to draw and maneuver than heavy guns with long barrels. Rated slow, average and fast. A single difference in draw speeds would equal a slight edge or drag, whereas a difference of two would equal a cool edge or bad drag. When comparing different types of firearms rate pistols as fast, SMG's, sawn offs, compacts and carbines as average, and all other rifles as slow.

Concealment(C) - On the range it doesn't matter but out on the street its best to be discreet. Small, flat weapons are easily hidden and won't make a tell tale bulge underneath your shirt that will make a cop or a business associate nervous. Firearms are rated Ideal (I), Workable (W), Difficult (D) and Hopeless (H). An Ideal rating gives a +5 edge to concealing the weapon from notice. A Workable rating gives a 0 modifier to concealment tests. A Difficult rating gives a -4 drag to concealing the weapon from view.

to be hidden within a criminals clothing. A plus or minus indicates a further slight advantage or disadvantage to the value.

Cost(CO) - The price of the gun in the store. Some of the older weapons are collector's items while others will be second hand. The price is merely a guide, as on the street where your criminal will likely buy a piece the price could vary considerably either way.

Handguns(HG)

In the late 1970's the 9mm semi-automatic pistol was in the initial stages of replacing the .38 special revolver as the sidearm of Law Enforcement Officers. This was primarily due to the greater round holding capacities of models as the Beretta M92. Such weapons holding 15 rounds could be decisive in a heavy gunfight against an old six-shooter. The drawbacks with semi-automatic handguns is however twofold. Firstly their mechanism is more complicated than that of a revolver and is more liable to jam and cause problems with misfires because the dud bullet remains in the clip and cannot be bypassed. And secondly the .380 Auto and 9mm cartridges in being designed for high capacity magazines and semi-automatic chambering are smaller and slightly less powerful. On the whole however these drawbacks are outweighed by the amount of firepower a high capacity semi-automatic can put down, and their flatter, lighter and smaller size for purposes of concealment.

Handgun Cartridges

.22 Long Rifle - Ideal for target and backyard rodent shooting, but not for self-defense.

.25 Automatic Colt Pistol - A short cartridge for use in automatics that's a real featherweight when it comes to stopping power. In some instances these rounds have even failed to penetrate large muscular attackers, and in one case 9 hit shots failed to incapacitate a house intruder.

.22 Magnum - A longer and thicker



cartridge, which still lacks the kinetic punch for use in self- defense.

.32 ACP - A short round for use in concealable semi-automatics that has a low recoil but insufficient stopping power for effective no nonsense defense.

.32 Smith & Weston Long - A long revolver round quite popular some years back for use as a detectives gun or back up piece. Used to be considered the very minimum powered cartridge for self defense work.

.380 Auto or Short - A short .38 caliber cartridge for use in semi - automatics. It's short cartridge size reduces recoil and so improves the handling of the gun, which is important with the inexperienced and weaker shooter. Most experts consider the .380 Auto the minimum combination of caliber and cartridge size for defense purposes.

9mm Parabellum - Probably the most widely used caliber in modern semi-automatic handguns and SMG's. It has the balance of sufficient stopping power with

manageable size and recoil.

.38 Special and .38 Smith & Wesson The old favorites with law enforcement used in police revolvers such as the Smith & Wesson Model 10 and the Model 36. They are accurate and reliable rounds with pretty good stopping power.

.357 Magnum - Developed in 1955 for use in the Colt Python this elongated .38 Special cartridge is tremendously powerful but nonetheless accurate round. It is very popular amongst the law enforcement community as a solid performer.

.45 ACP - A popular heavy caliber round in a relatively short cartridge used in semi-automatics and SMG's. It has excellent stopping power but causes too much kick when fired automatically in a SMG.

.44 Magnum - The king of one shot knock-down rounds. The long powerful magnum cartridge combined with a heavy .44 caliber bullet is a devastating duo, but beyond the limits of what many shooters can handle.

Semi-Automatic Handguns

HG	Cal	RF	AC	EFF	BR	CP	RE	AV	DS	C	CO
Ruger	.22LR	+4	+2	18/19	7.0	9	E	E	S	W	\$150
HK 4	.22R	+3	+1	19/20	3.3	8	E	A	F	I	\$140
HK 4	.25ACP	+3	+1	17/18	3.3	8	E	A	F	I	\$145
Baby Browning	.25ACP	+1	0	17/18	2	6	S	E	F	I+	\$115
Colt .25 Auto	.25ACP	+3	+1	17/18	2	6	S	E	F	I+	\$125
CZ 10	.32ACP	+2	+0	14/17	3.8	8	S	R	F	I	\$150
Walther PPK	.32ACP	+2	+1	14/17	3.1	7	E	E	F	I	\$150
Browning 1903	.32ACP	+2	+1	13/16	5.0	8	E	E	A	W+	\$150
Browning 1910	.32ACP	+2	+0	14/17	3.4	7	E	E	F	I	\$155
Browning 1935	9mmP	+1	+0	10/15	4.6	13	E	E	A	W	\$200
P 08 Luger	9mmP	+1	+0	10/15	5.3	8	P	A	A	W	\$100
S&W M59	9mmP	+1	+0	10/15	4.0	15	S	E	A	W	\$200
Sig P-230	.38ACP	+2	+1	12/16	3.6	7	W	A	F	W	\$225
Sig P-210	9mmP	+2	+1	10/15	4.7	8	E	E	A	W	\$250
Beretta M92	9mmP	+1	+0	10/15	4.9	15	S	E	A	W	\$215
Walther PP	9mmP	+1	+0	10/15	3.9	8	E	F	A	W+	\$200
CZ 75	9mmP	+2	+1	10/15	4.7	15	E	E	A	W	\$250
AMT Hardballer	.45ACP	-1	-1	4/12	7.1	7	A	E	S	W-	\$300
Colt 1911	.45ACP	-1	-2	5/12	5.0	7	E	E	A	W	\$310



Ruger Standard - The hit man's choice. A long weapon with a heavy cylindrical barrel, which is very accurate because of the caliber and balance. Recoil is minimal so successive shots can be fired without deviating off target.

Favored by hit men as when the .22 bullets are fired into the head they enter the skull but do not have sufficient velocity to exit, thus leaving less gunk to clean up. Does not possess the one shot stopping power needed in shootouts.

Heckler and Koch HK4 - A small German pistol available with a kit of four interchangeable barrels in .22, 6.35 mm, 7.65mm and 9mm short. Easily concealable, very reliable and fast with low recoil, but lack of power though makes this a fun gun or a backup.

Baby Browning - With a total length of just 4.4 inches and a weight of 350 grams this is the ultimate concealable weapon being used in France during World War Two by the resistance. For its caliber the pistol has very strong recoil and was used double handed to compensate. A popular gangster's gun.

Colt 1908 Auto - This is a pocket-sized piece with a hammerless action. It makes an ideal concealable pull out and effective at powder burn type hits.

CZ 10 - Produced in Yugoslavia by Crvena Zastava from 1977 and distributed throughout the Balkans.

Walther PPK - A light German handgun that has been in production since 1930. It's short barrel makes it easily concealable under the bottom of an open shirt or jacket and quick to draw. Very reliable but the extremely short barrel does not maximize the power of the .32 ACP cartridge.

Browning 1903 - This Belgian made pistol has been in production since 1903 and can be found anywhere in the world. Originally designed as a home defense pistol it

benefits in power and accuracy from a medium length 5 inch barrel.

Browning Model 1910 - An updated version of the 1903 with a shorter tubular barrel. It is lighter and quicker but not as accurate or powerful.

Browning Model 1935 - Innovative pistol with a large 13 capacity magazine using the powerful 9mm parabellum cartridge. It is very reliable and widely distributed throughout the world.

Parabellum P'08 - The German army officer's Luger became a prize for victorious G.I.'s during the European campaign of 1943-45. Many were brought back and some ended up on the street in a different kind of war.

Steyr P18 - A quality Austrian pistol licensed in the US but poorly replicated. Suffers in accuracy and reliability but has a huge 18 shot capacity.

Smith & Wesson Model 59 - A 14 shot widely available U.S. made semi-automatic pistol that uses the powerful 9mm parabellum cartridge.

SIG 230 - A 7 shot Swiss made pistol used by police and security forces. Its small size and light weight make it an excellent choice for an overcoat pocket. A reliable model that uses the smaller and less powerful .380 short round.

SIG 210 - A remarkably accurate pistol for its 9mm parabellum caliber with renowned reliability. It is one of the best handguns in the world and this is reflected in its price.

Beretta Model 92 - A 15 shot Italian pistol adopted by the US army as the M9.

Walther PP - The longer version of the PPK developed for German uniformed police. A reliable and accurate handgun, whose de-



design has been copied worldwide. The short barrel and 9mm short ammunition however makes it less powerful than many other 9mm handguns.

CZ 75 - This medium sized Czech pistol is regarded as one of the best pistols in the world. It is accurate, reliable and has a 15 round capacity for powerful 9mm parabellum ammunition.

AMT Hardballer - This American pistol is basically a copy of the Colt M1911 but with a long 7inch barrel. The extra barrel length maximizes the power of the .45 ACP cartridge but makes it conspicuous and slow to draw.

Colt M1911 - A very popular and enduring handgun, which inspired many design copies by other gun manufacturers, a solid and powerful weapon.

Weihrauch HW-9 - A .22 German made revolver constructed on a heavy .38 caliber frame for target shooting gives this weapon good stability and accuracy. This would be an unlikely find on the street.

Astra Cadix - This Spanish made revolver is unusual in that it is chambered to hold 9 rounds of .22 magnum ammunition.

Charter Arms Pathfinder - A quality pistol made by an American company as a concealable weapon for undercover police officers.

Llama Ruby - Cheap and nasty Spanish knock off of a Browning design, a real punk's pullout.

Colt Pocket Positive - A lightweight pistol designed for the police market; production of this model ceased in 1943 but enough were made to ensure that they will crop up for years to come in the commission of crimes.

Revolvers

HG	Cal	RF	AC	EFF	BR	C	RE	AV	DS	C	CO
Weirauch HW9	.22LR	+4	+2	17/19	5.9	6	E	R	A	W-	\$200
Astra Cadix	.22M	+3	+1	18/20	4.0	9	S	A	F	W	\$140
C&A Pathfinder	.22LR	+2	+2	19/20	3.0	6	E	C	F	I-	\$120
Llama Ruby	.32SW	+1	0	15/17	2.0	6	P	C	F	I	\$100
Colt Pocket Positive	.32SW	+3	+1	14/17	4.5	6	E	C	A	W	\$150
S&W Model 10	.38SP	+2	+1	10/15	4.0	6	E	C	A	W	\$190
S&W Chiefs Special	.38SP	+1	+0	11/16	2.5	5	E	C	F	I	\$200
Colt Det. Special	.38SP	+1	+0	11/16	2.1	6	E	C	F	I	\$215
Enfield Revolver	.38SP	+2	+1	9/15	5.0	6	E	R	A	W	\$240
H&R Auto Ejector	.38SP	+0	-1	11/16	3.2	5	S	A	F	W+	\$80
Deringer	.38SP	/	-3	11/16	3.0	2	S	A	F	I+	\$150
Ruger Police Service	.357M	+0	+0	3/11	4.0	6	E	C	F	W	\$300
Colt Python	.357M	+1	+1	3/11	4.0	6	E	C	A	W	\$300
Llama Comanche	.357M	+0	+0	2/11	6.0	6	E	C	S	W-	\$260
S&W Model 29	.44M	-2	-2	-5/7	6.0	6	E	A	S	W-	\$350
Colt Model 1917	.45ACP	-1	-1	5/12	6.0	6	S	R	A	W-	\$180
Bulldog Revolver	.45ACP	-2	-1	6/14	2.5	6	S	R	F	W	\$180



Ruger Police Service Six - A solidly reliable and durable handgun with sights designed for rapid close quarter combat firing at close range. However at medium and long ranges apply a -1 and -2 drags respectively for the rapid close quarter sights. The powerful .357 magnum cartridge carries a hefty whack, and the pistol is of a solid weight to compensate for the recoil. A highly successful commercial product used by both police departments and citizens for home defense.

Colt Python - A .357 handgun renowned for its accuracy, it is similar to the side arm used by the vigilante motorcycle cops in the film "Magnum Force".

Llama Comanche - A good Spanish copy of a Smith & Wesson design exported widely throughout the world. The 6 inch barrel creates a higher velocity for it's powerful .357 cartridge.

Smith & Wesson Model 10 - A gun made in massive quantities for the police and military. It can be considered the standard .38 revolver and is both commonly encountered and available.

Smith & Wesson Chiefs Special - This small frame 5 shot was designed as a comfortable lightweight revolver for police chiefs and detectives. It is fast and easily concealable, but suffers comparatively in accuracy because of its lightweight and short barrel.

Colt Detective Special - A short lightweight .38 caliber pistol, but still designed to be relatively powerful for use by undercover cops and other plain clothes police. With over a million and a half made they can turn up almost anywhere.

Enfield Pistol MK 2 - A former British army revolver with good stopping power.

Harrington & Richardson .38 Auto Ejector - A popular hammerless 5 shot pocket

revolver from the turn of the century. Although production discontinued in 1940 this ultra light pistol can still be expected pop up from time to time in the wrong hands.

Derringer - A very small lightweight over and under two barreled pistol with a long history. A real riverboat gambler's pull out available also in .22 Magnum, .32 S & W Long, .32 Magnum and .44 Special calibers.

Smith & Wesson Model 29 - *"Being this is a .44 Magnum the most powerful handgun in the world and can blow your head clean off."* Dirty Harry's hand cannon is an awesome weapon in both size and power. Difficult to conceal with heavy recoil, but for one shot take out power it can't be beaten.

Colt Model 1917 - A Military revolver discontinued after 1945, it fires the same .45 rimless automatic cartridge used by the Colt 1911.

Bulldog Revolvers - These antiques were made as small lightweight defense pistols in .44 and .45 calibers in the 19th and early 20th century. Beyond a few feet they are wildly inaccurate. A similar gun made by Charter Arms was used by the "Son Of Sam" killer, who terrorized New Yorker's in the hot summer of 1977.

Shotguns

Combat shotguns are down right evil in close quarter situations capable of inflicting terrible cut you in half type injuries that even your mama couldn't recognize you from. With the tabled 00 buckshot 2 ¾, 3 and 3.5 inch shells propel around a dozen bead sized ball bearings in a fairly tight spread pattern to concentrate the devastating power in a man sized target area. Due to their spread patterns shotguns make things easier to hit and give edges to the shooter's accuracy. The drawbacks to shotguns however are that with buckshot the tremendous force dissipates quickly over range reducing their



power by half at medium range and then to a quarter at extreme range. Other drawbacks include their bulk, low capacity, slow reloading times and indiscriminate rather than pin point accuracy at longer ranges.

Birdshot contains dozens and dozens of tiny ball bearings that fan out into a wide spread pattern to hit small fast moving game. Increase accuracy edges by +1 at close and by +2 at medium ranges, but decrease effectiveness ratings by 6 and 12 respectively.

Shotgun Slugs are solid heavy bullets that are capable of dropping a Grizzly bear. Add +8 to the effectiveness rating and extend the range to 125 yards. Decrease the accuracy to -1 or -2 depending on the current accuracy of the model.

Semi-automatic shotguns can fire 3 shots in 2 slots.

Ranges go across and effectiveness follow down.

Remington 870 Wingmaster - This all purpose pump action shotgun is one of the most popular models on the market. By the late 1960's it was adopted by the U.S. military for close quarter jungle warfare in Vietnam. Around the same time it was adopted by police departments to be carried in police patrol vehicles when heavier firepower was required.

Remington 1100 - A gas operated semi-automatic shotgun widely employed as a hunting, police and home defense weapon. It is an extremely reliable weapon and ideally suited as a combat shotgun due to its high rate of fire and low gas reduced recoil. Over a million of these models are in circulation.

Shotguns

SG	Cal	RF	AC	EFF	BR	CP	RE	AV	DS	C	CO
Ithaca 37 Stakeout	20G	0	+1	18/20 20/20	13.5	4	E	E	F	D	\$365
Ithaca 37 Stakeout	12G	-2	+0	6/14/20 13/17/20 17/18/20	13.5	4	E	E	F	D	\$390
Remington 870	12G	-2	+2	10/17/20 15/19/20 18/20/20	18	8	E	E	A	H	\$400
Remington 1100	12G	-3	+2	10/17/20 15/19/20 18/20/20	18	7	E	E	A	H	\$350
Franchi SPAS 12	12G	-3	+2	10/17/20 15/19/20 18/20/20	22	8	E	A	S	H	\$480
Mossberg 590 Cruiser	12G	-2	+0	11/20/20 16/20/20 18/20/20	13.5	7	E	E	F	D	\$400
Mossberg 590 Military	12G	-2	+1	5/14/20 12/17/20 16/19/20	20	8	E	A	A	H	\$410
High Standard M10A	12G	-3	+1	11/20/20 16/20/20 18/20/20	12	7	E	A	F	D-	\$400



Winchester 1300	12G	-3	+2	6/14/20 13/17/20 17/19/20	18	7	E	E	A	H	\$450
Winchester Model 21	12G	-2	+3	4/20/20 12/20/20	9	2	E	E	F	D+	\$430
Ithaca Mag 10	10G	-5	+0	-5/11/16 7/16/18 13/18/19	22	4	S	A	S	H	\$500

Franchi SPAS 12 - This Italian pistol gripped semi-automatic combat shotgun has a fold away hinged butt that rests on top of the gun when not in use. S.P.A.S. stands for Special Purpose Automatic Shotgun and is a very popular police weapon due to its rate of fire and reliability.

Ithaca 37 Stakeout - A compact buttless version of the of the standard 37 model for police and home defense usage that has a pistol grip for stability and control. It can be concealed under a long coat, is quick to maneuver and carries a hefty wallop from the 3 inch magnum cartridge it can fire, but suffers in accuracy because it doesn't have a butt to shoulder.

Mossberg 590 Compact Cruiser - A short pistol gripped buttless pump action shotgun designed for quick and easy handling by police personnel. Mossbergs are quality weapons and this is reflected in their price.

Mossberg 590 Military - The 590 is a militarized version of the Mossberg 500 pump action shotgun with a bayonet lug, extended magazine, strengthening of the receiver, heat shield around the barrel and camouflaged stock. It is very rugged and fires powerful 3 inch magnum shells.

High Standard M 10A - A short bullpup semi-automatic shotgun with integral flashlight, M16 type handle and sling.

Winchester 1300 Marine - A pump action shotgun adopted by the U.S. military that is extremely hard wearing and weather

resistant. It uses the powerful 3 inch magnum shell and is commercially sold with a chrome barrel.

Winchester Model 21 - A very rugged and well made side by side shotgun made by Winchester since 1921. There are many in circulation and in the wrong hands will probably be sawn off for use in robberies.

Ithaca Mag 10 Road Blocker - A monster of a gun designed for use by police to stop fleeing or approaching vehicles. The 10 gauge 3.5inch magnum shells deliver the stopping power to blow an engine block. The gun is very heavy and holding only 3 cartridges, is not really suited to regular police work.

Sub-Machine Guns

A versatile and lethal weapon that can automatically fire 7.65mm, 9mm and .45 ACP handgun ammunition at varying rates of fire over a 6 second combat round. SMG's can also be fired in a semi-automatic mode at the same rate of fire per slot as pistols. In singular or rapid fire mode use the handgun IP values.



Heckler & Koch
MP5 with silencer



Sub-Machineguns

SMG	Cal	ROF	RF	AF	AC	EFF	BR	CP	RG	RE	AV	DS	C	CO
MP 40	9mmP	40	3	0	+1	4/12	9.8	32	70	S	R	A	H	\$2000
CZ 25	9mmP	50	2	-1	+0	4/12	11.2	40	70	S	A	A	D-	\$800
Skorpion	7.65mm	70	2	-1	+0	8/14	4.4	20	70	S	A	F	W	\$620
H&K MP5K	9mmP	75	3	0	+1	4/12	4.1	30	70	E	A	F	D	\$800
Uzi	9mmP	50	2	-1	+0	5/13	1.0	40	70	E	C	A	D	\$650
Sterling	9mmP	45	0	-1	+	4/12	7.8	34	70	E	C	S	D-	\$700
US M3	9mmP	35	1	-2	-1	4/12	8.0	30	70	P	A	A	D	\$500
Thompson M1928	.45ACP	60	2	-1	+1	-2/9	10.5	50	70	E	A	S	H	\$400
Ingram	.45ACP	50	0	-3	-1	-1/10	8.8	30	70	S	A	F	D+	\$550
Carl Gustav	9mmP	50	2	-1	+0	4/12	8.3	36	70	E	A	S	D-	\$650
Walther MPK	9mmP	45	3	0	+1	4/12	6.8	32	70	E	R	F	W-	\$800

MP 40 - The German army machine pistol of the Second World War that has a folding shoulder butt and straight 32 shot magazine, that also acts as a support handle at the front. Many were picked up by G.I's during the war and found their way back to the States.

CZ Model 25 - A Czech made weapon with skeleton stock and pistol grip magazine that was produced in large quantities and distributed throughout the world.

Skorpion - A lightweight machine pistol made by the Yugoslav Zastava company for crews of armored vehicles. It has a high rate of fire and is easily concealable with its removable skeleton stock, which makes it a popular choice for terrorists throughout the world.

H & K MP5K - A shortened version of the MP5 designed to be carried covertly under clothing by anti-terrorist squads. It is a quality weapon with very small iron sights to enable a snag free quick draw from the holster. It has no shoulder butt for long range accuracy but a strong front grip for stability when firing.

Uzi - Probably the most famous of the sub-machineguns, this Israeli made firearm has been widely distributed around the world and is a favored gang weapon.

Sterling - A lightweight British sub-machinegun developed after the Second World War and widely exported in large numbers to over 50 countries.

U.S.M3 - An unreliable successor to the Thompson its inherent design faults caused it to be discontinued after only a few years in production.

Thompson M 1928 - The gun made famous by 1920's Chicago mobsters and later by the U.S. marines in World War Two. It is very sturdy, reliable and packs a punch but can buck all over the place in untrained hands.

Ingram - A large caliber American SMG made for police forces and the army and similar in appearance to the Israeli Uzi with a fold away butt and hollow grip held magazine.

Carl Gustav - A robust sub-machinegun used by the Swedish army since 1945. A modified silenced version was used by U.S. Special Forces in Vietnam.

Walther MPK - Produced in 1963 this small German Machine pistol with folding stock is a quality weapon and an excellent performer, but during it's lifetime was limited to being employed by European Police forces.



Assault Rifles

Developed during the Second World War by the Germans in response to the changing requirements of modern warfare. That engagements with the enemy were usually at a distance not exceeding 400 yards and that infantry units needed to be equipped with an accurate, maneuverable semi-automatic/automatic infantry weapon that could fulfill the functions of an SMG, with an extended range close to that of a rifle. The answer was the first assault rifle the MP44, which used shortened ammunition to reduce the recoil that rifle ammunition would cause if used automatically. From the idea of the MP44 the AK47 and later M16 were developed.

standard issue assault rifle of the U.S. military. Its 5.56mm caliber makes it a more accurate weapon on full auto than its 7.62 mm rivals.

Kalashnikov AK47 - Found the world over this robust assault rifle has been manufactured in enormous quantities since 1947. It is a tried and tested weapon having been used in many theaters of war. Its 7.62mm caliber provides good stopping power, but makes it buck up when on full auto.

Kalashnikov AK74 - A smaller caliber version of the AK47 introduced to lower the felt recoil and upward motion that was caused

Assault Rifles

Rifle	Cal	ROF	RF	AF	AC	EFF	BR	CP	RG	RE	AV	DS	C	CO
US M1	7.62mm	3	+2	/	+0	4/12	24	8	900	E	E	A	H	\$220
US M2 Carbine	7.62mm	65/3	+2	-1	+0	12/16	18	30	300	E	E	A	H	\$230
M 14	7.62mm	65/3	+1	-2	-1	3/11	22	9	800	S	E	S	H	\$300
Colt M16	5.56mm	60/3	+3	0	+1	11/16	20	30	500	S	E	A	H	\$510
Kalashnikov AK47	7.62mm	50/3	+2	-1	+0	7/14	16	30	600	E	E	A	H	\$690
Kalashnikov AK74	5.45mm	50/3	+4	0	+2	12/16	16	30	500	E	E	A	H	\$450
FN FAL	7.62mm	3	+3	/	+1	4/12	21	20	800	E	C	S	H	\$500
Ruger Mini 14	5.56mm	3	+3	/	+1	11/16	18	30	500	E	C	A	H	\$475
H&K G3	7.62mm	50/3	+2	-1	+0	5/12	17	20	700	E	A	A	H	\$600
H&K PSG1	7.62mm	3	+7	/	+6	2/11	26	20	950	E	R	S	H	\$4000

US M1 Rifle - The Garand was the first semi automatic rifle issued as standard to troops. It does not have full automatic capability and only houses 8 rounds. It is however a reliable and very powerful weapon due to its long 63mm cartridge. Produced in enormous quantities it can be expected to turn up on the street in the wrong hands.

US M2 Carbine - A mass-produced light rifle for the American military it is easy to use but has a limited range on account of its short sized cartridge of 33mm.

M14 Rifle - A heavy weapon ill-suited to fully automatic firing it only remained in production for 6 years.

Colt M16 - The successor to the M14 as the

by full automatic fire. The conversion is highly efficient and accurate.

Heckler And Koch G3 - A successful German weapon adopted by many of the world's armies, it fires a 7.62mm x 51mm cartridge, which gives it good stopping power.

FN FAL - A very successful rifle widely exported to over a hundred countries around the world. It does not have fully automatic capability, which is just as well as it uses the powerful 7.62mm X 51mm Nato round.

Ruger Mini-14 - Intended as a hunting rifle this handy 5.56mm weapon has been adopted by many police forces and civilians for home defense. It is most commonly found in the semi-automatic version.



H & K PSG 1 - A semi automatic sniping rifle with outstanding precision accuracy. It is fitted as standard with a 6x42mm telescopic sight with illuminated intersection of crosshairs. It's stock is also fully adjustable to suit all shooters and recoil is reduced through a very heavy barrel and delayed blowback ejection system. The kind of gun you don't ditch after use.



BOIT Action Rifles

This manually loading design is now only used for hunting and sniping rifles where rate of fire isn't an issue, but one shot kills are. These weapons are typically high caliber and are chambered for long powerful cartridges that are effective up to a 1000 yards. The sniping rifles as you would expect are perfectly balanced and outstandingly accurate.

Giat FR-F1 - A very accurate and reliable French made sniper's rifle with a good magazine capacity. It fires the standard 7.62mm x51mm NATO round.

Steyr SSG69 - Developed as a sniping rifle for the Austrian army it is also sold on the commercial market. Accuracy modifier given is without scoped sights. It fires the standard 7.62mm x 51mm NATO round.

US M40 - The militarised version of the popular Remington 700 hunting rifle fitted with a heavier barrel and 10x telescopic sight as standard. It fires the standard 7.62mm x 51mm NATO round.

SpringField USM 1903A3 - In production for over 60 years and the standard US infantryman's rifle for World War One and some of World War Two, it fires the more powerful 7.62mm x 63mm cartridge. Telescopic sights are not fitted as standard.

Ruger 77 - A popular hunting rifle available in a number of calibers to suit different sporting purposes. The model depicted uses the obscenely powerful .338 Winchester Magnum cartridge, which is great for taking down Grizzly bears but generates for many too much recoil. Telescopic sights are not fitted as standard.

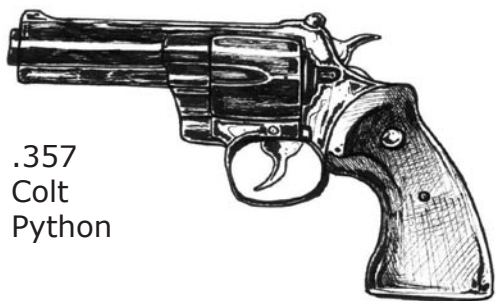


Ruger 77

BOIT Action Rifles

Rifle	Cal	ROF	AC	EFF	BR	CP	RG	RE	AV	DS	C	CO
Giat FR-F1	7.62mm	1	+3	3/11	22	10	900	E	R	S	H	\$1500
Steyr SSG69	7.62mm	1	+3	2/11	25	5	950	E	A	S	H	\$1400
US M40	7.62mm	1	+4	2/11	24	5	950	E	C	S	H	\$1200
Springfield 1903	7.62mm	1	+1	-2/9	24	5	1100	E	C	A	H	\$1300
Ruger 77	.338 M	1	+0	-9/5	24	5	950	E	C	A	H	\$1100

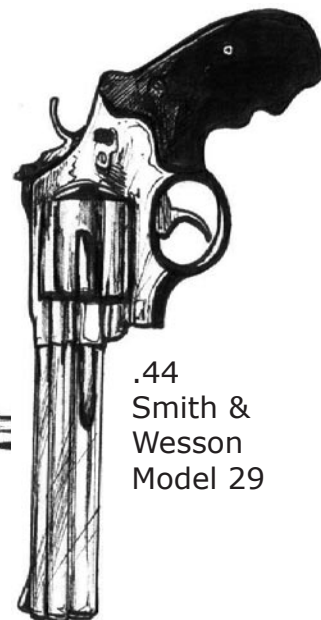




.357
Colt
Python



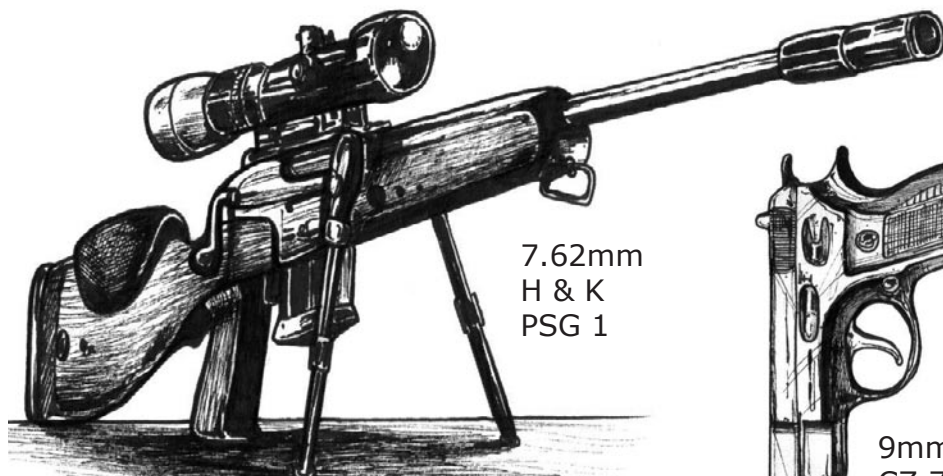
.32
Browning
1910



.44
Smith &
Wesson
Model 29



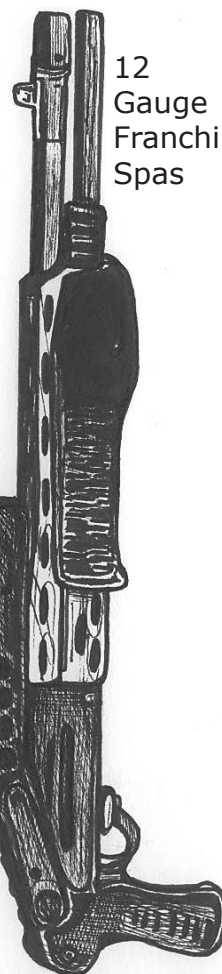
12 Gauge
Ithaca 37 Stakeout



7.62mm
H & K
PSG 1



9mm
CZ 75



12
Gauge
Franchi
Spas

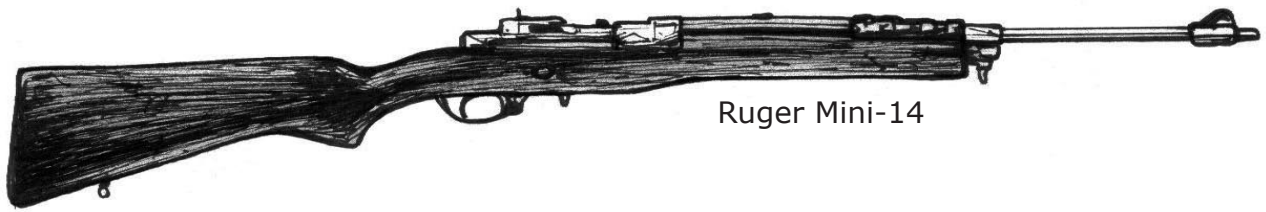


7.62mm
AK 47

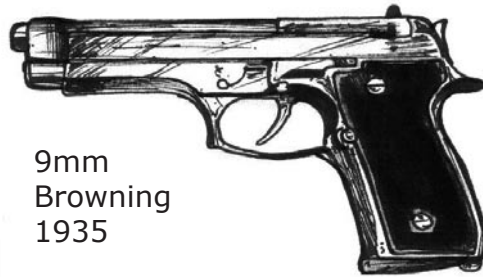


.32
Ruby
Llama





Ruger Mini-14

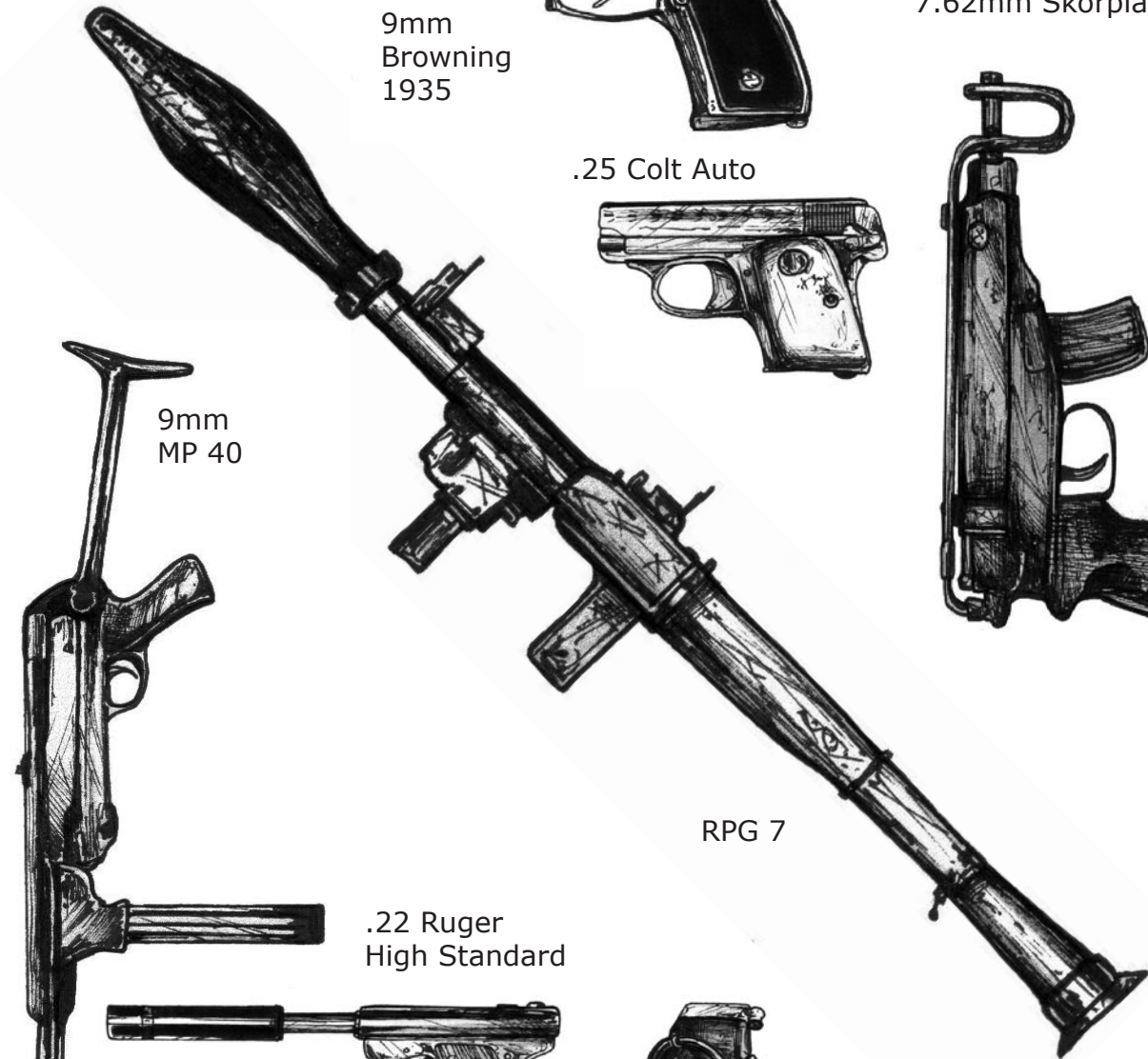
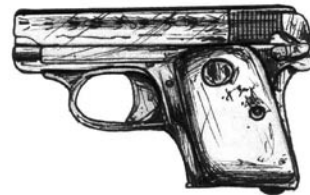


9mm
Browning
1935

7.62mm Skorpion

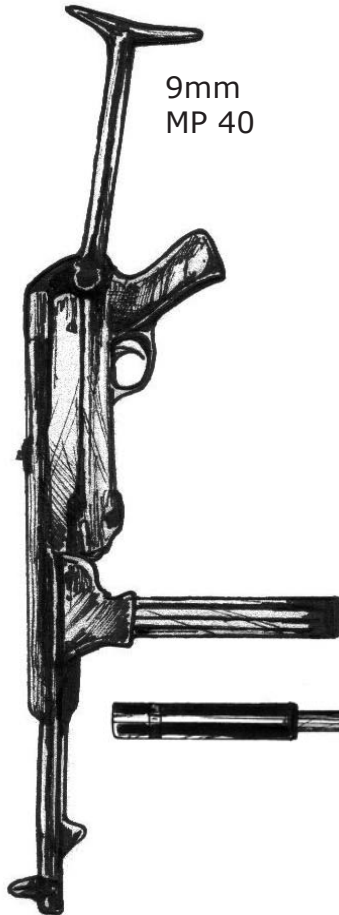


.25 Colt Auto



RPG 7

9mm
MP 40



.22 Ruger
High Standard



Mark IIA1
Fragmentation
Grenade



Single Gunshot Injury Chart

Failures

- 35 Dropped weapon hits ground and fires upwards causing a +22 self inflicted wound.
- 34 Dropped weapon hits ground and fires upwards causing a +17 self inflicted wound.
- 33 Carelessness and stupidity costs a +11 self inflicted wound.
- 32 Over excited gunplay results in a +9 self inflicted wound.
- 31 Fumbled gun results in a +2 self inflicted wound.
- 30 Roll second d20 +4 on weapons reliability for a jam.*
- 29 Roll second d20 +3 on weapons reliability for a jam.*
- 28 Roll second d20 +2 on weapons reliability for a jam.
- 27 Roll second d20 +1 on weapons reliability for jam.*
- 26 Roll second d20 on weapons reliability for jam. *
- 25 Bullet hits nearest innocent bystander to the right of target for a +53 hit.
- 24 Bullet hits nearest innocent bystander to the right of target for a +36 hit.
- 23 Bullet hits nearest innocent bystander to the right of target for a +28 hit.
- 22 Bullet hits nearest innocent bystander to the left of target for a +25 hit.
- 21 Bullet hits nearest innocent bystander to the left of target for a +21 hit.
- 20 Bullet hits nearest innocent bystander to the right of target for a +17 hit.
- 19 Bullet hits nearest innocent bystander to the left of target for a +13 hit.
- 18 Bullet hits nearest innocent bystander behind target for a +9 hit.
- 17 Bullet hits nearest innocent bystander to the left of target for a +5 hit.
- 16 Bullet is way off to the right by 15 feet.
- 15 Bullet harmlessly sails 10 feet above the head of the target.
- 14 Bullet veers 8 feet to the right of the target.
- 13 Bullet falls 6 feet short of the target embedding itself in the ground.
- 12 Bullet veers 5 feet to the left of the target.
- 11 Bullet whistles 3 feet overhead of the target.
- 10 Bullet zips 2 feet to the right of the target.
- 9 Bullet thuds into the ground 18 inches in front of target.
- 8 Bullet misses the back of the target's head by 12 inches.
- 7 Bullet ricochets off the ground 8 inches away from targets right foot.
- 6 Target ducks at the last second and the bullet narrowly misses his head by 6 inches.
- 5 Bullet goes through the open legs of the target missing the groin by 4 inches.
- 4 Target moves to the side and hears the bullet whistling 2 inches passed his nose.
- 3 Target flinches a fraction and feels the bullet brush the hairs of his right forearm.
- 2 The bullet rips through a fold in the target's shirt but misses the body.
- 1 Bullet hits nearest enemy to target causing a +3 hit. (Optional)

Hurt

- +1 Bullet grazes left upper arm causing a minor flesh wound.
0.5 IP, TV -3.
- +3 Bullet nicks right thigh causing minor flesh wound.
0.5 IP, TV -3.
- +5 Bullet catches the victim underneath the left arm and slices open the lateral muscle causing a minor flesh wound before continuing onwards.
HG 1 IP A1 (0) A2 (0.5) RF 2 IP A1(0.5) - A2 (1.5) TV -3.
- +6 Bullet zips through victim's hair leaving a bloody furrow along the scalp.
HG 1 IP RF 1.5 IP, TV -3. Blood loss 1 IP every 10 min.
- +7 Bullet splits open left trapezium muscle near the base of the neck.
HG 1.5 IP A1 (0.5) A2 (1) RF 3 IP A1 (1) A2 (2.5) TV -3. Blood loss 1 IP every 10 min.
- +8 Bullet slices clean through calf muscle staggering victim.
HG 1.5 IP RF 3IP, TV -2, Offset loses 1 slot. Blood loss 1IP every 10mins



- +9** Bullet slices victim's cheek and then continues on to remove the top part of his ear.
HG 1.5 IP RF 2.5 IP TV -1.
- +10** An off target bullet blows the two little toes off the victim's right foot.
HG 2.5 IP RF 3.5 IP TV 1, Offset loses 1slot. Blood loss 1IP every 10 min.
- +11** Under powered round or small caliber bullet slams into the side of the victim's head ricocheting off a bruised but intact skull and lodges itself under the scalp.
HG 3.5 IP RF 6IP TV 3, Offset loses 1 slot. Blood loss 1 IP every 10 min.
- +12** Bullet embeds itself deeply into the ass of the victim.
HG 3.5 IP RF 7IP TV 0. Blood loss 1 IP every 10 min.
- +13** Bullet takes the left little finger off at the knuckle and smashes bones of hand.
HG 3.5 IP RF 5.5IP TV 2. Blood loss 1 IP every 10 min.
- +14** Bullet pierces through side without hitting any organs.
HG 5 IP A1(1.5) A2 (4) RF 9 IP A1(2.5) A2 (7) TV -1. Blood loss 1 IP every 5 min.
- +15** Under-powered round or small caliber bullet slams into the right pectoral muscle of the victim and cracks the sternum. Bullet sits just millimeters from the lung.
HG 5.5 IP A1(1.5) A2 (4.5) RF 9.5IP A1(3) A2 (7.5) TV 2. Blood loss 1 IP every 5 min.
- +16** In a devastating diagonal the bullet smashes through the bones of the right wrist and forearm.
HG 5.5 IP, RF 8IP, TV 3, Offset loses 1 slot, weapon dropped. Blood loss 1 IP every 5 min.
- +17** Bullet shatters shinbone and lodges itself in the calf.
HG 5.0 IP RF 7.5IP TV 4, Offset loses 1 slot. Blood loss 1 IP every 5 min.
- +19** Bullet pierces the victim's chest just below the right clavicle passing through the body and exiting out of the victim's back without significant injury.
HG 6.5 IP A1(1.5) A2(5) RF 12IP A1(3) A2(9) TV 3. Blood loss 1 IP every 5 min.
- +21** Bullet cuts through the left forearm and embeds itself in the upper arm causing bone and muscle tissue damage.
HG 7 IP RF 13 IP TV 5, Offset loses 1slot. Blood loss 1 IP every 5 min.
- +22** Bullet slams into the left thigh causing serious muscular damage before exiting out the hamstring.
HG 8 IP RF 15 IP TV 6, Offset loses 1 slot. Blood loss 1 IP every 5 min.
- +24** Bullet penetrates the side of the neck damaging the larynx and miraculously exits the other side without destroying anything vital.
HG 9 IP RF 16IP TV 6, Offset loses 1 slot. Blood loss 1IP every 5 min.
- +25** Bullet tears through the victim's right bicep muscle causing incredible damage snapping the bone and splitting the brachial artery.
HG 10 IP RF 18 IP TV 8, Offset loses 1 slot. Blood loss 1 IP every 2 min.
- +26** Bullet disintegrates kneecap into several pieces, the shards of bone causing muscular and circulatory damage. Victim is knocked down.
HG 10.5 IP RF 19 IP TV 9, Offset loses 3 slots. Blood Loss 1 IP every 5 min.
- +27** Bullet thuds into shoulder splintering bone and sinew. Victim is spun around by impact.
HG 11 IP A1(2.5) A2(8.5) RF 20IP A1(5) A2(15)
TV 8, Offset loses 2 slots. Blood Loss 1 IP every 5 min.
- +29** Bullet smashes into the jaw leaving it a mess of splintered bone and mangled flesh that greatly disturbs the victim.
HG 12.5 IP, RF 23IP TV 9, Offset loses 2 slots. Blood loss 1 IP every 5 min.
- +30** Bullet strikes the victim's right hip bone and shatters it before exiting through the buttock. Victim spun around and down.
HG 13.5 IP, RF 24 IP TV 8, Offset loses 3 slots. Blood loss 1 IP every 5 min.
- +32** Bullet rips through victim's abdomen slicing a devastating path through the intestines and exits cleanly through the back.
HG 15 IP A1(3.5) A2(11.5) RF 29 IP A1(7.5) A2(22)
TV 6, Offset loses 1 slot. Blood loss 1 IP every 2 min.



- +35** Bullet punches a clean hole through the left cheekbone and penetrates deeply into the lower recesses of the brain where it remains dangerously lodged, inflicting nerve damage to the left side of the body that results in temporary paralysis and internal and external bleeding.
HG 22 RF 36 IP TV 12 to stay conscious, paralysis. Blood loss 1 IP every 10 min.
- +36** Bullet thuds into the left thigh of the victim smashing the femur bone in half causing massive trauma to the muscle and femoral artery causing it to rupture. Victim knocked down.
HG 14IP RF 24 IP TV 10, Offset loses 3 slots. Blood loss 1 IP every min.
- +37** Bullet slices through the muscles of the stomach and fragments into pernicious pieces of lead that tear and rupture in a wave of trauma the liver and the spleen.
HG 20IP A1(5) A2(15) RF 40 A1(10) A2(30)
TV 10, Offset loses 1 slot. Blood loss 1 IP every 2 min.
- +39** Bullet wound to the center of the chest causes a massive wave of trauma to the surrounding organs and muscle tissue.
HG 21 IP A1(5.5) A2(16) RF 43 IP A1(11) A2(32)
TV 11, Offset loses 1 slot. Blood loss 1 IP every 2 min.
- +41** The bullet having hit the head expends all its energy piercing the skull and comes to a stop deformed but intact on the surface of the brain.
HG 23 IP RF 37
TV 12, Offset loses 1 slot. Blood loss 1 IP every 5 min. Surgery to remove and fit metal plate, risk of bullet movement and further IP loss.
- +42** Bullet thuds home just below the victim's navel and rips through the lower intestines severing the spinal column in a large exit wound at the base of the back. Victim collapses on the floor where he stood in an undignified heap and is paralyzed from the waist down.
HG 19 IP A1(5) A2(15) RF 32 IP
TV 10, Offset loses 3 slots. Blood loss 1 IP every 2 min.
- +43** Bullet wound to the right side of the chest smashes through several ribs inflicting a massive wave of trauma to the surrounding muscle and organ tissue, that causes the lung to collapse.
HG 24 IP A1(6) A2 (18) RF 45 IP A1 (11) A2(33)
TV 11, Offset loses 1 slot. Blood loss 1 IP every 1 min.
- +44** Bullet strikes the right shoulder girdle at a funny angle and ricochets across through the side of the neck nicking the jugular vein before exiting out the left side.
HG 25 IP A1(6) A2 (18) RF 46 IP A1(12) A2 (34)
TV 10, Offset loses 2 slots. Blood loss 2 IP every min
- +45** Bullet penetrates the center of the chest with tremendous energy then fragments into several pieces of lethal shrapnel, one of which lodges itself in a lung while another severs the aorta artery filling the chest with blood.
HG 30 IP A1(7.5) A2(23) RF 53 IP A1(13) A2(39)
TV 12, offset loses 2 slots. Blood loss 3 IP every min.
- +48** A bullet rips through the victim's neck mangling the windpipe and severing the carotid artery. Victim gurgles whilst vainly clasping his throat as blood cascades through his fingers and life drains from his face.
HG 27 IP RF 49 IP TV 10, Offset loses 1 slot. Blood loss 4 IP every min.
- +50** A side on shot smashes through the bones of the left elbow and then into the ribs creating carnage on its way through two lungs and out the other side. Trauma and resultant organ damage are massive.
HG 38 IP A1(9.5) A2 (29) RF 63 IP A1(16) A2 (48)
TV 15, Offset loses 2 slots. Blood loss 2 IP a min.
- +51** A side on shot pierces the victim's temple and exits out the other side in a spray of blood and gunk. No theatrics, victim drops and dies like a slaughterhouse cow.



- +56** Bullet strikes the left hipbone and in a freak occurrence ricochets upwards through the abdominal cavity and into a lower ventricle of the heart.
By the time the victim hits the floor he is another murder statistic.
- +57** Bullet penetrates the left eye tearing a deadly path through the brain before exploding out the back of the head dragging a bitty trail of bone, blood and brains behind it.
Death is instantaneous.
- +64** Bullet pierces the forehead in a perfect drill hole wound and ricochets off the back of the skull playing lethal pinball inside the cranial cavity.
Death is instantaneous.
- +70** A pinpoint shot to the heart bursts it like a balloon. Victim drops like a stunned bird.
Death is immediate.
HG A1(20) A2 death RF A1 (40) A2 death
- +78** A high powered shot completely decimates the right side of the victim's head leaving it a collapsed bag of dripping mush.
Death is instantaneous. Get out the dental records.

MULTIPLE Gunshot Chart

- +1** The first bullet in the burst clips the victim in the left shoulder muscle causing a minor flesh wound. The two other rounds travel higher narrowly missing the victim's head.
HG 1 IP A(0) A1 (0) A2 (0.5) RF 1.5IP A(0) A1(0.5) A2 (1)
TV -3.
- +3** The first bullet slices through the right lateral muscle causing a minor flesh wound
The second grazes the right upper arm. The third bullet goes wide.
HG 1.5 IP A(0) A1(0.5) A2(1) RF 2.5 IP A(0) A1(1) A2(2)
TV -2. Blood loss 1 IP every 10min.
- +4** The first bullet in the burst slices the victim's triceps muscle on the left arm causing a minor flesh wound. The second shot misses to the side. The third shot slices victim's cheek and then continues on to remove the top part of his ear.
HG 2 IP RF 3 IP
TV -2. Blood loss 1 IP every 10 min.
- +5** First and second bullets miss victim while the third slams into the left thigh causing serious muscular damage before exiting out the hamstring.
HG 8IP RF 15IP
TV -1, Offset loses 1 slot. Blood loss 1 IP every 5 min.
- +7** The first bullet misses the right hip of the victim. The second pierces the victim's chest just below the right clavicle passing through the body and exiting out of the victim's back with out significant injury. The third round takes a chunk out of the right trapezium muscle before continuing onwards.
HG 7 IP A(0) A1(2) A2 (5) RF 14 IP A(0) A1(3.5) A2 (10.5)
TV 0, Offset loses 1 slot. Blood loss 1 IP every 5 min.
- +9** The first bullet slices clean through calf muscle staggering victim. The second bullet slams into the left thigh causing serious muscular damage before exiting out the hamstring. The third bullet nicks right thigh causing minor flesh wound.
HG 9 IP RF 15IP
TV 1, Offset loses 2 slots. Blood loss 1 IP every 2 min.



- +11** First bullet in burst thuds heavily into victim's shoulder splintering bone and sinew. Victim is spun around by impact. The second and third shots kick high and off target.
HG 11 IP A(0) A1(3) A2(8.5) RF 20 IP A(0) A1(5) A2(15)
TV 3, Offset loses 2 slots. Blood Loss 1 IP every 5 min.
- +13** The first bullet slices straight through the right lateral muscle of the victim causing a minor flesh wound. The second bullet of the burst whether an under powered round or small caliber bullet, slams into the right pectoral muscle of the victim and cracks the sternum. Bullet sits just millimeters from the lung. The third round veers to the right cutting through the left forearm and embedding itself deep in the upper arm.
HG 13.5 IP A1(7) A2 (10) RF 24.5 IP A1(11) A2(17)
TV 6, Offset loses 1 slot. Blood loss 1 IP every 2 min.
- +14** The first bullet penetrates the side of the neck damaging the larynx and miraculously exits the other side without destroying anything vital. Then two under-powered rounds or small caliber bullets slam into the side of the victim's head ricocheting off a chipped but relatively intact skull and lodge themselves underneath the scalp.
HG 15 IP RF 28 TV 9, Offset loses 1 slot. Blood loss 1 IP every 2 min.
- +15** The first bullet misses. The second bullet disintegrates right kneecap into several pieces, the shards of bone causing muscular and circulatory damage. Third bullet shatters the left shinbone and lodges itself in the calf. Victim knocked down.
HG 16 IP RF 26.5 IP
TV 10, Offset loses 3 slots. Blood loss 1 IP every 2 min.
- +18** First bullet thuds into shoulder splintering bone and sinew with victim is spun around by impact. Second bullet penetrates the side of the neck damaging the larynx and miraculously exits the other side without destroying anything vital. Third bullet misses.
HG 20 IP A(9) A1(12) A2(18) RF 36 IP A(16) A1(21) A2(31)
TV 9, Offset loses 2 slots. Blood loss 1 IP every 1 min.
- +21** The first bullet blows the left little finger off at the knuckle. The second bullet hits the victim on the left side of the abdomen and pierces straight through without striking any vital organs. The third bullet rips through victim's abdomen slicing a devastating path through the intestines and exits cleanly through the back.
HG 23.5 IP A(3.5) A1(8) A2(17) RF 42.5 IP A(5.5) A1(14.5) A2(32.5)
TV 11, offset loses 1 slot. Blood loss 1 IP every 1 min.
- +23** First bullet embeds itself deeply into the ass of the victim. The second bullet smashes through the bones of the right wrist and forearm. The third bullet rips through groin of victim causing internal hemorrhaging and lodges dangerously in the pelvis.
HG 24 IP RF 46 IP
TV 12, offset loses 2 slots. Blood loss 2 IP every 1 min.
- +24** The first round slams into the side of the victim's head ricocheting off a bruised but intact skull and lodges itself under the scalp. The second round having also hit the head expends all its energy piercing the skull and comes to a stop deformed but intact on the surface of the brain. The third round misses the same target area by a fraction of an inch.
HG 27 IP RF 43
TV 13, offset loses 2 slots. Blood loss 1 IP every 2 min surgery needed to remove.
- +25** First bullet cuts through the left forearm shattering the bone. The second bullet penetrates the side of the neck damaging the larynx and miraculously exits the other side without destroying anything vital. The third bullet smashes into the jaw leaving it a mess of splintered bone and mangled flesh that greatly disturbs the victim.
HG 28.5 IP RF 52 IP TV 12, offset loses 2 slots. Blood loss 2 IP every 1 min.
- +27** Firsts bullet is off by 6 inches to the right. Second bullet though rips through victim's abdomen slicing a devastating path through the intestines and exits cleanly through the back. The Third bullet rips through groin of victim causing internal haemorrhaging and lodges dangerously in the pelvis.
HG 31 IP A(16) A1(19) A2(28) RF 60 IP A(31) A1(38.5) A2(53)
TV 13, Offset loses 2 slots. Blood loss 2 IP every 1 min.



- +30** First bullet wound to the center of the chest causes a massive wave of trauma to the surrounding organs and muscle tissue. The second bullet tears through the victim's right bicep muscle causing incredible damage snapping the bone and splitting the brachial artery. The third bullet blows the right little finger off at the knuckle.
HG 35 IP A(14) A1(19) A2(29) RF 66.5 IP A(17) A1(28) A2(50)
TV 13, offset loses 2 slots. Blood loss 3 IP every min.
- +32** First bullet punches a clean hole through the left cheekbone and penetrates deeply into the lower recesses of the brain and remains dangerously lodged, inflicting nerve damage to the left side of the body that results in temporary paralysis and internal and external bleeding. Second shot is an under-powered round or small caliber bullet that slams into the side of the victim's head ricocheting off a bruised but intact skull and lodges itself under the scalp. Third bullet smashes into the jaw leaving it a mess of splintered bone and mangled flesh that greatly disturbs the victim. Paralyzed from neck down.
HG 38 IP RF 65 IP TV 15, Blood loss 1 IP every 1 min.
- +34** The first bullet thuds into the left thigh of the victim smashing the femur bone in half and causing massive trauma to the muscle and the femoral artery causing it to rupture. Second bullet strikes the right hip cracking it in half before exiting out of buttock. Third Bullet passes through the victim's right side without hitting any vital organs. Victim spun around and down.
HG 32.5 IP A(27.5) A1(29) A2 (31) RF 57 IP A(48) A1(50.5) A2(55)
TV 15, offset loses 3 slots. Blood loss 4 IP every min.
- +37** First bullet slices through the muscles of the stomach and fragments into pernicious pieces of lead that tear and rupture in a wave of trauma the liver and the spleen. Second bullet rips through victim's abdomen slicing a devastating path through the intestines and exits cleanly through the back. The third bullet pierces through side without hitting any organs. Knocked down.
HG 40 IP A(0) A1(10) A2(30) RF 78 IP A(0) A1(19.5) A2(58.5)
TV 13, Offset loses 3 slots. Blood loss 4 IP every min.
- +41** First bullet wound to the center of the chest causes a massive wave of trauma to the surrounding organs and muscle tissue. Second bullet punches a clean hole through the left cheekbone and penetrates deeply into the lower recesses of the brain where it remains dangerously lodged there, inflicting nerve damage to the left side of the body that results in temporary paralysis and internal and external bleeding. The third bullet rips through the side of the victims scalp as he is falling to the ground.
HG 44 IP A(23) A1(28) A2(38) RF 80.5 IP A(37.5) A1(48.5) A2(69)
TV 22 to stay conscious although paralysed. Blood loss 1 IP every 2 min.
- +43** Bullet wound to the center of the chest causes a massive wave of trauma to the surrounding organs and muscle tissue. Bullet strikes the right shoulder girdle at a funny angle and ricochets across through the side of the neck nicking the jugular vein before exiting out the left side. The third bullet kicks high over the shoulder.
HG 46 IP A(0) A1(11.5) A2(33.5) RF 89 IP A(0) A1(22) A2(66)
TV 14, Offset loses 2 slots. Blood loss 3 IP every min.
- +44** First bullet wound to the center of the chest causes a massive wave of trauma to the surrounding organs and muscle tissue. The second bullet hits a couple of inches to the right of the first, penetrating the center of the chest with tremendous energy fragmenting into several pieces of lethal shrapnel, one of which lodges itself in a lung while another severs the aorta artery filling the chest with blood. The third shot goes high and slices the jaw line of the victim causing a minor flesh wound.
HG 52 IP A(1) A1(14) A2(40) RF 98 IP A(2) A1(26) A2(74)
TV 15, Offset loses 1 slot. Blood loss 3 IP every min.



- +47** First bullet slices through the muscles of the stomach and fragments into pernicious pieces of lead that tear and rupture in a wave of trauma the liver and the spleen. The second bullet thuds home just below the victim's navel and rips through the lower intestines severing the spinal column in a large exit wound at the base of the back. The third bullet wound to the center of the chest causes a massive wave of trauma to the surrounding organs and muscle tissue Victim collapses on the floor where he stood in an undignified heap.
HG 59 IP A(0) A1(15) A2(45) RF 115 IP A(0) A1(29) A2(87)
TV 16, Offset loses 3 slots. Blood loss 2 IP every min.
- +51** All three bullets slam into the center of the chest in a tight grouping shattering the sternum and causing immense trauma and tissue damage from the fragmenting and revolving slugs of lead. The right lung collapses and the aorta artery is ruptured.
HG 90 IP A(0) A1(22.5) A2(67.5) RF 159 IP A(0) A1(40) A2(120)
TV 18. Blood loss 4 IP every min.
- +57** First bullet passes the side of the neck. The second however punches a clean hole through the left cheekbone and penetrates deeply into the lower recesses of the brain where it remains dangerously lodged, inflicting nerve damage to the left side of the body that results in temporary paralysis and internal and external bleeding. The third bullet makes that all irrelevant and penetrates the left eye tearing a deadly path through the brain, before exploding out the back of the head dragging a bitty trail of bone, blood and brains behind it.
Death instantaneous.
- +63** First bullet of the burst pierces through side without hitting any organs. The second bullet is a pinpoint shot to the heart that bursts it like a balloon. The victim starts to drop like a stunned bird when the third bullet thuds into the left shoulder splintering bone and sinew and spinning the victim around into a nosedive.
Death is instantaneous.
HG A(0) A1(24) A2 (52) RF A(0) A1(47) A2 (82)
TV 11, Offset loses 2 slots. Blood loss 1 IP every min.
- +69** A bullet rips through the victim's neck mangling the windpipe and severing the carotid artery. Victim vainly clasps his throat as blood cascades through his fingers and life drains from his face. Victim gurgles and slumps to the floor but not before a second bullet pierces the forehead in a perfect drill hole wound, ricocheting off the back of the skull playing lethal pinball inside the cranial cavity. The third round shatters the right wrist and upon exiting creates further carnage in the neck.
Death is instantaneous.
- +75** Three bullets tear through the right side of the face and head sending fragments of bone, scalp and brain matter in all directions leaving the head a collapsed bag of dripping mush. Death is instantaneous. No open casket funeral for this guy.



Shotgun Injury Chart

- +1** A couple of pellets of buckshot on the outer edges of the blast pepper the left upper arm of the victim.
0.5 IP.
- +3** A couple pellets of buckshot on the outer edges of the blast catch the victim in the right cheek causing two small bleeding wounds.
0.5 IP, TV -4.
- +5** A few pellets of buckshot on the outer edges of the blast pepper the victim's right thigh causing several small flesh wounds.
1 IP, TV -3.
- +7** Several pellets of buckshot on the outer edges of the blast pepper the victim's left shoulder, neck and cheek.
2.5 IP, A(1.5) TV -2, Offset loses 1 slot.
- +8** Blast blows the little and ring fingers off the victim's weak hand leaving two bleeding stumps and a shot peppered forearm.
4.5 IP, TV -1. Blood loss 1 IP every 10 min.
- +9** Blast mangles the right foot of the victim turning it into a bloody pulp.
5 IP, TV 0, Offset loses 2 slots. Blood loss 1 IP every 5 min.
- +10** A tight blast blows a huge hole in the victim's shin fracturing the bone in five places and causing major disruption to the calf muscle behind.
6 IP, TV 1, Offset loses 2 slots. Moves test diff. 19 or fall over. Blood loss 1 IP every 5 min.
- +12** A wide spread leaves several perforation holes in the flesh of the left upper arm and shoulder. Satellite shot strikes the left cheek and eye splitting the lid and squishing the eyeball. The victim sees red then nothing.
8 IP, A(6.5), TV 3, Offset loses 1 slot. Blood loss 1 IP every 5 min.
- +13** A bad blast tears up the left up the left upper arm shredding the muscle with over a dozen pellets but miraculously missing the artery. Victim is half spun and staggered.
9 IP, TV 4, Offset loses 2 slots. Blood Loss 1 IP every 5 min.
- +14** A good portion of the blast shatters three ribs on the right side and perforates the pectoral muscle with shot.
10 IP, A(0) TV 5, Offset loses 2 slots. Blood loss 1 IP every 5 min.
- +16** A good portion of the blast strips the thigh muscle off the right leg to the bone. Blood oozes from over a dozen practically merged wounds making the leg look like a raw piece of meat.
12 IP, TV 3, Offset loses 1 slot. Blood loss 1 IP every 2 min.
- +19** A dozen buckshot pellets just penetrate the outer muscle wall and turn the victim's stomach into a sieve of bleeding holes.
15 IP, A(0) TV 6, Offset loses 1 slot. Blood loss 1 IP every 1 min.
- +23** Blast severely damages the left shoulder rendering apart bone muscle and sinew. Victim is turned and staggered.
19 IP, A(0), TV 6, Offset loses 3 slots. Blood loss 1 IP every 2 min.
- +27** A concentrated spread blasts a huge hole in the victim's left thigh that causes major muscle disruption and bone trauma. The femoral artery is nicked and blood steadily vomits out of the wound. Victim knocked down.
16 IP, TV 6, offset loses 3 slots. Blood loss 2 IP every 1 min.
- +30** Blast all but disintegrates the right elbow and upper arm leaving the forearm hanging grotesquely by scraggy sinews. The brachial artery is severed and blood pisses out of the mangled mess.
20 IP, TV 8, offset loses 2 slots. Blood loss 3 IP every min.
- +33** Blast decimates the victim's hipbone with satellite shot also damaging the pelvis and abdomen on the right side causing internal injuries. Victim keels over in a dramatic fashion onto his side.
24 IP, A(17), TV 9, Offset loses 3 slots. Blood loss 1 IP every 1 min.



- +36** A centered blast to the abdomen practically disembowels the victim. Stooping over he feebly tries to hold onto his shredded intestines as they protrude out of the gaping hole in his guts.
32 IP, A(0) TV 10, Blood loss 1 IP every min.
- +40** A devastating blast to the groin strips the flesh from both inner thighs and blows the testicles off the victim in an eruption of blood. The femoral artery is severed and the victim pisses himself with a horrific amount of blood.
27 IP, TV 11, Offset loses 1 slot. Blood loss 3 IP every min.
- +43** Blast completely obliterates the victim's jaw, shredding the tongue and peppering the throat with shot inflicting damage to the windpipe and muscle tissue. Victim gags violently on the blood in his airway.
35 IP, TV 12, Offset loses 2 slots. Blood loss 1 IP every 2 min.
- +45** Blast to the right upper side of the chest destroys the breastbone, collarbone and shoulder joint rending apart muscle and rupturing the brachial artery. The lung is also perforated by shot and bone fragments causing it to collapse.
40 IP, A(0) TV 14, offset loses 2 slots. Blood loss 3 IP every min.
- +48** Blast removes a large important chunk out of the right side of the victim's head, sending a fist size piece of skull clattering along the floor, and exposing a bleeding and minced brain for all to see. Victim stares blankly for a moment before lapsing into a thudding unconsciousness.
50 IP. Blood loss 1 IP every min.
- +50** A devastating blast to the abdomen eviscerates the victim shredding the intestines and bowel and rupturing the liver and spleen. Trauma and organ disruption are massive and the victim will die on his back coughing up his own blood in toughness x 1 rounds.
A(0) or death accompanied by an awful gurgling arrives in seconds.
- +55** Blast blows a huge hole in the chest causing massive trauma to the victim's entire central nervous system.
Victim collapses onto his back and quickly dies through the severe shock and damage.
A(0)
- +60** Blast completely destroys the victim's neck and collarbone on the left side leaving disgusting flaps of skin and sinew. The head drops sickeningly onto the chest and hangs by threads as the victim collapses into a bloody sprawl. Death is instantaneous.
- +64** Blast blows away the victim's entire ribcage on the left side destroying the lung and heart.
Death is instantaneous.
A(0)
- +69** A direct blast to the face completely caves it in like a deflated football, shot and imploding bone fragments tear through the brain making the victim quite dead by the time he hit's the floor.
- +75** A centered blast to the head explodes it in a shower of blood and gunk leaving a mangled stump oozing blood onto the floor.



MULTIPLE Shotgun Injury Chart

- +1** First two blasts miss their target but the third wings the victim in the upper right arm with three satellite pellets.
0.5 IP.
- +3** A couple of pellets of buckshot on the outer edges of the first blast pepper the left upper arm of the victim. The second blast sails wide while a couple pellets of buckshot on the outer edges of the third blast catch the victim in the right cheek causing two small bleeding wounds.
1IP, TV -4.
- +5** A few pellets of buckshot on the outer edges of the first blast pepper the victim's right thigh causing several small flesh wounds. The second hits higher peppering the hip and side with several pellets on the outer edge of the blast. The third kicks wide.
4 IP, TV -3. A(1). Blood loss 1 IP every 10 min.
- +7** Several pellets of buckshot on the outer edges of the blast pepper the victim's left shoulder, neck and cheek. Blast blows the little and ring fingers off the victim's weak hand leaving two bleeding stumps and a shot peppered forearm.
7 IP, A(1.5) TV 0, Offset loses 1 slot. Blood loss 1 IP every 5 min.
- +8** Several pellets of buckshot on the outer edges of the first blast pepper the victim's left shoulder, neck and cheek providing the measure for a bad blast that tears up the left upper arm shredding the muscle with over a dozen pellets but miraculously missing the artery. Victim is half spun and staggered away from the third blast.
11.5 IP, A(10.5) TV 5, Offset loses 2 slots. Blood Loss 1 IP every 5 min.
- +10** A good portion of the first blast shatters three ribs on the right side and perforates the pectoral muscle with shot. Then several pellets of buckshot on the outer edges of the second blast pepper the victims left shoulder, neck and cheek. The third shot goes high.
12.5 IP, A(1.5) TV 6, Offset loses 2 slots. Blood loss 1 IP every 5 min.
- +12** First blast just misses but the second is a concentrated hit blowing a huge hole in the victim's left thigh that causes major muscle disruption and bone trauma. The femoral artery is nicked and blood steadily vomits out of the wound. Victim collapses as the third blast whistles passed his ear.
16 IP, TV 6, offset loses 2 slots. Blood loss 2 IP every 1 min.
- +13** First two blasts miss but the third severely damages the left shoulder rendering apart bone muscle and sinew. Victim is turned and staggered.
19 IP, A(0), TV 6, Offset loses 3 slots. Blood loss 1 IP every 2 min.
- +14** The first shot is off but a good portion of the second blast strips the thigh muscle off the right leg to the bone. Blood oozes from over a dozen practically merged wounds making the leg look like a raw piece of meat. The third blast tears up the upper left arm shredding the muscle with over a dozen pellets but miraculously missing the artery. Victim is half spun and staggered.
21 IP, TV 7, Offset loses 2 slots. Blood Loss 1 IP every 1 min.
- +16** A series of blasts hit the right leg of the victim mangling the right foot and turning it into a bloody pulp. The first blows a huge hole in the victim's right shin fracturing the bone in five places and causing major disruption to the calf muscle behind. The others blast the thigh muscle off the right leg to the bone. Blood oozes from practically a leg sized wound making it look like a raw piece of meat. Victim is knocked on his ass.
24 IP, TV 6, Offset loses 3 slots. Blood loss 1 IP every 1 min.
- +18** A dozen buckshot pellets from the first shot just penetrate the outer muscle wall and turn the victim's stomach into a sieve of bleeding holes. A good portion of the second blast shatters three ribs on the right side and perforates the pectoral muscle with shot. Then four pellets of buckshot on the outer edges of the third blast catch the victim in the right cheek causing a rash of small bleeding wounds.
26 IP, A(1) TV 10, Offset loses 2 slots. Blood loss 2 IP every 1 min.



- +22** A good portion of the first blast shatters three ribs on the right side and perforates the pectoral muscle with shot. The second blast then decimates the victim's hipbone with satellite shot also damaging the pelvis and abdomen on the right side causing internal injuries. Victim keels over in a dramatic fashion onto his side just in time to avoid the third blast.
34 IP, A(17),TV 12, Offset loses 2 slots. Blood loss 2 IP every 1 min.
- +24** First blast all but disintegrates the right elbow and upper arm leaving the forearm hanging grotesquely by scraggy sinews. The brachial artery is severed and blood pisses out of the mangled mess. The second blast severely damages the left shoulder rendering apart bone muscle and sinew. Victim is spun and staggered. The third narrowly goes wide.
36 IP, A(19) TV 14, offset loses 3 slots. Blood loss 3 IP every min.
- +26** First blast goes low and wide but a good portion of the second blast strips the thigh muscle off the right leg to the bone. Blood oozes from over a dozen practically merged wounds making the leg look like a raw piece of meat. The third blast in the salvo is a devastating blast to the groin that strips the flesh from both inner thighs, and blows the testicles off the victim in an eruption of blood. The femoral artery is severed and the victim pisses himself with a horrific amount of blood.
39 IP, TV 14, Offset loses 2 slots. Blood loss 3 IP every min.
- +28** A devastating blast to the groin strips the flesh from both inner thighs and blows the testicles off the victim in an eruption of blood. The femoral artery is severed and the victim pisses himself with a horrific amount of blood. A dozen buckshot pellets from the second blast just penetrate the outer muscle wall and turn the victim's stomach into a sieve of bleeding holes. Several pellets of buckshot on the outer edges of the third blast pepper the victims left shoulder, neck and cheek.
44 IP, A(28), TV 15, Offset loses 2 slots. Blood loss 4 IP every min.
- +30** First blast to the right upper side of the chest destroys the breastbone, collarbone and shoulder joint rending apart muscle and rupturing the brachial artery. The lung is also perforated by shot and bone fragments causing it to collapse. The second shot goes mostly wide inflicting several perforation holes in the flesh of the left upper arm and shoulder with one pellet striking the left eye splitting the lid and squishing the eyeball. The victim sees red then nothing. The third shot goes high
48 IP, A(8) TV 15, offset loses 3 slots. Blood loss 3 IP every min.
- +32** First blast severely damages the left shoulder rendering apart bone muscle and sinew. Victim is spun and staggered and then hit by the third blast, which completely obliterates the victim's jaw, shredding the tongue and peppering the throat with shot inflicting damage to the windpipe and muscle tissue. Victim gags violently on the blood in his airway.
54 IP, A(35), TV 16, Offset loses 3 slots. Blood loss 1 IP every 1 min.
- +35** A few pellets of buckshot on the outer edges of the first blast pepper the victim's right thigh causing several small flesh wounds and is followed by a centered blast to the abdomen that practically disembowels the victim. Stooping over he feebly tries to hold onto his shredded intestines as they protrude out of the gaping hole in his guts. The third blast to hit decimates the victim's hipbone with satellite shot also damaging the pelvis and abdomen on the right side causing internal injuries. Victim keels over in a dramatic fashion onto his side.
59 IP, A(20), TV 13 offset loses 3 slots. Blood loss 2 IP every min.
- +37** A bad blast tears up the left upper arm shredding the muscle with over a dozen pellets but miraculously missing the artery, and several pellets of buckshot on the outer edges of the second blast pepper the victim's left shoulder, neck and cheek. The third blast is more to the right and removes a large important chunk out of the left side of the victim's head, sending a fist size piece of skull clattering along the floor, and exposing a bleeding and minced brain for all to see. Victim stares blankly for a moment before lapsing into a thudding unconsciousness.
62 IP. Blood loss 2 IP every min.



- +39** First blast all but disintegrates the right elbow and upper arm leaving the forearm hang grotesquely by scraggy sinews. The brachial artery is severed and blood pisses out of the mangled mess. The second is a centered blast to the abdomen that practically disembowels the victim. Stooping over he feebly tries to hold onto his shredded intestines as they protrude out of the gaping hole in his guts. A concentrated spread blasts a huge hole in the victim's left thigh that causes major muscle disruption and bone trauma. The femoral artery is nicked and blood steadily vomits out of the wound. Victim knocked down.
65 IP, A(33) TV 14, offset loses 2 slots. Blood loss 4 IP every min.
- +41** First blast completely obliterates the victim's jaw, shredding the tongue and peppering the throat with shot inflicting damage to the windpipe and muscle tissue. Victim gags violently on the blood in his airway. The second blast misses but a third blast to the right upper side of the chest destroys the breastbone, collarbone and shoulder joint rending apart muscle and rupturing the brachial artery. The lung is also perforated by shot and bone fragments causing it to collapse.
75 IP, A(35),TV 20, offset loses 2 slots. Blood loss 4 IP every min.
- +43** A centered blast to the abdomen practically disembowels the victim creating a gaping hole in his guts and shedding his intestines. The second blast goes high but the third is on target and removes a large important chunk out of the right side of the victim's head, sending a fist size piece of skull clattering along the floor, and exposing a bleeding and minced brain for all to see. Victim stares blankly for a moment before lapsing into a thudding unconsciousness.
82 IP. A(50) Blood loss 2 IP every min.
- +45** Two devastating blasts to the abdomen eviscerate the victim shredding the intestines and bowel and rupturing the liver and spleen. The third blast blows a huge hole in the chest causing massive trauma to the victim's entire central nervous system. Trauma and organ disruption are massive and the victim will die on his back coughing up his own blood in toughness x 1 rounds.
A(0) or death accompanied by an awful gurgling arrives in seconds.
- +50** First blast misses but provides the pointer for the second, which severely damages the left shoulder rendering apart bone muscle and sinew. Victim is turned and staggered as the third blast completely destroys his neck and collarbone on the left side leaving disgusting flaps of skin and sinew. The head drops sickeningly onto the chest and hangs by threads as the victim collapses into a bloody sprawl. Death is instantaneous.
- +57** A series of blasts blow a huge hole in the chest causing massive trauma to the victim's entire central nervous system tearing away the victim's entire ribcage on the left side destroying the lung and heart.
Death is instantaneous.
A(0)
- +66** First blast blows away the victim's entire ribcage on the left side destroying the lung and heart with the second completely destroying the victim's neck and collarbone on the left side leaving disgusting flaps of skin and sinew. The third is a direct blast to the face that completely caves it in like a deflated football, shot and imploding bone fragments tear through the brain making the victim quite dead by the time he hit's the floor.
- +75** A direct blast to the face completely caves it in like a deflated football, shot and imploding bone fragments tear through the brain before two follow up blasts to the head explode it in a shower of blood and gunk leaving just a grotesque stump of vertebrae and dangling tissue.



ACCESSORIES

Silencers - Silencers are illegal in New York State but can readily be made with a shop skill in metal work and lathe. Attached to a firearm though not a shotgun they muffle the report of a discharge to a low thwack, that would barely be audible from an adjoining room. Silencers reduce the effectiveness of firearms by 10% but for covert hits they are an essential piece of assassins equipment.

Scopes - Powerful telescopic sights fitted to hunting and assault rifles will improve the shooters accuracy with the weapon by +2 under aimed single shot per round conditions, and by +1 assessed shot firing. Rapid combat shooting combined with movement at close ranges is a problem and receives a -6 drag if slots are not used to scan for and aim at target. Pistols, SMG's, shotguns and assault rifles because of their requirements do not use scopes because of this. Some rifles particularly sniping rifles are fitted with scopes as standard and their accuracy modifier reflects this.

Laser Sights - Laser sights fitted to handguns and SMG's emit a red laser beam that pinpoints a visible dot on the target indicating to the shooter where his shot will hit on the target area. Increases shooters accuracy by +2, but can pose problems for covert shooting making the other guy aware of your shot and position. Difficulty to spot the roving dot on your buddies head 6 to 9.

Slings - SMG's, shotguns, and rifles can all have slings attached to them for easy carrying allowing the hands to be freed for other purposes. SMG's and stubby shotguns like the Ithaca 37 Stakeout because of their size can be slung to the front, which means that they don't have to be un-slung or drawn at the cost of slots to fire. The weapon simply needs to be raised at a -2 or 1 slot reaction penalty.

Experienced Mob hit man Sal Bucco is waiting in the car park of Maxey's Steak And Grill to clip Anthony Grazano. Bucco in black trench coat and hat blends into the shadows just feet away from the driver's side of Grazano's Cadillac. Grazano, a little loaded strolls unsuspecting to his car having fluffed his awareness roll to spot the well-concealed Bucco. Bucco waits with the silenced .22 Ruger at his side until Grazano digs into his coat pocket for his keys. At this moment Bucco strides briskly up behind him and raises the Ruger not 6 inches away from the back of Grazano's head and repeatedly pulls the trigger phut, phut, phut. Bucco's handgun violence is a precise 8, which is boosted by a +2 accuracy bonus for the Ruger, and a +2 rapid-fire bonus to a sizzling 12. At execution range the difficulty to hit is a dead certainty of -6 with only a -1 drag imposed for dim light. This gives a -7 vs. 27 ratio of success. A 13 is rolled for an amazing 20 perfect success. A d20 injury roll is made and a 17 is scored (1 point shy of the pistol's effectiveness of 18) for a 17x2point injury total. The nearest head option on the multiple shot chart is a 32. The three bullets rip into the back and of the head and face of Grazano jerking him like a yanked puppet before sending him face first into the tarmac.

EVERY BULLET COUNTS

The number of rounds fired in a burst is largely guesswork based on experience. A short burst is usually controlled to between 4 to 10 rounds, a long burst from 12 to 20 rounds and a spray the entire magazine. Roll the SMG skill with a brains and sense attributes as modifiers at a difficulty 6 to control the amount of rounds fired, to the exact number or to no idea whatsoever.



Concentrated Automatic Fire Chart

Hurt

- +1** One bullet slices through the right lateral muscle causing a minor flesh wound. Another grazes the right upper arm. The rest go wide.
SMG 1.5 IP, A(0.5), A1(0.5), A2(1) RF 2 IP, A(0.5), A1(1), A2(1.5)
TV -3.
- +4** Two bullets in an upward arc of fire slice the left thigh causing minor flesh wounds. Others in the burst nick the victim's upper left arm causing minor flesh wounds.
SMG 2.5 IP RF 3 IP
TV -3. Blood loss 1 IP every 10 min.
- +5** A trail of fire cuts off the two little toes of the right foot and punctures straight through the muscle of the calf.
SMG 4 IP RF 6.5 IP
TV -1, Offset loses 2 slots. Blood loss 1 IP every 5 min.
- +6** Two bullets from a burst blow off the little finger and shatter the bones of the wrist of the victim's right hand.
SMG 9 IP RF 13.5 IP
TV 0. Blood loss 1 IP every 5 min.
- +7** Only one bullet from the burst finds its target shattering the victim's right hipbone before exiting through the buttock. Victim spun around and down.
SMG 10 IP RF 13 IP
TV 5, Offset loses 3 slots. Blood loss 1 IP every 5 min.
- +8** One bullet hits the victim's chest just below the right clavicle passing through the body and exiting out of the victim's back without significant injury. Another round takes a chunk out of the right trapezium muscle before continuing onwards. A third bullet slices victim's cheek and then continues on to remove the top part of his ear. A fourth zips through victim's hair leaving a bloody furrow along the scalp.
SMG 10.5 IP, A(2.5), A1(4.5), A2(8.5) RF 19, A(4), A1(8), A2(16)
TV 3, Offset loses 1 slot. Blood loss 1 IP every 2 min.
- +9** The first bullet slices clean through calf muscle staggering victim. The second bullet slams into the left thigh causing serious muscular damage before exiting out the hamstring. The third bullet nicks the right thigh causing minor flesh wound. The fourth bullet hits the victim on the right side of the abdomen and pierces straight through without striking any vital organs. The last bullet to hit, slices through the victim's right lateral muscle of causing a minor flesh wound. Victim is knocked down.
SMG 16IP, A(10), A1(11.5), A2(14.5) RF 28 IP, A(17), A1(20), A2(26)
TV 5, Offset loses 3 slots. Blood loss 1 IP every 2 min.
- +11** First bullet penetrates the side of the neck damaging the larynx and miraculously exits the other side without destroying anything vital. Second bullet thuds into shoulder splintering bone and sinew. Victim is spun around by impact. The rest of the burst is off target.
SMG 20 IP, A(9), A1(12), A2(18) RF 36 IP, A(16), A1(21), A2(31)
TV 7, offset loses 2 slots. Blood loss 1 IP every 2 min.
- +13** An off target bullet blows the two little toes off the victim's right foot. Another shatters the shinbone and lodges itself in the calf. Another from the burst disintegrates kneecap into several pieces, the shards of bone causing muscular and circulatory damage. Two other bullets hit home one nicking the right thigh causing a minor flesh wound and another embedding itself deeply into the ass of the victim.
SMG 22 IP RF 34 IP
TV 8, knocked down Offset loses 3 slots. Blood loss 1 IP every 1min.



- +17** The first bullet blows the left little finger off at the knuckle. The second bullet hits the victim on the left side of the abdomen and pierces straight through without striking any vital organs. The third bullet rips through victim's abdomen slicing a devastating path through the intestines and exits cleanly through the back. Last bullet to hit in the burst cuts through the right forearm and embeds itself in the upper arm.
SMG 33 IP, A(13), A1(18), A2(28) RF 57 IP, A(19), A1(28), A2(46)
TV 11, Offset loses 2 slots. Blood loss 2 IP every 1 min.
- +20** First bullet rips through groin of victim causing internal haemorrhaging and lodges dangerously in the pelvis. The second bullet of burst to hit rips through victim's abdomen slicing a devastating path through the intestines and exits cleanly through the back, while another round veers to the right cutting through the left forearm and embedding itself deep in the upper arm.
SMG 38 IP, A(23), A1(27), A2(35) RF 73 IP, A(42), A1(49), A2(63)
TV 12, Offset loses 1 slot. Blood loss 2 IP every 1 min.
- +22** A bullet disintegrates right kneecap into several pieces, the shards of bone causing muscular and circulatory damage. Three other bullets thud into the left thigh of the victim smashing the femur bone in half and causing massive trauma to the muscle and femoral artery causing it to rupture. Another bullet strikes the left hip cracking it in half before exiting out of buttock. Victim spun around and down.
SMG 38 IP RF 67 IP,
TV 13, Offset loses 3 slots Blood loss 3 IP every 1min.
- +24** First bullet wound to the center of the chest causes a massive wave of trauma to the surrounding organs and muscle tissue. The second bullet of the burst whether an under powered round or small caliber bullet slams into the right pectoral muscle of the victim and cracks the sternum. A third pierces the victim's chest just below the right clavicle passing through the body and exiting out of the victim's back without significant injury. The forth bullet in the burst clips the victim in the left shoulder muscle causing a minor flesh wound The final bullet tears through the victim's right bicep muscle causing incredible damage snapping the bone and splitting the brachial artery.
SMG 43 IP, A(10), A1(18), A2(34) RF 72 IP, A(18), A1(31), A2(57)
TV 13, Offset loses 2 slots,. Blood loss 4 IP every min.
- +27** First bullet slices through the muscles of the stomach and fragments into pernicious pieces of lead that tear and rupture in a wave of trauma the liver and the spleen. Second bullet rips through victim's abdomen slicing a devastating path through the intestines and exits cleanly through the back. The third bullet pierces through side without hitting any organs. Another bullet grazes left upper arm causing a minor flesh wound. The last bullet to hit in the burst thuds heavily into victim's shoulder splintering bone and sinew. Victim is spun around by impact
SMG 51.5 IP, A(0.5), A1(13), A2(39) RF 89.5 IP, A(0.5), A1(22), A2(67)
TV 14 offset loses 3 slots. Blood loss 3 IP every min.
- +30** First bullet to hit grazes right upper arm causing a minor flesh wound. The second bullet strikes the right shoulder girdle at a funny angle and ricochets across through the side of the neck nicking the jugular vein before exiting out the left side. Another round splits open left trapezium muscle near the base of the neck while another slices the victim's cheek then continues on to remove the top part of his ear. The last bullet to hit in the burst punches a clean hole through the left cheekbone and penetrates deeply into the lower recesses of the brain and remains dangerously lodged there, inflicting nerve damage to the left side of the body that results in temporary paralysis and internal and external bleeding.
SMG 50.5 IP, A(28.5), A1(34), A2(45) RF 84 IP, A(41), A1(52), A2(74)
TV 13 to stay conscious. Blood loss 3 IP a min.



- +31** Two bullets hit home one nicking the left thigh causing a minor flesh wound and another embedding itself deeply into the ass of the victim. A third side on shot smashes through the bones of the left elbow and then into the ribs creating carnage on its way through two lungs and out the other side. Trauma and resultant organ damage is massive. The final three bullets to hit penetrate the shoulder splintering bone and sinew, the side of the neck damaging the larynx and miraculously exiting the other side without destroying anything vital, and ricochet off the side of the skull causing bruising to the bone.
SMG 66 IP, A(39), A1(46), A2(60) RF 112.5 IP, A(58), A1(61),A2(97)
TV 15, offset loses 3 slots. Blood loss 3 IP every minute.
- +34** First bullet wound to the center of the chest causes a massive wave of trauma to the surrounding organs and muscle tissue. The second bullet hits a couple of inches to the right of the first, penetrating the center of the chest with tremendous energy fragmenting into several pieces of lethal shrapnel, one of which lodges itself in a lung while another severs the aorta artery filling the chest with blood. Another bullet smashes into the jaw leaving it a mess of splintered bone and mangled flesh that greatly disturbs the victim.
SMG 63.5 IP,A(12.5)A1(25),A2(49) RF 119 IP, A(23),A1(47)A2(95)
TV 16, Offset loses 2 slots. Blood loss 4 IP every min.
- +36** First two bullets slice through the muscles of the stomach and fragment into pernicious pieces of lead that tear and rupture in a wave of trauma the liver and the spleen. A third bullet wound to the center of the chest causes a massive wave of trauma to the surrounding organs and muscle tissue. The fourth bullet thuds home just below the victim's navel and rips through the lower intestines severing the spinal column in a large exit wound at the base of the back. Victim collapses on the floor where he stood in an undignified heap.
SMG 80 IP,A(0),A1(20),A2(60) RF 155 IP, A(0),A1(39),A2(147)
TV 35, Offset loss 3 slots. Blood loss 3 IP every min.
- +40** First bullet splits open left trapezium muscle near the base of the neck. The second penetrates the left eye tearing a deadly path through the brain before exploding out the back of the head dragging a bitty trail of bone, blood and brains behind it.
Death is instantaneous.
- +44** Two bullets rip through the victim's neck mangling the windpipe and severing the carotid artery, another bullet punches a clean hole through the left cheekbone and penetrates deeply into the lower recesses of the brain where it remains dangerously lodged. Inflicting nerve damage to the left side of the body that results in temporary paralysis and internal and external bleeding. The forth bullet smashes into the jaw leaving it a mess of splintered bone and mangled flesh. The fifth is a high-powered shot that completely decimates the right side of the victim's head leaving it a collapsed bag of dripping mush.
Death is instantaneous
- +48** First bullet of the burst pierces through side without hitting any organs. The second bullet is a pinpoint shot to the heart that bursts it like a balloon. The victim starts to drop like a stunned bird when the third bullet thuds into the left shoulder splintering bone and sinew and spinning the victim around into a nosedive. On the way down another bullet passes through the side of the neck with a fifth and sixth piercing the back of the head in perfect drill hole wounds, ricocheting off the front of the skull playing lethal pinball inside the cranial cavity.
Death instantaneous.



- +54** Two bullets penetrate the center of the chest with tremendous energy then fragment into several pieces of lethal shrapnel, one of which lodges itself in a lung while another severs the aorta artery filling the chest with blood. Another strikes the right shoulder girdle at a funny angle and ricochets across through the side of the neck nicking the jugular vein before exiting out the left side. A fourth and fifth from the burst rip through the victim's neck mangling the windpipe and severing the carotid artery. Victim vainly clasps his throat as blood cascades through his fingers and life drains from his face. Victim gurgles and slumps to the floor. Death arrives in seconds from massive trauma.
- +60** Six bullets tear through the victim's stomach and chest causing immense trauma as they fragment to several internal organs such as the liver, intestines, left lung and heart. Victim dances to the bullets and then collapses in a bloody heap quite dead. SMG A(0), A1(30),A2(90) RF A(0), A1(60),A2 (180). TV10. Blood loss 3 IP every min.
- +67** Two bullets rip through the victim's neck mangling the windpipe and severing the carotid artery. Another three shots pierce the side of the victim's head and exit out the other side in sprays of blood and gunk. No theatrics, victim drops and dies like a slaughterhouse cow.
- +75** The burst really finds its target and perforates it with 15 bullet holes that leave the right arm dangling by a bit of sinew, blows the spine out of the back of the torso and has skull fragments and brain matter flying out all over the place. Death is immediate and very bloody.

Reloading

This can take time if yo criminal ain't got his act together. Under stressful shootout conditions manually loading a revolver or magazine clip is a progressive action testing weapon expertise at difficulty 0 over 21 activity points.

Loading up pump action shotguns is easier at difficult -3 over 21 activity points.

Loading a revolver using a speed loader or a semi with an already loaded up clip is much quicker and easier, and is an immediate action taking 8 slots made at difficulty -3. A side by side shotgun is also an immediate action taking 6 slots at difficulty -3.

Full Metal Jacket

Bullets are designed to do two things penetrate the target and cause trauma to it. Regular bullets (Full Metal Jackets) try to balance these requirements being sufficiently hard to remain intact upon impact to

guarantee penetration through light cover, but sometimes not soft enough to stop in the target and deliver its full force.

Wad cutters and hollow pointed bullets (Jacket Soft Point's) fragment upon penetrating a target causing significantly more trauma to the victim. All their force is used in causing massive tissue damage to the target and none wasted by having the bullet completely penetrate the victim and travel on. These types of bullets increase the effectiveness of firearms by 25%.

EFF	Inc.
20 to 15	+1
14 to 9	+2
8 to 3	+3
2 to -3	+4
-4	+5

The drawback to hollow points however is that for penetrating purposes i.e. cover and bulletproof vests their power rating is reduced by 50% from the standard.



Wadcutters with their blunt flat ends are also ballistically unstable and all standard ranges are reduced by 25%.

Teflon coated or copper headed bullets (Jacket Hard Points and Silver Tips) are designed to penetrate ballistic armor and some types of cover. These bullets are harder and tend to be more sharply pointed to assist in piercing armor. Reduce the effectiveness of armor and cover by 50%.

The drawback is that if there is no armor involved these types of bullet can over penetrate and waste much of their kinetic energy reducing the effectiveness of the firearm by 33%.

EFF	Dec.
20 to 16	-1
15 to 11	-2
10 to 6	-3
5 to 1	-4
0 to -4	-5
-5 to -9	-6

COVER

There are two types of cover to hide in or behind soft and hard. Bushes, light wooden fencing and washing hanging on the line are some examples of soft cover and the only thing it may do for you is hide you from the other guy. Bullets will cut through soft materials like they're just not there, so forget about it.

Hard cover like hardwood trees, reinforced glass and stone walls are of sufficient toughness to slow bullets down or stop them in their tracks completely. A car door is poor cover as it won't stop a bullet at all, and will only slow it down and reduce its impact force to a small degree. A concrete block wall would be good cover against a small caliber pistol, but unsafe against a high velocity hunting rifle.

All hard cover is given a stoppage percentage based on the density and toughness of its composite materials and its ability to absorb force against various firearms.

When being fired upon behind cover, the cover will subtract a percentage of the bullets injury point total. If this leaves a zero or negative value the bullet has been stopped in its tracks by the cover. If however the cover is not sufficient to absorb the power of the bullet then it has pierced the material and will continue onwards with the percentage of force remaining. Negative values do not stop any of the bullets energy.

For example in a desperate shoot out a cop takes cover behind a single brick garden wall. He is fired upon by a gang banger using an AMT Hardballer .45 auto with a normal effectiveness of 5/12 reduced to 9/15 with AP rounds. The gang banger fires and scores a full success hit despite only having a rough idea where the cop is hiding. The wall would normally stop 75% of the large caliber rounds energy, but with armor piercing rounds this is reduced to 25%(roughly one quarter). A 1d20 injury roll is made and a 13 is scored. This allows for another 1d20 injury roll in which a 3 is rolled. The 16 injury total causes a 5.5 IP wound to the wrist and forearm of the cop. Rounded down by a rough quarter the cop takes 4IP.

Street COVER Ratings

SHG.	.22 and .25 small caliber handguns.
MHG.	.32 and .38 medium caliber handguns.
LHG.	.357 magnums plus .44 and .45 large caliber handguns.
AR.	Assault Rifles.
RF.	Rifles and shotguns firing slugs.
SG.	Shotguns firing buckshot but not slugs.



Cover	SHG	MHG	LHG	ARF	RF	SG
Thick hardwood Door	50%	25%	0%	-50%	-50%	50%
Tree or Telephone Pole	200%	200%	200%	150%	100%	200%
Sheet Rock Wall	25%	0%	-25%	-50%	-75%	25%
Concrete Brick Wall	100%	75%	50%	10%	None	100%
Single Layered Brick Wall	150%	100%	75%	50%	25%	150%
Double Layered Wall	250%	200%	175%	150%	100%	250%
Car Door	50%	20%	0%	-25%	-50%	25%
Car Engine Block	200%	150%	100%	75%	25%	200%
Street Mail Box	200%	166%	125%	100%	75%	200%
Fire Hydrant	300%	250%	200%	175%	125%	300%
3 Inch Steel Door	300%	250%	200%	175%	150%	300%
Sandbag	300%	250%	200%	175%	150%	300%
Curb	300%	250%	200%	175%	150%	300%
Armour Plated Car	300%	250%	200%	175%	150%	300%
Bar Room Bar	100%	75%	50%	10%	None	100%
Pool Table	125%	90%	66%	25%	None	125%

Armour

Wearing armored vests can be a good idea especially when its raining bullets and they've got your name on them. The drawback is the weight and restriction of movement in being zipped up in a sweat factory all day long.

Vests come in two basic types overt and covert and in different levels of protection.

Overt vests are worn on top of clothing and are often referred to by the military as flak jackets. These vests are thicker, heavier and offer more protection than covert vests. They are typically worn by combat infantry and police swat teams.

Covert Vests are worn under clothing and are designed to be lighter, less cumbersome and noticeable. They are worn by everyday police patrol officers, government security personnel and those in the public domain under threat of assassination. In Dog Town bank robbers, bodyguards and gangsters sometimes also wear them on jobs.

Light covert vests are classified as soft armor and provide a very basic protection without restricting movement.

Overt vests by comparison are of a fairly rigid construction impeding large movement based skills (LMS) and functions such as endurance. Small Reflex based skills (SRS)

such as shooting are not generally affected but skills such as drive could be under certain circumstances.

Stabbing knife attacks have the similar effect on armor as armor piercing bullets reducing its effectiveness by half.

Specifically designed stab proof vests provide full effectiveness against knives and AP rounds but only half effectiveness against regular and fragmental rounds.

Type III rigid armor provides protection against knives and rifle rounds but is the heaviest and restrictive of all armor types.

Armour can be bypassed through hitting a chink and other vulnerable areas like the armpit gap on a vest. To take this into account make a separate 1d20 roll and on a score of 20 the armor protection has been bypassed.

Where a vest is sufficient to stop a type of bullet the A(0) value is used and no IP's are lost.

Penetration Above Type

Armor challenged by a bullet above its type will still offer the wearer some protection.



For a bullet one level higher than the protection level of the armor (A1) the wearer will suffer 25% of the particular wounds IP total in penetrative force and blunt impact trauma.

For a bullet two levels higher than the protection level of the armor (A2) the wearer will suffer 75% of the particular wounds IP total in penetrative force and blunt trauma.

For a difference of three levels there is no protection.

Note rifle bullets can only be stopped by rigid type III and IV armors.

FMJ	Full Metal Jacket (Standard bullet type)
JHP	Jacketed Hollow Point (+Eff)
JSP	Jacketed Soft Point (+Eff)
LR	Long Rifle
RN	Round Nose (Standard bullet type)
SP	Soft Point (+Eff)
SWC	Semi Wad Cutter (+Eff)
+P	Extra High Velocity (Piercing)

TYPE IIA Light Vest

Effectiveness(Round And Barrel Length)

.22, 40 grain, LR - 6 inch
 .22 AUTO, 50 grain, FMJ - 2inch
 .38 SPECIAL Lead,158 grain, RN -6 inch
 .22 MAG., 40 grain, SP- 4 inch
 .25ACP - 2 inch
 .32 ACP - 4 inch
 .38 SPECIAL, 125 grain, SJHP +P - 6 inch
 .38 SPECIAL, 158 grain, Lead +P - 6inch
 .38 SPECIAL, 110 grain, JHP +P - 6 inch
 .45 AUTO, 230 grain, FMJ - 5 inch
 .357 MAG., 158 grain, JSP - 4 inch
 .357 MAG., 158 grain, Lead SWC - 4inch
 9mm, 95 grain, JSP - 4inch
 9mm, 124 grain, FMJ - 4 inch
 12 GAUGE, OO BUCKSHOT - 18 inch

Protection

Shoulders, Torso

Restriction

1 to LMS, -1 end
 covert or overt

TYPE II Medium Vest

All of the above, plus:

.44 MAG., 240 grain, JSP - 4 inch
 .44 MAG., 240 grain, Lead SWC - 4inch
 .357 MAG., 125 grain, JHP - 4 inch
 .357 MAG., 110 grain, JHP - 4 inch
 .357 MAG., 158 grain, JSP - 6 inch
 9mm, 115 grain, SILVERTIP - 5 inch

Shoulders, Torso

-1 LMS, -2 end
 -2 covert or overt

TYPE IIIA Heavy Vest

All of the above, plus:

9mm, 116 grain, FMJ smg - 4 inch
 9mm, 123 grain, FMJ smg - 4inch
 9mm, 123 grain, FMJ smg - 4 inch
 9mm, 115 grain, FMJ smg - 4inch
 .44 MAG., 240 grain, SWC - 4inch
 9mm, 124 grain, FMJ - SMG - 9.5 inch

Shoulders, Torso

-2 LMS, -4 end
 overt



TYPE III Rigid Vest

All of the above plus:

7.62 x 51mm FMJ rifle round

Shoulders, Torso, Neck

-3 LMS, -6 end
overt

TYPE IV

All of the above plus:

Armor piercing .30.06

Shoulders, Torso, Neck

-4 LMS, -7 end.
overt

Other Protection

Leather Jacket

2 IP of stab wounds,
5 IP of slash wounds

Arms, Shoulders, Torso

-1 end.
overt

Leather Coat

2 IP of stab wounds
5 IP of slash wounds

Arms, Shoulders, Torso
Groin, thighs overt

-1 end.

Heavy Biker Leathers

3 IP of stab wounds
6 IP of slash wounds
2 IP of blunt trauma

Arms, Shoulders, Torso
Groin, Legs

-2 LMS, -3 end.
overt

Sports Paddng & Armor

5 IP of stab wounds
7 IP of slash wounds
9 IP of blunt trauma

Shoulders, Chest, Thighs
Groin

-2 LMS, -4 end.
overt, covert -6

Football Helmet

7 IP of stab wounds
9 IP of slash wounds
13 IP of blunt trauma

Face, Head

-2 to awareness

Infantry Helmut

As Type II armor
20 IP stab wounds
30 IP slash wounds
22 IP blunt trauma wounds

Head

Crash Helmet

As Type IIA armor
20 IP stab wounds
30 IP slash wounds
27 IP blunt trauma wounds

Face, Head

-3 to awareness

Bomb Disposal Outfit

As Type IV armor
35 IP of blast wounds

Complete

-3 to awareness
-5 LMS



Bombs And Deadly Stuff

EXPLOSIVE DEVICES

Sometimes you'll want to kill a whole gang of people or seriously fuck up their property. Then its time to use the fizzing sticks that go boom. With placed devices an explosives construction test based on the set up difficulty of the device needs to be made to prepare it for use.

Backfire fails should mean that the criminal's last words were "Oh Shit" before managing to whack himself out.

Screw Up fails should mean that the device starts to activate leaving a very difficult moves test to get the hell outta there.

No Way fails could mean that the device goes off at the wrong time killing innocent people or just doesn't go off at all.

Close fails should mean that the device shows itself in a delayed ignition before

going off providing the target with a difficult moves test to get out of the way of the more serious leg flying injuries. In any case the murder multiplier will at best be $\times 0.5$ and the effectiveness reduced by 8 points.

Just There success should mean that the device hasn't been placed effectively or is faulty in construction lowering the murder multiplier to $\times 0.5$.

Full success means that the bomb detonates correctly and has its full effectiveness. The murder multiplier is $\times 1$.

Outstanding success means that the device is placed intelligently increasing the harm it can do awarding the bomber with a $\times 1.5$ murder multiplier.

Perfect success means an intelligently placed device of superior construction designed to concentrate its blast power towards the intended target. The bomber earns a murder multiplier of $\times 2$.

Blackjack; a setup success of 21 means the target is gonna be heading for the stratosphere with a $\times 3$ multiplier.



Detonation (Det.) - Describes how the device is set off. Fuses, clock timers, electrical transmissions, radio controlled transmissions and tripwires are all methods of activating devices. The more complicated the detonation method the greater the set up difficulty will be. A simple light and run explosive is the standard set up difficulty of the devices below. Trip wire activations increase difficulty by +2, timers by +3, electrical transmissions by +2, and radio controlled transmissions by +2.

Set Up - Rates how difficult the device is to make and use.

Blast Rating - This is measure of the power and effectiveness of the explosive at an 15 yard radius based on 1 unit of the explosive. Double the range of the explosive for each additional unit of explosive used but if range isn't relevant increase its effectiveness by 50%. So a grenades effectiveness of 4 would increase by 50% to an effectiveness of -4 if two were used. $20 - 4 = 16$, fifty percent of which is 8.

Far range is just within the blast radius of the explosive and creates a low murder multiplier of x0.5.

Medium range is within 8 yards and produces the standard murder multiplier of x1.

Close range is within 4 yards of the blast radius of the explosive and increases the murder multiplier to x1.5.

Immediate is a perfect detonation within 2 yards of the target increasing the murder multiplier to x2.

Spot on is an explosion that goes off on or within 1 yard of its target. Increase murder multiplier to x3.

Enclosed Space bombs that go off within confined spaces like cars or in rooms of buildings are more effective in making a mess of the intended victim than those detonated outside. This is due to the retained and reflected blast energy of the hard materials, which the victim is crushed and impaled

against. Add +5 onto the blast effectiveness when yo criminal gets sent off the Cleveland way.

TYPES

When explosives are thrown at a target they don't need to hit the target only get near to it to inflict injury. Reduce throwing difficulties by 6 points on the throw chart to reflect this difference. When grenades with timers are used the criminal makes an explosives test on the set up difficulty to launch the grenade at the last second with outstanding and perfect scores. When this is done the victim will not get a second chance to get out of the way as it lies there waiting to go off, and the thrower won't get the nasty surprise of it coming back at him.

Dynamite - Sticks of nitro glycerin used singularly or in bunches taped together for more powerful explosions. Detonation fuse, timer, radio controlled, or electronic transmission. Set Up difficulty -3, blast rating per stick 16.

C4 Plastic Explosive - A gray Pleistocene type substance that is more powerful than safer to use than dynamite. It is malleable and can be bent around and stuck to objects. The power of its blast is dependent on the number of pounds of explosive used. Detonation, timer, radio controlled, electronic transmission. Set up difficulty 0, blast-rating 1/10 per pound.

Grenades - Hand held explosive charges layered with dozens of small metal fragments contained within an outer metal casing. Normally detonated by pulling a clip, which ignites a 5 second fuse. Detonation, fuse, trip wire. Set up difficulty -3, blast rating per grenade 4/12.

Claymore Mine - A piece of military hardware made famous by the Vietnam War as a perimeter guarding device. Stuck into the ground it can be activated by tripwire or by electrical transmission. A wide surface area



distributes dozens of ball bearings in a 60 degree arc making it a platoon killer. Detonation, tripwire, remote control. Set up difficulty 0. Blast rating -6/6 on shotgun chart.

Pipe Bomb - The amateur terrorists favorite. A home made bomb using a pipe as a casing, ball bearings or nuts and bolts as shrapnel and a mixture of fertilizer and other chemicals as the charge. Detonation, timer, remote control or electronic transmission. Set up difficulty 4. Blast rating small 13/16, medium 2/11, large -10/5, huge -20/0.

Bazooka - A serious piece of military hardware that sorts the men from the boys. Show up at a gangbang with one of these and the opposition will get a bad case of the squirts. These devices have a large dome shaped charge attached to a rocket launcher and were designed to take out enemy armored vehicles including squad cars. The powerful propulsion rocket makes standing behind one of these things or firing one of them from inside a van a real stupid thing to do. Maximum range 100 yds, long range 60 yds, medium range 40 yds, close range 20 yds, point blank 10 yds. Blast rating -2/9.

Ex-Cuban secret police operative Cesar Romero constructs a car bomb to dispose of a business problem. He intends to place 2 pounds of C4 explosive underneath the front driver's side of the car and detonate it by remote control from a hundred yards away. The difficulty to do this is 0 for working with C4 explosives and 2 for using a radio transmission as a means of detonation. Romero's explosives ability is 16 for a 0 vs.24 construct ratio over 30 minute rounds and 21 activity points. The experienced Romero coasts it in less than 45 minutes with a +15 and then +16 success and scores a Blackjack. Romero then uses his conceal skills to hide the bomb from view removing any bits of tell tale electrical tape and hand prints on the side of the car. Romero's conceal ability is 14 which provides the basic difficulty for the target to spot the device which is further enhanced by +4 as the device is well out of view. If the target doesn't spot the device Romero will get a x3 murder multiplier when he detonates the device, and the 1d20 damage roll will have an increased effectiveness of -10/5 for the two pounds of C4 used.



Blast Injury Chart

Failures

- 15 Explosion causes target to cringe and flinch.
- 13 A large piece of shrapnel or debris hurtles passed the target.
- 12 Explosion causes target to duck down.
- 10 Explosion causes target to duck, turn and shield his face from small bits of flying debris.
- 7 A piece of debris or shrapnel narrowly misses the targets head.
- 6 The target feels the force and heat of the explosion through his hair and in his face.
- 4 The target is engulfed by smoke and dust from the blast.
- 3 The target is hit but unharmed by a piece of debris from the blast.
- 1 The target is hit but unharmed by a shower of earth and other debris.

Hurt

- +1 The victim is caught at the edge of the blast wave and staggered by the force.
TV -3, Offset loses 2 slots.
- +4 The victim is caught at the edge of the blast and knocked down hard onto his knees with a small piece of shrapnel or debris causing a thin laceration along his right forearm.
1 IP, TV -1, Offset loses 2 slots.
- +6 A small hot piece of shrapnel or debris from the explosion pierces the muscle of the victim's left shoulder.
1.5 IP, TV -1.
- +8 The pressure of the explosion perforates the eardrums of the victim causing painful ringing.
3 IP, TV 1, Offset loses 2 slots.
- +11 Several pieces of shrapnel or debris from the explosion embed themselves in the victim's right cheek scalp, neck, upper arm, forearm and thigh causing deep lacerations that bleed profusely.
8 IP, TV 1, Offset loses 2 slots. Blood loss 1 IP every 2 min.
- +15 The heat from the explosion scorches the flesh of the left side of the arm, leg, back, neck and face as the victim is thrown violently several feet to the ground causing a fracture to his right wrist. Due to the rapid increase in surrounding air pressure the victim also suffers contusions to the lungs that cause him to painfully wheeze when he breathes.
9 IP, TV 3, Offset loses 3 slots. Victim will suffer worsening breathing difficulties losing 1 IP every 10 min. Medical attention must be received. Treat as blood loss per 10 min.
- +19 The power of the explosion knocks the victim down breaking his hipbone against the ground, whilst pieces of shrapnel or debris shower the victim slicing off his left little finger and blinding him in the left eye.
13 IP, TV 4, Offset loses 3 slots. Blood loss 1 IP every 5 minutes.
- +21 The power of the explosion hurls the victim into a hard object crushing four ribs, dislocating an elbow and slipping out a disc in the spine. The victim's eardrums perforate and a piece of debris or shrapnel almost severs the ear from the head. Victim is knocked down.
15 IP, TV 6, offset loses 3 slots. Blood loss 1 IP every 10 min.
- +24 The force of the blast catapults the victim into the air and a hard landing dislocates his shoulder, hairline fractures his skull and strains his neck. Victim also suffers minor burns and serious contusions to his lungs from ruptures due to the dramatic increase in air pressure that make breathing difficulty.
18 IP, TV 7, Offset loses 3 slots. Victim deteriorates 1 IP every 5 minutes.
- +29 The force of the blast knocks the victim to his knees with several pieces of shrapnel or debris embedding themselves in the victim's left hamstring, ass, back and shoulder, with one large jagged piece puncturing the kidney causing serious internal injury.
20 IP, TV 6, Offset loses 2 slots. Blood loss 1 IP every 1 min.



- +33** Explosion amputates the left hand at the wrist and several pieces of jagged debris or shrapnel slice and dig their way into the left arm, thigh, groin and lower abdomen of the victim. The brachial artery is severed and blood pumps from the tattered remains of the forearm and serious wounds to the groin and bowel. The victim is thrown to the ground where he smashes his nose against the asphalt.
25 IP, TV 10, Offset lose 4 slots. Blood loss 3 IP a min.
- +35** The blast propels a deadly hail of shrapnel and debris in the direction of the victim inflicting over a dozen horrific lacerations and penetrative wounds to the entire body. The victim is a laid out mass of bleeding cuts and protruding splinters of glass, wood and metal.
34 IP, TV 11, Offset loses 4 slots. Blood loss 2 IP every min.
- +39** Explosion rips the victim's legs off at the knees causing tremendous shock and blood loss.
32 IP, TV 11, offset loses 4 slots. Blood loss 4 IP every min.
- +43** Blast severs left arm off at the elbow and propels the victim torso first into a nearby hard object breaking four ribs and causing hemorrhaging to internal organs in the abdomen. Ear drums are perforated and victim suffers minor burns and lung damage through blast pressure.
42IP, TV 13, Offset loses 3 slots. Blood loss 4 IP every min.
- +46** Blast blows off the victim's right foot and hand with the heat from the explosion severely burning the victim melting the right side of his face, neck, arm and back, but also cauterizing the wounds. The victim's lungs are scorched and ruptured from the blast pressure and internal organs are displaced and ruptured from air expansion in the gastrointestinal tract. Clothing ignites and continues to burn the victim at 2 IP a round.
50 IP, TV 15, offset loses 5 slots. Blood loss 1 IP every min.
- +49** A large piece of debris or shrapnel impales itself through the victim's neck rupturing the jugular vein and collapsing the windpipe as three smaller pieces dig deep into the chest, abdomen and upper arm.
50 IP, TV 8, offset loses 3 slots. Blood loss 3 IP every min.
- +52** The explosion tears the victim's right leg off at the hip and removes the lower intestines from the stomach in a bloody trail from where he was blown.
60 IP, TV 17. Offset loses 5 slots. Blood loss 4 IP every min.
- +57** The rapid increase in air pressure and proximity of the blast dramatically expands the air in the lungs of the victim, causing membranes to rupture and an embolism to form in the blood which soon proves fatal.
- +65** A powerful explosion severs the right arm and propels the scorched victim into the air and head first into a very hard object. The naked and blacken victim fractures his skull and breaks his left arm and neck from the impact.
Death is immediate.
- +75** The intensity of the blast tears the victim into three pieces turning the scene into a bloodbath.
Death is immediate.

"Whoever it was, they put the dynamite under the passenger's side. But what they didn't know, what nobody outside the factory knew, was that that model car was made with a metal plate under the driver's seat. It's the only thing that saved my life."

Ace Rothstein from the movie Casino gets lucky and survives a car bomb.



Incendiary Devices

Incendiary weapons cause burn injuries and can with a good shot turn a victim into a walking bonfire.

Being on fire causes panic in the victim so roll balls against a difficulty of 6 to be able to keep a cool head and hit the dirt with a reaction roll test against the put out difficulty to be able to get up just smoldering. A bad failure will turn the victim into a headless chicken with soon to be crispy skin.

A **Just There** success on the put out test will reduce the extent of the flame coverage. So that in the following round burn damage and put out difficulty from the particular injury is reduced by half.

No Way fails cause the victim to suffer the same degree of burn injury in the next round, and at the same put out difficulty.

Screw Up and Backfire fails make things worse, with the fire spreading and being introduced to new body parts by the panicked victim. Increase IP costs and put out difficulties by a third. Put out tests take the entire round.

A **Just There** success indicates that the burst has hit 3-4 yards from the target, causing singe and minor burn damage from its leaping flames. Murder Multiplier x0.5.

A **Full** success means that the burst has hit 1-2 yards from the target partly seizing it in its flames as it spreads outwards. Murder multiplier x1.

An **Outstanding** success means that the burst has hit within a yard of the target and almost engulfed it in flames. Murder multiplier x1.5.

A **Perfect** success means things get very hot as rabid flames grip the entire target in a firestorm. Murder multiplier x2.

A **Blackjack** success means an impromptu cremation increasing the Murder multiplier to x3.

Cigarette And Matches - Not an offensive weapon as such but useful as a cheap and simple timed incendiary device. Fasten the butt end of a cigarette to a bunch of matches with an elastic band, and place next to some paper or whatever. In a few minutes the cigarette will burn down and ignite the



matches and start the fire you wanted.

Flamethrower - If your criminal can get one of these then not too many people are going to argue with him. Ranges point blank 3 yards, close 10 yards, medium 20 yards, long 30 yards, extreme 50 yards. Effectiveness 1/10, and +2 to hit with heavy weapons skill.

Flare Gun - Unintentionally a very nasty weapon that fires a single round of burning phosphorous. Ranges point blank 3 yards, close 10 yards, medium 20 yards, long 30 yards, extreme 50 yards. Effectiveness 6/13, and -1 to hit with handgun skill.

Incendiary Grenade - Toss one of these babies at a rival and he is gonna get cooked or more liked charred from the 4000 far-enheit heat that these things produce. The thermite mixture burns for 40 seconds and converts into molten metal, which is capable of melting through a half inch of steel. A guaranteed fire starter with a blast radius of 6 yards, effectiveness -6/7.

Molotov Cocktail - Revolutionaries weapon made out an empty bottle filled with petrol and stuffed with a rag. Light the rag throw the bottle and instant barbeque. Set up difficulty -5, effectiveness 16/18.

DISCO Inferno Chart

- +1** Flames ignite the left shoe of the victim burning the laces and melting any plastic onto the skin causing minor burns.
0.5 IP, TV -4. Put out diff. -3.
- +4** What's that bad smell oh man that's ya hair burning. Minor burns to scalp, right ear and neck.
1 IP, TV -1. Put out diff. 0.
- +8** The shirt just becomes sleeveless on the left arm as bits of it burn off and scorch the skin.
2 IP, TV 0. Put out diff. -2.
- +13** The victim's right trouser leg catches fire in a line of angry upward reaching flame that badly burns the leg and arm blistering the skin.
4 IP, TV 2. Put out diff. 2.
- +18** The back of the victim's left leg ignites in flames that rise up to savagely burn the buttocks and lower back giving the literal meaning to someone's ass being on fire.
5 IP, TV 4. Put out diff. 3.
- +24** The victim's upper back, right shoulder, neck and hair go up in flames severely burning the skin away and shriveling the right ear. Hair is frazzled like a napalmed forest.
7 IP, TV 6. Put out diff. 5.
- +34** Hot chestnuts, fire engulfs the victim's legs burning away any material and rises to attack the groin and lower abdomen. Victim gyrates like Presley suffering 2nd degree burns to 25% of his body.
11 IP, TV 7. Put out diff. 6.
- +45** The victim is caught up in a maelstrom of savage flames that latch on to burn his torso and entire left side. Victim suffers 45% burns.
18 IP, TV 8. Put out diff. 9.
- +55** An intense swirl of fire envelops the victim's legs, torso, back and right lower arm causing deep 80% burns. The smell of pork is revolting.
26 IP, TV 10. Put out diff. 12.
- +65** The victim is completely consumed in an intense inferno that ravages his entire body. The victim flails wildly for the last 5 seconds or so that he has left on this earth before collapsing in a charred smoldering sprawl.
Death from the shock of near 100% burns is pretty quick.



THROWING THINGS

Run out of bullets or not packing anyway; there'll be many situations where your criminal will need a good pitching arm to get him out of trouble by throwing knives, pool balls or what ever else is close to hand. Maximum throwing ranges are dependent on the total of the criminal's ability multiplied by 3 in yards and added onto a base of 30. Point blank is the ability in yards by 10, close range is the ability divided by a power of 5, medium range by a power of three, long by a power of two and extreme by its whole value. Objects like pool balls, baseballs, and hand grenades have the right properties and design to be thrown long distances,

portable televisions do not fly as far, and have drags attached to them when launched. Thrown objects use the same power ratings and hurt modifiers as they would if they were swung.

For Instance Solomon Brown has a throw ability of 12. The maximum distance Solly can throw a streamlined perfectly weighted object like a golf ball is 36 +30 yards. Solly's point blank range would be 6.6 yards, his close range 13 yards, medium range 22 yards and long 33 yards. The maximum range he could hurl a stool is -60% of his best ability of 66 yards, which works out at roughly 39 yards.

Throw Chart

Ranges

Difficulty to hit at point blank range is 0.

Difficulty to hit at close range is 9.

Difficulty to hit at medium range is 18.

Difficulty to hit at long range is 24.

Difficulty to hit at extreme range is 30.

Hand thrown bombs reduce diff by 6.

Object

Hand grenade/Pool Ball

Knife/Hand axe/Hammer

Stool/Radio/TV

Light Table

Heavy Table

Range Modifier

0

-25%

-60%

-75%

-90%

Falling

Taking an involuntary dive off a 5th story building will hazardous to your criminal's health, and might even be made to pass as a suicide with a note and some lazy investigation from the cops.

To work out how much of a splat there is count every 2 feet fallen as a success point in building a murder multiplier, then roll for injury, applying the effectiveness of the impact surface before going to the chart.

For every additional 10 feet fallen above 40 feet increase the effectiveness of the impact surface by 3.

Water (+30)

Stack of cardboard boxes (+35)

Mud or soft sand (+20/20)

Hard earth or wood floor (+5/13)

Car roof (+10/15)

Concrete or asphalt (+0/10)

Landing on your feet and rolling like a commando will absorb some of the impact force from a fall providing the distance isn't too great. A moves roll is required to gain some control over the fall and reduce its impact force on the body by the margin of success

achieved at a difficulty of 9. Deduct the margin of success off the murder multiplier and add the degree of failure to it.

Blackjack (-12)	Perfect (-8)
Outstanding (-6)	Full (- 4)
Just there (- 2)	Close (0)
Bad (+ 2)	Screw Up (+ 4)
Backfire (+ 10)	

Toughness also plays apart in shaking off an impact or making things worse if ya criminal is a bit delicate. Apply toughness attribute to the murder multiplier with positive values decreasing the multiplier and negative ones increasing it.

Jumps and Releases

A controlled fall uses the same procedure except that only every 3 feet of a jump or release counts as a success for the murder multiplier.

Hopeless gambler Lemmy Putkin gets some unwanted encouragement off the forth floor of the Centrec Multi-Park. The drop is 40 feet onto the concrete pavement below and Lemmy has been helped to meet it face first. Lemmy grabs frantically at the air trying to turn himself over but messes up his moves roll scoring a close failure. The murder multiplier is 40 divided by 2 for a 20 point perfect x2 multiplier, which is not reduced or increased by Putkin's toughness attribute of 0. A 1d20 injury roll scores 14 well over the effectiveness of the concrete as a bone crusher. A second roll scores 12 again over the secondary effectiveness allowing a third of 11 to be rolled. The 74 total is then applied to the fall injury chart.



"Carmine Desalvo: he had his laundry in the washing machine at the Fort Lee Towers when he took a dive out of the 16th storey window in his shorts. His laundry was still in the machine. Two weeks later his brother took a dive. He fell out of a window on top of a firehouse out of an abandoned tenement building in New York."

New York State Trooper Pete Donahue commenting on the competition in the New York gambling rackets. Taken from Martin Shorts book "Murder Inc".

Fall Injury Chart

-1 The faller rolls commando style like an action hero and dusts himself off unharmed.

Hurt

+1 The jolt of the impact momentarily sprains the right ankle of the faller.
0.5 IP, TV -3, Offset loses 1 slot.

+5 The faller hits the ground hard and knees himself painfully in the cheekbone before bouncing onto the seat of his pants like an accordion.



- 1 IP, TV -2, Offset loses 3 slots.
- +8** The faller sprains his right ankle from a hard landing and bashes his knee heavily against the ground as he rolls onto his side.
2.5 IP, TV -1, Offset loses 3 slots. LMS -2
- +11** The faller lands with a thud on his back jarring his spine.
4 IP, TV 0, Offset loses 3 slots. LMS -2
- +14** A tough fall badly sprains both ankles and jars the spine.
5 IP, TV 1, Offset loses 3 slots. LMS -4.
- +17** The faller lands awkwardly smashing his knee against the ground and breaking the left wrist and fingers as he tries to save himself.
6 IP, TV 2, Offset loses 3 slots. LMS -1.
- +21** A very hard fall breaks one ankle and rips the tendon of the other.
7 IP, TV 3, Offset loses 3 slots. LMS -5.
- +24** The faller lands heavily on his side breaking his arm and dislocating his shoulder.
8 IP, TV 5, Offset loses 3 slots.
- +27** A harsh impact snaps the fallers left shinbone sending it shooting through the calf and breaks the heel bone and ankle of the right foot.
11 IP, TV 6, Offset loses 3 slots. Blood loss 1 IP every 10 min.
- +31** The faller hits the ground head first fracturing his cheekbone and breaking his jaw with the loss of several smashed teeth and a gashed tongue.
12 IP, TV 7, offset loses 3 slots. Blood loss 1 IP every 10 min.
- +33** The faller suffers several serious abrasions from tumbling along the rough impact surface that make him look like he's been sandpapered. In addition he fractures his left forearm, chips a bone in his hip and tears a tendon in his groin.
14 IP, TV 6, offset loses 3 slots. Blood loss 1 IP every 10 min.
- +35** The faller lands heavily on his side fracturing his hip, breaking three ribs, his collarbone and banging his head sickeningly against the ground.
17 IP, TV 8, offset loses 3 slots.
- +39** An excruciating landing shatters the bones in both legs and feet causing severe disruption of the muscle and compacting of the spine.
20 IP, TV 10, offset loses 4 slots.
- +42** The faller dislocates his shoulder and badly damages discs and nerves in his neck resulting in a worrying but only temporary paralysis. In addition he suffers a hairline fracture of his skull and a broken collar bone, wrist and ankle.
25 IP, TV 13.
- +44** The faller shatters his pelvis and damages his lower back, breaks his right leg in three places and chips his right elbow. The impact also shears some of the lower abdominal organs away from one another causing them to tear and rupture.
35 IP, TV 10, offset loses 4 slots. Blood loss 1 IP every 10 min.
- +48** A front first landing from a high drop mashes the facial bones of the faller, breaks both arms and left kneecap and crushes his diaphragm. Victim if still alive will have increasing difficulty in breathing.
43 IP, TV 16, Offset loses 4 slots. Deterioration/Blood loss 1 IP every min.
- +54** The faller snaps his spinal column when he lands violently and awkwardly on his back. Faller is permanently paralyzed from the chest down.
20 IP.
- +58** In a gut turning drop among other injuries the faller crunches the vertebrae in his neck severing the spinal column. He dies instantly like a wrung chicken.
- +66** The faller nosedives into the ground smashing his skull in and dashing his brains all over the sidewalk. Like an overturned tin of paint blood rolls out in a quickly forming pool. Death is instantaneous.
- +75** A long devastating drop splats the faller against the impact surface reducing his skeletal frame and internal organs into gelatinous mush. Death is instantaneous.



Drowning

Apply the choke rule as the prolonged effects of being submerged underwater are similar. Combine this with swimming and exhaustion rules.

Hit And Run

Get a powerful automobile and put a maniac behind the wheel and the paramedics are going to be busy. But whether Joe Shmoo becomes the new mangled hood ornament on a Mercedes or is able to get up and dust himself off depends on certain key factors. Firstly you've got to know its coming and secondly you've got to be able to get out of the way. Make awareness tests against appropriate difficulties for the speed and distance of the car. A clear awareness from the get go will be a cool edge to victim when it comes to getting out of the way, but last second spotting is going to make things difficult.

To avoid being shunted like a rag doll 30 feet into the air or ground like sausage meat

under the wheels of the automobile, a criminal pits his moves ability against the driver's ability modified by the speed and handling of the vehicle, availability of escape routes and victim's toughness. For every 10mph over 30mph provide a +2 edge to the driver's hit chance. For every 10mph below deduct 2 off the hit chance.

Been as agile as a geriatric then prepare to be road kill with the degree of success forming the murder multiplier, to be applied to the following 1d20 injury rolls in the usual way.

The speed and size of the vehicle is also an important factor and increases or reduces the effectiveness of the collision.

Motorcycle (18/19)	10 mph	-8 eff
Small car (14/18)	20 mph	-4 eff
Cadillac (10/15)	30 mph	normal eff
Small van (10/15)	40 mph	+4 eff
Pick up truck (7/14)	50 mph	+8 eff
18 wheeler (-4/8)	60 mph	+12 eff



Hit And Run Injury Chart

MISSSES

- 6** In a dramatic dive and roll the intended victim narrowly avoids harm.
- 1** The victim dives up onto the hood at the last second, and in a combination of luck and toughness manages to roll off and hit the ground without injury.

HURT

- +1** The victim is clipped in the thigh by the edge of the automobile and sent spinning with one very large bruise.
3 IP, TV 0, offset loses 3 slots.
- +9** The victim is solidly hit by edge of the automobile on the back of her furthestmost leg. She is lifted up into the air and rolls off the wing of the automobile to land face first onto the asphalt causing severe bruising to the leg, a fracture to the left wrist and gashes to the face.
8 IP, TV 2, Offset loses 4 slots.
- +17** The victim is hit squarely by the front fender in the legs and shunted a dozen feet forward in a skin sanding shoulder popping tumble across the asphalt. Dislocated shoulder, broken right thumb, injured back and half a dozen grit sprinkled abrasions.
13 IP, TV 4, Offset loses 5 slots.
- +25** The victim is hit squarely by the front fender in the legs breaking one of them and knocked up onto the hood of the automobile. There her back slams hard against the metal before rolling up and off the windshield to a hard skidding impact across the asphalt, shattering the right kneecap and fracturing the left arm.
18 IP, TV 7, Offset loses 5 slots.
- +32** The victim is hit solidly in the lower back, causing significant injury and shunted like a rag doll across the asphalt. The victim snaps her shinbone clean out of the leg from a freaky impact and pops her collarbone from the follow up. Abrasions are awful rubbing the flesh off to the bone in places. Victim suffers temporary paralysis from the waist down.
24 IP, TV 9, Offset loses 6 slots. Blood loss 1 IP every 10 min.
- +40** In a tremendous impact the Victim is knocked flat down and her body crushed under the wheels of the automobile as it drives over her. Seven ribs are broken, the skull fractured, internal organs sheared and ruptured, the left arm and right leg are broken.
38 IP, TV 14, Offset loses 6 slots. Blood loss 1 IP every 5 min.
- +47** The vehicle hits the victim at speed and propels her onto the hood of the vehicle, bouncing off it's roof onto a severely harsh landing on the asphalt behind. Pelvis is shattered and left arm, cheekbone, jaw and back are broken. Victim also suffers internal bleeding from the shearing and rupture of internal organs.
48 IP, TV 14, Offset loses 6 slots. Blood loss 1 IP every 2 min.
- +54** In an horrendous impact the victim is hit solidly in the side and chest and sent hurtling off the hood of the automobile to fracture her elbow and skull on the sidewalk. Victim also suffers a ruptured aorta artery from the severe forces exerted on the body.
42 IP, TV 15, Offset loses 6 slots. Blood loss 3 IP every min.
- +62** In a tremendous impact the victim is knocked flat down shattering her skull against the asphalt. The vehicle drives over her grinding her body under it's wheels dragging her broken and skinless body for 70 yards down the street.
65 IP, TV 17, Offset loses 8 slots. Blood loss 3 IP every min.
- +70** The vehicle hits the victim at speed and propels her onto the hood of the vehicle and high into the air off it's roof into a severely harsh landing on the asphalt behind. Pelvis is shattered and both arms, ribs, sternum and neck are crushed.
Death is instantaneous



Crashes

Head on collisions and high-speed rolls can crush your criminal to a gelatinous mush. Speed and the loss of vehicular control are the determining factors that make it just a minor fender bender or a fliptastic fatal. Speed in mph divided by 5 forms the basic murder multiplier of a car crash and by 3 a motorbike crash, which is then reduced or exacerbated by the degree of driver error.

Close Fail - Harmless spin out or minor scathing collision, crash impact force is at an effectiveness of 25.

No way Fail - Serious collision crash impact force is at an effectiveness of 15/18.

Screw Up Fail - Bad luck or judgment creates a super smash, crash impact force is at an effectiveness of 8/14.

Back Fire Fail - They'll probably lay flowers and name the bend after you; crash impact force is at an effectiveness of -6/7.

Safety features like seat belts reduce injury ratings by 10 points and combined with a roll cage and crash bars by another 15 points. The vehicle ya in can offer protection in a bump, a tank like Caddy will steam roll a moped and probably only cost ya criminal inconvenience and a paint job. Where there is a head on collision the speeds of the two vehicles are added and applied to both vehicles.



Vehicles have damage resistance and damage points that work the same way as injury points. Vehicles start at 30 damage points + 1 damage point every 100 pounds in weight of the vehicle.

Scratched/Dented

Vehicle functions as normal.

Beat Up

Several dents, a puncture, cracked glass, suspension or tracking out. Handling reduced by 1, top speed by 20%.

Smashed Up

Missing doors and panels, cracked radiator, extensive front or backend damage, oil leaks. Handling reduced by 4, top speed by 60%.

Totalled

Vehicle is squashed with the wheel arches caved in, severe engine damage, roof flattened, seat and dashboard merging to trap driver. Vehicle rendered immobile and requires a miracle worker and a fat wad to fix.

Destroyed

Blown up, torched, crushed in a compacter, disintegrating into several pieces on impact or flattened by a tank the vehicle is no more.

Note: An impact does damage to both vehicle and occupants.



Crash Chart

- +1** A scathing collision takes the paint and wing mirror off the vehicle.
1 DP.
- +4** The collision dents the wing of the vehicle.
2 DP.
- +6** The collision cracks the fender of the vehicle and inflicts a minor whiplash injury.
3 DP, 1IP, TV -2, Offset loses 1 slot.
- +10** A harsh collision crumples the fender of the vehicle and causes the driver to split his head open against the dashboard.
4 DP, 3 IP, TV 0, Offset loses 2 slots. Blood loss 1IP every 10 min.
- +14** A jarring collision crumples a wing of the vehicle and inflicts a severe whiplash injury on the driver, who also splits the side of his head open against the doorframe.
6 DP, 5 IP, TV 1, Offset loses 2 slots. Blood loss 1 IP every 10 min.
- +18** A hard crash takes the fender off the vehicle, smashes the taillights, buckles the trunk and throws the tracking off. It also propels the driver's face into the steering wheel breaking his nose and gashing his mouth and eye open.
8 DP, 8 IP, TV 2, Offset loses 2 slots. Blood loss 1 IP every 10 min.
- +23** A hard crash takes the fender off the vehicle, smashes the headlights, buckles the hood and cracks the oil pump causing it to leak. The driver's chest is propelled with force into the steering wheel inflicting both bruised and broken ribs and a severely sore knee from a separate impact with the distorted interior.
10 DP, 12 IP, TV 3, Offset loses 2 slots. Oil loss 1DP every 10 min.
- +27** A shuddering smash takes the fender off the vehicle, smashes the headlights, buckles the hood and cracks the oil pump causing it to leak. The driver is hurled through the windshield bouncing off the hood of the vehicle to a hard landing on the asphalt. Face is cut to shreds and hip and elbow joints are left broken.
12 DP, 18 IP, TV 5. Blood loss 1 IP every 10 min.
- +32** A fearsome collision compacts the front of the vehicle like an accordion crushing the radiator, oil pump and carburetor. The hood raises up into an inverted V and the windshield cracks and pops out of its setting. The driver's legs are crushed and trapped by the distorted interior and the steering wheel breaks three ribs.
25 DP, 20 IP, TV 6, Offset loses 2 slots. Oil loss 1DP every 2 min.
- +37** A shuddering collision crushes a wheel arch and folds the driver's door in on itself shattering the glass. The force of the impact dislocates the driver's shoulder, crushes his knee, ruptures the spleen and hurls him across into the passenger seat where he breaks his wrist and smacks his head against the opposite door.
16 DP, 28 IP, TV 8, Offset loses 3 slots.
- +43** A calamitous collision compacts the front end of the vehicle sending a wheel careering off its axel and mangling the engine into a steaming wreck. The driver's chest is crushed against the steering wheel and he suffers serious internal injuries, which include a punctured lung and abdominal hemorrhaging from the shearing of organs.
40 DP, 33 IP, TV 7, Offset loses 3 slots. Blood loss 1 IP every min. Vehicle no longer goes.
- +50** A horrific crash totals the car splitting the fuel tank and trapping the driver in a contorted cage of metal (escape diff. 15). Gasoline gushes out toward the smoldering engine and ignites to an intense inferno (effectiveness 5) within 30 - 60 seconds.
45 DP, 17 IP, TV 6, Offset loses 3 slots.
- +54** A massive impact truncates the front of the vehicle, cracking the engine block and shattering the windshield. The driver is dramatically accelerated forward hyper-extending his neck damaging both the trachea and larynx when his chest smashes against the steering wheel of the car, causing the aorta artery to violently rupture. The driver coughs on his own blood and is temporarily paralyzed for 5 minutes per each level of failure, if the trauma value is not beaten.



- 35 DP, 38 IP, TV 9, Offset loses 3 slots. Blood Loss 3 IP every min. Oil Loss 3 DP every min.
- +60** A devastating collision flips the vehicle over into a bouncing roll crushing the roof, shattering all the windows and buckling the doors. The driver's head is dashed repeatedly with tremendous force against the interior of the vehicle fracturing the skull in several places and inflicting enormous and fatal cerebral hemorrhages.
20 DP.
- +66** The vehicle is literally squashed from the impact of a terrific collision and is now a complete write off. The driver sustains horrific internal injuries that rupture his heart and leave his insides a soft bag of mush. Death is instantaneous.
50 DP.
- +75** A terrible collision violently levels the top half of the vehicle making it a convertible whether it was one or not. Unfortunately the same thing happens to the driver's head. Death through decapitation is immediate and messy.

DOGS

When your criminal has literally gone to the dogs expect to be fucked up, as there isn't much meaner on God's green earth than a pit bull with its blood up. Dogs like Rottweilers and German Shepherds are bred to be big, powerful and with a little training incredibly vicious. Dogs when they attack, attack aggressively with the edge to attack already included in their profiles. Dogs have a limited capacity to defend themselves other than running or fighting. A dogs equivalent of assault is it's bite. Effectiveness is for a standard size animal of the breed.

There are basically three types of canines in Dog Town.

Pet

Reduce one or two attributes by 1 and bite by 2.

Guard Dog

As profile.

Fighting Dog

Increase one or two attributes by 1 and bite by +2, give special talent psycho and either fast reactions or vice grip.

Breed	Bite	RF	EP	TG	MV	BK	PW	EFF	IP	BR	VI	PR
Pit Bull	6	2	1	5	30	-2	0	12/16	33	-3	9	3
Rottweiler	5	1	1	3	27	0	1	15/17	38	-2	8	2
Mastiff	5	1	1	3	25	1	1	13/16	43	-3	8	3
Doberman	5	2	1	3	35	-1	0	15/17	33	-3*	7	2
German Shepherd	5	2	1	3	33	-1	0	15/17	33	-2*	7	5
RF (Reflexes)		EP (Experience)			TG (Toughness)			MV (Move)		BK (Bulk)		
PW (Power)		EFF (Effectiveness)			IP (Injury Points)			BR (Brains)		VI (Violence)		
PR (Protection)												
* These dogs are comparatively more intelligent and easier to train.												
Note: When dogs are in a hold position they make easier targets for knives												



DOG Attack Chart

Failures

- 9 Tumbles over and loses 2 attack slots
- 1 Bites thin air

Hurt

- +1 Dog nips the victim on the calf puncturing the skin and drawing a little blood. 0.5 IP.
- +7 Dog bites down on the back of the victim's left hand piercing the skin and tearing out a chunk of flesh. 1 IP, TV -3.
- +13 Dog clamps its jaws around the victim's right shin and savages it with a violent wrenching of the head knocking the victim off balance. 1.5 IP, TV 0, PD -1, Offset loses 2 slots. (Hold)
- +18 Dog leaps up and sinks its glistening teeth deep into the victim's left forearm and vigorously shakes its head from side to side ripping away the flesh, and pulling the victim down by the forearm into a stooped position. 2 IP, TV 2, PD -2, Offset loses 1 slot. (Hold)
- +26 The dog leaps up and bites the victim hard on the back of the leg and then again on the ass. Skin is broken and torn and blood trickles from the wounds. 2.5 IP, TV 2, PD -2. Offset loses 1 slot.
- +32 The dog dives forward and chomps down on the victim's groin in a very painful and alarming attack that knocks the victim off balance. 3 IP, TV 6, Offset loses 2 slots.
- SA The dog savages the left side of the victim's face tearing into flesh around the jaw and half biting the ear off so that it grotesquely hangs by a flap of skin. 3.5 IP, TV 5, PD -3, Offset loses 2 slots. (Prone Attack) (Hold)
- +35 The dog snaps its jaws shut around the fingers of the victim's right hand and tears the muscle and tendon away from the little and ring finger. Any hand held object dropped, grip compromised -2 to Violence. 2 IP, TV 3, Offset loses 1 slot. (Disarm)
- +38 The dog gets a good hold of the victim's ankle in it's jaws and in a tearing motion pulls the victim to the ground. Achilles tendon is damaged and the ankle looks like a half eaten piece of meat. 5 IP, TV 4, PD -6 Offset loses 3 slots.
- +43 The dog pounces and clamps his jaws around the victim's right side penetrating the skin and muscle with its incisors. Then with a violent shaking of the head it tears a large chunk of flesh away. 6 IP, TV 4, Offset loses 1 slot. Blood loss 1 IP every 10 min.
- +47 The dog leaps up and seizes the victim's left forearm in its jaws. It's teeth puncturing deep into the muscle tear the flesh apart as the dog thrashes his head from side to side. Vein is ruptured and tendon torn. 5 IP, TV 5, PD -2, Offset loses 2 slots. Blood loss 1 IP every 5 min. (Hold)
- SA The dog switches attack and lunges over the prone victim at his throat. The jaws viciously seize and savage the front and right side of the neck inflicting several jagged puncture wounds. 8 IP, TV 7, Offset loses 1 slot. PD -4. Blood loss 1 IP every 5min. (Prone Attack) (Hold)
- +53 The dog gets it's sharp gnashers around the victim's right wrist and rips it to pieces as it drags the screaming victim to the ground. There is tendon damage and the brachial artery is nicked spouting a steady stream of blood into the now gore sodden chops of the canine. 5 IP, TV 8, PD -2, Offset loses 3 slots. Blood loss 1 IP every 1 min. (Disarm and Hold)



- SA** The dog clamps it's jaws around the windpipe of the victim and in an orgy of blood rips it from his neck seriously damaging the airway and severing the jugular.
30 IP, PD -3, TV 10, Offset loses 2 slots. Blood loss 3 IP every min. (Prone Attack) (Hold)
- +65** The dog with terrifying ferocity bites deep into the victim's groin and with its high-powered incisors severs the femoral artery in a gush of blood.
11 IP, TV 5. Blood loss 2 IP every min.

ELECTROCUTION

Maybe your criminal been bad enough to get a seat in the big chair or zapped by a sadistic cop armed with a taser. Electrified dangers like cattle prods, fencing and open wires have shock ratings according to their purpose. Some are designed to stun their targets, while others like pylon wires and dropped electrical appliances in bath water can be lethal.

Electric shocks cause agonizing involuntary muscle spasms and render the victim completely helpless while the current is passing through them. Shock ratings are matched against the trauma resistance of the victim.

Taserguns fire metallic darts at their targets connected to thin wires, which conduct the electric charge from the gun to the victim. Use the handgun skill to fire the weapon at a maximum range of 15 feet. Shock rating 25 with ten charges.

Touch tasers and cattle prods are about the size of a large flashlight and have two metal points at their end passing a current. Use blade weapon skill to use. Shock rating 20. Ten charges. These weapons are non-lethal and produce stuns only.

Regular household electrocution is more harmful because of the current used and not the strength of the voltage. This type of electrocution causes permanent injury as well as stuns and if the victim is unlucky enough to seize up or be trapped (screw up fail) he will suffer prolonged electrocution.

Plug socket - effectiveness 18/19.

Zapped in bath - effectiveness -5/8/14.

Pylon - effectiveness -12/4/12.

Interpret the avoidance taken by the victim as whether they've still being lit up like a Christmas tree or have been lucky enough to have recoiled away from the shock when they had it. Anything over a **no way fail** means the worst case scenario. Take the level of failure as the murder multiplier.

Injury point totals up to 30 points are halved for actually injury point loss suffered, and for the trauma value to be tested against.

Injury point totals over 30 points are lost at their full values from the 30 point mark on, but still halved for the trauma value of the injury. So a 40 point injury total will work out as a 25 point loss.

Tear Gas

Used on the streets for dispersing angry protesters and rioters tear gas canisters are also employed to flush out armed criminals in siege situations. Tear gas works by inflaming the mucus membranes in the nose, eyes and throat causing them to water uncontrollably. Other effects include temporary loss of vision, panic, breathlessness, nausea, involuntary coughing and loss of strength.

The strength of the effect depends on the concentration of gas in the air and the victim's mental and physical toughness.

The launcher of the canister makes a throw or shooting roll to deploy the gas as near to the target as possible.

A **Just There** success means the canister has landed 20 yards away from the target and the emitting gas reaching the target has had its concentration reduced by 4 points.



A **Full** success means that the canister has landed 12 yards from the target and the emitted gas reaching the target is of full strength.

An **Outstanding** success means that the canister has exploded 6 yards from the target and snaking plumes of cloudy gas ensnare the target. Victims receive heavy doses of the gas at +4 strength.

A **Perfect** success and the canister has exploded within 1 yard of the target engulfing victims in the epicenter of a thick mist of stinging gas. Victims receive an unhealthy level of exposure at +8 strength.

The standard strength rating of CS gas is 8 and this is matched against the balls attribute of the victim to resist its effects. Tests have to be made immediately and then for every 30 seconds of exposure thereafter. Effects of CS gas last for 15 to 40 minutes.

Note: the death wish special talent does not waive the effects of gas.

Full Success And Above

No effects.

Just There Success

Eyes and nose water slightly +1 difficulty to further tests.

Close Failure

Eyes burn and fill with water and tears roll down the cheeks, nose runs like a five year old with a bad cold. -4 to awareness, discipline test at difficulty 9 to hold it together and concentrate on actions. +2 difficulty to further tests.

No Way Fail

Coughing and spluttering, inability to keep eyes open, muscular weakness and onset of panic inflicts -4 to actions. Discipline difficulty of 15 to focus on task at hand. +4 difficulty to further tests.

Screw Up Fail

Breathlessness, collapse and panic with a Balls test at difficulty 14 not to hyperventilate. Eyes stream and burn red, retching and helplessness.

Back Fire Fail

Bad reaction to gas, face blisters eyes temporarily damaged, nausea, collapse and unconsciousness. Shock test at difficulty 10 or adverse reaction will cause a kind of toxic shock.

Mace and Pepper Sprays

Small palm sized pressurized canisters with directional nozzles that shoot a stream of liquefied CS gas or chilli pepper extract. Sold as a non lethal anti-mugger weapon it is effective up to 15 feet and holds enough spray for six seconds continual use. Sprays have a strength rating of 12 which is matched against the Balls of the victim and results are the same as tear gas. Use the handgun skill with a zero accuracy modifier to aim and direct the spray into the face or chest of the attacker. Reduce the strength rating by -4 when a just there success is obtained and raise it by +1 and +2 for outstanding and perfect hits.

One burst of spray per 2 action slots, or a continuous spray at +1 accuracy per additional 2 slots when maintained at same target.

Poisons

For the killer with a sense of flair and deviousness there is the ancient almost forgotten art of poisoning. Poisons can be herbal, venomous or chemical in their source and vary both in potency and effect. Below is a table of common poisons and knockout drugs at the sample dose to produce the required effect. Additional doses should increase the potency proportionately.



Poison Chart

Poison	Pot.	Speed	Effects
Arsenic	12	1 to 20 hrs	Searing pain, violent diarrhoea, vomiting.
Chloroform	12	5 to 10 secs	Unconsciousness relaxed respiration.
Cyanide	22	1 to 15 mins	Convulsions, dizziness, death.
Barbiturates	6	20 to 60 mins	Drowsiness, sleep, respiratory failure when O.D.ed.
Black Widow	8	2 to 10 hours	Chills, sweating, nausea.
Rattle Snake	10	15 to 60 mins	Violent spasms, impaired vision, respiratory failure.
Strychnine	18	10 to 20 mins	Excruciating muscle contractions and asphyxiation.

O.D. (Overdose meaning several more tablets than it is stipulated safe to take).

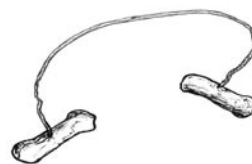
Use the drugs skill to administer poisons and the awareness ability to detect them in laced foods or drinks. Match potency of the posion against trauma resistance of victim.

With **Outstanding** and **Perfect** successes the victim will only feel a little tired and perhaps have a bad taste in his mouth.

With a **Full** success the victim will feel a little off but will otherwise be fine.

With a **Just There** success the victim will feel ill and suffer in a mild degree some of the effects listed for the poison.

With a **Close** fail the victim suffers the near full effects of the poison and is taken to the brink of death. Victim should be reduced to a critical state of injury, though the healing times are doubled.



With a **No Way** fail the victim suffers the full effects of the poison including death but the speed taken to achieve this effect is its longest. In some cases a medical intervention at difficulty 15 can save the victim.

With **Screw Up** and **Backfire** fails the victim has a strong reaction and dies quickly.



Director's Chair

42

—42nd ST.
40th ST.—



42nd ST.
40th ST.

Running The Game

First thing this is a bad ass game that will eat you up and spit you out in a mangled mess if you ain't got the savvy and balls to go the distance. Banged up or buried is what the director should have in mind for the criminal on the make and take. Play street rough and give the bad breaks with the good because the street don't care when you're broke and broken.

Realism

All actions have consequences and they can be painful. If the player goes on a massive and careless crime spree or messes with some serious people he is riding his luck, and this should run out as fast as a junkyard dog after a guy in a bacon overcoat. Sloppy big mouth punks with ideas above themselves don't last long in "The Life", and should sooner or later wind up in little pieces in trash cans all over the city, or doing double number time upstate.

On the flip side cautious snake sly behaviour will frustrate the Feds in their efforts to nail the criminal, and keep the competition in second place.

The Big Sleep

Cops swoop in numbers and assassins don't phone to let you know that they are coming. A player may love his criminal and want to always be given a fighting chance or way out of a situation like the heroes in the movies, but if he screws up he'll be found and photographed slumped over the wheel of his car with pieces of his brain on the passenger seat, like so many other real life gangsters before him who never saw it coming.

"When they send for you, you go in alive, you come out dead, and it's your best friend that does it."

Lefty Ruggiero from the movie "Donnie Brasco".



Dynamics And Difficulty

The basis of the game get \$100,000 dollars in Dog Town in 90 days with a series of events unfolding around the player can be adjusted to suit players and director. The game can be expanded to include other created neighborhoods and criminals, played over an indefinite time period until the criminal is jailed or killed, or for a bigger stake of a cool million dollars. Alternatively for a shorter more difficult and desperate game play 30 days to raise the stake. A more laid back game could only require a put down in Florida of \$25,000.

Other factors that can make the game harder and more challenging are playing as a punk with a high hostility rating, improving the capabilities of the crooks the player will face, turning up the level of interference by the cops, and dropping into the game cold as a stranger without any associates.



LOSING THE PLOT

The events that occur at set times and places are the background story underpinning the game, the sub plots that give Dog Town a gritty reality. These represent one version of reality and should be considered a guide to follow, alter or ignore. Change times, locations create new events and sub plots to play the game you want to give, and to sort out the problem of your player rubbing out someone who has an event line throughout the game. Certainly the second time a player plays you don't want him remembering what happens. What makes the game intriguing is that at certain times and places there are good opportunities to score and some bad business to avoid. The game is extensive and completely non linear so that a player could go through the game a dozen times and not encounter half of what's on offer. As a director the challenge is to create new tensions and beefs between criminals that either directly involve the player or could suck him in. Imagine new situations, criminal operations and hidden stashes to uncover. Alternatively ignore the source material in the neighbourhood supplements and create your own detailed environments.

PLAYING BY THE RULES

Some simulationist gamers and directors love lots of comprehensive rules that can realistically break an action sequence down into its detailed components, taking account of all the variables and possibilities so that the outcome is correct and authentic. Depending on your perspective this is either too time consuming detracting from a fast paced role playing story, or is gaming at a higher more intricate level than computer games can ever aspire to.

Neither position is wrong it is simply a matter of horses for courses. Play the game you want to play and trim some of the rules if you feel bogged down by the amount of factors you have to consider. The Split System is designed to be a game within the game for those that enjoy complexity and realism, but stripped down to its essentials it is

phenomenally quick and simple.

PLAYER NUMBERS

The game can be played as an intimate one on one single player game or more conventionally as a two to four player game where the players have the same objective and work together as partners in a crew. Alternatively one player could take the lead role and the others could play supporting roles as old friends and allies in the neighborhood, wanting cash and prestige for different reasons altogether.

RESULTS

Think about what you want your criminals to know. This is to say that perhaps players should not be privy to the workings of the dice and be exactly aware of the roll they need, or the degree to which they succeeded. The director should consider keeping difficulties and probabilities secret, get the player to roll, but not tell him his chances. The player should have to rely on the director's description of the obstacle or be permitted a suss roll to have any idea of what he is up against. This way a player will have an unpleasant shock when whatever he does he just can't lay a finger on that scrawny looking Golden Gloves champion that didn't look like much. Similarly if a player shoots at another criminal and scores an outstanding success to the chest, all the player could know is what the director tells him. "*Osbourne grunts then crumples to the ground in a ball, and doesn't move.*" It would then be up to the player to conclude that Osbourne is dead or to go over and check to make sure.

Also when player criminals are apart in the game either take them aside and play out their scene privately, or if played in the open be very strict with the other players, as to how they respond to situations they shouldn't have prior knowledge of.



Game Play

Dog Town is largely player driven game with the player free (at least for the time being) to prowl the streets in search of upstanding citizens and stores to rob, cars to steal, homes to invade, deals to make and enemies to rub out. This completely non linear style of play is not constrained by plot and makes up a big percentage of the game. It is best described by an example of a days play.

Player Directed

Dir. You wake up in the clothes you crashed out in with a bit of a headache and a dry mouth.

Play. What time is it?

Dir. The Piaget on the bedside table reads 9am.

Play. Right I get up, shave shower and shit and put on my smart day time casuals, my gold chain and Ray Bans. I take \$500 and my Colt .25 Auto from my stash underneath the floorboard. I check the gun and conceal it to the best of my ability in the small of my back. With the shirt over it and put the \$500 into a roll and into my breast pocket. And I don't forget to do the button, I don't want my money flying out for some bum on the street to pick up and get wasted on.

Dir. The Colt is ideal for concealment and adds a +5 to your efforts. The measures you've taken will also give you a +1 edge. The difficulty to make your piece will be a 13.

Play. Right I lock my apartment up and walk over to the Express Diner.

Dir. Right, it's a nice morning and the walk takes you about 5 minutes. You are about to enter the diner when you hear a loud strident car horn from the busy street behind you.

Play. Ok, I turn real quick and get my hand ready behind my back in case it's a problem. What do I see?

Dir. You see an arm waving out of a yellow Monte Carlo and the sharp features of Nacho Morricone smiling at you.

Play. I relax and return the wave before

going in. Now when I go in I scan the diner for my goombah Kris Forello and his asshole boss Dino Valachi. I'll also keep an eye out for a Mutt I've got a serious beef with Vic Wahl, on the off chance he's here and not robbing some old lady.

Dir. The diner isn't crowded so you can easily see Kris Forello sitting further down next to the window smoking a cigarette and staring blankly outside.

Play. I stride over in a cocky swagger and sit across from him - "Hi Kris howya doin"

Dir. Forello "So so Dino is jerking me around but what's new."

Play. "Look I told youse before ya don't have to take crumbs from that lousy punk, ya can come in wid me."

Dir. Forello "Dino's got the cash and the connections ... I don't wanna be outta place or nuttin but youse is just a runner like me."

Play. "Cash ya got me on but a connection I now got. I hooked up wid one of Lamar Scoles top Lieutenants last week, got a guarantee supply of grade A product that we can cut and push. Now how much cash do ya think Dino can lay his hands on."

Dir. Forello "I think I see where this is going ...Jeez I dunno."

Play. "Don't worry about it - here's the number to a pay phone. Drop a dime tonight at 6pm and let me know where he's at, and I'll take it from there."

Play. I look at my watch and say "I'm running late I've got a lot to sort out today." I then get up and leave crossing the street to the "Best Price Pawnbrokers."

Dir. You amble along the cracked sidewalk passed the perverted neon of the strip joints; a bleary eyed wino wearing a tattered suit that he must have lived and slept in for the last 15 years shuffles up to you. Wino "Spare a dollar for a veteran"

Play. "Fuck off and get a bath; steal for a living like everyone else."

Dir. Off "Triple X Books" a cramped and overbearing alleyway meanders it's way to a windowless store at the dead end with the fire exit of "The Blue Room." Loitering



outside of the tarnished heavy duty entrance you see two scruffy looking Hispanic males wearing tracksuits. One is lighting up a joint while the other is kicking a crumpled coke can against a wall. What do you want to do?

Play. *Do I know either of them?*

Dir. *Not as associates no.*

Play. *Can I make a know streets roll to see if I know either of them?*

Dir. *Yeah test at 8 (successfully rolls). You've seen both of them hanging around The Star Hotel, one's called Cesar and the other one you just know by face. You've seen them both talking to Nacho.*

Play. *Ok then they may have seen me to hanging with Nacho, and know that I'm down with him. I walk up to them and nod in acknowledgement, before slipping inside the brokers.*

Dir. *Cigarette butts litter the linoleum floor and the ceiling mounted strip light buzzes and fits in the stale air. At the far side of the room there is a counter with a metal grill across the top of it. "Sir Duke" by Stevie Wonder is playing softly from a radio behind the grill.*

Play. *I stroll up to the hatch and say, "Brett baby quit beating the meat and get on over here I need me a piece."*

Dir. *"Hey not so loud shit for brains I run a low key operation here. Now whatya after."*

Play. *A 9 mil semi if ya got one but I'd settle for a .38 snub with some hollow points."*

Dir. *Brett "I've got a nice Smith & Wesson that I could let you have for 3 Benny Franklins."*

Play. *"\$250 and youse still making good." I get out the money and slap it on the counter. I want to use my ability in deal to get a discount.*

Dir. *Ok (test results in a close fail) You haggle back and forth for about 30 seconds but Brett is tough putting an end to the deal with. "Look buddy I don't struggle to shift these things it's a sellers market and I know you have the dough, but I'll be all generous and throw in a box of shells for the price."*

Play. *"Alright alright lets have it."*

Dir. *He takes your money and feeds the gun and ammo through the counters drop shelf.*

Play. *I smile, pack up and leave.*

Dir. *What are you going to do now?*

Play. *Well I'm gonna spend the rest of the day figuring out the best way to whack Dino Valachi.*

Plot Based

This is your traditional story oriented plot driven A to Z structured adventure game. The director writes a script with a with an interesting hook leading to a series of problems to solve or avoid. Could involve tracing a missing criminal, recovering a stolen consignment of drugs or planning and carrying out a big heist. Borrow from movie scripts and play out your favorite gangster flicks like "Reservoir Dogs", "Heat" and "The Get Away" on the streets of Dog Town.

Asset Management

For strategic gaming enthusiasts Dog Town can be run in downtime as an asset management game. Here the aim is to set up rackets, protect them, recruit, promote and eliminate employees, and then take over new territories with acts of sabotage and violence. Success in the game is measured by influence, income and the control of territory. A gangster would start off such a game with a small business of some sort, a couple of low level flunkies and \$5,000 dollars in disposable cash.

Headaches

Like the t-shirt say shit happens so keep it coming 24/7, ratted, busted, turned over, hunted, double crossed and shot at. Keep the player paranoid and under pressure with a conveyor belt of mishaps, threats, investigations, rumours, temptations, and screw your head up problems. Below is a sample of what the players criminal could get mixed up in.

A bad dude the player has wronged in





some way decides to vent his frustrations on the on the player's nice ride.

The player unknowingly steals a gangster's car.

A relative of the player is hospitalised by a low life known to the player.

An associate tries talking you into a job.

A brash two bit punk spills his drink over the players best silk shirt and don't say sorry.

A drug dealer in the neighborhood is pushing to kids.

The player is given by his boss a very tempting \$20,000 dollars to courier across Dog Town.

The players crime partner is bragging to everyone about the jobs they've both pulled.

The player is the only witness and loose end to a homicide.

A D.U.I. Takes the side off of the players ride.

The player's partner cheats him outta his end of the score.

An associate wants to borrow money.

The player is asked to trace and retrieve a stolen piece of property.

The girlfriend of a dangerous gangster takes a liking to the player.

The player is jumped by gang of muggers.

The player's car gets stolen.

The player's parole officer takes a disliking to the player and revokes his parole making him a fugitive from justice.



A relative of the players becomes a junkie.

The gun the player has recently acquired has ballistic reports linking it to an unsolved homicide.

An associate of the player needs a place to lie low for a while.

Someone wrongly fingers the player as a rat and a rumour starts to spread.

Some of the money the criminal has stolen is marked.

A cop take takes a personal interest in the player's downfall and hounds him.

One of the player's runners disappears with the days takings.

Half the consignment of cocaine the player picks up is glucose powder.

The player criminal is under around the clock surveillance.

The player's right hand man has a serious gambling problem.

The player is ordered to kill an old neighborhood buddy.

It becomes apparent that there is a rat in the player's crew or organization.

One of the player's Lieutenants breaks a ceasefire and kills a member of a rival gang/faction.

The player's stash pad is raided by cops.

The player's home gets burgled.

A neighborhood vigilante group starts to



target the player's operations.

A wealthy relative of one of the player's numerous victims puts up a substantial and public bounty for information leading to the arrest of the culprit.

The player without realizing who he is fighting hospitalizes the son of a prominent Mafioso in a night club fracas.

A rival dealer pays a team of doormen to bounce the player down the hard metal steps of the club's fire escape.

An associate asks the player to back him up in a meeting he has arranged with some dubious characters.



Throw these and other stresses in whenever there's a lull in the action to keep the players occupied and to develop interesting sub plots.

KNOW HOW

This is a realistic game of criminality and won't be easy for the players to play without at least some prior knowledge of the genre, or them first reading *Crime Pays*, *Narcotics* and *Code of the Street* contained in *Dog Town: The Felon's Handbook* to get the idea of what it's all about, as you can't be expected to run a loan shark operation without first knowing what one is.

Tone

Recurring questions you want your players to ask themselves are "Is this guy going to rip me off", "Is this guy going to rat me out", "Is this guy going to whack me." Some dangers will of course be obvious but many will be subtle and hidden. Is the soft touch criminal the players ripped off connected to a powerful crew, is the curious guy the player is talking to wearing a wire, is the players boss sending him on an errand or into a pre-planned hit. These dilemmas and the suspense they cause is what makes the game interesting and fun. Do they trust another criminal and perhaps profit, do they trust and get burned, or do they take pre-emptive action, and run the risk of creating bigger problems and a lot of heat.

Expectations

Laziness will kill the game as sure as Lawyers make money. Lack of detail in the gaming environment makes playing an empty detached experience for the player.

"Yeah you hit him, but he's not hurt, now he's going to hit you."

Hit roll, inform the player, injury roll, inform the player, working it out as you go along with sparse description dull dull dull.

As the director it is your responsibility to be

the eyes, ears and touch of the player and overload him with powerful vivid description drawing him into and immersing him in the immoral urban mess that is *Dog Town*. Placing the player there and making him care, is integral to hooking the player and switching him on like how a reader loses himself in a gripping book.

Work out all the necessary rolls and then,

"You pant like a dehydrated dog through raw lungs and blink as the blood from your ripped brow rolls into eyes. You see the opening and drive forward shooting a pulverizing right cross over his guard that crashes into the side of his face. Fulton's head whips across his shoulders shifting his body a step backward, but not down. Your heart sinks as Fulton spits, snarls and tears back into you with both fists."

By going deep, wide and stylized the player is given a full buffet of potential opportunities from which to profit. Every passing person could be a victim, every parked car a free ride, every smoke filled backroom a place to die.

In conjuring up these images and tensions the director will work hard and he should expect no less from the players.

The players fed with all this information ought to be chomping at the bit with questions and schemes to make the dough.

If they have already thought out and grasped their criminal's character they should be playing the part like an actor with mannerisms and favorite put down one liners.

Or encourage the players to take ownership of narrative description like,

"I draw heavily on my Lucky Strike so the end is bright and hot. Then with casual violence I sneer and flick it forcefully into Attaglia's smug fat face saying, "Eat that cock sucker."





Setting The Scene

Think seedy and dirty, run down and sleazy and you won't go far wrong in describing the inner city landscape of Dog Town. Imagine a ghastly graffitied ghetto of derelict buildings and boarded up storefronts haunted by shambling tramps and dopers looking for copper piping and other junk to sell. Littered dog fouled streets with cracked sidewalks and mangy strays sniffing at discarded burger cartons. Have the carcasses of stripped down cars abandoned at the roadside with old rust lined refrigerators, tires, bed spreads and rolls of worn wet carpet wrapped around bodies, left to rot in the long, bleached grass patches of wasteland. Small gangs of men hanging and slanging on street corners and the stoops of tenement blocks scanning like vultures for opportunity, angry car horns and shouting, distant gunfire and sirens. Try to create an atmosphere of menace and malevolence of despair and desperation in people and

situations. Dog town is inhabited by dozens and dozens of disturbed and damaged people driven demented by resentment, drink, drugs poverty and paranoia. Outbreaks of rage and violence should be commonplace, like a simmering pot ready to boil over into full scale riot with just a little added heat. Have the player witness events like robberies and car chases to emphasis this tension.

When taking on the role of other criminals adopt their mannerisms and views. Use the kind of slang or in the case of cops jargon they would be familiar with to make it a real experience for the player.

Be familiar and in keeping with the music, clothes, cars and events of the time and make them come alive through sassy description.

"All the animals come out at night - whores, skunk pussies, buggers, queens, fairies, dopers, junkies, sick, venal. Someday a real rain will come and wash all this scum off the streets."



Travis Bickle from the movie Taxi Driver comments on the night life of New York City.

Looking After The Mundane

Yo Criminal gonna stink like a bag ladies tights if he don't take a shower or take care of his laundry on a regular basis. Eating, drinking, personal grooming and going to the John are also regular needs that have to be catered to unless the criminal wants to look like a far gone heroin addict on his way out. If the criminal smokes then he doesn't have an endless pack of cigarettes to dip into, so as the director keep track of his habits and adjust his appearance accordingly.

Materials

All that is needed to play the game is a 1d20, a pencil and a copy of a character sheet. An optional extra is a pad of paper to note things down and a stack of poker chips or coins for slot counting.

The Good Gangster

Its ain't all about being bad. Yo criminal could have a conscience that both redeems and destroys him at the same time. These characters are some of the most fascinating in popular fiction. The bad guy turned good who sacrifices his own greed and self-preservation for something better. It could be for love, friendship, a cause or just a line that he won't cross.

"You think I kill two kids and a woman? Fuck that. I don't need that shit in my life! You die motherfucker!"

What do you think I am? What you think? I a fuckin worm like you? I told you man! I told you, don't fuck with me, I told you, no fuckin kids! No, but you wouldn't listen! well, you stupid fuck! Look at you now."

Tony Montana from the movie "Scarface" being pushed to far by Sosa's slimy hitman Alberto shoots him in the head before he can blow up a family. He saves them but dooms himself.

Influences

Get to know the genre like a best friend. Watch good Blaxploitation movies like "Coffey", "Shaft", "Superfly" and "The Mack" for a sense of mid seventies black style, language, music and attitudes. Films like "Donnie Brasco", "Goodfellas", "Mean Streets" and "Casino" give a good feel for the set up of "The Mob" their traditions, illegal interests and way of going about things. For the Hispanic flavor watch "Carlito's Way", "Scarface" (A great film but not within the period) and "Blood In Blood Out". A good car and crime caper is the movie "The Driver" which tells you all you need to know about being a wheelman. A gang film which is worthy for to the New York backdrops and subway scenes alone is "The Warriors".

Other atmospheric films from the time are "Taxi Driver" which could be the alienated loners handbook, "Son Of Sam", and "Fort Apache And The Bronx". "The Gambler" made in 1974 and starring James Caan and Paul Sorvino is an accurate portrait of gambling addiction, debt and mobbed up bookies. "Thief" also starring James Caan is a good heist flick and gives loads of ideas for big score commercial burglaries. "Serpico" is a good movie for a bit of background on corrupt cops and "Pelham 123" is a hostage/heist movie set on the New York underground.

Books could include "To Kill An Irishman" by mob writer Nicholas Pileggi, "Blood And Honor" by George Anastasia, "Mafia Dynasty" by John H. Davis, "Murder Machine" by Gene Mustain and Jerry Capeci. "The Home Invaders" by Frank Hohimer and "Pimp" by Iceberg Slim. "Street Soldier" by Edward McKenzie, "The Westies" by T.J. English and "Monster" by Sanyika Shakur. "King Suckerman" by George Pelcanos is another good read set in the period and is a great resource for cars, music and culture from the time.

But probably the best novel concerning the whole ugly business is Edward Bunkers "No Beast Is So Fierce." It just about sums the game up.



QUICKLY Derived Attributes

Trauma Res. -	(Bulk x2 + Toughness x2). Granite Jaw +5, Adrenaline or Determination +3, Iron Constitution +1. Glass Jaw -2.
Hurt Modifier -	(Bulk + Power). Heavy Hitter +2. Feather Fists -1.
Injury Points -	(Base of 40 + Power x2, Bulk x4, Toughness x4). Iron Constitution +5, Adrenaline or Determination +5, Survival Instinct +5. Weak Stomach -3.
Move -	Ideal (Power 3, Bulk 1) 1/2 below, 2/3 above. Speed (Power x2, Bulk x1, Reflexes x1). Explosive Speed +5, Fast Reactions +2. Climb (Power x2, Bulk x1, Reflexes x1). Vice Grip +3 Supple Muscles +1. Poor Grip -2, Stiff Jointed -1. Maneuvering (Reflexes x2, Power x1, Bulk x1). Light Footed +5 Fast Reactions +2. Heavy Footed -2. Balancing (Reflexes x2, Control x2). Fast Reactions +2, Light Footed +5. Heavy Footed -2.
Endurance -	Ideal (Power 1, Bulk 0) 1/2 below 2/3 above. Fast Endurance (Bulk x2, Power x1, Toughness x1). Iron Constitution +5. Weak Stomach -2. Long Hard Slog (Toughness x2, Bulk x1, Power x1). Iron Constitution +5. Weak Stomach -2. Stay Awake (Toughness x2, Control x2). Iron Constitution +5. Weak Stomach -2.
Reaction Roll -	(Reflexes x2, Experience x2). Fast Reactions +4, Intuition +2, Hesitant -2.
Suss Roll -	(Brains x2, Experience x2). Suspicious Mind +4, Intuition +2, Survival Instinct +2. Trusting -2.
Discipline Roll -	(Brains x2, Control x2). Focus +3, Either Hardcore Attitude or Inner Fortitude +2. Short Attention Span -2.
Know Streets -	(Style x2, Experience x2). Winning Smile +3, Total Recall +4.
Balls -	(Toughness x2, Experience x2). Death Wish +5, Inner Fortitude or Hardcore Attitude +2. Yellow Streak -2.
Coping Roll -	(Toughness x2, Control x2). Either Hardcore Attitude or Inner Fortitude +5. Bad Nerves -2.
Hostility Rating -	(Toughness - Control).

Generic Skill Bases

A criticism of the Split System has been that there are too many different skill equations when working out abilities. So here, if preferred, are eight generic base equations to apply to all skills.

Physical Violence.

Bulk, Power, Toughness, Reflexes
Assault, Batting, Blade, Threat

Accuracy.

Reflexes x2, Sense x2
Break & Enter (Committing), Creep (Sneak), Driving, Handgun, Heavy Weapons, Rifle, SMG

Social.

Style x3, Brains x1
Threat (Boss), Cheat, Deal, Coax, Impress, Language, Perform

Construct.

Brains x2, Reflexes x1, Sense x1
Auto Repair, Explosives, Stealing

Plan.

Brains x3, Control x1
Cheat, Design, Drugs, Escape Gambling, School

Find.

Sense x2, Brains x2
Awareness, Conceal, Creep (Follow) Drugs (Identify), Escape, Investigate, Patch Up

Play.

Power x2, Reflexes x2
Escape (Restraints), Game

Power.

Power x3, Toughness x1
Lifting, Swimming

Skills In Short

Assault -	(Bulk, Power, Reflexes, Toughness).
Auto Repair -	Fix (Brains x2, Sense, Reflexes). Logical Thinker +3, Light Fingered +1. Irrational Thinker -1, Butter Fingers -1. Design (Brains x2, Sense, Style). Logical Thinker +3, Irrational Thinker -1.
Awareness -	(Sense x2, Brains, Control). Acute Senses +4, Intuition +2. Space Cadet -1.
Batting -	(Bulk, Power, Toughness, Reflexes).
Blade -	(Power, Toughness, Reflexes x2).
Break & Enter -	Break In (Reflexes x2, Sense, Brains). Light Fingered +3. Butter Fingers -1. Plan (Brains x3, Sense). Logical Thinker +3. Irrational Thinker -1.
Cheat -	Play (Brains x2, Style x2). Winning Smile +2, Creative Speaker +2. Devise (Brains x3, Control).
Coax -	Mooch (Sense, Brains, Style x2). Creative Speaker +3, Winning Smile +3, Sex Appeal +3. Befriend (Style x3, Brains). Winning Smile +3, Creative Speaker +3, Sex Appeal +3.
Conceal -	Hide (Sense x2, Brains x2). Find (Sense x2, Brains). Acute Senses +3. Space Cadet -2.
Creep -	Sneak (Reflexes x2, Sense, Brains). Light Footed +3. Acute Senses +2. Heavy Footed -2. Follow (Sense x2, Brains, Style). Grey Man +2. Peculiar Looking -2.
Deal -	Negotiate (Brains x2, Style, Control). Evaluate (Brains x3, Sense).
Drive -	Pursuit (Reflexes x2, Sense, Brains). Fast Reactions +2. Hesitant -1. Safety (Brains, Sense x2, Reflexes). Fast Reactions +2, Hesitant +2.
Drugs -	Identify (Sense x2, Brains x2). Manufacture (Brains x3, Sense). Logical Thinker +3. Irrational Thinker -1.
Escape -	Restraints (Brains, Power, Reflexes x2). Supple Muscles +5, Light Fingered +3, Vice Grip +1. Stiff Jointed -2, Butter Fingers -1, Poor Grip -1. Planning (Brains x2, Control, Sense). Logical Thinker +3. Irrational Thinker -1.
Explosives -	Rig (Brains x2, Reflexes, Sense). Logical Thinker +3, Light Fingered +2. Irrational Thinker -1, Butter Fingers -1. Diffuse ((Brains x2, Reflexes, Sense). Logical Thinker +3, Light Fingered +2, Intuition +2. Irrational Thinker -1, Butter Fingers -1.
Gambling -	Betting (Brains, Control, Luck x2). Intuition +1. Fix Odds (Brains x3, Luck). Intuition +1.
Game -	Pool (Reflexes x2, Brains, Control). Focus +2, No Nerves +2. Bad Nerves -1 Basketball (Maneuvering) Light Footed, +5, Explosive Speed +3. Intuition +1, Heavy Footed -2, Butter Fingers -1.

Handgun -	Violence (Reflexes x2, Sense, Control). Protection (Reflexes x2, Sense, Toughness) + Awareness.
Heavy Weapons -	Violence (Sense x2, Reflexes, Brains). Protection (Reflexes x2, Sense, Toughness) + Awareness.
Impress -	Hype (Style x3, Brains). Creative Speaker +3, Winning Smile +3. Lie (Brains x2, Style, Control). Creative Speaker +3, Winning Smile +3, No Nerves +3. Bad Nerves -2
Investigate -	Inspect (Sense x2, Brains x2). Logical Thinker +3, Focus +1, Acute Senses +2, Intuition +2. Irrational Thinker -1, Space Cadet -1, Short Attention Span -2. Interrogate (Toughness, Sense, Brains x2). Determination or Hardcore Attitude +1, Focus +1, Psycho +2, Creative Speaker +2, Suspicious Mind +3. Short Attention Span -2, Trusting -2.
Language -	Speak (Brains x2, Style x2). Creative Speaker +2 Write (Brains x2, Control x2).
Lifting -	Lift (Powerx3, Toughness). Vice Grip +3, Explosive Speed +3, Poor Grip -2. Carry (Power x3, Reflexes). Vice Grip +3, Explosive Speed +3, Poor Grip -2.
Patch Up -	Examine (Brains x2, Sense x2). Treat (Brains x2, Reflexes, Control).
Perform -	Dance/Play (Style x2, Reflexes x2). Light Footed +5 or Light Fingered +5. Heavy Footed -2, Butter Fingers -1. Appraise (Brains x2, Sense, Style).
Rifle -	Violence (Reflexes x2, Sense, Control). Protection (Reflexes x2, Sense, Toughness) + Awareness.
School -	Comprehend (Brains x3, Control). Total Recall +2, Logical Thinker +3, Focus +2. Short Attention Span -2, Irrational Thinker -1. Knowledge (Brains x2, Control x2). Total Recall +4. Short Attention Span -2.
Shop -	Make (Reflexes x2, Brains, Control). Light Fingered +2, Focus +1. Butter Fingers -1. Design (Brains x2, Sense, Style). Logical Thinker +2. Irrational Thinker -1.
SMG -	Violence (Reflexes x2, Sense, Control). Protection (Reflexes x2, Sense, Toughness) + Awareness.
Stealing -	Boost (Brains x2, Reflexes, Sense). Acute Senses +2, Grey Man +2, Intuition +1. Space Cadet -1, Peculiar Looking -2. Pick Pocket (Reflexes x2, Sense, Brains). Light Fingered +3. Butter Fingers -1.
Swimming -	Sprint (Power x3, Toughness). Explosive Speed +5. Distance/Dive (Power x2, Toughness x2). Iron Constitution +5. Weak Stomach -2.
Threat -	Menace (Toughness x3, Bulk). Evil Eyes +4, Psycho +2. Yellow Streak -2. Boss (Toughness x2, Style x2). Evil Eyes +2, Psycho +2, Creative Speaker +2, Yellow Streak -2.
Throw -	Violence (Power x2, Reflexes x2). Explosive Speed +3. Protection (Reflexes x2, Sense, Toughness) + Awareness.

Fighting 101

Balls Test -	Made against an assigned difficulty or against threat to produce a hesitant -1 or confident +1 criminal. High successes create a do or die mentality. High failures create a flight mentality.
Reach -	Head Ta Head Range. Grapple, Punch and Small Blade Range. Close Range. Punch, Kick, knife and Cosh Range. Medium Range. Long Knife, Cosh Kick, Bat, Saber Range. Long Range. Baseball Bat, Saber, Pitchfork Range Very Long Range. Steel Pole, Pitchfork. Hey it could happen. Short. Out of reach by one category. Lose 1 slot. Long. Out of reach by two categories. Lose 2 slots. Immense. Out Of Reach by three categories. Lose 3 slots. Maximum. Small Reach Advantage. One category -2 drag to hit. Considerable Reach Advantage. Two categories -4 drag to hit.
Surprise -	Total Surprise. Victim fails awareness resulting in free attack at -6 protection before normal round commences at -3 slots for victim. Surprise. Victim makes a just there awareness test incurring a -3 slot penalty for the round. Hitting First. Victim incurs a -2 slot penalty for the round.
Reaction Speed -	Number of slots including edges and drags for level of weapon proficiency. Untrained -1 Amateur +0 Pro +1 Expert +2 Master+3.
Combat Mode -	Tentative. -2 violence, +2 protection, -4 eff. -5 to fumbles and counters. -1 slot off the standard cost of the attack. Hard. +0 violence, +0 protection, standard eff. +0 to fumbles and counters. Uses the standard cost of the attack. Homicidal. +2 violence, -2 protection, +4 eff. +4 to fumbles and counters. +2 slots to the standard cost of the attack.
Attack Roll -	10 vs.10 with a favorable difference in abilities subtracted from the player's side of the 10 for him to then roll a 1d20 over to succeed. Eg. 7 vs.13. 10 vs. 10 with an unfavorable difference in abilities added onto the player's side of the 10 for him to then roll a1d20 over to succeed. Eg. 13 vs. 7. Murder Multiplier. Just There x0.5 Full x1 Outstanding x1.5, Perfect x2 Blackjack x3.
Injury -	1d20 rolled under effectiveness of weapon used with criminal's hurt modifier applied. Take value and times by the murder multiplier and refer score to relevant injury chart. 1d20 rolled equal to or over effectiveness of weapon used with criminal's hurt modifier applied. Roll a 1d20 again against secondary effectiveness. If equal or over roll once more. Add all values for a total and times by the murder multiplier and refer final score to relevant injury chart.
Stuns -	Trauma value from injury vs. trauma resistance of criminal on a split. Close Failure. Jolted -2 for value in failure + 4 slots. Lose 1 slot. Bad Failure. Knocked Down -4 for value in failure + 4 slots. Lose 3 slots. Screw Up Fail. Incapacitated -6 protection for value in failure in rounds. Backfire Fail. Unconscious -6 protection for value in failure in x 10 mins.
Blood Loss -	The amount of injury points lost over set durations of time depending on the seriousness of the injury.

Rap Sheet

Criminal DOB POB
Heritage SEX Height Weight
Offender category Rating

Attributes

Bulk Power Toughness Reflexes Brains
sense control style Experience Luck

Derived Attributes

Trauma Resistance Hurt Modifier Injury points
Move straight speed Climbing Maneuver / Balance/
Endurance short Long Reaction Roll....
Balls Discipline Roll Suss Roll
Know streets Coping Roll Hostility Rating

Talents

Flaws Vices

Influence Notoriety

Last known Address

Identifying Features

Warning signals

Felonies And Arrests

.....
.....

Actual crimes

.....
.....
.....

NPC Loyalty Rating

Background

DESCRIPTION	
	
CLOTHING	
	
FAMILY	
	
	
ALLIES	
	
ENEMIES	
	
PERSONALITY	
	
MANNERISMS	
	
EXPRESSIONS	
	
	
	
	

This image shows a full page of primary-ruled notebook paper. It features a series of horizontal dashed lines for writing, with a solid line at the top margin. The paper is otherwise blank, with no text or other markings.

Skills

		ASPECT	Ability	Aspect	Ability	Slots
Assault		Violence		Protection		
Awareness		Active		Passive		
Auto Repair		Fix		Design		
Batting		Violence		Protection		
Blade		Violence		Protection		
Breakin		Plan		Execute		
Cheat		Devise		Play		
Coax		MOOch		Befriend		
Conceal		Hide		Find		
Creep		Sneak		Follow		
Deal		Evaluate		Negotiate		
Drive		Safety		Pursuit		
Drugs		Identify		Manufacture		
Escape		Plan		Restraints		
Explosives		Rig		Diffuse		
Gambling		Fix Odds		Bet		
Game		Play		Coach		
Handgun		Violence		Protection		
H. Weapons		Violence		Protection		
Impress		Hype		Lie		
Investigate		Inspect		Interrogation		
Language		Speak		Write		
Lifting		Carry		Lift		
Patch Up		Examine		Treat		
Perform		Act/Sing		Appraise		
Rifle		Violence		Protection		
School		Comprehend		Knowledge		
Shop		Make		Design		
SMG		Violence		Protection		
Stealing		Boost		Pick Pocket		
Swimming		Sprint		Distance		
Threat		Menace		BOSS		
Throw		Violence		Protection		

Specialties

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Bad Health

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Bruised	
Battered	
Busted	
Messed	
Critical	

Associates

Bums

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Punks

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Gangsters

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BOSSES

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.....		
.....		

Handouts

Place

[illegible]

criminality

[illegible]

Stuff

DOUGH

Loans

Debts

Drugs

Threads

Threads

cars

cars

TOOLS

TOOLS

Valuables

Valuables

Hideouts

Businesses

Businesses

Businesses

Rackets

Rackets

Rackets

Rackets

Rackets

Rackets

Rackets

Cash Spent

Net Worth

score sheet

[illegible]

SC = Score in \$. DM = Damage caused in dollars. NT = Notoriety Points gained.

EX = Experience Points gained. Suss = Suss roll made to get away with crime.



DOG TOWN

The Roleplaying Game of Crime Money & Violence.

So the deal went down like this. While you were doing your last bit in the joint you heard about a deal. One hundred G to buy in and if all runs smooth you'll be set for life. If you get to live long that is, if you haven't lost your edge or nerve whilst you were cooling your heels inside. If the cops don't bust you, and a rival doesn't decide to sell you out, whack you out or worse; there's always worse, you've done it yourself and had to live with it, dynamos and meat hooks, sick stuff all done in the name of Dead Presidents.

So you get off the prison bus with \$40 bucks and a pack of smokes to your name. Straight out the gate you've got to steal, deal, cheat and beat your way to the stake against the clock on the insanely violent and sleazy streets of Dog Town, an anonymous, run down inner city district in 1970's New York infested with doped up gangs locked in bloody turf wars, rattling junkies on the hustle for their next fix and shark eyed Mafiosi squeezing the city and it's people dry.

The Pay off is going to be the penthouse or the bottom of the East River, depending on the moves you make.



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