

COLD BLOODED GAMES

DOG TOWN



THE FELON'S HANDBOOK

THE
SPLIT
SYSTEM

DOG TOWN

The Felon's Handbook

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Special Thanks

To all my family that put up with Dog Town.



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Contents

Crime Pays

Pinching	5
Snatching	6
Pick Pocketing	7
Theft From Automobile	7
Grand Theft Auto	7
Hijacking	7
Auto Stripping	8
Smash & Grab	8
Runner, Courier, Lookout	9
Mugging	9
Security	9
Battery	9
Body Guarding	10
Cigarette Smuggling	11
Perverting Justice	11
Handling	12
Betting	12
Arson	13
Prostitution	13
Stick Ups	14
More Crimes & Misdemeanors	26
Criminal Tips	31

Home Invasion	15
Commercial Burglary	15
Fraud & Deception	15
Blackmail	16
Stock Floating	17
Drug Dealing	17
Ratting	17
Loan Sharking	18
Pimping	19
Bribery & Corruption	20
Extortion	20
Kidnapping	21
Pornography	21
After Hour Clubs	22
Unlicensed Fighting	22
Gun Running	23
Repossession & Debt Collection	24
Counterfeiting	24
Money Laundering	24
Homicide	25
Tools Of The Trade	27

Sounds of The Street

Slang	34
Conventions	47

Criminal Gangs & The Five O

Street Gangs	65
Grenson Park Gangsters	67
The Primos	68
Subversives	69
Death Head Skins	69
People's Liberation Army	70
The Mafia	71
The Gurino Crime Family	79
The Mangalone Crime Family	80
Motorcycle Gangs	81
The Pagans	85
The Jamaican Posses	87
Tombstone Posse	88
Jungle Posse	89
Cops	90

Narcotics

	49
Cocaine	50
Heroin	51
Dealing	53
Pushing Shorts	54
Special Deals & Freebies	54
Consortiums	54
Open & Closed Markets	54
Marijuana	55
Quaaludes	56
Addiction	57
Getting High	58
PCP	58
Methamphetamine	59
Drug Cocktails	60
Substitutes	61
Steroids	61
Alcohol	61
In The Club	62
Connections	63

1977

What's Happening	93
Music & Trends	93
Things You May Want	96

Foreward



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.

Historically crime, 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, it's just that they were a 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 part 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.

Lastly I don't condone or wish to be seen as promoting crime. This is nothing more than a game, and as such is meant to be kept a game, not a manual or incitement to commit real crime.

Jonathan Ridd
Cold Blooded Games



crime pays

The Bottom Line

Making money is what its all about, dead presidents come first second and last. Junkies will sell themselves and rob their own mothers for a nickel bag; a life long friend will kill you cold over a debt of \$1000 bucks. Never forget that money is the bottom line, the only line that matters, and greed and betrayal are never far away from it. Now how do you go out and get it.

Pinching

Street scum and confused old people shop-lift. From stealing a forty out of the local liquor store to swiping designer threads out of fashionable boutiques. High risk, as you need to be prolific to make any real money, and chances are you'll get pinched yo'self before to long. Selling hot goods in bars and pool halls yourself can eat a big piece of time, but earn more than the quarter of the price a middle-man will give for taking the lot. Need to have eyes for other people's eyes and be able to make the goods disappear like a magician. Ok if your hungry or are feeding a habit, but yo criminal be banging his head against a brick wall to make the stake. Test both conceal and lifting skills for this crime to hide identity and goods.

Set Up - None but a fence or accomplice can be useful.

Rating - Scum.

Snatching

Running up behind an old lady and whipping her bag is for junkies and other mutts. Hit the right bag and your criminal will have enough for his next fix. Snatch the wrong one and all you'll score is a packet of boiled sweets. Best done at night or in parks and other more deserted areas, or less attract the attention of public spirited citizens who want to appear on the nightly news. Surprise and speed are crucial unless your criminal wants a mugging where an old dear goes



nuts with a hat pin. Use your criminal's suss roll to pick victims, the creep skill to sneak up on them, the assault skill to make the snatch, and the moves ability to getaway. If you hurt an old lady there will be heat from the cops, and a good chance of being ratted on by anyone who knows. Good enough for you dirt bag.

Set Up - None.

Rating - Scum.

Pick Pocketing

A gentler more refined way of stealing this is about your criminal dipping his fingers into some guy's duffel bag when he ain't looking and lifting his gear. Ready cash is best, but American Express and check books will do nicely if your criminal be up for a bit of fraud, or knows someone who is. Subways, buses and busy streets where people are crammed together are the top places to commit this crime. Use a Suss Roll to set up right and the stealing skill to perform the dip. Accidentally bumping into some fella to sneak steal his wallet, is known as a slip and dip, and requires an impress test to seem like a harmless fool, and not the pro you are.

Set Up - None.

Rating - Punk to thief.

Theft From Auto

Pop the lock with a metal ruler if a pro, or put the window through with a house brick, if you don't know any better to get the goodies inside. Car radios, leather jackets, cameras, expensive work tools and even handguns can be a reward for your criminal's disrespect for other people's property. Car crime is easy pickings for those with a bit of savvy, as car security in the late 70's was pretty shit. Target back streets at night for the safest missions, but poorly guarded car parks and car dealerships can be lucrative hunting grounds for those with balls. Use the break and enter skill to get in smooth, and without

leaving prints. For those 100mph a fence that can handle a heap of goods is essential. Use the deal skill to get the best deal, but it usually won't net your criminal more than a quarter to third of the value. Small time for small change; a crime for juveniles and junkies.

Set Up - None but a fence or lookout can be useful.

Rating - Scumbag and punk.

Grand Theft Auto

Cruise the streets looking for that Porsche 911 your criminal clocked earlier or any other nice ride parked up just ready for the taking. Pop the door, break the steering lock and hotwire to go. No doughnuts or hot-dogging just straight and slow to the nearest chop shop for ringing or stripping for parts. A very lucrative enterprise or a pro that steals to order with \$100 to \$200 per car as the going rate, and a top draw thief stealing 10 to 15 cars a night. Be aware of leaving prints and stealing the wrong guy's car. Use awareness, break and enter, drive and deal skills for this type of operation.

Set Up - Some tools, an accomplice to lookout and drive the cruise car, plus a crooked garage contact.

Rating - Punk to thief.

Hijacking

Don't want mess up a car by breaking into it, or some models to be too tough and like hard work anyhow. For thief resistant cars with security up the ass, jack them at the lights, pull open the door and yank the schmuck out onto the tarmac and give him a kicking. Then slip in his seat and its all there baby straight to the chop shop for a wad of green. Counts as a robbery so the jail time is nasty, so be cute and don't get clocked at the scene or in the car. Dump it off quick and wipe for prints. Target expensive cars that are usually locked up in garages and



parked in private lots with security that are difficult to steal on the quiet. The stakes and value are higher and so to are the earnings, \$300 to \$400 per car. Use creep, conceal, scare, assault and drive skills: at the chop shop use deal.

Alternatively hijack delivery vans at gun-point and steal their cargos of cigarettes and vcr's. Three hundred cartons of Camels is a cool chunk of change. If ya criminal is clued up he'll work out of an airport or waterfront bar, where truckers and warehousemen like to drink and gamble. He'll get in with them, take their bets, loan them money and work them for their loads. Whether just plain dishonest or up to their eyeballs in debt many drivers are amenable to "Give Ups". For a fixed price of around \$500 they tell the hijacker what loads they're hauling, when they are leaving and what route they're taking. The driver parks up at an agreed location, tells the thieves the security code to start the truck, and that is that, everyone makes out. If a boss ya could make \$50,000 on a cargo of fine silk paying the gun wavers a fixed fee of between a \$1,000 and \$2,000 a truck regardless of what's inside.

If the company gets wise and tries to sack the driver, the criminal if he has connections with the union concerned, would pull strings to protect the driver, and get the boss to threaten a costly strike. The companies would usually back off and just claim on the insurance.

Set up - Contacts and customers.

Rating - Punk to organized gangster.

Auto Stripping

A hot car will stay hot unless it is cooled down by stripping it down at a chop shop into dozens of untraceable parts. Making a car Houdini this way is a very profitable enterprise as new car parts at this time were hurtfully expensive for the average blue collar Joe. Reconditioned parts sold at cut-rate prices out of auto repair shops was a flourishing business in the 70's. Garages crewed

with criminally minded mechanics worked through the night disassembling cars, or ringing them to order as soon as they were brought in hot from the street. Ringing luxury modern cars is also big business and involves replacing engine, chassis and registration identification numbers with those of a same make and model that has been scrapped or is from out of state. The car is then sold at a vastly reduced price with false registration and ownership documents, privately or through a used car garage. To run this racket takes a lot of set up, know how and the general criminal talent of a gangster.

Stripping as part of a team can earn \$20 dollars per car and around half the value of the car in parts. Use your criminal's grease monkey skills in auto repair to be a super fast strip down specialist. Ringing cars takes a bit of auto repair but is really far more a cheat game.

Set Up - A dodgy employer with a garage and tools, contacts and false documentation.

Rating - Punk to gangster.

Smash and Grab

Amateur night on the boulevard; pick up a brick and hurl it through a shop display window, swipe what's on offer and hot foot it outta there. Says look at me in neon, and guaranteed to set any alarm off which means cops on the lookout for a stupid crim running with a TV under his arm. Reinforced glass and steel shutters protect most of what's worth lifting from this kinda caper. Wait till a riot or power blackout then everyone will be at it, but can be done professionally with a nail gun for the safety glass with a getaway car at the ready. Earnings vary. Use the know streets and moves abilities to disappear.

Set up - None.

Rating - Junkie to thief.



Runner, Courier, Lookout

At the bottom of the totem pole in a policy gaming racket there are guys called runners, who literally run around town all day collecting the bets. Pay is ok at \$40 to \$50 bucks a day but won't make your criminal rich. A mule is a criminal that couriers drugs from one place to the next for a fixed fee. For flights out of the country the fee can be \$1000 bucks a trip, but the risks are high either from getting frisked by customs, or from an accidental overdose, if a balloon of heroin or cocaine that has been ingested to avoid detection bursts inside the courier's stomach. Trafficking interstate, or going under a boat to collect a consignment will earn your criminal \$500 a time and is generally a safer option. This type of crime needs an ability to conceal contraband and appear respectable. A lookout is typically a petty hoodlum that stands around on street corners scouting for the Five O, and other kinds of trouble. Lookouts are used to protect numbers banks, gambling joints and dope den operators from raids, giving them enough time to ditch the dirt. This is strictly small time action for dead end punks who are not looking past their next drink.

Set Up - A big time dealer or gangster boss that doesn't want to get his hands dirty with the details.

Rating - Expendable punk.

Mugging

Street robbery is scaring good decent folks into handing over their hard earned cash with the threat of violence should they refuse. Unless your criminal is built like a gorilla or there be a pack of you, you'll need a blade to persuade. Use the threat skill to get the message across that yo Criminal mean business. Come on like Charles Manson and you'll get the dough. Can be profitable if the right victim is picked and the situation fully exploited. Take rings, watches, house, and car keys and get the guy to show you where they are and really take him to the

cleaners. Get caught or pick on Charles Bronson, and your criminal in real trouble.

Set Up - None but an accomplice can be useful.

Rating - Punk or Thug.

Security

Standing on the door of a club or illegal card game and making sure only the right people get in, or sitting in a warehouse minding a consignment. Door work is the low and legal end of this type of work, but is accessible by cold calling at clubs, as many bouncers get injured or busted in doing one thing or another and there are vacancies. There are profitable sidelines to be exploited: one is taxing small time drug dealers of their junk and money. Either clean them out, or tax them to use the club for business. Make a deal with one pusher to keep the others out, and he'll corner the market, and maybe cut your criminal in for a slice of the action, or have to throw a big chunk of change in your direction instead. Best get with the other doormen and form a crew, as there is strength in numbers. Be big, mean and good with your fists to stay in this line of work.

Set Up - Definitely need a contact for the illegal side.

Rating - Thug.

Battery

Paying for punishment. Better to beat some guy for money than for personal reasons. In Dog Town there are plenty of people who've got it coming to them, and other pissed off people willing to pay to see that it happens. Could involve working a punk over lightly to breaking some bones so that he walks like a duck the rest of his life. Cost depends on the severity of the beating, who it is, and who's doing it. \$50 to \$100 bucks for smacking some low life around, to about \$500 to put someone in plaster with a baseball bat,, and an aggravated battery rap if things go





wrong. Oh yeah, and smacking the pig that comes to get ya is an automatic aggravated assault, no matter what the injuries.

Get a regular job as an enforcer for a loan shark and you will most likely be salaried between \$250 to \$500 a week to do whatever's required. This will mostly involve just leaning on customers, as dead men don't pay debts. Not generally a risky crime as victims are nearly always smart and scared enough not to talk. Other sources of employment can be with bookies, gangsters and businessmen. For example your criminal could be sent to straighten out problems at a club, that's losing money due to a rowdy clientele. Get good at your job and you'll get a reputation. Then the very mention of your name should be enough.

Set Up - Need a contact to set up this line of work.

Rating - Thug to enforcer.

Body Guarding

Getting paid to watch someone's back from those he has rubbed up the wrong way. Minding a businessman or boss can pay well, and be a good opportunity to make contacts. Difficult to get into without a recommendation, and dangerous if your criminal's client is high on another gangster's shit list. Body guarding is usually salaried and can pay \$300 to \$600 a week depending on the circumstances. In Dog Town there are ex-cops, military, and security people who specialize in this line of work. Requires a keen awareness and suss combined with a degree of menace, so that the threat gets the right idea. Another drawback is that this type of work is full time, and won't leave much time for anything else except perhaps selling your client out to his enemies; sweet.

Set Up - Need a contact to get started.

Rating - Thug to bodyguard.





Cigarette smuggling

Buying legit cigarettes is for shmucks and squares. Better get a carton from a wise guy outta a trunk of a Lincoln for a few bills less. Cigarette smuggling over state lines is big business for organized criminals. With around 40% of the country as socially accepted addicts, there is a huge market for cheap cigarettes. Buy in bulk from wholesale outlets in North Carolina at \$3 bucks a carton, and transport in trucks over state lines without paying the steep state tax that bumps the price right up by 80% for your regular retailer. Sell inside bars, or outside of factories and construction sites to blue-collar workers, who certainly won't have complaints about what you are doing. Even some corner grocery stores will be happy to take a couple of hundred cartons off your hands, so that they can earn a little out of it too.

A consignment of ten thousand cartons can net your enterprising criminal a single buck to a deuce per carton. A low priority crime that won't cost your criminal a long bit in the can if he's busted.

Set Up - A truck, a road map and a small army of gophers to do the selling, oh and around twenty five grand.

Rating - Gopher or gangster.

Perverting justice

Some criminals are more reluctant than others about going to jail, and pull all kind of stunts not to have that heavy door slam behind them. Paying for a fall guy is one such measure. As a patsy your criminal could earn between \$10,000 and \$50,000 to take the full rap, and mention no names. Perjury is another way to throw a spanner into



the scales of justice and earn a fat envelope in return. Provide a crucial alibi that didn't exist before the the money was waved in your face, or lie on oath to discredit the creep that's pointing the finger at your boss. Get found out though, and it will be your criminal taking the ride to the penitentiary. Jury tampering is another way to get an acquittal and involves either bribing, or intimidating jurors into reaching a wise verdict. Harboring a fugitive is guaranteed to get your criminal on the wrong side of the law, and so is becoming an accessory after the fact by disposing of evidence, or playing defensive linesman with the cop that's trying to collar your Goombah.

Set Up – A crime, a stooge and plenty of dough.

Rating – Punk if the patsy, gangster if the set up man.

Handling

Hot gear has to have a home and a place to cool off. Fences buy knocked off goods at cut down prices and sell them on with a mark up. Give little to the desperate and they'll take it anyway, preferring to go to a sure thing for a quick sale, than bugging out for a buyer when they's hurting bad. Cut a hard deal and your criminal could pick up something real nice for a tenth of its value, to be put out for up to two thirds its proper value; usually however a fifth to a third, and sold for a half to two thirds. Loads of contacts are essential to run a busy and profitable operation. Dispose of burgled electrical goods, cartons of hijacked cigarettes, pinched clothing, and stolen car radios to those shopping on a budget. If trade is good profits are to, especially when dealing with dope heads.

Set up - Numerous contacts.

Rating - Fence.

Betting

Sports betting and gaming in Dog Town are against the law but thrive through illegal bookies, crap games and numbers rackets. From \$1 dollar local lotteries known as playing the numbers, to high stakes poker games where \$50,000 is stacked on the table. Running a numbers racket involves taking as many \$1 to \$10 dollar bets from gamblers on a number from 1 to 999 as is possible each day, and randomly selecting a player's number. Several players may take the same number, and some numbers may go untaken. This is usually done by taking the last three numbers of the total days trading on the New York Stock exchange. The winning number pays out a 600x stake jackpot with the rest staying in your criminal's pocket. A surplus of cash is needed to bankroll a policy game in the instances when several players hit the jackpot. Alternatively heavily bet numbers can be laid off as bets with bookies, or other policy banks to ensure enough cash to cover the payout. This racket is a full time job, so get gophers to run around for you, but watch they don't skim your cash.

Sports betting sees more green, but can be mean if the results are freaky, so think about laying off some of the big bets with other bookies to minimize your losses. Take action on baseball, fights, football and basket ball. Offer point spreads such as Lakers to win by at least 10 points over Bulls, or Ali to knock Spinks out in the 5th round for higher odds and bigger payouts. Many customers will be degenerate gamblers, born losers that will literally fritter away their lives. Give markers for money they don't have, and allow them to try and even out by doubling up when they lose. Treat this as a loan shark operation and charge vig on the debt. Take cars, jewelry, businesses and even houses as payment when they fail to pay you.

A con to watch out for if ya running a book is "past the post" betting, which is when light fingered employees working with an accomplice write up winning tickets after the result has come in. A couple of these "lucky



wins" can put your operation into the red, so be suspicious, followed by ruthless and leave the Jamook in a dumpster, with \$10 dollar bills stuffed in his mouth.

A way of rigging things yourself is through the illegal practices of race fixing and points shaving. In the 1970's gambler Tony Sciulla from Boston used to fix races by bribing the favored jockeys two G's apiece to hold back on races. Sciulla and his associates would then bet large on the only other horses with any real chance of winning. Points shaving is run in a similar way in team sports such as college basketball. A couple of the star players are paid to watch the points spread in a game and keep it the margin the gangster has bet it.

Gaming joints are hidden in basements and back rooms, and have roulette, craps or poker tables, in which suckers lose large amounts of money. Cover overheads such as rent, dealers, doormen and payoffs to cops, and the rest is yours. With poker games the house takes a 5% commission on the winnings, or on the transfer of cash for chips. Video poker machines are a new way of making a serious amount of dough for those that like to bet. Insert a \$1,000 machine into a backroom of a candy store or pool hall, and watch the thing take up to \$2,000 a week in profits. A guaranteed moneymaker that doesn't need supervision, but can be tampered with or broken into.

Set Up - Funds to bankroll the operation and contacts to get business.

Rating - Gangster to boss.

"Nicky's methods of betting weren't scientific, but they worked. When he won, he collected. When he lost, he told the bookies to go fuck themselves. I mean, what were they going to do, muscle Nicky? Nicky was the muscle."

Ace Rothstein from the movie Casino.

Arson

Rival cab company doing to well, or is a nightclub not paying its weekly dues. One

solution is burn them out of business. Introduce a flame to a petrol soaked rag in the gas tank, and whoosh all fares are off. Pays nicely, \$500 to \$1000 for a biggish job. Use a suss roll to do it basic, or explosives skill to do it with style with timed incendiary devices. Another option for an enterprising criminal is taking on an insurance job for a fixed fee, or a split of the eventual settlement. In these instances the fire must look like an accident. So it's down to creating some faulty wiring, or sticking pieces of accelerant sodden tissue paper in fixtures and fittings, to avoid an obvious fire stain on the floor that a pool of gasoline would leave. Awareness, creep and moves skills are also generally used.

Set Up - An employer and some matches.

Rating - Punk or Pyromaniac.

Prostitution

What!! Sell your own ass; forget about it.





Stick Ups

The armed robbery of gas stations, drug, liquor and convenience stores is a high profile crime that can easily turn ugly, and end in murder or justifiable homicide. Your petty heister can either pack a piece and stick it in the proprietor's face, or smash him upside the head with something nasty before he knows what's happening. The score will depend on the time of day for some stores, and with others the maximum amount of cash they hold in the register as a matter of policy at anyone time. Security cameras are in their infancy and the majority of small places don't have them. However places that have frequently been knocked off, quite often have silent panic alarms fitted that directly alert the cops of a 2,11 in progress. Privately Owned joints of this kind tend to have peeved owners with sawn offs underneath the counter. Use a suss roll for unfamiliar places, and a know streets for those in your hood, to pick the safest hold ups. Threat, conceal, cheat and move skills

are used to commit this crime, and can earn generally between \$200 to \$1000 dollars.

"I do what I do best, I take scores. You do what you do best, try to stop guys like me."

Neil Macauley from the Movie Heat tells it as it is to cop Vincent Hanna.

At the top end of the felony are bank robberies, a federal crime that carries a lot of time in the can. Be the man with the plan and leave nothing to chance. Know the when and the how, as split second timing is essential to beat the response time of the Five O. Think of behind the counter heist alarms, armed security guards, marked bills, C.C.T.V. cameras, and time locked security vaults. Get it right and getaway, and the full \$100,000 could be made.

Set Up - Best go packing and with an accomplice.

Rating - Punk to heister.



Home Invasion

Prowlers and sneak thieves slide through open windows in the still of night, or reach through cat-flaps to turn the key of a locked door. Be double Q in and out with small personal items, or just untraceable cash. Stay longer and find the victim's car keys, load up, roll off the drive without a sound and away to go for a discount trunk sale. Target wealthy lawyers, doctors and businessmen who have safes, expensive jewelry, coin collections, and fancy furs in their wardrobes. Wake them up at gunpoint to take their rings, and to get the combination to the safe, then leave them tied up with the phones pulled. Having a tipster in an insurance firm or jewelers will make the scores sure payoffs, and not random rummages.

Set Up - An extra pair of eyes and hands is a good idea, a fence to take a large score off your hands, and a contact with insider info on the where and when.

Rating - Thief to cat burglar.

Commercial Burglary

Hitting commercial premises for bigger hauls and more cash means more security to overcome. Better be better to pull off these kinds of jobs or your ass be busted again. Do ya homework and case the premises for alarm systems, private security, cop patrol patterns and most importantly the box ya gonna have to crack open.

Profits anywhere from \$50 for a scabby dudes pad, to \$100,000 or more for the right time and right place where there are diamonds and mink coats to be had. Become a class act and your criminal may get a call from a boss who is putting a little something together. Use creep skill to skulk around, the break and enter skill to get inside, and the moves skill for any climbing, balancing and squeezing through gaps.

Set Up - An extra pair of eyes and hands is a good idea, a fence to take a large score off your hands and a contact with insider info

on the where and when.

Rating - Thief to cat burglar.

Distraction Burglary

Your criminal pretending to be something he ain't to get through the door. Impersonate a city pest controller fumigating against cockroaches and you've got the in your criminal needs, and the excuse to wander freely around the apartment looking for the right moment to steal. Counts as a trespass because consent is falsely obtained, and has the drawback of being face to face. Alter your criminal's appearance to throw off the cops, and be subtle in the burglary, and maybe the old boy won't know he's been done. Use cheat, impress, creep, conceal and lifting skills where appropriate.

Set Up - A well thought out scam.

Rating - Con man.

Fraud and Deception

You're at Sam's Super Stereos with a credit card as hot as Charlie's Angels in swimwear, but you is a sly muther, and cool as a Popsicle in a New York winter. \$550 worth of system on the counter and your criminal signs like he'd been poor Dave Nuberg all his life. Transaction complete and \$1800 smackaroos put on the card that morning. Keep going to the \$5,000 limit, before Dave wakes up at the hospital and cancels the card. The hi-fi stays in the box to sell it later at Shacks pool hall, for a must have \$300.

Steal a driver's license and assume someone's identity, then fill up in gas stations using false plates on your ride. Oops forgot the money, give the jerk your false details and plate number for an I.O.U. chit that your criminal will never pay. Pay, threaten or coax some stooge with no priors to apply for a gun permit. He then legally buys the gun at a store, and keeps it for all of a New York minute, before it gets into your criminal's dangerous hands.

Obtain a doctor's prescription pad by theft



or bribery, and forge bogus drug prescriptions, which can then be sold on the street. Play the Murphy con and pretend to be a pimp hooking a sucker john, with the promise of a sweet young thing just waiting for him in the back of that there building. Take his dough, and send him in to an empty room.

If a businessman owes your criminal money take his business and bust him out. Order from the suppliers around the clock. The goods arrive and go straight out the back door like in "Goodfella's" for resale on the street. When the creditors want their money and the well is dry, file for bankruptcy and leave him to carry the can. Or if your criminal be real greedy cause an accidental fire to claim on the insurance.



Deceptions can include standing behind the dealer in a Black Jack game and carefully signaling the hand to an accomplice playing the game, so he knows when to bet or fold. Others would be to sell a crate of labeled whisky, which was in fact bottled tea, or showing a \$20 bill to a bartender before passing him a \$10 bill instead.

A simple con is the flim-flam, which is basically selling something that ya ain't got to sell. During the 70's Philadelphia Mafiosi Nick "The Crow" Caramandi made thousands appealing to people's greed. He would approach a businessman like an electrical retailer, and tell him he had a dirt-cheap consignment of 5,000 batteries if he was interested. Most were, and understood that the "said" goods were knocked off. Caramandi would get them to drive him to a bar he knew with a front and back entrance, tell the mark that the guy inside needed the money upfront, and would only deal with him. Caramandi would then take the guys money and disappear out the back entrance to a waiting car. Caramandi sweetened these cons by using

samples, props and accomplices.

"I broke this guy. I musta took, in a six-month period, maybe a hundred thousand off him. Soon he went broke, and whaddya think this guy did? He killed himself. It's un-fucking believable the way some people are suckers. But it's only the fucking greed. You know when a guy's greedy ... people believe anything through greed."

Mafiosi Nick Caramandi from the book Blood And Honor.

The rule is if the cheat is very sweet, then the need to impress is less. The cheat skill is the format of the fraud, how it needs to operate to get the money. For instance take the same con man wanting payment for a false service as a pest controller, instead of stealing, he would if he was on the money wear a uniform, carry a phony I.D. badge and bug spray, and say he was from the city doing inspections. If he got the in, he would then drop a couple of dead cockroaches around the guys house to make it look there was a problem, suggesting that a nest was developing which would then overrun the property when all the eggs hatched. The con man would then offer for a fee to fumigate the house. A crap cheat roll would mean some shabby planning and prep work, and the criminal would need to fill in the gaps by impressing the victim that he was the real deal. Use cheat skill foremost to devise and execute scams, and the impress skill to smooth over any rough edges.

Set up - Varies, but frequently needs phony documentation.

Rating - Petty cheat to out and out fraudster.

Blackmail

Dig up some dirt on someone that he doesn't want anyone else to know about, and threaten to shoot your mouth off unless he coughs up some hush hush money. Works well on politicians and eminent businessmen with squeaky-clean reputations, and marriages



to protect. Can also come up trumps with low lives to, especially if your man is having a fling with the boss's lady. But tread carefully, as the only sure way to stop a stoolpigeon singing is to silence it forever. Rewards can be as big as the victim can afford, and can be asked for time and time again.

Set up - Information someone wishes to keep very secret.

Rating - Punk, gangster or boss.

Stock Floating

Commit white-collar crime with pump and dump stock broking. Buy a big a bunch of worthless shares using hundreds of different phony names in a struggling company, for say \$3 bucks a share. Then by using some disreputable brokering firm that you've set up, you get to work pumping up the shares that because now of the new interest have risen in price a little. Your criminal gets his guys to push the stock like crazy over the phone to professional and retired people with money to invest. Telling them that they will be able to triple their money if they buy in now, as the stock is hot and gonna go through the roof. Being greedy many will go the whole nine yards, and invest their entire life savings on the strength of your slick words to get their piece of the action. When the stock hits an optimum price, which can be six to fifteen times what you paid for it, pull the plug on the operation and dump large. The stock market gets wind of a mass sell and the shares drop, then plummet in value as everyone tries to bail out at the same time. For many, particularly your clients who you continue to bullshit as your company moves offices, lose everything.

A legitimate though ethically wrong way of earning money in the gray area of "Stock Broking", is by handling Mob controlled union pension and welfare funds. These vast funds are invested repeatedly in different stock for the broker's sales commission. Constantly buying and selling stock on a 1 to 3 percent commission, when dealing in

millions quickly adds up.

Set Up - A pseudo fly by night stock broking firm and a good six figure investment.

Rating - Wall Street gangster.

Drug Dealing

Feed the need and supply the high; Dog Town crawling with junkies and chippers looking to get fixed. Start out a juggler street dealing dime bags of smack earning between \$10 and \$20 bucks on the gram. Mark out a corner and protect it. Live past next week and save a little change to buy more product. Avoid getting busted and eliminate competition to secure more customers; then buy in bulk from a bigger dealer to increase profits. Next sell to jugglers, or employ them to sell for you. Keep alive and climb the food chain, buying more and selling more until you reach the top, and are a Drug Lord of the city importing from over the border. Earnings are incredible the sky really is the limit. Fly too high however and the Feds and D.E.A. will try to see that you crash.

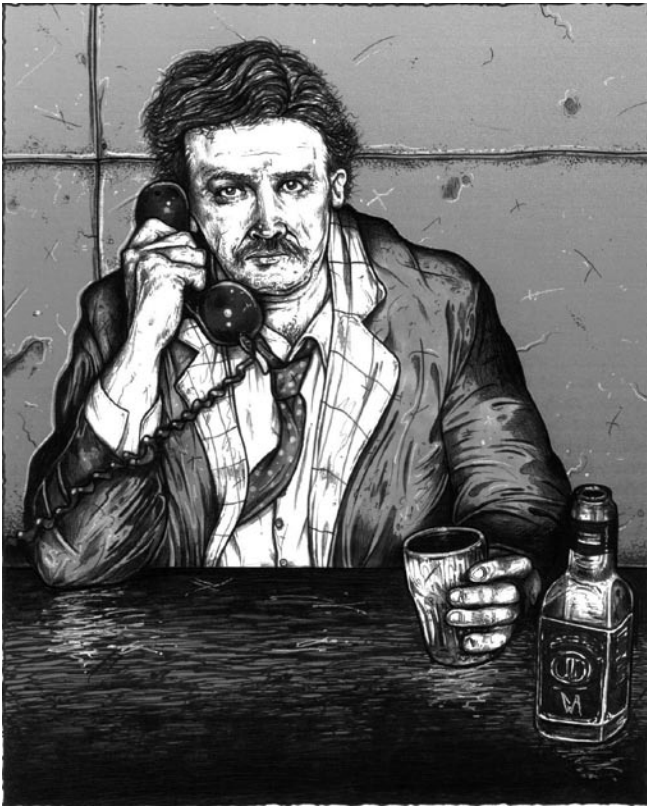
Set up - Some start up money, or a drugs connection that will front ya.

Rating - Nickel bag peddler to importer.

Rattling

Turn Valachi for a crime against ya own for cold hard Judas cash, or in return for a short bit, and a walk on a more serious beef. Guaranteed a flaky mutt will start squealing when he's in a spot, and give up what is who to the Fed, who has just become his new best friend. Cops hit on criminals to become snitches by being pally with them, giving them breaks on misdemeanors, before socking it right back to them for the favor. Eventually it pays off and the felon comes on board as a paid informer, receiving cash for tip offs. Pays up to a couple of hundred bucks a pop, but useful only as a dangerous sideline, as suspicion means a bag of lime and a shallow grave.





Set Up - Knowledge of the street, and a straight cop with an envelop.

Rating - Punk to gangster.

"When You find him you know what to do. Cut his prick off, stick it in his mouth and leave him in the street."

Mafia Capo Sonny Black from the movie Donnie Brasco.

Loan Sharking

Putting money out onto the street. In Dog Town losers that fall on hard times, or have dreams above their means go to loan sharks for money when the bank won't listen. Lousy idea, stay poor and forget about it. Shylocks lend money at very high interest rates. The vig or vigorish is the minimum payment demanded each week and covers the points of interest on the loan, and can range from 3 to 5 points at a business rate, down to 0.5% to 2% at an associate rate. Associate rates in the Mafia are reserved for made guys, and allows them to borrow five

figure sums off of their Capo's to put it out onto the street at a business rate, allowing everyone to make good.

For instance a \$2,000 dollar loan at a very high interest rate of 5 points would have a vig of \$100 dollars a week. If unpaid the vig is added on to the principle, so at the end of the second week the schmuck would owe \$2,100 dollars still at 5 points a week. If the jerk don't pay send the heavy boys around to lean on him a little as a reminder. Still don't pay then his fingers get broke with a hammer, and the promise of something much worse to come with a blowtorch and pliers. Fear is your gangster's best motivator; scare the shit outta people and they'll do anything to get you your money. Money is what you want, but cars and businesses can be taken in payment if the customer is a burnout. Sometimes however, if you are being jerked around and being made to look like a pussy, an example has to be made. The debt is written off, but the loudmouth punk that didn't pay it is left to stink out the trunk of his car. If the guy runs out of town go to the guy that vouched for him in the first place and collect off him.



An alternative to the long term loan is the 7 day 6 for 5 loan introduced by Cleveland mobsters in the late 60's. For every 5 dollars borrowed the loan shark gets 6 in return. This method is successful in producing quick profits.

Got to have some dough to set up in this kind of racket, and the muscle to get what's owed to you. Start off small time and manage your accounts and the bills will roll in.

Set Up - Cash and contacts.

Rating - Gangster.





Pimping

Young stud to be more than a chilli pimp with a hard legged ho ya got to get a doctorate in pimpology, and an ice cold heart to go with it, to become that bonafide prince of pimpdom with a two figure stable, and long long bread that ya dreamed about.

So check out the honeys and lay on the sugar. Use a suss roll to spot talent and impress to make them think you is superfly. Big yo' self up and be fronting large as a man that can meet all their needs, and maximize their potentiality. Pimping is turning women out as ho's, coaxing ho's that they need you to look out for them, and bumping other pimps ho's to add to the stable. Trust, fear and dependency are vital to keep them in line and working hard. Use coax and threat abilities to max this abusive relationship. Keep them safe from sadistic johns and take their dough on your rounds. Supply them heroin and other drugs to further tighten your criminal's hold. Beware of other pimps muscling in on your girls, and cutting you up and

out, as well as vigilante dads and brothers that be looking to pop a slug in your big jive ass mouth. Tricks cost \$10 to \$40 a pop, and a busy well run ho may do 10 in a day, using her impress ability to hook the john. Take all of it for your trouble and buy her the things you think she needs.

"A good pimp doesn't get paid for screwing, he gets his pay for always having the right thing to say to a whore right on lightening tap. I knew my four whores were flapping their ears to get my reaction to this beautiful bitch. A pimp with an overly fine bitch in his stable has to keep his game tight. Whores constantly probe for weaknesses in a pimp."

Iceberg Slim from his book "Pimp".

On the discreet side gangsters use massage parlors and health spars as fronts for brothels. The gangster protects the girls giving them a safe working enviroment for 50% to 60% of their earnings.



Set Up - You's just be playing with yo'self without girls.

Rating - Pimp.

Bribery And Corruption

Taking care of the right people so that business runs as smooth as a Swiss watch. Pay off the Five 0's bagman for a trouble free operation, or pay a crooked cop for confidential information on your rivals. Have mailmen, hotel bell-hops, valets, security guards and other inside people on the take, and in your pocket. On a higher level fund the election campaigns of local politicians and police chiefs, who won't turn and bite the hand that has fed them when asked for that all important favor. Costs your criminal in the short term, but can payout in the long run like a Las Vegas jackpot, if your man feeds you a high roller to rob, or a walk in job that's pure gravy. Works very well if someone in a good position owes you money. Call in the debt and make him your snitch.

Set Up - Ready cash and some connections.

Rating - Gangster to boss.

Extortion

Putting the squeeze on legitimate and illegitimate businesses for a cut of their profits and action. Your criminal need to be a serious bad ass muthafucker to pull this one off, or belong to a crew that are. Shakedowns require threats of torture and violence that have to be strong, and menacing to the extent that the victim is in constant fear that he and his family would be tortured and killed no matter what, despite the protection of the law. With a crew behind your criminal, you know that if you get arrested by the cops, your boys will take care of their star witness so he don't remember nothing no more. Nothing greedy, skim 5 to 15 percent off the weekly take, and be aware that this kinda racket ain't likely to work with chain stores such Denny's. Except if ya twisted

perp decides to visit the cold meats section of his local supermarket chain, and inject some brake fluid into a fresh chicken. Followed up with a hankerchief muffled telephone call promising a costly campaign of terror, unless a bag full of money is deposited at a certain location.

A more refined way of going about it is by creating a problem at a business like a bar, by having associates run up bar tabs they don't pay, insult and fight with customers, cause damage, and otherwise turn the once swanky place into a spit and sawdust joint. The owner now desperate and losing money might approach, or be approachable to the following:

"Look I don't like to come to you like this, but I really need your help. My restaurant ... it's a class place, you know yourself you've eaten there many times, but now it's going down the toilet. Some of my best customers don't wanna eat there no more, all cause of this kid Nicky Spits and his goombahs. \$3,000 this guy owes on his tab, and can I ask him to pay it, no! he looks at me like I'm robbing him, like where do I get the balls to bring this up. You know ... I hear things about this kid, how wild he is, how he's always waiving a gun around, and I'm afraid he's gonna kill me over this shit. Will you talk to him, he'll listen to you, I know he will."

"The kid's got a temper whaddya gonna do?, he don't listen to nobody, he does what he likes."

"He'll listen to you Butchie, please I'm in a hole here, I'm losing money ... and I'm scared he's gonna shoot me one morning leaving the house or something."

"What do you want from me?, why should I get involved in this beef between the two of youse?"

"Look I've got an idea, why don't you come in on the place for 10%. You won't have to do anything, just let the guys know that you've got an interest in the place."

"You think so ... is that what you really want?"

"Yeah, yeah that's what I want, I want for you to have a small piece of the business."



However tapping crooks for cash is sweetest, as they can't go squealing to the cops that their coke money is gone. Select soft touches who are outta their depth and cut yourself a generous slice of pie. Hit independent bookmakers and college kids dealing grass, and make them aware of who the daddy is.

On the organized front Mafioso control the unions and are able to shakedown businesses for guaranteed labor peace. Labor leaders create problems at a dock or construction site with the threat of strike, or restrictive working conditions etc. Companies on a deadline lose thousands of dollars by the hour for delays, and are forced into paying dubious consultation firms a heavy fee to negotiate a settlement.

Alternatively Union Bosses will take a fat envelope to look the other way, when companies hire much cheaper non-union labor, that they don't have to pay medical and other benefits for.

Another favorite Mafia union extortion is the "No Show Job", where through manipulation of the union concerned, or by straight out intimidation of the employer, an associate or made guy is given a phony job that he only shows up for once a week to pick up a pay check.

Organized crime outfits also extort money from businesses by monopolizing certain services in an industry, and charging extortionate rates for these services. An example of this are Mafia owned vending machine companies, that terrorize their way through arson and murder to being the only supplier in the area. Bars and restaurants are then forced to use their machines at an exorbitant rent, or suffer the consequences.

Another favoured form of extortion is bid rigging, where a cartel of mob owned or influenced construction companies collectively tender grossly inflated bids for building or maintenance contracts. The contract may only really be worth a million dollars, but everyone puts in a bid in excess of one and a half million for the job. In agreement one company will bid a hundred grand under

everyone else and get the contract. The excess half a million is then split in kickbacks amongst the rest of the company bosses. Businessmen that don't cooperate with the cartel get visited by unpleasant looking knuckle draggers, that tell them what a beautiful wife and children they have.

Set Up - A lot of influence, and a crew or gang to back you up as insurance.

Rating - Gangster to boss.

Kidnapping

Nabbing a rich kid and holding him to ransom for a fat bag of money. Be picky and select the right target, those with bundles of ready cash and families who want to see them again. Use pay phones to make your demands for unmarked notes, and issuing instructions for the drop. Back these demands up with cold menacing threats of bloody postal packages, if they refuse or involve the cops. Requires a spot on suss to work out the details, as so much can turn bad when committing this felony. Most importantly work out the drop, it's where you'll get pinched. Earns \$10,000 to beyond \$1,000,000, but you're unlikely to see it.

An altogether better M.O. is to headhunt a successful criminal with a stash of something valuable in his control. Lift him off the street and tie him up somewhere no one can hear him scream. Then convince him that he had better tell you where the goods are, as he won't like the smell of his own feet burning.

Set Up - A thorough thought out plan.

Rating - Kidnapper and gangster.

Pornography

Peddling porn pays, a skin mag costing as little as 50 cents to produce will wholesale for \$5 bucks, and retail for as much as \$10. As the advertising cliché goes sex sells and pornography in all its forms is organized crimes fastest growing racket, second only



to narcotics in profit. The interstate distribution of pornography is illegal thanks to the Supreme Court Miller ruling of 1973, which set the definition of obscenity as a "Community Standard". This meant that what was acceptable by in Times Square New York, would sure as shit not be acceptable to the god fearing folk in communities in the heart of the Bible Belt. Making shipping smut a federal beef pushed it underground, and into the hands of the underworld even more. Organized crime meaning the predominant Mafia families of New York, Chicago and New Jersey during their heyday of the 1970's, controlled 90% of the production, distribution and retail business in the country. Largely a cash business the Mafia invested bales of their dirty cash in porno theatres, film processing labs, adult bookstores, and coin operated peep show machines running 8mm hardcore films. Through direct threats of violence, firebombing, price manipulation, buyouts and murder, the Mob assumed control of the industry fixing high prices and deciding who got what product. Those that paid a street tax got supplied, those that didn't only got delivered pipe bombs.

At street level money is made in several ways. "Duping" is the practice of acquiring a print of a movie, and without authorization using it to produce hundreds of pirate video cassette copies for sale out of unmarked warehouses, suitcases and automobile trunks. Cassettes can go for up to \$100 bucks a pop for the perv willing to pay extra, for something that pushes his buttons.

Smuggling reels of film over state lines to theatres in the south and mid west is another racket, which Columbo Family pornographers the Peraino's pioneered to sneak under the Miller Ruling. Sales reps called "Checkers" supplied their infamous adult movie "Deep Throat" to adult movie houses in other states with a print of the film, and then stayed on to count the number of customers that watched the film throughout the week. The checker would then divide the weekly take, splitting it 50/50 with the manager of the theatre.

Set Up - Muscle and finance.

Rating - Strictly gangster, unless of course you is the sales boy.

After Hour Clubs

Ex-Cons can't hold liquor licenses and officially run bars and clubs. Apart from getting around this problem by putting a "Straw man" in to make everything seem legit there are all the other hassles like fire codes, entertainment permits and a whole bunch of other regulation type bullshit to contend with. Avoid all that including the I.R.S., and open an after hours club, an illegal drinking den open until the trash men come round in the morning. Reminiscent of the speakeasies of the 1920's, a large 1st floor back room or expansive basement that knocked off booze and cigarettes can be sold from as well as drugs and the services of prostitutes. Expect good profits and plenty of trouble from rowdy hoodlums letting off steam, and wetting each other up. Get muscle on the door and pay off the cops, for a club that stays open longer than a month.

Set Up - A place to call a joint, a sound system, cheap hooch and some tough guys to back your criminal up.

Rating - Gangster.

Unlicensed Fighting

Be the Don King of the streets promoting unlicensed boxing, or no holds barred fighting. Those pugs to rough for the ring or with retinas not attached to their eyes any longer, fight for money in winner takes all contests in secluded warehouses and train yards. Tickets for a fight card are sold through word of mouth for \$10 apiece, and bookies take a lot of action in bets, a cut of which they will kickback to the promoter. Has to be pitched right, too many people know and the cops will to, too few and no dough.

No entrepreneurial flair, but a wrecking ball for a right hand might mean your criminal is the star of the show instead. Put your





money where your mouth is or get rich sponsors who will do it for you, and fight for winner takes all purses. Pretend to be a soft touch called a "Ringer" struggling in fights for generous odds. Then in a fight that matters turn tiger, and take the guy out for the big payoff.

Set Up - A venue and contacts in the fight game.

Rating - Gangster or close to one.

Gun Running

The unauthorized and unregistered sale of guns, as you would guess is an illegal but lucrative criminal activity. Drug Dealers, stick-up men, burglars and racketeers all need to be packing to get business, or to protect their interests. Once used to remove a problem guns become dirty, and need to be dumped. Because only a fool walks around with a gun, that has two tale tell murders on it

according to ballistic reports.

Gun running is the response to felons not being able to purchase firearms legally from the local gun store. On the small side burglars will, whilst invading a home take guns if they find them and sell them to criminal associates, for a handsome profit. Hot guns go on the street for their retail price, or up to a third higher because of the demand and difficulty in obtaining them. The problem with buying an old .32 Llama Ruby on the street, is that your criminal don't know if it's clean or not. So best boost a new gun and file off its serial numbers, so nobody can tell where it came from. On the professional level gunrunners using false I.D travel to gun shows in Texas, buy good quality weaponry in bulk, and then smuggle it across state lines for multi-unit sales to criminal organizations. In this way serious hardware like assault rifles and sub-machineguns can be acquired. Hijacking and military corruption are other methods of securing firearms.



Set Up – A big bankroll, insider connections and underworld contacts.

Rating – Punk to gangster.

REPOSSESSION AND DEBT COLLECTION

Steal a car legally by repossessing it for the dealership, that sold to a deadbeat who couldn't meet his payments. Or kick out a couple of mutts freeloading in a Landlords apartment. Alternatively do the strong arm work for a loan shark, tracking down those with a couple of weekly zero's in the book that need some reminding of their obligations. Mix brains and brawn and buy a bad debt off a bookie, who can't be assed to get heavy. Pick it up for a half to two thirds of what it's worth, and then get serious with the fucker for the full amount.

Set Up - Debts and scum to be exploited.

Rating - Thug to enforcer.

COUNTERFEITING

What better way of making money than to actually make it. Printing off green bills that don't look and feel like monopoly money takes a lot of know how. The criminal must be at least an expert in the skills cheat and shop (art), to know what's required and to be able to pull it off. The difficulty should be high, and the counterfeiter must have access to specialized printing equipment. The higher the counterfeiting success the harder the notes will be to spot as bad. Printing runs are normally into the hundreds of thousands of dollars, and caution needs to be exercised flooding a neighborhood with forgeries. Counterfeiting annoys the shit out of the U.S. Treasury, and they will send a team of well-motivated and funded agents in to investigate a prolific operation. That said, a counterfeit hundred dollar bill can be sold for as much as 40% of it's value, though in initial bulk consignments they'll fetch a more modest 6 to 12 points a note.

Plastic money is just as good so don't worry

about looking like a tramp, when your going through the garbage can at the back of the jewelers for the store's credit card receipts. Take the card details off the receipt, and if your criminal can lay his hands on a credit card machine, use it to imprint it onto a blank card. Collect a box full of receipts and make sheets of cards for truckloads of resalable goods. Machines cost around one hundred grand and don't come easy, so best steal one in transit, or from a card company. Counterfeiters can also make a handsome buck by forging driver's licenses and passports for illegals of all sorts, selling them for \$200 to \$400 apiece.

Set Up - A printing press, microscope, specialized ink and papers.

Rating - Counterfeiter to gangster.

MONEY LAUNDERING

If your criminal is good at what he does then he'll make a lot of money, but whether it's heist money, blood money or drug money, it's all dirty, unaccountable cash and ya can't keep burying it under the floorboards forever. If the dreaded I.R.S. get a sniff that you're living like Rockafeller, but without any visible and legitimate means of support they'll come down on you like a ton of bricks. Just ask Al Capone about not paying income tax. The smart criminal who's in for the long haul knows that sooner or later he'll have to wash his cash, and launder it through legitimate businesses. Front companies are just one way to do this, they either don't do any real business at all, or they don't do half as much as they state they do. Through a little creative bookkeeping profits are declared, which are then returned to the gangster minus a little tax. For instance a gangster sets up a car valet service and puts one of his gophers in charge. The business doesn't do any business, but says it's doing tremendous business, filing a yearly one hundred and fifty grand profit with the tax people. The gangster opens a deposit account at the bank, puts in some of his weekly ill-gotten



gains, and hey presto he's legit. Another way of doing this is to have a couple of highly paid consultancy jobs in "Waste Management". Drop in once a week, drink a little coffee, read the paper and maybe hit on the secretary if she's pretty. Pay the obliging owner (whose either in debt to you, wants to do ya a favor, or is just plain scared of ya) fifty grand of untraceable, and he'll put you on the payroll, giving you clean company checks for the amount back.

Set Up - Bags of dirty dough and legitimate business connections.

Rating - Gangster to boss.

Homicide

Inevitably from time to time a person will get in the way of good business, and become a problem or liability. The solution is to kill them, as dead men don't need money, or tell lies. Be the one who gets paid to do it,

or pay someone to do it, or do it yo'self and don't pay jack to nobody.

Whacking people for money is profitable if you've got the brains and the stomach for it. Pro hitters earn \$5,000 to \$50,000 a hit, if the target is well connected and powerful, or extremely dangerous to the hirer.

This type of work is expected of members by some gangs and criminal outfits, and in the Mafia it is a condition to becoming a "Made Man", being referred to in past tense as "He made his bones when he whacked Carlo." You won't get paid for getting a contract, only the respect of the Family for carrying out "A piece of work", and the prospect of being cut into a slice of a lucrative racket, and not whacked out ya self. At gutter level, street trash assassins will kill for as little as \$500 bucks and the sheer kick of it. As with everything in life you get what you pay for. Pay peanuts and you'll most likely get a strung out nut job, wired on crystal meth that'll botch the job by shooting the wrong



guy.

Use creep to slide up like a ghost, break and enter to be in the apartment waiting, handgun to do the job with two behind the ear, and a suss roll not to leave any clues behind. Remember no body no crime, so get the butchers knives out and the garbage bags ready. Or use cheat to set the victim up where you want him, and then the impress skill to be the smiling killer he never suspected.

For the sophisticated killer with a background in explosives a car bomb is the way to go. Detonated off the ignition or activated by remote control, it is the preferred method of disposal in Cleveland, earning it the title of car bomb capital of the U.S.

Some Contracts are put out as "Buckwheat" killings as they are known in Mafia circles. Here the object is not to deliver a quick send off with an unexpected bomb or bullet, but to stab, strangle and beat the victim to death in a protracted and excruciating manner. The body is then dumped where it can easily be found. Buckwheat killings serve to scare, punish and assert the control of the organization. Other organized crime groups like the Columbian Drug Cartels have similarly gruesome methods like the infamous "Columbian Necktie".

"Alberto is an expert in the disposal business."

Sosa from the movie Scarface introducing his special employee to Tony Montana.

Being a hired killer though can have a fatal flaw, knowing too much. Your criminal could get bumped off his self to cut off any loose incriminating ends that could tie the set up man to the hit.

Set Up - Contacts get you work, and an accomplice or two is necessary to dispose of the body.

Rating - Killer thug to professional hit man.

More Crimes And Misdemeanors

Dumb stuff criminals do that don't earn nothing.

Some of these petty offenses are dealt with by way of the cop writing a citation, which is then issued to the offender on the spot.

Driving Without A License. Act suspicious or drive a beat up car, and you'll probably get pulled by the cops and asked to produce a driver's license. If you ain't got one your criminal will get booked, which means a hefty fine. Don't pay your fines or really push it, and warrants will be issued for your arrest. You'll get locked up and do 30 to 60 days in the county jail, so be smart and get some sucker to drive for you. Alternatively use an edge and have a license to begin with.

Jay Walking. Wandering aimlessly along the freeway for god knows why to the annoyance and obstruction of drivers, will get your criminal a fine and a slap if he's lippy.

Criminal Damage. Scrawling your name on a wall or side of a tube train, or maybe flipping out and throwing a chair through a bar window for the hell of it, will earn your criminal a fine, probation, or a short stint in the county jail.

Drink Driving. Have too many beers and get behind the wheel, and apart from potentially taking out a section of the freeway you'll get busted by the five 0, and with your record that ain't good.

Speeding. Drive like it's the Indianapolis 500 and the cops will latch on your tail with sirens wailing for a pull over and a fine. Don't feel like stopping for Smokey, then put the pedal to the metal and drive into on coming traffic, for an all out interstate pursuit that will most likely end up in wreckage and tears.



Possession Of Criminal Tools. The serious home invader needs the hardware to break in, and subdue panic struck homeowners with 911 on their minds. Renowned cat burglar Frank Hohimer had a toolkit for jobs, which included a crowbar, screwdriver, pliers, masking tape, blowtorch, handguns, lock puller, pen sized flashlight and ski masks. Trouble is if your criminal gets roused with these tools going from A to B, he'll be going downtown instead to answer some questions. With a comprehensive kit and your rap sheet expect your freedom to be short lived. Possession of even a single good item like a crowbar or bolt cutters, under the right circumstances can be enough.

Felon In Possession Of A Firearm. It is a crime for a convicted felon to possess a firearm, or for a person to possess an unregistered firearm. A criminal has to play smart and balance the need to carry one, with the danger of getting caught with one. Getting pinched would most like result in a short stint behind bars, but who knows with a good lawyer and a lenient judge presiding, your criminal could get off lightly.

Patronizing A Prostitute. Get caught with your pants down in the company of a pro, or ask undercover officer Morgan how much and your sad criminal will get busted and fined.

Bail Jumping. Deciding not to turn up for court when you are supposed to will result in a warrant being issued for your arrest. Cops and Bail Bondsman will be on your tail to put your punk ass back where it belongs.

Contempt. Get subpoenaed to court and refuse to answer any questions, and the judge could throw your ass in jail for 30 days, or a lot longer if he's feeling antsy.

Criminal Anarchy. Cause civil unrest and start a riot in the street with slogans of "Down with the man", and you'll be busted for this misdemeanor.

Perv Crimes. The lowest of the low and enough to make any decent respectable criminal vomit. Rape, sodomy and doing bad things to children can earn a life time behind bars. But hey, there's no crime in shortening the life of one of these miserable fuckers.

TOOLS OF THE TRADE

Some stuff you just can't rip off with your hands, you need the right gear. The following are essentials in the career criminal's tool kit:

Gloves. Unless its an inside job and your prints are all over the pad anyway wear gloves, as only clowns leave their dabs all over a crime scene for forensics to dust up.

Screwdriver. Useful for punching the lock on a car door and prizing off the ignition casing after. Also for unscrewing burglar alarm casings, ventilation shafts and the balcony railings of someone you wish to have an unfortunate accident, are all good criminal uses of a screwdriver. Hell in a jam it even doubles as a weapon.



Slap Hammer. A short vulcanized rubber mallet that is very effective at removing ignition casings from cars.

Jemmy. Opening hijacked crates, mailboxes, stubborn doors are all made easier with this small concealable crowbar. Every break and enter man should carry one on a job to open locked drawers, and peoples heads if they get in the way.

Electrical Tape. This sticky tape has a number of illegitimate uses from gagging and trussing up security guards, to taping windows before breaking them to prevent the sound of falling glass. Tape sticks of



dynamite together, or a piece to the underside of a table for that meeting you're not sure about. Give a baseball bat some added grip, or tape two magazines together on your AK, for that final suicide assault on the Meth lab.

Mask. A balaclava or novelty mask, or even a ladies stocking over the head will do the trick, and keep your criminals face out of the papers and ass out of the can.

Beeper. Made for doctors, and used by drug dealers to know when a customer is phoning them for some nose candy. This little paging device is new on the market and fits on a belt. It makes hanging around a telephone all day for business obsolete.

Slim Jim. This thin strip of bendable metal is in the right hands ideal at opening locked car doors. Adds +2 to break in attempts.

Plastic Credit Or Store Card. This flexible innocuous item is useful at sliding under the latch mechanism of a door, and popping it out of the lock. Adds +1 to break ins.

Amp Reader. A device that measures electrical current; so that clamping a clip on a bunch of electrical wires coming out of a building, can tell you if you know your shit which wires the alarm. The alarm wire can then be cut, and the amp used to continue the correct supply of electricity to the alarm company, so that everything seems hunky dory.

Mag Drill. A large industrial, diamond headed magnetic clamp drill, is what is required to put a hole in a serious commercial safe. Provides a +5 edge to break ins.

Chisel. Used with a hammer to punch the lock of a safe open through the drill hole that's been made.

Slug. A round piece of metal the same size and shape of a quarter used for vending

machines and free telephone calls.

Lump of clay. A small block of clay or play dough is great at holding an imprint of a door key, so that later on a locksmith can make a replica for your criminal to walk right in, whenever he wants.

Aerosol/Spray can. If your criminals a gang banger then he'll want one of these to leave his tag everywhere and piss off the opposites. If a crook with a penchant for top draw burglary, then an aerosol spray will show up motion sensor alarms, that use invisible laser beams across doorways and corridors.

Handgun. This is an essential tool for any serious minded criminal intent on committing robbery, and other violent offences.

Silencer. For the inconspicuous assassin that only wants to hear the thud of the body hitting the ground. Confers a -5 drag to be heard.

Glass Cutter. A strong suction cup with a circular glass-cutter on top removes a large round section from the window without any smashing glass, or activations from impact sensitive alarms.

Bunch Of Skeleton keys. A big bunch of car keys from various car manufacturers, can be sufficiently similar to work on a surprising number of other cars. The same is also true for basic house locks and padlocks. Provides a +2 edge to break ins.

A Deck Of Marked Cards. Subtly mark the key playing cards in a pack for a very dangerous advantage in a poker game. Provides a +2 edge to card games.

Remote Control Ignition Starter. Not just for the flash, but for the careful in a climate of ignition activated car bombs as a popular method of assassination. Stand back, click, and see if the starter motor starts anything



other than the engine.

False Compartment. Whether a fake Cuban heel for drugs, or a false bottom in a suitcase for those diamonds, best have a safe inconspicuous place to hide illegal contraband. Provides a +3 edge to conceal attempts.

Fake ID. Passports, driver's licenses, job identity cards. A fake license can allow your criminal to drive without ever having passed his test, and if in a different name may fool some cop that you haven't got warrants out for your arrest. In the late 1970's drivers licenses did not have the holders photograph.

Flashlight. When burglarizing a store it's generally stupid idea to switch the lights on at 4am in the morning. Instead carry a small pen flashlight, and keep the beam away from the window.

Uniform. Dress up like a road maintenance crew to stop the payroll van, or pretend to be a cop to get near for the hit.

Counterfeit Plates. Make them if you know how, or acquire them in some way but need them you will, if printing bogus bills your racket.

Roll Of Quarters. Innocent to look at, but when held in a fist adds a knockout weight to a punch. Adds +2 to Trauma Values.

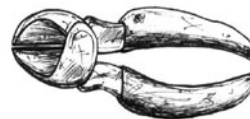
Acetylene Blow Torch. This is a good piece of kit for burning open safes and frightening people.

Drugged Meat. Feed those hungry Doberman guard dogs something other than your fleeing ass, and give them some snooze food. A burger or steak with a barbiturate garnish, will put them in doggie dreamland in less than half an hour.

Bolt Cutters. Barb wire fences are

supposed to keep crooks out of property, so cut right through them as well as padlocks and chains with this essential burglars tool.

Cutting Pliers. Small and versatile these are great for cutting that 911 call dead, or for snipping wires on alarms or bombs. Also if your criminal is a real animal and likes to be pain persuasive, lop off a little piggy or two to find out what you need to know.



Wire Tap, Bugs. Bug your enemies or even your Goombah's phone, and find out what they're saying, ripping off, and setting your criminal up for behind his back.

Scanner. This two way radio unit allows the user to tune into police communication channels, and find out what the cops are going to be doing before they even do it.

Walkie Talkie. For those military style payroll heists involving teams of crooks and split second timing, a short range open channel walkie talkie set will coordinate your moves nicely. Good up to 200 yards.

Styrofoam Gun. A squeeze gun with a nozzle that injects a liquid plastic into cavities, which quickly expands and solidifies acting as an insulator. An unintentional use of the product is when it is injected into a drilled out hole of an alarm box, insulating the noise of the alarm to a low murmur.

Electronic Scales. Drug dealers need a precise set of scales to check what they are buying and selling is the full weight.

Dictaphone. Never mind the secretary, small tape recorders are best kept for tapping cops when "Protect and Serve" sounds more like them making demands for protection money, and serving themselves a slice of the action.



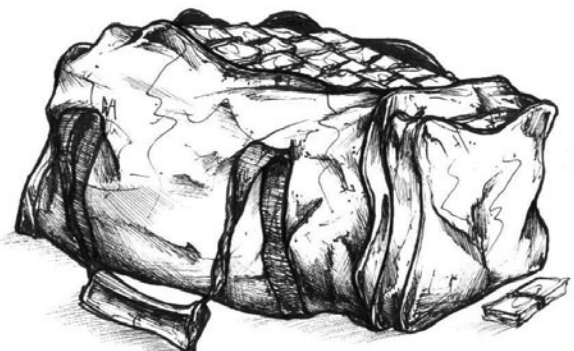


Sledgehammer. A useful piece of kit for the criminal that likes to make unexpected and noisy visits on tenants, that have over stayed their welcome. Also an essential tool for hole in the wall burglaries, where a softer premises adjacent to a tough score is broken into first. The thin interior wall divided the properties is then demolished, bypassing any outside security measures.

Long Coat With Deep Pockets. Your hungry gangster could be swiping some steak from the supermarket, or need a home for the sawn off he be packing. A good thieves coat can turn your criminal into a walking larder, or gun rack.

A set of butchers Knives. For killers with a cast iron stomach and sense of the macabre, complete this dismemberment gift set with a jumbo box of garbage bags. Strip down to underwear and cut up in the tub for less mess. Bag wrap and drop off in several dumpsters around the neighborhood, or perforate well and let the strong currents of the East River do the rest. Gambino Mafioso and hit man extraordinaire Roy Demeo was especially fond of the disassembly method, and gave his crew a set of butchers knives each, which they carried in their cars in case of emergencies.

Bag Of Lime. When you've clipped a guy and dug the hole, throw in a bag of lime with the body, and it will dissolve away to powdery bone in a year.



Criminal Tips

A smart operator does the following:

Wears gloves on jobs.

Cases the joint before pulling off a job.

Doesn't work with flaky dudes.

Wears a mask or stocking to hide his identity.

Has a very good criminal lawyer on retainer, that can put the fix in for the right price.

Gets an accomplice to make hoax calls to the cops, to put them on the wrong side of town when the job goes down.

Commits crimes when the cops are all in the precinct on the shift crossover.

Sits in a bar with his eye on the door and his back to the wall.

Tidies up loose ends that could incriminate him at a later date.

Cuts phone lines to a house before burglarizing it.

Sorts out an alibi before going on a job.

Sneak kills rivals from behind, when they aren't prepared for or expecting it.

Does not flash the cash and draw attention to himself.

Uses public payphones when discussing business.

Checks under his car for bombs.

Has a crooked cop in his pocket to provide information and tip offs on his enemies.

Checks people out for wire taps.

Changes their day to day routine to avoid an easy set up.

Makes charitable gestures in his neighborhood to keep the people on his side.

Meets other criminals whose motives are suspicious in crowded places.

Loads a gun wearing gloves not to leave fingerprints on the shell casings.

Uses a shotgun to rub his enemies out, safe in the knowledge that shotguns firing shot have no ballistics, and cannot be identified back to the gun used.

Has a stash of cash safely put away for emergencies.

Always takes precious stones out of their settings so that they can't be identified.

Has a hideout all set up to lie low in should things go insane.

Checks his phones for bugs.

Employs counter surveillance techniques when moving around to clean any tails.

Pay stooges and mules sucker money to take all the risks.

Tips generously to barmen, waiters and valets for their services, so that he has grateful people who will want to tip him off about cops and rivals, nosing around after his whereabouts.

Gets people indebted to him so that he can always call in a favor they won't be able to refuse.

Sits in the rear of a car when going on a ride with friends.

Does not make large \$10,000 deposits at his local bank as the IRS have to be informed,





and they're worse than the Feds.

Never lets his enemies or associates know what he is really thinking.

When planning a bank job or other big commercial score, uses a crash car to create a traffic accident, to block the approach route of the cops.

When carrying out a hit puts three "to be sures" in the victim's head.

Changes the M.O. of his crimes to avoid profiling.

Has a secret garage lock-up under a false name.

Does not hurt cops, district attorneys or judges if they can help it, due to the massive heat that this brings down on everyone. Guys have been given up, or whacked out by their associates to pull the cops off.

Burns out or crushes vehicles after using them on jobs.

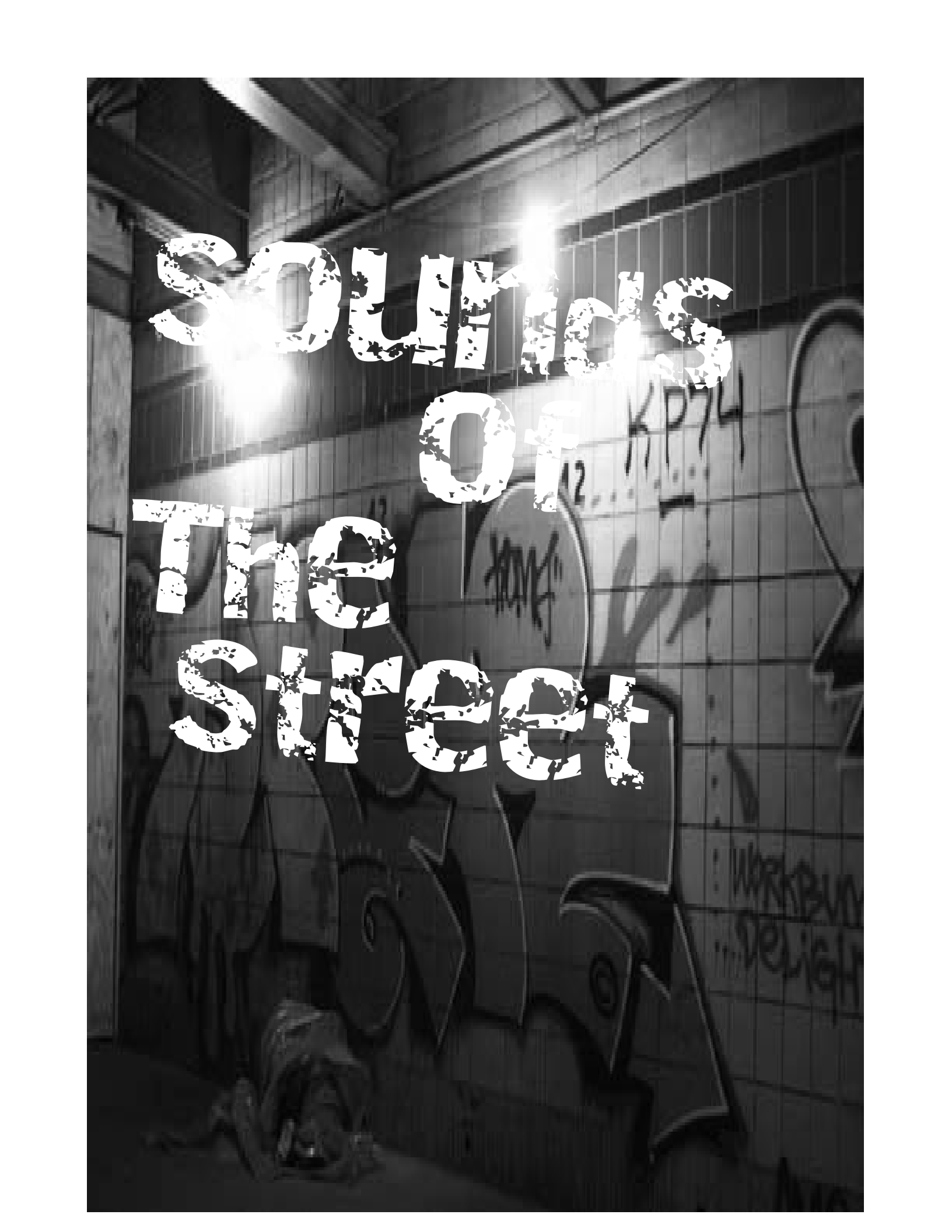
Dumps a gun after using it.

Takes care of problems before they take care of him.



Right, now you know how to get it, you gotta be out there where it's at on the street, pushing it to the limit. Make the connections, and look for the score in any situation. Sniff out snitches and watch for the heat. Above all never underestimate the other guy's greed, it may be greater than yours.



A black and white photograph of a graffiti-covered wall. The wall is covered in various graffiti tags and pieces, including a large 'KPD74' and a 'WARRIOR' tag. The title 'Sounds of The Street' is overlaid in a large, bold, white font. The text is arranged in four lines: 'Sounds', 'of', 'The', and 'Street'. The background is a dark, textured wall with graffiti. The lighting is dramatic, with a bright light source creating a strong glow and casting shadows. The overall mood is gritty and urban.

Sounds of The Street

Slang

The use of street language sets the scene and creates a vibe. Speaking properly is for wasps, so forget about it, here is some slang from the time, and some which we just liked anyway.

Abusador

Spanish for a bully and brute that abuses others.

Ace

Something or someone that is excellent.
"Roy's an ace mechanic."

Action

An enterprise, deal, sideline, business venture or job. "I did 3 years inside and kept my mouth shut, now I want a piece of the action on this Morales thing."

Agarra

Spanish word meaning "Go For It."

Aguarda

Spanish meaning "Hold On."

A.P.B.

Abbreviated police term for All Points bulletin, which is a message circulated by radio for the attention of all police units. *"Yeah control reference recent 2,11 put out an A.P.B. for a 6 foot white male aged 20 to 24, large build with untidy shoulder length black hair, and wearing a blue anorak last seen heading towards the subway on West Street, receive."*

Babania

Italian for Heroin.

Baby Gangster, Baby G

Refers to younger members of street gangs.

Bad

A bad and wicked person to be feared or a terrible situation. Could be said as *"He's one bad ass mutha"* or *"That's bad man."*

Bad Business

Something not to get involved in, or shouldn't have happened. Could be said as, *"What happened to Henry, man that was bad business."*

Bare Ass Broke

Having no money whatsoever. *"Nah I can't I'm bare ass broke."*

B. Bat

A baseball bat.

Bada Bing

Italian slang for and that's what happened, there you go. *"He was going on and on breaking my balls about the McLaren thing, and bada bing I hit him with the ashtray right upside the head, he was driving me crazy."*

Bandera

Hispanic term for gang colours.

Banger

street gang member. A gang banger.

Barrio

Hispanic term for neighborhood.

Beef

An argument, problem or trouble between two dudes or gangs. *"This beef with the Crime Lords is going to get a lot of people iced."*

Benz

Term for a Mercedes Benz automobile.

Bindle

Small packet containing a five dollar, or ten dollar deal of drugs.

Bit

A convict term for a term of imprisonment. *"I've just done a three bit in Green Haven I'm in no hurry to go back."*

Bitch

Derogatory term for a female with



particularly bad connotations if used for a man, as it implies that he is weak, and can be dominated both physically and sexually. *"Whose bitch were you in prison, cos you're talking like a bitch right now bitch."*

Bitching

To complain a lot in a nagging, whining and, wimpy way. *"What you bitching about now."*

Bling, Bling

Slang to describe the effect of wearing a lot shiny showy jewellery especially diamonds. *"Man look at him he's all bling, bling."*

Blood

Positive term of reference from one black man to another. *"Hey blood what's up."*

Blow

Another term for cocaine.

Blunt

A cigar with most of the tobacco removed and replaced with marijuana.

Bodega

A Spanish grocery or convenience store.

Bomb

Marijuana cigarette laced with heroin.

Boogie

Disco term meaning to dance and party.

Boost/Boosted

Street term for stealing.

Borgata

Italian meaning "The Family".

Bottom Whore

Pimp term for his best prostitute.

Bread

Cash money. *"Listen fool you better lay some bread on me now."*

Breaking/busting my balls

Italian expression meaning to be given a hard time, nagged or teased by someone. *"Why you busting my balls all the time over this crap."*

Broad

Older slang term used by gangsters for a woman.

Bucks

Dollars. *"Can you spot me 50 bucks."*

Bugged Out, Bugging

To go crazy over something. *"Look Zee why you bugging out about this rap its only a petty misdemeanour."*

Bumpin

The practice of one pimp stealing another pimps ho.

Business

Term used to describe work, crime and personal matters. *"I've got a bit of business to take care of."*

Bust A Cap

Gang speak for shooting at someone. *"That Primo was just cruising by like he owned the place, so I bust a cap at him just like that."*

The Can

Term for Prison.

Capisch

Italian for you understand, do you get it. *"Lay off Jimmy, don't go near him no more, don't call him, nothing, Capisch."*

Capo

The middle management rank of the Mafia. A capo runs a crew of made guys and only has to answer to an Under Boss.

Cat

Term of reference normally used for a person in the life, but can be used in the same way as "Dude". *"That cat be one smooth"*



operator."

Che Gotz E Fa

Italian expression meaning *"What the fuck are you doing?"*

Chiba

Hispanic term for a stool pigeon, rat and informer.

Chick

Slang for good looking female.

Chilli Pimp

A trying to be pimp with only one ho.

Chillin

Gang term meaning to relax and hangout.

Chipper

A person with a small part time drug habit. A person not fully addicted to heroin, not yet anyway.

Chiva

Spanish meaning Heroin.

Chola

Hispanic term for a female involved in gangs.

Cholo

Hispanic term for a male involved in gangs.

Chop Shop

A garage that illegally strips stolen cars for parts, or alters the identity of stolen cars so that they can be re-sold without being detected.

Clams

Another word for dollars. *"That's 50 clams you owe me now."*

Clica

Spanish for gang.

Clip

To kill somebody over a dispute or problem.

A term usually used by gangsters for planned, set up murders. *"He didn't listen he got clipped, what can you do."*

Coglioni

Italian for balls or courage.

Cojones

Spanish for balls or courage. *"Hermano see the cojones on this Puto."*

Coke

The drug Cocaine.

Connected

Term used to describe a mafia associate or underling that isn't a made guy, but works closely with the mafia family. *"You're with me now, which means people will say he's connected, he's Sonny Ballisamo's man. You've got juice, but remember I own you now, 50% of what you make you turn over to me."*

Contract

An ordered homicide given to one party to kill another. Contracts are often for money and are also made open; that is word is put out that a price is on the head of the victim and anyone can collect. *"Vito said we got the contract to whack Ally Boy."*

Comare

Italian word for mistress.

Cool

Very good, in keeping with the current trend, in control, not bothered by something. *"That's a cool ride" or "Joey's cool about it don't worry."*

C Note

A 1 hundred dollar bill.

Crank

Street term for crystal Meth, a powerful stimulant drug.



Crew

A close knit group of criminals that engage in organized criminal activities together. *"Sal's part of Grasso's crew now you can't mess with him."*

Crib

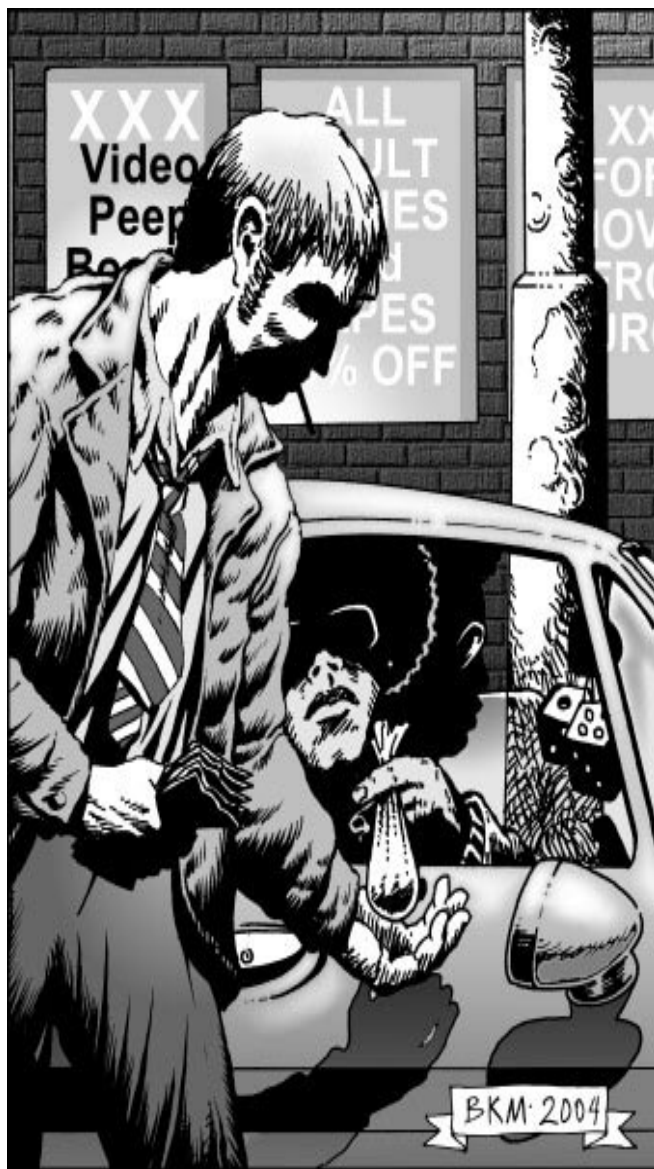
Term used by black street youth for their home.

Cugine

A young ambitious Mafia associate trying to get made.

Curb Service

To sell narcotics on the street.

**Dead Presidents**

Term for money derived from the dead presidents on the back of bank notes.

Deck

Term for 1 to 15 grams of heroin.

Dig

Do you understand, agree. *"Do you dig my brother."*

Dime Bag

Ten dollars worth of drugs.

Dis

Short for disrespect. *"Dis me one more time and I'm going to pop you in the jaw."*

Dope

Term used for drugs particularly Marijuana.

Dough

Cash money. *"Have you got the dough."*

Down

To be loyal, to be with the gang or there for the gang or someone. *"I'm down wit ju Two John, all the way."*

Drive By

The planned though largely opportunistic method of killing rival gang members by driving slowly passed a group of them on the street, and firing on them with handguns, shotguns or automatic weapons, before hightailing off at speed.

Droguero

Hispanic for a drug pusher.

Dude

Street slang for man or guy. *"That dude be stoned outta his mind."*

Eat Alone

Mafia speak for a greedy gangster that doesn't share opportunities or money. *"Cirilo, now there's a guy who always eats alone."*



Eight Ball

An eighth of an ounce of heroin or cocaine.

End

The cut from a score or racket. *"No Paulie's your problem, his cut comes out of your end on this."*

"You are making big profits from my work, my risk, my sweat. But that is okay, because I elected to make that deal. But now, the deal is over. I want my end, and I am out."

Frank from the movie Thief.

Envelope

Italian mafia term for cash payment. *"Make sure Paulie gets an envelope too."*

Enforcer

A criminal who beats or kills for his superior to further or protect criminal enterprises.

Ese

Popular Hispanic greeting meaning "Hey man", but often used as a general term of reference and to finish sentences. *"Nah no way ese."*

Fag, Faggot

Derogatory American term at the time for gay men but applied to any man as an insult.

Ferria

Spanish for loose change, money.

Fin

Slang for a five dollar note.

Finger

To mark for murder or to inform on. *"Cut me a deal an I put the finger on Santos."*

Fix

A single sufficient dose of a drug to have the desired effect. *"Man I need a fix bad."*

Five 0

Slang term for the police derived from the sixties tv show Hawaii Five 0.

Fly

Very together and with it, hip, stylish, right on, and aware of what's going down. *"Mack is one fly dude."*

Forget About It

Italian expression meaning drop the subject, *"I told you I ain't up for that now forget about it already will ya?"*, leave something alone, *"Heroin, fuggetaboutit"*. Though it can also be used to signify agreement.

Forty

Street slang for a 40 oz bottle of beer. *"Go down the store and bring back some forties for later."*

Freeze

The warning excited cops with handguns say to criminals to stop them in their tracks. *"Freeze punk and drop your weapon."*

F.T.M.

Term of exasperation or nihilistic acceptance meaning fuck the world.

Fugazy

Italian for fake, phoney or fraud. *"That diamond is a fugazy."*

Fugly

A very ugly person. *"Nah man she be worse than ugly she is fugly."*

Funky

A black term with several sometimes conflicting meanings. It can mean a bad smell or more commonly on the street something that is unsophisticated earthy and soulful or perhaps trendy, kinky and odd.

The Fuzz

Black street term for the police. *"Are you the fuzz?, because if you are you gotta say cos its entrapment."*



G Down

Street gang speak for to get dressed up in gangster attire.

Gabagool

Italian meaning getting something to eat. *"After the sit down, we go for some Gabagool."*

Gear

Gang slang for clothes.

Gauge

Term for a shotgun. *"Hey Flaco get me my gauge there's going to be some thunder."*

Getting Busy

Gang speak for doing robberies, drive bys, burglaries etc.

Get Some Gone

Gang speak for *"Get out of my face."*

Ghetto Star

Black slang for a gangster riding high in the Hood, one with juice and things going on. A cash laden local crime celebrity.

Goombah

Italian word for close friend.

Gorilla Pimp

Street term for a pimp that is all muscle and no finesse. *"Johnny Lata ain't no real pimp, his game ain't deep all he know how to do is gorilla a girl."*

Got It Going On

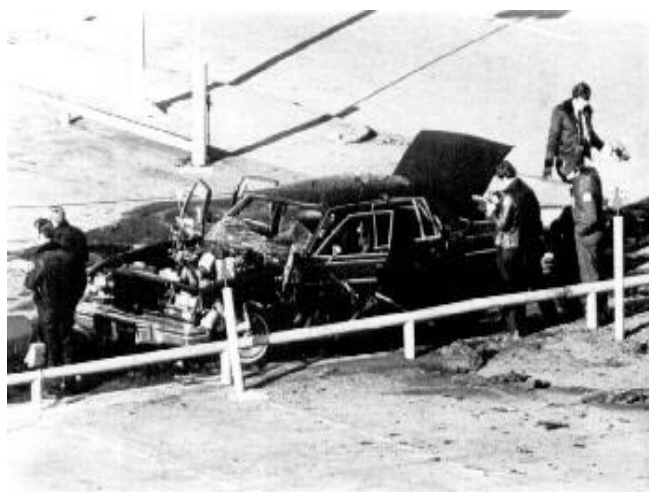
A successful person or gangster doing a lot of business.

Grand

A thousand dollars in money.

Gravy

Slang for having it easy or good. *"When we finish with this bad business, life will be pure gravy."*

**Greaseball**

Derogatory term for Italian Americans involved in organised crime. *"I didn't get involved it was real greaseball shit."*

Green

Slang term for cash money or for someone new and inexperienced. *"If you want it you've got to show me some green first."*

Groovy

Term meaning cool, trendy.

Guineas

Derogatory term for Italian Americans *"I told ya not ta get mixed up with the Guineas didn't I, youse just can't trust them."*

H

Street term for heroin.

Hack

Convict term for prison guard.

Half Assed Wiseguy

Term used to describe someone on the fringes of the mafia, like the associate of a connected guy.

Half Piece

A half ounce deal of heroin or cocaine.

Heat

Term used to describe unwanted attention or scrutiny from the law.



Heavy

Slang meaning something serious, or a term for hired muscle. *"That's some heavy shit my brother."*

Heavy Work

Mafia expression for work involving violence and murder. *"He may be getting old now but Albert Tieri did a lot of heavy work for the family on his way up."*

Hermano

Spanish word meaning brother, or blood brother.

Hijo De Puta

Spanish insult meaning "Son of a Whore".

Hip

The state of being fashionable and at the forefront of new trends. *"Andy's a hip guy alright."*

Ho

Street term for a prostitute.

Hodedor

Spanish word meaning hoodlum.

Hog

Black street slang for a large automobile like a Cadillac.

Holding Down

Gang term meaning to control a territory.

Homey, Homes, Homeboy

Terms typically used by black and Latino gang members to refer to other affiliated gang members. *"Hey homes where's the party at."*

Honey

A fine good looking person. A term of endearment. *"Oooooee, she a honey alright."*

Honky, Cracker, White Bread

Derogatory terms used by some black people at the time for white folk.

Hood

Abbreviation for neighbourhood.

Hooker

Cop term for a prostitute.

Hook Up, Hook Me Up

To meet up or set up a deal. *"I need some green now, so hook me up with that dealer you've been rapping about."*

Hot

Beautiful and sexy, *"She's hot"*, stolen *"That tv is as hot as hell"*, On form and on a roll, *"I'm hot tonight."*

Hot Dogging

Term for showing off behind the wheel of a car, by throwing the car around at speed and pulling handbrake turns etc.

Hot Shot

Slang term with two meanings. It can mean someone who is young flash and talented. *"My new lawyer is a hotshot outta Harvard, he blew my last bullshit beef outta the courtroom."* Or it is used to describe a potent uncut dose of heroin deliberately given to a junkie to O.D., and kill him.

Hustle

Being an entrepreneur on the street, which means looking for and taking advantage of opportunities. Begging, borrowing, stealing and cheating are all ways to do this.

Ice

Street term for diamonds. *"Gee look at all the ice on his fingers, he loaded."*

Iced

Street term for getting killed or murdered. *"Christo got iced in a drive by last night."*





Jack

Nothing, a big fat zero. *"Take a walk cos I don't owe you Jack."*

Jam

A tight spot, a difficult situation from which to get out of. *"Phil's put me in a real jam with this Terry business."*

Jamook

Italian meaning idiot or loser, the one that fucks up.

Jefe

Spanish for boss or chief.

Jeva

Spanish meaning girl.

Jive

Street speech, a forerunner to rap in that it quite often rhymes. Comprised of street slang used to impress and put others down.

Can also be a string of B.S. to lie the way out of a situation. *"Don't jive me Trey Parker I ain't one of your ho's."*

Jive Turkey

Black expression for a detestable person. *"He's a low down jive turkey."*

John

A generic term used to describe a customer of a prostitute. *"How many Johns you been with tonight."* Also slang for toilet.

The Joint

Prison, the big house.

Jumped In

Expression used by Latino gangs to describe the initiation process of new members into the gang, which involves them being set upon by the other members of the gang for a period of time, taking their beating and fighting back.

Junk

A street term for heroin. *"I can't believe you shoot that junk into your veins."*

Junkie

A completely drug addicted person.

K

A kilo in weight or a thousand bucks. *"Theo earned 3K on that last trip."*

Lame

Poor, pitiful, boring uncool and otherwise just bad. *"Those sneakers are just lame, where you jack them Homes, off a bum?"*

Le Comes El Cerebro

Spanish expression meaning to outsmart or outfox.



Lid

An ounce of marijuana.

Lip

Slang term for a lawyer derived from the fact that they speak for the criminal in court.

Load

Twenty five bindles, wraps, or bags of heroin.

Loaded

Can mean very rich, or alternatively drunk or stoned on drugs.

Loco

Hispanic word for crazy.

Low Budget

Gang expression for something cheap.

Low Down

Street slang for the important facts about someone or something. *"Give me the low down on this numbers bank."*

Mack Man

Another name for a Pimp.

Madonn

Common Italian expression meaning holy shit, god damn, what the fuck.

Marano

Spanish for pig and often used to refer to police officers.

Maricon

Spanish for homosexual, and used on the street like "Puto" as an all purpose derogatory comment, whether someone is gay or not.

Maton

Hispanic word for killer.

Me Cago En Tu Madre

Hispanic insult meaning *"I shit on your mother."*

Mexican Brown

Brown heroin powder from Mexico.

Mick

Derogatory term for Irish Americans.

Mortadella

Italian word meaning sausage but used in slang to call someone a loser.

Moxie

Word used by Italian, Jews and Anglo Americans meaning courage and daring. *"For a small fella you got to admire his moxie."*

Moyete

Hispanic word for a black person.

Mutt

A derogatory name mostly used by cops and somewhat respectable criminals, for a sleazy, immoral criminal. The type that would rob his own mother. *"That one he's a complete mutt."*

Nickel Bag

A five dollar deal of drugs.

Nigger

Ugly but widely used derogatory word for a black person, used by both blacks and whites.

No Sweat

Term meaning don't worry everything's running ok.

Nut

Police and Mob speak for the profit and payment at the end of a deal. *"Look I don't wanna know the details, what's the nut?"*

Nuttin But Gangsta

Street life, keeping it real, 100% criminal.

On the Arm

Italian slang for having something on credit or for free.



On The Lam

Slang expression meaning to leave town and go on the run from the law.

Our Thing

Italian Mafia term for the mafia, it's businesses and dealings. *"You know not to mention our thing don't you?"*

Packing

Slang for carrying a firearm. *"Don't sweat it homes I's packing."*

Peckerwood

Derogatory name used by some black people for white men, based on the belief that they have small dicks.

Piece

Street term for a handgun. *"Hey do you know where I can get a piece?"*

Pinched

To get arrested and charged by the cops for an offense. *"I got pinched on that one, and did 6 months in the joint."*

"Everybody gets pinched. But you did it right. You told 'em nothing and they got nothing...I'm proud of you. You took your first pinch like a man and you learned the two greatest things in life...Never rat on your friends and always keep your mouth shut."

Jimmy Conway from the movie Goodfellas on the golden rules.

Played Out

Expression meaning something has finished, run its course, no longer used.

Pollack

Derogatory term for a Polish American.

Poor White Trash

Derogatory term for low income illiterate white folk.

Pops

Name used by the young for anyone over

over the age of 40. *"Take it easy Pops and no one will get hurt."*

Por Vida

Hispanic gang expression meaning for life or always. Often said to pledge undying gang loyalty.

Ports

Gang expression for the windows of automobiles.

Primo

The top, the first, the best, the premiere of its kind. *"That coke is primo."*

Prowler/Prowl Car

Street term for a marked police vehicle.

Puneta

Spanish word for jerk off.

Punk

A derogatory name for a stupid petty criminal that usually ends up dead or in jail without making much money. *"Bones has nothing going on, he's just a punk."*

Put a

Spanish for Prostitute.

Puto

Spanish for homosexual.

Quarter Piece

A quarter ounce deal of a drug.

Que Pasa

Spanish for what's happening.

Rack Up

To shoplift in large quantities.

Raise

To praise and flatter someone or something. *"All he do is raise her it make me sick."*

Rapping

Black street expression for talking or



telling. *"Hey be cool we's just rapping about the club nuttin else."*

Rat

A criminal that is a police informant, and the practice of providing information to the police about other criminals activities. *"We'll cut you a deal alright, fully cooperate and rat out the Testa brothers and we'll go to the D.A. and ask for only 3 years."*

Rattle

Street term used to describe the withdrawal from addictive drugs like heroin. *"I need a fix I'm rattling like crazy."*

Ride

A ride or drive in a car. Said often as *"That's a nice ride."*

Road Dog

Gang slang for his closest most trusted friend in the gang, the one who keeps his back and won't run out on him.

Roll, Rolling

Slang for a particular style of robbing someone. It is usually used to describe muggings where an old or drunken person is rushed from behind, and "rolled" over before items are taken. *"Yeah Pernell and I love rolling drunks, it's easy money."* Can also mean to hang out or run with someone. *"I's rolling with Dewey again now he back in town."*

Roust

Term used by both police and criminals to describe a street search, questioning and checking out by the Five O. *"Naw we didn't get nowhere last night we got roused by that cold hearted sonavabitch Bosco. We was clean but he told us he'd bust our asses for somin, if we strayed over the tracks again."*

Rug Joint

Italian expression for a plush wall to wall carpeted restaurant, bar, or hotel that has quite a bit of dough invested in it.

Rumble

Street term meaning a gang fight, especially in pre-arranged meetings with fists and weapons.

Schmuck

Yiddish word in common usage meaning fool or idiot.

Scratch

Old black term meaning money.

S.M.M.

Sex, Money, Murder. Often gangs have particular motto's such as this. *"S.M.M. baby that's all there is."*

Score

The value or haul at the end of a job, or to get some drugs from a dealer. *"What's the score from the cigarette truck job?" "Do you know where we can score some weed around here?"*

Sell Out

To betray your race, your gang, your neighborhood. To forget who you are and sell out to the mainstream for acceptance. *"He ain't hardcore no more he's sold out."*

Shakedown

Criminal practice of extorting money from other criminals. Corrupt cops also shake-down criminals. *"What is this a shake-down?"*

Shank

Home made prison knife also called a shive.

Shooting Gallery

Place where drugs can be injected.

Short Dog

Slang for a half or quarter bottle of hard liquor.

Shot Caller

Gang member in charge.



Sleeved

To have your arms covered in tattoos.

Slick

Street slang meaning smart and smooth and slippery with it. *"Better watch that guy over there Hermano, he real slick."*

Slipping

Expression meaning to stop being switched on, and becoming sloppy.

Snakehead

Name for Chinese gangsters involved in the smuggling for profit of illegal immigrants from China into the U.S.

Snitch

A Police informant. A person who provides information to the police about other criminal's activities.

Speed Ball

A concoction of heroin and cocaine made up for injection.

Speed Freak

Term for a habitual user of amphetamines.

Spic

Derived from Hispanic this is a derogatory term for Spanish Americans.

Spike

To inject a drug.

Spook

Derogatory term for African Americans.

Soldier

Lowest ranking made member of a Mafia Crime Family also called a button man.

Split

To leave somewhere quickly. *"Come on Fred-die lets split."*

Spot

To lend or borrow something usually money.

Square

Your average ordinary law abiding working guy with fairly conservative views about life, who leads a very regular and ordered 9 to 5 existence.

Stoned

Slang for being heavily intoxicated from smoking dope.

Stoolie

Short for a stoolpigeon and meaning someone who supplies information to the cops. *"You expect me to believe that Darnell is a stoolie just cos Victor says so."*

Straight

Serious, for real. *"Yeah straight."*

Stretch

Term of imprisonment. *"Tony's looking at a long stretch for that bank job."*

Sucker

A fool or idiot, a person that falls for an obvious scam or trick.

Sugar

A term of affection, *"Come on sugar go out with me"*, or being real nice to someone to get something, *"You're going to have to sugar her real good to change her mind on that."*

Sup

Street gang for *"Whats up."*

Swag

Stolen goods. *"Youse don't worry ya self, I've already got a connection lined up that I can pass off the swag to."*

Sweet

Something that works out real well. *"If Lenny comes across with the dough that'll be real sweet."*

Switched On

Alert and tuned into the street.



**Take it Light**

Slang expression meaning take it easy.

Taste

A cut off the top of a score or racket for a third party, usually a boss.

Tax

The practice of one usually more powerful criminal charging another criminal a fee, or more often a percentage of his action to freely operate in an area or business he controls. "10% is a fair tax, You can tell Tony I agree to it."

Tecato

Spanish word for heroin addict.

The Life

Italian slang for a life in crime or the Mafia. "I'm sick of the life I want out." Can also be used by any hustler or street person to describe their situation.

Thumper

Gang term for a gun.

Thunder

Gang expression meaning heavy violence, wreaking havoc. "Get yo gauge ese there's going to be some thunder."

To The Curb

Broke no money, no drugs.

To The Max

Trendy hip speak meaning to the utmost. "We're going to party to the max."

Track

The strip or block on which prostitutes do their business. Often prostitutes don't loiter on the corner but continuously walk a circuit in an area with a reputation, hence their tag street walkers. "Hey did I tell you, you better done get yo ass back on that track and git me my money bitch."

Trash

A person or thing that is useless, worthless and completely bad or to make something that way. Often heard as "He ain't nothing more than poor white trash" or "Trash the place."

Trey Eight

Gang term for a .38 revolver.

Tripping, Trip

The experience of being under the influence of L.S.D. "That was one freaky trip, the walls were melting."

Tumbe

Spanish term meaning a con taken from the words literal meaning to knock down.



Turf

An area or territory controlled by a gang. *"They shoulda known that if they wandered onto our turf there'd be trouble."*

Vamos

Spanish for go, move. "Vamos Puneta."

Vato

Hispanic word for guy, dude. *"Hey vato where do you think you is going?"*

W.A.S.P

Stands for White Anglo Saxon Protestant and things associated with that culture. Usually used to describe rich educated white folk that live in Mansions.

Wearing It

Italian Mafia expression meaning to flaunt one's success by wearing \$800 dollar suits, diamond pinky rings, Piaget watches, and hand made Italian leather loafers. It is also used to describe the flash bravado that goes with it.

Wet Em' Up

Gang slang for making someone bleed.



Whack

To kill someone over a dispute or problem. Usually planned, set up, and carried out by a hit man. Gangsters mostly use this phrase. *"He could rat us out, we're going to have to whack him."*

Wheelman

A getaway driver on a job.

Wiseguy

A fully fledged member of the La Cosa



Nostra or Mafia as it is better known.

Word

Black expression meaning ok, alright, stay righteous.

Whup

To physically beat someone. Said often as *"I'm going to whup your ass."*

Wop

Derogatory term for Italian Americans.

Yard

Term meaning one hundred dollars.

Yid

Short for Yiddish and a derogatory word for a Jew, as is Hebe.

Y Que

Spanish for *"So what?"* or *"What are you going to do about it?"*

conventions

The culture and traditions of the street from busting balls to giving some skin.

Hanging Out - Unless yo criminal is 100mph all day every day, he is gonna take some time to kick back and shoot the shit with his buddies. Park benches, street corners and social clubs provide the spots to watch the world go by, and talk about cars, women and scores.

The Dozens - Playing the dozens, if yo criminal is black or Latino is a game that involves taking it in turns with another dude to put each other down, or more commonly each of each others mama's down in front of an



audience.

Felon 1 - *"I heard yo mama is so fat that when she cut herself the other day she bleed chicken gravy."*

Felon 2 - *"Well I heard yo mama was so fat that it took her 4 hours to turn over."*

Two On Two Basket Ball - Two on two games played for money are a popular activity in city ghettos, with sides splitting into shirts and no shirts.

The 6am Breakfast - Gangsters don't work regular hours and enjoy staying out all night playing cards or bouncing between clubs. At the end of the night they often take a breakfast together at a diner, before heading off home to bed.

Flashing Cash - Giving the doorman \$20 just for opening the door, or wearing a gold necklace the size of a dog chain is what poor street guys that have come into money do, to show that they've got it.

Motherfucker - This curse word is used by all to describe and signify everything, from surprise to admiration. Italians and Brooklynites say it Mudderfucker, while blacks tend to pronounce it Muthafucker. Some criminals would simply lose the power of speech if they couldn't use this word.

Giving Some Skin - It is common for those hip with the street to develop complex and formalized handshakes, with changing grips finger positions, and palm slaps to denote a special friendship or membership of a gang. With one of the more well known being a knuckle rap followed by a high five.

Tattoos - Street gang members and hard timers will most likely have distinctive tattoo's representing their experiences. Latin street gangs are fond of cobwebs, crosses, and slogans in Roman type like, "Por Vida". Skinheads and white supremists have swastikas, and SS symbols to show their nazi allegiances.



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High Life

Big money for the dealers and misery for the poor suckers hooked. From big importers to street level pushers, and from movie stars to ghetto youth, drugs are everywhere.

cocaine

(Blow, Coke, Snow, Nose Candy, Girl, Jejo, Happy Powder, Cola, Devil's Dandruff).

In the late 1970's cocaine was the drug of choice for the affluent party goer.

Produced in Peru, Bolivia and Columbia from the leaves of the coca plant, it takes 500 kilo's of these leaves reduced to a paste, and mixed with ingredients like petrol to produce a kilo of 90% fine white powdered cocaine. Hundreds of kilo's of the drug are manufactured in secluded jungle laboratories. Cargos of cocaine are then smuggled out of the country by a small transport plane, using private and primitive strip airfields adjacent to the laboratories. Couriers are also employed to strap on up to half a dozen kilos and fly on commercial airlines into Miami or direct to New York. This cocaine trafficking is largely controlled by Columbian drug cartels out of Medellin and Cali, but there after Jamaicans, Cubans, Dominicans, and both Anglo and African Americans are involved in it's distribution in the States.

Big consignments are sold at a price of around \$20,000 a kilo to large scale importers, who then sell moderately diluted kilos of around 60% purity to big wholesalers for around \$60,000 apiece. The kilo's are then stepped on some more with substances like Inositol, a powdered B vitamin supplement diluting the purity to around 30%, but creating more sellable product. Other tricks include spraying the bricks of cocaine with small amounts vodka, and then baking it for a couple of minutes to give it the high purity shine that buyers look for.

Wholesalers usually sell in multiple ounce deals of half, quarter and an eighth of a kilo, which is usually sold a couple of grand higher than the actual breakdown price. I.E. a quarter may go from between \$15,000 and

\$20,000. Ounces are sold for three to six grand apiece depending on the buoyancy of the market, and the dealer client relationship. Switched on guys and friends pay less, schmucks pay more. Ounce dealers cut the product some more to a street purity of around only 10 to 15 percent, and bag it up into various deals like half pieces, quarter pieces, eight balls and one gram deals. Half ounce deals go from \$2000 to \$3000, quarter ounce deals for around \$1500 to \$2000, eighth of an ounce deals go for \$600 to \$900, and a gram can fetch between \$200 to \$300 dollars. At the bottom end 0.1 grams deals of coke are sold in clubs and on the street for \$25 to \$35 clams. The price of cocaine in the late 70's started to fall when the supply equaled the demand.

A user will normally snort the drug in dosages of 20 to 30 micrograms, getting three to five toots per \$30 dollar deal.

The drug is often chopped on a hard shiny surface like a mirror with a credit card, or razor blade into lines to be snorted with a rolled money bill. Available also for the fashionable coke freak are nasal phials shaped like bullets, that hold a single dose in their cones. Some dudes even grow the nail of their pinky finger specifically to scoop and snort. (The pimp Sport in Taxi Driver has his pinky nail long and painted red for this purpose).

Cocaine is both a stimulant and a painkiller, and it's effects include euphoria, elevated heart rate and a heightened sense of alertness, confidence and agitation. The downside are palpitations, paranoia, sleeplessness, loss of appetite, and with overdoses seizures and death. Effects last for 20 to 30 minutes per dose, and a coke user will frequently powder their nose throughout a session of use, which can last entire weekends. After the great high comes the not so great crash which can lead to feelings of worthlessness, apathy, despair and lethargy, prompting the user to want more expensive nose candy to pick himself back up, but the highs are never quite as high, and the user has to up the dosage or bang the stuff to get



the same rush.

Cocaine is called the champagne drug because it's expense and glamorous image, and was thought at the time not to be habit forming. It is however quite addictive, and was very much an in drug associated with wild parties and the disco scene. Habits can cost well in excess of \$800 a day.

Buzzed

Discipline -1, Balls +2, Trauma +2, Move +1, Style +1, Suss Roll -1, Endurance +3, Reaction Speed +2, Small Reflex Skills -1, Mental Based skills -1.

Intoxicacted

Discipline -3, Balls +4, Trauma +3, Hurt Modifier +1, Style +0, Suss Roll -2, Endurance +5, Move +1, Reaction Speed +2, Small Reflex Skills -2, Large Movement Skills -1, Mental Based Skills -1. Hostility Rating +1.

Wasted

Discipline -5, Balls +6, Trauma +4, Power -1, Style -2, Suss Roll -3, Endurance +3, Move +0, Reaction Speed +1, Small Reflex Skills -3, Large Movement Skills -2, Mental Based Skills -3.

Overdose

Trauma Resistance test made at difficulty of 12 not to have palpitations, and other nasty complications.

Fatal Overdose

Toughness test at difficulty 16 not to have seizures leading to a pathologists slab.

Heroin

(Junk, Smack, Brown, Scag, H, Horse, Boy, Chieva, Anti-Freeze, D.O.A., The Beast)

Bliss in the beginning, but an aching craving hell soon after the Beast gets hold of you.

Heroin or Diamorphine as it is medically known, is produced from morphine, which has been extracted from opium gum, which itself is derived from the opium poppy grown by poor farmers in Afghanistan, Pakistan

Iran, Burma, Thailand and Mexico. The opium is harvested and refined to morphine and then smuggled across Asia to Mafia run processing plants in Sicily, where it is converted by chemists into 90% pure heroin. Consignments of the drug are then shipped to New York via plane and boat hidden in cargo boxes of furniture, olive oil and Mozzarella cheese. American Mafiosi sometimes working with Sicilian Nationals collect the shipments, and pay their Sicilian counterparts around \$8,000 dollars per kilo, although this can fluctuate wildly depending on the availability of the heroin and the demand for it. Shipment sizes of 20 to 100 kilos are regularly imported.

The other trade route for heroin trafficking is direct from the Golden Triangle countries of Burma, Thailand and Laos, where south east heroin or "China White" heroin originates from. Chinese criminal organizations or increasingly through the Vietnam conflict, freelance American importers who have forged links with producers in the area fly the product in direct for \$4,200 a key, and cut out the Mafia connection altogether.

The kilo at this stage is then cut once to a purity of 45% and sold to wholesalers at an inflated price of around forty to fifty thousand dollars, but this depends upon factors such as the dealer buyer relationship and the number of kilo's bought. The big wholesalers who may handle five to thirty keys cut the product again to a purity in the low twenties, with substances like Quinine and Manitol. Smaller wholesalers will then buy one or two kilo's at a price of \$70,000 to \$80,000 dollars and cut the kilo again to a purity of 10 to 11%, and package it in ounce and multi ounce deals for purchase by street dealers. Ounce sales are made at the four to five grand mark but can be slightly lower for multi ounce purchases of quarter and half kilo buys. Street dealers cut the ounces either once, or just by 50% if they want a reputation for a quality product. Street dealers do business with curbside pushers and jugglers in gram and multi gram deals, with a gram retailing on the street at around



\$100 to \$170 dollars. Half pieces go for about \$2000 dollars, quarter pieces \$1,000 and eight balls for around \$500.

Pushers and jugglers are normally addicts using around a third of what they buy for personal use, the rest they sell on to cover the costs of their own habits. At this level the pushers do not usually cut the product any further, but divide the gram up into bundles of 0.02 and 0.05 grams to be sold as nickel and dime bags to curbside customers. Some of these deals are little more than the size of a match head and are packaged in folded squares of foil and paper, knotted small balloons and glassine bags. To maximise profits some street dealers cut deep and some pushers also cut too, so that the final retail purity is a cruddy 4%. Heroin often has brand names like "Blue Sky" and "Smooth Ride" when sold at the final level on the street to denote its potency and promote buyer loyalty.

Because retail heroin purity in the 1970's was very low the only way to obtain a cost effective high was to cook up the heroin on

a spoon with water and a little lemon juice. The smack was then drawn up through a torn off cigarette filter into hypodermic needle. The user then prepares a vein by trapping the blood supply to it, and then intravenously injects the drug, which produces a rushing and rapid high.

Dosages vary according to the level of addiction and availability, but chippers may use a nickel bag two to three times a week banging about half of it in one go. Whereas junkies with a heavy habit may shoot \$80 bucks up their arm each day in dosages of up to 50 milligrams. But to say that an addict has a \$80 dollar a day habit does not mean that he will spend this day after day. Ideally an addict would like to use as much as it takes him to get high. In fact however, the increasing difficulty of obtaining the necessary dough to pay for increasing doses as tolerance increases, imposes an upper limit on most addicts habits. But if an addict cannot consistently obtain large enough dosages of heroin to get high, he can use smaller amounts and not feel acute



drawl symptoms. In effect, the habit size of the long term heavy user is often not at the level of euphoria, but only at a level sufficient to suppress withdrawal, or to keep the rattle mild. Moreover while there are many addicts with expensive habits, there are many addicts in the early stages of dependence whose habit requires only \$10- \$15 bucks a day. The amount the average addict spends per day on heroin is \$30 dollars taking, into account the average street purity of the drug, but this could be less or more depending on the whether the stuff is good junk or bad.

Heroin from south east Asia Burma, Laos and Thailand tends to be a fine white powder, heroin from Pakistan, and Afghanistan tends to be a fine brown powder. Black Tar heroin from Mexico because of the particular way it is made, is a thick sticky substance like roofing tar.

Heroin is an opiate based drug that depresses the central nervous system and dramatically reduces the effects of pain. The user experiences a warm care free feeling like being wrapped up in a hot blanket, his mental functioning becomes clouded and his co-ordination impaired for periods of four to six hours. High doses can cause unconsciousness, slowed breathing to the point of respiratory failure, convulsions and death. Long term effects through chronic use are collapsed veins, abscesses, infection of the heart lining, liver disease, weight loss and malnutrition, pulmonary complications, various types of pneumonia, and viral infections such as Hepatitis B through the sharing of dirty needles.

By the late 1970's heroin was seen as the dirty drug of the ghettos, a losers drug for losers that pushed people out to the edges of society.

Buzzed

Discipline +2 (but not focusing), Balls +2, Trauma +2, Power +0, Style +0, Suss Roll -1, Endurance -1, Move -2, Reaction Speed -2, Small Reflex Skills -2, Large Movement Based Skills -1, Mental Based Skills -2.

Intoxicated

Discipline +2, Balls +3, Power -2, Style -2, Suss Roll -3, Trauma +4, Endurance -2, Move -3, Reaction Speed -4, Small Reflex Skills -4, Large Movement Skills -4, Mental Based Skills -4.

Wasted

Discipline +2, Toughness +3, Power -3, Style -4, Suss Roll -5, Endurance Modifier -4, Move Modifier -5, Reaction Speed -7, Small Reflex Skills -7, Large Movement Skills -6, Mental Based Skills -4.

Overdose

Unconsciousness and trauma test at a difficulty 15 to avoid vomit inhalation or respiratory problems.

Fatal Overdose

Trauma test made at difficulty 22 to resist respiratory failure.

Supplying on Credit, Up Front Dealing And Commission Work

There are three ways to conduct business between supplier and buyer. The first way overcomes the problem of finding a buyer that has the required cash to make the deal. In a complicated world, legal fees, rip offs and a lavish lifestyle can leave a criminal's bankroll light. The supplier needing to move the product gives another dealer a consignment on credit with an agreed time and return price. The supplier may charge a little extra in interest for this service. The risks of being ripped off are of course obvious, especially if competition is fierce and there are plenty of other outlets to buy product. Better trust the other guy, or have him and others in fear of your righteous retribution should they dare jerking you around.

Up front dealing is a straight exchange of money for drugs, taking place at deserted parking lots, hotel rooms, warehouses and



even under the tables of busy diners.

The last way to sell drugs is for your criminal to set up his own distribution network, and employ pushers on a commission basis to sell them for you. The advantage of this type of arrangement is that wholesaler can cut out the middle man, and dilute the drug right down to its street purity. Using perhaps thirty junkies to push the product, and giving them a dime bag or two for every gram they sell, profits can go through the roof. The downside is the risk of running a "Cutting Mill", where a room full of naked workers wearing only surgical masks stretch out kilo's with "Fillers", before bagging up deals. And having to trust 30 junkies with your precious stash and dough.

Pushing Shorts

Chinchilla coats cost a stack of bread and one method of squeezing out a little extra profit is to push shorts and sell a light weight. An ounce should be 28 grams but if it was 27 and a bit, the chances are it'll go unnoticed and the seller is able to get another ounce on the kilo. Methods of making up the weight include wetting marijuana and over wrapping the product.

This kinda rip off is more common at street level though, where instead of getting a load of 20 dime bags per gram, a dealer cuts a load of 25 dime bags at 0.04 grams per bag.

Special Deals And Freebies

In a tight market with heaps of competition yo criminal's product gonna need to attract some attention, so look at the long term and offer discounts. Selling two nickel bags for \$8 bucks, or a gram of coke for \$200 will get around fast, and bring in a lot of buyers. However engaging in a price war with rival drug dealers can be tantamount to putting a "Shoot Me Sign" on yo back, so be ready

for the hit.

Pushing drugs onto the untainted to recruit new customers is going into real douche bag territory. Socialize with some suckers and dupe them, giving some free samples of a "harmless social relaxant" for them to acquire a taste, which soon then turns into a craving and a steady loyal customer.

Consortiums

Do what they did in Harlem in the 70's and form a consortium of the top half a dozen heroin dealers, to split territory and fix prices. No under undercutting and a unified response to further competition, created a universally high price to get high, which then meant all them superfly top dogs was rolling in heavy paper.



Open and Closed Markets

Open dealers push from a spot on a street side corner, or serve up from the door to anyone that turns up wanting to get high. Transactions are typically street level retail from seller straight to user with high volume sales being made to both known and unknown customers. Open dealers promote the fact that they supply drugs; they make offers and actively "Push" the drug onto potential customers.

Closed markets can operate at both street and wholesale level, and involves low key transactions with trusted or vouched for buyers. Street level dealers may only deal to a select group of associates amounts enough to keep their own habits. Wholesale dealers make fewer but larger transactions, and tend to buy what they know they can already sell to their existing client base.



Marijuana

(Mary Jane, Pot, Grass, Loco Weed, Herb, Ganja, Stink Weed, Gangster, Hemp)

Next to booze the nations favorite drug.

The Cannabis plant is grown in numerous warm regions around the world, or on a smaller scale in modified attics, barns and garages, that have high powered strip lighting to mimic the suns radiance and heat. It can also be grown hydroponically in these places without the need for earth. Marijuana can come in grass or weed form, such as Alcupolco Gold from south west Mexico and can be ground down straight off the plant. It also can be processed into cannabis resin such as Moroccan Black, a solid resin from North Africa, which is often sold in 9 ounce bricks called "Nine Bars".

Cannabis potency varies according to it's T.H.C. content, which is the active sedative and hallucinogenic chemical in the plant. Some plants having low grade potency of two to three percent are referred to "Dirt Weed" or "Ditch Weed", whilst types such as "Skunk Weed" and Sinsemilla, which is the flowering top of the unfertilised cannabis plant have high grade potencies of around twelve to fifteen percent. These stronger types of cannabis are more expensive than the Ditch Weed.

Much of U.S. marijuana comes from south of the border in Mexico, and can be purchased by the pound (454 grams) in grass form at an average commercial grade for as little as \$50 dollars. A pound of Sinsemilla weed will cost the buyer around \$125.

Buying near the border costs significantly more due to smuggling costs and a pound of commercial grade marijuana will be priced at around \$150 dollars. The coast of Sinsemilla will have risen to around \$400 pound.

In the Mid West and North East of America (Dog Town) the price of commercial grade marijuana per pound is inflated to \$300 to \$600 dollars. At this stage a pound of high grade marijuana fetches between \$800 and \$1,200 dollars.

Marijuana from Thailand called "Thai Sticks" costs the same per pound as Sinsemilla

marijuana.

An quarter pound deal of 4 ounces of commercial grade marijuana would normally go from about \$200 to \$400 dollars with an individual ounce going for \$50 to \$100. This ounce is then sold off in 14 gram halves, 7 gram quarters and 3.5 gram eighths for roughly double their exact breakdown price. E.g. the price of a quarter ounce deal from a \$50 dollar ounce could be set at \$25 bucks. This deal is often called a "Matchbox" because of the small matchbox in which it is sold.

At the lowest level marijuana grass is sold for \$5 dollar deals in small glassine bags containing around 1.75 grams of the drug. The price of the deal remains constant, but the amount in the deal fluctuates depending on the greed of the pusher. Generous nickel bags are a sixteenth of an ounce, while mean deals drop a fifth off the weight.

Sinsemilla and other expensive types of cannabis follow a similar pattern, but are sold at the end of the chain in \$12 to \$15 dollar sixteenth of an ounce bags.

Cannabis is a psychoactive drug that acts as both a sedative and mild hallucinogenic. Its effects include drowsiness, impairment of reaction speed, co-ordination, judgement, and distortion of perception which can last for three to four hours. In large doses it produces unconsciousness, and can mixed with alcohol cause nausea. There is however no overdose threshold that could kill the user, the user will just simply pass out when severely intoxicated. Long term use causes lethargy in the user and short term memory loss. Chronic use is also linked to an increased risk of mental illness later in life, but paranoia and milder forms of depression can figure earlier. Smoking three joints of cannabis a day is also the equivalent of smoking a packet of regular cigarettes, with all the inherent health implications.

Cannabis is not physically addictive, but can become psychologically addictive with continual heavy use.

Cannabis is usually smoked in a joint or reefer which is made through rolled cigarette



papers with a tobacco and marijuana mix. A folded piece of cardboard usually off a cigarette packet called a "Roach" is fitted into the end of the joint to act as a filter. A five dollar bag will be enough to make three to four standard size joints.

Marijuana can also be smoked in pipes and through an Indian device called a "Bong", which is a pipe that has a water container to draw the hot smoke through, and cool it down before the smoker inhales it.

Marijuana can also be incorporated into homemade cakes and biscuits and injected orally.

Marijuana is popular amongst many sub cultures in society from student parties to aging hippies.

Buzzed

Discipline -1, Balls -1, Power -1, Style +0, Suss Roll +1, Endurance -1, Move -1, Reaction Speed -2, Small Reflex Skills -1, Large Movement Skills -1, Mental Based Skills -1.

Intoxicated

Discipline -3, Toughness -2, Trauma +1, Power -1, Style -1, Suss Roll +1, Endurance -2, Move -3, Reaction Speed -4, Small Reflex Skills -4, Large Movement Skills -3, Mental Based Skills -3.

Wasted

Discipline - 3, Balls -3, Power -2, Style -4, Suss Roll -2, Endurance -4, Move -5, Reaction Speed -7, Small Reflex Skills -6, Large Movement Skills -6, Mental Based Skills -6.

Overdose

Unconsciousness.

Fatal Overdose

Can't happen.

"Danbury wasn't a prison, it was a crime school. I went in with a Bachelor of marijuana, came out with a Doctorate of cocaine."

George from the movie Blow.

Quaaludes

(Ludes, Downers, Barbs, Q's)

Quaaludes are classified as a hypnotic sedative drug, and were available on Doctors prescription at local drug stores throughout the 1970's in tablet form. They were discontinued however in the mid 1980's because of their widespread misuse by recreational and habitual drug users. They were and still are made in illegal laboratories by unscrupulous chemists.

Wholesale drug dealers buy tablets in bulk purchases by the tens and hundreds of thousand paying around 25 cents per tablet. On the street their value increases to between 50 cents and a \$1.25. Quaaludes are obtained by acquiring several Doctors prescriptions, by altering the amount on the prescription, by burglarizing drug stores, through crooked pharmacists, and by hijacking drug company delivery trucks.

Quaaludes sedative function is used to relax people with anxiety and to induce sleep in those with sleep problems. A single 20mg tablet will be enough in the intolerant user to cause a light sedation or buzz, slowing down reaction times, clouding thought processes, and impairing co-ordination. Further tablets will cause intoxication and unconsciousness leading to overdose, which can mean respiratory failure and death with sufficient quantities. This is more likely to happen if the user boozes while he pops. Effects last for 4 to 6 hours per moderate dose.

Quaaludes are very addictive both psychologically and physiologically. Addicted users suffer worse withdrawals than that of heroin addicts, and can in some cases die from seizures if forced to go "Cold Turkey".

Quaaludes are often taken by cocaine and amphetamine users to come down from a binge, and get some sleep that they would otherwise be deprived of. There are no real health problems associated with long term use other than addiction.

Buzzed

Discipline -1, Balls +0, Power +0, Style +0, Suss Roll -1, Endurance -1, Move -1,



Reaction Speed -2, Small Reflex Skills -1, Large Movement Skills -1, Mental Based Skills -1.

Intoxicated

Discipline -3, Balls +1, Power -1, Style -1, Suss Roll -3, Endurance -2, Move -3, Reaction Speed -4, Small Reflex Skills -4, Large Movement Skills -3, Mental Based Skills -3.

Wasted

Discipline -4, Balls +2, Power -2, Style -4, Suss Roll -5, Endurance -4, Move -5, Reaction Speed -7, Small Reflex Skills -6, Large Movement Skills -6, Mental Based Skills -6.

Overdose

Unconsciousness.

Fatal Overdose

Respiratory failure and death at difficulty 18.

Addiction

When does wanting to turn to having to. Getting hooked on a drug is a gradual almost imperceptible thing. A first time experimenter with heroin starting a point A never sees himself at the other end of the scale at point Z, with a \$60 dollar a day habit, collapsed veins, Hepatitis B, in the same dirty clothes as he was six days ago doing all manner of terrible things for money. Addiction creeps up on the user, a cool fun experience once a month becomes a once a week thing, because a nickel bag a week is nothing, and it beats getting drunk on the weekend. After a while or sooner if the user is a closet fiend waiting to come out, the user will get a craving for a mid week bag and that's when the trouble starts. Shooting a little more junk to get a better high because a little tolerance is developing, and doing it more often will sooner or later make your body need the stuff. One morning the user will get out of bed and feel like he is an arthritic seventy five year old with a dose of the flu coming on.



Flashing hot and cold with stomach cramps and a runny nose, he will instinctively know what will make him right again.

Criminals messing with drugs have to make discipline rolls against a craving difficulty which can start out pretty low, but gets higher the more frequent the use and stressfully hedonistic the lifestyle. After a series of binges or at a certain point of frequency the director should determine the user addicted, and add the addiction as a vice, increasing all difficulties to resist use.

All drugs are difficult to get clean from but smack, meth and ludes are probably the toughest.

Crime

It's no surprise that around 60% of all theft related crime is committed by drug addicts to fund their habits. Violence and prostitution too are strongly linked to alcohol and drug abuse.



Getting High

There are five recognised stages of intoxication.

Buzzed - A line or two of cocaine, a quadruple whisky, a thin reefer of commercial grade marijuana are the kind of dosages that an average user will get a light buzz from. A user can function almost normally with minimal modifications to his abilities.

Intoxicated - The user is drunk, stoned, or high, and markedly displays the effects of the drug with all associative drags and edges. Five or six double whiskies, a fifth of a gram of coke, 20 milligrams of heroin, two to four Quaaludes.

Wasted - The user is completely out of it either in a state of semi conscious stupor, wired like the national grid, or trippin the light fantastic in his very own space odyssey. The user displays severe effects of the drug such as palpitations for coke use and vomiting from alcohol consumption. Ten to fifteen double whiskies, a third to half a gram of coke, 25 to 30 milligrams of heroin, four to six ludes.

Overdose - Unconsciousness, collapse, minor seizures, severe hallucinations, respiratory problems. Dangerous but not usually fatal. A bottle of whisky downed in a short sitting, several big blasts from a skunk filled bong in the matter of minutes.

Fatal Dose - A tenth of a gram hot shot of pure H, a gram of coke in a short space of time, fifteen to twenty Quaaludes.

Dosage effects should be modified by the users tolerance levels to the drug and by the strength of their constitutions. For instance a clean criminal given a hot shot against his will would have to make a trauma test against a difficulty of 25 to pull through the coma and live.

Phencyclidine, PCP

(Angel Dust, Venom, Wack, Goon, Dummy Dust, Hog, Rocket Fuel, Pig Killer, Monkey Tranquilliser, Zombie)

On trial as a surgical anesthetic in the 1950's under the brand name Sernyl by the pharmaceutical company Parke-Davis, it proved useful in that capacity except for its alarming after effects in patients, which included jumbled speech, delirium, hallucinations, agitation and disorientated behavior. The trials were discontinued on human subjects in 1965, but continued on animals where the drug later resurfaced as Sernylan a veterinary anesthetic. By the late 1960's PCP had found its way onto the streets as an illicit drug. Pushed at the time as a magic peace pill it quickly earned the reputation for the opposite, causing bad reactions in people who panicked when experiencing the bizarre effects of the drug.

In 1978 the drug was withdrawn from the market because of all the bad press the drug received, which typically told of half naked guys strung out on Angel Dust, insensible and possessed with insane strength hurling themselves through plate glass windows, tearing out their own eyes, butchering people with knives, and then taking a dozen police officers or bullets to take them down.

PCP comes as a white crystalline powder which is easily soluble in water, and has a bitter chemical taste. It is both sold as a powder selling for \$300 to \$700 per ounce and \$8,000 to \$10,000 per kilo, and as a liquid going for \$100 to \$225 per fluid ounce, and \$6,000 to \$12,000 per gallon.

At street level it is sold by the gram for \$20 to \$40 bucks, and by the PCP soaked cigarette for \$3 to \$5 bucks. This practice of dipping cigarettes in liquid PCP for smoking also extends to individual marijuana joints, which are then called "Crystal Super grass" or "Killer Joints".

The effects of PCP are unpredictable but at low to moderate doses the drug acts as a stimulant, and effects include a slight increase in breathing and a pronounced rise in



blood pressure and pulse rate. Breathing becomes shallow, and flushing and profuse sweating may occur. A generalized numbness of the extremities and lack of muscular co-ordination may also occur. Psychological effects include feelings of having great strength, invulnerability, euphoria and aggression. Confusion, disassociation with the environment, and lack of bodily awareness are also symptoms.

At high doses the drug acts more of a sedative with a drop in blood pressure, pulse rate and respiration. This may be accompanied by nausea, vomiting, blurred vision, involuntary flicking up and down of the eyes, drooling, loss of balance and dizziness. High doses can also cause seizures, coma and death (a large proportion of which is through violent means such as accidental death, suicide and murder). Psychological effects at high doses can closely resemble that of schizophrenia, with powerful delusions, hallucinations, paranoia, catatonia, disordered thinking, and a sense of detachment and distance from one's surroundings. In these states speech is often sparing and garbled. When mixed with other depressants like Quaaludes and alcohol these symptoms can be magnified.

PCP is addictive and it's abuse often leads to psychological dependence and cravings for the drug. Long term effects include memory loss, speech and cognitive problems, depression and weight loss. PCP use is at a much lower scale than heroin or cocaine.

Buzzed

Discipline -2, Balls +2, Trauma +2 Power +1, Style -1, Suss Roll -1, Endurance +1, Move -2 Reaction Speed +0, Small Reflex Skills -2, Large Movement Skills -2, Mental Based Skills -2.

Intoxicated

Discipline -5, Balls +5, Trauma +4, Power +2, Style -4, Suss Roll -4, Endurance -2, Move -5, Reaction Speed -3, Small Reflex Skills -5, Large Movement Skills -5, Mental Based Skills -4.

Wasted

Discipline -8, Balls +8, Trauma +7, Power +3, Style -7, Suss Roll -7, Endurance -4, Move -6, Reaction Speed -6, Small Reflex Skills -6, Large Movement Skills -6, Mental Based Skills -6.

Overdose

Test trauma against difficulty of 18 not to have a seizure and go into a coma. Test coping roll against difficulty of 15 not to have bad psychological reactions to the drug.

Fatal Overdose

Respiratory failure and death at difficulty 23.

Methamphetamine

(Crystal Meth, Crank, Speed, Chicken Powder, Eye Openers, Glass, Ice, Working Man's Cocaine)

Methamphetamine is a powerful central nervous stimulant that affects a neurotransmitter in the brain called dopamine, which is responsible for making us feel good about ourselves. A synthetic drug Methamphetamine has a high potential for abuse and dependence. It was originally used by doctors to treat obesity and narcolepsy. It's parent drug amphetamine was also widely administered to G.I.'s during the Second World War, to keep them active and alert in protracted periods of combat.

It is illegally manufactured in clandestine laboratories both in and out of the United States using the Ephedrine/Pseudoephedrine reduction method. A "Meth Cook" will obtain these medications over the counter at a pharmacy and mix them up with other ingredients such as drain cleaner, red phosphorous, lantern fuel, anti-freeze, and hydrochloric acid, in very often small makeshift laboratories that can be made to pack away into a suitcase.

Production however is hazardous due to the corrosive, ignitable and explosive substances used in the process, and there have been many instances where a have a go chemist



working off a set of instructions has cooked himself instead. Test drugs ability at difficulty 5 over 30 minute rounds and 40 activity points.

Sold in pill, powder or chunk form a kilo of the drug will cost your criminal between \$3,000 and \$12,000 depending if he's buying from a big wholesaler, or is buying direct from the lab. An ounce costs as little as \$150 dollars to as much as \$600. At street level the drug is bagged up into 1 gram deals retailing at \$15 to \$35 bucks and ¼ gram deals at around \$5 to \$10 bucks.

Production purity is between ninety and hundred percent, which then cut at various stages to an average street purity of between fifty and seventy percent, though rip off merchants will sometimes step on it until it is down to below thirty percent.

Meth when it is snorted is called "Speed", "Crystal" or "Crank" when it is injected, and "Ice" or "Glass" when it is smoked. These last two methods of use produce an intense sensation called a "Rush" or "Flash" with the near instant onset of the drug, which though only lasting a few minutes is said to be very pleasurable. Effects of the drug even after a small dose of a ¼ gram are increased alertness, activity and wakefulness, decreased appetite, increased respiration, hyperthermia, and euphoria. Other effects include insomnia, irritability, confusion, tremors, anxiety, convulsions, aggressiveness (This type of person is called a Meth Monster), and an inflated sense of power and confidence, which often impairs judgement and encourages risk taking. Effects last from 4 to 24 hours, but with very pure or repeated doses the user can stay awake for days becoming paranoid, and irritable in a state known as "tweaking" when the high of the drug starts to wear off.

Methamphetamine causes increased heart rate and blood pressure, and can cause irreversible damage to blood vessels in the brain, producing strokes. It can also kill by causing heart failure when overdoses are taken, and cause serious psychiatric and psychological symptoms that can lead to

suicide or murder.

Outlaw motorcycle gangs play a major part in the distribution of Methamphetamine, though independents and Mexican drug trafficking organisations figure also.

Buzzed

Discipline -2, Balls +2, Trauma +1, Power +1, Style +1, Suss Roll -1, Endurance +4, Move +1, Reaction Speed +2, Small Reflex Skills -1, Large Movement Skills +1, Mental Based Skills -1.

Intoxicated

Discipline -3, Balls +4, Trauma +2, Power +1, Style -1, Suss Roll -3, Endurance +7, Move +1, Reaction Speed +3, Small Reflex Skills -3, Large Movement Skills -1, Mental Based Skills -2.

Wasted

Discipline -5, Balls+6, Trauma +3, Power -1, Style -4, Suss Roll -5, Endurance +9, Move -1, Reaction Speed +2, Small Reflex Skills -3, Large Movement Skills -2, Mental Based Skills -3.

Overdose

Palpitations, hyperventilation leading to possible heart failure or stroke at trauma difficulty of 15.

Fatal Overdose

Heart attack and death at difficulty 18.

Drug Cocktails

There are so many combinations of drugs that junkies throw down their necks and stick into their arms that it's impossible to list them all. Multiple drug users or "All Stars" as they are referred to on the street, usually take additional drugs to offset the drags of their principle drug of choice. For instance coke and meth users often use Quaaludes or heroin to ease them down gently from a savage binge, or to take the harshness off being totally wired. Heavy drinkers who want



to keep going instead of going to bed take a little coke to keep them bright eyed and not bleary eyed. Mixing drugs haphazardly for a kicks is playing a chemical Russian roulette with your criminal's life. Effects can be unpredictable and the drugs can exacerbate one another to produce a lethal cocktail.

Alien Sex Fiend - Very strong powdered pcg mixed with heroin.

Speedball - Heroin and cocaine mixed together and prepared for injection.

Killer Weed - Marijuana cigarette dipped in liquid PCP.

Squirrel - A reefer containing pcg, cocaine and Marijuana.

Christmas Tree - A marijuana and amphetamine reefer.

Primo - A reefer containing marijuana and cocaine.

"It was the greatest feeling I ever had. Followed abruptly by the worst feeling I ever had."

George from the movie Blow.

Substitutes

Drugstores have loads of street drug substitutes narcotics such as Dilaudid (Big D), Fentanyl (Murder), Methadone, Morphine (Morph), Demerol (New Heroin), Percodan (Perco), and Codeine (Syrup) contained in cough syrups for the heroin user. Stimulants like Dextroamphetamine (Dexies), Ritalin (West Coast), Ephedrine (Blasting Caps). As well as Quaaludes themselves, other downers and tranquillisers include Zanax and Valium.

Steroids

(Roids, Hype, Juice, Pump)

The breakfast of champions, anabolic

steroids such as Deca Durabolin, Nandrolone, Sustanon, and Dianabol are synthetic drugs closely related to the male sex hormone testosterone. Used illegally by bodybuilders and other power athletes, their positive effects are to promote a rapid size and strength gain in athletes, and to reduce recovery times between heavy training sessions. Users also report feelings of invincibility and well being. Detrimental effects include liver and heart damage, high blood pressure, strokes and blood clots, testicle shrinkage, baldness, breast growth, acne, increases in aggression and sex drive, mood swings, paranoia and irritability (Roid Rage).

Steroids can be taken orally in pill form or in liquid form by injection. Users tend to cycle different types of the drug in a process called "Stacking" in phases of 4 to 12 weeks, with a similar period of time off the drug. Tablets are typically bought from gyms where either the owner or serious bodybuilder is the supplier. A user will usually buy enough tablets for a cycle, which varies on the brand and tablet strength. Typically a couple of hundred tablets will cost between \$50 and \$200 bucks.

The following effects are the increases that could be expected with dedicated diet, heavy weight training and steroid abuse at the end of a one month period. A +2 should be given to the impress ability when the guy walks in the room and doesn't say much, but this should be dropped by a -1 for any length of time around the guy having to deal with his mood swings. Bulk will increase with continuing use, and so will power at a +1 rate.

Discipline -2, Balls +3, Bulk +1, Power +1, Style -1, Suss Roll +0, Endurance +1, Move +1, Reaction Speed -1, Large Movement Skills +0, Small Reflex Skills +0, Mental Based Skills -1.

Alcohol

(Booze, Liquor, Drink, Sauce)

The demon in the bottle can be as dangerous and unpleasant a drug as any of it's



illegal cousins. Part of its danger lies in the fact that it is legal, culturally accepted, and very accessible. Long term abuse and addiction can lead to cirrhosis of the liver, stomach ulcers, and heart disease.



Buzzed

Discipline -1, Balls +1, Power +0, Style +1, Suss Roll -1, Endurance -1, Move -1, Reaction Speed -2, Small Reflex Skills -1, Large Movement Skills -1, Mental Based Skills -1.

Intoxicated

Discipline -4, Trauma +1, Balls +4, Power +0, Style -1, Suss Roll -3, Endurance -3, Move -3, Reaction Speed -4, Small Reflex Skills -3, Large Movement Skills -3, Mental Based Skills -2.

Wasted

Discipline -6, Toughness +1, Balls +5, Power -1, Style -4, Suss Roll -5, Endurance -4, Move -5, Reaction Speed -7, Small Reflex Skills -6, Large Movement Skills -7, Mental Based Skills -6.

Overdose

Unconsciousness and vomiting trauma difficulty of 16 not to have alcohol poisoning (-4 drag to stats for physical stats for two days after).

Fatal Overdose

Acute poisoning at difficulty 17 resulting in death at appropriate failures.

In The Club

"Lady Marmalade" blared out over the speakers creating an audio rush to compliment the coke's pinpoint, icy jolt. Solomon Brown leaned on the balcony rails and watched the light rigs swirl like mad fire hoses, bouncing their multi coloured beams off the walls, and drenching the fantastic freaks below in swathes of disco heaven. The cold confidence made Solomon feel spectacular, like a newly crowned kilo king looking down upon his subjects. The sceptres of his office a fat roll of three large bulging in the breast pocket of an \$800 dollar Armani, and a three karat chunk of flawless ice on a meaty finger. Solly snorted the acrid mucus from his nose and lemon faced as he tasted it. He took a deep slug of Hennessy from the tumbler to compensate, and savoured the burn as its hot traces lit up his throat and lungs.

Moving off the rail Solly sauntered across the purple carpet of the J Club towards the neon of the cocktail bar. A sycophantic smile from the barkeep and another Hennessy on the house; a perk of the protection he provided the owner from a crew of knuckleheads that had tried to muscle in on the joint.

Solly drew out a Cuban and lit it up with a silver zip lighter. Scanning the joint as he smoked he caught the eye of a head turning honey being hit upon by some flash looking Travolta type. I'm gonna have me some of that he said to himself, breaking a grin across his handsome coffee coloured chops as he prowled over.

"Bail skinny stud or I'll show you the shortcut to the dance floor, dig."

Solly shrugged his doorway sized shoulders and fixed a prison yard stare on the rabbit faced punk, who quickly disappeared into the background of bumping bodies.

The stunner spoke,

"Do you think I'm impressed by that macho bullshit", she said in a feisty challenge that was half come on.

"Yeah, but I'm more than gorilla baby, I've got a soft sweet side that I'm sure you'd like."

"Are you pimping on me with that lame jive, cos I ain't no ho, and I sure ain't fell out of my mammy's ass yesterday neither, so cut the crap Jack."

"Whoa there, I ain't no pimp but I is a player alright. My game got a different name, I shake



things up, move stuff around, and straighten people out. I am a businessman and my business is the street. I am Solomon Brown and if you ain't heard of me you musta fell from your mammy's ass yesterday, cos I is the baddest brother to ever take breath, and you is one square bitch, who don't know shit about nothing."

Her kick in the face charm had sailed right over Solly's head, and he broke from her with a sneer, draining his glass as he headed back for the bar.

Nugget rolled from the John in a tough bouncing swagger and joined Solly.

"I've just been rapping with Davila he wants sixty up front for the key, or no dice", rasped the hard headed ex convict.

"The deal was sixty on pick up, not in advance. I smell some bad business creeping up on us homes. Does Davila know something we don't."

"Maybe", nodded Nugget, "I wouldn't go on the record for the dude and say he was stand up or nuttin. Could be he ain't down with us like he says, out for himself same us every other cockroach in this town."

The cold confidence began to be gnawed at the edges by a rat type paranoia. The rat scratched and scurried across the periphery of his thoughts.

"Why does he need the buy money up front, he's wholesaling the stuff, he should have his end covered."

Solly wracked his brain trying to work the angles, find the funk in it all. Davila had stacks of dough, a lousy sixty grand was next to chump change for a high roller like him. His head buzzed through a fog of blow and booze, he was used to breaking legs, not figuring this Godfather crap out.

"What if he's clued in on us getting iced or somin between the put down and pick up", Nugget offered, "Figures that way if we go he gets the buy money for nuttin, if not no big shakes deal goes through."

Solly looked at Nugget whose real name was Romeo James but known everywhere by his street tag, and was glad that he was in his corner. He had earned his alias on the tough streets of Moorfield, an urban nightmare on the west side, because although small he was solid and precious when things got heavy.

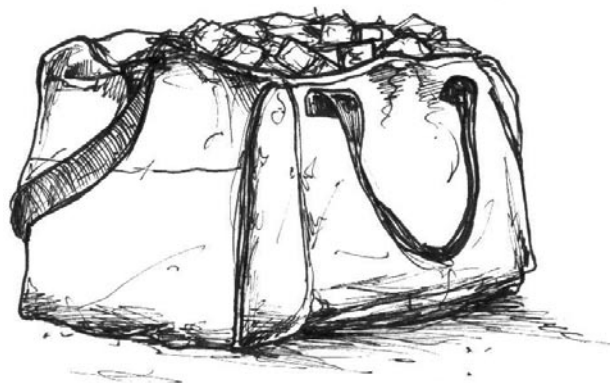
"Yeah that makes sense, but I just had athought, what if he thinks we're gonna make some moves on him. Perhaps some snake has sold him a line of B.S. on us, and he wants insurance. Either way he's our connection to the big time, our gravy train, so we gotta straighten this thing out or we'll be back to juggling dime bags from the kerb, or worse still rubbed out."

Solly said with a flat air of finality.

"Our game has got to be tight our moves right cos if we're wrong the payoffs bars or bullets."

"I hear you little bro we gotta be cool and check this cat out until we can move around him to the main man in Florida, then Davila can get smoked himself for all I care. I just know this I ain't ready to get played out for no sucker ... nah not this ghetto star baby, he's going all the way to the top."

It was day 77 and Solomon needed another 15 grand to make the stake.



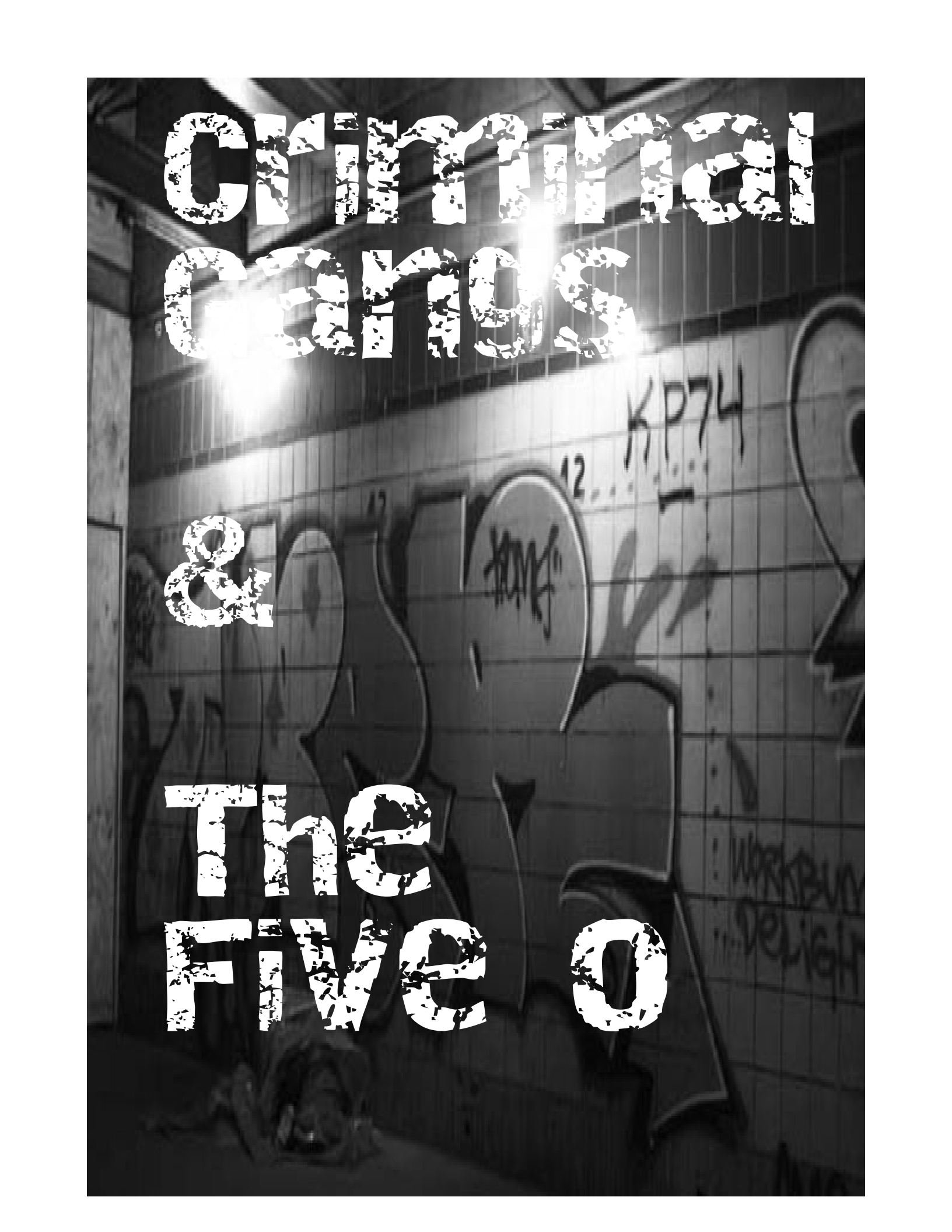
connections

This be one name ya don't wanna be dropping to ya buyers, or else yo days as a middle man be over. Keep tight lipped and greedy to avoid being circumvented by ambitious junior dealers on the climb.

"That's style, flash, pizazz; a little coke money doesn't hurt nobody."

Manny Ray from the movie Scarface.



A black and white photograph of a graffiti-covered wall. The wall is covered in various graffiti tags and pieces, including a large 'K' and 'P' tag, a '12' tag, and a 'WORKBUD DELIGHT' tag. The text 'Criminal' and 'CANDORS' is overlaid in a large, bold, sans-serif font at the top. The text '&' is overlaid in a large, bold, sans-serif font in the middle. The text 'The' and 'FIVE O' is overlaid in a large, bold, sans-serif font at the bottom. The background is a wall with a grid pattern, possibly a brick wall, and the graffiti is in various colors and styles.

Criminal
CANDORS

&

The
FIVE O

Street Gangs

There's no handbook, so forget about swotting Homes, nobodies written it down and not many Vato's are going to give you the rundown on where you screwed up before they shank you. If yo criminal was a Baby G and has banged up the ranks then he'll know what time it is, but if you is a brother new to the game then listen up on stereo.

Street gangs are the product of tough disaffected neighborhoods. They form usually along racial lines and identify themselves with a particular barrio or hood. Some are loose confederations with little or no organization, others have a structured hierarchy, with a code of conduct and traditions. Some like the L.A. CRIPS are in fact a union of three to four dozen sets based and named mostly from the streets where they're from, and number in the tens of thousands. Eight Tray Gangster's (Eighty Third Street), Nine Deuce Hoover (From 92nd Street and Hoover). All these gangs pledge allegiance to furthering the CRIP cause or Blue Nation, and to defeat their bitter rivals the BLOODS. This doesn't stop them however from gangbanging between themselves. Eight Tray Gangsta Crips and Rollin Sixty Crips are one such example of Crip on Crip violence.

Gangs more often than not have hierarchies, a leader, several lieutenants, or as many gangsters that reach the status of Original Gangster, a number of soldier gangsters, and a few Juniors sometimes called Baby G's. Street gangs identify and establish themselves in a neighborhood with the wearing of gang colors, the wide spread use of graffiti, hand signs, drug dealing, and inter gang violence over turf.

Initiation into a gang involves being jumped in by members of the set which they are joining. This involves a minute or so unarmed battering from several members, while the new member stands his ground demonstrating a willingness to fight and take punishment. Some gangs insist that

before this the proposed member go out on a raiding party, and put some fire down on an opposite.

For the hardcore gang member bangin is a way of life with the aim of furthering the prestige of the set, thereby the reputation of gang, and thereby ultimately the notoriety of himself. By adhering to the following tenets a banger if he lives long enough could secure himself the title of Original Gangsta. An O.G. is a boss amongst bangers, revered they found new gang chapters, dictate gang law and declare alliances or war.



Keep It Moving - Forever represent the set and promote it through the wearing of colors, use of hand signs and gang graffiti.

Maintain Gang Honour And Pride - Never let a dis by a rival go unanswered. Payback whether immediate or planned must be made, or individual juice and gang pride will be lost.

Orders - If the Shot Caller tells you to do something, you'd better do it, and do it right or your criminal is going to pick up a violation, which will either get you hit in the wallet or the head.

Sisters - There are strong contingents of female members in most gangs, with some gangs being exclusively women. Though not usually dominant in mixed gangs they do have some influence, and take part in violent crimes and attacks on female opposites.

Getting Guns - It is the duty of members to donate guns to the set. Junior members especially, earn respect by acquiring guns and passing them onto senior members.

Robberies - Street gangs have a violent mentality and are drawn to crimes of brutish violence like muggings, stick-ups and car



jackings to raise cash.

Civilians - Non-gang members or civilians aren't killed out of hand, and without reason like rival gang members are. Violence used in the commission robberies and car jackings is however accepted.

Don't Rat - Don't talk to the cops even if you've been shot and know who did it. The street takes care of the street, and even when pinched and facing a long stint in the can, a righteous homey has no business with the Po Po.

Down But Not That Down - Not everyone is committed to bangin, and there are a few that are fakin it. Backgrounders that don't put work in, and when eventually put in a spot bail out. These dudes names have no weight to them, and sooner or later if they're still around they get beat.

Headhunted - If your bangin be good and ya get a big rep watch out as enemy soldiers will be seeking to smoke ya. Killing crack combat soldiers and lieutenants gives juice to the banger on the climb.

Alliances - Gangs like nations form alliances or agree to be neutral towards one another. These however are fragile things, being easily broken by a single hothead or a mistaken shooting.

Stay Off The Streets - At night when going from one crib to another on ya own don't be slippin and dawdling in the street, hood up and jump garden fences using trees for cover. Straight up, or a raiding party cruising in something like a Cutless with gauges from the ports, will roll on up on ya sorry ass and leave it dead in the street.

No Set Trippin - If yo down wit one set of homies don't be puttin in no work fo another set. Fence sitters are not tolerated so don't be claiming more than one side.

Head To Head - It's not all guns, sometimes homies or eses in the same gang or allied gang have beefs with one another, and one will call the other out head to head. Then straight out street fighting without interference settles it, and restores pride.

Sell But Don't Use - Some gangs have rules that permit it's members slinging drugs but not using them. Booze and marijuana get the green light but smack and coke don't. This violation can earn warnings, fines, or a death sentence.

Cop Killing - Unlike some criminal organizations members of street gangs have no qualms about killing cops on either ethical or business grounds. They are largely nihilistic in mentality, with most realizing that they're gonna be dead, or doing heavy jail by the time that their in their twenties. Cops are just the biggest gang in town and another way of making a rep, so what the fuck.

Firepower - Give a homey a rocket propelled grenade and he'd use it to smoke a car full of opposites. Bangin is straightout warfare with automatic fire a preferred option over stealth and subtlety. Bangers don't disappear like Mafiosi, they die where they are found, shot to pieces in the street for all to see.

In for life - Once jumped into the gang the gang member stays in for life. This notion is maintained through peer pressure and a sustained group mentality, that makes leaving seem impossible for a number of reasons. In practice the banger will either be murdered or incarcerated for murder, there aren't many free O.G's.

Know Where You Come From - The turf, the history, the litany of hate. Know who you are and where you be, keep it real, dis "The Man", and absolutely no sell out.

Party Hard - No squares allowed.



Grenson Park Gangsters

The Grenson Park Gangsters are African American street gang from the south side of Grenson Park Projects, and affiliated to other Gangster sets in Crawford and Moorfield. They were primarily a turf gang concerned with protection, credibility, expansion, partying, and crimes of violence. Recently however their de facto leader Cross Marshall a.k.a "Lil Capone" has organized the gang into street sellers of heroin.

Strength

The gang has 28 active bangers with another 11 doing jail time, and 5 juniors who haven't yet made the grade.

Recruitment

The gangs membership is strictly African American with recruitment coming from the young teenagers in the project that hang around the gang. These baby gangsters known as juniors seek to prove themselves by committing crimes, defending gang honour, and running drugs for the gang. Full membership is granted only after the junior at age 15, commits a serious crime on the orders of the gang, like a drive by shooting.

Style

The gangs color is blue with the Gangsters always wearing an item of clothing that color. Notably gang members wear a blue and white patterned neckerchief tied to various parts of their bodies to signify affiliation with the gang. Only full gangsters can wear the "Chief".

Structure

The leader of the gang is O.G. Mathew Burrows, a.k.a "Shades" who is currently coming to the end of an 12 month bit at Greenhaven. Cross Marshal stepped up as acting leader with the support of his brother Isaac, and started moving the gang more seriously towards the drug trade. The Gangsters have two Lieutenants Cole Wyatt a.k.a. "Catman" and Isaac Marshall a.k.a. "Tubbs" that lead, or direct raids into the Primo held north

side. Organization within the set is pretty loose with members meeting at the basketball courts, or outside the garages. A reckless and vicious member of the set is Royston Parfitt a.k.a. "Thumper", who is responsible for over a dozen gang shootings, five of which resulted in D.O.A's.

Activities

The Grenson Park Gangsters used to be primarily a turf gang concerned in violent crimes to maintain respect, and protect their territory. These days they are more preoccupied with using and selling drugs. Killings are more likely to be motivated by business than gang pride. Other crimes and distractions include street robberies, stick ups, drive by shootings, hanging out, basket ball and partying.

Enemies

The Primos, The Hard Timers, Crime Lords, Black Hill Avenue Boys, Death Head Skins, local law enforcement.

Allies

Compton Street Gangsters, 187 Gangsters.

Weaponry

An AK47, M-16, Garand, Ruger 77, M3, Winchester 21, Remington 870, Ithaca 37 Stakeout, and an assortment of cheap handguns.

"Where I lived, stepping on someone's shoes was a capitol offense punishable by death. This was just not in a few isolated instances, or as a result of one or two hotheads, but a recognized given for a crime of disrespect. Regardless of the condition of the shoes, the underlying factor was the principle. The principle is respect, a lynchpin critical to relations between all people, but magnified by thirty in the ghettos and slums across America."

"Monster" Scott Kody from his book Monster.



The Primos

Old Skool Latino Pride gang from the north side of Grenson Park with strict codes of honour and respect.

Strength

The Primos have 23 active members with several more currently banged up in the joint.

Recruitment

Primo membership requires a Latino heritage with men and women of Dominican and Puerto Rican extraction forming the bulk of gang. At age 15 a Cholo is "jumped in" to the gang by the rest of the members fulfilling the first part of their motto "Blood in Blood out."

Style

The gangs "Bandera" is the black and white plaid shirt worn open with the collar button done, plain white vests or t - shirts and tan chinos or baggy blue jeans. Jail tattoos on hands arms, neck and torso are worn with pride. Favorites are "Primos Por Vida", "Vato Loco", spider webs and crosses.

Structure

Seniority equals respect and those that have survived to attain it are listened to. Benny Perez is a shrewd veterano and carries the biggest say in the clic. Fast rising hard-core gangers like John John Sanchez also get their say as second in command and the result is often a decision Perez makes after gauging Sanchez's opinion.

Activities

Street robberies, carjacking, stick ups, burglaries and street level dope dealing are committed by the gang in and outside the Park. Members are expected to earn their own way and often group off in twos or threes to pull jobs.

Some of the gang have ties to pool hall owner and gangster Omar Marquez and get their street supply of heroin from him. Honour and respect being down for the hood are

still held higher than green bills, with gang bangin and partying is what the Primos be mostly getting busy with.

Enemies

Disputed turf with the Grenson Park Gangsters and control of the lucrative street drug market forces these two gangs to butt heads with one another. The Primo's are also by default the enemies of Crawford's Compton Street Gangsters and Moorfield's 187 Gangsters.



Allies

None.

Weaponry

Two Remington 1100 shotguns, a Ruger Mini 14 assault rifle, a M-14 assault rifle, several .38 revolvers and a dozen cheap small caliber handguns.

"I felt nothing but a sense of duty. I had been to five funerals in the previous two years and I had been steeled by seeing people whom I had laughed and joked with, played and eaten with dead in a casket. Revenge was my every thought. Only when I had put work in could I feel good that day; otherwise I couldn't sleep. Work doesn't always constitute shooting someone, though this is the ultimate. Anything from wallbangin (writing your set name on a wall, advertising) to spitting on someone to fighting - it's all work. And I was a hard worker."

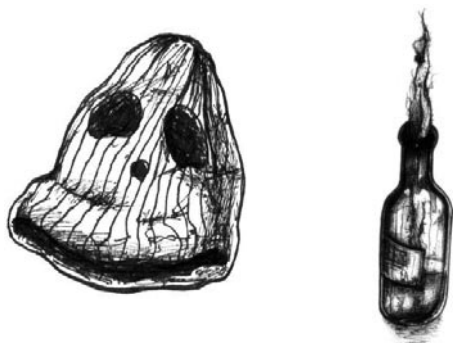
"Monster" Scott Kody from his book Monster.





Subversives

These groups are primarily motivated by radical, political, and ideological agendas that naturally bring them into conflict with the values of mainstream America. Many adopt violent terrorist tactics to further their causes, or engage in kidnappings, burglaries, drug dealing, and bank robberies to raise funds for their political campaigns. These extremist groups can be revolutionary Marxist in their aims, or ultra right wing Neo-Nazi with white supremacist ideologies.



Deaths Head Skins

A recent offshoot of the Aryan brotherhood founded by ardent Neo-Nazi Garret Walder. Named after the German 3rd SS Division Totenkopf of World War Two, they are headquartered at the Crystel Grove apartment complex in Jefferson Heights.

Strength - They have a dedicated core of 20 members aged 18 to 28, made up of 12 males and 8 females.

Recruitment - The group actively solicits new members of pure white heritage. Potential recruits must display vitriol views towards blacks, Jews and gays. To cement membership the recruit must go on a "Patrol", in which they participate in a beating of a minority.

Style - Skinheads, SS and Swastika tattoos, white T-shirts, red braces, tight jeans, Doc Martin steel toecap boots, bomber and army



jackets.

Structure - Garret Walder heads the hate group making all its tactical decisions, but delegates command when away to his trusted Lieutenant Bradley Nash. All other members are of equal stature.

Activities - The Skins are heavily involved in racist propaganda, promoting the "White Cause" through graffiti and the distribution of supremacist literature. They patrol Jefferson Heights, Winter Hill, East Water and Pennington looking for visible minorities to beat up. They also target local businesses owned by Jews, gays or non-whites for arson attacks. They are currently gearing themselves up to assassinate outspoken Jewish radio talk show host Lionel Bookstein for comments he has made about supremacist groups. Criminally they are engaged in the street-distribution of methamphetamine with several members selling the drug to raise funds for weaponry.

Allies - The Skins have business and some ideological ties with members of The Pagan Motorcycle Club who supply them with their "Meth".

Enemies - Grenson Park Gangsters, The Primo's, Crime Lords, The Hard Timers, The Black Panthers, The Nation Of Islam.

Weaponry - German bayonets, knuckle dusters, MP 40 machinegun, 3 Luger PO 8's, Remington 870 shotgun, 4 grenades.

PEOPLE'S Liberation Army

The P.L.A. are a militant communist movement whose dedicated aim is to overthrow the capitalist state, and free its workers from exploitation. The New York cell of this organization operates out of a tenement building in North Crawford.

Strength - The Army is a zealous tight knit cadre of nine people made up of five women

and four men. Most are aged in their mid to late twenties, and are veterans of the political scene. The group is an eclectic mix of backgrounds, bound together by a Marxist ideology.

Recruitment - The P.L.A. is a clandestine organization that does not openly welcome and recruit new soldiers. Instead existing soldiers attend the rallies and meetings of other left wing groups to identify and target militant activists. Those that display the right qualities are befriended and prepared over a period of time for introduction to the group. Another method that the P.L.A. has used to successfully recruit a new member is kidnapping. Clara Montgomery was a rich society girl, and heiress to the Montgomery grocery empire. She is now a bank robber and terrorist wanted in connection with several felonies. She was snatched from her apartment 14 months ago, and indoctrinated over a two month period despite a ransom already having been paid by her family.

Style - Sunglasses, berets, army jackets, leather jackets, jeans, turtle neck sweaters, and sneakers.

Structure - Vietnam Veteran Marcel De-freeze is the operational leader of the group when they are out in the field. Policy decisions are made by committee with each member casting a vote.

Activities - The Army has assassinated two police officers in the last 12 months on the grounds that they are "Facist Enforcers". They have conducted a bombing campaign against government buildings, recently planting a device in the law courts, which destroyed a quarter of the building and killed an innocent cleaner.

The group has also committed eight bank robberies across the state over the last 2 years netting over \$170,000 dollars.

Allies - Other left wing revolutionary movements like the German Baader Meinhoff



terrorist organization.

Enemies - The government and other fascist institutions.

Weaponry - 10 pounds of Semtex explosive, 4 grenades, 3 Skorpion machine pistols, 2 AK47 assault rifles, 6 Walther PPK handguns.

The Mafia

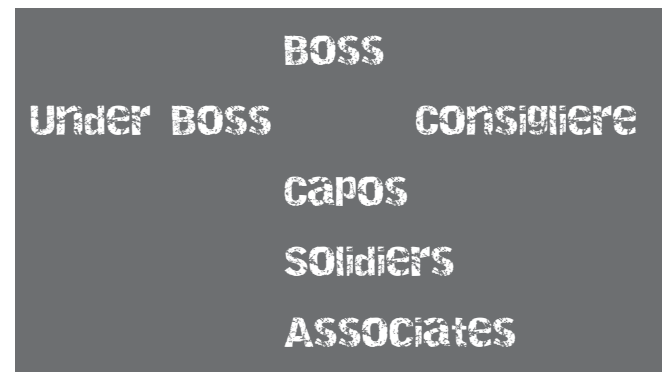
"Organized crime is a society that seeks to operate outside the control of the American people and their governments. It involves thousands of criminals working within structures as complex as those of legitimate governments. It's actions are not impulsive but rather the result of intricate conspiracies carried on over many years, and aimed at gaining control over whole fields of activity in order to amass huge profits. The core of organized crime activity is the supply of illegal goods and services - gambling, loan sharking, narcotics and other forms of vice - to countless numbers of citizen customers. But organized crime is also extensively involved in legitimate business and in labour unions. Here it employs illegitimate methods - monopolization, terrorism, extortion, tax evasion - to drive out or control lawful ownership and leadership to exact illegal profits from the public. And to carry on it's many activities secure from government interference; organized crime corrupts public officials."

Taken from Murder Incorporated by Martin Short, but quoted from the Task Force Report on Organized Crime published in 1967.

Their Thing

The La Cosa Nostra or Mafia as it is better known is a criminal organization that originated in Sicily. It then transplanted itself very successfully in the United States, growing through the advent of Prohibition in the 1920's and gaining structure after the Castellammarese Wars in the early 1930's. The short lived victor Salvatore Maranzano proclaimed himself Boss of Bosses, and organized the remaining factions into the five existing Mafia Families of New York, with

internal structures similar to that of Roman Legions in the time of the great Roman Empire.



The Ranks

BOSS

At the head of a crime family is the Boss, who is able to exert all the power of a medieval king over it's members. The Boss decides who gets made, who runs what territory and who gets clipped. Bosses like kings receive tribute from their Capos. Sometimes there is no one boss but a joint leadership like the Genovese family had in the triumverate of Thomas Eboli, Gerardo Catena, and Mike Miranda, that ruled in the 3 years after the death of Vito Genovese in 1969.

Under BOSS

The Under Boss or Street Boss is the second in command in the organization. His role is to delegate the decisions and orders of the Boss to the crew Captains or Capos. He also takes the Capo's tribute to the Boss, and is often the de facto leader if the Boss is whacked, imprisoned or very ill. The Under Boss often deals with matters of business and discipline himself without referring to the Boss. A large family may have two under bosses with each overseeing several capos, eg. one for Brooklyn and one for Manhattan.

The Consigliere

The Consigliere is an advisor to the Boss and is nearly always a very senior and experienced Mafiosi, whose opinion and diplomacy are respected. Consigliere's are retired



Mafiosi who do not have business involvements within the Family, that may cause conflicts of interest in the advice they may offer. Consiglieres act as mediators for all Mafiosi and they are elected into this position by members of the Family. In some families however, a Consigliere is a token position with no real power or influence.

Capo

Capos or Caporegimes to use their full titles are crew chiefs who are responsible for crews of up to forty made and connected guys, though some will only have crews of 4 or 5 made guys. Capos have to exert a great of influence and control over the activities of their crew, as they are liable for their mistakes and earnings. The number of Capos in a Crime family depends on its size, the Gambino Family at its height had twenty seven Caporegimes, whereas the smaller Columbo Family had significantly fewer. The position of Capo is appointed by the Boss, and is generally the lowest rank in the Family that a Boss will speak to. Capos are often called Captains or Skippers by their crews.

Soldiers

Soldiers are "Made guys" who have demonstrated a long term loyalty to the Family's growth and protection. They work under a Capo and must obey his orders. They are also expected to be good earners kicking up a lot of cash to their Skipper's each month.

Associates

Associates or connected guys are criminals connected to Mafia Soldiers or Captains. They are not made members and do not have the same rights or powers as Wise Guys. Some will try to earn or provide enough valuable services to the Family so that when the books are open, they will be proposed and sponsored for membership. Large Mafia Families tend to have several thousand associates.

Getting Made

The aim of most full blooded Italian gangsters that are associates of the Mafia is to get made, to be straightened out, to get their button. Associates generally spend years proving themselves as earners and stand up guys that will take care of what's asked, before being sponsored by their Capo for membership. The rewards are considerable, respect, protection, and access to greater business opportunities.

Perhaps every five years, or sometimes much much longer in the case of the Cleveland Mafia, a Family will open its books to new membership. Keeping the books closed imposes a quality control on membership, with theoretically only the best ten or so guys being put forward. Though in reality an Under Bosses son even if he ain't the sharpest tool in the shed through the practice of nepotism, is not likely to be overlooked. The Lord High Executioner former Gambino Family Boss Albert Anastasia committed the cardinal sin of reputedly selling buttons at \$50,000 a time, and this was one of the "Excuses" murderous rival Vito Genovese used to have the hit on him sanctioned.

The Boss approves the list accepting or striking guys off, before passing it onto the New York Commission for validation. Once validated the sponsor informs the proposed guy that his day has come, to dress up and go to a certain place.

The Boss and Consigliere along with the initiates and their sponsors gather in a room with a table. On the table is a lit candle, knife and a paper effigy of a saint. The initiates are sworn in by the Consigliere and have to recite an oath over the knife. They have their fingers pricked with the knife to draw blood, which is then dripped onto the paper image of the saint. The initiate then lights the paper effigy in his hand and takes this oath

"I pledge my honour to be faithful to the Mafia, as the Mafia is faithful to me. As this



saint and few drops of blood were burned, so I will give all my blood for the Mafia. Should I ever betray the Mafia may I burn like this paper in hell."

Having been made the Mafiosi is given a Capo to serve under.

"A wise guy's always right even when he's wrong, he's right."

Lefty from the movie Donnie Brasco.

The Commission

The commission was set up in 1931 by legendary mobster Charles "Lucky" Luciano to arbitrate Mafia affairs and interests. Disputes could be settled through mediation and finally a commission vote, if neither party could reach an agreement. The sanction of the commission was also needed to make new guys, and kill existing ones.

Initially the board consisted of the seven most influential bosses of the country. These were Charles Luciano (New York Genovese Family), Joseph Bonanno (New York Bonanno Family), Tommy Gagliano (New York Luchese Family), Vincent Mangano (New York Gambino Family), Al Capone (Chicago Outfit), Steffano Mangano (Buffalo). These bosses also represented the interests of other smaller Mafia Families.

Bonanno:	Pittstown, Dallas.
Genovese:	Cleveland, Philadelphia, Pittsburg.
Gambino:	New Orleans.
Luchese:	Newark, New England.
Colombo:	Detroit, Tampa.
Buffalo:	Rochester.
Chicago:	Denver, Kansas City, Los Angeles, San Jose, St Louis, Milwaukee.

RULES

There are rules in Mob life which serve to strengthen and protect the family, these are better not broken, but much worse found out.

Made Guys are not allowed to fool around with each others wives, girlfriends or daughters, as this can cause conflict, which interferes with making money. The penalty for such an offense is usually death for the transgressor.

Intra Family beefs are settled by a sit down. Soldiers report problems to their Capos who then arrange a sit down with the Under Boss, Boss, or Consigliere to discuss the beef. The Boss arbitrates like a judge settling the dispute ordering one party to pay restitution to the other. The two gangsters involved must accept the decision and shake hands to signify no ill feeling. This is supposed to prevent internal bloodletting, which brings disruption to the Family and heat from the cops.

Made guys when formally inducted into the Mafia swear an oath of Omerta, meaning manliness in Italian. They vow on pain of death not to reveal the existence of the organization, it's members or workings. This vow once had meaning and protected the integrity of the Mafia from investigators. Now however adherence to Omerta is showing some cracks with a number of prominent Mafiosi flipping over for the Feds to save their own necks. The most famous of these super rats is Joseph Valachi. Back in 1963 this Genovese soldier was the first to testify to the existence of the Mafia, it's structure and membership. The names Valachi gave as the bosses of the five New York families at the time were used by law enforcement to name the organizations. These names have remained for the sake of recognition and continuity, despite various leadership changes.

In New York there is an unwritten rule that



bombs are not used to take care of rivals because of their propensity to injure innocent civilians, and attract a lot of heat from the cops. This is more or less followed save for the rare exception, as when in 1986 Luchese Under Boss Anthony "Gas Pipe" Casso used one to whack Gambino Under Boss Frank DeCiccio by mistake, instead of the intended target John Gotti.

Members and associates must obey an order from a superior.

Members must not disrespect a senior member of higher rank. This is very important to "Men Of Honour", as Mafiosi sometimes refer to themselves. During John Gotti's reign as Gambino Family Boss Capo Robert DiBernado spoke out against him behind his back. It got back to Gotti, and DiBernado disappeared shortly afterwards.

If the boss sends for a Mafiosi he is to go straight to him, refusal to do so is a death sentence.

There are no female members of the Mafia.

New York Mafiosi are not permitted to have facial hair.

Only criminals with a full Italian heritage on their father's side can be inducted into the Mafia as members.

Officially Mafiosi are not allowed to traffic in narcotics by punishment of death. This is because the heavy 30 year sentences this type of crime carries can tempt members to flip and turn informer. Covertly many made guys break this rule selling narcotics for the huge profits that can be made, and many bosses turn a blind eye to it. The simple rule is don't get caught.

An associate must not raise his hand to a made guy. Made guys are untouchable and can only be whacked when the Boss sanctions it. This was seen in Goodfellas when

Luchese associate Tommy Desimone killed Gambino made guy Billy Batts. Years later it caught up with him and he was whacked on behalf of the Gambino's by the Luchese's. Murders of anyone if "Done off the record" meaning without the approval of the boss, can land a Mafiosi in trouble.

Mafiosi do not unless there are exceptional circumstances whack cops, judges or F.B.I. Agents, due to the enormous amount of heat from the authorities that this would incur.

Money always flows upwards in the Mafia, never down. Associates, Soldiers and Capos are not paid for the work they do by their superior ranks. They graft out of fear and the desire to climb higher in the organization, through a combination of position and greater business opportunities.

"Thirty years I'm busting my hump. What have I got?"

Lefty from the movie Donnie Brasco.

Protocol and Etiquette

Mafia Bosses insulate themselves from their crimes by delegating crimes through several layers of command.

From Associates to Capos, a cut of their earnings each week is sent up through the chain of command to the Boss. Associates kick back 20 to 50% of their scores to the Soldier or Capo that they are directly under. Soldiers also do the same to the Capo that they are under. Capos then throw up around 50% of their total revenue to the Under Boss. These kind of arrangements are flexible with sometimes agreed fixed amounts per week being given instead, no matter what the profits are. This puts a lot of pressure on each link on the chain to come up with the weekly nut, as a Capo who was short changed by a made guy would have to make up the difference himself. This is often a source of conflict.





Mafiosi often greet each other by kissing both sides of the cheek.

Bosses also directly profit from the big deals, such as multi million dollar loans from the Teamsters pension fund, to finance the building of casinos.

A prospective Mafiosi should not embarrass himself by being in debt. Bonanno Soldier Benjamin "Lefty" Ruggiero was for years passed over from being made because of his substantial gambling debts.

Mafiosi get "upped" to Capos or Under Bosses either through recognition of their hard work, or very often after a period of internal conflict known as "Going to the mattresses". Bloody coups are frequently the result of resentful or ambitious Capos looking to seize power. After the dust has settled loyalty is rewarded, and old scores are settled.

Bosses elect a made guy or Capo to guard

and chauffer them around town. This is a prized position and can fast track a gangster.

The low man meaning lowest ranking member at the table, is expected to pick up the tab for the group after a night dining in a restaurant, and it is a mark of disrespect to bitch or refuse.

As well as business matters such as shake-downs and truck hijackings, Soldiers must ask permission from their Capo to go on vacation, move house or get married. This should prevent the Soldier from encroaching into another gangster's business interests, or otherwise making foolish moves that could land everyone in hot water.

Many Mafia associates are non-Italian, and include Jews and Irish American gangsters. Some who are huge earners are very powerful in their own right.

If a criminal uses Mafiosi's name to another Mafiosi as protection. Like for instance "*Look Tony, Nicky Candles says its ok.*" The other Mafiosi is obligated out of respect to speak to the protecting Mafiosi first, to see what his interests are, and to come to an arrangement.

Many Families insist that an Associate make his bones by carrying out a hit for the Family before he can be proposed for membership. Benjamin "Lefty Guns" Ruggiero had 26 confirmed hits under his belt as a Bonanno Mob Associate, and was only given his button in his fifties. This obligation slid in the 1970's and guys were made solely on their earning ability. This led to an undercover F.B.I agent code named Donnie Brasco to be able to infiltrate the Bonanno Crime Family, and be put forward for membership.

Mafiosi introduce fellow wise guys as "This is a friend of ours", and Associates and strangers as "This is a friend of mine." This is an important distinction as it informs the other



person not to speak about family matters in front of the "friend of mine."

A third made guy that knows both wise guys are members of La Cosa Nostra is required to make the introduction, insuring that the secret society is not revealed to an outsider by mistake.



It is unwise for associates to ask too many questions about matters that don't concern them, as snitches ask a lot of questions, and snitches even suspected ones wind up dead.

A little skimming off the top or holding some cash back maybe overlooked or tolerated. Deep dipping is not, and again the solution is clipping the thief.

Overly greedy bosses that don't allow others to eat from the table are also in danger of expiring from very unnatural causes. This happened to Bonanno Family Boss Carmine Galante in 1979, when he was whacked by a faction of his own family with the blessing of the other New York bosses, over his desire to completely control the heroin trade.

Cowboy antics, persistently sloppy work, drug taking, or even overly psychotic behaviour can get a Mafiosi clipped, if he becomes a walking liability.

Tough crews with a lot of good shooters are known in the family as "Workhorse Crews". A Boss needs these crews, who may or may not be good earners to do the family's heavy work, and to be the front line soldiers in times of inter and intra family war. In the reign of Big Paul Castellano the Gambino Family had Roy Demeo's Canarsie crew,

John Gotti's Bergin Crew from Ozone Park in Queens, and Sammy Gravano's crew from Bensonhurst in Brooklyn to call upon for these purposes.

Women and children are considered off limits when it comes to planned violence of any sort. This is followed where children are concerned but female witnesses to homicides are often whacked just to be on the safe side, and others are often brutalized behind closed doors.

Once in the Mafia there's usually no getting out alive. It is one club whose members are only occasionally allowed to retire, but more often made to disappear.

Sometimes transgressions are forgiven and the offending Mafiosi or criminal is said to be given "A Pass". Angelo Bruno the former crime boss of Philadelphia got his nick name "The Gentle Don", when he gave a pass to a fellow Mafiosi who had plotted to kill him.

When a guys doing a bit in the can the Family is supposed to do the right thing and look after his wife and kids. Some do and it breeds loyalty, others don't and it creates resentment.

With increasing surveillance by law enforcement agencies into their activities wise guys find it difficult to meet socially. Telephones can be tapped and written communications intercepted or discovered at a later date. The Mafia social club with it's restricted membership is an answer to this problem, particularly in New York where the five families operate in overlapping and indistinguishable territorial areas. The club acts as a base for the crew and a forum for information sharing, discussions and plans. It also serves as a conduit for bosses to pass orders and warnings through the Capos to the crews. Money, drugs and swag are frequently transferred from one member to another through the clubs as well. By having his crew report to the club each day the Capo can keep tabs



on them and direct their criminal activities. The other families also know where to go to iron out any problems with a conflicting interest.

Mafia social clubs are normally smoky places with a bar, card tables and a jukebox that continuously plays loud music to drown any conversation, that a planted bug might pick up. Sometimes suspicious wise guys go on a "walk and talk" shielding their mouths with their hands as they stroll around the block.

Wise Guys are two faced, they can eat and laugh with you one day then plan to whack you the next. Many a made guy has been taken out by his goombah.

Mafia Bosses don't like loose ends or liabilities that could incriminate them at a later stage. When the heat comes down hard expect a slew of murders. Underlings, front men, those released on bond until trial, the Mafia's treachery is legendary.

"When it looked like they could get twenty-five years to life in prison just for skimming a casino, sick or no fuckin' sick you knew people were going to get clipped."

Nicky Santoro from the movie Casino.

Lifestyle

Capos are expected to socialize with their crews inviting them around for barbeques and other social functions.

Wise guys carry their money in a clip with the biggest note on the outside to show people that they are doing well for themselves.

Wise guys are notorious for throwing their money around, lavishly over spending on new model Cadillacs, designer suits, gambling, and going out on the town. It is not uncommon for gangster to blow \$30,000 over a weekend in trips, gifts, bets, tips and drinks, then hit the street on the Monday looking to make another score.

Nearly all wise guys have girlfriends in addition to their wives. They may set the girlfriend known as a comare up in an apartment and visit her a couple of times a week. On Friday nights wise guys take their girlfriends out on the town and on Saturday nights they take their wives. This is done to avoid any misunderstanding and embarrassment of who is who.

It is custom for wise guys to give each other money for Christmas, weddings and birthdays. The notes are always crisp, clean, of high denomination, and presented inside of white enveloped, greeting cards.

Wise guys expect a certain degree of complimentaries and discounts from bars, restaurants and other businesses that they frequent. Often one wise guy with an interest in a place will extend hospitality at the owners expense to his fellow wise guy guests. In other instances an owner will do it out of a mark of respect or fear. The practice is called getting things "on the arm" and is a perk of being connected.

Murder

95% of the time a murdered Mafiosi has been taken out by members of his own family. Inter family war is rare in New York and is mostly restricted to the strategic assassination of key figures, but bloody internal wrangles for power are not. The Colombo Family has had three costly wars among it's factions resulting in over 40 casualties since the early 1960's. Other crime families outside of New York however have gone to war with Greek, Irish, Syrian, and Italian non-Mafia outfits.

The Set Up

The preferred method of whacking a fellow wise guy is to set him up for a bullet behind the ear. A favorite is a one way car ride, in which the hapless Mafiosi is the front seat passenger provides a perfect opportunity for a guy in the back to reach over and do the



business with either a handgun or garrote. This method usually guarantees a high level of efficiency and privacy.

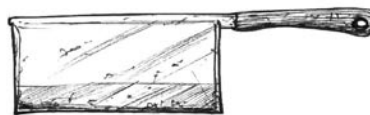
The Ambush

In a hostile or suspicious atmosphere a guy may be too difficult to set up. Then the hit team will whack the victim at a suitable location, which is often as he is getting in and out of his car, or entering or leaving one of his places of business. This method tends to be less successful, as the hitters don't hang around after firing, and sometimes leave the victim still breathing.

What Dead Guy Can Tell Ya

When guys are clipped sometimes symbolic items are left in or on the body to indicate why he was killed. Money stuffed into the dead guys mouth means that he was too greedy for his own good. A rat, canary or even a guys tongue cut off means that he was talking to the Feds. When a victim gets his dick cut off and stuffed into his mouth it means that he was fooling around with

another guys woman, or was an informer (they seem to like this one). One Philadelphia mobster had fireworks stuffed into his mouth to suggest it was a payback hit for a bombing that the Mafiosi had carried out.



Disposal

An ambushed victim cut down in a hail of bullets will usually be left where he fell, but one taken for a ride can be made to disappear. A Mafiosi's final resting place could be the inside of a 55 gallon oil drum, in the concrete foundations of a building, buried on a country farm, as part of the crushed remains of a compacted automobile, or dismembered and distributed around the local dump. With a disappearance there can only be the presumption of death, and always the possibility that the victim has gone on the lam or taken their own life.



MANSPERGER



The Gurino Crime Family

Probably the second most powerful Mafia organization in the city with extensive interests throughout the metropolitan area and several other states. In charge is 63 year old Nicodemo "Nicky Blues" Locasio who has been sole Family Boss for the last nine years, after the previous head John "Johnny Docks" Ligambi died of lung cancer whilst incarcerated Lewisberg Penitentiary.

Strength

The Gurino's have 230 made members the youngest of which is 28 years old, and the oldest 77 years old. They also have around a thousand close associates.

Recruitment

The Gurino family only induct full blooded Italian men who have consistently proven themselves over at least several years to the administration's satisfaction. The Gurino's have let slide the absolute requirement to have killed for the family before being considered for membership, in preference for pure money making ability.

Style

Flash suits, neatly groomed hair, clean shaven, diamond pinky rings, gold crucifixes and neck chains. Knit wool shirts, casual slacks, leather coats.

Structure

Below the Boss the Gurino's have longstanding Under Boss Jackie "The Beak" Pelegrino, and a token Consigliere in semi-retired 77 year old Carmine Pungitore. Beneath the Family's administration there are 19 Capos of varying influence and power. Formidable amongst these are vending machine supremo Albert "Lips" Tieri, and waste haulage kingpin "Florida" Phil Ormenti, who part owns the St. Lukes company Luchese Carting. Ormenti also runs the Waste Haulers Trade Association. The family has a feared enforcer in made guy Ray "The Butcher" Spirito, and his crew of vicious associates operating out of The Scorpio Lounge in Pennington.

Activities

The Gurino's control several local union offices such as the Hotel, and Restaurant Employees International Local 232, and Local 721 of the Bricklayers Union. They're also the leading family in the importation and distribution of Sicilian heroin with made guy Ralph "Little Ears" Salerno managing a large piece of the action from his Pennington pizzeria Maximo's.

Besides this they have hands on crews that specialize in the hijacking of trucks, commercial burglaries and the fencing of stolen goods. They have others that prefer the staples of loan sharking and gambling. Some made guys specialize in one particular area only like the distribution of pornography, and insurance fraud. Most though dabble in anything that is profitable, and have several ongoing concerns at anyone time.

Allies

Some forward thinking members have gambling and drug associations with prominent black criminals. Either providing protection or financing for numbers banks, or for the buying and selling of drugs. Brown Bay Capo Pete "The Moose" Chiodo has connections with the Pagan Motorcycle Club through it's dangerous Sergeant Of Arms Wendall "Black Top" Schug. Chiodo regularly employs some of the hard cases from the club as muscle, and "Off the record" contract killers.

Enemies

The Maclaren gang from Jefferson Heights are currently causing aggravation to members of the family that are operating rackets in East Water, Jefferson Heights and Winter Hill. They have kidnapped mafiosi for ransom, stuck up Family run card games, and are suspected of the robbery and murder of protected shylock Harry Blitzstein.

The main problem the Family has however is a simmering internal conflict created by ambitious East Water Capos Anthony "Tony Two Times" Daidone, Thomas "Butchie" Iannece and St. Lukes "Florida" Phil Ormenti.



The Mangalone Crime Family

The Mangalone Crime Family is now the smallest in the city having been seriously diminished by internal conflict for it's control, and the incarceration of 18 of it's members in the Tamburetta case.

In 1972 the assassination of then longstanding boss Vito Mangalone by the disgruntled Sindone wing of the family, sparked off a vicious two year war resulting in the deaths and disappearances of 23 of it's members. The war raged on in tit for tat ambushes until Frankie "The Gardener" Sindone was finally able to silence the most vociferous Mangalone loyalists in the notorious "Thanks Giving Day Massacre": where three rival Lieutenants were shot to death as they ate lunch at the La Cortile restaurant in St. Lukes.

The fallout was the Tamburetta case in which Mike Tamburetta a shooter for the loyalists got collared at the scene of a hit by an off duty cop. Faced with a life sentence and the real possibility of being whacked out in prison, he flipped over to the authorities and made a deal. What he knew was enough to indict and convict 18 members of the Family. Now with only two crews operating out of Brown Bay and St. Lukes, the Mangalone Family under the ruthless yet capable leadership of Sindone is trying to re-establish itself as a formidable outfit. Still with firm control of Local 161 of International Longshoremen's Association, the Family is able to extract a large revenue from the waterfront piers of St. Lukes and East Water.

Strength

The Mangalone Family have 120 made members and around 600 associates.

Recruitment

The Mangalone Family will induct men with full Italian heritage on their father's side. They maintain the old rule of a candidate having to have had "Made his bones" by committing a murder for the Family. Currently there are several Associates up for proposal.

Style

Wise guy like the Gurino's.

Structure

On becoming boss Sindone made fellow conspirator Angelo "Chuck" Cifelli his Under Boss, and kept in place Consigliere Raymond "Peanuts" DiGiordano as a conciliatory gesture to the loyalists. DiGiordano knowing that further bloodshed would only weaken the Family plays a placatory role in the new administration.

The Family has nine Capos notable of which is Jimmy "Jimmy Shoes" Riccoboli who runs a powerful crew out of the Mariner's Social Club in St. Lukes. It is Riccoboli who controls the I.L.A. leader Graham Gilheany as well as a lucrative "pump and dump" stock broking firm Gold Standard Trading.

Respected within his crew is Salvatore "Sally Scissors" Bucco a member of the old tradition with a reputed 29 hits under his belt.

Nino "Baldy" Bompensiero is the other Mangalone crew chief working out of Dog Town. He owns "Serious Scrap", a junkyard in Brown Bay, in which he runs a large scale car theft for parts racket.

Activities

Bookmaking, loan sharking, union control, stock manipulation, commercial burglary, after hours clubs, cigarette smuggling, extortion.

Allies

The Mangalone Family have a working relationship with Jefferson Heights rackets boss Eddie Malloy a.k.a "The Old Man".

Enemies

A lot of old beefs were settled and others have been eliminated under strong leadership. Recently Moorfield numbers bank operator Linwood Davis has refused to pay tax on his business to made guy Louis "Louie Numbers" Cafaro and has gone independent. It was decided that Davis had to go and he was set up for a hit. Davis sensed this and in reprisal shot dead a Cafaro associate.



Motorcycle Gangs

After the Second World War many veterans returned home and tried to pick up their lives. However many found it hard to re-adjust to boring normality, and missing the excitement of the war they looked for ways to replicate it. One of the ways they found was the thrill of riding high-powered Harley Davidson or Indian motorcycles. From a small group of like minded individuals in California calling themselves the Pissed Off Bastards Of Bloomington, the infamous Hells Angels Motorcycle Gang was formed. Throughout the 1950's the gang grew in popularity and membership with Hollywood unintentionally promoting the life-style with movies like "Easy Rider", "Hell's Angels on Wheels" and "The Wild Ones".

Bike gangs which started in the 1950's as loosely knit rowdy groups, began to gain popularity and status in the 1960's. Reorganizing as a dangerous organized criminal group. The American Motorcycle Association. (A.M.A.) reckons these outlaw bikers represent only about 1% of the nation's bikers. The outlaw bikers are proud of this statistic and refer to themselves as the 1%ers. The outlaw bikers are involved in crimes of murder, rape, assault, burglary, narcotics, theft, prostitution, weapons offenses and intimidation of the public, and witnesses. They pose a threat to society in general and law enforcement because of their acquisition of, and proficiency in the use of military style weaponry. They also have a broad and effective intelligence network.



Structure

There are numerous motorcycle gangs that have chapters in various cities and states around the nation. Some even have chapters in several countries.

National President

Many times the founder of the club. He will usually be located at or near the national headquarters. He will be surrounded by bodyguards and organizational enforcers.

Territorial or Regional Representatives

In some cases called the National Vice President in charge of a specific region or state.

National Secretary Treasurer

He is responsible for the club's money and collecting the dues from local chapters. He also records any by-law changes and records any minutes.

National Enforcer

This person answers directly to the national president. He acts as a body guard and gives out punishment for club violations. He has also been known to locate former members and retrieve colors, or remove the club's tattoo from them.



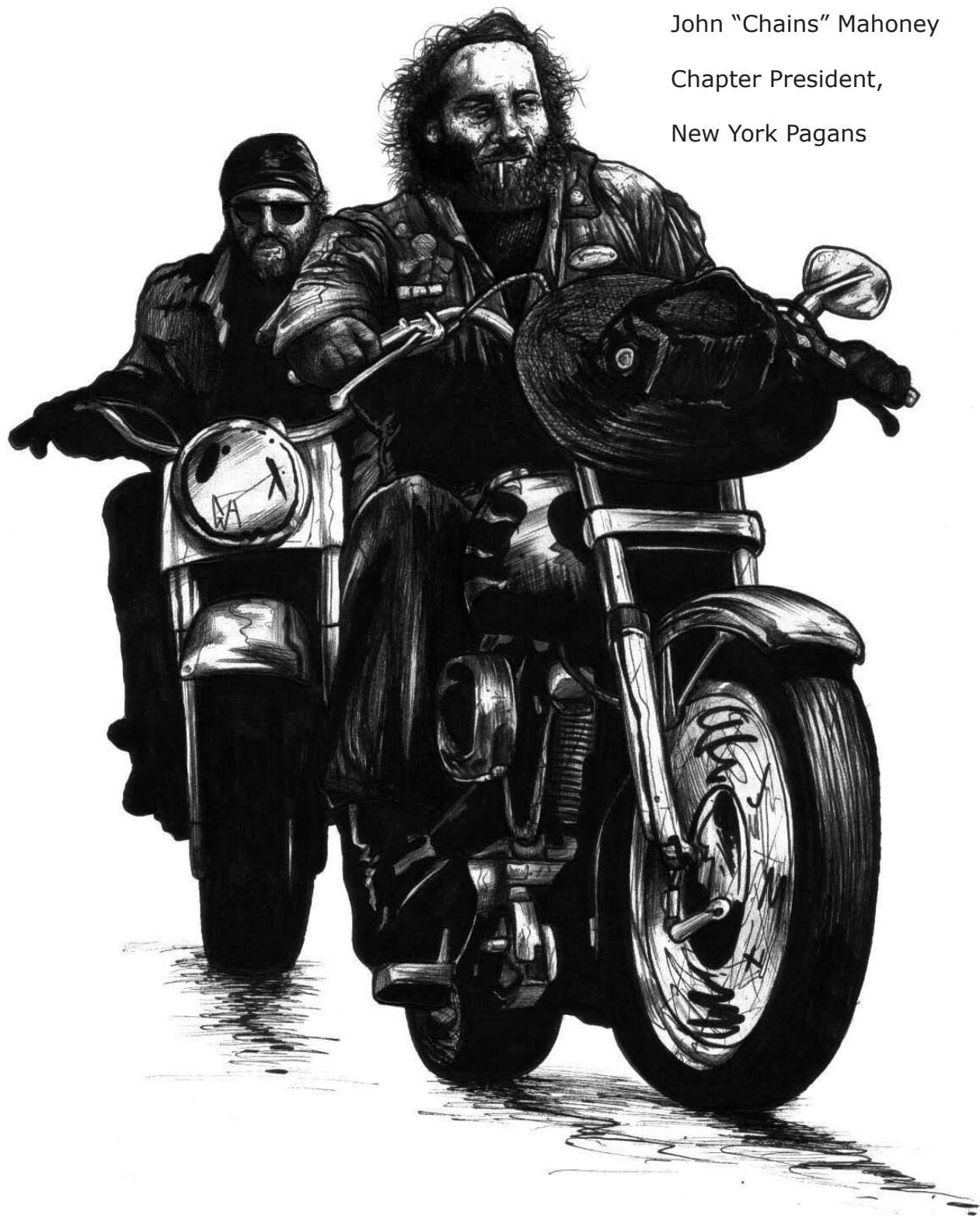
Chapter President

This person has either claimed the position or has been voted in. He has final authority over all chapter business and members.

Vice President

This person is second in command. He presides over club affairs in the absence of the President. Normally he is hand picked by the Chapter President.





John "Chains" Mahoney

Chapter President,

New York Pagans



Secretary - Treasurer

This is usually the member with the best writing skills and probably the most education. He will maintain the chapter roster and maintain a crude accounting system. He is also responsible for collecting dues, keeping minutes and paying for any bills the chapter accumulates.

Sergeant At Arms

This person is in charge of maintaining order at club meetings. Because of the violent nature of outlaw gangs this person is normally the strongest member physically, and who is very loyal to the Chapter President. He may administer beatings to fellow members for violations of club rules. He is the club enforcer.

Road Captain

This person fulfills the role of a logistician and security chief for Club sponsored runs or outings. The Road Captain maps out routes to be taken during runs, arranges the refueling, food and maintenance stops. He will carry the club's money and use it for bail if necessary.

Members

The rank and file, fully accepted and dues paying members of the gang. They are the individuals who carry out the president's orders and have sworn to live by the club's by-laws.

Probate Or Prospective Members

These are the club's hopefuls who spend from one month to one year in a probationary status. They must prove during that time if they are worthy of becoming members. Some clubs have the probate commit a felony with fellow members observing, in an effort to weed out the weak and stop infiltration by law enforcement. Probates must be nominated by a regular member and receive a unanimous vote for acceptance. They are known to carry weapons for other Club members and stand guard at club functions. The probate wears no colors and has no voting rights.

"To a biker being an Angel is like God. Not being an Angel means you live in fear of God."

Unnamed biker who didn't make the grade from the book "A Wayward Angel".

Associates Or Honorary Members

An individual who has proved his value or usefulness to the gang. These individuals may be professional people who have in some manner helped the club. Some of the more noted are attorneys, bail bondsmen, motorcycle shop owners and auto wrecking yard owners. These people are allowed to party with the gang, either in town or on their runs; however, they do not have a voting status or wear colors.



constitution

All outlaw motorcycle clubs have by-laws, or a constitution that sets an acceptable standard of conduct and administrative procedures for the club. The by-laws cover matters such as membership requirement, penalties for misconduct, and acceptable behavior during runs or meetings. While by-laws differ from club to club the following are examples of common by-laws.

All members must be male and at least 18 years of age.

A prospect on becoming a member is given a "Cutaway" a sleeveless denim jacket bearing the clubs colors across the back.

Members refer to one another as brother, and must never fail to side with another brother in public, even if that brother is plainly in the wrong.

If a member has bike parts to spare he must give them to another member who is in need of them. This was done in the early years when members didn't have much money so



that the club would all be able to go out on a run together.

All prospective new members must be sponsored by a current member.

All prospective new members must complete a probationary period.

All members pay monthly dues, and all new members will pay initiation fees to the national headquarters.

No member shall transfer from one chapter to another without the permission of both Chapter Presidents.

When a member is in another jurisdiction, he will abide by their by-laws and president.

Members are expected to attend weekly meetings. If three are missed in a row the member can be kicked out.

Bikers earn patches or wings for committing certain acts in public, which can then be worn on their jackets. There are numerous ones that can be earned for instance "Red Wings" performing cunnilingus on a menstruating female, "Black Wings" performing cunnilingus on a black female.

If busted by the cops the member must keep his mouth shut concerning the club's activities, he must do his time and never cooperate. This code of silence is similar to the Mafia's and attracts a similar punishment if broken.

Any member caught using the needle will lose his colors and everything that goes with them.

Members may only ride Harley Davidson or Indian motorcycles.

Members are not allowed to harm one another, or damage and deface the club's colors.

Members are allowed to leave the club, if

they wish to, but must hand in their colors.

"A Hell's Angel is in an honor society, man. We live by some of the strongest rules going - and if you break one, you might not have the chance to break another - that's how strict we are. But they are our rules - not something anybody lays on us."

"Rotten Richard" Barker from the book *A Wayward Angel*.

A biker's wife is called his "Old Lady" and he to her is her "Old Man". Bikers wives may ride with the gang but are not allowed full membership with voting rights. Wives are often used as drug couriers by the club.

Some women are held to be club property. These women known as "Mamas" are available to all members of the club. Most are very tough customers that can swear, fight and drink with the best of them.

Outlaw motorcycle gangs tend to indulge in riotous, anti-social, redneck type behavior, which is nearly always fuelled by a cocktail of drink and drugs.

THE BIG GUYS

The Hell's Angels, the Pagans and the Outlaws and the Bandidos are "The Big Four" that are said to be the one percent of motorcyclists who won't conform to society's laws and morals ethics. All of them originate from and are based in the U.S., and all except the Pagans have international chapters. All four motorcycle clubs have chapters in several states. Two of the Big Four motorcycles have been locked in a deadly war since 1974. The Hell's Angels and Outlaws will kill each other's members at any given opportunity.

Only these four appear to be sophisticated organizational crime groups capable of having a large national impact which would warrant an investigation for violation of the Title 18 USC 1962, the Federal "Racketeer Influenced and Corrupt Organizations" (RICO) statute.



The Pagans

The Pagans are rated amongst the most fiercest and baddest outlaw bikers in the Country. They are around 900 strong in membership spread over 44 chapters between New York and Florida. They are the only major gang without international chapters, although they have links to gangs in Canada. Most chapters are in the Eastern United States with the states of New Jersey, Pennsylvania, Delaware and Maryland having high proportions.

The Pagans are more nomadic than other clubs. Chapters have been known to move overnight. The club also doesn't have a geographically fixed mother chapter like the Hell's Angels in Oakland, the Outlaws of Detroit and the Bandidos in Corpus Christi. Pagan operations are guided by a mother club made up of 13 to 20 former chapter presidents. They wear a black number 13 on the back of their colors to indicate their special status. The mother club alternates meetings between Suffolk and Nassau counties in Long Island, New York. Members meet at each other homes or elsewhere, rather than at clubhouses. The Pagan President and Vice President are figureheads who don't really run the club, although the President sets the price of drugs the gangs sells. As a show of class, the Pagans give their President, the same salary paid to the President of the United States (about \$200,000 a year).



The Pagans like the other Big Four are heavily into the prostitution racket. Many of the Pagan girlfriends or female associates generate money for the club by selling themselves. The Pagans also put to work as prostitutes runaways that they pick up hitchhiking off the highways, or the street. The bikers often gang rape them as a form of training, and sometimes the Pagans photograph them for blackmail. Some girls are abused and then let go; some

stay with the club; others are never found.

The Pagans' inclination towards violence and reputation for ruthlessness has earned them the respect of the Mafia. The Pagans close proximity to mob turf in New York, Cleveland, Philadelphia and New Jersey has gained the club the best connections to traditional organized crime among the Big Four. Pagans are often employed as drug couriers, enforcers, bodyguards, and hit men for the mob. They have associations with the Genovese and Gambino Families of New York, in which as well as providing muscle they cooperate in extortions, counterfeiting, car theft and drug trafficking.

The Pagans have a virtual monopoly in the manufacture and distribution of methamphetamine and PCP in northeastern United States, controlling around 75% of the market which is worth around \$15 million a year. They have their own chemists, laboratories and distribution networks which supply dealers in Connecticut, New York, New Jersey, Pennsylvania, Virginia, Maryland, and Ohio. They also deal in cocaine, marijuana and killerweed (Parsley sprinkled with PCP).

The Black T- shirt Gang is a roving 13 strong Pagan enforcement team that TCB (take care of business). The gang ride up in two vans and hit any problem hard. Reprisal from the gang or any Pagan member often follows putting two .38 caliber shots in the back of the head then severely stomping on the victim to make him look like battered fish. This is often the signature of a Pagan hit.

New York Chapter

The "Steel Riders" of New York are a particularly violent chapter of the Pagans responsible for two very public and pretty motiveless murders in the last year alone. Their wild antics have earned them a distasteful and fearsome reputation, which most of their members seem to glory in.

Led by their wily Chapter President John



"Chains" Mahoney, the club has recently purchased a clubhouse on Pennington's Independence Avenue called "The Viper's Nest". Although rowdy the Club maintains internal discipline through it's constitution, imposing mostly fines, the occasional expulsion, and the rare assisted drugs overdose for very serious offenses.

Strength

The Club has 51 active members with another 8 presently serving prison terms for drug and violence related offenses. There are currently 5 prospects trying to earn their patches. Additionally the Club has over 2 dozen Old Ladies and Mamas.

Recruitment

The prospect is expected to demonstrate a solid committment to the Club by regularly attending meetings, running errands for members, going on Club runs, being first to wade in in a fight and otherwise conducting himself as a Pagan ought to. This probationary period usually lasts from 6 months to a year.

Style

Greasy long hair, beards, dirty jeans, leathers, motorcycle boots, tattoos, T-shirts and denim cutaways.

Structure

The Vice President is Cal "Petrolhead" Winston, a popular Pagan who owns the "Branded Tattoo Parlor" on the top of Pennington's West Street Arcade. The club Secretary is vicious biker Wesley "Cowboy" Hearn. Responsible for club discipline is a heavyweight amongst heavyweights, 6'3, 366 lbs Sergeant of Arms Wendall "Blacktop" Schug. Road Captain at present is George "Monkey Man" Zaccareli.

Activities

Large scale production and distribution of methamphetamine and pcp, supply of marijuana, Quaaludes and cocaine. Neil "Dogger" Quinn and Paul "Sailor" Brown own a

topless roadside bar off the North Road that is a favorite with truckers, and a profitable spot for Club controlled prostitutes.

The Pagans also buy and sell automatic weaponry and other military style hardware through contacts in Texas and Florida.

Several members run a motorcycle theft racket stealing bikes for both their individual parts, and ringing for sale through Mahoney's East Water store "Classic Chopper". Violence is another staple of the Club, most of it random barroom beatings, but some at the behest of the Gurino Crime Family, or for the benefit of the Club.



Enemies

The Chapter routinely fights for prestige with other motorcycle gangs, and for kicks against blacks and hippies types. In business the Chapter has come into conflict over Meth distribution; with a new Mexican drug trafficking organization establishing itself out of Crawford. The Corro Cartel is flooding the district with cheap high purity crank driving prices low, and tempers high.

Allies

Other Pagan Chapters, and looses links with Skinhead group the Death Head Skins and the Gurino Mafia Family.

Weaponry

Extensive. Several members of the Club have large arsenals of weapons including a heavy M60 machinegun and a bazooka. Nearly all own a handgun of some sort and most a shotgun or rifle to go with it. Day to day many carry a pistol or knife tucked into their belts.



Jamaican Posses

In the 1960's the Jamaican economy took a down turn due to the decline in the world's demand for Bauxite Jamaica's principal export, which is used in the production of aluminum. This led to a large migration of unemployed workers from the countryside into the cities.

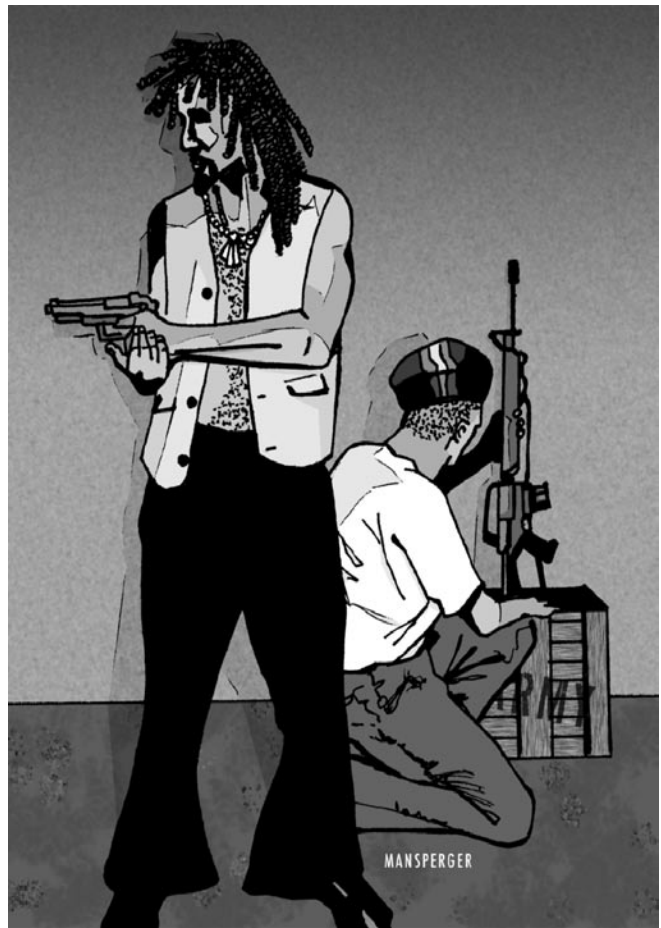
Posses formed in the slums ghetto's of Kingston, Jamaica in the 1960's in response to abject poverty, a corrupt political system, and rampant marijuana use.

These violent gangs call themselves posses after their love of old Western movies, and to denote a level of wild west type violence. Within posses this is a respected trait, and members known as "Rankings" are eager to prove themselves by being aggressive, even over trivial matters to earn a reputation.

They formed along neighborhood boundaries and more importantly political affiliations. Both of Jamaica's political parties the Jamaican Labor Party and Peoples National Party used street gangs to influence the electoral process. This process was bloody and would see in the 1980 elections over 400 people murdered in connection with political disputes. Successful candidates rewarded their supporters with funding for neighborhood projects and municipal services.

Over time posses that were in proximity to one another, that supported the same political party merged to become more effective politically persuasive groups. These new posses became structured with a leader often called a Don, and cells of members run by a Captain or Lieutenant.

The initial reason behind the migration of Jamaican posse members to the United States in the 1970's, was simply the need to obtain funds to purchase semi-automatic and automatic weapons, for the perpetual gang warfare that raged in Kingston. Once in the country the ultra-violent posses quickly



inserted themselves in established Jamaican communities and took over the distribution of marijuana, easily displacing independent Jamaican dealers.

"They brought with them a killer enthusiasm honed by years of warfare with one another and the police, and when they came to America's mean streets, they were afraid of no one."

Taken from the book "Born Fi' Dead".

Since the mid-1970's, posses have been involved in trafficking the high-grade Sinsemilla strain of marijuana called "Jamaican Gold," which is indigenous to Jamaica. They are also heavily into gun and illegal alien smuggling, home invasions, kidnappings, robberies and money laundering.

Posses store their marijuana in locations known as "Stash Houses" and use couriers to on a daily basis to transport small amounts



of drugs to other locations and persons for street level sale. This practice minimizes losses when individual dealers get busted or robbed.

The two largest Jamaican posses are the Shower Posse and the Spangler Posse and traditionally the two groups have been bitter enemies because of their political differences. Members of the Shower Posse are fervent supporters of the Jamaican Labor Party, while Spangler Posse members have been avid followers of the opposition Peoples National Party.

The first posses to operate in the United States arrived in New York around 1973 and were the Untouchables from Tecks Lane in the Raetown section of Kingston, and the Dunkirk Boys from the Franklinton area of Kingston.

A mark of respect and friendship is to call someone "Sis". Those held in respect and favor are said to have "Cool Runnins".

A Jamaican mark of disrespect or disgust is to tilt the head back slightly and suck the top front teeth, or call someone a "Rasclot".

"But long before the posses began migrating to America, they were learning bad-guy style from Hollywood. These island desperados are the bastard offspring of Jamaica's violent political "shistem" (as the Rastafarians long ago dubbed it) and the gunslinger ethos of American movies."

Taken from the book "Born Fi' Dead".

Jamaicans are intensely suspicious about being around the dead, so their murder victims are likely to be left where they are killed.

Posses are highly mobile and frequently travel to other African American neighborhoods to set up new drug distribution networks. There they often come up against fierce and violent opposition from established African American dealers, and the streets inevitably come alive with gunfire.

Tombstone Posse

The Tombstone Posse hail from the Tivoli Gardens area of Kingston and support Edward Seaga's JLP. Their Don Winston "Bam Bam" Rickles is a notorious Ranking for the Tivoli Gardens Posse, and the triggerman in the murders of over 20 rival PNP supporters. In 1974 disillusioned and ambitious he travelled to New York with the three Burnett brothers, where he set up his own posse in Crawford.

Strength

Over the last 3 years Tombstone Posse has attracted to its ranks Jamaicans living in Kingston and New York. The Posse now has 22 active members.

Recruitment

The Tombstone Posse first socialize with a new recruit before testing them with minor duties, such as keeping lookout and curbside dealing. Once they have proven themselves they will be given larger quantities of drugs to wholesale, and be expected to enforce the will of the Don in disciplinary and territorial matters.

Style

Caribbean, dreadlocks, patois english, gold and tribal jewelry, African symbols, Rastafarian hats, berets, cowboy waistcoats, belts and boots. The color green is favored.

Structure

Under the Don the Posse is a loose and fluid hierarchy with members rising and falling in prominence to a position of Lieutenant, based on seniority, business acumen and the Don's trust. Notable though is longstanding Lieutenant Livingston "Brambles" Burnett, Don Rickles friend and closest ally. There are currently two other Lieutenants. The Posse employ a distribution model of dealing, with members being given consignments to sell for a percentage of the profits.

Activities

Importation and wholesale distribution of



large quantities of marijuana. Wholesale distribution of Columbian imported cocaine. The purchase and illegal importation of firearms into Jamaica. The murder of PNP affiliated Posse members.

Enemies

Indigenous African American drug gangs, The Jungle Posse, and Jamie Davila 's operation.

Allies

None.

Weaponry

Four Uzi sub-machineguns, two M-16 assault rifles, a Ruger Mini-14, Two Spas 12 shotguns and over 4 dozen handguns including several Colt 1911's.

Jungle Posse

Recent entrants into the Dog Town underworld, the PNP supporting Jungle Posse are busy trying to establish themselves in Moorfield's east side, as suppliers of high grade skunk marijuana.

Strength

The Jungle Posse have 13 Rankings, with another 4 recruits waiting in Kingston to be smuggled over in the next month by private plane to a remote airstrip in Florida.

Recruitment

Do to their small size the Jungle Posse is keen to recruit new Rankings, but in the meantime it makes use of African Americans as runners and lookouts.

Style

As Tombstone Posse but with a more Rastafari influence. The color red is particularly revered and so is communist imagery like T-shirt prints of Fidel Castro.

Structure

Headed up by the devious Eaton "Chinaman" Gillings the posse is a tight confederation of

drug dealers and gunslingers. There aren't any Lieutenants as such, but feared shooter Derek "One Eye" Griffin has acquired a powerful status within the posse, that is a potential threat to the current leadership.

Activities

The importation and distribution of high grade skunk marijuana, and the street supply of heroin for Moorfield Kingpin Lamar Scoles. Home Invasions, gun running, street robberies and murder for hire are other frequent crimes.

Enemies

The JLP aligned Tombstone Posse are both political enemies and business rivals. Jungle Posse Rankings will shoot them on sight. The 187 Gangsters have declared war, after Derek Griffin shot one dead in the street over a parking dispute.

The posse has branched out across the tracks into The Star Hotel's profitable curbside heroin market, and in doing so encroached upon street dealer Marlon Green's turf.

Allies

Lamar Scoles's recognizing the advantages of having a group of crazy gunmen under the umbrella of his Black Mafia organization approached Gillings with a deal. His syndicate would supply them with heroin on credit to move into Pennington. Gillings seeing the profit in the relationship agreed. Scoles has also recently used them to kill suspected informer Cleon Allwood, whose headless and mutilated body was found stuffed in the trunk of his Cadillac.

Weaponry

Two AK74 assault rifles, An Ingram Mac 10 sub-machinegun, a Skorpion sub-machinegun, three .357 Ruger Magnum revolvers, four .25 Colt Automatics, three Colt Detective Specials, and four CZ 75 semi-automatic pistols.



Cops

The Man, the Fuzz, the Boys in Blue, Bulls, Rollers, Five O, The Biggest Gang In Town. The police department has several different departments in it.

Uniform - Beat cops from rookies straight out of the academy and under the wing of a tutor, to seasoned veterans that have patrolled the mean streets for years. These guys are the frontline and on the sharp end of the worst society has to offer. Beat cops respond to 911 calls for assistance by the public from mundane petty larceny to homicides in progress, and are usually the first officers on the scene in all incidences. Uniform officers will usually hand over more serious crimes like rapes to detectives. Uniform cops have to be versatile, and fair better if they are robust and fit.

S.W.A.T - Special Weapons And Tactics teams are deployed into violent and potentially violent situations where a normal police response would not be adequate. Heavily armed bank robbers, terrorists and drug gangs out on the job, or holed up in sieges are S.W.A.T. team territory. These crack police squads are highly trained in the use of M-16 rifles, combat shotguns and sniper rifles. Team members wear infantry type body armour, helmets and gas masks. Through their repetitive combat simulation training they receive +6 to their awareness rolls, when determining a fire fight defense.

Detectives - Detectives investigate more serious, complex felonies like good quality heists and frauds, to aggravated batteries, and homicides. A detective is usually an experienced officer that has demonstrated an aptitude for investigation, and they are drafted into a number of specialized squads.

Vice Cops - These detectives deal with illegal gambling, prostitution, brothels and the distribution of pornography. Some of the cops pose undercover as both hookers and johns to make arrests.

Robbery Squad - These detectives investigate felonies of grand larceny such as truck hijackings, good commercial burglaries, and car theft rings. These guys are experts at spotting ringers.

Narcotics - The plainclothes narc squad use surveillance, informants and undercover cops making drug buys, to bust drug distribution rings.

Homicide - The murder cops deal with murder and attempted murder, and quite often deal with kidnappings and other high end felonies.

Crime Scene Investigation - The lab detectives who lift prints and hair fibers from crime scenes, who can turn an apparently inconsequential mark or bit of debris into a case winner.



Organized Crime Task Force - Detectives, district attorneys, and F.B.I agents working to together to gather evidence for R.I.C.O indictments, (Racketeer Influenced And Corrupt Organizations Act). These guys use intrusive surveillance devices, undercover officers, and informants to build cases against Mafiosi and other organized crime groups, like the Notorious Irish Westies from Manhattan's Hell's kitchen. Once they got a gangster by the balls they'll try and induce him with a deal to flip and testify against his former associates.

Transit Authority Cops - These cops work on the subway system in both uniform and undercover roles.

Port Authority Cops - These cops work on the commercial waterfronts of New York's harbors.



COPS In Action

Cops work in pairs with a regular partner that they can have for years.

On coming into a situation cops are quite often pumping with adrenaline; full of doubt and anticipation they want to establish control, and can get jumpy when a suspect isn't co-operating, or is clearly waiting for the right moment to bolt.

Cops like to be able to see a felon's hands when he is dealing with one, and will order punks to raise their hands out to their sides with the palms showing, or insist that they place their hands on the steering wheel of a car as they approach it.

Cops don't like sudden movements even if it's to reach for a drivers licence inside a jacket, it can cause a cop to get twitchy and pull for his gun.

Cops tell suspects to "Spread them" and lean them facing away from them against nearby cars or walls, when they are patting them down for weapons or drugs. This is a positional disadvantage for the suspect, allowing the officer time to react and respond, should the perp get ideas.

Cops can use justifiable force to make an arrest, or to protect life and property.

Cops routinely frisk suspects on arrest for items that could be used to harm themselves or others.

Cops routinely handcuff suspects on arrest to prevent them from escaping or harming the officer.

Most beat cops carry a Smith and Wesson Model 10 revolver with a 4 inch barrel as a side arm, and two to three speed loaders. Detectives might carry in a shoulder holster a .38 Smith and Wesson Chiefs Special, or a .38 Colt Detective Special. Some undercover cops or others wanting a back up piece

carry a .22 Charter Arms Pathfinder in an ankle holster. Squad cars are fitted with a single Remington 870 Wingmaster pump action shotgun, should more heavy firepower be needed.

Cops use car radio's and hand held radio's to summon back up, which can normally be expected to arrive within 5 minutes.

At the precinct suspects are held in cages or pens, which can accommodate a dozen or so people.

Whilst held at a precinct a suspect has the right to a phone call.

Cops are not allowed to enter a criminal's home or business premises without either the owner's consent or a judge's warrant, unless to wait would give the criminal a chance to escape, a violent crime was in progress, or the officer is actively pursuing the criminal at the time and he enters the house.

Cops once in a premises, or being able to see suspected stolen property in that premises or car, can seize that property to conduct necessary enquiries to establish it's rightful ownership or use in the commission in a crime.

Cops are not allowed to entrap a criminal by encouraging and soliciting him to commit a crime. E.g. approaching and offering a hit man money for a contract.

Cops must have a specially authorized warrant from a judge to use covert listening and recording devices demonstrating that the persons being monitored are suspected of being involved in serious crimes. This is called a Title III Warrant.

Cops use interrogation techniques and sometimes beatings to extract confessions from suspects.

F.B.I agents are remarkably dedicated and





and incorruptible.

Cops like gratuities like free or discounted lunches from businesses, who are glad to have them around.

Some cops bend the rules to ensure a criminal is convicted, while others break the rules for their own ends.

"Frank, let's face it. Who can trust a cop who don't take money?"

Tom Keough from the movie *Serpico*.

Corrupt cops are said to be on the take, on the pad or in someone's pocket. They collect regular payments to look the other way from organized criminals running rackets. The cop that makes the weekly pick up for the precinct is known as the bagman. Some cops are also opportunistic shaking down criminals with long bread as an when they

find them.

On arresting a perp a cop must read the douchbag his rights.

Cops work eight hour shifts days from 8am to 4pm, evenings from 4pm to midnight, and the graveyard shift from midnight to 8am.

There are often no cops out on the street for a period of 20 to 30 minutes when the shifts change over for roll call.

Patrol Cops drive pale blue 1976 Plymouth Furies.

Cops look out for one another and will for the most part cover each others mistakes.

Cops and agents will pull out all the stops to apprehend a cop killer, or to protect a cop or agent who has been threatened.



1977



What's Happening

The super seven of the seventies was the year of Saturday Night Fever, John Travolta mania, and that white polyester suit. Coupled with the opening of the now legendary Studio 54 nightspot, disco was at its peak. The New York Yankees defeated the L.A. Dodgers in the World Series with Yankee Reggie Jackson stealing the headlines with five home runs, beating Babe Ruth's record. In January Democrat Jimmy Carter replaces Republican Gerald Ford as the 39th President of the United States, and one of his first acts is to pardon all Vietnam war draft Dodgers. In Draper Utah convicted Killer Gary Gilmore elects to be killed by firing squad and becomes the first person to be executed since 1967. Crooner Bing Crosby and silent movie star Charlie Chaplin also pass away in this year.

In August the King of Rock n Roll Elvis Presley dies at age 42 of a heart attack, and ABBA exceed the Beatles in total record sales. Rumours by Fleetwood Mac is one of the biggest selling albums of the year. New York DJ Kool Herc classifies and introduces a new movement in America calling it Hip Hop. Shock rocker Alice Cooper checks into a New York clinic to be treated for alcoholism and Rolling Stone Keith Richards is arrested twice for possession of heroin.

Muhammad Ali was still the reigning undisputed heavyweight champion of the world and Argentinian Carlos Monzon retires undefeated as Middleweight Champion of the world, after a record 14 defences over a seven year reign.

A.J. Foyt won the Indianapolis 500 and Janet Guthrie became the first woman driver to qualify. In basket ball the Portland Trailblazers won 4 games to 2 over the Philadelphia 76ers. In horse racing Seattle Slew ridden by Jean Cruguet wins the Kentucky Derby, Preakness Stakes and Belmont Stakes to take the triple crown. Cale Yarborough wins both the NASCAR championship and the Daytona 500. In Super Bowl XI the Oakland Raiders beat Minnessota Vikings by 32 points to 14.

The United States initiates the Voyager Space Program with Voyager 1 being launched after a short delay on September 6th.

The Alaska oil pipeline is finally completed. Terrorism both domestic with the Black Panther Party and Symbionese Liberation Army, and international with the German Baader Meinhoff Group was rife. On March 9th a dozen Hanafi Muslims take over three buildings in Washington DC killing one person. On October 13th four Palestinians hijacked a Lufthansa flight to Somalia and demand the release of 11 members of The Red Army Faction.

In film Star Wars is a massive global hit, and on television the ground breaking series Roots attracts huge audience figures.

On 27th of March this year the Worlds worst air disaster occurs in Tenerife where two passenger planes collide near the runway killing 583 people. Other disasters this year are the Beverly Hills Supper Club fire in Kentucky that takes the lives of 165 people, and an earthquake in southern Europe which kills over 1500 people.

On July 13th New York suffers a complete blackout as its power grid fails plunging Mayor Abraham Beame's city into a chaos of looting and rioting. There are 3776 arrests and 1037 fires before the power was completely returned some 25 hours later. The Summer of 1977 in New York was known as the "Summer of Sam" with the crazed .44 caliber killer David Berkowitz stalking the streets at night shooting lone females and courting couples as they canoodled in parked cars. Berkowitz sent demented letters taunting the cops and promising more death and sending the public into a widespread panic, until he was eventually captured later in the year after killing six people and seriously injuring seven others. During 1977 the city of New York was under a tremendous financial stress forcing government officials to cut back drastically on city services. This affected the city's working poor and unemployed, that depended the most on public services to get them by. Crime continued to rise with the police department struggling to keep it



all together. Music Radio 77 WABC was the most popular New York station with Harry Harrison's morning drive through show and Dan Ingram's top rated afternoon slot. The C.B.G.B. club in New York continued to grow in influence as the home of underground rock featuring such acts as Blondie, Talking Heads and The Ramones. In May F.B.I. Agents set up a garbage hauling firm in the Bronx to obtain first hand evidence of the price fixing trade associations that dominate the industry in New York.

Singles

How Deep Is Your Love - Bee Gees.
Dreams - Fleetwood Mac.
Rich Girl - Hall & Oates.
Hotel California - The Eagles.
Evergreen - Barbara Streisand.
Whe I Need You - Leo sayer.
I Feel Love - Donna Summer.
Psycho Killer - Talking Heads.
Pretty Vacant - The Sex Pistols.
Fernando - ABBA.
Sir Duke - Stevie Wonder.
Rip Her To Shreds - Blondie.
Memory Motel - Rolling Stones.
Dancing Queen - ABBA.
How Deep Is Your Love - Bee Gees.
You Light Up My life -Debbie Boone.
Disco Inferno - The Trammpps.

Albums

Lust For Life Iggy Pop.
Rocket For Russia - The Ramones.
Rumors - Fleetwood Mac.
Saturday Night Fever - Bee Gees.
The Stranger - Billy Joel.
Heroes - David Bowie.
Chic - Chic.
Black & Blue - The Rolling Stones.
Tejas - ZZ Top.
Passage - The Carpenters.
Hotel California - The Eagles.
XL - Chicago.
Plastic Letters -Blondie.
The Pretender - Jackson Browne.
Sin After Sin - Judas Priest.

MOVIES

Star Wars.
Kentucky Fried Movie.
King Kong.
Airport 77.
Smokey & The Bandit.
Saturday Night Fever.
The Duellists.
The Deep.
A Star Is Born.
Close Encounters Of A Third Kind.
Annie Hall.
A Bridge Too Far.

TV Shows

Happy Days.
Roots.
The Muppet Show.
Saturday Night Live.
Six Million Dollar Man.
Charlie's Angels.
General Hospital.
All Of My hildren.
The Tonight Show.
Sesame Street.
M.A.S.H.
Wheel Of Fortune.
Hawaii Five O.
The Waltons.
The Mary Tyler Moore Show.

Fads

Mood Rings.
Rollar Skates & Skateboarding.
CB Radios.
Streaking.
Slasher Films.
Smiley Faces.
Ouiji Boards.
Novelty Transistor Radios.
Hand Held Electronic Football Games.
Yoga & Martial arts.
Jogging.
Punk Rock.
Theme Parks.
Hot Air Balooning.
Farrah Fawcett Posters.



Social Trends

Feminism.

Gays & lesbians coming out of the closet.

Unmarried couples living together.

Single bars & dating agencies.

Health food & vegetarianism.

Young people joining religious cults.

Indoor shopping malls.

Environmentalism.

Technology

Video recorders: Sony betamax & JVC VHS.

Polaroid instant camera SX 70.

Litton Microwave cookers.

First home Computers: Apple 11, TRS-80.

Electronic Pagers.

Cassettes & eight track music players.

Electronic typewriters.

Telex machines.

Xerox photocopiers.

Fashion

Long square sideburns.

Afro's, wet look Gheri curls and corn rows.

Bell bottom flares.

Cuban heels.

Cowboy boots.

Polyester shirts.

Army jackets.

High & wide lapels.

Jump suits.

Waist coated suits.

Turtleneck sweaters.

Denim.

Peasant blouses.

Cowel neck sweaters.

Wrap around skirts.

String bikinis.

Knee length tube socks with colored bands.

Long leather coats.

Buttoned leather jackets in red and brown.

Tunic tops.

Sweat bands.

Earth shoes.

Short styled blow dried haircuts (men).

Pageboy wedge cuts (women).

Feather hair the Farrah Fawcett look.

Blue & green eye shadow.

Funky head scarves.

Tight t-shirts & sleeveless shirts.

Printed sleeved rayon tops.

White vests worn under open shirts.

Large tinted and mirrored shades.

Ladies suits with waistcoat and tie.

Bodice disco tops (women).

Platform shoes.

Dr. Scoll sandals.

Leisure suits.

Same colored ties and shirts.

Short shorts.

Celebrities

Super Model Cheryl Tiegs.

Artist Andy Warhol.

Model Jerry Hall.

Daredevil Envel Knieval.

TV presenter Chuck Barris.

Football Star Joe Nameth.

Writer Norman Mailer.

Baseball Star Reggie Johnson.

Wild Child Bianca Jagger.

Comedian Lily Tomlin.

Movie Stars

Clint Eastwood.

Sally Field

Jacqueline Bisset.

Dyan Cannon.

Slyvester Stallone.

Dustin Hoffman.

Robert Deniro.

Diane Keaton.

Al Pacino.

Faye Dunaway.

Burt reynolds.

Sissy Spacek.

John Travolta.





Things You May Want

"I wear \$150 dollar slacks, \$800 dollar suits, I wear a gold watch. I wear a perfect D flawless Karat ring. I change cars like other guys change their fucking shoes. I'm a thief I've been in prison right."

Frank in the movie "Thief"

Watches

More than just an instrument to tell the time, a Piaget or Rolex on your wrist means you've got both cash and class.

Jaeger/Lecoultre - Mens watch \$10,000.

Piaget - Mens gold dress watch \$6,000.

Rolex - Gold mens wristwatch \$4,500.

Cartier - Mens strap watch \$1,200.

Breitling - Mens chain link watch \$800.

Longines - Mens strap watch \$200.

Citizen - Mens stainless steel watch \$40.

Shades

Hide your eyes and intentions with a fashionable pair of Ray-Bans or Elvis Presley style Foster Grants.

Ray-Bans - \$50 to \$100.

Foster Grants - \$10 to \$40.

Furs

Be the animal that wears one. Look at best regal, quite possibly like Liberace, but most probably just plain pimptastic.

Sable Coat - \$15,000 to \$20,000.

Chinchilla Coat - \$8,000 to \$12,000.

Mink Coat - \$4,000 to \$6,000.

Fox Fur Coat - \$2,500.

Suits

Brioni - \$1,000.

Armani - \$600 to \$800.

Regular 3 Piece - \$85 to \$185.

Casual Wear

For comfortable day to day stealing.

Mens Jogging Suits - \$20.

Converse Canvas Sneakers - \$4.99.

Blue Jeans - \$7.

Running Shoes - \$9.99.

Accommodation

Standard One Bedroom Apartment

\$185 dollars rent per month.

Standard Two Bedroom Apartment

\$215 rent per month.

Fleapit Hotel

\$4 per night.

Decent Hotel

\$15 per night.

Expensive Hotel

\$40 per night.

Swanky Hotel

\$80 per night.



Loaf Of Bread - \$0.32.
Quart Of Milk - \$0.44.
Gallon Of Gas - \$0.65.
Can Of Soda - \$0.20.
Glass Of Beer - \$0.40.
Burger & Fries Fast Food Outlet - \$0.95
Burgers & Fries Restaurant - \$1.55
Six pack Of Old Milwaukee Beer - \$1.25
Cocktail - \$0.75 to \$1.00
Postage Stamp - \$0.13
Packet Of Cigarettes - \$0.55
Litton Microwave Cooker - \$429.
CB Radio - \$89.
Pocket Radio - \$9.
Video Recorder - \$1,000.
Portable Cassette Recorder - \$29.99.
SX - 70 Polaroid Camera - \$170.
Sinclair LED Digital Wristwatch - \$49.
Electric Toothbrush - \$7.33.
Sony Color - TV \$400.
Electronic Multi Function Calculator
 \$50.
Novus Gold LCD Calculator Watch
 \$299.88.

Charlotte The Mule

I got into the coke business through my then boyfriend Ozzie Cuevas. He was pushing a few ounces a week from the Super Six, nothing heavy or so I thought, until he got killed one night after leaving the club. Gunned down as he was sitting in his maserati counting up. Blood, bills and brains all over the dashboard. I could have gone with him, if we hadn't argued that night, because that's how these cocaine cowboys operate. Take you where they find you, and leave no witnesses.

I found out later what it was all about, Ozzie had got greedy and muscled a rival dealer out of the club. Got Big Ange and Emilio Zapata to bounce this guy called Eddie on his ass, and keep him out of the club for a C and a half a week. Guess what, Eddie didn't take it lying down, and brought his own muscle in to square things up; some crazy Mick bastard from the Heights called Mickey Corcoran.

One Friday night he shows up at the club all Brioni suit and murderous eyes. Makes a line for Ozzie and spells it out for him.

"Listen you spic fuck, Eddie's with me now, got that with Mickey fucking Corcoran. He deals here, does whatever the fuck he likes here, and youse are gonna be ok with that. Or as sure as shit I'm gonna whack youse out where I find you." This guy was scary, I mean it looked like he'd do it, and not think about it anymore than going to Monster Burger for a bite to eat. I could see Ozzie had lost his usual cool, and was looking a little pale when Zap and Ange came over and made things a lot worse. Zap takes an instant dislike to this Corcoran, and starts giving him the needle, ya know poking him in the chest and all. Now Zap is an ex heavyweight fighter and Ange well he is a mountain of a man, but this maniac Corcoran tells them both to go and fuck themselves. Then as the Italians say Bada Bing. They both grab Corcoran and he goes nuts, kicking and butting as they drag him out the back.

About five minutes later they come back, with Zap dabbing his lip and saying the abusador now no problemo. I wasn't so sure and it's a shame that Ozzie wasn't either.

Now you'd think it would turn me off, and it did for a bit, but the money it's just too damn good to walk away from. I work for the main man Jamie Davila now, muling from Miami for two G's a trip, and dealing quarter pieces to my rich W.A.S.P. friends. I'm smart, I'm not gonna be another coke casualty, I don't use and I haven't stepped on anyone's toes, at least I don't think I have.

