

# DOG TOWN

The  
Missing

Mafioso



by  
jonathan ridd

THE  
SPLIT  
SYSTEM



# Dog

# Town



# The Missing Mafioso

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Starts 8pm Until Late

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## Director's Notes

Thomas "Little O" Ormenti is the feckless, playboy son of powerful Gurino Family Capo Phillip "Florida Phil" Ormenti. A made guy at the age of 28 he is the youngest and probably least deserving member of the Mafia organization.

Unreliable and poor in business Thomas is a constant source of disappointment to his father, and one of resentment to aspiring Mafiosi grafting hard to get made.

One such Cugine is Steve "Stevey Dogs" Prelli a bookie from East Water. Little O had promised Prelli that he would go in with him as partners in an auto shop. Prelli put his money down and borrowed \$60,000 more to secure the shop after Little O said he needed another week to get his end of the money together. Ormenti though changed his mind and took off to Florida leaving Prelli in a hole.

In Florida Ormenti sought out a cocaine connection, and through Tampa Bay Family contacts hooked up with a Columbian cocaine dealer named Ricardo Galendez. Galendez agreed to supply Ormenti with ten keys of blow for \$500,000.

Ormenti returned to New York and put together a drug ring to finance the deal and distribute the shipment. In doing so he went outside the Family to friend and night club owner Dominic Lujan. Lujan introduced Ormenti to two ascending coke dealing brothers from the north side of Grenson Park named Luis and Francisco Pinango.

Ormenti sold them the deal and the Pinango's came in for \$100,000. All went well and business boomed until Crawford Coke King Jamie Davila got pissed. Davila ordered one of his Grenson Park dealers Alphonso Rojas to take care of the Pinango's, and then sent one of his own top triggermen Rolando Torres to ventilate their connection.

At the same time Steve Prelli sets in motion a plan to kidnap Ormenti for ransom. He has enlisted the aid of four Greek immigrants he met playing cards at The Long Shot Cocktail Bar in the west side of Pennington. All four are seasoned criminals specializing in robbery, extortion and quick style kidnapping for short money.

Prelli has provided the Greeks with Ormenti's address, car details and general movements, which include his fondness for Caesar's Night

club in Jefferson Heights.

Ormenti also likes to frequent The Super Six with junior dealer Eddie Shannon whom Ormenti supplies through wholesaler Marvis Wheeler. Unfortunately for Shannon Davila thinks that he is more important in the drug ring than he actually is, and has instructed Rojas to see to it that he winds up stinking out the trunk of his car. Rojas has set Shannon up to be ejected from the Super Six by rent-a-thugs Angel "Big Ange" Firpo and Emilio "Zap" Zapata. Outside waiting will be Rojas and his vicious Jefferson Height dealer Arturo Meza.



On the day that this is all due to happen Ormenti drives to Newark, New Jersey to drop off a kilo of coke to an associate in the Casatoni Family. The associate fails to show and Ormenti drives back to Dog Town with the coke underneath his car seat.

The kidnappers pick up Ormenti's trail when he stops at his girlfriend's apartment in Jefferson Heights, where they have been waiting across the street in a gray panelled van all day for him to show. From there they tail him to the Amco Gas Station in Pennington where in order to keep on his tail they drive off and fail to pay for their gas. The attendant Gilbert Kramer records the registration plate and enters it into the station's theft book.

At 6:58pm Ormenti parks his pale blue 1976 Cadillac Fleetwood in the alley behind Caesar's night club where he is due to meet Dominic Lujan at 7pm. As he gets out of the car the kidnappers quickly bundle him at gunpoint into the side of the van. After sticking a bag over his head they drive him to an old house in the woods behind the JFK Airport. There they handcuff him to a pipe and wait for Prelli's instructions.

When Thomas Ormenti doesn't show at La Cortile for dinner with his father that night, and fails to report at Luchese Carting the following day, the experienced Mafioso doesn't waste time in getting his crew to look for him. Nicky "Nicky Candles" Vitale is sent over to O'Leary's to see what the Micks know.





## What's In It For The Felons

The criminals are part of the Maclaren Gang and their boss Jimmy Maclaren has spent a lot of effort to build a working relationship with the powerful and influential Phil Ormenti. Maclaren who is currently on business in Boston would want the criminals to go out of their ways to help Vitale and would be pissed if they snubbed him.

Ormenti and his crew are also good business. They have money to lend, contacts to lay swag off to and importantly lucrative contracts for heavy work when it needs to be done off the record.

If the criminals find Little O they will have the gratitude of Phil Ormenti, which ought to benefit them in many ways.

If the criminals refuse to help then they get the cold shoulder treatment from Ormenti's crew.

If something bad happens to his son Ormenti will look for someone to blame and one of the obvious candidates will be the criminals. Ormenti will bide his time then make an example out of one of the criminals. The killing is likely to be a "Buckwheat" one with the hapless criminal murdered slowly before being left somewhere public.



## The Criminals

Ryan "Short Dog" Sheehy, Rocco "The Wop" Doyle and Kevin "Studs" O'Reilly are regulars of the Maclaren Gang. A wild bunch of Irish hoodlums than run on the east side.

Sheehy is the wildest of the bunch and easily the most dangerous with his violent moods and itchy trigger finger. Although physically unimposing he is the probably greatest feared due to the extreme measure he will take over the most minor infraction.

Sheehy is currently wanted for jumping bail on an aggravated battery rap. "Easy Bail" bondsman Tyce Bundock put up the \$20,000 bond that prevented his ass from being flung in Rykers and now risks forfeiting it. Bundock has hired fugitive recovery agents to track down and arrest Sheehy for 10% of the bond. Identical twins Ken and Kevin Nilson are experienced bounty hunters with a network of informants. They have access to several vehicles and are equipped with bulletproof Level 2 covert vests, tasers, handcuffs, pepper spray and .38 snub nose revolvers. They are a determined and calculating pair, preferring guile to straight out confrontation they will look to take down Sheehy when he is on his own.

Doyle has connections with Gurino Mafioso Nicky Vitale having used him as a fence on a number of occasions. He has also met Thomas Ormenti and other members of the Ormenti crew at the Ocean Lounge in St. Lukes. He has the greatest understanding of the Gurino's and the potential opportunities that finding Ormenti could provide.

Doyle has an "understanding" with tough neighborhood patrol cop John Dooley. Dooley is on the gang's pad and receives regular pay-offs for information and other services. Doyle is probably one of the most forward thinking of the gang realizing the importance of developing contacts and using them.



As an ex-heavyweight boxer Reilly is the muscle of the crew with a reputation as a formidable barroom brawler. He also has a background in explosives having previously worked blasting rock faces in a large stone quarry.

## Re-writing The Script

If using pre-existing criminals from other neighborhoods, the only significant modification required is changing the night club to one in Crawford or Pennington, or even to a bar or some other business some place else that the criminals would be familiar with.

## Directing the Movie

The movie uses type and color codes to denote what is to be disclosed to the criminals, what they may find out and what the director should keep to himself.

*Italic type is descriptive text that the director can read out to the criminals.*

*Dark gray type is speech used by npc characters and is to be read out to the criminals.*

Light gray text on a dark gray background defines responses that an npc might make if questioned or pushed etc.

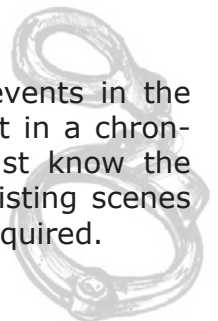
Black text on a dark gray background is director information. This may be accessed by criminals after a success in an appropriate test or if the director just wishes it known.

Options offer differing outcomes dependent on the action or inaction of the criminals. Eg. whether they politely announce their presence at a place or force entry into it.

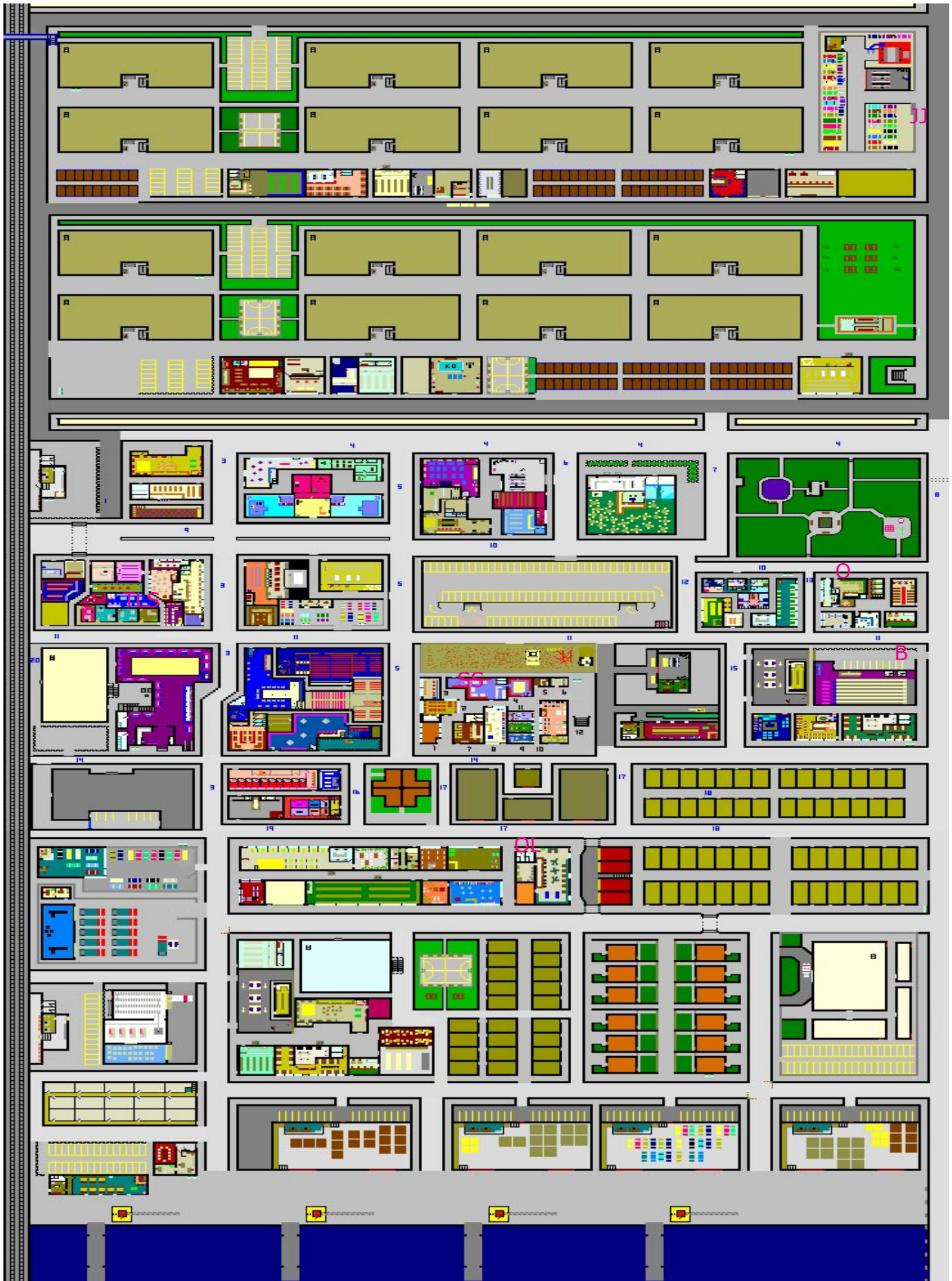
Map references:

<b>O</b>	O'Leary's
<b>B</b>	Bowlerama
<b>SC</b>	Sandman Casino
<b>C</b>	Caesar's
<b>GR</b>	Graham Row
<b>SS</b>	Super Six
<b>OL</b>	Ocean Lounge
<b>JJ</b>	Johnson's Junkyard
<b>R</b>	Ridgemont Flats
<b>TLS</b>	The Long Shot Cocktail Bar
<b>LDT</b>	Longford Dog Track
<b>H</b>	Hideout

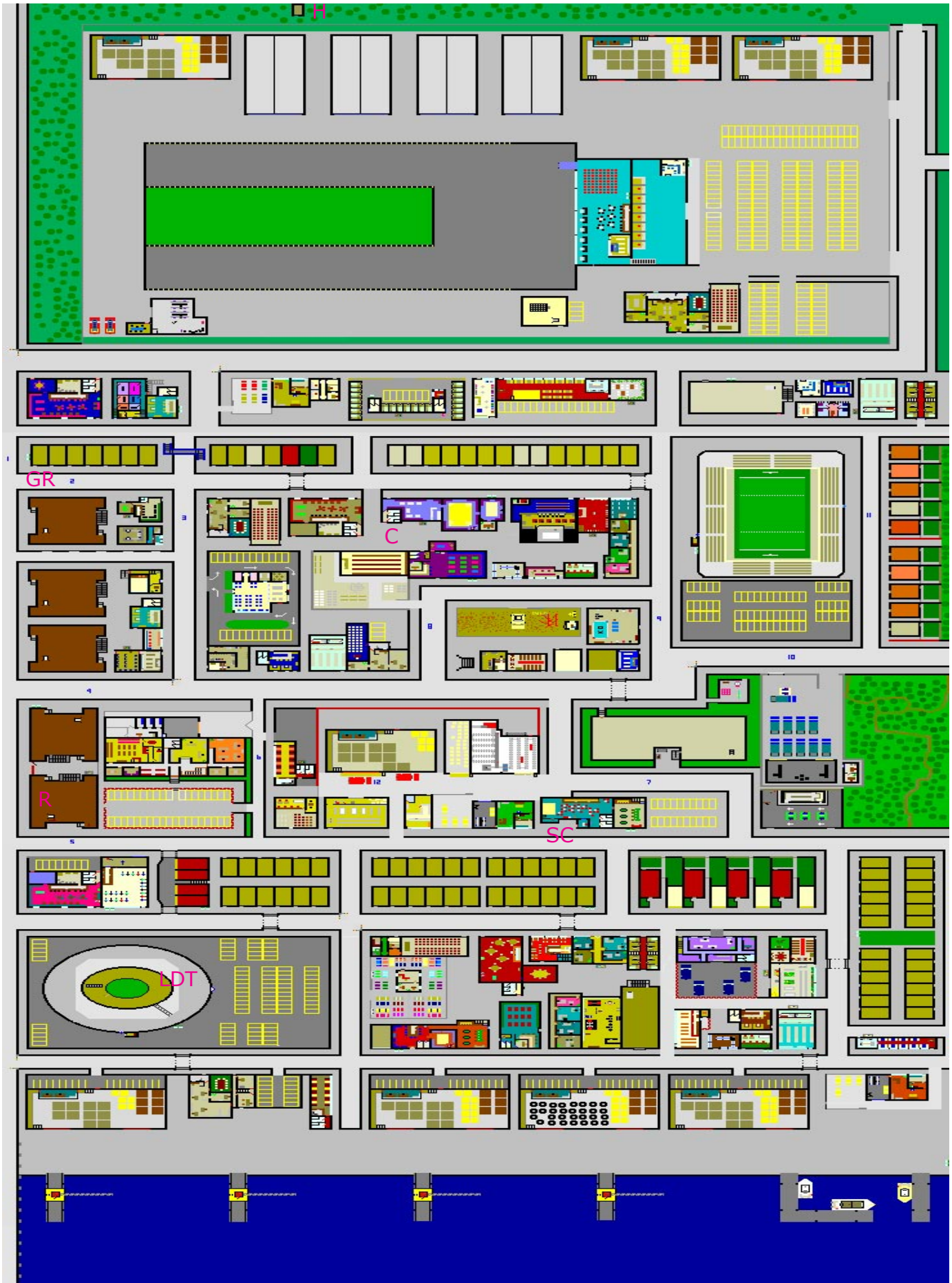
The scenes are locations and events in the movie's story and are laid out in a chronological order. The director must know the material and be able jumble existing scenes around and insert new ones if required.











## Scene 1 *The Call*

**Friday 4:15pm O'Leary's** - The smell of smoke and whiskey hangs in the in the close afternoon air of the bar. In a corner an old man with yellow tipped fingers and a red split veined face hacks his guts up into an off white handkerchief. He steadies his spluttering and pulls a Marlborough from crumpled pack in on the small round table in front of him.

Propped at the pock marked bar nursing steaming bottles of Coors the three of you stare at the sports pages of the New York Post, while a lazy blue bottle buzzes an aimless trail above your heads.

The toilet door clatters like a shutter in a storm and a guy in a dusty blue t-shirt and work boots saunters through. He nods and says,

"Alright Rocco, fellas."

Before continuing across the bar to sit next to a table of blue collar Joes.

Larry Kosner a bricklayer on the Pennington Mall site. He's bought swag Rocco on several occasions. Cigarettes and booze mostly.

"Lust for Life" by Iggy Pop blares from the jukebox and a skinny sleeveless shirted punk with some ugly upstate ink on his arms strolls back to his seat.

"Jeez not that crap again, that's gotta be the third play this week. How people like this garbage you tell me, I dunno it beats the shit outta me that's for God damned sure."

Red faced and jovial Thomas O'Leary drains his glass of Jameson's and reaches for a refill, when the ringing of the wall mounted phone behind him gets his attention.

He picks it up and says,

"Lemme check ... see if he's here".

With his hand over the mouth piece O'Leary turns to you and says,

"Some guy wanna speak to youse Rocco, is youse here or what."

"Didn't give iz name".

"Gonna speak to im or what, I'm thirsty er."

A man with a gravel voice says,

"Is that Rocco ..... It's Nicky meet me at the Bowlarama parking lot in 10 minutes ... and bring some guys wid you."

The line cuts dead.

Nicky Candles a made guy of the Gurino Crime Family. A major fence of stolen goods and an ace contact for any would be hijacker on the make. Rocco has worked on airport scores set up by Candles with one his crew Mike Franza and has used him to fence major hauls.

## Scene 2 *The Parking Lot*

**Friday 4:25pm Bowlarama Car Park** - The three of you stand in the lot below the purple façade of the alley, with it's light blue neon display featuring a flickering bowling ball and flying pins. Across from you there is a beat up red Gremlin with a dent in the wing, and a silver boy racer Chevy Camaro with black flame effects.

In front of you a burger cartoon skips in the gentle breeze, as a shiny new royal blue Lincoln Continental rolls silently into the lot and comes to a stop.

A smartly dressed guy in his early forties gets out of car. Broad shouldered with jet black hair in a neat bouffant, his gold chain, bracelet and diamond encrusted pinky ring sparkling in the afternoon sun.

He swaggers over to you and says to Rocco,

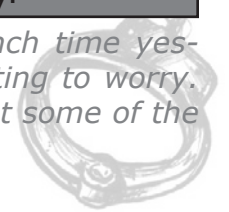
"I'm gonna call in a favor wid you .... and youse guys too."

He passes his gaze around the three of you and then continues.

"Nuttin heavy so don't sweat it ..... just find Thomas Ormenti, .... he's gone missing."

Know streets diff. 6 for Reilly and Sheehy to know that Thomas Ormenti is the only son of one Phillip "Florida Phil" Ormenti a powerful capo in the Gurino Crime Family.

"He hasn't been seen since lunch time yesterday and our people are starting to worry. I want for you guys to check out some of the



bars and clubs in the Heights .... see what you can dig up. We know he goes over there sometimes and knocks around wid some Ed-die fella."

"Dat's it ... except oh ... and he' was driving a powder blue Cadillac Fleetwood when he left iz mudders in St. Lukes yesterday. It's got Arizona plates here's the number."

FSM 335

"If ya get anything let me know I'll be at the Ocean Lounge."

A know streets roll at diff. 1 and the criminals will think of checking out Caesar's Night Club and The Sandman Casino, as the most likely hangouts for a high living Mafioso.

The Nilson twins have trailed the criminals from outside O'Leary's in a black Monte Carlo S. They park up across the Bowling Alley posing a creep difficulty in rush hour traffic of 13. Bhp. 145 acc. 0 spd 105 Con +1

### Scene 3 **The Sandman Casino**

The Casino parking lot is empty save for a scruffy looking kid doing loops on a dented red chopper. The doors are bolted and the shutters are down. A sign on the door says shut until Tuesday for refurbishment.

### Scene 4 **Caesar's Night Club**

Mock Roman pillars and gas powered torches sit underneath a blinding white lit Roman lettered "Caesars".

Outside a red "Crown Liquor" truck is parked against the sidewalk, and one of the gold double doors is open allowing the darkness inside to break out.

Door is locked break in diff. 4 with tool, 14 without. Inside there are 25 crates of whiskey, 20 of vodka, 10 of gin, and 100 crates of beer. Score \$4,000.

A know streets at difficulty 2 will let the criminals know that Crown Liquor is owned by Jefferson rackets boss Eddie Malloy.

Inside subdued wall lights barely push the darkness away from the gold roped purple drapes that hang from the walls. Two men in gray work uniforms with one writing on a clipboard stroll towards you.

"Yeah the boss is up back."

The three of you walk passed a marble bar with a crate of steaming glasses wafting vapor up to the ceiling. And then across a pine disco dance floor, the dead spot lights above drooped like wilting flowers.

Ahead a brown padded leather door says V.I.P. room.

If entered the door opens onto a small dance floor surrounding by crush velvet seating. To the far left of the room is a fire escape and on the right another door reading "Management."

Awareness test at diff. 5 will detect a sort of typing sound. Door is unlocked.



#### Option A **Walk Straight In**

The door swings quietly open into a plush office, and you see an open shirted man leaning over the edge of a leather desk snorting up a line of coke with a rolled up bank note. There is a telex machine on the desk printing off receipts and an open fist size freezer bag of white powder.

The man flicks his head back from the desk and pinch wipes his nostrils. His red eyes take you in and he recoils like a startled snake.

Awareness test diff 8 to spot a V.I.P. membership ledger on the desk. Letters are upside down. Ledger contains Ormenti's details and around 50 other V.I.P. members. Reading the ledger will glean that Ormenti had booked a private party there three weeks earlier. Suss Roll of 7 to think of asking/searching for the ledger if not seen or if player doesn't consider this action.

#### Option B **Knock**

A man's voice comes from the other side of the door.





"Wait a minute ..... Who is dat?"

*On entering you see a flash looking guy in an open black silk shirt wearing plenty of sparkle hurriedly close a desk draw shit. He pinch wipes his nose and pulls a face before saying,*

*"Who da hell are you guys, whaddya youse want? Look tell Rojas I ....."*

*With a dismissive wave of his hand he sits back in his high leather swivel chair and looks the three of you up and down.*

Drugs roll at 4 to guess that it's coke use.

Dominic Lujan is naturally wary of the criminals and cagey about disclosing information to them about Ormenti. He is aware of Sheehy's reputation and so denies knowing Ormenti or of his whereabouts.

*"Nah I can't say I know im."*

*"Sorry guys I'd like at help ya out I really would. But a lotta people come through these doors. Ya know how it is. But if I see the dude who should I say wants him."*

*Look I'm kinda busy right now ... so if youse fellas wouldn't mind I'd like ta get back to work. Ya know clubs don't run themselves.*

If roughed up Lujan will admit to knowing Ormenti stating that he is a regular. He will continue to lie and say that he protects the anonymity of his V.I.P. members.

*"Okay, okay, okay. He comes to the club once in a while and drinks champagne, I know him to say high to and that's about it I swear. Look club policy, privacy and shit know what I mean, Jesus."*

If asked about a friend of Ormenti's called Eddie.

*Eddie ....arrrm .... I guess that's Eddie Shannon, flits between here and the Six."*

If absolutely frightened shitless he will state,

*"Arhg man for the sake of loving Jesus we're business partners. I was supposed to meet*

*him last night at 7 in the club, but he didn't show. I don't know where the fuck he is."*

Lujan is wearing a diamond ring worth \$3,000, gold chain worth \$1,000, Piaget worth \$5,500. There is \$1,000 in petty cash money box in desk draw and \$5,000 of coke. A deal test at diff. 4 will see the value.

## Scene 5 *The Breakin*

*The sun is low outside on the sidewalk and the air is beginning to clear of exhaust fumes. A fat white woman with dishevelled hair wearing a vest top wobbles towards you jabbering to herself. She opens and closes her hands, as if holding imaginary puppets. A voice from behind breaks your curiosity.*

*"Do any of you own the blue Caddy around the back there's a Puerto Rican or somebody breaking in to it."*

*A young woman with a short pageboy haircut and shoulder bag is pointing down an alleyway behind the club.*

*Moving down the alley passed a trash dumpster with an overflow of cardboard boxes you see a pale blue Cadillac tucked into the rear wall of the club. A swarthy, pony tailed man in a sunshine yellow shirt and awful red trousers is lying across the drivers side of the car fiddling with the ignition barrel. Another untidy haired man with a scruffy beard and dressed in mangy green tracksuit is flicking through the contents of a wallet.*



If all three felons try to sneak the 30 feet to the Caddy they will do so at a -4 drag. The two are thieves Eric Quintanilla and Nicky Dukakis. They are both under the influence of PCP. Quintanilla is is vicious when sober but a complete animal when on the "Dust". Quintanilla is armed with a jemmy and a .32 Llama revolver and Dukakis with a screwdriver. Quintanilla tries to mash heads with the jemmy unless there is gunplay.

Dukakis is less do or die and will go on his toes if he starts to catch a beating.

Eric Quintanilla has a locker key in his trouser with a distinct logo and the number 3 on the fob.

Know Streets Roll at diff 8 will know that it is a train station locker key.

In the locker there is a Winchester 21 sawn off shotgun and 16 shells.

Dukakis's black wallet contains:

- \* An American Express credit card in the name of Thomas Ormenti.

- \* V.I.P. membership card for Caesars

- \* V.I.P. membership card for the Super Six night club.

- \* A photograph of a stunning raven haired young Italian woman.

- \* A receipt for a sofa delivered to 21 Grams Row, Jefferson Heights.

Quintanilla

*"Fuck you ... we see de car first."*

If pressed hard

*"Whah jou talking bout man ... I don know shit bout no guinea muthafucker."*

Dukakis

*"I swear on my mudder's eyes I don know nuttin bout nuthin. Sheeeet we just found da car ere all open and like. I'm jus a thief."*

## Scene 6 The Car

*The plates on the car match the info you've been given and at a glance the car excepting the ignition barrel seems in pretty good condition.*

Search Roll diff -2 over 21 activity points.

In the foot well of the car there is a single slip on shoe.

Know streets roll at diff 8 will know that it is an expensive handmade Italian leather Loafer.

In the drivers door compartment there is a credit card receipt dated the 5th July 1977 and timed at 6:51 pm from the AMCO Gas Station in Pennington.

There is also another also dated 5th July 1977 for a \$500 dollar cash withdrawal from an ATM in Newark New Jersey timed at 3:56pm.

Learning roll of 2 to gain the small details.

On the front passenger seat there is a black address book. Under D there is Dominic Lujan's name and telephone number. Under E there is a beeper number for Eddie.

Underneath the seat of the car there is a brown paper bag with a taped wrapped package of white powder in it.

If opened and tasted by a criminal, a drugs roll of 2 will know that its around a kilo of cocaine. A full success or more that its class A shit worth around \$60,000 wholesale.

An awareness test at diff 8 will notice tire skid marks leading out from the alley.

## Scene 7 The Dead Guy

The criminals may wish to go back and front Lujan with the new info they have. As they re-enter the V.I.P. room an awareness test at diff. 8 will pick up the smell of cordite in the air and that the fire door off the dance floor is now ajar.

*A man wearing a black full faced motorcycle helmet and short leather jacket strides quickly from Lujan's office towards the fire exit. He sees the three of you and responds by raising the silenced pistol that he has drawn by his side and aiming it in your direction.*

This is Rolando Torres a top triggerman for Jamie Davila's organization. He has just put four slugs into Lujan on his bosses orders and is heading for the motorbike he has parked outside the fire exit. He has two rounds left in the S&W Model 10 he is carrying. He will cover himself as he escapes and will not fire unless drawn upon.

Shot diff. 12 over 4 slots to hit the crouching Torres as he speeds away on bike.

**Option A Leaves You Sucking Fumes**

The rider keeps low hugging the bike as its raucous engine powers him down the alley in front of a plume of exhaust smoke. He deftly takes the bend and is gone from sight.

**Option B Bites The Dust**

The rider tumbles across the asphalt into a crooked repose, while the bike slides and screeches onwards in a display of sparks. Beneath the the blood smeared vizor of the rider is a moustached Hispanic man. Inside his jacket pockets there is a speed loader for a .38 revolver and a thick clip of bills weighing \$500 dollars.



You open the door and see Lujan slouched against the back of the leather chair staring vacantly at the ceiling. There is a blood spatter against the wall to his left and two neat drill holes in his cheek and forehead. A large shape of blood has soaked his shirt across the right side of his chest and is now dripping in steady pattering drops from his right hand onto the carpet. He is obviously quite dead.

As the criminals are leaving the scene they run into Caesar's barman Paul Macauley arriving for work. Macauley is a local guy who is fully aware of the criminals, their reputations and associates. Similarly the criminals will recognize him as a knock around guy that would almost definitely not squeal to the cops. A successful threat roll contributes a -4 to this equation. Use Kalakos for stats.

The cops will be alerted to the shooting some two hours later by Lujan's girlfriend Sylvia Goodman. Detectives Evan Gerber and Colin Studabaker pick up the case. Combined investigation ability 12.

**Scene 8 The Girlfriend**

An old four story brown stone tenement in the residential section of Jefferson Heights.

Outside the apartment you hear the clicking of a bolt and chain inside before the door eases open. A beautiful looking dark haired Italian woman peaks her face through the gap.

"Yes"

If told her voice cracks and she starts to bite her nails.

"He called here at six last night. He said he would call me this morning .... but he hasn't.

He stayed for about half an hour had some coffee and left in his car. What do think could have happened to him?"

The woman is Ormenti's girlfriend.

An awareness test of 13 spots an oil stain across the road and a half dozen fag butts cluttered together on the sidewalk around a used matchbook. Difficulty reduced to 6 for an active outside search.

Matchbook "The Long Shot Cocktail Bar" (see advertisements)

Suss Roll at diff 8 over 21 activity points will deduce that Ormenti's abductors waited for him smoking outside the tenement.

**Scene 9 The Gas Station**

You arrive at the AMCO Gas Station in Pennington and Rocco you see Gilbert Kramer an old dope customer of yours behind the cashier's desk. Kramer turns from stacking some cigarettes and nervously nods a hello.

"Yeah I know Tommy Ormenti he gets his gas here all the time. Real stand up guy always drops a generous tip when I oil check his Caddy. He was here last night as it goes, paid by card for a change. Then I had those assholes with the van making off without paying."

"There was about three of them, wop looking, two up front and at least one in the back."

"Yeah I just managed to get it as they screeched off the forecourt. A gray paneled Ford., 72 plate. It's down here in the theft book BSD 2457."



Suss Roll at diff 6 will think to get cop contact John Dooley to run the prefix through the police computer for keeper details. Dooley comes on the graveyard shift at midnight.

## Scene 10 *The Check*

*A phone call through the operator gets you to the report room where a whiney sounding cop picks up the phone.*

*"Officer Dreyfuss 23rd Precinct."*

*"Yeah I'll get him for you, who is it that wants him."*

*There is a short delay, and then.*

*"Dooley here .... What can I do ya for?"*

*"Well that can be done for a yard ..... meet me in half an hour at back of the "All Day Market" in Pennington ..... And do I need to tell ya to come alone."*



## Scene 11 *The Information*

*In the dim light of the trash strewn alley you can hear the low grumble of a prowling car engine before seeing the pale blue Plymouth Fury roll around the corner and stop.*

*The lights cut out and a tall blue uniformed patrol cop climbs out of the drivers side and rests over the car door. He puts his hand out and says,*

*"Cash ..... Mmm dandy..... The plates relate to a 72 gray Ford side paneled van that the previous keeper Bernard Nunn has notified as scrapped at Johnson's Junkyard over in the Park. Hmmm ..... Spic and Shine land."*

*"Well I'd better get back to catching criminals."*

## Scene 12 *Eddie Gets A Call*

Ryan Sheehy scores coke off Eddie Shannon, and it is more than likely that the Doyle and Reilly too will know the flash, neighborhood coke dealer. Shannon will probably know of them also.

Shannon is effusive and friendly and not all guarded.

*The line rings four times before a shrill repetitive beep terminates the call.*

*A minute later the phone rings.*

*"Hi .. who is this?"*

*"Right ... what can I do for you guys?"*

*If asked about Ormenti.*

*"Nah I ain't seen him since the day before yesterday. We had steak at Maxie's. I was due to meet up with him last night and bounce round the clubs .... but he didn't show at Caersars ... so I took off on my own ... but that's Tommy he follows his own time do you get what I'm saying. Wait though, I might have something for you. Damn! ... I'm running out of change ... meet me at the Super Six."*

## Scene 13 *The Super Six*

*By 9pm there is already a line at the door, chic clubbers with tight pants and blow dried hair chewing gum and smoking, chatting and joking, all keen to boogie. Two Latino bouncers in tight black t-shirts lurk at the doorway ushering them in, one pug faced and chiseled the other heading towards 7 feet tall with the soft face of a cherub.*

*A disco ball spits pieces of light across the dark swathes of bodies milling around the dancefloor. Moving through the club looking for Eddie you see the blonde haired coke dealer talking to the two bouncers you saw earlier. The bent nosed bouncer flashes a gold toothed grin, though his eyes remain black and dead, as the giant suddenly grips Eddie from behind and rushes him towards the fire exit. The doors burst open and Eddie goes through and out in an instant. A hot track kicks in it's thick baseline thudding off the walls, and the stir is forgotten as they pour onto the floor.*

*In the alley behind the club dark girders from the construction site opposite criss cross the night sky, it's surrounding chain link fence shakes and clinks as Eddie is rammed into it and pummeled.*

*The lean bodied Eddie sags, and is dragged towards the open trunk of a 1971 green Mercury Comet where two shadowy figures wait.*

Know streets roll at diff. 5 to recognize one of the bouncers as Emilio "Zap" Zapata an explosive ex-heavyweight contender that was a little too light and chinny to make it to the top.

Know streets roll at diff. 10 to know Angel "Big Ange" Firpo the 6'10 Grenson park thug. A full success will recall a rumor about him being not as tough as he looks.

The two waiting by this stolen car are Alphonso Rojas and pint sized maniac Arturo Meza. Rojas is armed with a .32 caliber Walther PPK and Meza with a 9mm CZ 75 and a tire iron. Their intention is to beat Shannon senseless in the trunk of the car, then drive him to a condemned area in Moorfield where they will dump the car with a bullet riddled Eddie inside.

It is dark in the alley and any gunplay suffers a -2 drag.

Meza and Rojas are carrying \$500 each.

*Bruised and severely shaken Eddie his jacket ripped and the left side of his head glistening with blood tries to get his breath, and speak.*

*"Fuck man! ... what did I do to bring that heavy shit down. I'm cool ... I don't step on nobody's toes ... I ain't in ta violence."*

*Oh yeah what I got ta tell you is last time I saw Tommy he said he was going on a trip to Jersey, to Newark to see some guy on a spot of business."*

If leaned on Meza and Rojas will say,  
*"It's jus bizness, we jus gonna rough im up, put im straight, do jou know who I'm with."*

*"Tommy too but he didn't show up."*

## Scene 14 *The Junkyard*

**Saturday 6th July -10 am** - *The huge imposing walls of the Grenson Park tenements loom ominously as you approach the Park off the North Road. Gliding down the turnpike you are met by the sight of a graveyard of mashed and decrepit cars encircled by razor wire. A dusty entrance is heralded by a large black on white billboard,*

### **"Johnson's Junkyard"**

*A piebald Pit Bull Terrier growls and bears its glistening teeth, straining desperately against a chained leash staked into the ground. An hydraulic crane whirrs and sputs its pistons into gear to lift a mangled wreck of a Chevy Caprice into the solid jaws of a compacter.*

*A tall slim black guy with a short receding hairline, grimy jeans and an old New York Jets t-shirt walks down the steps of a trailer wiping his hands with an oily rag.*

*You all instantly recognize him as Shaky Johnson, Junkyard owner, bookie and blood sports promoter.*

*"Whoa ... Cerebus these be my friends. This one evil Mutha fucking dog let me tell ya."*

*"Well how can Shaky be helping y'all this fine morn."*

If asked about the van,

*"Gray paneled 72 Ford van .... yeah had one go Wednesday ... a couple of Greeks I bumped into playing Craps at the Long Shot Bar took it off my hands."*

If asked for an address,

*" Let me look ..... hmmmmm ..... Nicholas Stakis, 2 Ridgemont Flats, North Road .... they'd been waiting a week for a van to come in and get fixed up. Now don't mention me now yer hear, no done favor shud turn around an fuck you in da ass."*

If pushed for a description Johnson will scratch his chin and say,

*" I dunno, all you white folk look tha same to me. About 30 average build walks with a limp."*

"Kevin you still seem to be in pretty good shape, you still fighting. I gots me a new boy now, he still be a little raw around the edges, but man is he strong. I'd even say stronger than you. He's fighting Wayne Nash here on Sunday morning, come an see. If you is interested I'd be able to set up somin fo you."



## Scene 15 *The Monts*

**Ridgemont Flats.** The corridor leading to the flat number 2 is dark and musty.

### Option A *Knock*

A stooped old man in an old wool cardigan answers. His shirt is stained and he has a hole in the front of one of his slippers.

"I'm sorry I haven't got the rent, I just can't cope since its been raised."

The old man nervously flits his eyes around each of you and offers a few crumpled notes from the palm of his hand.

If asked about the Greeks.

"I'm Neil McMurray I've lived ere for 20 years, jus me and the cat lives here, since the wife passed away that is."

### Option B *Kick The Door In*

Damage resistance 4. Damage required to break open 12 points. Diff. to hit -6.

Break in diff 2 over 21 activity points.

The flimsy looking door flies open and cracks into the interior wall. Ahead of you sits an old man in a tattered cardigan eating soup straight out of an open can. With a shriek he drops the soup and falls off the stool onto the seat of his pants. The flat is bare and has the faint smell of urine.

Saturday is rent day and Kenny Dorgan is making the rounds. Dorgan is employed by the buildings owner Eddie Malloy as a collector, and has earned a reputation for getting what is owed. By the time the criminals may cross him he is carrying \$6,100 in a zip case. He is armed .45 Colt 1911.

Contested awareness test to see who sees who first with a +2 edge to Dorgan for numbers or a +2 to the felons if they are still in the flat. If Dorgan sees the felons he will quickly turn and go back to his red 1971 Cadillac Fleetwood.

If Sheehy sees Dorgan he will have to pass a discipline test at diff.4 not to lose his temper. Dorgan has been running his mouth off about Sheehy in the local bars saying that he took it up the ass in the can and that he is now Maclaren's little bitch.

A know streets at diff. 6 will recall that Dorgan collects rent on this building.

### Option A *Seen*

The door to the corridor clacks shut and a powerfully built man strolls towards you head bowed in lighting a cigarette. He has high brushed back hair with long burns and wears a waist length black leather jacket and brown pants. In his left hand he carries a a black zip case. The guy is Kenny "Bricks" Dorgan a well known Eddie Malloy enforcer.



### Option B *Unseen*

There is roar of an engine revving and the screech of tires as a vehicle of some description burns away from the building.

## Scene 16 *The Ocean Lounge*

At some point the felons will probably want to report back what they have found out to Nicky Vitale at the Ocean Lounge. Nicky has got over a dozen people looking for Ormenti including his close associate Steve Prelli. When the felons arrive at the Lounge Prelli is with Vitale. He will listen with interest as to the progress they have made and becomes concerned if they mention the gray van or a connection with the Long Shot Cocktail Bar. A suss roll made at a -3 drag against an impress ability of 7 picks up an unease in Prelli.

Vitale knows nothing of what Prelli is doing and encourages the criminals.



## Scene 17 *Prelli's Plan*

As a result of the criminals snooping Prelli considers three possible courses of action.

**Option A** Continue with the plan and hope the criminals make no further progress.

**Option B** Surreptitiously contact the criminals with an offer of a deal. A pay off of \$15,000 in cash to cool their heels and look some place else. Prelli will leave a message at O'Leary's, a note on a criminal's car or even a pay a kid to deliver a phone number and time. Prelli using a handkerchief to muffle his voice then makes the offer.

*"This Ormenti business has got nuttin to do wid youse. If youse steer clear youse could be 15 big ones better off. If youse agree be at the Longford Dog Track phone booth to-night at 6pm sharp."*

If the criminals show there is no one in sight.

The phone rings at the stated time and a muffled voice says,

*"Reach around the back of the phone there is a key taped underneath. The key is for the gray van parked in the train station carpark. In the back underneath a blanket there is a bag with 15 grand inside. Take it and play dumb if youse don't you're dead."*

If the criminals accept the pay off the movie ends with each five grand the richer. If they take the money and still snoop around they become marked men. The van has been wiped for prints and other items that could lead to identification.

**Option C** Set the criminals up for a hit. Prelli could use the above set up but the difference would be that the driver's door of the van is rigged with a fragmentation grenade. A wire is wrapped around the safety pin of the grenade and attached to the interior of the door. 3 seconds after the pin is pulled the grenade explodes.

Suss Roll diff. 8 to smell a rat.

Awareness diff. 13 to spot grenade.

Awareness diff. 5 to notice once activated.  
Reaction Roll diff. 10 to then avoid.  
Murder multiplier x2.  
Effectiveness 4/12.

Director's choice which option.



*The lounge is relatively quiet. A huddle of wiseguy types in a booth to the right raise their eyes from the sports pages and espressos in front of them to give the three of you a hard stare. The mist of cigarette smoke around them catching the rays of the morning sun.*

*Ahead standing next to a jukebox in conversation with a slick haired, hatchet faced Greaseball in a gray double knit shirt and black slacks is Nicky Candles.*

*Nicky breaks off to face you, his hairy hand weighed by gold and a fat cigar.*

*"Whadya got?"*

*"Dat's good work, we really appreciate what youse guys are doin and we won't forget it. There's bin a demand, it's a kidnapping .... the balls on dese fucking Jamooks."*

*The slick haired wiseguy says,*

*"Gotta be a crew from da east side. Your lot like snatching people for money doncha."*

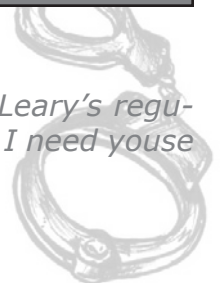
*Nicky replies,*

*"Hey Stevie you are outta line here, dese guys have straightened out a lotta problems for us over the years, have some respect."*

If asked about the ransom demand.  
*"Youse don't need to know bout dat."*

*Nicky leaves you with,*

*"Keep nosing around, call in O' Leary's regular. I'll leave a message for ya if I need youse guys to do somin."*



## Scene 18 *The Long Shot*

*A sad Sinatra tune and the dark blue decor of the bar sets the mood. A flamboyantly dressed man adorned with a pink chiffon scarf and perfect coiffured hair sips a green colored cocktail from a high stool at the bar. A capable looking Greek with deep brooding eyes and meaty forearms eyes you over from the business side of the bar. At the back end of the joint there is a maroon leather door with a face level letterbox type slit.*

The barman is Alex Papaplos (For stats use **Rojas** rap sheet) a prominent member of the West Street Syndicate. Underneath the counter he has a S&W Model 10 revolver loaded with hollow point ammunition. Papaplos will know who the criminals are referring to if they describe the man with a limp, but he will say that he doesn't. A suss roll vs. his impress of 6 picks up the lie.

The man with the limp is George Kalakos, a Greek National and one of a four man outfit that has recently started some strong arm work for the Greek side of the Syndicate. The Papaplos brothers are unaware that the four are currently freelancing their skills in such a dangerous manner. If this is brought up a suss roll with a +2 edge picks up a tightening of the facial muscles in a momentary frown.

Behind the leather door (breakin diff. 6, damage resistance 15, damage points 60) is a backroom casino, which is open from early evening onwards. Kalakos is a big gambler and plays craps there often. The casino is a profitable enterprise and there is often \$25,000 in the room spread amongst the tables, cashiers and players. Nicky and Andre Papaplos (use **Pataki** and **Forakis** rap sheets if needed) meet and greet the customers, monitor the tables and carry shoulder holstered .38 Chief Specials underneath their jackets.

**Option A** The criminals go into the casino and look for the guy there. Any criminal with a gambling vice entering the casino will start to get the urge to pull up a seat for the night. Test discipline against a difficulty of 6. At 9pm Kalakos limps in and sits down at a blackjack table. An awareness test at diff. 0 clocks him enter the casino.

*At around 9pm a slim, swarthy guy of average height with thick, black, wavy hair hobbles into the casino. He pulls up a chair at the blackjack table and pushes a C note towards the dealer. He rolls up the sleeves of his beige turtle neck sweater and ignites a Lucky Strike with a deft flick of a silver zip lighter.*

Kalakos will leave at around midnight and head towards a tan colored 1967 Chevrolet Impala ACC (0) Spd (110) Con (+1).

If nabbed before he gets to the car (creep vs. awareness of 5 for surprise) Kalakos plays dumb speaking Greek only. If searched he will have an airport receipt for 10 packs of sandwiches, 5 bags potato chips and 5 sodas in the back pocket of his pants. An awareness roll against a diff. of 6 notices that the soles of Kalakos's shoes are muddy. If abducted and tortured successfully (See page 133 DTCR) he spills the beans on the whole operation.

Tailing Kalakos involves a creep vs awareness test over 1 minute rounds using the surveillance rules on page 147 of Dog Town.

If the criminals play smart they tail Kalakos into Winter Hill and see him pass the main gates of JFK Airport. A know streets at diff. 0 will know that this road turns into a dirt track that hedges around the perimeter of the airport and makes an undetected follow impossible.

A know streets at diff. 10 will recall that there is an old Warden's house in the woods that has been empty for a number of years.

**Option B** The criminals decide to wait outside the bar for the man with the limp to show. Conducting surveillance on the joint for several hours requires a discipline test at difficulty 4 not to get bored and restless enough to quit. The above then applies.

*Neon lights glare at the dark amid the gentle whoosh of traffic and seedy machinations of the street and it's people at night. A watch says midnight when the slim, wavy haired man pauses at the mouth of the arcade to light a cigarette before limping to a nearby tan Chevrolet Impala. The car pulls away and heads along West Street towards the east side.*

## Scene 19 *The Hideout*

*An uneven and muddy dirt track winds it's way through a thicket of trees to a clearing of high grass. Black and ugly against the dark gray of the night sky stands a rickety old wooden house with boarded windows and a semi collapsed porch. A gray panelled van waits near the tree line to the left of the house.*



The kidnappers led by Dimitri Forakis are lying low in the house. They have Ormenti chained to an old bed frame in a windowless room in the middle of the house and are waiting instructions from Prelli (Padlock breakin difficulty 3).

At 11am and 8pm each day one of them leaves the house and drives to the airport where they wait for a call from Prelli in a phone booth at the "Arrivals Diner."

The kidnappers have rigged two crude alarm devices around the treeline perimeter of the house. A simple tripwire pulls on a string leading to the house that has a rack of pots and pans attached to it. Awareness test of 10 to spot and avoid. The criminals if they scout around the building with have a 50% chance of running into one of the alarms.

Forakis is armed with a US M2 Carbine rifle which he will use to provide cover for the gang to escape to the van should it appear that they are outnumbered. In the advent of a rescue attempt they unchain Ormenti and use him as a shield.

## Scene 20 *The Reward*

If the criminals rescue Thomas Ormenti without him being seriously hurt Phil Ormenti shows his gratitude by personally giving them ten grand apiece. He also offers them no show jobs as \$175 a week laborers on a construction site across the river. He will also pass his appreciation onto Jimmy Maclaren which earns the felons 8 respect points.

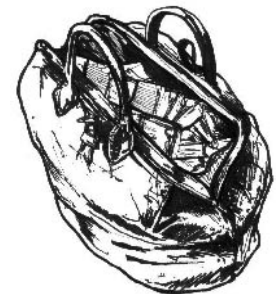
## *Permutations*

\* Following Prelli around does not produce anything incriminating. He visits several local businesses and makes several calls from public payphones. However if the criminals burgle his address (breakin diff. 6) a search at difficulty 7 finds in a waste paper basket a photograph of Thomas Ormenti getting out of a car and a telephone number on a diner napkin embossed with "Arrivals."

\* The criminals may inform Vitale of the hideout and their suspicious that Ormenti is inside. In which case Vitale calls on Prelli and picking up a couple of semi-automatics they assist the criminals in the rescue. Prelli will be sweating over this big time but tries to allay any suspicions by saying that he is coming down with something. At the hideout Prelli either tries to kill the criminals, or if things are going against the kidnappers he does his damnest to make sure none of them are left alive to talk.

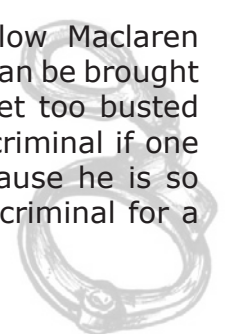
\* If Thomas Ormenti lives he is curious as to where his coke has disappeared to. He is pretty sure that the kidnappers didn't take it so he will start to make gentle inquiries about the car and what was found etc. He watches the criminals and looks for signs that they are unloading the coke.

\* If the criminals take the pay off the ransom Ormenti attempts an escape the next day and is shot dead by a kidnapper. His body is buried in the woods.



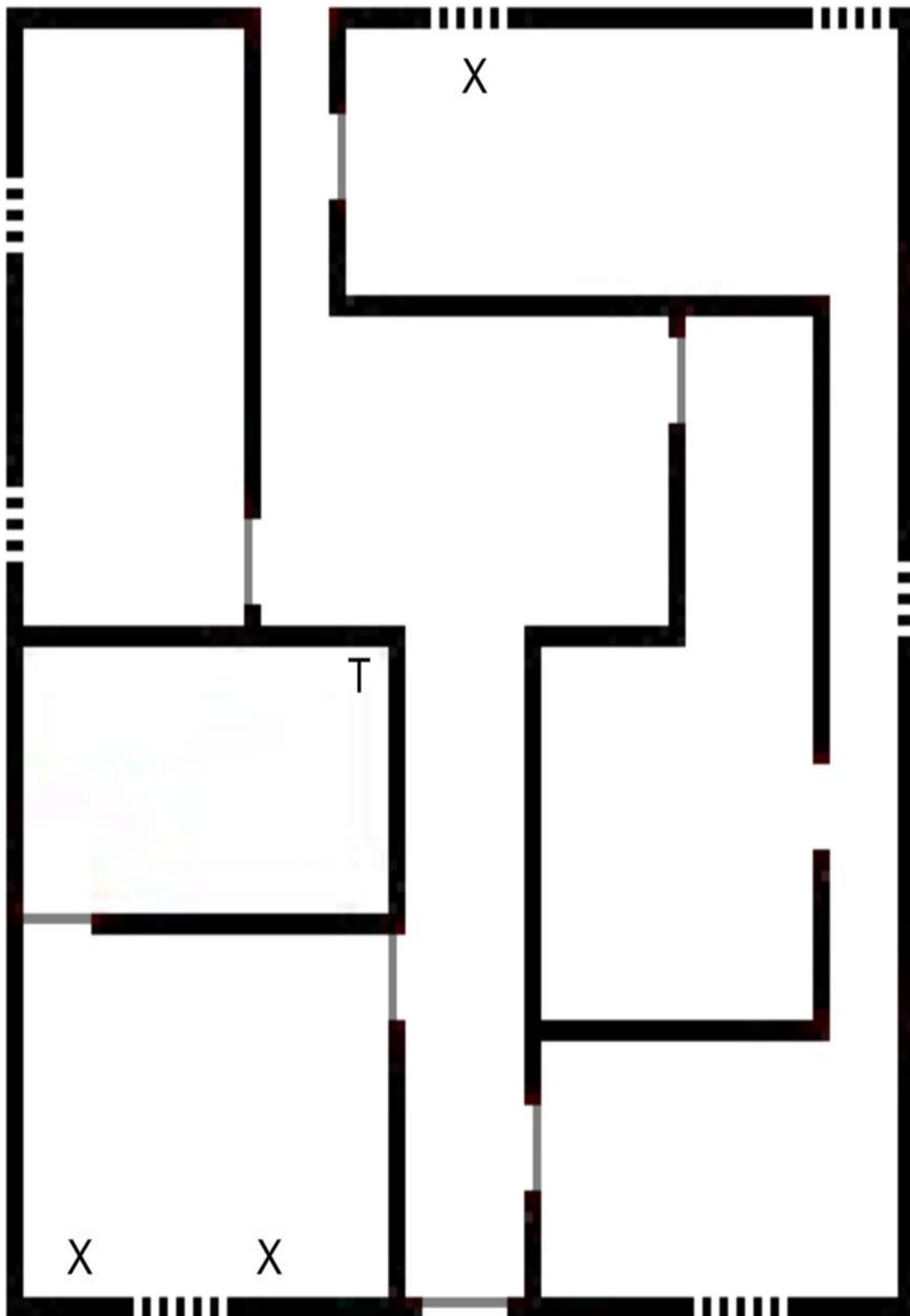
## *The Wild Card*

At the director's discretion fellow Maclaren gang member Mickey Corcoran can be brought in as support if the criminals get too busted up or as a replacement player criminal if one of them dies. Alternatively because he is so tough he could be used as the criminal for a solo player game.





# Hideout Map



X = Kidnappers

T = Thomas Ormenti

# The Cast



# Ken Nilson or Typical Patrol Cop

**Name** Ken Nilson

**D.O.B.** 05/21/40

**A.K.A** "The Gruesome Twosome"

**P.O.B.** Brown Bay

**Heritage** Swedish American

**Height** 6'2

**Sex** Male

**Weight** 233 lbs

**Status** None

**Employment Category** Thug (Bounty Hunter)

**Rating** Punk

**Flaws** None

**Talents** Hardcore Attitude, Vice Grip

**Notoriety** Notorious (79 pts)

**Influence** Some (33 pts)

**Vices** Alcohol, Risk Taker

**Last Known Address** Number 3 Montana Apartment Complex, Pennington

**Identifying Features** 2 inch knife scar left shoulder, 1 inch knife scar left palm.

**Commendations** None

**Arrests** 146 apprehensions

**Actual Crimes** Battery x2, Home Invasion x6, Reckless Endangerment x3, Criminal Damage x4

Attributes		Skills		Abilities		Slots	
<b>Bulk</b>	2	<b>Wrestling</b>	3	<b>Aspect</b>		<b>Aspect</b>	
<b>Power</b>	1	<b>Auto Repair</b>	-1	Violence	7	Protection	6
<b>Toughness</b>	1	<b>Awareness</b>	4	Fix	1	Design	0
<b>Reflexes</b>	0	<b>Batting</b>	2	Active	6	Passive	3
<b>Sense</b>	1	<b>Blade</b>	0	Violence	5	Protection	5
<b>Brains</b>	1	<b>B &amp; E</b>	-1	Violence	2	Protection	2
<b>Control</b>	0	<b>Cheat</b>	1	Plan	1	Execute	0
<b>Style</b>	0	<b>Coax</b>	1	Devise	2	Play	1
<b>Experience</b>	2	<b>Conceal</b>	1	Mooch	2	Befriend	2
<b>Luck</b>	-2	<b>Creep</b>	3	Hide	3	Find	3
		<b>Deal</b>	0	Sneak	4	Follow	5
		<b>Drive</b>	1	Evaluate	2	Negotiate	1
<b>Trauma Res.</b>	6	<b>Drugs</b>	-1	Safety	3	Pursuit	2
<b>Hurt Mod.</b>	3	<b>Escape</b>	-2	Identify	-1	Manufacture	-1
<b>Injury Points</b>	54	<b>Explosives</b>	-3	Plan	0	Restraints	0
<b>Move</b>		<b>Gambling</b>	-2	Rig	-1	Diffuse	-1
<b>(Spd./Climb)</b>	7/10	<b>Basketball</b>	-3	Fix Odds	-1	Bet	-4
<b>(Maneuver)</b>	5	<b>Handgun</b>	0	Play	7	Coach	-
<b>(Balancing)</b>	0	<b>H. Weapons</b>	-3	Violence	1	Protection	1
<b>Endurance</b>		<b>Impress</b>	2	Violence	-1	Protection	1
<b>(Fast)</b>	6	<b>Investigate</b>	2	Hype	2	Lie	2
<b>(Long)</b>	7	<b>Spanish</b>	1	Inspect	4	Interrogation	5
<b>Reaction Roll</b>	6/6 Slots	<b>Lifting</b>	3	Speak	2	Write	2
<b>Suss Roll</b>	6	<b>Patch Up</b>	1	Carry	8	Drag	8
<b>Dis./Le. Roll</b>	4	<b>Perform</b>	-3	Examine	3	Treat	2
<b>Know Streets</b>	4	<b>Rifle</b>	0	Sing	-3	Appraise	-1
<b>Balls</b>	8	<b>School</b>	2	Violence	1	Protection	1
<b>Coping Roll</b>	7	<b>Electronics</b>	4	Comprehend	4	Knowledge	3
<b>Hos. Rating</b>	3	<b>SMG</b>	-3	Make	5	Design	6
<b>Loy. Rating</b>	3	<b>Steal</b>	-2	Violence	-2	Protection	1
		<b>Swimming</b>	1	Boost	0	Pick Pocket	-1
<b>Personality</b>		<b>Threat</b>	2	Distance	3	Sprint	3
Purposeful, maverick		<b>Throw</b>	-2	Menace	5	Boss	3
opportunistic, determined				Violence	-1	Protection	1
resourceful							5

## Specialties

Restraining Holds - +10 to nearest option

## Weaponry

Colt Detectives .38 Special

+1 +0 9/15\* 2.1 6 E C F I

Touch taser Violence 2 shock rating 20

## Injury Points

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<b>BR</b>																				
<b>BA</b>																				
<b>BU</b>																				
<b>MU</b>																				
<b>CR</b>																				



# KEVIN NILSON or TYPICAL PATROL COP

**Name** Kevin Nilson  
**P.O.B.** Brown Bay  
**Sex** Male

**D.O.B.** 05/21/40  
**Heritage** Swedish American  
**Weight** 234 lbs

**A.K.A** "The Gruesome Twosome"  
**Height** 6'2  
**Status** None

**Employment Category** Thug (Bounty Hunter)

**Rating** Punk

**Flaws** None

**Talents** Hardcore Attitude, Vice Grip

**Notoriety** Notorious (79 pts)

**Influence** Some (33 pts)

**Vices** Gambling, Risk Taker

**Last Known Address** Number 3 Montana Apartment Complex, Pennington

**Identifying Features** bullet wound right thigh

**Commendations** None

**Arrests** 146 apprehensions

**Actual Crimes** Battery x3, Home Invasion x6, Reckless Endangerment x3, Criminal Damage x5

## Attributes

**Bulk** 2  
**Power** 1  
**Toughness** 1  
**Reflexes** 0  
**Sense** 1  
**Brains** 1  
**Control** 0  
**Style** 0  
**Experience** 2  
**Luck** -2  
  
**Trauma Res.** 6  
**Hurt Mod.** 3  
**Injury Points** 54  
**Move**  
**(Spd./Climb)** 7/10  
**(Maneuver)** 5  
**(Balancing)** 0  
**Endurance**  
**(Fast)** 6  
**(Long)** 7  
**Reaction Roll** 6/6 Slots  
**Suss Roll** 6  
**Dis./Le. Roll** 4  
**Know Streets** 4  
**Balls** 8  
**Coping Roll** 7  
**Hos. Rating** 3  
**Loy. Rating** 3

## Personality

Purposeful, maverick  
 opportunistic, determined  
 resourceful

## Skills

**Wrestling** 3  
**Auto Repair** -1  
**Awareness** 5  
**Batting** 3  
**Blade** 0  
**B & E** -1  
**Cheat** 1  
**Coax** 1  
**Conceal** 1  
**Creep** 3  
**Deal** -1  
**Drive** 1  
**Drugs** -1  
**Escape** -2  
**Explosives** -3  
**Gambling** -2  
**Basketball** -3  
**Handgun** 1  
**H. Weapons** -3  
**Impress** 1  
**Investigate** 2  
**Spanish** 1  
**Lifting** 3  
**Patch Up** 1  
**Perform** -3  
**Rifle** 0  
**School** 2  
**Electronics** 3  
**SMG** -3  
**Steal** -2  
**Swimming** 1  
**Threat** 1  
**Throw** -2

## Abilities

Aspect	Value	Aspect	Value	Slots
Violence	7	Protection	6	6
Fix	1	Design	0	
Active	7	Passive	4	
Violence	6	Protection	6	5
Violence	2	Protection	2	5
Plan	1	Execute	0	
Devise	2	Play	1	
Mooch	2	Befriend	2	
Hide	3	Find	3	
Sneak	4	Follow	5	
Evaluate	1	Negotiate	0	
Safety	3	Pursuit	2	
Identify	-1	Manufacture	-1	
Plan	0	Restraints	0	
Rig	-1	Diffuse	-1	
Fix Odds	-1	Bet	-4	
Play	7	Coach	-	
Violence	2	Protection	1	6
Violence	-1	Protection	1	5
Hype	2	Lie	2	
Inspect	4	Interrogation	5	
Speak	2	Write	2	
Carry	8	Drag	8	
Examine	3	Treat	2	
Sing	-3	Appraise	-1	
Violence	1	Protection	1	5
Comprehend	4	Knowledge	3	
Make	4	Design	5	
Violence	-2	Protection	1	5
Boost	0	Pick Pocket	-1	
Distance	3	Sprint	3	
Menace	4	Boss	2	
Violence	-1	Protection	1	5

## Specialties

Baton - Strike to stun +2 to TV

## Weaponry

Colt Detectives .38 Special  
 +1 +0 9/15\* 2.1 6 E C F I

## Injury Points

BR   
 BA   
 BU   
 MU   
 CR

## 24

[illegible]

# Quintanilla

**Criminal** Eric Quintanilla  
**P.O.B.** Moorfield  
**Sex** Male

**D.O.B.** 05/21/50  
**Heritage** Puerto Rican  
**Weight** 157lbs

**A.K.A** "Spider"  
**Height** 5'10  
**Status** Investigated

**Offender Category** Asshole

**Rating** Punk

**Flaws** Irrational Thinker

**Talents** Vice Grip, Survival Instinct, Psycho, Evil Eyes

**Notoriety** Notorious (60 pts)

**Influence** Negative (-15 pts)

**Vices** PCP, Smoking, Sex Offending, Temper, Alcohol

**Last Known Address** Room 47 Star Hotel, Pennington

**Identifying Features** Large Tarantula tattoo on left side of neck, 4 inch knife scar along left bicep

**Warning Signals** Escaper, Violent, Resists Arrest, Drugs, Weapons, Mental, Sex Offender, Fails To Surrender

**Felonies And Arrests** Agg. Battery x3, Vehicle Manslaughter x1, Arson x1, Shoplifting x1, Commercial Robbery x2, Bail Jumping x4, Resisting Arrest x4, Disorderly Conduct x9, Possession of a Firearm x1, D.U.I. x2, **Actual Crimes** Murder x3, Rape x4, Kidnapping x3, Home Invasion x20, G.T.A. x4, Commercial Robbery x23, Theft from Auto x66, Gross Indecency x3, Agg. Battery x16, Car Jacking x12, Criminal Dam. x39, Mugging x34

## Attributes

**Bulk** 0  
**Power** 2  
**Toughness** 3  
**Reflexes** 0  
**Sense** -1  
**Brains** -1  
**Control** -2  
**Style** 0  
**Experience** 2  
**Luck** 1  
  
**Trauma Res.** 12\*  
**Hurt Mod.** 4\*  
**Injury Points** 76\*  
**Move**  
**(Spd./Climb)** 12/15  
**(Maneuver)** 5\*  
**(Balancing)** -4\*  
**Endurance**  
**(Fast)** 11  
**(Long)** 14  
**Reaction Roll** 2/5 Slots\*  
**Suss Roll** -1\*  
**Dis. Roll** -6  
**Know Streets** 4  
**Balls** 16\*  
**Coping Roll** 2  
**Hos. Rating** 5  
**Loy. Rating** -1

## Personality

Vulgar, ill mannered  
wild, monstrous  
destructive, excessive

## Skills

**Street Fight.** 4  
**Auto Repair** -3  
**Awareness** 2  
**Batting** 3  
**Blade** 5  
**B & E** 0  
**Cheat** -1  
**Coax** -1  
**Conceal** 1  
**Creep** 2  
**Deal** 1  
**Drive** 0  
**Drugs** 1  
**Escape** 1  
**Explosives** -3  
**Gambling** -1  
**Hand Ball** 1  
**Handgun** 0  
**H. Weapons** -3  
**Impress** -1  
**Investigate**  
**Language** 3  
**Lifting** 3  
**Patch Up** -3  
**Perform** -2  
**Rifle** -1  
**School** -1  
**Shop** 3  
**SMG** -3  
**Steal** 3  
**Swimming** 1  
**Threat** 4  
**Throw** 3

## Abilities

Aspect	Value	Aspect	Value	Slots
Violence	12	Protection	10	5
Fix	-5	Design	-4	
Active	-1	Passive	-4	
Violence	11*	Protection	8*	5
Violence	12	Protection	9	6
Plan	-4	Execute	-1	
Devise	-3	Play	-2	
Mooch	-2	Befriend	-2	
Hide	-3	Find	-3	
Sneak	1	Follow	0	
Evaluate	-2	Negotiate	-1	
Safety	-2	Pursuit	-1	
Identify	-1	Manufacture	-1	
Plan	-2	Restraints	2	
Rig	-5	Diffuse	-5	
Fix Odds	-4	Bet	-2	
Play	-1	Coach	-	
Violence	-6*	Protection	1	4
Violence	-5	Protection	1	4
Hype	-2	Lie	-3	
Crime Scene	-	Interrogation	-	
Speak	2	Write	0	
Carry	9	Drag	11	
Examine	-5	Treat	-5	
Act/Sing	-3	Appraise	-4	
Violence	-3	Protection	1	4
Comprehend	-4	Knowledge	-4	
Make	1	Design	1	
Violence	-5	Protection	1	4
Boost	1	Pick Pocket	2	
Distance	6	Sprint	6	
Menace	14	Boss	7	
Violence	5	Protection	1	4

## Specialties

Dirty Fighter  
Back Stab  
Hiding Weapons +2

## Weaponry

Steel Jemmy  
14/17 MD -2 0 +0 -4 4

## Injury Points

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BR																				
BA																				
BU																				
MU																				
CR																				



# Lujan

**Criminal** Dominic Lujan

**P.O.B.** East Water

**Sex** Male

**Offender Category** Dealer/Broker (Drugs)

**Flaws** Weak Stomach

**Notoriety** Known (26 pts)

**Vices** Greed, Drugs (Coke)

**Last Known Address** 4 One Hundred, Acre Wood, Jefferson Heights

**Identifying Features** None

**Warning Signals** Drugs

**D.O.B.** 11/07/46

**Heritage** French American

**Weight** 154 lbs

**A.K.A** "Dom"

**Height** 5'11

**Status** None

**Rating** Punk

**Talents** Total Recall, Light Fingered, Winning Smile

**Influence** Some (29 pts)

**Felonies And Arrests** Insurance Fraud x2, False Accounting x1, Evading Liability x1

**Actual Crimes** Income Tax Fraud x11, Insurance Fraud x3, Distributing Cocaine x55, Money Laundering x41  
Accessory To Distributing Heroin x3

## Attributes

**Bulk** 0  
**Power** 0  
**Toughness** -1  
**Reflexes** -1  
**Sense** 1  
**Brains** 2  
**Control** 0  
**Style** 3  
**Experience** 1  
**Luck** 0  
  
**Trauma Res.** 0  
**Hurt Mod.** 0  
**Injury Points** 33  
**Move**  
(Spd./Climb) 3/3  
(Maneuver) 2  
(Balancing) -2  
**Endurance**  
(Fast) 13  
(Long) 7  
**Reaction Roll** 0/4 Slots  
**Suss Roll** 8  
**Dis./Le. Roll** 4/8  
**Know Streets** 14  
**Balls** 0  
**Coping Roll** -2  
**Hos. Rating** 0  
**Loy. Rating** 3

### Personality

Manipulative, engaging  
gregarious, greedy  
pretentious, flash

### Specialties

Promotions - Organizing Events +2

### Weaponry

Nil

## Skills

**Street Fight** -2  
**Auto Repair** -1  
**Awareness** 3  
**Batting** 1  
**Blade** 1  
**B & E** 1  
**Cheat** 2  
**Coax** 5  
**Conceal** 2  
**Creep** 1  
**Deal** 6  
**Drive** 1  
**Drugs** 0  
**Escape** -2  
**Explosives** -3  
**Gambling** 2  
**Bowling** 1  
**Handgun** 3  
**H. Weapons** -3  
**Impress** 5  
**Investigate**  
**Language** 3  
**Lifting** 1  
**Patch Up** -3  
**Perform** 3  
**Rifle** -2  
**School** 4  
**Shop** 3  
**SMG** -3  
**Steal** -2  
**Swimming** 0  
**Threat** -1  
**Throw** 0

## Abilities

Aspect	Value	Aspect	Value	Slots
Violence	-2	Protection	-3	3
Fix	4	Design	3	
Active	5	Passive	2	
Violence	0	Protection	0	3
Violence	-1	Protection	-1	3
Plan	5	Execute	5	
Devise	5	Play	7	
Mooch	13	Befriend	13	
Hide	5	Find	5	
Sneak	2	Follow	5	
Evaluate	9	Negotiate	10	
Safety	3	Pursuit	2	
Identify	3	Manufacture	4	
Plan	0	Restraints	0	
Rig	-1	Diffuse	-1	
Fix Odds	5	Bet	3	
Play	0	Coach	-	
Violence	2	Protection	0	4
Violence	-1	Protection	0	3
Hype	14	Lie	12	
Crime Scene	-	Interrogation	-	
Speak/Spanish	6	Write	5	
Carry	0	Drag	0	
Examine	0	Treat	-2	
Dance/Play	5	Appraise	7	
Violence	-3	Protection	0	3
Comprehend	11	Knowledge	10	
Make	6	Design	6	
Violence	-4	Protection	0	3
Boost	0	Pick Pocket	2	
Distance	-1	Sprint	-1	
Menace	-3	Boss	-1	
Violence	-1	Protection	0	3

### Injury Points

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BR																				
BA																				
BU																				
MU																				
CR																				

# Torres

**Criminal** Rolando Torres  
**P.O.B.** Cali, Columbia  
**Sex** Male

**D.O.B.** 04/17/45  
**Heritage** Latino  
**Weight** 155 lbs

**A.K.A** None  
**Height** 5'9  
**Status** None

**Offender Category** Thug (Contract Killer)

**Rating** Gangster

**Flaws** Nil

**Talents** Fast Reactions, Focus, Inner Fortitude, Gray Man

**Notoriety** Anonymous (7pts)

**Influence** Some (24pts)

**Vices** Greed

**Last Known Address** 48 Hinkley Apartments, Victory Avenue, Crawford

**Identifying Features** Scar across left eyebrow

**Warning Signals** Violent

**Felonies And Arrests** Reckless Endangerment x1, Check Fraud x1

**Actual Crimes** Murder x11, Att. Murder x2, Vehicle Manslaughter x1, Drug Dealing x80, Extortion x24, Robbery x10, Commercial Robbery x5, Kidnapping x4

## Attributes

**Bulk** 0  
**Power** 0  
**Toughness** 1  
**Reflexes** 3  
**Sense** 1  
**Brains** 1  
**Control** 2  
**Style** -1  
**Experience** 3  
**Luck** 3  
  
**Trauma Res.** 2  
**Hurt Mod.** 0  
**Injury Points** 44  
**Move**  
**(Spd./Climb)** 9/7  
**(Maneuver)** 12  
**(Balancing)** 12  
**Endurance**  
**(Fast)** 15  
**(Long)** 11  
**Reaction Roll** 16/10 Slots  
**Suss Roll** 8  
**Dis./Le. Roll** 11  
**Know Streets** 4  
**Balls** 10  
**Coping Roll** 11  
**Hos. Rating** 0  
**Loy. Rating** 8

### Personality

Quiet, introspective  
meticulous, cautious  
cold, patient, aloof

### Specialties

Handgun - Rapid Fire  
Handgun - Hit Man

### Weaponry

S&W Model 10 Revolver  
38SP +2 +1 10/15 4.0 6 E C A W

## Skills

**Karate** 4  
**Auto Repair** -3  
**Awareness** 4  
**Batting** 0  
**Blade** 2  
**B & E** 1  
**Cheat** -2  
**Coax** -1  
**Conceal** 5  
**Creep** 5  
**Deal** 0  
**Drive** 3  
**Drugs** -3  
**Escape** 0  
**Explosives** -3  
**Gambling** 1  
**Chess** -1  
**Handgun** 5  
**H. Weapons** 3  
**Impress** 1  
**Investigate**  
**Language** 5  
**Lifting** 1  
**Patch Up** 0  
**Perform** -3  
**Rifle** 4  
**School** 1  
**Shop** -3  
**SMG** 3  
**Steal** -3  
**Swimming** 1  
**Threat** 0  
**Throw** 2

## Abilities

Aspect	Value	Aspect	Value	Slots
Violence	7	Protection	7	10
Fix	0	Design	-2	
Active	9	Passive	6	
Violence	3	Protection	6	10
Violence	7	Protection	10	10
Plan	3	Execute	5	
Devise	1	Play	-2	
Mooch	-1	Befriend	-2	
Hide	7	Find	7	
Sneak	9	Follow	6	
Evaluate	2	Negotiate	2	
Safety	7	Pursuit	8	
Identify	-1	Manufacture	-1	
Plan	2	Restraints	4	
Rig	0	Diffuse	0	
Fix Odds	4	Bet	8	
Play	5	Coach	-	
Violence	11	Protection	3	11
Violence	7	Protection	3	10
Hype	0	Lie	3	
Crime Scene	-	Interrogation	-	
Speak/Hebrew	5	Write	7	
Carry	3	Drag	1	
Examine	2	Treat	4	
Dance/Play	-1	Appraise	-2	
Violence	8	Protection	3	10
Comprehend	9	Knowledge	8	
Make	2	Design	-2	
Violence	7	Protection	3	10
Boost	2	Pick Pocket	1	
Distance	2	Sprint	2	
Menace	3	Boss	0	
Violence	6	Protection	3	10

### Injury Points

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20  
**BR**   
**BA**   
**BU**   
**MU**   
**CR**

The Missing Man Files

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# Firpo

**Criminal** Angel Firpo  
**P.O.B.** Grenson Park  
**Sex** Male

**D.O.B.** 11/02/55  
**Heritage** Hispanic American  
**Weight** 321 lbs

**A.K.A** "Big Ange"  
**Height** 6'10  
**Status** None

**Offender Category** Dealer/Broker (Drugs)

**Rating** Punk

**Flaws** None

**Talents** Vice Grip, Explosive Speed

**Notoriety** Known (26 pts)

**Influence** None (8 pts)

**Vices** Flaky, Gambling

**Last Known Address** 257 Sycamore House, Grenson Park

**Identifying Features** None

**Warning Signals** Violence

**Felonies And Arrests** Battery x2, Reckless Endangerment x1, Possession Of Criminal Tools x1

**Actual Crimes** Agg. Battery x3, Battery x13, Fail to Report An Accident x1, Criminal Damage x1

## Attributes

**Bulk** 4  
**Power** 3  
**Toughness** 0  
**Reflexes** 0  
**Sense** 0  
**Brains** -1  
**Control** 0  
**Style** -1  
**Experience** -1  
**Luck** -1  
  
**Trauma Res.** 8  
**Hurt Mod.** 7  
**Injury Points** 62  
**Move**  
**(Spd./Climb)** 12/10  
**(Maneuver)** 2  
**(Balancing)** 0  
**Endurance**  
**(Fast)** -5  
**(Long)** -5  
**Reaction Roll** -2/4 Slots  
**Suss Roll** -4  
**Dis./Le. Roll** -2  
**Know Streets** -4  
**Balls** -2  
**Coping Roll** 0  
**Hos. Rating** 0  
**Loy. Rating** -2

### Personality

Brash, rude, easily influenced  
 cowardly, lazy, forgiving

## Skills

**Street Fight** 2  
**Auto Repair** -3  
**Awareness** 0  
**Batting** 2  
**Blade** 0  
**B & E** -3  
**Cheat** -2  
**Coax** 0  
**Conceal** -2  
**Creep** -2  
**Deal** 0  
**Drive** 1  
**Drugs** -1  
**Escape** -2  
**Explosives** -3  
**Gambling** 1  
**Basketball** 1  
**Handgun** -2  
**H. Weapons** -3  
**Impress** 1  
**Investigate**  
**Language** 4  
**Lifting** 3  
**Patch Up** -3  
**Perform** 3  
**Rifle** -2  
**School** 2  
**Shop** -3  
**SMG** -3  
**Steal** -2  
**Swimming** 0  
**Threat** 2  
**Throw** -2

## Abilities

Aspect	Value	Aspect	Value	Slots
Violence	7	Protection	7	4
Fix	-4	Design	-5	
Active	-1	Passive	-4	
Violence	7	Protection	7	4
Violence	3	Protection	3	3
Plan	-5	Execute	-4	
Devise	-4	Play	-4	
Mooch	-2	Befriend	-2	
Hide	-3	Find	-3	
Sneak	-3	Follow	-3	
Evaluate	-2	Negotiate	-2	
Safety	0	Pursuit	0	
Identify	-2	Manufacture	-3	
Plan	-3	Restraints	0	
Rig	-4	Diffuse	-4	
Fix Odds	-1	Bet	-1	
Play	2	Coach	-	
Violence	-2	Protection	0	3
Violence	-4	Protection	0	3
Hype	-1	Lie	-1	
Crime Scene	-	Interrogation	-	
Speak/Spanish	2	Write	3	
Carry	13	Drag	13	
Examine	-4	Treat	-4	
Acting	-5	Appraise	-5	
Violence	-2	Protection	0	3
Comprehend	0	Knowledge	1	
Make	-2	Design	-3	
Violence	-3	Protection	0	3
Boost	-3	Pick Pocket	-3	
Distance	3	Sprint	10	
Menace	4	Boss	1	
Violence	4	Protection	0	3

### Specialties

None

### Weaponry

Nil

### Injury Points

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BR																				
BA																				
BU																				
MU																				
CR																				



# Zapata

**Criminal** Emilio Zapata

**P.O.B.** East Harlem

**Sex** Male

**Offender Category** Thug (Bouncer)

**Flaws** Glass Jaw

**Notoriety** Infamous (104 pts) (Boxing)

**Vices** Big Mouth, Temper

**Last Known Address** 200 Willow Tree House, Grenson Park

**Identifying Features** None

**Warning Signals** Violence

**D.O.B.** 10/03/46

**Heritage** Hispanic American

**Weight** 199 lbs

**Rating** Punk (Gangster)

**Talents** Heavy Hitter, Fast Reactions

**Influence** None (14 pts)

**A.K.A** "Zap"

**Height** 6'3

**Status** None

**Felonies And Arrests** Battery x1, Agg. Battery x1, Riot x1, G.T.A. x1

**Actual Crimes** Battery x58, Agg. Battery x18, Riot x2, Extortion x5, Witness Intimidation x1, Handling x4

## Attributes

**Bulk** 1  
**Power** 3  
**Toughness** 2  
**Reflexes** 2  
**Sense** 0  
**Brains** -1  
**Control** 1  
**Style** 1  
**Experience** 2  
**Luck** 0  
  
**Trauma Res.** 6  
**Hurt Mod.** 8  
**Injury Points** 58  
**Move**  
**(Spd./Climb)** 19/19  
**(Maneuver)** 16  
**(Balancing)** 8  
**Endurance**  
**(Fast)** 8  
**(Long)** 7  
**Reaction Roll** 14/9 Slots  
**Suss Roll** 2  
**Dis./Le. Roll** 0  
**Know Streets** 6  
**Balls** 8  
**Coping Roll** 6  
**Hos. Rating** 1  
**Loy. Rating** 3

### Personality

Proud, quick tempered  
vain, opportunistic  
bullying, flash, generous

### Specialties

Boxing Left Hook gains +10 to get option

### Weaponry

Nil

## Skills

**Boxing** 7  
**Auto Repair** 0  
**Awareness** 4  
**Batting** 3  
**Blade** 1  
**B & E** -2  
**Cheat** -1  
**Coax** 1  
**Conceal** -1  
**Creep** 0  
**Deal** 1  
**Drive** 0  
**Drugs** -1  
**Escape** 2  
**Explosives** -3  
**Gambling** -1  
**Pool** -3  
**Handgun** -1  
**H. Weapons** -3  
**Impress** 5  
**Investigate**  
**Language** 3  
**Lifting** 3  
**Patch Up** 1  
**Perform** 1  
**Rifle** -2  
**School** 1  
**Wielding** 0  
**SMG** -3  
**Steal** -1  
**Swimming** 0  
**Threat** 5  
**Throw** -1

## Abilities

Aspect	Value	Aspect	Value	Slots
Violence	15	Protection	11	10
Fix	0	Design	0	
Active	4	Passive	0	
Violence	9	Protection	8	9
Violence	7	Protection	9	8
Plan	-4	Execute	0	
Devise	-2	Play	-1	
Mooch	2	Befriend	2	
Hide	2	Find	2	
Sneak	2	Follow	0	
Evaluate	-1	Negotiate	1	
Safety	3	Pursuit	4	
Identify	-2	Manufacture	-3	
Plan	1	Restraints	5	
Rig	-3	Diffuse	-3	
Fix Odds	-3	Bet	-13	
Play	-1	Coach	-	
Violence	4	Protection	2	8
Violence	0	Protection	2	8
Hype	6	Lie	5	
Crime Scene	-	Interrogation	-	
Speak/Spanish	3	Write	3	
Carry	9	Drag	9	
Examine	0	Treat	2	
Dance/Play	4	Appraise	0	
Violence	3	Protection	2	8
Comprehend	0	Knowledge	1	
Make	2	Design	1	
Violence	2	Protection	2	8
Boost	-1	Pick Pocket	1	
Distance	5	Sprint	6	
Menace	9	Boss	8	
Violence	6	Protection	2	8

### Injury Points

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BR																				
BA																				
BU																				
MU																				
CR																				

# Rojas of Alex Papapios

**Criminal** Alphonso Rojas  
**P.O.B.** East Harlem  
**Sex** Male

**D.O.B.** 01/4/48  
**Heritage** Hispanic American  
**Weight** 214 lbs

**A.K.A** "Horse"  
**Height** 6'0  
**Status** None

**Offender Category** Dealer/Thug

**Rating** Gangster

**Flaws** Poor Grip

**Talents** Intuitive, Iron Constitution, Total Recall, Hardcore Attitude

**Notoriety** Known (39 pts)

**Influence** Some (30 pts)

**Vices** Smoking, Big Mouth, Cocaine

**Last Known Address** 22 Atlantic Boulevard, Brown Bay

**Identifying Features** "Stefanie" tattoo on right shoulder, cigarette burn on left palm.

**Warning Signals** Violent, Drugs, Weapons

**Felonies And Arrests** Agg. Battery x1, Handling Stolen Goods x1, Possession of Marijuana x1, Possession of a Firearm x1, D.U.I. x1, Mugging x1, Theft x1, G.T.A. x1

**Actual Crimes** Agg. Battery x14, G.T.A. x10, Extortion x5, Threats to Kill x2, Battery x21, Distribution Of Cocaine x900, Distribution Of Marijuana x215, Murder x2, Attempt. Murder x1, Criminal Damage x5, Home Invasion x3, Car Ringing x216

## Attributes

**Bulk** 2  
**Power** 2  
**Toughness** 3  
**Reflexes** 0  
**Sense** 1  
**Brains** 0  
**Control** 0  
**Style** 1  
**Experience** 2  
**Luck** 1  
  
**Trauma Res.** 11  
**Hurt Mod.** 4  
**Injury Points** 69  
**Move**  
**(Spd./Climb)** 11/9  
**(Maneuver)** 7  
**(Balancing)** 0  
**Endurance**  
**(Fast)** 10  
**(Long)** 14  
**Reaction Roll** 6/6 Slots  
**Suss Roll** 4  
**Dis./Le. Roll** 2/5  
**Know Streets** 10  
**Balls** 10  
**Coping Roll** 9  
**Hos. Rating** 3  
**Loy. Rating** 2

### Personality

Loud, belligerent  
 carousing, brave  
 insulting, big headed

## Skills

**Street Fight.** 3  
**Auto Repair** 5  
**Awareness** 2  
**Batting** 4  
**Blade** 3  
**B & E** -1  
**Cheat** 1  
**Coax** 2  
**Conceal** 4  
**Creep** -2  
**Deal** 4  
**Drive** 2  
**Drugs** 4  
**Escape** -1  
**Explosives** -3  
**Gambling** 2  
**Pool** 2  
**Handgun** 1  
**H. Weapons** -1  
**Impress** 3  
**Investigate**  
**Language** -1  
**Lifting** 2  
**Patch Up** -2  
**Perform** -3  
**Rifle** 1  
**School** 1  
**Shop** 1  
**SMG** -1  
**Steal** 1  
**Swimming** 2  
**Threat** 3  
**Throw** 2

## Abilities

Aspect	Value	Aspect	Value	Slots
Violence	7	Protection	5	6
Fix	5	Design	7	
Active	5	Passive	5	
Violence	6	Protection	6	6
Violence	4	Protection	4	6
Plan	0	Execute	-1	
Devise	1	Play	2	
Mooch	3	Befriend	4	
Hide	4	Find	4	
Sneak	-2	Follow	-1	
Evaluate	4	Negotiate	5	
Safety	3	Pursuit	3	
Identify	4	Manufacture	5	
Plan	-1	Restraints	-1	
Rig	-3	Diffuse	-3	
Fix Odds	3	Bet	3	
Play	2	Coach	-	
Violence	4	Protection	2	5
Violence	1	Protection	2	5
Hype	5	Lie	4	
Crime Scene	-	Interrogation	-	
Speak	2	Write	1	
Carry	3	Drag	4	
Examine	-2	Treat	-2	
Act/Sing	-1	Appraise	-1	
Violence	3	Protection	2	5
Comprehend	5	Knowledge	5	
Make	1	Design	3	
Violence	1	Protection	2	5
Boost	2	Pick Pocket	2	
Distance	6	Sprint	6	
Menace	9	Boss	7	
Violence	4	Protection	2	6

### Specialties

Cutting Cocaine +2

### Weaponry

Walther PPK .32 semi-automatic  
 +2 +1 14/17 3.1 7 E E F I

### Injury Points

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BR																				
BA																				
BU																				
MU																				
CR																				

# Meza

**Criminal** Arturo Meza  
**P.O.B.** Grenson Park  
**Sex** Male

**D.O.B.** 07/06/56  
**Heritage** Hispanic American  
**Weight** 139 lbs

**A.K.A** "Cutter"  
**Height** 5'4  
**Status** None

**Offender Category** Dealer (Drugs)

**Flaws** None

**Notoriety** Known (17 pts)

**Vices** Power, Temper

**Last Known Address** 125 Pear Tree House, Grenson Park

**Identifying Features** Crucifix tattoo on left bicep, portrait of Virgin Mary on Left bicep

**Warning Signals** Violent, Weapons, No Licence

**Rating** Punk (Up And Coming)

**Talents** Acute Senses, Vice Grip, Death Wish, Winning Smile

**Influence** None (19pts)

**Felonies And Arrests** Criminal Damage x2, Battery x1, G.T.A. x2, No Licence x2, Possession Deadly Weapon x1

**Actual Crimes** Murder x1, Att. Murder x2, Agg. Battery x6, Battery x15, Distribution Of Cocaine x1900

G.T.A. x19, Home Invasion x14, Commercial Burglary x12, Mugging x7

## Attributes

**Bulk** 0  
**Power** 2  
**Toughness** 2  
**Reflexes** 2  
**Sense** 0  
**Brains** 0  
**Control** 1  
**Style** 1  
**Experience** 1  
**Luck** -1  
  
**Trauma Res.** 4  
**Hurt Mod.** 2  
**Injury Points** 52  
**Move**  
**(Spd./Climb)** 14/17  
**(Maneuver)** 12  
**(Balancing)** 6  
**Endurance**  
**(Fast)** 13  
**(Long)** 11  
**Reaction Roll** 6/6 Slots  
**Suss Roll** 0  
**Dis./Le. Roll** 2  
**Know Streets** 7  
**Balls** 9  
**Coping Roll** 4  
**Hos. Rating** 2  
**Loy. Rating** 1

### Personality

Brash, vulgar  
 tenacious, violent  
 ambitious, ruthless

### Specialties

None

### Weaponry

CZ 75 9mmP  
 +2 +1 10/15 4.7 15 E E A W  
 Tire Iron  
 14/17 MD -2 +1 +1 -1 3

## Skills

**Street Fight** 4  
**Auto Repair** -3  
**Awareness** 2  
**Batting** 1  
**Blade** 3  
**B & E** 0  
**Cheat** -2  
**Coax** 0  
**Conceal** -1  
**Creep** 3  
**Deal** 2  
**Drive** 3  
**Drugs** 2  
**Escape** -2  
**Explosives** -3  
**Gambling** 0  
**Pool** -3  
**Handgun** 1  
**H. Weapons** -3  
**Impress** -1  
**Investigate**  
**Language** -3  
**Lifting** 4  
**Patch Up** -3  
**Perform** -3  
**Rifle** -2  
**School** 0  
**Shop** -3  
**SMG** -3  
**Steal** -1  
**Swimming** -1  
**Threat** 2  
**Throw** 2

## Abilities

### Aspect

Violence 11  
 Fix -2  
 Active 7  
 Violence 6  
 Violence 9  
 Plan 0  
 Devise -1  
 Mooch 4  
 Hide -1  
 Sneak 5  
 Evaluate 3  
 Safety 4  
 Identify 2  
 Plan -1  
 Rig -2  
 Fix Odds 0  
 Play 0  
 Violence 3  
 Violence -3  
 Hype 4  
 Crime Scene -  
 Speak -2  
 Carry 11  
 Examine -3  
 Dance/Play 0  
 Violence 0  
 Comprehend 1  
 Make -1  
 Violence -1  
 Boost 0  
 Distance 3  
 Menace 5  
 Violence 4

### Aspect

Protection 8  
 Design -2  
 Passive 4  
 Protection 4  
 Protection 7  
 Execute 2  
 Play 1  
 Befriend 4  
 Find -1  
 Follow 4  
 Negotiate 3  
 Pursuit 5  
 Manufacture 2  
 Restraints 2  
 Diffuse -2  
 Bet -1  
 Coach -  
 Protection 1  
 Protection 1  
 Lie 3  
 Interrogation -  
 Write -2  
 Drag 11  
 Treat -2  
 Appraise -2  
 Protection 1  
 Knowledge 1  
 Design -2  
 Protection 1  
 Pick Pocket 1  
 Sprint 3  
 Boss 6  
 Protection 1

### Slots

6  
  
 5  
 5  
  
  
  
  
 5  
 5  
  
  
 5  
 4

### Injury Points

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

**BR**   
**BA**   
**BU**   
**MU**   
**CR**



# Shannon

**Criminal** Eddie Shannon  
**P.O.B.** Winter Hill  
**Sex** Male

**D.O.B.** 05/05/50  
**Heritage** Irish American  
**Weight** 161 lbs

**A.K.A** "Blowman"  
**Height** 6'2  
**Status** None

**Offender Category** Dealer (Cocaine)

**Rating** Punk

**Flaws** Trusting

**Talents** Creative Speaker, Light Footed, Winning Smile

**Notoriety** Known (22 pts)

**Influence** None (13pts)

**Vices** Spender, Womanizer

**Last Known Address** 24 Montana Apartments, Kendall Street, Pennington

**Identifying Features** One Blue Eye, One Brown Eye

**Warning Signals** Alias "Trevor Eden"

**Felonies And Arrests** Check Fraud x5

**Actual Crimes** Handling x32, Supplying Cocaine x2100

## Attributes

## Skills

## Abilities

				Aspect		Aspect	Slots
<b>Bulk</b>	0	<b>Karate</b>	0	Violence	0	Protection	3
<b>Power</b>	0	<b>Auto Repair</b>	0	Fix	2	Design	4
<b>Toughness</b>	-1	<b>Awareness</b>	3	Active	4	Passive	1
<b>Reflexes</b>	0	<b>Batting</b>	0	Violence	0	Protection	3
<b>Sense</b>	0	<b>Blade</b>	0	Violence	0	Protection	3
<b>Brains</b>	2	<b>B &amp; E</b>	-3	Plan	0	Execute	-2
<b>Control</b>	0	<b>Cheat</b>	1	Devise	4	Play	10
<b>Style</b>	3	<b>Coax</b>	3	Mooch	12	Befriend	14
<b>Experience</b>	-1	<b>Conceal</b>	3	Hide	5	Find	4
<b>Luck</b>	2	<b>Creep</b>	-3	Sneak	-2	Follow	0
		<b>Deal</b>	4	Evaluate	9	Negotiate	11
<b>Trauma Res.</b>	-2	<b>Drive</b>	5	Safety	6	Pursuit	6
<b>Hurt Mod.</b>	0	<b>Drugs</b>	3	Identify	5	Manufacture	6
<b>Injury Points</b>	36	<b>Escape</b>	-3	Plan	-1	Restraints	-2
<b>Move</b>		<b>Explosives</b>	-3	Rig	-1	Diffuse	-1
<b>(Spd./Climb)</b>	4/4	<b>Gambling</b>	0	Fix Odds	4	Bet	3
<b>(Maneuver)</b>	9	<b>Bowling</b>	2	Play	2	Coach	-
<b>(Balancing)</b>	5	<b>Handgun</b>	-1	Violence	-1	Protection	3
<b>Endurance</b>		<b>H. Weapons</b>	-3	Violence	-2	Protection	3
<b>(Fast)</b>	13	<b>Impress</b>	5	Hype	16	Lie	14
<b>(Long)</b>	7	<b>Investigate</b>		Crime Scene	-	Interrogation	-
<b>Reaction Roll</b>	-2/4 Slots	<b>Language</b>	3	Speak/Spanish	8	Write	5
<b>Suss Roll</b>	0	<b>Lifting</b>	-2	Carry	-2	Drag	-3
<b>Dis./Le. Roll</b>	4	<b>Patch Up</b>	1	Examine	3	Treat	3
<b>Know Streets</b>	8	<b>Perform</b>	2	Dance/Play	8	Appraise	6
<b>Balls</b>	-4	<b>Rifle</b>	-2	Violence	-2	Protection	3
<b>Coping Roll</b>	-2	<b>School</b>	5	Comprehend	8	Knowledge	7
<b>Hos. Rating</b>	0	<b>Shop</b>	-1	Make	1	Design	2
<b>Loy. Rating</b>	1	<b>SMG</b>	-3	Violence	-3	Protection	3
		<b>Steal</b>	-3	Boost	-1	Pick Pocket	-2
<b>Personality</b>		<b>Swimming</b>	1	Distance	0	Sprint	0
Happy go lucky, warm		<b>Threat</b>	-2	Menace	-4	Boss	0
hedonistic, friendly		<b>Throw</b>	0	Violence	0	Protection	3
naive, soft, frivolous							

## Specialties

Hype +2  
Cutting Drugs +2

## Weaponry

None  
\$1,000, 2 ounces of coke

## Injury Points

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<b>BR</b>																				
<b>BA</b>																				
<b>BU</b>																				
<b>MU</b>																				
<b>CR</b>																				

# Dorgan

**Criminal** Kenny Dorgan  
**P.O.B.** Jefferson Heights  
**Sex** Male

**D.O.B.** 02/19/44  
**Heritage** Irish American  
**Weight** 277 lbs

**A.K.A** "Kenny Bricks"  
**Height** 6'4  
**Status** Investigated

**Offender Category** Thug/Racketeer (Enforcer)

**Rating** Punk (Up & Coming)

**Flaws** Short Attention Span

**Talents** Heavy Hitter, Psycho

**Notoriety** Notorious (57 pts)

**Influence** Some (29 pts)

**Vices** Alcohol, Temper, Power

**Last Known Address** 125A Dublin Street, Jefferson Heights

**Identifying Features** Missing top front teeth, badly broken nose

**Warning Signals** Violent, Weapons, Firearms, Resists Arrest

**Felonies And Arrests** Manslaughter x1, Agg. Battery x2, Commercial Robbery x1, Possession Of A Firearm x1, D.U.I. x3, Reckless Driving x2, Resisting Arrest x1, Witness Intimidation x1, Disorderly Conduct x9

**Actual Crimes** Murder x2, Attempt Murder x1, Agg. Battery x19, Battery x62 Handling x110, Extortion x194, Commercial Robbery x12, Mugging x2, Witness Intimidation x6, Criminal Damage x67, D.U.I. x128

## Attributes

## Skills

## Abilities

**Bulk** 3  
**Power** 1  
**Toughness** 3  
**Reflexes** 1  
**Sense** 0  
**Brains** 0  
**Control** -1  
**Style** -1  
**Experience** 2  
**Luck** 0  
  
**Trauma Res.** 12  
**Hurt Mod.** 6  
**Injury Points** 66  
**Move**  
**(Spd./Climb)** 5/5  
**(Maneuver)** 4  
**(Balancing)** 2  
**Endurance**  
**(Fast)** 2  
**(Long)** 3  
**Reaction Roll** 5/6 Slots  
**Suss Roll** 4  
**Dis./Le. Roll** 0/-2  
**Know Streets** 5  
**Balls** 10  
**Coping Roll** 4  
**Hos. Rating** 5  
**Loy. Rating** 2

**Street Fight** 5  
**Auto Repair** 0  
**Awareness** 2  
**Batting** 5  
**Blade** 4  
**B & E** -2  
**Cheat** -1  
**Coax** -1  
**Conceal** -1  
**Creep** -1  
**Deal** 0  
**Drive** 0  
**Drugs** 1  
**Escape** -2  
**Explosives** -3  
**Gambling** 0  
**Pool** 3  
**Handgun** 2  
**H. Weapons** -3  
**Impress** 1  
**Investigate**  
**Language** 1  
**Lifting** 1  
**Patch Up** -3  
**Perform** -3  
**Rifle** 2  
**School** -1  
**Shop** -1  
**SMG** -3  
**Steal** -1  
**Swimming** -3  
**Threat** 5  
**Throw** 1

Aspect	Value	Aspect	Value	Slots
Violence	15	Protection	10	7
Fix	5	Design	-1	
Active	0	Passive	-3	
Violence	13	Protection	8	6
Violence	11	Protection	6	7
Plan	-2	Execute	-1	
Devise	-1	Play	-2	
Mooch	-2	Befriend	-3	
Hide	-1	Find	-1	
Sneak	0	Follow	-2	
Evaluate	0	Negotiate	-1	
Safety	0	Pursuit	1	
Identify	1	Manufacture	1	
Plan	-2	Restraints	0	
Rig	-2	Diffuse	-2	
Fix Odds	0	Bet	0	
Play	4	Coach	-	
Violence	3	Protection	1	6
Violence	-2	Protection	1	5
Hype	-1	Lie	0	
Crime Scene	-	Interrogation	-	
Speak	0	Write	1	
Carry	3	Drag	4	
Examine	-2	Treat	-3	
Act/Sing	-5	Appraise	-4	
Violence	3	Protection	1	6
Comprehend	-3	Knowledge	-3	
Make	0	Design	-2	
Violence	-2	Protection	1	5
Boost	0	Pick Pocket	0	
Distance	1	Sprint	0	
Menace	13	Boss	4	
Violence	3	Protection	1	5

**Personality**  
 Brash, confrontational  
 aggressive, domineering  
 hard, ruthless, upfront

## Specialties

Baseball Bat +2  
 Streetfighting - Headbutts +10 to get.

## Weaponry

Colt 1911 .45 Auto  
 -1 -2 5/12 5.0 7 E E A W  
 Knuckle Duster +4 eff CL -2 -1 +2 +0 As Punch

## Injury Points

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

**BR**   
**BA**   
**BU**   
**MU**   
**CR**

# Prelli

**Criminal** Steve Prelli  
**P.O.B.** St. Lukes  
**Sex** Male

**D.O.B.** 02/14/56  
**Heritage** Italian American  
**Weight** 154 lbs

**A.K.A** "Stevie Dogs"  
**Height** 6'1  
**Status** None

**Offender Category** Heister/Racketeer

**Flaws** None

**Notoriety** Known (17 pts)

**Vices** Smoking, Gambling, Spite

**Last Known Address** 52 Rock Hill Gardens, St Lukes

**Identifying Features** None

**Warning Signals** Violent

**Rating** Punk (Up & Coming)

**Talents** Adrenaline, Intuition

**Influence** Some (45 pts)

**Felonies And Arrests** Truck Hijacking x1, Possession Of Fraudulent Documents x1

**Actual Crimes** Cigarette Smuggling x18, Check/Credit Fraud x28, Battery x9, Agg. Battery x3, Truck Hijack  
ing x15, Commercial Burglary x13, Home Invasion x3, Extortion x4, Loansharking x45, Witness Intimidation x1,  
Sports Betting x 2430, Car Ringing x46, Kidnapping x1

## Attributes

**Bulk** 0  
**Power** 0  
**Toughness** 2  
**Reflexes** 1  
**Sense** 0  
**Brains** 0  
**Control** 2  
**Style** 1  
**Experience** 2  
**Luck** 0  
  
**Trauma Res.** 7  
**Hurt Mod.** 0  
**Injury Points** 45  
**Move**  
**(Spd./Climb)** 5/5  
**(Maneuver)** 6  
**(Balancing)** 6  
**Endurance**  
**(Fast)** 16  
**(Long)** 13  
**Reaction Roll** 8/7 Slots  
**Suss Roll** 6  
**Dis./Le. Roll** 4  
**Know Streets** 9  
**Balls** 8  
**Coping Roll** 4  
**Hos. Rating** 0  
**Loy. Rating** 6

### Personality

Flash, humorous, charming  
generous, ambitious  
daring, arrogant, spiteful

## Skills

**Boxing** 1  
**Auto Repair** 4  
**Awareness** 4  
**Batting** 2  
**Blade** 1  
**B & E** 2  
**Cheat** 4  
**Coax** 1  
**Conceal** 2  
**Creep** 1  
**Deal** 3  
**Drive** 1  
**Drugs** -1  
**Escape** 0  
**Explosives** -3  
**Gambling** 5  
**Pool** -1  
**Handgun** 0  
**H. Weapons** -3  
**Impress** 5  
**Investigate**  
**Language** -3  
**Lifting** 1  
**Patch Up** -3  
**Perform** -3  
**Rifle** -2  
**School** 2  
**Shop** -2  
**SMG** -3  
**Steal** -1  
**Swimming** 1  
**Threat** 3  
**Throw** -2

## Abilities

Aspect	Value	Aspect	Value	Slots
Violence	4	Protection	4	6
Fix	5	Design	5	
Active	9	Passive	9	
Violence	4	Protection	4	5
Violence	3	Protection	3	5
Plan	2	Execute	3	
Devise	4	Play	4	
Mooch	2	Befriend	3	
Hide	2	Find	2	
Sneak	2	Follow	2	
Evaluate	4	Negotiate	5	
Safety	2	Pursuit	2	
Identify	-1	Manufacture	-1	
Plan	1	Restraints	1	
Rig	-2	Diffuse	-2	
Fix Odds	6	Bet	7	
Play	1	Coach	-	
Violence	4	Protection	3	5
Violence	0	Protection	3	5
Hype	7	Lie	7	
Crime Scene	-	Interrogation	-	
Speak	-2	Write	-1	
Carry	2	Drag	2	
Examine	-3	Treat	-1	
Act/Sing	0	Appraise	-2	
Violence	2	Protection	3	5
Comprehend	3	Knowledge	4	
Make	0	Design	-1	
Violence	1	Protection	3	5
Boost	0	Pick Pocket	0	
Distance	3	Sprint	1	
Menace	6	Boss	6	
Violence	-1	Protection	3	5

### Specialties

Dog Racing +2

### Weaponry

S&W M59 9mmP  
+1 +0 10/15 4.0 15 S E A W

### Injury Points

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BR																				
BA																				
BU																				
MU																				
CR																				



# Vitale

**Criminal** Nicodemo Vitale

**P.O.B.** St. Lukes

**Sex** Male

**D.O.B.** 03/19/35

**Heritage** Italian American

**Weight** 192 lbs

**A.K.A** "Nicky Candles"

**Height** 5'11

**Status** None

**Offender Category** Thief/Racketeer

**Flaws** Stiff Jointed

**Notoriety** Notorious (54 pts) known as a wiseguy

**Vices** Smoking, Womanizing, Spender

**Last Known Address** 80 Rock Hill Gardens, St Lukes

**Identifying Features** Burn on left forearm

**Warning Signals** Violent, Firearms, Resists Arrest

**Rating** Gangster

**Talents** Intuition, Logical Thinker, Suspicious Mind

**Influence** Strong (84 pts)

**Felonies And Arrests** Truck Hijacking x1, Commercial Burglary x2, Promotion Of Gambling x1, Handling Stolen Goods x1, Resisting Arrest x1, Possession Of Obscene Material x1

**Actual Crimes** Cigarette Smuggling x97, Check/Credit Fraud x268, Battery x20, Agg. Battery x5, Truck Hijacking x75, Commercial Burglary x193, Home Invasion x99, Extortion x62, Loansharking x4745, Witness Intimidation x3, Sports Betting x 8430, Car Ringing x160, Murder x1, Distributing Obscene Material x126, Handling Stolen Goods x1654

## Attributes

**Bulk** 1  
**Power** 1  
**Toughness** 2  
**Reflexes** 1  
**Sense** 1  
**Brains** 2  
**Control** 1  
**Style** 2  
**Experience** 3  
**Luck** 0  
  
**Trauma Res.** 6  
**Hurt Mod.** 2  
**Injury Points** 54  
**Move**  
**(Spd./Climb)** 10/9  
**(Maneuver)** 9  
**(Balancing)** 4  
**Endurance**  
**(Fast)** 13  
**(Long)** 12  
**Reaction Roll** 10/8 Slots  
**Suss Roll** 15  
**Dis./Le. Roll** 6  
**Know Streets** 13  
**Balls** 10  
**Coping Roll** 6  
**Hos. Rating** 1  
**Loy. Rating** 7

### Personality

Fastidious, careful  
 funny, diplomatic  
 shrewd, cunning, loyal

## Skills

**Streetfight** 2  
**Auto Repair** -1  
**Awareness** 5  
**Batting** 2  
**Blade** 1  
**B & E** 5  
**Cheat** 3  
**Coax** 5  
**Conceal** 4  
**Creep** 3  
**Deal** 5  
**Drive** 1  
**Drugs** -3  
**Escape** -2  
**Explosives** -3  
**Gambling** 2  
**Pool** -3  
**Handgun** 0  
**H. Weapons** -3  
**Impress** 6  
**Investigate**  
**Language** -3  
**Lifting** 0  
**Patch Up** -3  
**Perform** 0  
**Rifle** -2  
**School** 2  
**Cooking** 2  
**SMG** -3  
**Steal** 1  
**Swimming** 0  
**Threat** 2  
**Throw** 0

## Abilities

Aspect	Value	Aspect	Value	Slots
Violence	5	Protection	5	8
Fix	5	Design	6	
Active	10	Passive	7	
Violence	5	Protection	5	7
Violence	4	Protection	4	7
Plan	12	Execute	8	
Devise	7	Play	7	
Mooch	9	Befriend	9	
Hide	7	Find	7	
Sneak	6	Follow	6	
Evaluate	9	Negotiate	9	
Safety	4	Pursuit	4	
Identify	0	Manufacture	-4	
Plan	4	Restraints	-1	
Rig	3	Diffuse	5	
Fix Odds	6	Bet	5	
Play	0	Coach	-	
Violence	4	Protection	3	7
Violence	2	Protection	3	7
Hype	10	Lie	10	
Crime Scene	-	Interrogation	-	
Speak	1	Write	0	
Carry	2	Drag	3	
Examine	0	Treat	0	
Comedian	4	Appraise	4	
Violence	2	Protection	3	7
Comprehend	9	Knowledge	5	
Make	5	Design	8	
Violence	1	Protection	3	7
Boost	5	Pick Pocket	4	
Distance	3	Sprint	3	
Menace	6	Boss	6	
Violence	4	Protection	3	7

### Specialties

B&E - Casing Warehouses +2

### Weaponry

S&W M59 9mmP

+1 +0 10/15 4.0 15 S E A W

### Injury Points

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BR																				
BA																				
BU																				
MU																				
CR																				

# Antonopoulos

**Criminal** Nicky Antonopoulos  
**P.O.B.** Athens  
**Sex** Male

**D.O.B.** 04/11/55  
**Heritage** Greek  
**Weight** 179 lbs

**A.K.A** "Nicky Santini"  
**Height** 6'1  
**Status** Wanted (Crime Suspect)

**Offender Category** Heister/Thief

**Rating** Punk

**Flaws** Peculiar Looking

**Talents** Psycho, Fast Reactions

**Notoriety** Unknown (5 pts)

**Influence** None (16 pt)

**Vices** Smoking, Drugs (Heroin), Gambling

**Last Known Address** 145 Pollard Road, Brown Bay

**Identifying Features** 4 inch knife wound across abdomen

**Warning Signals** None

**Felonies And Arrests** None

**Actual Crimes** Attempt Murder x1, Kidnapping x2, Arson x2, Mugging x29, Commercial Robbery x11, G.T.A. x15, Home Invasion x8, Agg. Battery x2, Battery x15, Truck Hijacking x12, Commercial Burglary x7

## Attributes

**Bulk** 1  
**Power** 0  
**Toughness** 1  
**Reflexes** 0  
**Sense** 0  
**Brains** -1  
**Control** 0  
**Style** -1  
**Experience** 0  
**Luck** -1  
  
**Trauma Res.** 4  
**Hurt Mod.** 2  
**Injury Points** 48  
**Move**  
 (Spd./Climb) 5/3  
 (Maneuver) 6  
 (Balancing) 2  
**Endurance**  
 (Fast) 11  
 (Long) 9  
**Reaction Roll** 4/6 Slots  
**Suss Roll** -2  
**Dis./Le. Roll** -2  
**Know Streets** -2  
**Balls** 4\*  
**Coping Roll** 2  
**Hos. Rating** 1  
**Loy. Rating** -1

### Personality

Malicious, spiteful  
 self-loathing, reliable  
 cold blooded, quiet

## Skills

**Street Fight** 2  
**Auto Repair** -2  
**Awareness** 2  
**Batting** 3  
**Blade** 3  
**B & E** 2  
**Cheat** 0  
**Coax** -1  
**Conceal** 1  
**Creep** 2  
**Deal** 0  
**Drive** 0  
**Drugs** 1  
**Escape** 0  
**Explosives** -3  
**Gambling** 0  
**Basketball** -1  
**Handgun** 1  
**H. Weapons** -3  
**Impress** 0  
**Investigate**  
**Language** -3  
**Lifting** 1  
**Patch Up** -3  
**Perform** -3  
**Rifle** -2  
**School** 0  
**Shop** 0  
**SMG** -3  
**Steal** 2  
**Swimming** 1  
**Threat** 4  
**Throw** 2

## Abilities

Aspect	Value	Aspect	Value	Slots
Violence	5	Protection	5	6
Fix	-3	Design	-4	
Active	1	Passive	-2	
Violence	5	Protection	6	6
Violence	6	Protection	7	6
Plan	0	Execute	1	
Devise	-2	Play	-2	
Mooch	-3	Befriend	-3	
Hide	0	Find	0	
Sneak	1	Follow	1	
Evaluate	-1	Negotiate	-2	
Safety	1	Pursuit	1	
Identify	0	Manufacture	-1	
Plan	-1	Restraints	-1	
Rig	-4	Diffuse	-4	
Fix Odds	-2	Bet	-2	
Play	2	Coach	-	
Violence	3	Protection	1	5
Violence	-2	Protection	1	5
Hype	-2	Lie	-2	
Crime Scene	-	Interrogation	-	
Speak	-5	Write	-4	
Carry	1	Drag	2	
Examine	-4	Treat	-4	
Dance/Play	-4	Appraise	-5	
Violence	0	Protection	1	5
Comprehend	-1	Knowledge	-2	
Make	-1	Design	-2	
Violence	-1	Protection	1	5
Boost	-1	Pick Pocket	1	
Distance	2	Sprint	2	
Menace	8	Boss	4	
Violence	4	Protection	1	6

### Specialties

Concealing Criminal Weapons +2

### Weaponry

Colt 1917 .45 Revolver  
 -1 -1 5/12 6.0 6 S R A W-  
 12 extra rounds

### Injury Points

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BR																				
BA																				
BU																				
MU																				
CR																				

# Pataki Or Nicky Papapios

**Criminal** George Pataki  
**P.O.B.** Athens, Greece  
**Sex** Male

**D.O.B.** 01/17/52  
**Heritage** Greek  
**Weight** 183lbs

**A.K.A** "Christos Stakis "  
**Height** 5'11  
**Status** None

**Offender Category** Heister

**Rating** Punk

**Flaws** None

**Talents** Heavy Hitter, Hardcore Attitude, Fast Reactions

**Notoriety** Unknown (9 pts)

**Influence** None (8 pts)

**Vices** Gambling, Womanizing, Risk Taker

**Last Known Address** 145 Pollard Road, Brown Bay

**Identifying Features** A gold front tooth

**Warning Signals** None

**Felonies And Arrests** None

**Actual Crimes** Attempt Murder x1, Agg. Battery x6, Commercial Burglary x44, Commercial Robbery x33 Truck Hijacking x42, Theft from Auto x36, G.T.A. x79, Vehicle Manslaughter x1, Fraud x47

## Attributes

## Skills

## Abilities

				Aspect		Aspect	Slots
<b>Bulk</b>	<b>1</b>	<b>Street Fight.</b>	<b>2</b>	Violence	7	Protection	5
<b>Power</b>	<b>1</b>	<b>Auto Repair</b>	<b>-2</b>	Fix	-1	Design	-1
<b>Toughness</b>	<b>2</b>	<b>Awareness</b>	<b>2</b>	Active	3	Passive	0
<b>Reflexes</b>	<b>0</b>	<b>Batting</b>	<b>2</b>	Violence	6	Protection	7
<b>Sense</b>	<b>1</b>	<b>Blade</b>	<b>2</b>	Violence	5	Protection	7
<b>Brains</b>	<b>0</b>	<b>B &amp; E</b>	<b>1</b>	Plan	2	Execute	2
<b>Control</b>	<b>0</b>	<b>Cheat</b>	<b>1</b>	Devise	1	Play	2
<b>Style</b>	<b>1</b>	<b>Coax</b>	<b>1</b>	Mooch	3	Befriend	3
<b>Experience</b>	<b>2</b>	<b>Conceal</b>	<b>4</b>	Hide	5	Find	5
<b>Luck</b>	<b>0</b>	<b>Creep</b>	<b>2</b>	Sneak	3	Follow	4
		<b>Deal</b>	<b>2</b>	Evaluate	3	Negotiate	3
<b>Trauma Res.</b>	<b>6</b>	<b>Drive</b>	<b>4</b>	Safety	7	Pursuit	7
<b>Hurt Mod.</b>	<b>4</b>	<b>Drugs</b>	<b>-1</b>	Identify	0	Manufacture	0
<b>Injury Points</b>	<b>54</b>	<b>Escape</b>	<b>3</b>	Plan	4	Restraints	4
<b>Move</b>		<b>Explosives</b>	<b>-2</b>	Rig	-1	Diffuse	-1
<b>(Spd./Climb)</b>	<b>11/9</b>	<b>Gambling</b>	<b>2</b>	Fix Odds	2	Bet	2
<b>(Maneuver)</b>	<b>9</b>	<b>Basket Ball</b>	<b>0</b>	Play	7	Coach	1
<b>(Balancing)</b>	<b>2</b>	<b>Handgun</b>	<b>2</b>	Violence	3	Protection	2
<b>Endurance</b>		<b>H. Weapons</b>	<b>-3</b>	Violence	-2	Protection	2
<b>(Fast)</b>	<b>13</b>	<b>Impress</b>	<b>2</b>	Hype	4	Lie	3
<b>(Long)</b>	<b>8</b>	<b>Investigate</b>		Crime Scene	-	Interrogation	-
<b>Reaction Roll</b>	<b>8/7 Slots</b>	<b>Language</b>	<b>-3</b>	Speak	-2	Write	-3
<b>Suss Roll</b>	<b>4</b>	<b>Lifting</b>	<b>1</b>	Carry	3	Drag	4
<b>Dis. Roll</b>	<b>2</b>	<b>Patch Up</b>	<b>-3</b>	Examine	-2	Treat	-3
<b>Know Streets</b>	<b>6</b>	<b>Perform</b>	<b>-2</b>	Act/Sing	0	Appraise	-1
<b>Balls</b>	<b>10</b>	<b>Rifle</b>	<b>1</b>	Violence	2	Protection	2
<b>Coping Roll</b>	<b>9</b>	<b>School</b>	<b>2</b>	Comprehend	2	Knowledge	2
<b>Hos. Rating</b>	<b>2</b>	<b>Shop</b>	<b>0</b>	Make	0	Design	1
<b>Loy. Rating</b>	<b>4</b>	<b>SMG</b>	<b>-3</b>	Violence	-2	Protection	2
		<b>Steal</b>	<b>2</b>	Boost	3	Pick Pocket	3
<b>Personality</b>		<b>Swimming</b>	<b>-1</b>	Distance	3	Sprint	2
Loyal, reckless, smooth,		<b>Threat</b>	<b>4</b>	Menace	7	Boss	6
vicious, generous, wild		<b>Throw</b>	<b>0</b>	Violence	1	Protection	2

## Specialties

Hiding Identity +2

## Weaponry

Winchester 21 12G sawn off shotgun

-2 +3 4/20/20 9 2 E E F D+

12/20/20

10 shells

## Injury Points

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<b>BR</b>																				
<b>BA</b>																				
<b>BU</b>																				
<b>MU</b>																				
<b>CR</b>																				



# Kalakos

**Criminal** George Kalakos

**P.O.B.** Athens, Greece

**Sex** Male

**Offender Category** Thief

**Flaws** None

**Notoriety** Known (11 pts)

**Vices** Smoking, Gambling, Risk Taking

**Last Known Address** 145 Pollard Road, Brown Bay

**Identifying Features** Large mole on right side of neck, bad limp in right leg\*

**Warning Signals** None

**D.O.B.** 11/4/50

**Heritage** Greek

**Weight** 119lbs

**Rating** Punk

**Talents** Light Fingered, Suspicious Mind

**Influence** None 13

**A.K.A** "Rabbit"

**Height** 5'8

**Status** None

**Felonies And Arrests** None

**Actual Crimes** Battery x2, Home Invasion x81, G.T.A. x19, Theft from Auto x36, Shoplifting x22, Kidnapping x3

**Check** Fraud x81, Perjury x1, Truck Hijacking x3, Commercial Burglary x14, Mugging x8

## Attributes

**Bulk** -1  
**Power** 0  
**Toughness** 0  
**Reflexes** 2  
**Sense** 1  
**Brains** 0  
**Control** -1  
**Style** -1  
**Experience** 1  
**Luck** 0  
  
**Trauma Res.** -2  
**Hurt Mod.** -1  
**Injury Points** 36  
**Move**  
**(Spd./Climb)** 1\*  
**(Maneuver)** 6\*  
**(Balancing)** 0\*  
**Endurance**  
**(Fast)** 9  
**(Long)** 6  
**Reaction Roll** 6/6 Slots  
**Suss Roll** 2/6  
**Dis. Roll** -2  
**Know Streets** 0  
**Balls** 2  
**Coping Roll** -2  
**Hos. Rating** 1  
**Loy. Rating** -1

### Personality

Quiet, thoughtful  
loner, introspective, callous  
treacherous.

## Skills

**Street Fight.** -1  
**Auto Repair** 0  
**Awareness** 3  
**Batting** 0  
**Blade** 1  
**B & E** 4  
**Cheat** 1  
**Coax** 0  
**Conceal** 2  
**Creep** 5  
**Deal** 2  
**Drive** 2  
**Drugs** 2  
**Escape** 2  
**Explosives** -3  
**Gambling** 0  
**Pool** 0  
**Handgun** 0  
**H. Weapons** -3  
**Impress** 1  
**Investigate**  
**Language** -3  
**Lifting** 0  
**Patch Up** -3  
**Perform** -1  
**Rifle** -2  
**School** 1  
**Shop** 2  
**SMG** -3  
**Steal** 5  
**Swimming** -1  
**Threat** -1  
**Throw** 0

## Abilities

Aspect	Value	Aspect	Value	Slots
Violence	2	Protection	0	5
Fix	2	Design	0	
Active	4	Passive	1	
Violence	1	Protection	1	5
Violence	4	Protection	5	5
Plan	0	Execute	5	
Devise	0	Play	2	
Mooch	-1	Befriend	-2	
Hide	3	Find	3	
Sneak	8/10	Follow	8	
Evaluate	2	Negotiate	1	
Safety	4	Pursuit	5	
Identify	3	Manufacture	3	
Plan	2	Restraints	4	
Rig	-1	Diffuse	-1	
Fix Odds	0	Bet	-1	
Play	2	Coach	-	
Violence	2	Protection	2	5
Violence	-1	Protection	2	5
Hype	-1	Lie	0	
Crime Scene	-	Interrogation	-	
Speak	-4	Write	-4	
Carry	1	Drag	0	
Examine	-2	Treat	-2	
Act/Sing	-5	Appraise	-3	
Violence	0	Protection	2	5
Comprehend	0	Knowledge	0	
Make	4	Design	2	
Violence	-1	Protection	2	5
Boost	6	Pick Pocket	8	
Distance	-1	Sprint	-1	
Menace	-2	Boss	-2	
Violence	2	Protection	2	5

### Specialties

Hiding +2  
Door Locks +2

### Weaponry

Browning 1910 .32 semi-automatic  
+2 +0 14/17 3.4 7 E E I  
Spare Clip

### Injury Points

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BR																				
BA																				
BU																				
MU																				
CR																				

# Forakis Of Andre Papapios

**Criminal** Dimitri Forakis  
**P.O.B.** Athens  
**Sex** Male

**D.O.B.** 02/20/53  
**Heritage** Greek  
**Weight** 172 lbs

**A.K.A** "Mitts "  
**Height** 5'9  
**Status** Nil

**Offender Category** Heister/Thug

**Rating** Gangster

**Flaws** Butter Fingers

**Talents** Fast Reactions, Heavy Hitter, No Nerves

**Notoriety** Unknown (9 pts)

**Influence** Some (24pts)

**Vices** Alcohol, Spite (Cruel), Temper, Risk Taker

**Last Known Address**

**Identifying Features**

**Warning Signals** None

**Felonies And Arrests** None

**Actual Crimes** Att. Murder x1, Murder x1, Agg. Battery x19, Battery x22, Mugging x29, Car Jacking x33, Commercial Robbery x27, Kidnapping x7, G.T.A. x18, Home Invasion x65, Extortion x20

## Attributes

## Skills

## Abilities

				Aspect		Aspect	Slots
<b>Bulk</b>	<b>0</b>	<b>Street Fight</b>	<b>3</b>	Violence	9	Protection	8
<b>Power</b>	<b>1</b>	<b>Auto Repair</b>	<b>-2</b>	Fix	-1	Design	0
<b>Toughness</b>	<b>2</b>	<b>Awareness</b>	<b>2</b>	Active	4	Passive	1
<b>Reflexes</b>	<b>1</b>	<b>Batting</b>	<b>3</b>	Violence	8	Protection	7
<b>Sense</b>	<b>1</b>	<b>Blade</b>	<b>3</b>	Violence	8	Protection	8
<b>Brains</b>	<b>1</b>	<b>B &amp; E</b>	<b>4</b>	Plan	6	Execute	5
<b>Control</b>	<b>1</b>	<b>Cheat</b>	<b>-2</b>	Devise	0	Play	0
<b>Style</b>	<b>1</b>	<b>Coax</b>	<b>0</b>	Mooch	2	Befriend	2
<b>Experience</b>	<b>2</b>	<b>Conceal</b>	<b>4</b>	Hide	6	Find	6
<b>Luck</b>	<b>0</b>	<b>Creep</b>	<b>4</b>	Sneak	6	Follow	6
		<b>Deal</b>	<b>0</b>	Evaluate	2	Negotiate	2
		<b>Drive</b>	<b>3</b>	Safety	7	Pursuit	7
<b>Trauma Res.</b>	<b>6</b>	<b>Drugs</b>	<b>-3</b>	Identify	-1	Manufacture	-1
<b>Hurt Mod.</b>	<b>3</b>	<b>Escape</b>	<b>1</b>	Plan	3	Restraints	2
<b>Injury Points</b>	<b>50</b>	<b>Explosives</b>	<b>-3</b>	Rig	-2	Diffuse	-2
<b>Move</b>		<b>Gambling</b>	<b>2</b>	Fix Odds	4	Bet	3
<b>(Spd./Climb)</b>	<b>11/11</b>	<b>Basketball</b>	<b>-1</b>	Play	1	Coach	-
<b>(Maneuver)</b>	<b>10</b>	<b>Handgun</b>	<b>0</b>	Violence	3	Protection	2
<b>(Balancing)</b>	<b>6</b>	<b>H. Weapons</b>	<b>-3</b>	Violence	0	Protection	2
<b>Endurance</b>		<b>Impress</b>	<b>2</b>	Hype	4	Lie	7
<b>(Fast)</b>	<b>17</b>	<b>Investigate</b>		Crime Scene	-	Interrogation	-
<b>(Long)</b>	<b>14</b>	<b>English</b>	<b>3</b>	Speak	3	Write	3
<b>Reaction Roll</b>	<b>10/8 Slots</b>	<b>Lifting</b>	<b>1</b>	Carry	3	Drag	4
<b>Suss Roll</b>	<b>6</b>	<b>Patch Up</b>	<b>-3</b>	Examine	-1	Treat	-1
<b>Dis./Le. Roll</b>	<b>4</b>	<b>Perform</b>	<b>-3</b>	Sing	-1	Appraise	-1
<b>Know Streets</b>	<b>6</b>	<b>Rifle</b>	<b>2</b>	Violence	5	Protection	2
<b>Balls</b>	<b>8</b>	<b>School</b>	<b>0</b>	Comprehend	2	Knowledge	2
<b>Coping Roll</b>	<b>6</b>	<b>Cooking</b>	<b>0</b>	Make	2	Design	1
<b>Hos. Rating</b>	<b>1</b>	<b>SMG</b>	<b>-3</b>	Violence	0	Protection	2
<b>Loy. Rating</b>	<b>5</b>	<b>Steal</b>	<b>0</b>	Boost	2	Pick Pocket	1
		<b>Swimming</b>	<b>0</b>	Distance	3	Sprint	3
<b>Personality</b>		<b>Threat</b>	<b>6</b>	Menace	9	Boss	9
Angry, proud		<b>Throw</b>	<b>1</b>	Violence	4	Protection	0
moody, ambitious							
bullying, determined							

## Specialties

Street Fight. - Dirty Fighter  
 Blade - Small Knives +2

## Weaponry

Us M2 Carbine

## Injury Points

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

<b>BR</b>	
<b>BA</b>	
<b>BU</b>	
<b>MU</b>	
<b>CR</b>	

65/3 +2 -1 +0 12/16 18 30 300 E E A H

# DOYLE

**Criminal** Rocco Doyle  
**P.O.B.** Jefferson Heights  
**Sex** Male

**D.O.B.** 05/03/51  
**Heritage** Irish/Italian American  
**Weight** 169 lbs

**A.K.A** "Guinea" "Jerry Casso"  
**Height** 5'9  
**Status** None

**Offender Category** Dealer/Heister

**Flaws** None

**Notoriety** Known (30 pts)

**Vices** Smoker, Gambling, Spender

**Last Known Address** 8 Cromwell Street, Jefferson Heights

**Identifying Features** One inch scar along middle right knuckle, "Grovers" tattoo on left bicep.

**Warning Signals** Violent, Weapons, Aliases, Firearms

**Rating** Punk (Up & Coming)

**Talents** Suspicious Mind, Winning Smile, Intuitive, Acute Senses

**Influence** Strong (51 pts)

**Felonies And Arrests** Disorderly Conduct x1, Truck Hijacking x1, Commercial Robbery x1, Agg. Battery x1

**Actual Crimes** Agg. Battery x6, Battery x4, Commercial Burglary x6, Truck Hijacking x45, Kidnapping x3, Extortion x48, Check-Fraud x190, Commercial Robbery x19, Car Jacking x15, Homicide x1, Att. Homicide x1, Theft From Auto x33, Possession Of A Firearm x300, Accessory To Murder x2, Mugging x5, Fencing x670

## Attributes

**Bulk** 0  
**Power** 0  
**Toughness** 1  
**Reflexes** 0  
**Sense** 0  
**Brains** 1  
**Control** 0  
**Style** 2  
**Experience** 2  
**Luck** 0  
**Trauma Res.** 2  
**Hurt Mod.** 0  
**Injury Points** 44  
**Move**  
**(Spd./Climb)** 4/4  
**(Maneuver)** 4  
**(Balancing)** 0  
**Endurance**  
**(Fast)** 15  
**(Long)** 11  
**Reaction Roll** 6/6 Slots  
**Suss.Roll** 10  
**Dis./Le. Roll** 2  
**Know Streets** 13  
**Balls** 6  
**Coping Roll** 2  
**Hos. Rating** 1  
**Loy. Rating** 3

## Personality

Charming, calculating  
 Dependable, cunning  
 sharp, frivolous

## Skills

**Street Fight.** 2  
**Auto Repair** -3  
**Awareness** 4  
**Batting** 2  
**Blade** 1  
**B & E** 3  
**Cheat** 2  
**Coax** 1  
**Conceal** 2  
**Creep** 1  
**Deal** 6  
**Drive** 0  
**Drugs** -2  
**Escape** -2  
**Explosives** -3  
**Gambling** 0  
**Pool** -3  
**Handgun** 2  
**H. Weapons** -3  
**Impress** 3  
**Investigate**  
**Language** -3  
**Lifting** 1  
**Patch Up** 0  
**Perform** -3  
**Rifle** -1  
**School** 2  
**Shop** -3  
**SMG** -3  
**Steal** 0  
**Swimming** 1  
**Threat** 2  
**Throw** 1

## Abilities

Aspect	Value	Aspect	Value	Slots
Violence	3	Protection	3	6
Fix	-2	Design	-1	
Active	10	Passive	7	
Violence	3	Protection	3	5
Violence	2	Protection	2	5
Plan	5	Execute	4	
Devise	4	Play	7	
Mooch	7	Befriend	8	
Hide	3	Find	6	
Sneak	4	Follow	3	
Evaluate	8	Negotiate	11	
Safety	1	Pursuit	1	
Identify	-1	Manufacture	0	
Plan	-1	Restraints	-1	
Rig	-1	Diffuse	-1	
Fix Odds	3	Bet	2	
Play	-2	Coach	-	
Violence	5	Protection	2	6
Violence	1	Protection	2	5
Hype	10	Lie	8	
Crime Scene	-	Interrogation	-	
Speak	0	Write	-2	
Carry	1	Drag	2	
Examine	1	Treat	1	
Dance/Play	-1	Appraise	-1	
Violence	2	Protection	2	5
Comprehend	4	Knowledge	3	
Make	-2	Design	-1	
Violence	0	Protection	2	5
Boost	4	Pick Pocket	1	
Distance	2	Sprint	2	
Menace	4	Boss	5	
Violence	4	Protection	2	6

## Specialties

Evaluating Jewelry +2

## Expressions

Give me a few days and I can lay off almost anything."  
 "Youse wasting my time wid dis nickel an dime crap."

## Injury Points

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

BR  
 BA  
 BU  
 MU  
 CR

The  
 Missing  
 Mafia  
 40



# Background

Rocco Doyle is the only child of Carmine and Carol Ladone's brief marriage. His father left home when he was barely 12 months old and Laura reverted back to her maiden name of Doyle after the divorce. Growing up half Italian and fatherless in the deprived Crystal Grove Apartments of Jefferson Heights Rocco learned at a young age to hustle and make alliances with the bigger and tougher kids. Rocco made it his business to know the street and it's people, what they wanted and how he could get it for them. He would burgle goods and fence already stolen ones, arrange drug deals and recruit muscle for whoever was paying. Bouncing around the bars and businesses of Jefferson Heights Doyle hooked up and did business with casino owner Mike Macdonald running numbers, untaxed cigarettes and swag for him. However the Eddie Malloy Lieutenant was greedy, and Doyle got sick enough of getting stiffed on his end to rip him off before skipping town for 6 months.

At the age of 18 Doyle felt the need to see his father and tracked him to The Veterans Social Club in St. Lukes where he found out that the acorn indeed doesn't fall far from the tree. His father was a made guy with "Florida Phil" Ormenti's crew. At first the situation was difficult, frosty even, but with time things became more natural and comfortable between them. Ladone before receiving a 7 year sentence for check fraud introduced Doyle to the crew and he did his thing and made new business associates. It was this bridge to the Italian mob that made Jimmy Maclaren's ears prick up. The ambitious Irish hoodlum had plans for a strong Irish mob, one that emulated the disciplined Mafia he so admired. Maclaren and his crazy gang offered Doyle some protection from Malloy, and Doyle offered a route into the Gurino Family.

Another connection that has served Doyle well in recent years is an arrangement with hard uniformed beat cop John Dooley. Dooley is on the pad providing tip offs and other useful police services for envelopes of \$50 and \$100 Benny Franklins.



Has a .357 Magnum Colt Python stashed at O'Leary's with 18 rounds of hollow point ammo.  
+1 +1 0/9\* 4.0 6 E C A W



Has \$5,700 dollars hidden in a shoebox in his apartment. Carries \$300. Receives \$500 a week from regular rackets and extortions.



Keeps a .25 Colt Auto in his jacket pocket.  
+3 +1 17/18 2 6 S E



Keeps a baseball bat in the trunk of his car.  
12/16 LG -1 +3 +1 -2 4



Drives a 1975 Candy Apple Cadillac Fleetwood. 5.0L 190bhp Acc -1 110mph Con -2

## 42

**A.K.A** "Short Dog"  
**Height** 5'7  
**Status** Wanted

## Warning Signals Violent, Weapons, Mental

**Actual Crimes** Agg. Battery x13, Battery x19, Commercial Burglary x23, Truck Hijacking x35, Arson x2, Kidnapping x7, Extortion x39, Criminal Damage x31, Disorderly Conduct x46, Commercial Robbery x18, G.T.A. x20, Homicide x5, Att. Homicide x3, Shoplifting x13, Possession Of A Firearm x400, Resisting Arrest x2, Mugging x10

## Abilities

<b>Bulk</b>	<b>-1</b>	<b>Street Fight.</b>	<b>2</b>	<b>Aspect</b>		<b>Aspect</b>		<b>Slots</b>
<b>Power</b>	<b>-1</b>	<b>Auto Repair</b>	<b>0</b>	Violence	7	Protection	6	7
<b>Toughness</b>	<b>3</b>	<b>Awareness</b>	<b>2</b>	Fix	2	Design	3	
<b>Reflexes</b>	<b>2</b>	<b>Batting</b>	<b>2</b>	Active	3	Passive	0	
<b>Sense</b>	<b>1</b>	<b>Blade</b>	<b>4</b>	Violence	6	Protection	3	6
<b>Brains</b>	<b>0</b>	<b>B &amp; E</b>	<b>1</b>	Violence	10	Protection	6	7
<b>Control</b>	<b>-1</b>	<b>Cheat</b>	<b>-2</b>	Plan	2	Execute	4	
<b>Style</b>	<b>3</b>	<b>Coax</b>	<b>1</b>	Devise	-3	Play	1	
<b>Experience</b>	<b>2</b>	<b>Conceal</b>	<b>2</b>	Mooch	5	Befriend	6	
<b>Luck</b>	<b>2</b>	<b>Creep</b>	<b>5</b>	Hide	3	Find	3	
		<b>Deal</b>	<b>1</b>	Sneak	8	Follow	8	
<b>Trauma Res.</b>	<b>8</b>	<b>Drive</b>	<b>1</b>	Evaluate	2	Negotiate	2	
<b>Hurt Mod.</b>	<b>-2</b>	<b>Drugs</b>	<b>1</b>	Safety	3	Pursuit	4	
<b>Injury Points</b>	<b>56</b>	<b>Escape</b>	<b>1</b>	Identify	1	Manufacture	2	
<b>Move</b>		<b>Explosives</b>	<b>-3</b>	Plan	1	Restraints	3	
<b>(Spd./Climb)</b>	<b>0/0</b>	<b>Gambling</b>	<b>1</b>	Rig	-1	Diffuse	-1	
<b>(Maneuver)</b>	<b>4</b>	<b>Pool</b>	<b>1</b>	Fix Odds	2	Bet	3	
<b>(Balancing)</b>	<b>2</b>	<b>Handgun</b>	<b>6</b>	Play	3	Coach	-	
<b>Endurance</b>		<b>H. Weapons</b>	<b>-3</b>	Violence	8	Protection	1	8
<b>(Fast)</b>	<b>18</b>	<b>Impress</b>	<b>1</b>	Violence	-1	Protection	1	6
<b>(Long)</b>	<b>17</b>	<b>Investigate</b>		Hype	6	Lie	2	
<b>Reaction Roll</b>	<b>8/7 Slots</b>	<b>Language</b>	<b>-3</b>	Crime Scene	-	Interrogation	-	
<b>Suss Roll</b>	<b>4</b>	<b>Lifting</b>	<b>0</b>	Speak	0	Write	-4	
<b>Dis./Le. Roll</b>	<b>-2</b>	<b>Patch Up</b>	<b>-3</b>	Carry	-1	Drag	0	
<b>Know Streets</b>	<b>10</b>	<b>Perform</b>	<b>3</b>	Examine	-2	Treat	-2	
<b>Balls</b>	<b>15</b>	<b>Rifle</b>	<b>1</b>	Comic	6	Appraise	1	
<b>Coping Roll</b>	<b>4</b>	<b>School</b>	<b>0</b>	Violence	3	Protection	1	7
<b>Hos. Rating</b>	<b>4</b>	<b>Shop</b>	<b>1</b>	Comprehend	-1	Knowledge	-1	
<b>Loy. Rating</b>	<b>0</b>	<b>SMG</b>	<b>2</b>	Make	2	Design	2	
		<b>Steal</b>	<b>1</b>	Violence	4	Protection	1	7
<b>Personality</b>		<b>Swimming</b>	<b>-2</b>	Boost	3	Pick Pocket	4	
Cocky, violent		<b>Threat</b>	<b>3</b>	Distance	5	Sprint	-2	
vindictive, wise cracking		<b>Throw</b>	<b>2</b>	Menace	9	Boss	-1	
erratic, pendantic, charismatic				Violence	3	Protection	1	7

Handgun - Quick Draw -1 slot cost

"If youse don't pay up protection each week I'm gonna to shoot youse in tha belly and watch ya wriggle like a maggots for 12 hours

## Injury Points

[illegible]



# Background

Ryan Sheehy grew up motherless and in the not so tender care of of an alcoholic father who used to leave for days at a time when into a really bad binge. Left to fend for himself Ryan took to the streets picking up bad habits and mixing with the wrong crowd. Whether through nature or nurture he developed his father's thirst for the booze, and took to carrying a short dog of scotch in his jacket pocket that he would sup at throughout the day.

Though generally a likeable guy with a sharp comic edge that has people in stitches, Ryan is prone to dark moods that manifest in outbursts frightening violence.

Sheehy knocked around like a rudderless boat committing off the cuff robberies and getting into various scrapes until James "Jimmy Mac" Maclaren took him under his wing. Sheehy looks up to Maclaren as the older brother he never had and is extremely loyal to him. Good with a gun and devoid of all qualms about putting one to use Sheehy has already killed twice on his boss's orders.



Has a MP 40 smg and two clips of ammo stashed at his apartment.

9mmP 40 3 0 +1 4/12 9.8 32 70 S R A H



Carries a 9mm Browning 1935 semi-automatic pistol tucked into the front of his pants loaded with hollowpoint ammo. Keeps a spare mag in in the glove compartment of his car.

9mmP +1 +0 10/15 4.6 13 E E A W



Carries a Colt .25 Auto in his right jacket pocket.

.25ACP +3 +1 17/18 2 6 S E F I+



Carries a switchblade in the back pocket of his pants.

14/17 CL -2 0 +0 -4 2



Drives a red 1971 Dodge Challenger Hemi.

192 3495 4.2L 425 +3 150 +1



Has \$1,430 bucks.

Carries \$200.

Receives \$350 a week from regular rackets and extortions.

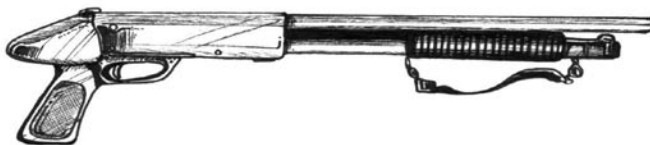




# Background

Kevin "Studs" Reilly grew up one of five children in a staunchly Catholic family. His father a tough longshoreman and boxing fanatic took him at age 7 to the St. Patrick's Amateur Boxing Club where over the years he developed into a talented and rugged fighter. At the age of 18 he won the New York Golden Gloves Tournament and turned pro the following year when he narrowly missed out on the 1968 US Olympic trials. As a pro Reilly racked up a 16-0 record before losing his first fight on a nasty cut injury above his right eye. A few more wins followed but Reilly suffered another setback when the scar tissue around the eye opened up like a zip forcing the referee to halt the contest. The injury plagued Reilly and he was unable to make progress up the rankings. Disillusioned he quit the ring and started to let himself go drinking, gambling and brawling around the bars and clubs of Dog Town. He soon got in trouble with the law for violence and found it difficult with all the bitterness and resentment pent up inside him to keep a job down. One that he did maintain for a while, and that he often drifts back to on a casual basis is quarrying. The hard outdoor work suited him and he developed an interest in explosives that he has subsequently put to use outside of the quarry.

An out of work Reilly found employment from a former fight supporter of his Thomas O'Leary. The pudgy, alcoholic bar owner shylocked on the side and offered Reilly a job as a debt collector. Reilly accepted and proving himself effective in the role was approached by O'Leary's partner Jimmy Maclaren to extend his skills into hijackings, kidnappings and extortions.



Has a 12 gauge Ithaca 37 Stakeout shotgun stored at his mothers apartment with twenty four 00 shells.

-2 +0 6/14/20 13.5 4 E E F D  
13/17/20  
17/18/20



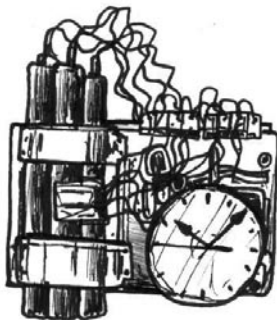
Keeps a ballpeen hammer underneath the seat of his car.

8/14 MD -1 +2 -1 -2 4



Carries a .38 Colt Detective in the front of his pants loaded with hollow point ammo. Carries one speed loader.

+1 +0 9/15\* 2.1 6 E C F I



Has a timer activated medium sized pipe bomb set up and kept at Mickey Corcoran's lock up. Blas Rating 2/11.



Carries a knuckle duster in the pocket of his leather jacket.

+4 eff CL -2 -1 +2 +0 As Punch



Has \$400 dollars.

Carries \$100.

Receives \$400 a week from various rackets and extortions.



# The Missing Man

**A.K.A** "Corky" "Mad Mickey"  
**Height** 5'11  
**Status** Nil

**Warning Signals** Drugs, Violent, Weapons (knives), Escaper, No Licence

**Actual Crimes** Homicide x5, Att. Homicide x2, Agg. Battery x17, G.T.A. x268, Commercial Burglary x75, Home Invasion x39, Shoplifting x97, Mugging x9, Hijacking x43, Commercial Robbery x11, Bail Jumping x4, D.U.I. x1 Kidnapping x1, Extortion x2, Drug Dealing x 4

## Abilities

<b>Bulk</b>	<b>0</b>	<b>Street Fight</b>	<b>4</b>	<b>Aspect</b>		<b>Aspect</b>		<b>Slots</b>	
<b>Power</b>	<b>0</b>	<b>Auto Repair</b>	<b>4</b>	Violence	12	Protection	13		12
<b>Toughness</b>	<b>5</b>	<b>Awareness</b>	<b>5</b>	Fix	8	Design	7		
<b>Reflexes</b>	<b>5</b>	<b>Batting</b>	<b>0</b>	Active	8	Passive	8		
<b>Sense</b>	<b>1</b>	<b>Blade</b>	<b>5</b>	Violence	7	Protection	7		11
<b>Brains</b>	<b>0</b>	<b>B &amp; E</b>	<b>6</b>	Violence	16	Protection	15		13
<b>Control</b>	<b>-1</b>	<b>Cheat</b>	<b>-1</b>	Plan	7	Execute	15		
<b>Style</b>	<b>1</b>	<b>Coax</b>	<b>-1</b>	Devise	-2	Play	-1		
<b>Experience</b>	<b>3</b>	<b>Conceal</b>	<b>5</b>	Mooch	0	Befriend	-1		
<b>Luck</b>	<b>0</b>	<b>Creep</b>	<b>5</b>	Hide	6	Find	6		
		<b>Deal</b>	<b>2</b>	Sneak	11	Follow	6		
<b>Trauma Res.</b>	<b>10</b>	<b>Drive</b>	<b>8</b>	Evaluate	3	Negotiate	1		
<b>Hurt Mod.</b>	<b>0</b>	<b>Drugs</b>	<b>1</b>	Safety	14	Pursuit	16		
<b>Injury Points</b>	<b>60</b>	<b>Escape</b>	<b>0</b>	Identify	2	Manufacture	2		
<b>Move</b>		<b>Explosives</b>	<b>-3</b>	Plan	0	Restraints	8		
<b>(Spd./Climb)</b>	<b>11/11</b>	<b>Gambling</b>	<b>-1</b>	Rig	2	Diffuse	4		
<b>(Maneuver)</b>	<b>16</b>	<b>Pool</b>	<b>0</b>	Fix Odds	0	Bet	-1		
<b>(Balancing)</b>	<b>10</b>	<b>Handgun</b>	<b>3</b>	Play	5	Coach	-		
<b>Endurance</b>		<b>H. Weapons</b>	<b>-3</b>	Violence	12	Protection	6		12
<b>(Fast)</b>	<b>19</b>	<b>Impress</b>	<b>1</b>	Violence	5	Protection	6		11
<b>(Long)</b>	<b>19</b>	<b>Investigate</b>		Hype	3	Lie	1		
<b>Reaction Roll</b>	<b>21/12 Slots</b>	<b>Language</b>	<b>-3</b>	Crime Scene	-	Interrogation	-		
<b>Suss Roll</b>	<b>8</b>	<b>Lifting</b>	<b>0</b>	Speak/Spanish	-2	Write	-4		
<b>Dis./Le. Roll</b>	<b>2</b>	<b>Patch Up</b>	<b>-3</b>	Carry	3	Drag	3		
<b>Know Streets</b>	<b>8</b>	<b>Perform</b>	<b>-3</b>	Examine	-2	Treat	-1		
<b>Balls</b>	<b>21</b>	<b>Rifle</b>	<b>1</b>	Dance/Play	8	Appraise	-2		
<b>Coping Roll</b>	<b>8</b>	<b>School</b>	<b>1</b>	Violence	10	Protection	6		11
<b>Hos. Rating</b>	<b>5</b>	<b>Shop</b>	<b>3</b>	Comprehend	0	Knowledge	0		
<b>Loy. Rating</b>	<b>1/3*</b>	<b>SMG</b>	<b>-3</b>	Make	6	Design	6		
		<b>Steal</b>	<b>4</b>	Violence	6	Protection	6		11
<b>Personality</b>		<b>Swimming</b>	<b>1</b>	Boost	8	Pick Pocket	13		
Volatile, violent		<b>Threat</b>	<b>3</b>	Distance	6	Sprint	4		
loyal*, reckless		<b>Throw</b>	<b>1</b>	Menace	16	Boss	13		
generous, relentless				Violence	10	Protection	6		11

## Injury Points

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

BR 

BA

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...tting."



## Background

Michael Terrence Corcoran cut his teeth on the tough streets of Jefferson Heights. He started out a petty thief shoplifting from local stores and breaking into cars. At age 15 he was stealing cars and committing street robberies on a regular basis with other delinquent members of "The Grovers", an Irish street gang centered around the Crystal Grove Apartment Complex. Always the most fearless and vicious in a gang fight he quickly earned himself a deadly reputation with a knife killing his first man at the age of 16.

It wasn't long before he came to the attention of a neighborhood garage owner named Freddie O'Hara who harnessed Corcoran's stealing talents and put them to good use supplying cars for his busy chop shop racket. It proved a steady and reasonable earner for Corcoran who could see the potential in organized crime of this kind, and over the next two years Corcoran with fellow O'Hara thief Lance Nickerson he stole in excess of 200 cars. Associating so closely with Nickerson on night time missions however led Corcoran to develop his partner's methamphetamine addiction. Around this time things started to get a little crazy and Corcoran got pinched whilst committing a sloppy B&E on a Discount Drug Store in Winter Hill. To make matters worse he broke the jaw of one of the cops that lifted him and guaranteed himself some heavy jail time.

In the joint he hooked up with McLaren Gang gunman Ryan "Short Dog" Sheehy and had his back when Cappozalo Family associates Peter Arcuri, Bobby Zito and Nino Fiumara jumped him on the landing of Green Haven's 3rd tier. The Buffalo City Mafiosi were about to throw the already battered Sheehy the 20 feet off the landing when Corcoran armed with a shiv dived in. Zito got it bad in the groin and neck and bled out in a matter of minutes. Fiumura sustained several stab wounds to the hands, face and abdomen that required in total 57 stitches and partial removal of his spleen. Arcuri avoided getting seriously stabbed but still sustained a busted ankle after desperately hurling himself down a flight of stairs to escape.

Back on the street Corcoran fell in with the McLaren Gang, a wild bunch of Irish Hoodlums operating out of O'leary's a dingy bar on the east side of Pennington. With them he participated in truck hijackings, commercial burglaries, extortion and recently kidnapping and murder. He has also branched out on his own into the cut throat world of cocaine dealing, providing back up and finance to night club dealer Eddie Shannon.



Has a 9mm Browning 1935 semi-automatic with a shoulder holster loaded with hollowpoint ammo at his apartment.

+1 +0 10/15 4.6 13 E E A W



Carries a .38 Colt Detective in the front of his pants loaded with hollow point ammo. Carries two speed loaders.

+1 +0 9/15\* 2.1 6 E C F I



Has \$17,400 in cash stashed under floorboards of apartment in Black Hill Avenue.

Receives \$900 a week from regular rackets and extortions



Has a black 1970 Plymouth AAR Cuda.  
290bhp Acc +3 spd 137 Con +1



Has 8 Molotov Cocktails stored in a lock up in Jefferson Heights.

Eff. 16/18.



Wears a gold neck-chain worth \$700, a diamond pinky ring worth \$3,800 and a Piaget Watch worth \$6,000.

Carries a switchblade in the back pocket of his pants.  
14/17 CL -2 0 +0 -4 2

