

# **Bootlegger Bounty**

By Eric Avedissian

Al Capone is planning to bootleg a truckload of hooch across the Canadian border into the United States. Once across the border, the whiskey is to be transferred to a warehouse on the Chicago waterfront where Capone plans on adding a “special ingredient”. The special ingredient, a serum created by a mad scientist on his payroll, is actually a brainwashing agent, which will force anyone who drinks the hooch to obey Capone’s commands. In game terms, it is a very powerful version of the puppet power—its effects occurring within minutes of exposure and lasting for up to one week. Anyone who drinks the serum suffers a –4 penalty when attempting to resist any direct commands from Al Capone!

To carry out this plan, Capone has entrusted a few of his elite enforcers and a scientist named Professor Graham Notto. Since the whiskey will be sold at the Four Deuces, Capone’s most popular club, about a thousand patrons will be exposed each week!

## **Strange Brew**

Graham Notto began his career as a chemist with a pharmaceutical company, then became twisted after ingesting Aetheric laudanum. He murdered a colleague, stole the man’s notes, and then sold them to a rival company for profit. Notto took the money and established a laboratory in the basement of a tenement building where he used the inhabitants as subjects for his deranged experiments. When Capone heard of his exploits, he immediately offered the professor a position in his organization.

Notto is a tall, wiry man with thick-rimmed glasses, a pointed chin and a disturbing smile. He wears a white lab coat, black elbow-length gloves, and black boots. A clipboard with his research notes is by his side at all times.

## **PROFESSOR GRAHAM NOTTO (WILD CARD)**

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Notice d6, Shooting d6, Weird Science d8

Pace: 6”; Parry: 6, Toughness: 5; Power Points: 15

Edges: Arcane Background (Weird Science), Marksman, Trademark Power (puppet)

Hindrances: Delusional

Powers: puppet (dart gun)

Gear and Equipment: Research notes, slide rule, labcoat, dart gun, .22 pistol.

Special: Notto’s dart gun does no real damage, it is merely a trapping for his puppet power (i.e., if his Weird Science roll succeeds, the dart hits home; otherwise, he misses).

## **Calling All Agents**

FBI Special Agent Curtis Black learned about Notto’s link to Capone and wants more information. He trailed Notto to an abandoned warehouse in the wharf district and has taken several surveillance photographs of the warehouse that depict black sedans (containing Capone’s enforcers).

Agent Black asks the heroes to help investigate the warehouse and discover the link between Notto and Capone in order to halt any illegal operations taking place. He sets up operations at a coffee shop two blocks from the warehouse. On the outside, the shop looks like a normal business, but a false pantry door leads to a room where FBI agents have established a small satellite office.

## **FBI SPECIAL AGENT CURTIS BLACK (WILD CARD)**

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Intimidation d6, Investigation d8, Shooting d10, Stealth d8, Driving d6, Climbing d6

Pace: 6", Parry: 5, Toughness: 5

Edges: Connections (Law Enforcement), Moxie, Marksman, G-Man?, Stout of Heart

Hindrances: Vow (FBI Creed), Loyal

Gear: Trenchcoat, black suit, FBI badge, handcuffs, and a Colt .45 service pistol with five extra clips

## **Warehouse #5**

Within the warehouse are two large vats of mind-control serum and dozens of barrels of whiskey. A production line of workers uses funnels to pour the serum and whiskey into bottles to be sold at Capone's nightclub. There are at least five guards patrolling the wharf (treat them as active) and another five inside the warehouse (treat them as inactive). If there's any gunfire, the workers load the whiskey bottles aboard a delivery truck before moving the operation to a safe house on the other side of the city. Loading the truck takes five rounds. If the truck leaves and no one tails it, the heroes will have to spend some time looking for the operation's new location.

## **THE GUARDS**

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Shooting d8

Pace: 6", Parry: 5, Toughness: 5

Edges: Rock and Roll

Gear: Fancy suits and tommy guns (or .45 pistols)

## **Closing Down The Store**

Agent Black will assist the heroes in the assault on Warehouse #5 if the heroes return to the coffee shop with proof of the illegal operation (e.g., a prisoner that's willing to talk, photographs, or a sample of the serum). Assuming that the operation is still located in the warehouse (or someone was able to tail the delivery truck), Black joins the heroes for an armed assault on the warehouse that night. When the heroes arrive, the workers are in the middle of loading the delivery trucks that will take the tainted booze to Capone's club. It takes 10 rounds for the booze to be loaded onto the trucks. After that, the truck takes off and heads to the Four Deuces.

## **The Aftermath**

If the heroes stop the booze from reaching the Four Deuces and arrest Notto, they're awarded honors by the FBI and considered for future assignments. If Notto is killed and the booze doesn't make it to the club, Capone is incensed. The gang lord hires assassins to "take care" of the heroes at a later date!

If the booze makes it to the club, the following day the city is besieged with random instances of violence and mayhem, ranging from bank robberies to murders of rival gangs to car thefts and kidnappings, all controlled by Capone!