



VICE SQUAD

Miami Nights

CREDITS

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Based on the game *Vice Squad: 80s Police Adventures* by Mark Bruno and Precis Intermedia

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MIAMI NIGHTS

Vice Squad: Miami Nights is a genreDiversiion add-on that focuses on crime in 1980s Miami. Uphold the law as beat cops, bust drug dealers as vice squad detectives, make the streets safe as part of an anti-gang unit, join a S.W.A.T team to take on heavy-hitters, or play IAD and fight corruption in the department. If law and order are not your thing, play a mafia thug, oversee drug trafficking for the Colombian cartels, quietly take over the city with the yakuza, bust heads as a gangbanger, or set yourself up as a bank robber, hit-man, or any other type of independent criminal you can imagine. Or pursue your own interests as a Cuban nationalist trying to overthrow Castro, a bounty hunter tracking down fugitives, a vigilante who's fed up with the system, a private investigator

chatting up the ladies and solving crimes, or a corrupt cop looking for the next big bribe.

Miami Nights takes you to the crime-ridden streets of Miami where anything is possible. The game is set in 1985, however, if you think of something from the late 80s that you want to include, feel free to drop it in. *Miami Nights* isn't about historical timelines. It's about gutsy undercover officers, violent shootouts, pastel linen blazers, hard-assed lieutenants, junkie informants, exotic sports cars, dirty cops, dangerous drug czars, luxury yachts, car chases, cocaine cowboys, and high-fashion women. If you need more inspiration, skip ahead to the 1980s section on page 28.



CHARACTERS

Although the actual game mechanics are not included with this book, all setting-specific elements for creating characters can be found in this chapter. In addition, a number of optional tips and rules can be found on page 17. Characters are assembled by choosing roles and gimmicks, in addition to determining their ability and skill ratings.

ROLES

In *Vice Squad: Miami Nights*, Character Roles take the place of vocations. Listed below are a few of the more common police, criminal, and other roles available to player characters. All characters should begin the game as part of the same department or organization. Police character groups are called squads. Criminal and other character groups are called crews.

COPS: THE GOOD GUYS

The Miami-Dade Police Department is Greater Miami's largest law enforcement branch. Each municipality (The City of Miami, Miami Beach, Coral Gables, etc.) also has its own police force, but for game purposes Miami-Dade is the default starting branch for beginning police characters.

Police hierarchy is as follows: Captain, Lieutenant, Sergeant, Detective, Officer. The Captain is in charge of the entire precinct. Sergeants are in charge of rank and file police officers, while Lieutenants oversee specialized detective divisions (Vice, Homicide, Grand Theft Auto, CSI, etc.). The Chief of Police is the head of the entire department.

BEAT COP

Beat cops are uniformed police officers assigned to patrol a specific area or "beat" on foot, bicycle, horse, or car. These are the officers most commonly encountered by the public. Their duties include responding to calls for service, making arrests, resolving disputes, enforcing traffic codes, and recording incident reports and eyewitness statements. Beat cops also provide backup to other officers or detective units during investigations and arrests.

VICE SQUAD

Vice Squads are detective divisions that investigate morality-related crimes including narcotics, alcohol, prostitution, and gambling. Vice detectives frequently operate undercover. They often have at least one permanent undercover identity and are allowed to use seized vehicles, clothing, equipment, and property to help maintain this identity. Vice Squad detectives deal with a wide range of criminals. They must be equally adept at hanging out with lowlife



street gangers as they are at mingling with high-society board members. Vice detectives are given a lot of freedom to move about and in some cases may be sent undercover to neighboring countries such as Cuba, Peru, or Colombia.

ANTI-GANG UNIT (AG)

Anti-Gang Units are four- to five-man detective teams whose primary goal is to suppress gang-related crimes and monitor gang-related activity. An AG's "freedom of movement and activity" and "gung-ho" nature has led to some controversy in the past. Like Vice, they have access to seized vehicles and property to help them conduct undercover operations.

S.W.A.T.

S.W.A.T. (Special Weapons and Tactics) is an elite police unit trained to perform dangerous operations such as serving high-risk arrest warrants, rescuing hostages, preventing terrorist attacks, and engaging heavily-armed criminals. S.W.A.T. teams are equipped with specialized firearms including submachine guns, shotguns, tear gas, stun grenades, and high-powered sniper rifles. They also have access to heavy body armor, entry tools, explosives, steel reinforced boots, and night vision optics. S.W.A.T. comes in after most of the surveillance work has already been done. It's their job assess the situation, come up with a plan, and then start kicking down doors.

INTERNAL AFFAIRS DIVISION (IAD)

Internal Affairs Division is a detective division whose job is to police the police. IAD investigates controversial incidents such as police shootings and allegations of police brutality and other misconduct. IAD gathers evidence by fact-checking police reports, crime scene investigation, and interviewing witnesses. They sometimes go undercover within a precinct to expose corrupt cops, often posing as newly-transferred police officers or detectives. Because of this, Internal Affairs is sometimes derogatorily referred to as the "Rat Squad." Internal Affairs reports directly to the police chief or to a board of police commissioners. IAD tends to get a bad rap from other cops, mainly because overzealous IAD detectives sometimes turn investigations into personal vendettas. Overzealous or not, no cop wants IAD breathing down his neck.

CRIMINALS: THE BAD GUYS

MAFIA

The Mafia is an Italian-American organized crime syndicate that originated in Sicily. Mafia factions are known as "families" that are usually named after a prominent family member's last name. Each family is made up of "connected guys" and "made guys." Connected guys are low-level criminals that make up the bulk of most families. Made guys start out as connected guys until they prove themselves and are inducted into the family in a formal private ceremony. Made guys are entitled to many rights and protections. If they are slighted, harmed, or killed, the entire family is obligated to seek revenge. Only full-blooded Italians or Sicilians can be "made."

Mafia hierarchy is as follows: Boss, Underboss, Capo, Soldier, and Associate. The Boss, or Don, is the head of the family. The Underboss is the second in command and is usually appointed by the Boss. Capos (or Captains) are in charge of crews of roughly ten to twenty Soldiers. Soldiers are made guys who sometimes oversee dozens of connected guys. Associates can be either connected guys who work directly for the family or civilians who are known to do



business with family members. Another figure is the Consigliere, usually a retired Capo, who acts as the Boss' chief advisor.

The Italian Mafia does not have as strong a presence in Miami as it does in the Northeast and Chicago. Their main interests lie in legal and illegal gambling (dog and horse racing, jai-alai betting, sports booking, cockfighting, etc.) although drug trafficking is steadily becoming more common. Many older Capos frown upon this new venture, but are willing to turn a blind eye to soldiers selling drugs to connections in New York, New Jersey, Philadelphia, and Chicago, so long as they receive their cut.

Mafia characters begin as "connected guys" trying to work their way up to soldier. Criminal operations run the gamut of illegal activities—the higher the score, the better. Money and respect are what matters most in the Mafia. Keep your mouth shut, do what you're told, and become a good earner and you'll be "made" in no time.

YAKUZA

The yakuza are a highly disciplined Japanese organized crime syndicate who identify strongly with the ancient Samurai. Yakuza families are headed by an *Oyabun* (family head) who gives orders to his underlings, the *kobun*. The kobun are governed by a strict hierarchy. *Kumicho* (bosses) are at the top, and control various *saiko-komon* (captains). Saiko-komon control their own turfs in different areas or cities and have their own underlings, including lieutenants, advisors, accountants, and street-level enforcers.

Members of yakuza gangs cut all family ties and transfer their loyalty to the gang boss. They refer to each other as family members—fathers and elder and younger brothers. The Yakuza is populated entirely by men except for the Oyabun's wife who is called "o-nee-san" (older sister).

Some Yakuza traditions involve *sakazuki* (sake sharing) which is used to seal bonds of brotherhood and define hierarchy, *yubitsume* (finger-cutting) which is a form of penance or apology from an underling to his boss, and *seppuku* (ritual suicide by disembowelment) which is the ultimate penance for failure. The yakuza decorate their bodies with tattoos and only fully display these tattoos to other yakuza.

Yakuza specialize in corporate intimidation and extortion, investment, and banking. They are also major players in the white slave trade—women are kidnapped or lured to Japan and then forced into prostitution and/or pornography. The yakuza typically prefer threats, intimidation, and discrete acts of violence over blatant public displays, although in recent years, younger yakuza have become more brash.

The Yakuza have only a small foothold in 1980s Miami, but their presence is still felt. Their financial resources and self-discipline give them an advantage in most criminal enterprises despite being outnumbered by the other syndicates. Yakuza characters begin as kobun enforcers loyal to a particular saiko-komon. Main criminal operations include intimidating realtors and investors into buying or selling property, disrupting the business of rival syndicates (such as the Mafia), and scouting Miami's beaches and parks for suitable young women—beware Japanese tourists taking pictures. Other criminal operations can be conducted on the side. The yakuza are perfect for players who are itching to whip out a katana in a modern-day setting.

COLOMBIAN DRUG CARTEL

The Colombian drug cartels are organized crime syndicates that burst onto Miami in the late 1970s and quickly took control of the drug trade. The cartels deal primarily with the most

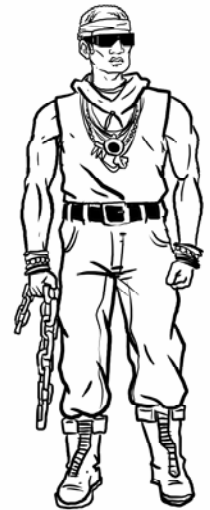


compact (easy to smuggle) and profitable substances—cocaine, heroin, and methamphetamine. Narcotics were traditionally smuggled in small packages, until the cartels pioneered the technique of exporting multi-ton drug shipments by air and sea to dealers in Mexico and the United States.

Cartels are run by wealthy individuals or small groups. Beneath the leaders lie a hierarchy of manufacturers who use their own men to smuggle drugs into the States. The drugs are then sold to drug czars, Mafia crews, and other wholesalers who then cut, store, and distribute them to dealers and local gangs for widespread sale.

The cartels brought violent crime to new heights in 1980s Miami. The flamboyant "cocaine cowboys" were cartel soldiers who spent millions of dollars on luxury homes, private jets, horse ranches, and power boats. They were known to engage in daylight gun battles that shocked the residents of South Florida.

Characters begin as cartel soldiers working for a cartel boss. These cocaine cowboys must arrange drug deals, eliminate rivals, protect their interests and property, expand their client base, increase their wealth and standing, and keep the boss happy. Characters can aspire to become cartel bosses, independent drug czars, or even take control of the cartel.



STREET GANG

Street gangs are typically racially oriented criminal groups who take over territory or "turf" in a particular city. Street gangs are strongly connected with drug sales. They often engage in "providing protection" (extortion) to local business owners and also commit burglaries, car theft, and armed robberies. Many gangs use fronts such as restaurants, roller-skating rinks, pool halls, videogame arcades, bars, strip clubs, or other businesses as headquarters. The larger and more powerful street gangs sometimes become organized crime syndicates.

Gang members are referred to as gangsters, gangstas, or gangbangers. Gang members are "jumped in" at an early age. This usually involves being beaten by other members of the gang, but can involve being given a crime to commit (such as robbery, rape, or murder). Once in the gang, the new members are often given nicknames to help hide their identity from the police. Gang members are affiliated for life and deserters are killed on sight. Gangbangers fiercely defend their turf—wearing the colors of a rival gang are more than enough to get one killed.



There are many distinct ethnic gangs in Miami including a number of Haitian, Cuban, Black, and Biker gangs. The Haitian gangs are the smallest, but have quickly gained a reputation for brutality. Haitian gangs are based out of Little Haiti. The Cubans were the first to capitalize on Miami's drug trade, until the Colombians came along and took over. Most Cuban gangs operate out of Little Havana, Coconut Grove, and parts of South Beach. African-American gangs are the most numerous and widespread of all Miami's gangs. They are primarily based out of Liberty City, Overtown, and Opa-Locka, but much of Downtown Miami, the Biscayne Corridor, and its surrounding neighborhoods are under the control of black gangs. Almost all Biker Gangs are made up of whites. Most deal in methamphetamine, marijuana, and guns. A few have established hangouts in Miami, but most biker gangs are based out of rural clubhouses in surrounding Dade County.

Gang characters should all be part of the same gang. Gang stories revolve around increasing personal wealth, property, and standing, expanding and promoting the gang, defending gang turf, avoiding good cops and paying off bad ones.



INDEPENDENT

Independents are career criminals that are loosely associated with organized crime syndicates. Independents include drug czars, hit men, bank robbers, wheelmen, stickup men, jewel thieves, car thieves, and many other types of criminals. Cold hard cash is what motivates independents. The toughest and most ruthless start out with nothing and build their empires piece by piece. First you get the money, then you get the power, and then. . .the world is yours. Independent characters start out as low-level street thugs and must earn their money and reputation during play.



OTHERS

CUBAN NATIONALIST

Libertad! Miami is a hotbed of Cuban-American relations and politics. Cuban President Fulgencio Batista's corrupt dictatorial regime lasted until the Cuban Revolution of 1959 when Fidel Castro installed his own corrupt dictatorial regime. In the following decades of unrest, hundreds of thousands of Cuban refugees have left Cuba to begin a new life in America. Many of these exiles live in Miami and form the backbone of the militant anti-Castro movement. Cuban nationalist characters hunt down Communist spies and collaborators, raise money for the cause (legally or illegally), and train diligently for a second Bay of Pigs invasion.



BOUNTY HUNTER

A bounty hunter (bail enforcement agent, skip tracer) hunts down fugitives and returns them to jail for a reward (bounty). Bounty hunters are either bail bondsmen or employed by bail bondsmen who pay them a percentage of the fugitive's bond. Bounty hunters are not hampered by many of the laws and procedures that restrict police officers from arresting a suspect. They do not need a warrant to search a person or to enter a home, and they are seldom held responsible for injuries the fugitive sustains during the arrest. Bounty hunting is dangerous work—many criminals are armed, violent, and have no desire to go to jail. Bounty hunter stories involve tracking down fugitives through contacts, investigation, and interrogation, and then kicking down doors and making arrests. Some bounty hunter crews also offer their services for private debt collections, witness location and questioning, and any other job that involves finding people who do not want to be found.



VIGILANTE

There are those who believe that justice is more important than written law. Vigilantes are tired of seeing drug dealers get off with a slap on the wrist, child molesters sentenced to probation, and murderers out on parole. Vigilantes act as judge, jury, and executioner. They cruise Miami's bleaker neighborhoods in search of crimes in progress or comb the newspapers, police scanners, and high-profile cases to locate their next victim. Vigilantes are criminals in the eyes of the law, but often become popular heroes. That public support can quickly change if the vigilante branches off into other types of criminal behavior. Vigilante characters might be ex-cops, ex-military, victims of a crime, and/or citizens who are fed up with the legal process.

PRIVATE INVESTIGATOR

A private investigator (PI, dick, private eye) undertakes investigations for private citizens, lawyers (especially divorce lawyers), insurance companies (investigating fraud), and for other agencies in cases where the police are either unable or unwilling to act. Private investigators must be prepared to testify in court regarding their conduct and observations. Unlike bounty hunters, they must take great care to remain within the law or they may face criminal charges themselves. PI stories involve delivering subpoenas/court summons, tracking down missing persons, surveillance, dealing with the criminal underworld, and occasionally conducting citizen's arrests. Some private investigators also hire out as bodyguards and bounty hunters.



CORRUPT COP

Some might ask: "Are there any other kind?" After the Liberty City Riots (see page 33), the Miami-Dade Police Department significantly lowered its hiring standards. Many of the officers hired during this period are now on the take, and some have been linked to million-dollar cocaine rip-offs, murders, robberies, and corruption.

Corrupt cops are not necessarily evil. Police officers are confronted with bags, suitcases, and even closets full of drugs and money every day. They're grossly underpaid. They're only human. They might be able to justify what they have done, but once they cross the line, there's no going back. A truly corrupt cop is the most degenerate kind of criminal there is. He has sold out everything he is supposed to stand for. The worst are on the payroll of a criminal organization and have become moles within their own precincts, tipping their employers off to upcoming drug busts or helping to cover up murders. Corrupt Cops can be from any of the different divisions (Vice Squad, AG, etc.).

Characters can start out corrupt or they can be sucked into corruption by choices made during play. Stories should be defined by just how low the characters are willing to sink. Is there any chance for redemption, or are they too far gone to uphold the law they once swore to serve?



NPC ROLES

ARMS DEALER

Arms Dealers sell small arms, explosives, and sometimes heavier weapons (such as rocket launchers or flamethrowers) to buyers on the black market. Arms dealers either smuggle these weapons into the country or obtain them from a network of local criminal, military, or company contacts. Arms dealers sell their goods to the highest bidder. Cash is all that matters to these scumbags, and they have no qualms about selling weapons to terrorists or organized crime syndicates. Unless stopped, an arms dealer can quickly turn a city into a war zone.



CORRUPT OFFICIAL

Like the corrupt cop, Corrupt Officials (judges, lawyers, politicians, etc.) use their station in life to further their own degenerate schemes and plans. Some might work under the table for a drug cartel, while others aren't averse to accepting bribes in order to take a case or to make one go away. Corrupt officials usually have a network of government contacts to protect them from scandal. They're among the hardest villains to bring to justice because they know how to use the law to protect themselves.

DRUG SMUGGLER

Drug Smugglers, or mules, rarely own the drugs they carry. Instead they act as couriers trying to bypass the normal security channels. Drug smugglers can be Americans looking to make a quick score or illegal immigrants smuggling themselves into the country along with the drugs. Most smugglers are affiliated with a cartel or independent drug lord, running cocaine, heroin, marijuana, and other substances across borders for sale on the black market. Quantities range from small packages to boatloads, depending on the smuggler's resources.



INFORMANT

Informants are the bane of criminal organizations everywhere. They often rat out their employers for government protection or even just for a little extra cash, especially if the informant still works for his employer. Informants are usually reliable (if their palms are greased often enough), but a good cop never takes a rat's information at face value if he wants to live.



ORGANIZED CRIME SYNDICATE

Organized crime syndicates are formal criminal organizations that use violence to protect their interests. Many maintain legitimate businesses as fronts for their criminal activities. In addition, local politicians and authority figures are often bribed or blackmailed for legal protection. In recent years, however, the federal RICO Act has made it much more difficult for organized crime syndicates to operate. 1980s syndicates include the Sicilian Mafia, Japanese Yakuza, Crips, Bloods, Colombian drug cartels, Aryan Brotherhood, Black Mafia Family (BMF), Irish Mob, Chinese Triads, Mexican Mafia, and Jamaican Posses.



POLICE

The cops are the good guys. Police officers are responsible for maintaining law and order and protecting the public from harm. They have the power to issue citations for minor offenses, seize property, and to arrest, search, and interrogate suspects. If necessary, they are authorized to use lethal force. Police officers must keep comprehensive notes of all situations in which they take action and can be called in as witnesses during both criminal and civil trials.

The police have vast amounts of authority, but they are not above the law. They cannot use excessive force during an arrest, or search a suspect or the suspect's property without probable cause or a warrant issued by a judge. What defines "probable cause" is often up to the individual officer. Miranda warnings (see below) must be read to those being arrested. Police cannot hold a suspect for more than 72 hours before arraignment. During interrogations, they can use deception to extract a confession, but they cannot use torture.

TERRORIST

Whether they are religious fundamentalists or political dissidents, terrorists use violence to further their cause and agenda, regardless of the cost to innocent life. Terrorism differs from military action, where the use of violence is not intended to harm civilians (although a certain number of civilian deaths are to be expected in war). Most terrorists are looking to make headlines. The larger the death toll, the bigger the carnage, the more attention they garner for their cause. Terrorists are among the most dangerous criminals a police squad can encounter. They're heavily armed, highly motivated, and often have little regard for their own lives.



SKILLS

The following skills are recommended for use with this setting. Skill descriptions can be found in the genreDiversions / manual or any other game that includes the genreDiversions / rules.

FITNESS-BASED SKILLS

Archery	Gunnery
Athletics	Melee
Boating	Piloting (Aircraft)
Brawling	Piloting (Marine)
Driving	Piloting (Submarine)
Finesse	Riding
Firearms	Stealth

AWARENESS-BASED SKILLS

Gambling	Investigation
Interrogation	Tracking

CREATIVITY-BASED SKILLS

Crafts	Forgery
Design	Literacy
Disguise	Music

REASONING-BASED SKILLS

Academics	Theology
Ancient Languages	General Knowledge
Archaeology	Mechanics
Commodities	Medicine
Computers	Occult Lore
Demolitions	Sciences
Electrical	Streetwise
Engineering	Survival

INFLUENCE-BASED SKILLS

Negotiation	Seduction
Performance	Street Cred

OTHER SKILLS

Composure

GIMMICKS

The following gimmicks are recommended for use with this setting. Gimmick descriptions can be found within the genreDiversions / manual, Coyote Trail™ or HardNova™ 2. The gamemaster should feel free to adapt existing gimmicks from any other genreDiversions / game or create new ones that are appropriate to the setting.

CULTURAL GIMMICKS

Criminal
Famous
Infamous
Multilingual
Wealth

INHERENT GIMMICKS

Acute Hearing
Acute Smell
Acute Vision
Constitution
Dextrous
Hardened
Internal Compass
Jack-of-all-Trades
Musclebound
Peripheral Vision
Quick
Sure-Footed

DETRIMENTAL GIMMICKS

Clumsy
Enemies
Poor Hearing
Poor Vision
Reduced Stamina
Ugly
Weak

Coyote Trail™ and HardNova™ 2 are trademarks of Precis Intermedia.

NEW GIMMICKS

CULTURAL GIMMICKS

Business Connections	the character has ties with a corporate executive who grants favors in exchange for protection
Celebrity Connections	the character is friends with several major celebrities and is invited to all of the big parties and gala events
Government Connections	the character is friendly with the mayor's staff and receives considerations from his office
Media Connections	the character has ties with one or more news agencies who can temporarily suppress stories or sometimes offer important information withheld from the general public
Military Connections	the character was in the military and has several contacts who can lend a hand with military information and support
Mob Connections	the character has ties with an organized crime syndicate. He can gain information or assistance (as extras) from the syndicate in exchange for goods or services
Police Connections	the character is related to the police chief and receives considerations from him
Retail Connections	the character has ties with small-business owners and can usually borrow goods and equipment or acquire space for fronts or stings
Sports Connections	the character has contacts in every major and minor league sport in the area
Underworld Connections	the character has contacts in the underworld or counter-culture and can acquire black market goods or vital information

University Connections

the character has contacts at the University of Miami who can provide him with valuable information and services (academia, science, medicine, etc.)

INHERENT GIMMICKS

Charming	the character's personality is one of style, eloquence, and sex appeal; he receives a bonus of -2DIFF on all influence-based tasks involving members of the opposite sex (or those who would be attracted to the character)
Outdoorsman	the character is adept at moving around in the wild—when in a wilderness setting, his fitness rating is two greater for all tracking and stealth-related tasks; this bonus does not apply when the character is in a town or city

DETRIMENTAL GIMMICKS

Degenerate Gambler	the character cannot resist the temptation to bet; it could be a game of cards, dice, or even trivia—it doesn't matter because the urge to gamble is always there. Because of this lack of judgment, the gamemaster is free to determine whether or not the character loses the wager
Junkie	the character is addicted to alcohol or a certain drug and must make a composure roll to resist indulging in the substance whenever it is present or whenever he is stressed. Characters under the influence receive +2DIFF on all reasoning tasks. If the character does not use the substance at least once per day he receives 2FAT
Pigeon	the character is unfamiliar with the ways of the street and receives a penalty of +2DIFF on all streetwise and street cred tasks

Shell-Shocked

the character has been severely traumatized, either from combat or its results. He may be a WWII or Vietnam veteran or he may just be a citizen who has seen one too many dead bodies. The character receives +2DIFF on all tasks when faced with stressful situations

VEHICLES

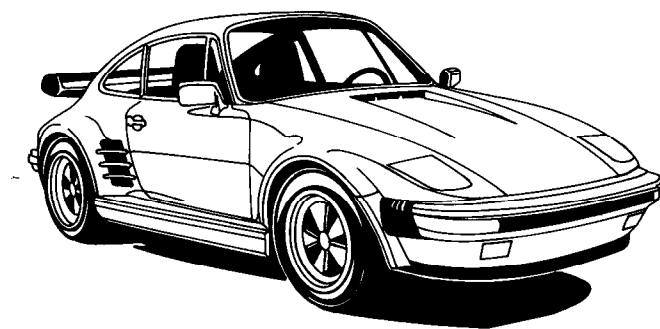
NEW VEHICLE GIMMICKS

Vehicular Armor

the vehicle is armor plated or made of reinforced steel, making it tougher than usual. Vehicular armor provides one point of armor against vehicle-scale weapons. This gimmick may be taken up to five times, but the armor rating can NEVER be raised above five (5).

Off-Road

the vehicle is designed for off-road use and receives -2DIFF on all off-road handling tasks



CREATING CHARACTERS

The steps required for creating *Vice Squad: Miami Nights* characters are similar to those found in any other genreDiversions / product. Those who wish to forgo this process may use one of the character templates provided in the back of this book.

Step 1 Choose character role.

Step 2 **Allocation Method:** Divide 10 points among Abilities

Random Method: Roll one die for each ability, re-rolling sixes.

Optional: Allocate an extra one to four points for more heroic 80's-style games.

Step 3 Divide thirty (30) points among skills.

Optional: Allocate an extra five to ten points for more heroic 80's-style games.

Step 4 Choose up to three gimmicks and/or clichés. Each gimmick or cliché reduces an ability by one (1) point or a skill by three (3). Detrimental gimmicks provide one (1) extra point for abilities or three (3) extra points for skills.

Optional: The gamemaster may assign free gimmicks and clichés based on the character's concept, role, and/or his vision of the story.

Step 5 The gamemaster should either prepare a list of items (vehicles, weapons, equipment, etc.) to be purchased by the character or assign items that are appropriate to the character's background and training.

Beginning criminal characters start with \$5000 cash in hand. Beginning police officers start with \$500. Other characters start with \$2500. The gamemaster can opt to increase or decrease these amounts as needed.

HELPFUL HINTS

ROLEPLAYING A POLICE OFFICER

There are many reasons people decide to become police officers. A close friend or relative might be on the force, someone they love might have been victims of a past crime, or they might just have a genuine desire to help people, do some good, and make the streets safe. For some, it was a calling—as far back as childhood they knew that becoming a police officer was what they wanted to do. Which is good, because police officers are typically underpaid, overworked, and underappreciated.

The police have it tough on the street. No one wants them around unless there's trouble. When trouble does arise, the police are often outnumbered and outgunned, which is why they respond to disturbances in force. Police characters should always feel confident that help is only a radio call away. It certainly doesn't take six cops to arrest one unarmed suspect, but why take unnecessary chances?

A police officer's success and his standing in the department is judged by his arrest record. The number of busts is generally not as important as the number of criminals he gets convicted. This is why cops must pay so much attention to detail and proper procedure. A slick lawyer can get a case thrown out of court for any number of bogus reasons, even when the criminal is plainly guilty. This is extremely frustrating for the arresting officer and can sometimes lead to his corruption. After all, if criminals are free to do whatever they want, why not take care of yourself?

And yet, despite all the long hours, despite the hardships and danger, and despite the lousy pay and bad press, most police officers are honest, hardworking men and women who love their jobs. To them, taking a drug dealer off the streets, rescuing a kidnapped child, or ending the reign of a vicious serial killer is its own reward.



ROLEPLAYING A CRIMINAL

Money is what drives career criminals into a life of crime. Money buys mansions, sports cars, luxury yachts, designer clothes, and expensive jewelry. More importantly, it buys respect. Everyone on the street looks up to the guy who has money to burn or the one with the flashy ride. But such wealth does not come without a price.

The goal of every criminal character should be to increase his wealth, power, and standing in the criminal underworld. This comes from throwing parties, spending cash on luxury goods and services, buying property, and making strong allies and valuable criminal contacts. Characters who live this sort of extravagant lifestyle, however, are bound to attract unwanted attention—from both sides of the law. Other criminals constantly try to muscle in on the action. Thugs must be hired to ward off competitors and to single out employees skimming too much off the top. Greedy lawyers or bankers are needed to launder all of the money coming in, and bribing dirty cops and politicians can add up to a huge expense. And don't forget the I.R.S. who can be more doggedly ruthless than any rival syndicate or police force. In the end, money creates just as many problems as it solves.

But still, life in the penthouse is always better than life in the gutter, so the best thing to do is live large and enjoy it—while it lasts.

ROLEPLAYING OTHERS

Those who walk the line between good and evil are driven by different needs. A Cuban nationalist has dedicated his life to liberating Cuba. A bounty hunter takes up the trade mainly to make money, but also to help keep criminals off the streets. Vigilantes seek justice or revenge. Private investigators profit from a knack for solving cases. Corrupt cops serve only themselves. These roles tend to be more specialized than those of police officers or criminals, but nothing prevents the crew from pursuing other interests. Bounty hunters might occasionally become vigilantes, off-duty corrupt cops might moonlight as P.I.'s, while vigilantes or Cuban nationalists might rob banks to fund their causes.

CRIME

Crime is the focus of all *Miami Nights* stories. Police squads want to put a stop to it; criminal crews are looking for the next big score. Listed below are some of the more profitable crimes plaguing Greater Miami.

THEFT AND FRAUD

BUSINESS

- **Bankruptcy Fraud** - A common scheme used to pay off large illegal debts. Run up purchases on a business's credit, then sell the goods at half price or less. When the businessman can't beg or borrow anymore, it's time to file Chapter 11. Can also be combined with Hijacking or Insurance Fraud for added profit.
- **Charity Fraud** - Host fundraisers for fictional families-in-need and humanitarian causes, then pocket the proceeds.
- **Hijacking** - Force the trucker to stop, then take his rig and sell its contents on the black market. Often done with insider help and/or knowledge, sometimes from the trucker himself. Can also be done with boats.
- **Insurance Fraud** - The classic arson scam—all that's needed are some kerosene rags and a match. Or, falsely report cars, jewels, and other property as stolen.
- **Religious Scams** - Team up with corrupt priests or preachers to exploit the church's tax exempt status or fleece the masses through televangelist sermons and religious revivals.
- **Robbery** - From liquor store holdups to good old-fashioned bank heists. Less flashy—back the truck up to the loading door and clean the place out.
- **Stock Fraud (insider trading)** - Get the inside line on when a stock is about to drop. Very profitable and very tough to prove.

- **Toxic Waste Dumping** - Charge companies top dollar to safely get rid of chemicals and other hazardous wastes, then dump the load off in the Everglades.

PERSONAL

- **Blackmail** - You know what you did, and I've got the proof, so pay up.
- **Burglary** - A crowbar is fine for most homes, but a key, an inside man, a safecracker, and/or some electronics skills are needed for really big scores.
- **Con** - Trick people into giving you money or goods. Includes anything from curbside panhandlers who need money for "food" to elaborate corporate, real estate, and/or investment scams.
- **Credit Card Theft** - Credit cards raise the quality of living for everyone, especially those who run up stolen cards before they're canceled. Here's a tip: Quickly buy something valuable, like jewelry, watches, golf clubs, or TV sets, and then sell them to a pawn shop for fast cash.
- **Check Fraud** - Same as Credit Card Theft, above.
- **Grand Theft Auto** - Jack a car, then take it to the local chop shop for a fresh coat of paint and a new VIN. A few of the more rare and expensive models get shipped to clients overseas.
- **Kidnapping** - Snatch somebody's wife or kid off the street and hold them for ransom.
- **Robbery** - Hand over your wallet and jewels mother-f&\$@*r!

STATE

- **Bid-Rigging (public projects)** - Coerce other contractors to bid high or to not bid at all, usually in exchange for future work or a cut of the profits. Make

sure to cut corners on materials and supplies to further increase your end.

- **Counterfeiting** - A good job done by a professional printworks is almost impossible to spot.
- **Providing immigrant workers to avoid taxes** - Illegals are perfect for construction and fruit-picking jobs.
- **Untaxed Goods** - Smuggling, illegally manufacturing, or trading in alcohol (bootlegging), cigarettes (butt-legging), or Cuban cigars. Items are often stolen from hijacked trucks.

ILLEGAL SERVICES AND GOODS

- **Arms Dealing** - Everyone needs guns in Miami—the bigger the better.
- **Bookmaking** - Get rich off the Miami Hurricanes -3 at home, or get your legs broken when they lose. Dog and horse racing and jai-alai are also big-time moneymakers.
- **Drug Trafficking** - Coke, heroin, weed, and meth. That's where the real money's at.
- **Fencing** - Buy stolen goods at 1/3 the value.
- **Gambling** - Basement casinos and backroom poker games - win big or lose your shirt.
- **Loan Sharking** - When a bank won't loan you the money, where else can you get?
- **Murder for Hire** - Wetwork. Button Men. Contractors. The good ones don't come cheap.
- **People Smuggling** - Help Caribbean and South American immigrants get into the Land of Opportunity. For a price.

BUSINESS AND LABOR RACKETEERING

- **Bid-Rigging** - Same as State Bid-Rigging, above.
- **Casino Skimming** - Take a little off the top at the local dog track, fronton, or casino boat, but make sure you ask Gimpy Joe what happens if you get caught.
- **Extortion** - Providing "protection" to local businesses for a small fee.
- **Low-tech Businesses Monopolies** - Ever wonder who owns all the garbage and construction companies?

- **Money Laundering** - All that dirty money has to be washed somewhere. A specialty of sleazeball lawyers, bankers, accountants, and other greedy professionals.
- **Union Abuse** - Abuse labor unions through extortion, getting "no-show" and "no-work" jobs, and minority outsourcing (hiring illegals and then pocketing the union wage difference).
- **Unskilled Labor Monopoly** - Monopolize the supply of immigrant workers through people smuggling and then manage their hiring through minority outsourcing.

SEX CRIMES

- **Human Trafficking** - Dealing in sex slaves from all over the world. Overseas clients pay especially well for young American girls.
- **Pornography** - The advent of VCRs makes this a huge new market. Sometimes the girls want to participate. Sometimes they don't.
- **Prostitution** - The oldest profession in the world. Manage street whores, brothels, or thousand-dollar a night call girls (or guys).

CRIME SITE GENERATOR

Miami is a huge place. The gamemaster should feel free to place criminal operations anywhere inside the city or the surrounding area. The Crime Site Generator listed on page 81 provides a list of common sites that can be found throughout most of Greater Miami. The gamemaster can roll or pick a site at random and then combine it with any of the above-listed crimes. These crime sites can be used to spice up the night's session or as a springboard to start a new story. A list of sample crime sites/story ideas are provided on page 48.

CRIME AND PUNISHMENT

Keep breaking the law and you're bound to get caught. Once arrested and booked, a judge has the option of setting bail. Bail depends on a number of factors including past criminal history, potential flight risk, and the judge's current mood. A bail bondsman can post bail for a 10% fee, but if you skip out before the trial, he'll hunt you down like a dog. A big, bad dog.

Crimes are broken up into felonies and misdemeanors. Repeat offenders and crimes against law-enforcement agents/government officials tend to garner the maximum penalties. The court may also order the offender to pay restitution in addition to any fines.

FELONIES

- **Capital Felony** (1st Degree Murder, Treason, etc.): Death or life imprisonment with no parole.
- **First Degree** (Carjacking, 2nd Degree Murder, Kidnapping, Armed Robbery, Theft of \$100,000+, etc.): Up to 30 years to life and/or up to \$15,000 fine.
- **Second Degree** (Aggravated Battery, 3rd Degree Murder, Manslaughter, Robbery, Theft of \$20,000-100,000, etc.): Up to 15 years and/or up to \$10,000 fine.
- **Third Degree** (Aggravated Assault, Aggravated Stalking, Theft of \$300-20,000, etc.): Up to 5 years and/or up to \$5,000 fine.

MISDEMEANORS

- **First Degree** (Battery, Stalking, etc.) Up to 1 year and/or up to \$1,000 fine.
- **Second Degree** (Assault, Theft of \$1-\$300, Traffic Violations, etc.) Up to 60 days and/or up to \$500 fine.



PROBATION AND PAROLE

A good lawyer and/or a corrupt judge can get many sentences commuted to probation. Otherwise, it's off to the slammer. Convicts who do their time without getting into trouble may be let out on parole. In general, an inmate must

serve at least a third of his sentence before being eligible for parole. A parole board then decides whether or not he has been rehabilitated enough to return to society. Once again, greasing a few palms never hurts. Probationers and parolees are required to maintain steady jobs, stay out of trouble, and check in with court-appointed officers once a month. In some cases, these officers can be paid to falsify documents; in others, they must be bribed not to send the criminal back to jail.

MIAMI'S VICE: DRUGS

Miami and drugs go hand in hand. There is no effective way to patrol South Florida's thousands of miles of coastline, airspace, rivers, and streams. It is estimated that over 75% of the drugs coming into the United States enter within twenty-five miles of Miami Beach. Drugs are smuggled into the country by air and sea in a number of creative ways. Human mules strap bricks of heroin to their bodies or swallow condoms stuffed with cocaine. Low-flying planes drop watertight bundles of marijuana and coke into remote parts of the Everglades. High-powered Cigarette boats race to retrieve similar packages out of Biscayne Bay. Tons of cocaine pass right through Miami's ports, packed safely beneath crates of bananas, coffee, molasses, and sugar.

Drug cartels and big-time dealers aren't the only ones making money off drugs. Lots of folks dip in for a quick score. An airport customs official can make an easy grand just for passing over a certain bag. A college kid can make thirty-thousand dollars profit on a round-trip flight to Bogota and back. A real estate agent can make ten times that much using his own private yacht.

Drugs are everywhere. The city is both soiled by them and washed in the money they bring in. Local businessmen get rich off gangsters who buy expensive houses, cars, and jewelry. Almost every neighborhood has its own dealer. At most parties, hosts are expected to provide some sort of recreational high—only squares say “no” to drugs. Most Miamians have come to view drugs as a necessary evil. Not everyone might approve of how a man earns his living—drugs ruin lives, and sometimes even entire communities—but nobody ever turns down cold hard cash.

ANATOMY OF A DRUG DEAL

Major drug deals are the quickest way to make a big score in Miami. Drug deals require a buyer and a seller. The deal itself consists of three phases: The Introduction, the Meet, and

the Buy. In some cases, the Introduction and the Meet may be combined. This same model can also be used when buying or selling illegal services or large quantities of stolen goods.

The Introduction is simply a meeting between a prospective buyer and an agent of the seller. The agent is usually an employee of the seller, but he may just be a contact or friend. If the agent feels comfortable with the buyer, he reports back to the seller and arranges a Meet.

The Meet is a meeting between the buyer and seller where specifics are discussed—price, amount, purity, etc. If all goes well, a location is picked for the Buy.

The Buy is the actual exchange of money for goods. This is the most dangerous part of the deal. Either party could be looking to pull a rip-off, or the whole deal could be a setup with one side or the other being cops or DEA. If all goes well, everyone walks away happy. If not, things can get ugly real fast.

THE DRUG GAME

Illegal drugs pass through a number of hands before hitting the streets. This chain includes the manufacturer who produces the drugs, the smuggler who transports them into the country, the wholesaler who buys from the manufacturers or smugglers, and the dealers who distribute the drugs on the street.

Listed below are the average sale prices of the major drugs found throughout Greater Miami in the 1980s. A (cut) notation means the drug has been cut or “stepped on,” doubling its quantity while diluting its purity. If the drugs are shipped and sold outside of the Miami area, double the listed price.

Example

A Mafia cocaine wholesaler named Sonny “The Snake” Gurino buys two kilos of cocaine from a smuggler at \$50,000 a key. Sonny’s crew then cuts the coke, doubling the quantity to four keys, and sells the dope to local dealers at \$5,000 an ounce. All told, Sonny makes a total of \$700,000—a \$600,000 profit. No wonder so many people want in on the action!

Cocaine (Blow, Coke, Llello [Yayo], Nose Candy, Powder, Snow)

A stimulant derived from coca leaves grown in South America. Can be snorted or smoked (crack).

Manufacturer: \$15,000 per kilo

Smuggler: \$50,000 per kilo

Wholesaler: \$5,000 per ounce (cut)

Dealer: \$5,000 per ounce (cut)

Heroin (Brown, China White, Junk, H, Horse, Scag, Smack)

A depressant derived from poppy plants grown in the Middle East, Asia, and South America. Cooked up on a spoon and injected intravenously.

Manufacturer: 5,000 per kilo

Smuggler: 45,000 per kilo

Wholesaler: \$70,000 per kilo (cut), 2,000 per ounce (cut)

Dealer: \$4,000 per ounce (cut)

LSD (Acid) and PCP (Angel Dust)

Two psychedelic drugs that will rock your world. Available in both liquid and powder form. LSD also comes in blotter sheets of 100 paper tabs.

Manufacturer: Powder \$10,000 per kilo, Liquid \$10,000 per gallon, \$250 per sheet (LSD)

Dealer: \$25 per gram (\$5 per tab)

Marijuana (Ganja, Grass, Herb, Mary Jane, Pot, Weed)

A low-grade hallucinogen that can be smoked, eaten, or baked into brownies.

Manufacturer: \$50 per pound

Smuggled: \$150 per pound

Wholesaler: \$100 per ounce

Dealer: \$200 per ounce

Methamphetamine (Crank, Crystal Meth, Ice, Speed)

A synthetic stimulant cooked up right here in the good old U. S. of A. Can be snorted, injected, or smoked.

Manufacturer: \$2,500 per kilo

Wholesaler: \$10,000 per kilo

Dealer: \$500 per ounce

Pills (Uppers and Downers)

Amphetamines and barbiturates made in legal and illegal laboratories.

Manufacturer: \$0.25 per pill

Dealer: \$1.00 per pill

Rough Guide:

1 kilogram = 2.2 pounds = 35 ounces = 1000 grams

1 pound = 16 ounces

1 ounce = 28 grams

Note: The prices listed above are for game purposes only and may not be historically accurate.

MIAMI NIGHTS TIPS AND OPTIONAL RULES

The following tips and rules were designed for 1980s-era stories and are entirely optional. The gamemaster should feel free to use or discard them to suit his group's style of play.

TONE

Vice Squad: Miami Nights is set in 1985. This was a time when curse words were never heard on TV, nudity was cable-only, and graphic violence or sex could get a movie the dreaded X rating. Looking back, cop shows and action movies were full of cheeseball dialogue and unrealistic action sequences. The bad guys were bad and the good guys were good, and the good guys always won in the end, no matter the odds.

Miami Nights can also be run using a grittier, modern day feel where morality comes in shades of gray instead of just black and white. Good guys and bad guys both have virtues and flaws. Sex and sex crimes are more prevalent. Stories are more hard-hitting and in-your-face, involving a variety of political, social, and racial issues.

Miami Nights is capable of accommodating both PG- and R-rated games. The default setting as presented in this book lies somewhere in between (PG-13). In the end, it is up to each group to decide what style of play is best suited to their tastes. The main goal, as always, is to have fun.

ATMOSPHERE

Miami Nights is a throwback in time. Gamemasters are encouraged to use props from the 1980s to help set the mood. Dust off the old Member's Only jacket, break out a Rubik's cube, and cue up the Jan Hammer soundtrack. Describe everything from clothing to boats to architecture in either bright

or pastel colors. Avoid boring earth tones whenever possible—you can get those anywhere. This is Miami, so make it feel like Miami. Photographs, souvenirs, and brochures of Miami Beach also go a long way toward creating the proper mood. Pay particular attention to the historic Art Deco district. The Miami Beach Chamber of Commerce website (see below) has some great information, a downloadable visitor's guide, photo galleries, and even a live Ocean Drive webcam. Props like these not only help set the right atmosphere, they also help players to better visualize the palm trees, blue waters, and white sand beaches of 1980s Miami.

<http://www.miamibeachchamber.com/pleasure/index.shtml>

80s ACTION

Vice Squad: Miami Nights is a game of 80s action. That means action, action, and more action. 80s cops live for car chases, arrests, and shootouts. They aren't concerned with things like paperwork, due process, or public safety. Their job is to stop crime. They have big guns and fast cars and they're not afraid to use them. 80s villains are even worse. Most deal or use drugs, have no regard for authority, and are heavily armed. The most ruthless are kingpins and drug czars who care nothing for innocent life.

A *Miami Nights* session should contain plenty of fights and chases. Fights can be fistfights, knife fights, or all out gun battles. Chases can be on foot, motorcycle, car, boat, or even helicopter. New anti-drug laws allow undercover cops to use seized money, vehicles, and equipment to validate their cover and assist in arrests, so what's the point of having all of these toys if you don't use them?

OPTIONAL RULE: ARMOR

Armor is for sissies. OK, so maybe S.W.A.T. gets to wear the heavy stuff when it's time to take out the big guns, but for the average detective, a bulletproof vest just puts too many wrinkles in an Armani suit. *Miami Nights* characters use their Fitness rating as armor. In addition, the gamemaster should grant at least one point of armor if the character wisely takes cover behind reinforced objects such as sofas, chairs, overturned tables, open car doors, telephone poles, etc.

OPTIONAL RULE: COMBAT SAVVY

The best way to avoid taking damage is to not get hit—plus it keeps those pesky bullet holes out of your designer clothes. *Miami Nights* characters can attempt one attack task and one defense task each turn without penalty. This free action helps characters survive the high-flying gun battles, dangerous chase scenes, and overwhelming odds that are crucial to the genre. Major villains are entitled to the same bonus, but extras are not.



OPTIONAL RULE: HEROIC DICE TRICKS

Heroic Dice Tricks represent the favor of fate, chance, or whatever other powers smile upon the player characters (or major NPCs). Heroic Dice Tricks enable *Miami Nights* characters to achieve success beyond their normal means.

ABILITY DICE

When attempting a task, the character may roll a number of dice equal to his ability rating (minimum of two dice). Any extra dice are treated as bonus dice—the character uses the two lowest numbers to determine if the task succeeds or fails.

LUCKY DICE

Whenever two or more dice are rolled and ALL of the dice come up the same number, the character may roll one (1) bonus die for the current task. This bonus die is granted regardless of whether the roll initially succeeded or failed.

HERO DICE

Before attempting a task, the player chooses a different colored die to designate as the *hero die*. This is not an extra die, it is just a different color. Whenever a one (1) is rolled on the hero die, the character receives one (1) bonus die for the current task.

OPTIONAL RULE: DIE HARD

Miami Nights characters are tough. They may go down, but they're never out. A character who is rendered unconscious or incapacitated during combat may attempt a fitness-based composure task each turn with a difficulty of +4DIFF. If successful, he can perform one last action (fire a shot, press the detonator, radio for backup, etc.) before losing consciousness.

OPTIONAL RULE: PHANTOM INJURY

80s heroes laugh at hospitals. They smoke cigarettes for painkillers, drink whiskey to clear their heads, and apply tourniquets to treat major wounds. Unless the gamemaster has a reason for it, long-term recovery should be saved for downtime at the end of the story (or season). Therefore, a character who survives a combat scene should never begin the next scene with more than one (1) grade of fatigue or injury, no matter how badly he was hurt.

CLICHÉS

Clichés are special abilities that are used to simulate the action and pulp feel of 80s-era movies, videogames, and television shows. Like gimmicks, they do not use a rating system.

COMBAT CLICHÉS

Armor Prop	upon receiving a life threatening injury, the character reveals that he is wearing a bullet proof vest and restores a number of health grades equal to his fitness rating
Cinematic Shot	the character receives -2DIFF on his next combat task if it immediately follows a successful fitness-based athletics task
Conversational Nod	the character does not need to speak in order for other characters to understand his intentions or orders, so long as he can make eye contact with them
Explosive Rounds	firing a gun at explosives or flammable materials always causes them to detonate
Fiery Wreck	firing a gun at a parked or crashed car always causes it to explode
Knockout	a successful called strike by the character to an extra's head causes him to fall temporarily unconscious. This does not apply to major NPCs
Immortal	the character can always be revived from fatal injuries, sometimes months later, without sustaining any permanent damage
Magic Bullet	a successful gunshot by the character causes an extra to fly backward several feet and fall to the ground either incapacitated or dead (player's choice). This does not apply to major NPCs

Magic Clip	the character never runs out of ammunition for handguns
Thick Skull	the character never falls unconscious due to fatigue or injury. He can die, however
Trick Shot	the character can ricochet bullets around corners, under cars, or off poles and hit his target by making a successful called shot
Wake-up Call	the character never gets hit by the first shot or burst fired from a enemy's weapon
Weapon Prop	no matter where the character is, there is always something laying around that he can use as a weapon

CHASE CLICHÉS

Car Prop	any car the character owns can never be totaled in an accident
Cool Ride	the character owns a luxurious sports car that adds -2DIFF on seduction tasks.
Delayed Blast	if a car the character is chasing crashes, it explodes only after the occupants escape
Explosive Insight	the character knows if his car is about to explode and should be given the chance to escape unharmed
Frogger	the character can run across the street, slide over hoods, or jump from one car to another without impediment, even if there is heavy traffic
Key Prop	the character always has car keys on hand and his car is always unlocked, yet it never gets stolen
King of the Road	the character is never pulled over by other cops for speeding or reckless driving unless the stop is part of the story

Lucky Tires	any car the character is driving never gets its tires shot out
Magic Fuel Tank	any car the character is driving never runs out of fuel in a chase or in the middle of nowhere
Multitasking Driver	the character can read, clean his gun, or perform other actions while driving, without penalty
Olympic Driver	any car the character is driving can jump rivers, make quick stops, or do 360-degree turns at full speed
Safe Driver	the character can never lose more than one grade of injury or fatigue in a car accident
Spiderman	the character can never be thrown from the hood of a moving vehicle, fall off the top of a moving train, or lose his grip of a helicopter strut unless he is rendered incapacitated or unconscious

INVESTIGATIVE CLICHÉS

Can't Keep Him Locked Up	the character always escapes prison within one year's time
Get the Job Done	once per story, the character can beat a confession out of an extra without facing charges of brutality
Hacker	the character can always hack into a computer if he has at least a rating of four (4) in computers
Keen Eye	the character can always spot a villain in a photograph or crowd
Know it All	the character is well read and has an academic background. As such, he has a rating of two (2) in every reasoning skill. This has no affect on skill levels higher than two (2)
Memories	the character keeps a scrapbook of news clippings from his past which sometimes provides clues to mysteries or sheds light on the identity of a villain

Missing Evidence	once per story the character can find a clue that CSI missed if he carries out a second examination of the crime scene
Off the Job	if the character has been suspended from duty, he receives -2DIFF on all interrogation, investigation, and street cred tasks, but loses the use of his cop privileges until reinstated
On Tape	once per story the character can listen to an answering machine recording to hear an anonymous tip and/or a message from an extra who is somehow linked to the investigation
Personal Archives	the character keeps meticulous records and most likely has personal information on the subject of an investigation
Skeleton Key	the character always has a key to any lock when in a chase and can pick locks even when in a dark room
Undercover Savvy	the character is so skilled at undercover work that he can investigate crime scenes, interview suspects, and follow up leads with only a small chance of his cover being blown later in the story (gamemaster's discretion)

MISCELLANEOUS CLICHÉS

Extras a Plenty	there are always plenty of innocent extras for the character to use as cover or hostages when being chased or confronted by his enemies
Henchmen	the character maintains a group of henchmen either through pay or promises of riches or power. They are considered extras, although one or two may be fleshed out to be used as minor NPCs
K-9	the character has an immortal canine as a partner, who can be used to track fugitives, sniff out drugs and explosives, and immobilize extras

Love Interest	the character is beloved by a flock of the opposite sex who are always willing to cause distractions or surrender their lives in exchange for his
Plan B	once per story, the character (but not his friends and allies) can automatically escape a trap or other life-threatening situation, as described by the gamemaster
Planted Evidence	the character always seems to have enough evidence to plant on a suspect
Squad Lieutenant	the character is a lieutenant and has command over a squad
Squeaky Clean	the character has a knack for outwitting Internal Affairs
The Club	the character is part of a close knit group of buddies (extras) who look out for each other. When called, they come to his aid in less than fifteen minutes. He must also do the same for them. They also back each other up if the police (or Internal Affairs) starts snooping around
Vigilante Judge	the character can obtain a search warrant within fifteen minutes
What Evidence?	the character or his agents are always able to get rid of incriminating evidence before an arrest or trial. In effect, the character can only be convicted on eyewitness testimony, and we all know what happens to witnesses, don't we?



MIAMI NIGHTS STORIES

Vice Squad: Miami Nights utilizes four abstract measurements for time. They are turns, scenes, sessions, and stories.

TURN

Turns are primarily used for combat and contested tasks. A turn represents about five seconds worth of time.

SCENES

Scenes are more abstract than turns. They do not measure an actual range of time. Instead, scenes encompass an entire exchange of dialogue or series of events.

SESSIONS

Each time a group gets together to play they are participating in a session. Although it is not a measure of time, the term is used as a reference point and as a break to award experience to the players.

STORIES

Stories represent whatever period of time it takes to complete an entire scenario. Characters always gain experience at the conclusion of a story.

STORY ELEMENTS

A typical *Miami Nights* story is comprised of five main Story Elements—Hook, Legwork, Complication, Recovery, and Climax. A sixth element, Incidentals, can also be included to add depth to ongoing stories. Story Elements provide a basic framework for any *Miami Nights* scenario.

The **Hook** is just that—the situation or event that gets the characters involved in the story. This can be a recorded phone message, suspicious activity, a drug deal, an arrest, an anonymous tip, a friend in trouble, a murder, or even a

gunfight. Hooks can occur *In Medias Res* (see below), or they can be dropped into an ongoing story.

Legwork is the investigation scene that follows the Hook. This is where the characters learn more about the story and decide how they wish to proceed. Legwork typically involves investigation, interrogation, and/or street cred tasks. Whether the characters are talking to informants, interviewing witnesses, scoping out potential victims, sifting through files, hunting for clues, conducting surveillance, or scanning news clippings, Legwork should eventually point the characters towards the story's Climax (see *No Dead Ends*, below).

The **Complication** is an unforeseen circumstance that arises during Legwork. This can be anything that throws a wrench into the characters' plans on their way to the Climax. A double-cross, a moral dilemma, faulty intel, or even a kidnapped character are some examples of Complications.

The **Recovery** always follows a Complication. This is the point in the story where the characters must adjust their plans to overcome the Complication. The Recovery may occur quickly, or it may happen over the course of several hours, minutes, or even days. Using the above examples, the Recovery might include exposing the informant or traitor, overcoming the moral dilemma, obtaining the correct information, or rescuing the kidnapped character.

The **Climax** is the part of the story when all of the legwork has been done, all of the deals have been made, and all of the cards lay face-up on the table. When all that's left is to throw down and see who's left standing when the smoke clears. Every major story should go out with a bang. Literally. These scenarios should end with a fight and/or chase scene that is bigger than any from earlier in the story. Not all stories call for a pitched gun battle through the streets of Miami, but the major scenarios should wrap up with some type of serious action scene.

Whenever possible, try not to spring the climax on the players. Let them know that events are coming to a head and build tension by giving them a few minutes to prepare. Use the time to briefly recap the events leading up to the climax. Let them feel it *In the Air*. Perhaps play some evocative music as they drive through Miami on their way to the big showdown. If the players have a lot of emotion invested in the upcoming

scene (if the bad guys killed a character's brother or kidnapped his girlfriend, for example) the gamemaster can award the characters -1DIFF or -2DIFF on all tasks during the climax. A good climactic action scene marks the end of the story and should always be memorable.

Incidentals are chunks of downtime (including backstory, taking down scores, etc.), Personal Drama descriptions (see below), action scenes, and/or other events that are interspersed between the five main Story Elements. Incidentals help break up the linear nature of preplanned scenarios. They most commonly occur during Legwork and may or may not be related to the current story. Some might arise in response to the characters' actions, some might be red herrings, while others might provide Hooks to future stories.

USING STORY ELEMENTS

Not all stories play out the same. The more straightforward ones go right from Hook to Legwork to Climax without the need for a Complication and Recovery. Some stories contain numerous Complications. In others, the Complication (and Recovery) may be part of the Climax. The characters' actions over the course of the story might also cause unforeseen Complications or Incidental events to occur. Story Elements are included here as a rough guide to help with designing *Miami Nights* stories. The gamemaster should feel free to disregard them if they do not fit his style of preparation.

MIAMI NIGHTS SERIES

Like 80s television shows, *Miami Nights* stories can be further broken down into single-story episodes, multi-episode miniseries, or full-length seasons. Episodes are typically one-shots that involve all of the five main Story Elements listed above. Miniseries are three to five episodes linked together by a common theme (ongoing investigation, major villain, impending disaster, etc.). Not all of these episodes need to have a Complication and Recovery, but at least three or four Incidentals should be included over the course of the miniseries. Seasons are eight to twelve episodes grouped together into one long story arc with themes similar to those found in a miniseries. Again, not all of these episodes require a Complication and Recovery. Incidentals should be liberally interspersed throughout the entire season. Note that the Climax marking the end of the season (or miniseries) should be bigger than any other Climax that occurred in previous episodes.

IN MEDIAS RES

Real police officers spend much of their time patrolling beats, conducting stakeouts, filing reports, and attending briefings. Criminals spend their off-time drinking, gambling, carousing, and enjoying the fruits of their ill-gotten gains. Gamemasters should feel free to condense this information into downtime scenes. Give the players some background as to what their characters have been doing, and then start with some action—police squads on a stakeout just as the drug deal is about to go down, gangbangers preparing for a drive by, a S.W.A.T. team poring over the floorplans of a drug czar's mansion, cocaine cowboys trailing a rival soldier's car through the streets of Miami, vigilantes cruising the neighborhoods looking for trouble, etc. Beginning a session right before the action starts is a great way to launch a new story. Just make sure the players understand the situation and have time to fully prepare before the bullets start to fly.

PERSONAL DRAMA

Vice Squad: Miami Nights is about action, but personal drama is what fuels a miniseries or season. Characters are not robots, mindlessly traveling from one stakeout or crime scene to the next. They are real people with real problems, hopes, and dreams. At the start of each session the gamemaster should choose one player at random to introduce some sort of personal drama into the night's session. The drama should be outlined and described by the player, and should involve some sort of social interaction that may or may not be relevant to the story. The gamemaster can introduce non-player characters to further the drama, and other players may build upon it later when detailing their own. Personal Drama includes things such as an argument with a girlfriend, a sister dating a member of a rival gang, attending a child's school play, being forced to arrest (or kill) an old friend, a love interest with an enemy's daughter, a wife hooked on drugs, friendly wagering with a rival, taking in a stray pet, or spending time with an elderly parent.

Much like an 80s TV cop show, Personal Drama ensures that each character gets a turn to hog the spotlight for at least part of the session. It also frees up the gamemaster to concentrate on what's most important—the action.

Good drama description should be rewarded with either five experience points (for ongoing games), -2DIFF on all tasks for the night, or the temporary use of one Cliché or one Gimmick for that night only (gamemaster's choice).

NO DEAD ENDS: HANDLING INVESTIGATIONS

Investigations are an essential component of any *Miami Nights* story, yet they can be tricky to manage. Investigations should contain more than enough clues to point the characters toward the story's Climax. In fact, there can *never* be too many clues. Gamemasters are encouraged to drop clues everywhere—why place three when you can place six, eight, or even ten? Try to be flexible with clues. After all, you *want* the characters to succeed. If the players come up with something plausible that you hadn't thought of, consider adjusting the story to match. Discovering a vital clue is always more rewarding than relying on a simple die roll. It makes the players feel like they're participating in an actual investigation rather than crunching numbers out of game.

Investigations may also be handled as normal tasks using the investigation, interrogation, or street cred skills. Investigation is used when characters sift through crime scenes, research newspaper clippings, or pore over old files looking for clues. Street cred is used when characters hit the streets, talking to police officers, informants, or other contacts in search of a lead. Interrogation is used on those who do not normally want to give up information. Note, that these three options provide an opportunity for characters to learn different information from different sources.

If the player role-plays the investigation well, the gamemaster may grant a bonus of -1DIFF to -4DIFF on the task. The gamemaster should always keep one thing in mind during all this: There should be no dead ends. Ever. There's nothing more frustrating for players than to do everything right and still get stumped by a bad die roll. This forces the gamemaster to awkwardly improvise in order to get the characters moving in the right direction, which destroys the need for the die roll in the first place and makes the players feel like they're being railroaded through the plot.

The purpose of interrogation, investigation, and street cred tasks is to further the story. Therefore, even a failed task should point the characters toward the Climax. This requires the gamemaster to prepare *two* results ahead of time—one for a failed task, and one for a successful task. Both outcomes should get the characters going in the right direction; failing the task simply means the next step should be a bit harder (and sometimes more interesting).

Example #1

The Vice Squad learns that a shipment of H is coming in by a cargo boat and decides to lean on an imprisoned cartel soldier

for details. This is an interrogation task. The characters threaten to have the inmate thrown into solitary and receive -1DIFF. If the task succeeds, the characters learn when and where the drop usually occurs. If the task fails, the prisoner gives up the hideout of the rival cartel soldier running the operation. The characters must then travel there and deal with the soldier and/or his men in order to learn the details of the shipment.

Example #2

A crew of gangbangers wants to learn who has been burglarizing homes in their neighborhood. This is a street cred task. If the task succeeds, the characters either learn who the burglars are or perhaps even catch them in the act. If the task fails, one of the characters is arrested as a suspect in the burglaries and placed into a police lineup—alongside one of the real burglars.

Example #3

A team of bounty hunters is sifting through a fugitive's belongings, trying to figure out where he might have fled. This is an investigation task. Since the information they're looking for is not specific, they receive a penalty of +2DIFF. If the task succeeds, they discover a receipt for the motel where the fugitive is staying. If the task fails, they discover his ex-girlfriend's phone number. The ex can lead the characters to the motel, however, her two large brothers refuse to let the characters speak to her. The characters must either deal with the brothers (without hurting them) or find some way to talk to the girl without their knowing.

Exception: If a calamity occurs on an investigation, interrogation, or street cred task, the character may be forced to "call in" a contact to further the story (see below).

CONTACTS

Contacts are vital to those who live and work the streets. Contacts can provide valuable information, support, and even backup in times of trouble. Characters begin the game with a number of contacts equal to their influence rating. Additional contacts may be "called in" with the expenditure of one experience point (for ongoing games) or the temporary loss of one gimmick or cliché for the rest of the session (for one-shots). The gamemaster (and/or the player) then describes the contact and the nature of the contact's relationship with the character. Contacts that are "called in" may count as a successful investigation, interrogation, or street cred task (gamemaster's discretion). New contacts should always be used to further the story.

Example #1

Detective Ronny Crubbs wants to find out who is selling TEC-9's in Little Haiti. He spends an experience point to "call in" a junkie he busted a few years ago. The junkie has managed to stay off drugs, but he still has a feel for what is happening on the street and can provide the detective with the information he needs.

Example #2

A vigilante named Jeff Perkins is searching for an escaped convict who was sighted in the Miami area. Jeff decides to "call in" a contact. In this case, the gamemaster describes the contact as a friend who can direct Jeff to an old lady living in South Beach. The woman has complained to the police several times about a suspicious-looking man who matches the escapee's description.

Example #3

Mafia enforcer Andre Linguini is looking for a legitimate front to deal drugs. He "calls in" the owner of a local gas station who, for a small fee, agrees to let Linguini set up his operation.

DETAILING CONTACTS

Miami Nights contacts should be larger than life. The gamemaster should pick one or two identifiable characteristics in order to make a recurring contact or extra more memorable. The Contact Traits table listed on page 82 should help gamemasters bring Liberty City gangsters, Cuban coke dealers, flashy pimps, tough bikers, and alligator-wrestling rednecks to life.

SCORES

Crime does pay, but only if you're good at it. *Miami Nights* criminals are always looking for fast cash, but there's no need to role-play every mugging, car-jacking, liquor store holdup, truck hijacking, purse-snatching, or burglary. Instead, the player states his intent and then determines success or failure through scene-based task resolution.

First, the gamemaster decides whether the target is Petty Crime, a Solid Take, or a Big Time score, based on the crime's location and the score's potential value. The gamemaster then rolls one die to determine whether or not a complication arises. For Petty Crime, a complication occurs on a roll of 6, for Solid Takes on a roll of 5 or 6, and for Big Time scores on a roll of 4, 5, or 6. If the character attempts more than one crime in a

short period of time, the gamemaster can opt to increase the chance of a complication.

Complications usually require a shift to standard turn-based task resolution. Complications include quick police response, armed victims, locked safes, guard dogs, hidden security cameras, vigilantes, tripped alarms, a carload of witnesses, or anything else the gamemaster desires. In some cases, the complication may prevent the character from committing the crime.

Example

Mikey the Crowbar wants to burgle a home in Coconut Grove. The gamemaster announces the target to be Petty Crime. He rolls one die and gets a 6—a complication. The gamemaster rules that the houses in this neighborhood all have sturdy doors and barred windows. If Mikey still opts to break into the home he must switch to standard turn-based task resolution for the rest of the scene (starting with a fitness-based finesse task to quietly pry open the door).

If no complications occur, the character successfully takes down the score. The gamemaster rolls one die and consults the table below for the base take and the type of loot (cash and/or goods). The character then makes a complex (2) awareness-based commodities task and multiplies the base take by the margin to see how much he raked in. If the character fails the task, he receives only the base take. The gamemaster may also have set prices for certain scores (such as \$100 per stolen car, or \$50,000 per key of coke).

The Score Generator can also be used as a guide to determine how much a criminal operation (such as sports booking, loan sharking, crack houses, etc.) takes in each week or month. Larger scores (such as bank heists, art thefts, and major drug deals) should always be role-played out.

Example

Mikey breaks into an empty house and loots it. The gamemaster rolls one die and gets a 3—a \$10 base take on the Petty Crime chart in the form of Cash and Goods. Mikey gets a margin of 4 on his commodities task, so the total score is \$40 (\$10 x 4). The gamemaster tells Mikey he receives \$20 in cash and a Sony Walkman worth \$20. Mikey can either keep the Walkman or he can sell it to a fence for about 1/3 of its value.

SCORE GENERATOR

PETTY CRIME

Roll	Base Take (US\$)	Loot
1	1	(cash and goods)
2	5	(cash and goods)
3	10	(cash and goods)
4	25	(cash)
5	50	(cash)
6	100	(cash and goods)

SOLID TAKE

Roll	Base Take (US\$)	Loot
1	10	(cash and goods)
2	50	(cash and goods)
3	100	(cash and goods)
4	250	(cash)
5	500	(cash)
6	1000	(cash and goods)

BIG TIME

Roll	Base Take (US\$)	Loot
1	100	(cash and goods)
2	500	(cash and goods)
3	1000	(cash and goods)
4	2500	(cash)
5	5000	(cash)
6	10000	(cash and goods)



OTHER STYLES OF PLAY

Vice Squad: Miami Nights easily supports other 80s-era styles of play. The characters might be teenage sleuths traveling around in a psychedelic van and investigating mysteries, thrill-seekers roaring through Danger County in a suped-up hotrod, a team of Vietnam veterans wrongly accused of a crime, private eyes plying their trade in Hawaii, or a secret organization that upholds the law using anything from rebuilt cybernetic astronauts, high-tech helicopters, British super-spies, or intelligent talking sports cars.

OTHER ERAS OF PLAY

1980s Miami isn't for everyone. The group might prefer 1920s Chicago, 1990s L.A., or perhaps modern-day New York City. The police, criminal, crime, and other information from *Vice Squad: Miami Nights* can easily be adapted to the desired setting. In fact, the city information should be the only extra material needed for play.

TOOLS OF THE TRADE

The following is an expanded list of weapons available to 1980s characters.

Note: This list assumes the gamemaster is using the optional *Vice Squad: Miami Nights* Armor and Combat Savvy rules presented above. If that is not the case, use the original weapons list presented in the genre *Diversion* / manual.

Weapon	Damage
Knife	1INJ
Screw Driver	1INJ
Baseball Bat	2FAT
Brass Knuckles	2FAT
Hammer	2FAT
Lead Pipe	2FAT
Nightstick	2FAT
Cleaver/Machete/Axe	2INJ
Sword	3INJ
Chainsaw	5INJ



	Accuracy	Range	Damage
Handguns			
.38 Revolver	-	40 yards	2INJ
9 mm SA Pistol	-	100 yards	2INJ
.357 Revolver	-	100 yards	3INJ
.44 Revolver	-1	120 yards	4INJ
Machine Pistols			
TEC-9	-1DIFF (2)	90 yards	2INJ*
Ingram MAC-10	-1DIFF (2)	50 yards	2INJ*
Uzi 9mm	-1DIFF (2)	240 yards	2INJ*
Shotguns and Rifles			
Shotgun	-1DIFF / +1DIFF / +3DIFF (1)	100 yards	5INJ*
AK-47	-1DIFF (2)	400 yards	4INJ*
M16-A2	-1DIFF (2)	450 yards	3INJ*
Grenades			
Molotov	+2DIFF (3)	Fitness x 5 yards	3INJ
Grenade	+2DIFF (3)	Fitness x 5 yards	5INJ
Special Weapons			
Sniper Rifle	-	500 yards	5INJ
Rocket-Propelled Grenade (RPG-7)	-	300 yards	15INJ/3STR

* point blank and short +1

1 point blank and short/medium/long

2 point blank and short for burst fire

3 indirect fire only

Note: Damage listed for explosives (grenades, rockets, etc.) is calculated at the point of impact. Characters within six feet of the point of impact take full damage. Other characters take damage at a reduced rate of -1INJ for every three feet separating the character from the point of impact. Armor and cover may also provide protection from the blast (gamemaster's discretion).

THE 1980s

In America, the 1980s was a train wreck of pop culture, fashion, politics, and trends. The squeeze from the gas shortages of the 1970s was still being felt. The Vietnam War was over, but many veterans had not yet found peace. The hostages had come home from Iran. Reaganomics cut taxes and caused businesses to boom, threatening to destroy the very fabric of the evil Soviet Union. Advances in technology swept across the nation. Credit cards simultaneously raised the standard of living and plunged millions of consumers into debt. AIDS was identified and named, Live Aid brought awareness to famine in Ethiopia and other parts of the world, and the first space shuttle blasted into the sky, promising a new age of hope and exploration.

On the home front, pop culture underwent a radical shift as the flash and glamour of the disco scene began to fade. Hippies-turned-yuppies flaunted new pony tails, IZOD shirts, and six-figure salaries. Aerobics, exercise, and dieting became the latest fad. Cigarettes were still cool although smoking in public was on its way out. Nancy Reagan encouraged children to "Just Say No" to drugs. HBO revolutionized TV. MTV revolutionized music. Kenny Rogers, Dolly Parton, and the movie Urban Cowboy starring John Travolta helped move Country and Western into the mainstream. Chuck Norris was a bad ass and ninjas were rad. Hip-hop culture and break-dancing were popular with urban youths and angsty Punk and Gothism was on the rise. The young embraced this cultural diversity with open arms while the squares backed Jim Bakker, Jerry Falwell, and Jimmy Swaggert in denouncing it all.

The 1980s was a time of open rebellion and stomping on cultural norms. It was a vibrant era of drastic change where the possibilities seemed endless despite the constant threat of nuclear annihilation. The 80s was deep, the 80s was shallow, the 80s was cheesy, but most of all, the 80s was fun.

Welcome back.

80s ENTERTAINMENT

Listed below are some of the more popular movies and television shows from the early half of the decade. A list of popular 80s songs is also provided under Miami Radio Stations (see page 45).

MOVIES

1980 - Airplane!, Caddyshack, Fame, Friday the 13th, Popeye, Star Wars Episode V: The Empire Strikes Back, The Blues Brothers, Urban Cowboy

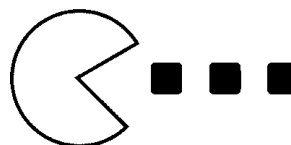
1981 - An American Werewolf in London, Cannonball Run, Clash of the Titans, Das Boot, Dragonslayer, Escape From New York, For Your Eyes Only, Heavy Metal, Indiana Jones and the Raiders of the Lost Ark, The Road Warrior, Stripes

1982 - 48 Hrs., An Officer and a Gentleman, Blade Runner, Conan the Barbarian, E.T. the Extra-Terrestrial, Fast Times at Ridgemont High, First Blood, Porky's, Poltergeist, Star Trek II: The Wrath of Khan, Tron

1983 - A Christmas Story, Blue Thunder, Flashdance, Krull, Mr. Mom, National Lampoon's Vacation, Octopussy, Risky Business, Scarface, Star Wars Episode VI: Return of the Jedi, Strange Brew, The Outsiders, Valley Girl, Wargames

1984 - 2010, A Nightmare on Elm Street, Beverly Hills Cop, Dune, Ghostbusters, Gremlins, Purple Rain, Red Dawn, Revenge of the Nerds, Romancing the Stone, Sixteen Candles, Splash, The Karate Kid, The Last Starfighter, The Natural, The Terminator

1985 - A View to a Kill, Back to the Future, Cocoon, Commando, Legend, Mad Max Beyond Thunderdome, National Lampoon's European Vacation, Rocky IV, The Breakfast Club, The Goonies, Witness



TELEVISION SHOWS (MISCELLANEOUS)

Amazing Stories (1985 - 1987)
Buck Rogers in the 25th Century (1979 - 1981)
Cheers (1982-1993)
Dallas (1978 - 1991)
Diff'rent Strokes (1978 - 1985)
Dungeons and Dragons: *Animated Series* (1983 - 1985)
Dynasty (1981 - 1989)
Family Feud: Game Show (1976 - Present)
Family Ties (1982 - 1989)
Fantasy Island (1978 - 1984)
Fraggle Rock (1983 - 1987)
G.I. Joe: A Real American Hero: *Animated Series* (1983 - 1986)
Happy Days (1974 - 1984)
He-Man and the Masters of the Universe: *Animated Series* (1983 - 1985)
Jeopardy!: *Game Show* (1964 - Present)
M*A*S*H (1972 - 1983)
Mork and Mindy (1978 - 1982)
Not Necessarily the News (1983 - 1990)
Pac-Man: *Animated Series* (1982 - 1984)
Press Your Luck: *Game Show* (1983 - 1986)
Puttin' on the Hits (1984 - 1988)
Scooby Doo: *Animated Series* (1969 - 1986)
Smurfs: *Animated Series* (1981 - 1990)
Saturday Night Live (1975 - Present)
SCTV (1976 - 1984)
Solid Gold (1980 - 1988)
Soul Train (1970 - Present)
Star Search (1983 - 1995)
Super Friends: *Animated Series* (1973 - 1986)
Tales From the Darkside (1984 - 1988)
The Cosby Show (1984 - 1992)
The Dukes of Hazzard (1978 - 1985)
The Gong Show (1976 - 1980)
The Greatest American Hero (1981 - 1983)
The Incredible Hulk (1977 - 1982)
The Jeffersons (1975 - 1985)
The Love Boat (1977 - 1986)
The Muppet Show (1976 - 1981)
The New \$25,000 Pyramid: *Game Show* (1982 - 1988)
The New Newlywed Game: *Game Show* (1985 - 1989)
The Price is Right: *Game Show* (1972 - Present)
The Twilight Zone (1985 - 1989)
Three's Company (1977 - 1984)
Transformers: *Animated Series* (1984 - 1987)
Wheel of Fortune: *Game Show* (1975 - Present)
You Can't Do That on Television (1979 - 1990)

TELEVISION SHOWS (CRIME-RELATED)

Airwolf (1984 - 1987)
Automan (1983 - 1984)
Blue Thunder (1984 - 1984)
Cagney & Lacey (1982 - 1988)
Charlie's Angels (1976 - 1981)
CHiPs (1977 - 1983)
Crazy Like a Fox (1984 - 1986)
Freebie and the Bean (1980 - 1981)
Hill Street Blues (1981 - 1987)
Hardcastle and McCormick (1983 - 1986)
Hawaii 5-0 (1968 - 1980)
Hunter (1984 - 1991)
Knight Rider (1982 - 1986)
MacGyver (1985 -1992)
Magnum P.I. (1980 - 1988)
Matt Houston (1982 - 1985)
Miami Vice (1984 - 1989)
The A-Team (1983-1987)
Remington Steele (1982 - 1987)
Riptide (1984 - 1986)
Scarecrow and Mrs. King (1983 - 1987)
Sledge Hammer! (1986 - 1988)
Street Hawk (1985 - 1985)
The Equalizer (1985 - 1989)
The Rockford Files (1974 - 1980)
Simon and Simon (1981 - 1988)
The Fall Guy (1981 - 1986)
T.J. Hooker (1982 - 1985)

80s FASHIONS

The 1980s produced one of the most diverse ranges of fashions in history. Distinct looks were all the rage—some of the most popular included the Michael Jackson “Thriller” look (red zipper jacket, parachute pants, one white glove), the “Madonna” look (mesh hair ties, black leather and lace, underwear worn as outerwear), the “surfer” look (O.P. shirts, Jams shorts, slip-on Vans), the “preppie” look (IZOD shirts, argyle vests, sweaters artfully draped over the shoulders, deck shoes), the “Urban Cowboy” look (cowboy hat, rodeo shirt, bolo tie, big belt buckles, cowboy boots), the “Outsiders” look (denim jackets, plain white or black T-shirts, blue jeans), the “Get Physical” look (fashionable workout clothes with belts and other ornamental accessories), the “Flashdance” look (torn shirt, one bare shoulder, tights, leg warmers), and of course, everyone’s favorite, the “Miami Vice” look (designer stubble, Italian loafers, simple pastel linen jackets with narrow or no lapels, worn over solid-colored shirts).

Pricy designer jeans from Sasson, Chic, Calvin Klein, and Gloria Vanderbilt, and brand names like Benetton, Banana Republic, Bugle Boy, Coca-Cola, Guess? and Ralph Lauren became household names. Tight pants and stonewashed jeans were stylish, as were short-shorts for both men and women. Contrasting black and white clothes were also popular for some time. In the office, professionals wore shoulder-padded power suits. After work, it was off to the gym where sweatpants were tucked into socks, and extra fat was crammed into spandex.

John McEnroe popularized sweatbands on the wrists and head. Other common accessories included large, gaudy jewelry (particularly earrings), porkpie hats, banana clips, headbands (wide for guys, slim and corded for girls), suspenders, and after *Risky Business* debuted in 1983, everyone wanted a pair of Ray-Bans.

TECHNOLOGY

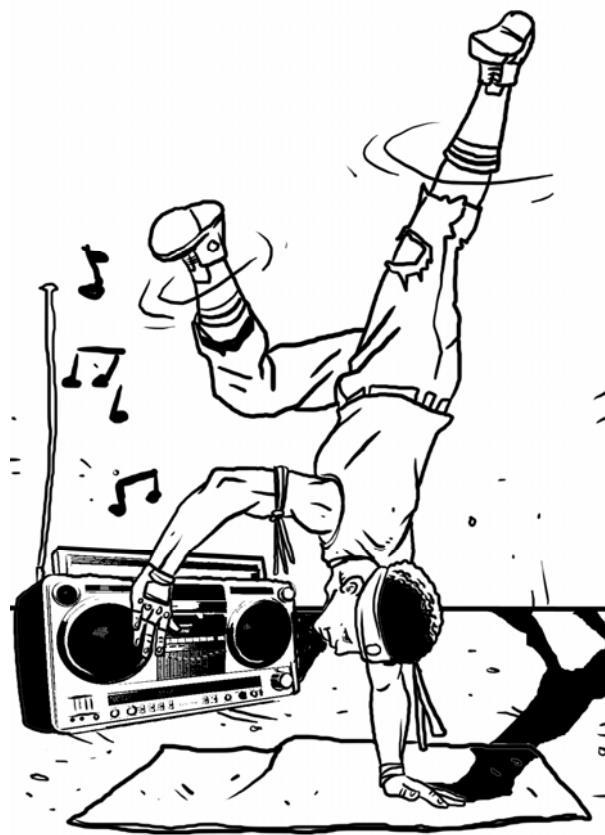
The 1980s saw home technology improve by leaps and bounds. ATMs went nationwide in 1985 giving you access to cash you didn't have. Cordless phones and answering machines became en vogue and mobile phones were installed in cars. The first cell phones came into public circulation during this time, but were bulky and ugly, looking more like something you'd order an artillery strike with than call a friend.

Apple and IBM revolutionized the computer industry by bringing monstrous personal computers into the home. MOS Technology picked up where they left off, introducing the more advanced and user-friendly Commodore 64 that plugged right into your television set. The upgraded Commodore 128 came out in 1985, featuring 16-bit color capability, built-in BASIC, and a full 28K of RAM memory! Primitive Bulletin Board Systems (BBS) presaged the international connectivity of the World Wide Web, and Atari whetted the appetite for home video game consoles just in time for Nintendo's NES to hit the shelves in 1985. As a result, video game arcades soon became a thing of the past.

Sony released the world's first camcorder in 1983. VHS defeated Betamax in the format wars, and video cassette recorders became commonplace in more and more homes. In the music industry, 8-tracks and vinyl gave way to cassette tapes which in turn saw CDs rise in popularity. Everyone needed a walkman to tune out meaningless background noise (like car horns) or a shoulder-mounted boombox to show off your style—the larger and louder the better.

The 1980s was a decade of convenience technology. People had more money (or credit) to spend on luxury items and they spent it, until work became the only real reason to

leave home. After all, why go out and spend money when all your entertainment was right in the living room?



VEHICLES

The American auto industry took a hit in the 1980s. Foreign car manufacturers such as Toyota, Honda, and Nissan offered reliable vehicles with better gas mileage at lower prices than American-made Dodge, Ford, and Chevy. Compact and subcompact cars (two-door and hatchback) gained popularity with cost-conscious consumers while the minivan began replacing that old standby, the family station wagon. Gas-guzzling jeeps, trucks, Broncos, Blazers, and Suburbans remained popular in rural areas and also as recreational vehicles, particularly those outfitted with four-wheel drive.

On the high-performance end, the chrome and steel muscle cars of the previous decades (GTOs, Chevelles, etc.) gave way to sleek, imported sports cars such as Porsches, Lamborghinis, and Ferraris. Motorcycles followed a similar trend, with ultra-fast foreign models dominating the market. American manufacturers responded with a campaign to "Buy American," but it would be some time (and several plant closings and company mergers later) before American automakers recovered enough to become competitive again.

THE COST OF LIVING

In 1985, the average household income was around \$24,000, but people still found ways to pay \$500 or more for a VCR. The price of food, gas, clothing, and other items seemed much cheaper back then, but in reality the costs were comparable to their modern day equivalents. However, for the sake of nostalgia, feel free to halve the modern-day price of all non-electronics goods and services, and double or triple the price of electronic items (TVs, radios, etc.). Listed below is a rough price guide for a few fully-loaded, top-of-the-line 1980s luxury items. Amounts in parentheses indicate the price of low-end products.

ITEM	PRICE
VCR	\$840 (\$540)
VHS Camcorder	\$890 (\$750)
Stereo	\$900 (\$450)
Boombox	\$170 (\$90)
Sony Walkman	\$50 (\$30)
Color TV	
13"	\$340 (\$260)
26"	\$1200 (\$600)
50" (Projection TV)	\$2000
PC Commodore 64	\$150
PC Commodore 128	\$300
Band Modem	\$200 (\$150)
Datasette Tape Recorder/Backup	\$50
Floppy Disk Drive/Backup	\$300
Monitor	\$300 (\$200)
Printer	\$230 (\$180)
Electronic Typewriter	\$500 (\$300)
Cordless Phone	\$200 (\$80)
Nintendo Entertainment System (NES)	\$250

Source: Sear's Catalogue Fall/Winter Edition 1985

80s LEXICON

Warning: The following terms should only be used in-game. Using them out-of-game may result in blank looks, eye-rolling, and/or ridicule. Using them in-game is highly encouraged.

airhead: ditzzy and/or shallow person, usually female

as if: Valspeak for "no way"

awesome: cool

bad: cool, good

bad to the bone: bad ass

barf bag: Valspeak - a tame personal insult

bitchin': cool

bodacious: large, voluptuous

bogus: uncool

boss: cool

bud: pal

butt ugly: very ugly

cheesy/cheeseball: corny

chill/chill out: hip-hop for "calm down"

chocoholic: addicted to chocolate

closet: gay hiding place

cool: hip, good

cool beans: cool

couch potato: avid TV watcher, lazy

dang: tame substitute for "damn"

def: hip-hop for "cool"

deep shit: big trouble

dick/dickhead: jerk

ditz: see airhead

do lunch: don't call me, I'll call you

dork: nerd, geek

do the nasty/do the wild thing: have sex

dude: pal

duh: no kidding

dweeb: nerd, geek

eat my shorts: a tame personal insult

eat shit and die: extreme insult

excellent: cool

fag tag: the loop on the back of a polo shirt

five-O: police

fer sure: Valspeak for “definitely”

flamer: openly gay

fresh: hip-hop for “cool”

fuckin’ A: used as a curse or praise

gag me with a spoon: Valspeak for “that’s gross!”

gnarly: cool, impressive

grody: disgusting

have a cow: to overreact

hellacious: difficult

hoser: loser

house music: repetitive disco-type dance music

ill: hip-hop for “uncool/unhip”

JAP: Jewish American Princess

joystick: penis

killer: cool

lame, lame-o: uncool

like: a modifier used to dress up, like, any sentence

like, oh my God!: wow, no way

major: big-time

no shit, Sherlock: stating the obvious

out: openly gay, as in “out of the closet”

party hardy: party hard

PC: politically correct

psych!: fooled ya!

queer: lame

rad/radical: really cool

ragged out: worn out

road pizza: road kill

rush/head rush: big thrill

schmooze: kiss ass

scumbag/scuzzbucket: lowlife

shitting bricks: very nervous

skank: slut

space cadet: see airhead

spazzing: overreacting

stoked: very excited

stud: macho man

sucks: no good, lame

sweet: awesome

ta-ta’s: a woman’s breasts

to the max: to the extreme

totally: extremely

trip/trippendicular/triptacular: amazing

tubular: cool

veg: to relax

wannabe: poseur

WASP: White Anglo-Saxon Protestant

way cool: better than cool

wicked: cool

word, word up: hip-hop for “I agree”

yo: hey

80s TRIVIA QUIZ

For more inspiration, see the 1980s Trivia Quiz on page 83. Tally up your score to find out how much useless 80s information you retained, then check the results to see if *Vice Squad: Miami Nights* is really the game for you.



MIAMI

Miami is one of the most exotic cities in the continental U.S. At a glance, it is a skyline of concrete, neon, marble, and glass rising up over the crystalline waters of Biscayne Bay. It is heat waves shimmering off the pavement and a salty breeze rustling through palms. It is pastel-colored buildings sporting pink flamingos and nautical themes, staring out at white sand beaches, cluttered marinas, speedboats, and enormous cruise liners. It is sun-tanned men and women in skimpy swimwear cavorting on the beach while the incessant beat of Caribbean music plays in the background. Miami is a place of wonder and excitement. It has been called the “Magic City,” the “American Riviera,” and the “Gateway to Latin America.” It is all that and more. It is a place where people come to live the American Dream. To get rich quick and retire young. Miami is also the drug and murder capital of the U.S., and the number one port of entry for cocaine, heroin, and marijuana coming into the country.

HISTORY

Miami was founded in the late 1800s and grew up fast. In the 1920s, the city was billed as a winter vacation spot, attracting thousands of businessmen, investors, and tourists. The boom ended after a series of devastating hurricanes, and Miami lost even more of its glamour with the advent of the Great Depression. Tourism picked up again after World War II. A second hotel and real estate boom began and Miami recaptured some of its former glory, once more becoming a hot spot for tourists and investors.

HAITIAN REFUGEES

Beginning in 1957 the oppressive Duvalier regimes caused thousands of Haitian “boat people” to flee Haiti. Many arrived safely on the shores of South Florida. Others were not so lucky, and dead Haitians washed up on some of Miami’s most pristine beaches well into the 1980s. Largely poor and unskilled, Miami’s Haitian immigrants did not have the economic or cultural impact that later Cuban exiles would have, but they still managed to quietly carve out a niche for themselves in Little Haiti.

THE CUBAN EXODUS

In 1960, thousands of middle- to upper-income Cuban families fled Fidel Castro’s newly established Communist regime, arriving in Miami on daily “Freedom Flights” from Havana. These hardworking newcomers energized Miami’s economy, opening Cuban shops and businesses, and transforming the cultural dynamics of the entire city. By 1985, Cuban culture was firmly entrenched in Miami society and many Cuban-Americans were active in politics including newly-elected Xavier Suarez, the first Cuban-American mayor of Miami.

THE BAY OF PIGS INVASION AND THE CUBAN MISSILE CRISIS

The 1961 Bay of Pigs Invasion was an unsuccessful attempt by armed Cuban exiles to overthrow the government of Fidel Castro. The exiles were trained in South Florida and funded by the United States Government. However, poor planning and lack of air support promised by the Kennedy administration led to their disastrous defeat. The Cuban Missile Crisis occurred the following year when the Soviet Union deployed nuclear missiles in Cuba. A compromise between the two superpowers was eventually agreed upon and the missiles were withdrawn.

THE LIBERTY CITY RIOTS

In December of 1979, Dade County police officers pursued a black motorcyclist named Arthur McDuffie in a high-speed chase. The white officers involved in the chase later filed a report claiming that McDuffie had been fatally injured when he lost control of his motorcycle. The coroner’s report and the testimony of several fellow officers later revealed that the officers had in fact beaten McDuffie to death.

The arresting officers were indicted for manslaughter and tampering with or fabricating physical evidence. In May of 1980, they were acquitted of all charges after less than three hours of jury deliberation. The verdict sent people pouring into the streets to protest, and the protests quickly turned violent.

Furious blacks attacked the Dade County police headquarters and local white-owned businesses, and threw bricks, rocks, and bottles at passing white motorists. Other motorists were dragged from their cars and savagely beaten. A few were even set on fire. Most of the rioting was confined to the inner city, but fires, burglaries, and other crimes increased all over Miami until the National Guard was eventually deployed to restore order. In the three days of rioting, eighteen people were killed, hundreds injured, and property damage was estimated at \$100 million. Heightened racial tensions would persist for years to come.

THE MARIEL BOATLIFT

In 1980, a second wave of Cubans migrated to the United States. This time, an estimated 125,000 Cubans left Mariel Harbor and landed in Miami. These “Marielitos” were detained upon arrival and housed in crowded tent cities while waiting to be processed. Unlike their predecessors, however, many of these immigrants were poor and largely unskilled. In addition, it was soon learned that Castro had used the opportunity to empty his jails and sanitariums, getting rid of thousands of violent felons, drug addicts, homosexuals, mental patients, and other “undesirables.” The more violent criminals quickly took to the streets of Miami and began what became known as the Cuban Crime Wave. Just one year after their arrival, Miami became the “Murder Capital of the World” with so many maimed bodies that the Miami-Dade medical examiner had to rent a refrigerated truck trailer to store the remains because the morgue was full.

MIAMI 1985: THE PRESENT

Present day Miami is the “mythical” Miami of 1980s movies, games, and television shows. Think palm trees, pastel colors, pink flamingos, neon lights, hit music, bongo drums, bikinis, designer clothes, speedboats, drug deals, flamboyant cocaine cowboys, ruthless drug czars, and the honest cops who oppose them. This is the heart of *Vice Squad: Miami Nights*.

ARCHITECTURE

Aside from the above-mentioned tropes, Miami is most known for the eclectic blend of architectural styles that visually sets it apart from other cities. Miami’s founders initially attempted to attract investors by recreating an image of Medieval Europe. Many of the more expensive homes from the



early 1900s were built in the Mediterranean Revival style—a catchall term used to describe houses modeled after Renaissance French, Italian, and Spanish mansions. Common features include stucco walls, interior courtyards, balconies, ornate ironwork, and terracotta roofs, all stained and pitted to project a sense of age. Architectural elements from Greek, Roman, Tuscan, Moor, and many other cultures were also mimicked during this time.

The Art Deco movement began in the late 1920s and quickly became Miami’s signature style. Miami’s Art Deco is actually a collection of several different deco styles. Tropical Deco is most known for its pastel colors (primarily pink, baby blue, and sea foam green), and images of palm trees, flamingos, pelicans, and sunbursts carved, painted, or etched onto surfaces. Other features include symmetrical facades, flat roofs, vertical projections (such as ornamental towers), corner windows, sun-blocking “eyebrows” above each window, exterior staircases, and terrazzo floors (colored concrete laid out in geometric designs). Other types of deco include

Depression Modern which emphasizes bleak facades and ornamental interiors, and Streamline which features rounded corners, porthole windows, and “speed lines” designed to convey a sense of motion. The neon-lit row of hotels and businesses along Ocean Drive are prime examples of Art Deco design.

The Miami Modern or MiMo style of architecture appeared in the 1950s, featuring ultra-futuristic shapes and designs, pastel colors, cheese-holes, accordion folded walls, stainless steel frames, boomerangs, and stairways to nowhere. Legendary hotel resorts such as the Eden Roc and Fontainebleau Hilton are prime examples of MiMo design.

Not all of Miami resembles an architect's playground, however. The city has more than its share of nondescript condos, strip malls, warehouses, apartment complexes, and simply-built homes scattered amidst the more eye-catching facades. But you can see these anywhere, so when creating a *Miami Nights* scenario, try to focus on the more exotic locales whenever possible.

GREATER MIAMI

Miami is divided into a number of neighborhoods and municipalities. Listed below is a brief overview of some of Miami's more prominent regions and features. Gamemasters who desire more detailed maps or information regarding any of these areas are encouraged to pick up a Miami travel guide from the local public library.

GETTING AROUND

Traffic congestion is a problem throughout most of the Greater Miami area. Drivers can expect long delays during morning and evening rush hours in Downtown Miami, and on weekends along South Beach's Ocean Drive strip. Parking is always a challenge. Taxicabs are readily available downtown, and only a phone call away in most other places. Limousine service is also on hand for those who wish to travel in style. Public transportation includes the Metrobus, Metrorail, and Metromover systems. The Metrobus provides bus service throughout Miami-Dade County and into parts of southern Broward County. Most buses run twenty-four hours a day, seven days a week, for a \$.50 fee. The Metrorail is an elevated train system that stretches from South Miami-Dade to Downtown Miami. It runs from 5:00 a.m. until midnight, seven days a week, for a \$.50 fee. The Metromover is an elevated transit system that loops through Downtown Miami. The automated single-train cars run from 5:00 a.m. until midnight,

seven days a week, at no charge. But let's face it, only working stiffs rely on public transportation. Get yourself a car.

WATERWAYS

Greater Miami contains several major waterways. The Miami River runs roughly east to west, dividing the downtown area before spilling out into Biscayne Bay. In addition, countless canals crisscross the city, providing access to neighborhoods and homes along the river and bay. Biscayne Bay separates Miami from Miami Beach. Its waters are full of boat traffic and its shores bristle with marinas. Indian Creek slices roughly north to south through much of Miami Beach. Government Cut lies off the southernmost tip of Miami Beach and is the main route used by the endless parade of cruise and cargo ships accessing the Port of Miami from the Atlantic Ocean.

BRIDGES

All of these waterways mean lots of bridges and causeways scattered throughout the city. The main thoroughfares run east to west, connecting Mainland Miami with Miami Beach. These include the Broad Causeway that connects North Miami with Surfside and Bal Harbour, the J.F.K. Causeway and the Julia Tuttle Causeway (I-195) that connect Miami's Upper East Side to North and Central Miami Beach, the Venetian and McArthur Causeways that connect Downtown Miami to South Beach, and the Rickenbacker Causeway that connects Coconut Grove to Virginia Key and Key Biscayne. Most of the major bridges are pedestrian friendly. The McArthur Causeway in particular provides an excellent view of the Port of Miami. Also of note is the attractive Brickell Avenue Bridge (crossing the Miami River downtown) which is decorated with animal and Tequesta Indian sculptures and plaques.

WEATHER

Miami is hot and humid year round, except for winter when it gets down into the 60s at night. Colder winter fronts occasionally pass through the area, but seldom linger for more than a few days. Afternoon showers are common throughout the year.

Hurricane season lasts from June through November. Hurricane warnings give residents about three to four days to either stock up on supplies or leave town before the storm hits. Looting and vandalism are common problems after an evacuation, forcing the police to work overtime to maintain order.

OCEAN WAVES

Crystalline water is a South Florida trademark. On a clear summer day, one can see schools of fish swimming along the ocean floor. This clarity occurs because South Florida's ocean currents are too warm for plankton to thrive. Without plankton to filter out the sun's rays, the waters around Miami appear sparkling blue. This is a huge draw for tourists, but more than one resident has looked out of her high-rise condominium to see the unmistakable shape of a dead body floating in the clear waters of Biscayne Bay.

DOWNTOWN MIAMI

Downtown Miami boasts a complex skyline of neon, glass, and steel towers overlooking the sparkling waters of Biscayne Bay. At street level, a distinct Latin-American influence permeates the downtown area, with Cuban coffee houses, vendors hawking their wares, bilingual signage, and vibrant Caribbean music spilling out into the street. This twenty-eight block district serves as the financial hub of the Greater Miami area. During the day, the sidewalks are clogged with throngs of people speaking everything but English. There are few residences or apartment complexes downtown and the streets are practically deserted after dark except for prostitutes, junkies, and the homeless.

Major downtown sights include Burdine's Department Store, the famous Coppertone Sign (the one with the puppy tugging at the young girl's bikini), the Historical Museum of Southern Florida, the Center for the Fine Arts, the Main Public Library, the looming headquarters of the Miami Herald, the tall blue-and-white mosaic tower of the Bacardi Building, the imposing black DuPont building, the 55-story First Union Financial Center (the tallest building in South Florida), the Miamarina, and the Port of Miami, one of the busiest cargo and cruise-ship docks in the world.

Downtown Miami is a lot to take in at a glance. The sights thin out considerably and the neighborhoods become rougher as one moves farther north.

FLAGLER STREET

Flagler Street lies at the heart of Downtown Miami. Here, street vendors sell anything from brewed coffee to Caribbean-style pastries, cakes, juices, and fruit drinks. Flagler is lined with cheap clothing stores, electronics shops, discount shoe retailers, and jewelry stores, the largest of which is the world renowned Seybold Building, a hotbed hub of diamond trading. Seybold security is top notch, but more than one bold crew has floated plans to take it down.

DADE COUNTY COURTHOUSE

This forbidding columned structure was the largest building in Miami until the mid-1970s. It was built around an old wooden courthouse where public hangings used to take place. It is still an imposing site, especially in the winter months when flocks of turkey vultures come here to roost. Murderers, car thieves, drug-dealers, prostitutes, and other criminals usually end up here.

U.S. FEDERAL COURTHOUSE

The Federal Courthouse actually consists of two structures—a historical building that was used until the 1960s and the new building that was built to handle Miami's soaring crime rate. Most agree that the new building is far inferior to the old. Its major advantage is allowing jurors to pass in and out unobserved: "Getting them out without getting them dead," as one federal judge remarked. This is the place where white-collar criminals and heads of organized crime syndicates come to face the music.



BAYFRONT PARK

Bayfront is a pleasant patch of greenery dotted with sculptures and large, leafy palms that extends east of Biscayne Boulevard to the Bay. The park is best known as the site where President-elect Franklin D. Roosevelt survived an assassination attempt and for its Torch of Friendship—a lighted torch surrounded by crests of all Latin-American countries except for Cuba (Peru, Bolivia, Venezuela, Ecuador, Colombia, and Panama). By day, the park is frequented by picnicking families, Caribbean drummers, tourists, elderly chess players, bikers, and dog walkers. Bayfront Park provides an excellent view of Biscayne Bay and the Port of Miami.

BRICKELL

Brickell is a financial district most known for the luxury condos and corporate skyscrapers lining Brickell Avenue (a.k.a. “Millionaire’s Row”). One of its most recognizable sights is the Atlantis, a high-rise apartment complex with a square hole through the middle. Miami became famous as an international banking center in the late 1970s, cashing in on political instability in Latin America by offering a secure home for money. Brickell is a haven for money launderers, embezzlers, and other white-collar criminals, and many drug czars, cartel soldiers, Mafia captains, and other high-dollar crooks wash their money on the shores of Millionaire’s Row.

FREEDOM TOWER

Often called Miami’s Ellis Island, the ornate Freedom Tower served as an immigration processing post and cultural community center for the over 500,000 Cuban refugees who arrived in Miami between 1964 and 1971. The Freedom Tower is a squat building with a tall turret that was inspired by the Giralda, an 800-year-old bell tower in Seville, Spain. The Freedom Tower is currently abandoned and in a sad state of repair.

BICENTENNIAL PARK

Bicentennial Park is an overgrown eyesore that spans thirty-five acres of prime waterfront real estate. The park is a refuge for drug addicts, prostitutes, and the homeless, and not someplace to venture after dark. It is perfect for those who wish to conduct business away from prying eyes.

MIAMI JAI-ALAI FRONTON

Located west of the downtown area, the Miami Jai-Alai Fronton is America’s premier jai-alai venue. The 4,000-seat

auditorium allows spectators to watch live games in comfortable theater-style seats from behind a protective wire fence. Jai-alai wagering is legal in Florida. The fronton also contains a cocktail lounge, snack bar, and low-stakes poker parlor. The fronton is under the protection of the Agnoles (see page 62).

MIAMARINA

The Miamarina lies just north of Bayfront Park. It is conveniently located next to the downtown area and is capable of accommodating vessels up to 250 feet in length. The Miamarina is the perfect place for an undercover cop to set up an alias and live on a seized boat.

MIAMI INTERNATIONAL AIRPORT (MIA)

Miami International Airport is an attractive, sprawling complex that provides both domestic and international air services. The four-level terminal is shaped like a half-circle with the Flamingo and Dolphin parking garages located along the terminal’s edge. A sizeable shopping promenade includes shops, a full-service bank, automated teller machines, a post office, pharmacies, restaurants, and the Miami International Airport Hotel. Palm trees, ferns, and other subtropical plants are scattered throughout, giving the complex an open-air feel. Miami International projects a strong Latin-American vibe, setting the tone for visitors to the rest of Miami.

MIA is a hotbed of drug trafficking. Customs agents, security guards, and baggage handlers are not above taking bribes, and professional smugglers can import hundreds of thousands of dollars worth of coke for a few grand in payoffs. Most mules, however, are wide-eyed college kids hoping to land a quick score. They attempt to smuggle drugs inside carry-on bags and suitcases, strapped to their bodies, or even swallowed in balloons and condoms. Too late, some of them realize what most women already know—condoms can break.

OVERTOWN

Overtown, originally known as Coloredtown, is one of the oldest neighborhoods in Miami. It was the hub of black culture and entertainment in the 1930s, but the postwar years proved tough on the local economy. Overtown was decimated in the 1960s by the construction of the I-195 expressway which forcibly displaced over 20,000 people. Places of note include the Miami City Cemetery which dates back to 1897 and the historic Lyric Theater. Overtown is an urban blight that is riddled with crime and overrun with gangs.

LIBERTY CITY

Liberty City is another crime-ridden, primarily black neighborhood. It has wider streets and more parks than Overtown, but is just as dangerous. The district centers around Liberty Square, a sprawling low-rise public housing project built in 1937. Today, most residents live in cheaply built housing projects or closely-packed identical row houses with small front yards. Crime and gang activity are high. Liberty City gained national recognition during the Liberty City Riots of 1980 (see above).

HIALEAH

Hialeah is an unassuming combination of middle-income residential neighborhoods and strip malls. Its population is mostly working-class Cuban-American. Hialeah is most famous for Hialeah Park, a handsome old-style thoroughbred racing track and jai-alai fronton. The track itself surrounds a manicured green that contains fountains, statues, ponds, and a colony of over 400 pink flamingos. The Luccis (see page 63) control Hialeah Park and most of Hialeah, although a local Cuban gang named Madre de Deus has lately begun to challenge that authority.

OPA-LOCKA

Opa-Locka was originally billed as an Arabian Nights fantasy for the wealthy and is best known for its Moorish-style architecture (domes, minarets, crescent motifs, etc.). Once christened the Baghdad of Dade County, Opa-Locka is now an economic ghetto whose crumbling historic buildings stand side-by-side with cookie-cutter strip malls and low-income housing. A small airstrip and a blimp hangar are also located here. Opa-Locka's population is largely working-class black, but the neighborhoods are overrun with street gangs.

BISCAYNE CORRIDOR

Biscayne Boulevard was once the main drag between Miami and Fort Lauderdale until traffic was rerouted by the I-95 freeway. The boulevard is cluttered with seedy hotels, motels, strip clubs, porn shops, restaurants, and nightclubs, many of which are gaudily decorated with Art Deco designs. Prostitutes are prevalent along the strip, and pimps, drug dealers, junkies, and many other criminal types lurk nearby. Residential lower- to middle-class neighborhoods stretch to either side of the boulevard.

OMNI INTERNATIONAL MALL

The OMNI is a three-story megastructure of retail, dining, and entertainment attached to a nine-story parking garage. The mall contains an Italian-designed carousel, a JCPenney with a toy department devoted to an entire floor, a disco, a 6-plex AMC theatre, and a large hotel on top of the mall. The OMNI was a failed attempt to revitalize the Biscayne Corridor and has been in a steady state of decline for years.

DESIGN DISTRICT

This was once the center of the city's design scene, home to artists and interior decorators, and filled with custom furniture and flooring stores. In recent years, most businesses have moved to Fort Lauderdale and the once grand Design Districts is home only to factories, garages, derelict buildings, and crime.

LITTLE HAITI

Little Haiti is a small impoverished neighborhood that is home to thousands of Haitian families who live, shop, and work there. Signage is in English and Creole. Its main attraction is the Caribbean Marketplace, a bustling ethnic bazaar that showcases hand-written signs, Haitian street musicians, shops, stalls, eateries, and buildings painted bright raspberry, yellow, and lime. Other sights include the Notre Dame Church which acted as a processing center for Haitian immigrants in the late 1970s and the nearby Pierre Toussaint Cultural and Medical Center. Little Haiti is not a true tourist attraction, although it is somewhat safer than other downtown neighborhoods, at least during the day.

54TH STREET

54th Street is the heart of Miami's voodoo and Santeria culture. The street is lined with botanicas—small shops that sell ritual potions, herbs, candles, statuettes, and other religious items and services to believers. Santeria has a hidden but powerful role in Miami society, most evident in the form of whispered prayers, religious hand gestures, and discrete street-side offerings.

UPPER EAST SIDE

Miami's Upper East Side comprises several neighborhoods that lie east of Biscayne Boulevard—Bay Point, Palm Bay, Morningside, Belle Meade, Bayside, and Shorecrest. Bay Point and Palm Bay are exclusive gated communities overlooking the sparkling waters of Biscayne Bay. Morningside, Bayside, and

Belle Meade, were built as neighborhoods for the wealthy in the 1920s, but fell on hard times along with most of Miami's inner city in the 60s and 70s. Building styles throughout the area are a blend of condominiums, old-style Florida homes, and a few Mediterranean-style bungalows. The Upper East Side is plagued by crime trickling off Biscayne Boulevard. In general, the farther one moves away from the bay, the more dangerous the neighborhoods become. A few Medellin Cartel soldiers have recently moved into some high-dollar Palm Bay homes, much to the distress of their new neighbors.



NORTH MIAMI AND NORTH MIAMI BEACH

North Miami and North Miami Beach are middle- to low-income suburbs that contain a mixture of houses, condos, and small businesses (primarily gas stations, fast food joints, and

strip malls). A few larger homes line the beachfront along Biscayne Bay. Places of note include the large Aventura Mall, and the Ancient Spanish Monastery in North Miami Beach, an authentic monastery that was dismantled and shipped from Spain in the early 1950s. Gang-related crime is prevalent in both of these areas, especially at night.

HALLANDALE

Hallandale is a small, coastal neighborhood that offers a choice of modest to luxurious housing in quiet, landscaped neighborhoods and apartment complexes. Two of South Florida's premier race tracks are located in Hallandale—Gulfstream Park, home of world-class thoroughbred horse racing, and the Hollywood Greyhound Track. Hallandale is less than an hour away from all of the culture, glamour, and entertainment of Miami Beach, but most locals prefer the comfort and quiet of nearby Hollywood Beach instead. Hallandale is the home of Lucci Boss “Bullet Head” Frank Lucci (see page 63).

MIRAMAR

Miramar is a small, middle- to upper-income community located north of Hialeah. It has several large office parks, but no major tourist attractions. Those who live here find the low-key environment more appealing than the fast-action pace of the rest of Miami.

HOLLYWOOD

Hollywood is a coastal city nestled between Fort Lauderdale and Miami that offers trendy shops, clubs, salons, restaurants, and art galleries, as well as a famous beachside “Boardwalk” that has been popular with hikers, roller-skaters, and cyclists since the early 1920s. Hollywood's neighborhoods are a mixture of nice and not so nice, getting worse as one travels further from the waterfront. Also unique to Hollywood is the Seminole Indian Reservation, a politically independent nation within the city limits. The reservation is best known as a place to buy cheap cigarettes, but plans are currently in the works to build a gambling casino there. The Agnoles (see page 62) have generously offered to help reservation officials process the proper paperwork and permits.

In July of 1981, Hollywood drew national attention with the search for six-year-old Adam Walsh who disappeared from the Sears store at the Hollywood Mall. His severed head was

found in a canal two weeks later. Afterward, laws were changed and police mobilized more swiftly to find lost and missing children, but the rest of Adam's body was never found and no one has ever been convicted of his murder. Adam's father, John, became an advocate for victims' rights and helped spur the formation of the National Center for Missing and Exploited Children in 1984. John Walsh would later go on to host the groundbreaking America's Most Wanted television show which debuted in 1988 and has led to the arrest of almost 1,000 fugitives and the recovery of dozens of missing persons as a direct result of viewer tips.

LITTLE HAVANA

Just a short walk from downtown with all of its modern high rises, one can step right back into the old-time Cuba of Little Havana. Little Havana is the core of the local Latino community. English is spoken as a second language, signage is in Spanish, and most shops and businesses have a distinctly Cuban feel. Elaborate statues devoted to fallen saints, and monuments honoring Cuban revolutionaries are scattered throughout the neighborhood. The residents are predominantly working-class, recently-arrived immigrants and elderly Cubans. A number of Marielitos have also made their home in Little Havana and crime and gang activity has been steadily on the rise ever since.

CALLE OCHO

Calle Ocho is Little Havana's main drag. This is a great place to get the full feel of Miami's Cuban vibe, especially on weekends. A number of small ethnic shops such as coffee houses, fruit stores, Cuban bakeries, hand-rolled cigar vendors, and authentic Cuban restaurants and nightclubs provide visitors with all of the flavor of Latin America in the comfort of Downtown Miami. Calle Ocho is often the site of political protests, marches, and anti-Communist demonstrations with much flag-waving, horn-honking, and traffic-stopping. In March, the neighborhood hosts Carnaval Miami, the largest street party in the country.

CUBAN MEMORIAL BOULEVARD

Cuban Memorial Boulevard is home to several famous monuments including the hexagonal Eternal Torch in Honor of Brigade 2506 which commemorates the failed Bay of Pigs invasion of 1961, memorials to Jose Marti and Antonio Maceo, both heroes of Cuba's War of Independence with Spain, and the large bronze map of the Island of Cuba Memorial. These monuments are often draped in Cuban flags. A massive kapok

tree dominates the boulevard—the tree is holy to Santeria worshippers and religious offerings are frequently made at its base.

MAXIMO GOMEZ PARK

Maximo Gomez Park is a gated concrete plaza nicknamed "Domino Park" by the locals. Old Cuban men like to gather here to play dominoes and discuss politics. Women and outsiders are not welcome. The park is considered neutral ground by several elderly Cuban drug lords who come here to relax, play dominoes, and discuss politics. A few years ago, Domino Park was the site of several shootings when an up-and-coming drug dealer named Marcio Juarez attempted to eliminate his older rivals. Juarez skipped town after his mother and father were tortured and then burned alive in retaliation for his acts.

BAY OF PIGS MUSEUM

The small Bay of Pigs Museum is crammed with memorabilia, information, and propaganda involving the failed Bay of Pigs Invasion of 1961. Its owners funnel grants and donations into anti-Castro organizations such as Radio Maceo (see page 47) and militant groups such as Barbamuerte (see page 62).

ORANGE BOWL

This 74,000-seat horseshoe-shaped stadium is home to both the Miami Hurricanes college football team and the Miami Dolphins pro football team. Catching a game can be an enjoyable diversion, but Miami fans are some of the rowdiest in the country so wearing an opposing team's colors is an invitation for trouble. Illegal football gambling is a huge industry in Miami. The Mafia occasionally manages to bribe players or coaches to shave points off the score, and countless fortunes have been won and lost on the field.

CORAL GABLES

Coral Gables, also known as "The Gables" or "The City Beautiful," is a small community of quiet, stately homes, and upscale shopping complexes and restaurants. Lush landscaping, magnificent entrances, scenic canals, and broad boulevards named for Spanish explorers, cities, and provinces give Coral Gables an exotic feel. Its main commercial drag is Miracle Mile, a brick-paved strip of upscale boutiques, designer shops, art galleries, live theatres, and restaurants. Coral Gables is also home to the prestigious University of Miami. The Gables

is one of the few Miami neighborhoods built in the 1920s to have actually increased in beauty and value over time.

THE ENTRANCES

Four impressive gates were built along the main entrance roads to mark the boundaries of Coral Gables. The largest and most ambitious is the Douglas Entrance with its gateway, tower, and two wings of shops, offices, and galleries. The other three entrances are the Granada Entrance (a sixty-foot-high vine-covered gateway built of native coral rock), the Country Club Prado Entrance (an elaborate recreation of an Italian garden bordered by stucco and brick pillars), and the much plainer stone archway of the Alhambra Entrance.

VENETIAN POOL

The Venetian Pool is a beautiful spring-fed rock quarry surrounded by grottos, waterfalls, coral caves, an observation tower, and an island that is connected to the pool deck by a graceful arched bridge. Shaded porticos and palm-studded paths provide refuge from the sun. The pool is open to the public and is a major tourist attraction.

BILTMORE HOTEL AND COUNTRY CLUB

The Biltmore Hotel is an impressive 16-story structure built in the Mediterranean Revival style with a strong Moorish influence. Its high frescoed walls, vaulted ceilings, immense fireplaces, and enormous chevron-shaped pool has attracted such notables as Judy Garland, Bing Crosby, and even Al Capone. The Biltmore has been abandoned for years and has become a hangout for local youths, including Jason Hight and his gang of rich kids who enjoy beating up the homeless. The neighboring Biltmore Golf Course and the posh Biltmore Country Club are still open and see extensive use.

INTERNATIONAL VILLAGES

The International Villages are small neighborhoods scattered throughout Coral Gables, each themed to imitate a specific country or architectural style. The seven International Villages are the Chinese, French Normandy, Dutch South African, Florida Pioneer, French City, French Country, and Italian Villages. The International Villages are among the priciest real estate in the city. The Italian Village is home to Mafia boss Dominique Agnole (see page 62), his consigliere, and his most trusted captain.

COCONUT GROVE

Coconut Grove is a middle- to upper-income community whose residents have a reputation for eccentricity. It is a haven for writers and artists and is sometimes referred to as the "Greenwich Village of the South." Housing ranges from small flats and apartments to large, expensive homes. Lush subtropical overgrowth (palm trees, ferns, etc.) provide an appearance of seclusion, and pricey manors and luxurious condominiums peek out from the greenery along the Grove's wooded shores.

PEACOCK PARK

Once the site of the Peacock Inn, this bayside park was the central gathering place for hippies in the 1960s and 1970s. Today, the park is frequented by family picnickers, street performers, artists, dog walkers, and roller-skaters. Most of Coconut Grove's festivals take place at Peacock Park. Pickpockets are common during the day with the occasional mugger or car thief at night.

MIAMI CITY HALL

Miami City Hall is a rare splash of deco in Coconut Grove. This nautical-style structure was built in 1934 as a terminal for Pan American Airlines' seaplane service. The city of Miami bought and renovated it in the 1950s, eliminating much of its original flavor.

VIZCAYA MUSEUM AND GARDENS

Villa Vizcaya is a historic replica of a sixteenth-century Italian-style villa with a 30-acre garden that sprawls along the northeast coast of Coconut Grove. Vizcaya is a major tourist attraction.

MIAMI MUSEUM OF SCIENCE AND SPACE TRANSIT PLANETARIUM

The Museum of Science is packed with scientific information, interactive exhibits, and live demonstrations. The planetarium's 65-foot-high dome features star shows where one can watch the constellations move and the universe evolve. The local yakuza occasionally use the planetarium to meet and discuss business in the quiet dark.

SOUTH MIAMI-DADE

South Miami-Dade is made up of wooded suburbs, parks, gardens, and golf courses. Income levels range from low to high. Places of note include the Fairchild Tropical Garden (an 83-acre tropical paradise filled with exotic plants and trees), the humane, open-air exhibits of the Miami Metrozoo, and the raucous, 30-acre Monkey Jungle preserve. South Miami-Dade is best known as the site of the Dadeland Mall Shooting—in the summer of 1979, two cocaine cowboys driving an armored party supplies van opened fire on a pair of rivals (and anything else that moved) with automatic machineguns.

MIAMI BEACH

Miami Beach is worlds apart from mainland Miami. The emphasis here is on good times, fitness, and fun in the sun. Miami Beach is famous for its Art Deco buildings, boardwalks, beautiful people, white sand beaches, and souvenir strip malls. Nearly every side street ends in a beach and many are adorned with colorful, unique lifeguard stands. Despite all of the glitz and glamour, however, Miami Beach is still Miami. Crime is very much a problem here, although it is less prevalent during the day. At night, visitors are advised not to stray too far from the area's hottest clubs and attractions.



SOUTH BEACH

South Beach is the place most people think of when someone mentions Miami. Here, row upon row of Art Deco buildings look sleek, classy, and ultra cool amidst the palm trees and white sand beaches of Ocean Drive. South Beach is a never-ending party spot—a major entertainment destination with hundreds of nightclubs, restaurants and ocean-front hotels. Youthful celebrities with massive entourages can be seen languishing on the sand or relaxing at sidewalk cafes, and fashion photographers, music video producers, and movie directors have recently begun shooting on the beach. Lummus Park and 1st Street Beach are the main public beaches and stay busy throughout the year.

South Beach proper is home to a large Jewish community. The area was once nicknamed “God’s Waiting Room” because of the abundance of elderly retirees from the Northeast, but rising costs have forced many residents to move to North Beach. In recent years South Beach has also become home to a number of Marieltos who prey upon locals and tourists alike.

LINCOLN ROAD MALL

Once known as the “Fifth Avenue of the South,” the Lincoln Road Mall is six blocks of restaurants, sidewalk cafes, small shops, galleries, salons, and boutiques. The street is blocked off for pedestrians and is frequented by street performers, roller-skaters, joggers, dog-walkers, and window-shoppers. At night, the seamier elements of South Beach creep into the area and the mall becomes less than safe.

MIAMI BEACH CONVENTION CENTER

The Miami Beach Convention Center is a massive, white-walled, neon-lit structure that is currently the main venue for conventions and expos. During convention times, working girls canvas the nearby bars and hotels, hoping to cash in on lonely men and women looking for a good time. Muggers and pickpockets also cruise the streets here, for much the same reason.

SOUTH POINTE PARK

South Pointe Park is a pleasant waterfront green space that looks out on Government Cut. The waves here are regarded as the best in Miami and the park is a known surfer hangout. Fishermen and cruise ship watchers can enjoy the ocean sights from Sunshine Pier. The Miami Beach mounted patrol stable their horses on the eastern side of the park.

JOE'S STONE CRAB

Joe's Stone Crab is an expensive South Beach seafood restaurant whose specialty is fresh, steamed stone crabs. The restaurant is always packed—Joe's stubbornly refuses to accept reservations and the wait to be seated can take up to three hours. Eating at Joe's is a popular tradition for locals and visitors alike.

MIAMI BEACH MARINA

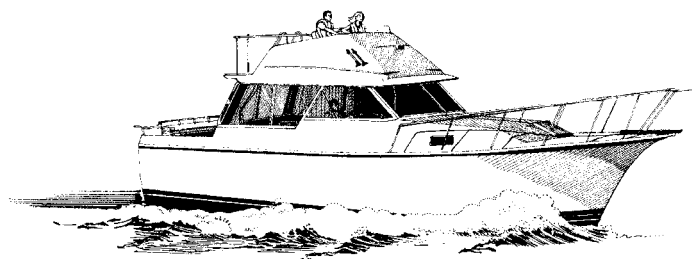
The Miami Beach Marina is one of the largest marinas in South Florida. It is located just south of the MacArthur Causeway on the western coast of Miami Beach. The Miami Beach Marina provides quick access to Government Cut and the Atlantic Ocean beyond, making it a prime location for those on the move. The marina is capable of accommodating vessels up to 250 feet in length. Lavish parties are sometimes hosted aboard the larger vessels where characters can mingle with Miami's rich and famous.

CENTRAL MIAMI BEACH

Central Miami Beach is a broad stretch of brightly-colored high-rise hotels and condominiums. The beaches here are wider, cleaner, and less crowded than those in South Beach. Places of note include the legendary Vegas-like Fontainebleau Hilton and Eden Roc Resort Hotels. Central Miami Beach caters mostly to those who wish to avoid the more hectic pace of South Beach.

NORTH BEACH

North Beach contains a wide range of hotels, apartment complexes, and single-family homes. It houses the city's densest concentration of MiMo architecture. Crime here has been steadily on the rise for years as low- and fixed-income residents are pushed out of the resurging South Beach, but the area is still considered fairly safe by local standards.



SURFSIDE AND BAL HARBOUR

Surfside is an unremarkable beachside community full of one- and two-story homes. Bal Harbour is a ritzy, upscale neighborhood whose residents prefer their privacy. Its luxury condos, resorts, and expensive hotels are protected by discretely armed and competent security guards. Places of note include the Bal Harbour Shops (a bi-level open-air mall filled with designer shops and pricey restaurants) and the nude beaches of Haulover Park further north.

SUNNY ISLES BEACH AND GOLDEN BEACH

Sunny Isles was founded in the 1950s as a holiday resort and later annexed by North Miami Beach. Sunny Isles' shores are filled with cramped motels and a few apartment complexes. The beaches here are beautiful, but the undertow is particularly dangerous for swimmers. Golden Beach is a small community of mostly elderly residents living in row houses and low-rent condos.

VIRGINIA KEY

Virginia Key is a small, scenic island with lush parks and family beaches. Virginia Key houses several marine research facilities along with the golden-domed Miami Seaquarium, an informative family attraction featuring a number of marine animal exhibits and shows. Wild iguanas running around Virginia Key and Key Biscayne are a common sight, as are official tongue-in-cheek "Iguana Crossing" signs.

KEY BISCAYNE

Key Biscayne, with its luxury apartment complexes and enormous bayfront mansions, is one of the most wealthy and secluded communities in Miami. Even so, over half of the island caters to tourists—Crandon Park Beach and Bill Baggs Cape Florida State Park are especially popular with families. Crandon Park houses a golf course, a carousel, pool, playground, and an outdoor skating rink. Bill Baggs contains nature trails, picnic areas, a fully-serviced beachfront boardwalk, and several fishing platforms. The Cape Florida Lighthouse (South Florida's oldest construction) lies at the southernmost tip of the island. Guided tours to the top provide

a stunning view of Key Biscayne and South Beach to the north, and Stiltsville to the south.

STILTSVILLE

Stiltsville is an odd collection of ramshackle stilt homes rising out of the water a few hundred yards south of Key Biscayne. The houses have been abandoned for years, but are sometimes used by smugglers to arrange meetings or stash goods.

THE ISLANDS

Miami Beach is surrounded by dozens of small islands, most of them man-made. The Venetian Islands (Rivo Alto, DiLido, San Marino, San Marco, Biscayne, and Belle Isle) are a necklace of six upscale residential communities threaded together by the Venetian Causeway. Palm, Hibiscus, and Star Island are even more luxurious gated communities—Palm Island was once home to mobster Al Capone. Watson Island contains a large, open park, the Parrot Jungle (an aviary housing more than 3,000 parrots), and the Miami Children's Museum which offers hundreds of interactive exhibits, programs, classes, and learning materials related to arts, culture, and community. Some other less well known islands include Normandy Isle, Treasure Island, North Bay Island, Fisher Island, and the port islands of Lummus and Dodge.

In 1983, artists Christo and Jeanne-Claude and a team of 430 assistants turned eleven of these islands into environmental art by temporarily surrounding them with a synthetic pink fabric. The entire piece was dubbed "The Surrounded Islands." It was dismantled after only two weeks, but few who saw it will ever forget the sight.

EVERGLADES NATIONAL PARK

Everglades National Park is the largest subtropical wilderness in the United States. The area is home to many rare and endangered species including the American crocodile, Florida panther, and West Indian manatee. The open waters of Florida Bay and the Ten Thousand Islands represent roughly one-third of the park's total acreage. Boats are a good way to explore some of the park's more remote areas. Wilderness campsites and over 150 miles of canoe/kayak and walking trails make the park perfect for those wanting solitude. Those same features make the park an ideal place for drug drops and a dumping ground for bodies.

MIAMI CORRECTIONAL FACILITIES

Most criminals end up behind bars at one time or another. Police precincts each have their own holding cells for criminals awaiting trial. For longer sentences, criminals are transferred to larger correctional facilities. A whole range of stories are available to imprisoned crews—gang politics, survival, prison official corruption, criminal networking, riots, and of course, escape. Police officers may also visit prisons to speak with informants and/or interrogate inmates. The following is a brief summary of Miami-Dade's major correctional facilities.

WOMEN'S DETENTION CENTER

The Women's Detention Center has 375 beds. It averages a daily population of between 300-375 female inmates. Inmates held at this facility vary from pre-trial detainees to sentenced inmates. The Women's Detention Center is located at 1401 N. W. 7th Avenue.

TURNER GUILFORD KNIGHT CORRECTIONAL CENTER

The Turner Guilford Knight Correctional Center has 1,300 beds for male and female inmates of various levels of custody. Officers work inside housing units and directly supervise the inmates twenty-four hours a day. Turner Guilford is located at 7000 NW 41 Street.

METRO WEST DETENTION CENTER

The Metro West Detention Center has over 3,000 beds for male inmates of maximum, medium, and minimum custody levels. This facility is the largest in the Miami-Dade County Corrections system. Many hardcore career criminals end up at Metro West. Metro West is located at 13850 NW 41 Street.

KROME SERVICE PROCESSING CENTER

The Krome Service Processing Center, better known as the Krome Detention Center, is a large detention facility located on the edge of the Everglades, about twenty-five miles west of Downtown Miami. Krome was opened by the Immigration and Naturalization Service (INS) in 1980 to handle the influx of Haitians and Cubans arriving in the United States. It now houses asylum-seekers and immigrants who are scheduled for deportation. Although designed for short-term detention,

detainees may spend months or even years in the facility before they are released or deported. Krome has around 500 beds, but is often subject to overcrowding. No immigrant wants to end up at Krome. Living conditions are poor and the guards routinely abuse their power.

MIAMI HOSPITALS

Hospitals can become the focal point of a number of stories including treatment of serious injuries, hospital corruption (embezzling, drug dealing, malpractice, misconduct, etc.), and guarding (or eliminating) injured eyewitnesses. Characters may have lab contacts who can run scans or do tests for them on the side, or they may know a physician who can treat them “off the record.” The following is a brief summary of Miami-Dade’s larger hospital facilities. Smaller hospitals and clinics are also scattered throughout Greater Miami and can be inserted as needed.

JACKSON MEMORIAL HOSPITAL

Jackson Memorial Hospital is an accredited, non-profit hospital and the major teaching facility for the University of Miami School of Medicine. Jackson Memorial Hospital is a regional referral center, a magnet for medical research and innovation, and the only full-service provider for the uninsured and indigent in Miami-Dade County. Jackson Memorial is one of the nation’s busiest hospitals. It is located at 1611 N.W. 12th Avenue.

MERCY HOSPITAL, INC.

Greater Miami’s only Catholic hospital is internationally recognized for its cardiac, oncology, rehabilitation, obstetrics and diabetes services. Mercy Hospital is located at 3663 S. Miami Avenue in Coconut Grove.

MIAMI CHILDREN’S HOSPITAL

South Florida’s only licensed specialty hospital exclusively for children. Provides inpatient and outpatient services, critical care transport, and a pediatric trauma center. Miami Children’s Hospital is nationally and internationally renowned for excellence in all aspects of child medical care from birth to adolescence. Miami Children’s Hospital is located at 3100 SW 62nd Avenue.

MOUNT SINAI MEDICAL CENTER

Mount Sinai Medical Center is a private, not-for-profit teaching and treatment hospital located in Miami Beach. With over 3,000 employees, Mt. Sinai is the largest employer in Miami Beach. Mt. Sinai Medical Center is located at 4300 Alton Road.

MIAMI RADIO STATIONS

Rock-103.5FM

Rock-FM is a Miami radio station that features heavy metal, hard rock, and classic rock. Its hottest DJ is ex-Ozzy Osbourne groupie Bloody Sue. Sue frequently talks about suicide, Satan, and eating live animals. A group called Ladies Against Messengers of Evil (L.A.M.E.) has repeatedly tried to get Bloody Sue fired, but the campaign has only increased Sue’s popularity (and paycheck) among Miami’s diehard rock and metal fans.

Rock-FM’s current song list includes:

1. Fairies Wear Boots (Black Sabbath)
2. Shout at the Devil (Mötley Crüe)
3. Back in Black (AC/DC)
4. N.I.B. (Ozzy Osbourne)
5. Rock and Roll All Nite (KISS)
6. Rock the Casbah (Clash)
7. I Love Rock-n-Roll (Joan Jett & the Blackhearts)
8. Bad to the Bone (George Thorogood and the Destroyers)
9. Holy Diver (DIO)
10. For Whom the Bell Tolls (Metallica)



Z-104.9 (THE Z)

The Z plays a variety of New Wave and pop music (particularly synth-pop). Its most popular DJ is the young and vivacious Dana Cavanaugh. Dana stays up to date on all of the current gossip and hottest clubs. Her specialty topics include perfect tans, fashion, men, and the hippest party spots.

Z-104's current song list includes:

1. Physical (Olivia Newton-John)
2. Dead Man's Party (Oingo Boingo)
3. Der Kommissar (After the Fire)
4. Call Me (Blondie)
5. Video Killed the Radio Star (The Buggles)
6. Whip It (Devo)
7. Turning Japanese (Vapors)
8. Mr. Roboto (Styx)
9. Shake It Up (Elizabeth Daily)
10. Burning Down the House (Talking Heads)

107FM-HITZ

FM-HITZ plays a variety of mainstream pop music. Their hottest DJ is Roger Thorpe (a.k.a. "The Big Roj"), a balding, middle-aged loser who wears the latest hip styles and pretends to be a young, cool, club kid. The Big Roj constantly belittles his rival Dana Cavanaugh (who laughed at him one night after he asked her on a date). He is most famous for the annoying sound effects he uses to jazz up his own dialogue.

FM-HITZ's current song list includes:

1. 867-5309/Jenny (Tommy Tutone)
2. I'm Hot Tonight (Elizabeth Daily)
3. Private Eyes (Hall & Oates)
4. Push It To The Limit (Paul Engemann)
5. Rush Rush (Deborah Harry)
6. Summer of '69 (Bryan Adams)
7. Thriller (Michael Jackson)
8. She's On Fire (Amy Holland)
9. Walk Like an Egyptian (Bangles)
10. We Got The Beat (The Go-Gos)

POWER-101FM

Power-101 is a Miami radio station that plays pop and rock power ballads. The station's top DJ is Jeff Christian, a laidback stoner who did way too much acid in the 70s. Jeff speaks slowly, in a dull, emotionless voice, even when describing something exciting.

Power-101's current song list includes:

1. In the Air Tonight (Phil Collins)
2. Hard to Say I'm Sorry (Chicago)
3. Crazy for You (Madonna)
4. Crockett's Theme (Jan Hammer)
5. Missing You (John Waite)
6. Don't Stop Believin' (Journey)
7. Don't You Forget About Me (Simple Minds)
8. Somebody's Baby (Jackson Browne)
9. More Than This (Roxy Music)
10. Wow (Kate Bush)

STREET BEAT-93FM

Street Beat-FM plays rap, hip-hop, and electro-dance music. Its #1 DJ is local rap and break-dancing legend MC Sire. MC Sire reports happenings in Miami's black community including up-and-coming rappers and musicians, gangland shootings, and the latest police brutalities. MC Sire is a frequent guest DJ at The Box (see page 57).

Street Beat's current song list includes:

1. Electric Avenue (Eddy Grant)
2. Bassline (Mantronix)
3. Hip Hop Be Bop (Man Parrish)
4. I Need A Beat (LL Cool J)
5. Jam-On It (Newcleus)
6. Looking For The Perfect Beat (Afrika Bambaataa)
7. Rock Box (Run DMC)
8. Rockit (Herbie Hancock)
9. The Freaks Come Out at Night (Whodini)
10. The Message (Grandmaster Flash)

OLD SCHOOL—96.7FM

Old School-FM plays disco, soul, and R&B. Its hottest DJ is Coretta “Luscious” Ross, whose sultry voice has aroused the imagination of men all over Miami. Coretta claims to know what men really want—and with good reason. Coretta Ross is actually a cross-dresser named Lucius Cross.

Old School’s current song list includes:

1. Caribbean Queen (Billy Ocean)
2. Being With You (Smokey Robinson)
3. Can’t Get Enough of Your Love, Babe (Barry White)
4. Get Up Offa That Thing (James Brown)
5. Got To Be Real (Cheryl Lynn)
6. Just the Two of Us (Grover Washington Jr.)
7. Summer Madness (Kool & The Gang)
8. Super Freak (Rick James)
9. When Doves Cry (Prince).
10. Working My Way Back to You/Forgive Me Girl (Spinners)

RADIO MACEO—88.3FM

Radio Maceo plays Latin-American and Caribbean-themed music. Radio Maceo is South Florida’s #1 Spanish-language radio station. Its top DJ is the vehemently anti-Castro Cuban exile Manuel Guerrera. The FBI is currently looking into the disappearance of several pro-Communist guests that were last seen debating their position on Manuel’s show.

Radio Maceo’s current song list includes:

1. Oye Como Va (Santana)
2. Utterance (Black Uhuru)
3. El Watusi (Ray Barretto)
4. La Bamba (Ritchie Valens)
5. I Love Marijuana (Linval Thompson)
6. Mambo Gozon (Tito Puente)
7. Maracaibo Oriento (Beny More)
8. Jamming (Bob Marley)
9. Vamos A Bailar (Maria Conchita)
10. Armagideon Time (Willie Williams)

DOWN HOME—92.1FM

Down Home-FM plays classic and modern Country and Western. Its most popular DJ is Texas native Billy Bob Jenkins. Billy Bob is an ex-rodeo clown whose barrel was hit one too many times by an angry bull. He frequently loses track of what he is saying, and sometimes blurts out meaningless words and phrases in the middle of conversations. Billy Bob’s specialty topics include college football, hunting, fishing, beer, and NASCAR.

Down Home’s current song list includes:

1. Amarillo by Morning (George Strait)
2. A Boy Named Sue (Johnny Cash)
3. Coward of the County (Kenny Rogers)
4. El Paso (Marty Robbins)
5. Elvira (Oak Ridge Boys)
6. He Stopped Loving Her Today (George Jones)
7. Jolene (Dolly Parton)
8. Smoky Mountain Rain (Ronnie Milsap)
9. Nobody (Sylvia)
10. My Heroes Have Always Been Cowboys (Willie Nelson)

TALK—1590AM

TALK-1590 is a talk radio station that features a variety of right-wing daytime talk shows. Its best-rated show, *The Right is Right*, is hosted by the firebrand ultra-conservative Pat Willingham. Pat talks incessantly about the need for American isolation over immigration, the virtues of Christianity, and the decline of family values, despite secretly being Canadian, an atheist, and an adulterer. Other popular talk shows include the *Sports Report*, which gives a run down of all of the day’s sports news and scores, and *First Contact*, a late-night call-in talk show hosted by Bart Leonard, that reports on UFO sightings, conspiracy theories, and paranormal events.

LIB—830AM

The LIB is a talk radio station that covers politics and news from a liberal point of view. Its only host is former UM history and economics Professor Todd Marlin who turns every topic into a long, drawn out lecture. No one listens to LIB-830 unless they’re having trouble falling asleep.

EPISODES

A number of plot hooks, sample crime sites, NPCs, factions, clubs, and organizations, and a ready-to-run adventure are provided in this section to better flesh out 1980s Miami and help the gamemaster get started quickly. The gamemaster should feel free to modify these entries as needed.

PLOT HOOKS

The following plot hooks explore several common crime-related themes. They can be used as subplots for individual characters, provide inspiration for Personal Drama (see page 23), or be fleshed out into stories for the entire group. Many of these hooks can be combined together, adding depth and continuity to a *Miami Nights* miniseries or season.

AN EYE FOR AN EYE

A close friend or relative has been injured or killed by a wealthy businessman, lawyer, celebrity, or politician. Lack of evidence and the threat of lawsuit leave the police unable and/or unwilling to tackle the high-profile case. Characters might try to dig up dirt on the individual or they might take matters into their own hands and either seek retribution, or hit the man where it hurts him the most—his wallet.

ANIMOSITY

The character has a strong dislike for someone and is secretly planning him harm, humiliation, or even death. This might be a family member, a rival, a public official, an in-law, or even another character. The animosity may have been caused by any number of reasons, including jealousy, betrayal, or real or imagined wrongs.

ARMS DEALER

A big-time arms dealer has come to Miami with a shipment of heavy weapons (submachine guns, hand grenades, RPG-7s, etc.). Police characters must find him before he unloads his

goods while criminal characters might be looking to buy his wares.

BAD WEATHER

A hurricane warning is in effect. Do the characters evacuate or do they batten down the hatches and try to ride it out? Police squads might be called upon to prevent looting or to help oversee mandatory evacuations. Criminal crews might use the chaos to take down some easy scores. Once the storm passes, the characters might volunteer to help with rescue and rebuilding efforts and/or take advantage of insurance company payouts and government funding.



BLUE WALL OF SILENCE

There's an unwritten law that says cops never rat out their own. The events surrounding the Liberty City Riots have challenged that assertion, but many cops still refuse to incriminate or testify against another police officer. When rumors of police corruption and/or abuse of power begin to circulate at the local precinct, police characters are contacted by IAD. Will they cooperate, or will they uphold the Blue Code? Criminal characters might face similar obstacles when attempting to report police misconduct—not to mention the troubles that follow when the dirty cops they're accusing find out.

CHALLENGE

One of the characters is challenged to a contest. This can be a fistfight at an underground fight club, a car race through downtown Miami, a boat race to the Cuba and back, or any other type of dangerous competition. If the character declines the challenge he is branded a coward (all street cred tasks made at +4DIFF for a number of weeks equal to the roll of one [1] die).

CHILD WOES

A child is being abused by his mother and/or father. Or perhaps a lost or runaway child turns up on the character's doorstep. Does the character help out or does he mind his own business? What happens when a traumatized child is the only surviving witness to a violent crime (particularly if the crime was committed by one of the characters)? How low are the characters willing to sink to protect their own interests?

CROOKED CAPTAIN

A new go-getter captain is assigned to the local precinct. He seems friendly and helpful, and attempts to establish a rapport with his officers and the people of the community. This is all an act—the man is thoroughly corrupt and evil. He quickly places his cronies in charge of key detective units (Vice, Homicide, etc.) and begins weeding out those who don't like the way he does things. Police characters might try to gather evidence against him (or his men) and hand it over to IAD or they may use the evidence to blackmail him into transferring. Criminal gangs might put his men on the payroll or they might get hassled for refusing to pay bribes.

CRUISE LINER

Enormous cruise ships arrive and depart from the Port of Miami every day. Crime is common aboard these ships, although it is rarely publicized. The characters might be called upon to investigate the death or disappearance of a passenger, a captain or crew member might be smuggling drugs or people into Miami, or the characters might have one of the passengers (or a crewman) under surveillance. Foreign criminals on the run also like to hide out amongst the crew. Or the characters might just need a vacation and decide to take a trip.

DESERTERS

Military Police officers from Cape Canaveral have come to Miami searching for several soldiers who have gone A.W.O.L. Police characters are assigned to help the MPs find the men, providing an excellent opportunity for them to make valuable friends and military contacts. The situation might be more than it seems. The deserters might be connected to an ongoing criminal investigation, they might have stolen something valuable (or lethal), or they might even be Communist spies. Or perhaps they simply witnessed something they shouldn't have and now Uncle Sam wants them silenced. The deserters might approach criminal characters for help in evading the authorities, or the crew might simply be unfortunate enough to be talking to them when the police close in.

FRIENDS AND FAMILY

The character has a spouse, children, and/or close personal friends who bring him great joy, but can be constant sources of worry or trouble, especially when combined with other story ideas (such as Kidnapped or In Debt). Friends and family members sometimes get involved in illegal activities, placing police characters in an awkward position.

GAME NIGHT

The Miami Dolphins (or the Miami Hurricanes) are playing at the Orange Bowl. The characters might have tickets to scalp, they might have bet money on the game, or they might just be looking for a fun night out. Pro and college football is not the only game in town. The characters might try to fix a boxing match, sell illegal steroids to high school basketball, baseball, or football players, or pay a player (or coach) to shave points off a score. Drunk and unruly fans at any of these events can provide an interesting diversion for characters who want action, and the after parties are a great way to make contacts in the sport's world (or get into more trouble).

GANG UNITY

A charismatic young gang leader is attempting to unite all of the street gangs in Miami, regardless of race or color. This sort of cooperation would leave the police outnumbered, outgunned, and outmaneuvered, and plunge the streets into turmoil. Police characters must find some way to infiltrate the gang and arrest the leader. Criminal characters might be hired (or ordered) by an organized crime syndicate to undermine the leader or “disrupt” one of his beachfront speeches. Or they might try to help him achieve his goal in order to further their own interests.

GRUDGE

An NPC holds a personal grudge against one or more characters. The NPC might be a neighbor, ex-wife, police officer, politician, criminal, or even a relative. The NPC occasionally surfaces to cause trouble for the whole group.

HAUNTED

Strange things start happening to one of the characters. Dogs growl in his presence, he suffers from frequent hot and cold spells, and he sometimes hears eerie noises and sees ghostly lights when he is alone. One night, the reflection of a young girl briefly appears in a mirror. These hallucinations may be caused by guilt, stress, drugs, or even an allergic reaction. Or perhaps the spirit of a young girl has returned from the dead and needs him to do something for her before she can pass on.

HERO WORSHIP

The character saves an NPC’s life and this person decides to become just like his hero. The tagalong constantly gets in the way, disrupts the character’s business, and may even place the character in danger. If rebuked too sternly, the NPC may harbor a Grudge.

HUNTED

One or more characters are being hunted. This might be because of a contract taken out on their lives or a bounty posted for jumping bail. Whatever the case, people come from all over to capture or kill them and collect the reward. Any contact the characters “call in” has a 1 in 6 chance of betraying them. Police characters are moved to “safe houses” until the danger passes, but they may decide to deal with the problem themselves. Criminal gangs must be resourceful or else come under the protection of strong allies. If things get

bad enough, the characters may even be forced to leave Miami.

IMMIGRATION ISSUES

One of the characters finds out that a friend is an illegal immigrant (Haitian, Colombian, Dominican, Bolivian, etc.). Or perhaps the character learns the identity of a smuggler who is transporting illegal aliens across the border. The immigrant(s) might be decent, hardworking men and women or they might be vicious criminals and/or ex-regime members who are wanted in their own countries. Or the character might learn of abuse taking place at the Krome Detention Center from a friend or relative who is awaiting processing.

IN DEBT

The character is deeply indebted to some person or organization. This debt could be owed to a friend, a rival, a hospital, a mob loan shark, or a mortgage company. The debt may be monetary or the character might owe a favor for something he received in the past such as help in covering up an indiscretion, dealing with a rat before he testified, or even someone having saved his life.

JAIL BREAK

A dangerous killer has broken out of Metro West while awaiting trial. He wastes no time launching a killing spree, targeting witnesses scheduled to testify, the girlfriend who betrayed him, the police officers who arrested him, and anyone else he thinks is responsible for his getting caught. After that, he leaves Miami.

KEEP IT DOWN

Frustrated citizens call the police, complaining that their neighbors throw loud parties every night. Police characters who respond to the call might see signs of illegal drug use, they might have to deal with unruly drunks, and/or they might recognize a wanted felon enjoying the party. Criminal characters might be attending the party and decide to punish the busybodies who called the cops.

KIDNAPPED

A character, friend, or family member has been kidnapped and is being held for ransom. If combined with plot hooks such as Revenge, the hostage may not be released even if the ransom is paid. Kidnapping technically falls under federal

jurisdiction, but no 80s cop worth his badge is going to just stand by and let the feds take over.

LOST IN THE WOODS

The trackless wilderness of the Everglades is a great place to get away for the weekend. It's also a great place to get lost. Police characters may get turned around while conducting an investigation. The same might happen to a criminal crew who gets spotted dumping a body or picking up a shipment of drugs and is forced to flee.

MANHUNT

A serial killer (or killers) is on the loose. Police characters are tasked with bringing him in. This could be the start of a long story that takes the squad deep into the Everglades or perhaps even to the Caribbean. The killer might attempt to hire criminal characters to help him skip town. Or, his crimes might be so heinous that the crew turns vigilante and tries to hunt him down.

NAME IN LIGHTS

One of the characters becomes involved in a high-profile case. This could be as an arresting officer, an eyewitness, or even a suspect. How does the character deal with his face being splashed across the front page of the Miami Herald? This could be particularly damaging for undercover officers and behind-the-scenes drug czars.

OBLIGATION

The character has sworn to fulfill some duty. This may be a promise made to a dying grandfather, local community leaders, or a friend doing time at Metro West. The character feels guilty until the obligation is fulfilled. Not fulfilling the obligation may lead to other hooks such as Grudge, Kidnapped, Hunted, or even Haunted.

OBSESSION

An NPC becomes strongly attracted to a character and attempts to insert herself into his life. This either annoys or pleases the character (or his friends), depending upon the circumstances. If her feelings are not recognized, she may become a violent stalker who harbors a Grudge.

OCEAN ADVENTURES

Miami's beaches provide a fun diversion for everyone. The characters might engage in sun tanning, swimming, surfing, scuba diving, sailing, parasailing, waterskiing, or any number of water-related activities. What happens when one of the characters finds a reference to a wrecked Spanish galleon thought to lie just off the coast? Does the group decide to rent a boat and go after it? If they stray too close to international waters, they might get harassed by the Coast Guard, chased off by environmentalists, or even attacked by pirates. And what happens when a surprise storm knocks their boat out of commission, leaving them stranded on a deserted island and/or in the middle of shark-infested waters?

POLICE CRACKDOWN

A police officer has been killed and the killer is still on the loose. Not only must the police find him, they must also send a message to other would-be cop killers. Uniformed police officers flood the streets, cracking down hard on even minor criminals and illegal activities. Accusations of harassment, illegal searches, and police brutality fall on deaf ears until the killer is caught. The goal is to apply lots of pressure on the criminal underworld until someone decides to give the murderer up. After all, a man who has no qualms about killing a cop would not hesitate to off a civilian.



POLITICS

A friend is running for public office. Does the character try to help him, discourage him, or even try to profit from his election? Does the friend even want the character's help? Or perhaps the character is asked to run for office. Do the people who support him have their own agendas?

PROFESSIONAL THIEVES

A crew of professional thieves is coming to Miami. They have knocked over banks, museums, and high-society functions all over the world. Police characters are tipped off to their impending arrival and must locate and stop them before they commit a crime. Criminal characters might attempt to muscle in on whatever action brought the thieves to South Florida.

RELIGION

A friend of one of the characters has seen the light and is now trying to convert others. Is he sincere? Has he been duped into giving all his money to a televangelist or so-called faith-healer? Or perhaps the character is the one who has found religion. Does it interfere with his job? What does it do to his credibility on the street? And how do the character's colleagues react to his newfound faith?

RELUCTANT CRIMINAL

A man has turned to a life of crime to help feed his family after losing his job and having the bank foreclose on his home. The man has some vital skill (locksmith, computers, accounting, etc.) that makes him valuable to criminals, but he does not like breaking the law. Police characters may attempt to help him while criminal characters might attempt to profit from the man's misfortune. Combine the Reluctant Criminal with Friends and Family for added complications.

REVENGE

An old rival of one of the characters comes to Miami looking to cause serious trouble. He plans to kill the character, but wants to abuse and humiliate him and his loved ones first.

ROMANCE

A character has become closely involved with a beautiful woman (or man) and marriage is a possibility. Is she genuinely interested in the character or does she have ulterior motives? She might be a temptress who tries to seduce another character, she might be after money or some other special favor, or she might be spying on the character for a rival.

SWINDLED

One character gets tricked by a con man into giving up a substantial amount of money or property. The scam can be

anything from junk bonds to sale of stolen property to phony real-estate investment. The character likely has no legal means of getting his money back, but that does not mean he cannot cause trouble for the swindler.

THE WRONG MAN

One of the characters is wrongfully accused of a crime. Police characters are suspended from the force pending an IAD investigation. Criminal characters are arrested and must be bonded out of jail. The character must do everything he can to prove his innocence.

TURF WAR

A turf war has erupted on the streets of Miami and shows no sign of slowing down. This could be an escalating union dispute, a conflict between street gangs, or an all-out battle for control between rival syndicates. The crime rate skyrockets as the violence continues and the threat of riots looms large. If things get bad enough, the National Guard might be deployed to restore order. Characters are sure to get caught up in some of the action, no matter what side of the law they are on.

UNDERCOVER OPS

The characters must go undercover to infiltrate some organization or criminal enterprise. This could be a drug cartel, terrorist cell, nationalist militia, Communist party, organized crime syndicate, street gang, radical activist or religious group, or even a legitimate company suspected of engaging in criminal activities. The characters might be police officers or they might be criminals looking to either disrupt or take over the operation.

VETERAN AFFAIRS

One of the characters knows a Vietnam vet who is having trouble adjusting to civilian life. The man is having problems with his girlfriend, can't seem to hold a steady job, and has gotten into some minor trouble with the law. Can the characters help him or will he be overwhelmed by his demons? Or perhaps one of the characters is a trouble vet.

VICE

Miami is full of vices. Any of the plot hooks listed in this section can be combined with drugs, alcohol, prostitution, and/or illegal gambling to create an instant story. The

gamemaster is also encouraged to mine crime-related books, movies, games, and television shows for inspiration.

VIGILANTE JUSTICE

A group of angry citizens plan to kill the person they feel is responsible for a violent crime. Police characters might receive an anonymous tip before the murder takes place. The citizens might attempt to hire criminal characters to kill the suspect, or the suspect and/or his family might attempt to hire them for protection. As an added twist, the person might not even be guilty.

WILD ANIMALS

South Florida is full of dangerous wildlife. Gators and bobcats are ornery creatures that have no respect for small pets, private property, or law enforcement. Pit bulls, Rotweillers, and other guard dogs occasionally get loose and terrorize neighborhoods. More exotic animals such as tigers, boa constrictors, rhinos, and elephants, sometimes escape from the Metrozoo, traveling circuses, and even private homes. Professional animal wranglers are eventually called in to deal with the rampaging creatures, but the police are generally the first to arrive on the scene. Criminals might use the chaos to take down a quick score.

SAMPLE CRIME SITES

The following sample Crime Sites are designed to be dropped into existing stories. A few story ideas are scattered throughout the text. Most are geared toward criminal crews—police officers should primarily be concerned with putting a stop to any criminal activities. Whenever possible, locations are excluded from the description so that the gamemaster can drop the site into any neighborhood or municipality.

ABC LIQUORS

ABC is a typical corner liquor store with bars on the windows, shelves of liquor and wine, and beer coolers in the back. ABC is owned and operated by the grizzled smoker, Dave Cancelli. Dave is a small-time fence who buys stolen booze, cigarettes, and porno mags in bulk for one-third retail value. Deals are conducted in the alley out back. Dave has been held up more times than he can remember and now keeps a loaded sawed-off shotgun under the counter.

AIRPLANE GRAVEYARD

The Airplane Graveyard is a large stretch of abandoned aircraft hidden away in Opa-Locka. The wooded plot is owned by the government and contains downed helicopters and airplanes that date back to the 40s. A pilot named Jeff Stines lives illegally on the site. He keeps a small private plane in an onsite hangar and ferries travelers and/or cargo all over South Florida (and occasionally to Colombia and back). The graveyard is also home to a few dozen peacocks—escapees of a nearby peacock and emu farm that went bankrupt a few years ago. Their raucous cries help alert Jeff to the presence of intruders.

BENNY'S GAME

Benny's Game is a monthly mid-stakes poker game run by Agnole soldier "Big-Bucks" Benny. The game is held in different hotel rooms throughout the city. Attendance is by invitation only, and there are usually five to six players on any given night. The buy-in is \$15,000 with 5% going to the house. Benny oversees the game himself, but he and his two enforcers have become complacent over the years. A hard-hitting crew could easily score a quick hundred grand in cash and jewelry, but they'd better not brag about it too much.

BLUE SKY ESTATES

Blue Sky Estates is a low-income trailer park in South Miami-Dade occupied mainly by working-class Cubans. A wealthy real-estate mogul named Gerald Woerner has recently purchased the trailer park and is looking for a few toughs to convince the residents to move. The park lies adjacent to a scenic reservoir where Woerner plans to build several high-rise condos.

CALIENTE

Caliente is a trendy salsa dance club that features indoor palm trees, dance floors on two levels, and live Latin-American bands. The club is a favorite with locals and tourists. Free salsa lessons are given as part of the \$15 cover charge. Caliente is owned and operated by Guillermo Ramirez. Ramirez has contacts among the Cali Cartel and the club is a hangout of cocaine cowboys, some of whom conduct business in Ramirez's office. Caliente is often used as a meeting place for large-scale drug deals.

CHETARE

Chetare is a posh Italian restaurant and nightclub built in the Mediterranean Revival-style. This 4-story building features mirrored walls, Romanesque statuary, grape vines, white tablecloths, balconies overlooking the ballroom-style dance floor, and a rooftop veranda that provides a stunning view of the city. A live orchestra plays classical music every Thursday, Friday, and Saturday night. Chetare caters to a wealthier clientele. It is the headquarters of Mafia Boss Dominique Agnole (see below), and he and/or his captains can usually be found dining on the fourth floor V.I.P. balcony on Friday nights.

CRUSARIO

Crusario is a small beachfront boxing gym. It is owned by a seedy promoter named Carl Blackwell who hosts fights at the outdoor ring every third Friday of the month. Twice a year, Blackwell puts on a larger event at the Miami Convention Center. Blackwell has a reputation as an exploiter of up-and-coming fighters and sometimes fixes fights for the Agnoles. A few notable boxers have trained at Crusario including the current number-one middle-weight contender Carlos Tigre. Tigre has recently begun a campaign to expose Blackwell as a greedy and unethical promoter, and the dispute is bound to get ugly. Blackwell may hire someone to discredit Tigre (perhaps by orchestrating a sex and/or drug scandal) while Tigre might need extra protection from Agnole thugs.

DEVIL'S TRIANGLE

The Devil's Triangle is a dress-up nightclub decorated in a downed airplane and shipwreck motif. The dance floor is always jumping with the hottest new tunes and the line at the door sometimes stretches around the block. The Devil's Triangle is owned and operated by the twin brothers Steven and Chuck Piper. The charismatic Piper Brothers are contract killers who hire out to anyone for the right price.

GLITZ

Glitz is a trendy, roaming casino run by the charming Juan Todo. Glitz opens for one night in a different place every month, moving between abandoned buildings, boiler rooms, private yachts, park pavilions, conference halls, hotel suites, parking garages, and other remote locations. Attendance is by invitation only and ranges from 10 to 30 guests, depending on the venue. No parking is allowed near the casino, and arrangements for drop-off and pick-up must be made in advance. Casino games include poker, black jack, roulette, faro, and baccarat. The dealers and waitresses are all beautiful young Latino women. A lot of Miami's wealthier movers and

shakers can be found, "Glitzing it up," and the house safe holds upwards of one-million dollars on any given night. Juan's six-man Cuban-American crew is always armed and expecting trouble. Juan grudgingly kicks up to the Luccis, mainly to keep the local cops off his back, but the mob is considering taking control of his whole operation. If this looks likely to happen, Juan would be eager to hire some extra muscle.

GORIN'S

Gorin's is a quaint kosher deli featuring traditional Jewish sandwiches and meals (kosher deli platters, smoked fish, stuffed cabbage, chicken in the pot, brisket of beef, etc.) for takeout or dining in. Gorin's offers a deceptively friendly atmosphere—very few know it as the headquarters of the local Jewish Mob (see below). A Cuban gang named Los Hombres has recently targeted the deli for a firebombing. A player crew might be inside the shop when it happens and/or be hired to retaliate; a police squad might be ordered to investigate the incident. Either way, valuable contacts can be made with members of the Jewish Mob. Gorin's is located in South Beach.

GREEN STREET PARK

Green Street Park, also known as Voodoo Park, is a secluded stretch of seashore used for certain voodoo ceremonies. Residents of the neighboring condos have complained several times about the loud music, large bonfires, and half-naked dancers cavorting around the park, but strangely the police never respond until well after the worshippers have gone. The wooded park adjoins an abandoned Baptist church, and its graveyard is sometimes used during ceremonies. A character who angers a local houngan (voodoo priest) might find himself drugged and buried alive in a coffin beneath Voodoo Park.

HONOLULU HEAVEN

Honolulu Heaven is a Hawaiian-themed massage parlor complete with tiki torches, bamboo décor, and grass-skirted masseuses. Honolulu Heaven is owned by a spiteful Japanese businessman named Koroku Hideki. Hideki ships in illegal Asian immigrant girls to work the parlor, pimping them out for a small added fee. A girl's relatives might hire a crew to liberate her, or an undercover police squad might be ordered to shut the operation down. Hideki's arms are covered in tattoos and many believe he is yakuza.

JEAN-CLAUDE'S

Jean-Claude's is a small, smoky bar-and-grill located in Little Haiti that features Caribbean atmosphere, music, and cuisine. It is a favorite meeting place of local Haitians. Jean-Claude's is owned and operated by Jean-Claude Charpentier, a houngan (voodoo priest) who practices white magic (rada). Jean-Claude manages a small botanica in the backroom, but refrains from public religious displays. He has a lot of pull in the Haitian community and the local gangs treat the bar as neutral ground. If befriended, Jean-Claude makes an excellent contact for characters wishing to learn more about voodoo or Santeria.

LA FLEUR DE BAIE

La Fleur de Baie is an expensive jacket-and-tie French restaurant that caters to the rich and famous. It features vaulted ceilings, widely-spaced tables, a ballroom-style dance floor, and an enormous glass-paned wall that looks out on Biscayne Bay. A private patio area is available for extra-special V.I.P.'s. A valet parking lot attendant named Rick Lafferty and two of his colleagues are currently running an elaborate auto theft scam. The attendants duplicate car keys, make note of the car's alarm system, and copy down the owner's address from his insurance cards. A few nights later, Rick and his buddies go to the house and steal the car. Flashy characters who dine at La Fleur could easily become victims of such a theft.

MEOW MIX

Meow Mix is a high-priced strip club where live nude girls serve drinks, gyrate in cages, dance on runways, wrestle in baby oil, and entertain clients in private "champagne rooms." A few smalltime coke dealers loiter around the bathrooms selling quick pick-me-ups to buzzing patrons. Meow Mix is a favorite stop for a number of celebrities and professional athletes. Guests are supposed to look, not touch, but many of the girls don't mind doing a little extra for the right price. Meow Mix's owner, Fred Patterson, turns a blind eye to any prostitution and drug dealing that goes on, so long as he receives an ample cut.

METROBUS STATION

This dirty Metrobus Station is a hangout for perverts, junkies, prostitutes, and other street people. The jaded cops who patrol this area are slow to respond to calls—most are more worried about getting free coffee and waiting for their shift to end than busting criminals and rousting bums. A smooth-talking pimp named Marcus Clay likes to cruise the station looking to coerce new girls into prostitution. Marcus is a

horrible pimp, however, who is often browbeaten by the women he manages.

MIAMI ANIMAL CARE CENTER

Miami Animal Care Center is a small, state-of-the-art veterinary clinic. It is fully equipped with treatment, surgical, x-ray, and kenneling facilities, and its staff has a good reputation among pet lovers. Miami Animal Care is owned by Dr. James Lee. Dr. Lee makes good money on the side treating gun shot, beating, and stab wounds. Most of his clients are Mafia soldiers, but he'll see anyone who comes in with cash in hand. Characters who are injured while committing a crime can expect excellent care here, though at double the normal costs.

MIAMI HERALD

The Miami Herald is the city's largest daily newspaper. It primarily serves the Miami-Dade, Broward, and Monroe counties in South Florida, but has many readers in the Caribbean and Latin America. Its Spanish insert, *El Herald*, is especially popular with the local Cuban community. The Herald has a reputation for liberal news reporting. Its investigative journalists are among the best in the country and are not afraid to ask hard questions. Many police officers avoid talking to Herald reporters (either from fear of being misquoted or from fear of saying something incriminating). The Miami Herald headquarters is located in Downtown Miami.

MIAMI METRO GUN AND PAWN

Metro Gun and Pawn is a large pawnshop that buys and sells bicycles, guns, electronics, jewelry, and other goods. Metro Gun and Pawn also buys stolen property at half retail value. It is popular with crooks and hustlers who have no idea that the shop is actually part of a Miami-Dade Burglary Unit sting. The detectives tape all sales, gather information on recent thefts, arrange discrete arrests, and coerce suspects into setting up larger players. Most stolen goods are returned to their rightful owners, but some are kept as evidence when building a case.

MIAMI PALMS

Miami Palms is a dorm-like hostel that features tacky Tropical Deco décor, cramped rooms, shared bathrooms on each floor, and live-in palmetto bugs. Miami Palms caters mostly to foreigners who are unfamiliar with American laws and customs. It is owned and operated by Gil and Penny Seager who often take advantage of their guests by charging additional fees and referring them to nightclubs and restaurants

that do the same. Penny handles all cleaning duties and is not above pocketing loose valuables.

MR. SMOOTHY

Mr. Smoother is an ice cream truck that runs through Liberty City, Overtown, and parts of the Biscayne Corridor. Mr. Smoother is owned and operated by Haitian-born Joe Smith. Joe runs numbers for the O-Town Brotherhood (see below). He loves children and does anything he can to discourage youngsters from a life of crime. Joe is self-educated, but pretends not to understand English well. He keeps his eyes and ears open, making him a good source of information for happenings on the street.

MUSCLE BEACH

Muscle Beach is a weightlifting patio located on a busy beachfront boardwalk. Muscle Beach is popular with gay men, including Donald Sasser and a few of his chiseled friends. Donald and his crew are “straight-bashers” who like to cruise local hot spots at night, beating up (and sometimes sexually assaulting) homophobes they encountered during the day. Sasser is surprisingly friendly and could provide excellent insight into Miami’s gay community.

NASCARO’S PIZZA

Nascaro’s is a small New York-style pizzeria that features sidewalk tables, a simple wine selection, and an open kitchen where patrons can watch the lively chefs toss dough. Nascaro’s is popular with tourists from the Northeast. It doubles as the headquarters of Mafia Boss “Bullet Head” Frank Lucci (see below) whose office is in the backroom. Lucci’s soldiers can often be found loitering at the sidewalk tables outside.

NOBLE BOOKS, INC.

Noble Books is a print shop that specializes in personalized calendars, wedding invitations, greeting cards, and self-published books. Noble Books is owned and operated by Jan and Carlton Freemont. The Freemonts promote Noble Books as a legitimate publishing house and have suckered dozens of authors into paying to have their own books published. The Freemonts are looking to branch off into the counterfeit money racket. They have the equipment to produce quality bills, but need a crew to steal plates from a trio of counterfeiters known as the Colombian Brothers. The Colombian Brothers pass off low-quality bills to foreign tourists, but their counterfeiting plates are top notch.

ODDS, ENDS, AND GUNS

Odds, Ends, and Guns is a small pawn shop that buys and sells mainly electronics, sporting goods, and guns. The shop is owned and operated by Greg Chambers. Greg is a fence affiliated with the Agnoles. He buys stolen goods at the standard knock off rates.

PAPA JAKE’S GATOR FARM

Papa Jake’s is a sprawling alligator farm located on the outskirts of the Everglades. This tourist attraction features a gift shop, BBQ pit, picnic tables, dueling banjo shows, canoe trails, boat tours, gator ponds, and over 1,000 alligators. Its owner “Papa” Jake Cranson is a major marijuana wholesaler. His men use fanboats to pick up shipments dropped into the Everglades and then store the drugs in airtight containers hidden beneath the gator ponds. Papa Jake and his men may seem like bumpkins, but they’ve added some high-tech surveillance to the farm to help protect their interests.

PEACEPIPE

Peacepipe is a tobacco and crafts shop owned by Seminole Chief Bob George. Chief George sells Indian-made jewelry, paintings, and other crafts as well as cartons of untaxed cigarettes. The wooden statue of a Seminole warrior, nicknamed Chief Peacepipe, stands guard at the door. Chief George happily passes truck schedules on to hijackers, then buys the stolen cigarettes for a fraction of the cost. His main suppliers were recently arrested during a botched heist in Ft. Lauderdale, and George is looking for a new crew to take their place. Peacepipe is located in Hollywood at the edge of the Seminole Indian Reservation.

SAVOIR-FAIRE

Savoir-faire is a home and business interior decorating service run by the flashy Guiseppe Franconi. Guiseppe pretends to be a flamboyant gay man whose only loves are fashion and design. In reality, he is straight, and the leader of a small crew of skilled burglars. Guiseppe uses his interior decorator act to scope out valuables and evaluate security systems. He and his crew recently made the mistake of burglarizing the home of a Medellin Cartel soldier named Elian Machado. Machado is on the lookout for several choice pieces of stolen property and jewelry, and one of these might end up in the hands of a flashy player character.

SFL PRODUCTIONS

SFL Productions is a seedy movie studio that specializes in locally-shot amateur porn videos. SFL is run by porn director Kenneth Roth. Characters who own scenic property (such as mansions or yachts) might be approached about hosting a shoot and/or investing money in a new movie. Kenneth is always on the lookout for new girls. He sometimes drugs young teenagers and then films them having sex, even going so far as to charge viewing fees for live shows. The angry father of a young runaway has recently come to Miami planning to kill Kenneth. Kenneth may hire the crew for protection or he may even risk asking the police for help.

SUN LAND RESORT

Sun Land is a newly-built, modestly-priced beach resort that features a restaurant/bar, fitness room, tennis courts, indoor/outdoor swimming pools, and access to a semiprivate beach. Sun Land is frequented mainly by traveling businessmen, salesmen, and conventioners. The concierge, Hollis Charles, manages a small recreational drug and prostitution ring for regular guests.

SURFSIDE RENTAL

Surfside Rental is a small kite and surfboard rental shop. The owner, D.D. Dodson, is a laidback beach bum-type who likes to smoke weed, drink rum, and listen to Jimmy Buffet. D.D. is a small-time gopher (employed by a local dealer) who uses his cigarette boat to pick up bales of marijuana and cocaine dropped into Biscayne Bay. D.D. was shot at and chased during his last pickup, but managed to lose his pursuers in Miami's maze-like canal system. He has no idea who tried to rob him and is looking to hire a security crew for his next run.

TELLMAN'S TILE AND CARPET

Tellman's Tile and Carpet is a floor-covering business that specializes in terrazzo tiles. The company is owned by Jim Tellman, a Lucci affiliate who handles loans up to \$50,000 at 10% interest per week. Jim's floor-covering crew doubles as his enforcers who save money by using the same tools for laying tile and collecting delinquent debts. The thugs conduct most of their business inside the Tellman's Tile van, and cleaning costs can be high.

THE BOX

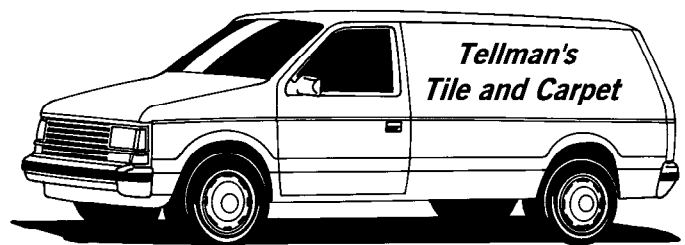
The Box is a hip-hop and break-dance club that features live DJs, three dance floors, and crowd-pleasing "rap duels" and "break-dance duels" between up-and-coming artists and performers. The Box is a favorite hangout of young blacks, mostly gang members who also like to loiter on the street out front. The bouncers are good at heading off trouble, but brawls, stabbings, and parking lot shootouts are a weekly occurrence. Drugs are readily available here, and a small-arms dealer named James Lowe sells handguns in the alley out back.

THE CURIOUS VIEW

The Curious View is a posh art gallery that showcases female Latino painters, sculptors, and photographers. The gallery is actually a front for a high-priced Latin American call-girl service run by Maria Martinez. The girls supply the art on display and mingle with clients during the show. Interested clients purchase the art of young ladies they find attractive and then take the girl out on a "date." Art prices start at \$2,000. All money changes hands through what appear to be legal transactions (art sales and commissions), making it difficult to build a case. The Curious View is strictly for high rollers. If you don't have a chauffeur, a yacht, and a six-figure income, you're better off looking somewhere else.

THE DOG'S BOLLOCKS

The Dog's Bollocks is a British-style pub owned and operated by the feisty Brit, Rory Collins. The pub caters largely to a Western European crowd, featuring imported beer, soccer memorabilia, and cricket, tennis, soccer, rugby, and other matches broadcast on closed-circuit satellite televisions. Rory and his hooligan friends are big fans of the Manchester United football (soccer) team. The atmosphere here is rowdy and brawls are common, although serious injuries are rare. Rory runs point-spread sports pools for a \$10 buy-in. Higher-stakes pools (up to \$1,000) are also offered to regular customers.



THE GLOW STAR DUNES

The Glow Star Dunes is a newly-renovated 15-story neon-lit Art Deco hotel. It is located off the beaten path, but still within walking distance of many major hotspots. The Glow is owned and operated by a shady businessman named Cameron Murrell. Murrell once had a deal with a local Cuban gang named Los Puertos where he would set guests up to be mugged once they left the hotel. Lately, Los Puertos has begun stiffing Murrell out of his cut and he is looking for a way to stop them without incriminating himself. He might try to organize a Neighborhood Watch program or he might hire a crew to drive the gang out of the area.

THE LADY DIVINE

The Lady Divine is a 131' luxury yacht that features lavish bedrooms, a full-service bar, state-of-the-art sound system, an open-air dance floor, dual sunbathing decks, and a trailing speedboat. The Lady is owned by a corrupt lawyer named Reginald Turner who makes most of his money finding loopholes in laws and keeping gangsters out of jail. The Lady is the site of extravagant parties where drugs, sex, and alcohol take center stage. Turner occasionally drops anchor in international waters and sends a paralegal named Harry Ragan to pick up drugs in Colombia. A well-equipped crew could score a few easy keys by intercepting Harry on his way back to the boat.

THE MONKEY PALACE

The Monkey Palace is a dive bar themed to resemble a ruined Hindu temple. The Monkey Palace features draft beer, a jukebox, dance floor, fake palms, and live capuchin monkeys roaming freely behind glass enclosures. The atmosphere is rowdy on weekends and the place always stinks of smoke, sweat, and monkey. The Monkey Palace is favored by truckers and biker clubs, and the parking lot is always full. Motorcycle races, daredevil stunt displays, and the occasional brawls take place throughout the night.

THE SHIELD

The Shield is a small bar-and-grill that offers good food, pool tables, foosball, dart boards, bubble hockey, and television sets that broadcast local news and sporting events. The Shield is a cop hangout where officers go to unwind after a long shift. Player squads can come here to mingle and perhaps exchange information with colleagues from other departments, but criminal crews had best stay far away.

UNCLE BRENTON'S AUTO BODY REPAIR AND DISPOSAL

Uncle Brenton's sprawling 30-acre junkyard and garage compound is located in South Miami-Dade. The yard is a maze of smashed and demolished cars, some of which are stacked five high. Paint-and-body shops and repair bays are scattered throughout, and a pile of burnt tires smolders on a hill at the far end of the yard. Brenton's is run by the burly Florida native "Uncle" Zeke Brenton. Uncle Brenton's is one of the largest chop shops in Miami. A flat fee of \$100 is paid for late-model stolen cars and trucks, with up to \$1000 being paid for special orders. Vehicles are stripped down, repainted, supplied with a new V.I.N., and then sold for half the retail price. Brenton's is also equipped with a car crusher and Uncle Zeke charges a \$500 fee for body disposal. Hired thugs and a number of Dobermans roaming the yard provide formidable security.

WINDS OVER MIAMI (WOM)

Winds Over Miami is a hot-air balloon company that provides passengers with an aerial view of Greater Miami. WOM is owned and operated by a Vietnam vet named Everett Ritter who sometimes helps out with search and rescue operations in the Everglades. Ritter knows a dozen locations where drugs are routinely dropped into the swamp and occasionally sets down to pick a bundle up. He is currently looking for a knowledgeable crew to help him cut and distribute ten keys worth of coke. Ritter is well armed and slightly paranoid. If befriended, he is a trustworthy ally with a steady supply of drugs—at least until the smugglers realize what is happening to their dope.

MIAMI NOTABLES

Listed below are a few crime-related NPCs living in Greater Miami. The gamemaster can treat them as extras or flesh them out as needed.

ANDRE SARTON

Andre Sarton is a sleazy banker who launders money for the Cali Cartel, the O-Town Brotherhood, and several other prominent drug dealers and mobsters. Andre likes to namedrop at the lavish parties he throws in his mansion home. He has a bad cocaine habit that is forcing him to skim more and more money from his clients, and it is only a matter of time before someone takes notice.

ANDY CULVERSON

Andy is a pleasant professional driver who hires out as a transporter and wheelman. Andy comes highly recommended. He is a former NASCAR racer whose services are not cheap. Andy supplies the vehicle if necessary, for an additional fee. He works only with professional criminals who prefer to keep a low profile, and avoids sociopaths or cowboys looking to make a name for themselves.

ANGEL CHAVEZ

Angel Chavez is a brash Medellin cocaine cowboy. This cartel soldier owns a mansion, thirteen expensive cars (Rolls Royces, Porsches, and Cadillacs), and a fleet of high-powered speedboats. Chavez and his entourage often frequent local salsa clubs. He is loud, uncouth, and a ruthless killer. Chavez likes to throw money around and gambles on a whim. He believes his boat, El Cohete, is the fastest on the water and challenges anyone who doubts it to a race. Chavez is deeply superstitious and is a devout Santero (Santeria worshipper).

BILL SATTERFIELD AND JAMES HUDSON

Bill and James are homicide detectives with a knack for solving tough cases. The two make an excellent pair. Bill is the older and more observant, but people are more willing to open up to easygoing James. James is a bachelor; Bill is divorced with two children. Both men enjoy tackling unsolved murders which often comes as a big surprise to crews who think they got away scot-free.

CARL DE LOUPE

Carl de Loupe is a Haitian cab driver who works for Norman Cabs. Carl has an easygoing manner and is always smiling. His cab's interior is painted bright lime and yellow, and decorated with taped-up Haitian news clippings and religious beads dangling from the rearview. The cab reeks of marijuana and the radio plays reggae exclusively. Carl is not afraid to fire up a joint with passengers in the car ("For medicinal purposes, mon," he explains). Carl is a reliable confidential informant (C.I.), which he feels gives him some leeway with the police.

CHARLES FRANCONI

Charles Franconi is an honest, hard-nosed Assistant District Attorney. Police officers respect Franconi's grit and determination. He cannot be bribed or coerced and does everything he can to get a conviction. Franconi has a

longstanding grudge against the Mafia, and there are rumors that one of the local families has put a contract on him.

CHEN "MICHAEL" LING

Michael is a two-bit Chinese-American con man, thief, and hustler who is obsessed with pop-singer Michael Jackson. "Michael" usually wears a red zipper jacket and parachute pants. He likes to break-dance (badly) when a Michael Jackson song comes on the radio. Michael is a career criminal, but is terrible at what he does and has been arrested dozens of times. Chen has extensive knowledge of Miami's criminal underworld and so far has been able to get his charges dropped by selling out everyone he knows.

DEBORAH HAMPTON

Deborah "Black Debbie" Hampton is an attractive, no-nonsense woman who runs a charter fishing boat service named Deep Sea Hunters. Black Debbie owns five fishing boats, but makes most of her money ferrying illegal immigrants into the U.S. She cares only for money and has ordered her guards to dump passengers at the first sign of a coast guard cutter. Black Debbie's bodyguard and sometime lover is a bruiser named Clive Norris.

DEREK P. FLAGLER

Derek Flagler is a wealthy broker who has made a fortune in stocks and investments. He is also a major drug lord supplied by the Cali Cartel. Dennis keeps his hands clean. He has an extensive network of underlings who do his dirty work, and has set them set up to take the fall in case things go bad. Derek lives in an exclusive gated island community. He loves horses and owns a ranch north of Miami. He can often be found in V.I.P. seating at the track where his horses consistently place in the top four.

EMIKO HATOYAMA ("LADY DEATH")

Emiko is a female yakuza boss who boldly took control of her husband's criminal operations after his assassination. Although the other yakuza opposed her rise to power, she eventually gained acceptance through a combination of political maneuvering, ruthless efficiency, and a series of orchestrated killings. Emiko is adored by the younger yakuza, but the older generation despises her. Her followers are fanatically loyal. She has a core of six enforcers known as the Black Candles who obey her orders without question. Emiko lives in Miami and prefers to spend most of her time in the States. She is more open-minded than other yakuza and is not

averse to employing non-Japanese criminal crews. She has developed a strange relationship with vice detective Harry Chase (see below), although the nature of this relationship is left to the gamemaster to develop. Emiko has vowed to destroy whoever was responsible for her husband's death.

ERNESTO LIEBER

Ernesto Lieber, also known as the "Butcher of South Beach," is an unlicensed plastic surgeon who operates throughout Greater Miami. Ernesto usually works out of rental homes, but occasionally opens small clinics using forged credentials and an assumed name. His clients are mostly desperate and/or foreigners. Ernesto specializes in nose, lip, ear, and breast surgery, and can be counted upon to change one's appearance, but not always for the best—Ernesto is responsible for permanently scarring and disfiguring dozens of men and women.

EVA MUELLER

Eva is a pretty, young Miami Herald reporter. She works the crime beat and has a good relationship with coroners and honest homicide detectives. Eva has a reputation for getting things done. She has an enormous amount of respect for the law and can become a great source of help and information if befriended. She can also become a criminal crew or corrupt cop's worse nightmare.

GRANT CHILDERS

Grant Childers is a charming young gigolo and con man who makes his money fleecing older women. He is also a sadist and a murderer. In the past year he has abducted and killed two young girls while posing as a professional modeling photographer. The women's remains are being stored inside fifty-gallon drums at a row storage complex in North Miami. Grant has a dwindling supply of money and is currently cruising the quieter bar scenes looking for a suitably-lonely middle-aged woman.

HARRY CHASE

Harry is a longtime Miami vice detective. He looks sloppy and unprofessional, with unkempt hair, a handlebar mustache, and a fondness for Hawaiian shirts, but his arrest record speaks for itself. Harry has a knack for blending in with Miami's seamier criminal element. He could become a valuable contact for any police character or come as a big surprise to any criminal he befriends. Harry respects and admires the



yakuza boss known as Lady Death (see above), but it is unlikely this attraction would ever compromise his duty.

JUDGE RITA BRIARSON

Judge Rita Briarson is a criminal court judge with a reputation for being soft on criminals. Rita is thoroughly corrupt. She can be bribed to reduce sentences and in some cases even have charges dismissed. She has many contacts in Miami's law and government agencies, so exposing her would be a difficult (though rewarding) task. One of her intermediaries might hire a criminal crew to throw police investigators off her trail in exchange for future favors.

JULIO MANZA AND CALVIN ST. JOHN

Julio and Calvin are a pair of corrupt vice squad detectives. These ex-gang members were recruited shortly after the Liberty

City Riots. They readily accept bribes (in cash, goods, or services), but are not on the payroll of any major players. Julio and Calvin still have many gang contacts and occasionally rip-off drug-dealers who belong to rival gangs. A black gang named the Sly-Town Seven is planning to gun down both men in retaliation for the death of their leader, who died under suspicious circumstances after being arrested by Julio and Calvin. If the men survive the attack, a police squad might be called in to investigate the shooting and possibly expose the depth of their corruption.

LAURA FITZGERALD

Laura Fitzgerald is a pharmacy tech who works at Jackson Memorial Hospital. She is a heroin addict who steals large amounts of drugs from the hospital pharmacy to trade for smack. Her addiction is growing worse by the day and it is only a matter of time before someone notices the theft. Laura's supplier is a major drug-dealer named Theo Yates. If Laura is arrested, he might hire a crew to either kill her or intimidate her into leaving town.

MACK "FINN" FINNICUM

Finn is the head dog handler at a local track. He is a crude and domineering man who is disliked by his employees. Finn is on the Lucci payroll and is sometimes ordered to give dogs "hot shots" of amphetamine before races to make them run faster. Finn might sell information about a fix to a criminal crew, but if the characters bet too large, the Luccis are sure to take notice.

MIKE JACOBS

Mike Jacobs is a Vietnam vet who retired to peaceful South Beach in the late 70s, only to get caught in the Cuban Crime Wave of the early 80s. Mike turned vigilante after his neighbor was killed by burglars. He is a superb marksman whose specialty is a high-powered sniper rifle. Mike stations himself on rooftops and inside abandoned buildings in crime-ridden areas and watches for signs of violent crime (muggings, rapes, assaults, etc.). He also listens to a police scanner and sometimes responds to violent calls. Mike has killed eleven people, and seriously wounded thirty, all drug-dealers and/or violent criminals. He has a great respect for the law and sometimes provides police officers with cover—his sharp-shooting has helped several officers out of tight spots. A manhunt is currently underway for the man the papers call the "Downtown Sniper," but many cops who work the rougher beats have come to think of him as a guardian angel.

FRED BAINBERRY ("MR. CLEAN")

Fred Bainberry is a professional entertainer who works children's parties and youth events dressed as a clown named "Mr. Clean." Fred is a deeply-disturbed murderer who believes his mother's ghost has returned from the dead and commanded him to rid the streets of prostitutes. Fred lures working girls into his van, assaults and kills them, and then dumps the bodies into the Bay. Fred only takes off his clown makeup when "cleaning." After each murder, Fred douses his entire body with bleach. Fred keeps the personal items of each girl he kills in a locked trunk beneath his bed, just waiting to be discovered by a crew of burglars.

KNIGHT ERRANT

Dylan Randleman is a quiet, unassuming man who owns a small video rental store. On weekends he becomes the vigilante who calls himself "Knight Errant." Randleman is a medieval history buff who belongs to a local reenactment society named The Gallant Few. He uses fake wooden swords, axes, and other weapons to catch and subdue criminals. Randleman has knocked two burglars and one car thief unconscious, but none were arrested due to lack of evidence. He has been shot at twice and has begun wearing an Army surplus flak vest under his surcoat. So far, the authorities have managed to keep Knight Errant's description out of the news. Investigators who stumble onto The Gallant Few who might be able to determine his identity (as well as learn more about the Middle Ages than they probably care to know).

NAOMI CHILDS

Naomi Childs is a beautiful young college freshman at the University of Miami. She majors in Spanish and plans to become a government translator when she graduates. Naomi is far from the innocent college girl she pretends to be. She routinely seduces married men and then blackmails them for thousands of dollars. The money goes towards expensive clothes, jewelry, nightclubs, and restaurants. Naomi protects herself by recording these trysts on videocassette. A local politician named Tito Fernando who is being blackmailed by Naomi is looking to hire a crew to steal the tapes and intimidate her into keeping quiet.

RAY DANO

Ray is a local street performer who plays the harmonica and guitar. He specializes in folk music, but has a large song list and can accommodate most requests. Ray is easygoing and well liked. He observes much of what happens on the street and could become an excellent informant. He has recently

taken a liking to a boy named Nate Peters. Nate is being abused by his single mother and Ray has considered contacting the police.

RICARDO VERTANA

Ricardo Vertana is a ruthless Cuban drug czar supplied by the Medellin Cartel. He is a Marielito who rose from nothing to become one of the most powerful men in Miami. Vertana is charming and brash. He dresses flashy and is free with his money. Vertana lives in a fortified mansion on Star Island surrounded by bodyguards and beautiful women. An ornate alligator pond in the center of Vertana's gardens is said to hold the remains of several of his enemies. Vertana has recently lost several large cocaine shipments to a local vice squad (perhaps even the characters') and is considering sending them an explosive message.

THE WESTS

Kevin and Jill West are go-getter real estate agents who live in a quiet home in Sunny Isles. The Wests run a "puppy mill" where they illegally breed and sell dogs. Their garage has been converted into a soundproof kennel where hundreds of dogs live in cramped, horrible conditions, churning out litter after litter of pups. The Wests make thousands of dollars a month selling these pups to pet shops all over South Florida. An animal rights group named Pet Watch has recently begun investigating local-area pet stores, and the Wests are looking for a crew to quietly dispose of their garage full of dogs.

VINCENT "IRISH VINNY" TORTELLI

Irish Vinny is a belligerent half-Irish/half-Italian thug who heads a crew of leg-breakers and stickup men. He is a Lucci affiliate who is bitter about his Irish heritage, and always tries to prove that he's as good a soldier as any full-blooded Italian. Vinny has few morals and no conscience. He hates his father for marrying an Irish girl (who ran off after Vinny was born), and has even considered killing him.

VLADIMIR DMITROVICH

Vladimir is a KGB spy who lives in a restored Art Deco hotel in South Beach. He keeps tabs on international politicians who vacation in Miami, oversees local Communist interests (especially as they relate to Cuba), and closely monitors the space program at Cape Canaveral. Vladimir speaks fluent Spanish and has many contacts and enemies among the Cuban underworld. Recently, he masterminded a car bombing that killed anti-Castro journalist Mariana Torres.

MIAMI FACTIONS, CLUBS, AND ORGANIZATIONS

Listed below are a few of the more prominent crime-related factions, clubs, and organization found throughout Greater Miami.

AGNOLES

The Agnoles are a Caporegime of the Genovese Family. The Italian Mafia considers Miami a "free city" that is open to anyone who wants to make money. The Agnoles are one of two major crews that are firmly entrenched in Miami (see Luccis, below). The Agnoles engage in all of the typical Mafia activities, but prefer to keep a low profile. They have a reputation for innovation and are quick to adapt to change and take advantage of new technologies. The Agnoles are led by the thoughtful Dominique Agnole.

AMNESTY INTERNATIONAL AND THE AMERICAN CIVIL LIBERTIES UNION (ACLU)

Amnesty International is a global organization that campaigns for a number of human rights issues including abolishing the death penalty, ensuring prisoners are treated humanely, and upholding the rights of refugees and asylum-seekers. The American Civil Liberties Union is a national organization whose stated mission is to "defend and preserve the individual rights and liberties guaranteed to every person in this country by the Constitution and the laws of the United States." Although their causes are sometimes just, too often they are corrupted by personal bias and political agendas. Both organizations have earned a bad reputation among police officers who feel they care more for protecting the rights of criminals than those of honest citizens. The liberal Maria Dandon is an activist for the local chapters of Amnesty International and the American Civil Liberties Union.

BARBAMUERTE

"Death to the Beard!" Barbamuerte is a militant Cuban anti-Communist organization whose goal is to overthrow Fidel Castro. Barbamuerte trains in a remote compound deep in the Everglades. They are financed by Cuban exiles and other anti-Communist agencies (including, some say, the U.S.

government). The group's headquarters/recruiting station is a nondescript building on a side street off Calle Ocho. Barbamuerte's leader is the fiery Marcio Perez.

BOSOZUKU

The Bosozuku are a gang of brash Japanese street punks who enjoy racing through Miami on high-speed motorcycles, daring the police to give chase. The Bosozuku engage in a number of criminal activities including vandalism, robbery, assault, and even murder. One of their favorite games is to slash at random pedestrians with wakizashis (small katanas) as they race past. The Bosozuku are street-level enforcers of a local yakuza boss.

CALI CARTEL

The Cali Cartel is a drug cartel based in the southern part of Colombia, around the city of Cali. The cartel was founded in the 1970s by Gilberto Orejuela, his brother Miguel Orejuela, Jose Londono, and Helmer "Pacho" Herrera. The Cali Cartel is one of the main suppliers of cocaine to wholesalers in Miami. Its soldiers are engaged in a bitter war with the rival Medellín Cartel.

CITIZENS FOR LIFE

Citizens for Life is a Christian-based Pro-Life organization responsible for the bombing of several abortion clinics and the murder of several abortion doctors. The group meets weekly to revel in their success and plan more murders for the Lord. Citizens for Life is led by the zealot Pastor John Nolan.

JEWISH MOB

The Jewish Mob is a low-key organized crime syndicate loosely connected to the Genovese Mafia Family. The mob's primary interests lie in real estate sales, loan sharking, and gambling. They have been active in Miami since the 1930s, but have fallen on hard times during the drug wars of recent years. The mob is based in South Beach where it is constantly at odds with Marielito gangs. The leader of the Jewish Mob is the aging Jonathan Feldman.

LUCCIS

The Luccis are a Caporegime of the Gambino Family. They are one of two Mafia crews that are firmly entrenched in Miami (see Agnoles, above). The Luccis boldly engage in all of the typical Mafia activities. Their soldiers are throwbacks to the

days of swagger and bravado. The Luccis prefer to solve problems with gunplay, and have shot it out with everyone from black street gangs to cocaine cowboys. The Luccis are led by the grim-faced "Bullet Head" Frank Lucci.

MEDELLIN CARTEL

The Medellín Cartel is a well-organized network of drug smugglers originating in the city of Medellín, Colombia. The cartel was built and is run by the infamous Pablo Escobar. The Cali Cartel is its chief rival for business in Miami and bloody confrontations between the two syndicates often make the local news.



NINE-FIVERS

The Nine-Fivers are a black gang that considers I-95 and the I-195 Expressway their own private turf. The Nine-Fivers target motorists in a variety of ways including using stolen cars to force vehicles off the road and then robbing the victims before the police arrive, dumping boxes of nails onto the street and descending on those who stop to fix a flat, and rear-ending cars getting onto the highway, then carjacking the victims when they get out to assess the damage. The Nine-Fivers are led by the volatile Curtis Bowman.

O-TOWN BROTHERHOOD

The O-Town Brotherhood is a fast-growing, primarily black crime syndicate that started as a gang of drug dealers, but has expanded into prostitution, gambling, and loan sharking, as well as a number of legitimate businesses including the popular OTB Recording Studio. The Brotherhood has turned several low-income neighborhoods and housing projects into

drug labs and distribution centers. Their drugs are supplied by several small cartels, but they are considering an alliance with one of the larger Medellin or Cali outfits. The Italian Mafia has recently warned them to scale back their growing operations, and the Brotherhood is arming itself for war. Brotherhood headquarters is located at Takahashi's, a posh Japanese Restaurant in the middle of rundown Overtown. The ultra-smooth Reginald Smith leads the O-Town Brotherhood, but most decisions go before a council of senior members.

SANG FRAIS

Sang Frais is a violent Haitian gang based in Little Haiti. Sang Frais engages in all of the typical gang activity, but limits its crimes to non-Haitians. They specialize in kidnapping and ransoming, usually non-Haitian immigrants. Sang Frais is led by a houngan priest named Adrien Honore who practices black magic (petro). Adrien wants to unite all of the Haitian gangs under his leadership. His chief rival in the community is a priest named Jean-Claude Charpentier (see Jean-Claude's, above).

SoBe CREW

The SoBe Crew is a gang of spoiled skateboarders who prey on tourists. Common crimes include vandalism, assault, robbery, and joy riding. The SoBe Crew are cowards at heart who rely on surprise and numbers to intimidate and subdue their victims. Real criminals should have no problems dealing with these street punks. The SoBe Crew is led by Rip Charleston, Jr. Their favorite hangout is a video arcade named Flipper Dan's.

THE GUARDIAN SISTERS

The Sisters are a feminist group that protests for equal pay, equal rights, "right to choose," and other women's issues. The Guardian Sisters are active in the community, helping to form Neighborhood Watches and to educate women on the dangers of traveling alone. A few of the more radical elements have become vigilantes. Led by the beautiful young Sheila Thrace, they have begun harassing convicted sex offenders and women/child abusers (slashing tires, breaking windows, etc.). Two nights ago they assaulted a convicted rapist and beat him into a coma.

THE RED SCOURGE

The Red Scourge is a local biker gang that dabbles in drugs (crystal meth), theft, and robbery. They are vocal racists who

occasionally provide muscle for other racist organizations such as the Ku Klux Klan. The Scourge clubhouse is located in South Miami-Dade. Their leader is an ex-con named Mark Fowler.

UNA PALABRA

Una Palabra is a large Cuban gang based in Little Havana. Una Palabra was founded by Marielitos, but many Cuban-American youths have swelled its ranks. The gang engages in all of the typical gang activities, and carries on a vicious war with local-area black and Haitian gangs. Jose Arroya is the leader of Una Palabra



THE DEAL

"The Deal" is a short *Vice Squad: Miami Nights* story that is suitable for any beginning squad or crew. "The Deal" is laid out as a series of open-ended events with suggestions provided to accommodate police officers, criminals, or others. The gamemaster might have to adjust some of these events depending on the motives and actions of the player characters.

MAJOR PLAYERS

The following NPCs are the major players encountered during the Deal. Unless otherwise noted, these NPCs should be treated as physical extras.

REX VARGAS

Rex Vargas is a Cuban-American businessman who owns several sporting goods stores throughout Greater Miami. Rex also runs a smalltime drug dealing, loan sharking, and fencing operation. He has recently decided to make the jump to big-time drug lord and has arranged a deal with the up-and-coming Pacho Cartel. If all goes well with the initial buy, Rex plans to use the cartel as his main supplier. Rex is armed with a 9 mm pistol.

REX'S THUGS (4)

These four men act as bodyguards and enforcers for Rex Vargas. They are the American Dale Minton, and the Cuban-Americans Jorge Ramon, Alejandro Lopez, and Rodger Cruz. After the Doughnut Hole Shootout (see below), the two remaining thugs are nervous and have itchy trigger fingers. Rex's Thugs are armed with 9 mm pistols.



MIGUEL ESTEBAN

Miguel Esteban is a gaunt Bolivian drug trafficker who never laughs or smiles. Miguel and his brother Chico founded the Pacho Cartel. Chico was killed by Cali soldiers and Miguel has vowed to seek revenge for his death. Miguel is armed with a .357 revolver.

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	3	3	1	2	2
SKILLS:	athletics 2, boating 2, brawling 2, driving 2, firearms 4, melee 2, piloting (marine) 3, riding 2, stealth 1, commodities 4, mechanics 2, streetwise 3, survival 2, negotiation 4, street cred 2, composure 2				
GIMMICKS:	enemies				
CLICHES:	thick skull				

PACHO CARTEL SOLDIERS (12)

The Pacho Cartel are a group of drug traffickers based out of the small river town of Pacho, Bolivia. The Pacho Cartel offers quality coke at \$1,200 per kilo direct or \$40,000 smuggled. At these prices, it won't be long before they start undercutting the larger cartels and when that happens there's bound to be trouble. Pacho soldiers are well-equipped and heavily armed, and the confrontation promises to be bloody.

The Pacho Cartel established itself in Miami a few months ago by wresting control of a small Coconut Grove neighborhood from a gang named Los Lobos Locos (see below). The cartel's main headquarters is the fortified Two Palms Motel, but they have a number of safe houses located throughout the city. The Pacho Cartel is run by Miguel Esteban. Pacho soldiers are armed with AK-47s, 9 mm pistols, and bayonets.

LOS LOBOS LOCOS (32)

Los Lobos Locos is a Cuban-American gang that was based in Coconut Grove until they were forced out by the better-armed Pacho Cartel. Recently, however, the Cali Cartel has supplied the gang with heavier weapons in an attempt to weaken the Pacho Cartel. Los Lobos is currently scattered throughout Greater Miami, but they are almost ready take back their turf. In the meantime, their leader, the ex-boxer Rafael "Campion" Sanchez, has ordered them to kill anyone who associates with the Pacho Cartel. Los Lobos Locos gangbangers are armed with Ingram MAC-10s.

THE DOUGHNUT HOLE SHOOTOUT

The Doughnut Hole is a typical doughnut shop located anywhere in Miami. It is about to become the site of a massacre. At some point during the otherwise the peaceful day, four Los Lobos Locos gangbangers open fire on two of Vargas's Thugs (Dale Minton and Jorge Ramon). The thugs never even see it coming. The bangers riddle the dead bodies with bullets and then (unless stopped) speed off in a stolen van (treat as an Average Truck if the characters decide to give chase). If attacked, the gangers return fire.

The gamemaster can bring the characters into the scene at any point during the shootout. The characters can be inside the shop, driving past it, or walking through the parking lot on their way to another store. It is not necessary for all characters to be present for the Doughnut Hole Shootout. Keep in mind, however, that Vargas's thugs are not meant to survive.

After the shooting, characters who do not pursue the gangbangers may attempt to help some of the dozen or so innocent bystanders who were hit by stray bullets and ricochets. If the characters are criminals, however, it is probably in their best interests to quit the scene. A truly opportunistic crew may attempt to rob the Doughnut Hole and/or some of its patrons (treat the score as Petty Crime without the chance for a complication).

THE FOLLOW UP

The characters may wish to find out what the shooting was all about. Or they may not. Characters who make an active effort to investigate the shooting learn all of the above information regarding Los Lobos Locos and the Pacho Cartel

(but nothing about Rex Vargas). In addition, a successful complex (2) awareness-based street cred task uncovers some or all of the following information (gamemaster's discretion).

Note: If the characters captured a Los Lobos Locos gang member from the shootout, they may make a routine (0) influence-based interrogation task instead.

- The Pacho Cartel has about 10-15 soldiers in Miami.
- The Pacho Cartel has been using the old Two Palms Motel as a base.
- Cartel soldiers have been using cars and speedboats to enter and leave the motel.
- Los Lobos Locos numbers about 20-30 gang members.
- The Cali Cartel has armed Los Lobos Locos in an attempt to weaken the Pacho Cartel.

No Dead Ends: If the characters fail the street cred task, they learn that a snitch named Chen "Michael" Ling (see Miami Notables, pg. 59) has had some recent dealings with the Pacho Cartel (running errands, introducing contacts, etc.). Michael is currently at Bayfront Park trying to sell a jacket full of stolen women's lingerie. He takes off running as soon as he sees the characters, providing a good opportunity for an amusing chase scene through the crowded park. If the characters are not police officers, Michael still bolts, assuming they are seeking revenge for a previous con or theft. If caught, he happily provides all of the above information, and might even provide the hook to Help Wanted (see below).



NEVER A DULL MOMENT

There's never a dull moment in Miami. Any of the following events can be used to spruce up the current session or as a hook for future stories. All NPCs encountered below should be treated as physical extras. When the gamemaster is ready to resume "The Deal," skip ahead to Help Wanted (see below).

- ≈ A beautiful Italian fashion model named Alexis Roma was on her way to a photo shoot when her convertible Corvette broke down. If the characters get the car started (a routine [0] reasoning-based driving task) she invites them to the shoot and perhaps to the after party at a posh salsa and merengue club named Bailar Noche. The club is jumping with live music, salsa dancers, and lots of drugs (mostly small quantities of coke and pills). Alexis is turned on by men (or women) who can dance, so any character who makes a complex (2) fitness-based athletics task on the dance floor might just get lucky.
 - ≈ A crew of ten La Raza gangbangers are loitering in front of an apartment building, playing craps and listening to Radio Maceo on a loud boombox. If the characters are in a vehicle, the bangers are instead gathered around a Chevelle SS blocking off the street. The gangbangers accost anyone walking down the sidewalk (or driving down the street) and force them to pay a "toll" of \$20 to pass. Those who refuse are attacked with fists, knives, and lead pipes.
 - ≈ A crying 5-year-old girl named Maria Lantana is wandering the streets looking for her mother. If the characters ask around the neighborhood, they eventually find her mother (a crack whore named Regina) passed out in a filthy apartment. Regina's pimp, Victor Hoost, thanks the characters for bringing the girl home, but if the characters act rudely, he does not hesitate to pull a knife.
 - ≈ A famous singer, movie star, or athlete (gamemaster's choice) is recognized at a local hangout and swarmed by autograph seekers. His agent singles out the characters and offers them \$100 each to escort the celebrity to his limo. Once inside the limo, introductions are made. If befriended, the celebrity may invite the characters to a black-tie fund raiser later that night. The fund raiser is a good opportunity for characters to mingle with Miami's rich and famous.
 - ≈ A group of children are playing stickball in the street. The body of a dead meth junkie lies in a nearby gutter and the children must leap over it to get to third base.
- None of the children seem overly disturbed by its presence. The gamemaster can use this event to foreshadow an upcoming story (missing persons, bad drugs, etc.).
- ≈ A group of five bounty hunters mistakes one of the characters for a wanted felon named Craig Lindon. The bounty hunters surround the character and threaten to blast him with pepper spray unless he gets down on the ground. If the character resists, the bounty hunters attack in force, using pepper spray, nightsticks, and even 9 mm pistols if the character(s) pull guns. If the character allows himself to be handcuffed, the bounty hunters realize their mistake once they check his I.D. The lead bounty hunter, Jim "Iceman" Anderson, personally apologizes and offers to bail the character out at highly-reduced rates if he ever needs someone to post bail.
 - ≈ A heroin addict named Hector Quinn snatches a gold chain off one character's neck as he runs past. If the characters are uniformed police officers or if they do not normally wear jewelry, Hector snatches an old woman's purse instead. If caught, Hector bursts into tears and promises never to steal or use drugs again.
 - ≈ A lawyer named Brett Childers has overdosed on cocaine and is running naked through the streets, shooting at people with a 9 mm pistol. The characters can either try to subdue him or they can take cover like everyone else. If the characters do nothing, Brett runs headlong into an intersection and is splattered across the hood of a passing Blazer. If subdued, the police and an ambulance eventually arrive to take Brett away. Brett later contacts the characters with a \$1000 reward and offers to represent them if they ever need legal counsel (after he gets out of rehab).
 - ≈ A local park is hosting the "Festival of the Sun," a New Age celebration honoring the power of the Sun God. The festival features craft booths, food vendors, street performers, live bands, and crowds of stoners. The smell of marijuana is thick in the air, but the local beat cops seem more interested in talking to hippy chicks than arresting potheads.
 - ≈ A manatee was struck by the propeller of a passing speedboat as it swam through a canal. The manatee has crawled onto a concrete ledge to nurse its wounds, but a gang of five kids (ages 8-12) has started throwing rocks at it. One of the boys has run off to get his father's gun. If the characters do nothing, the kids shoot and kill the manatee. If the characters intervene, Animal Control arrives on the scene and takes the

manatee into their care. The characters also score big points with an attractive member of the animal rights group Pet Watch who happens to be accompanying Animal Control.

- ≈ A parked car suddenly explodes, spraying glass and debris in all directions. Fortunately, no one was in the car when it went up. The bombing may have been the act of a jilted lover, a botched assassination attempt, part of an ongoing drug war, or just a random act of vandalism. The gamemaster can use this event to foreshadow an upcoming story.
- ≈ *Arigato!* A group of twenty-five smiling Japanese tourists want their picture taken in front of a gaudy Art Deco hotel called Flamingo Star. If the characters agree, each tourist requests a picture with a different camera. This encounter is designed mainly for laughs as the character takes picture after picture, however, a cold-hearted criminal might pull a gun and make off with twenty-five state-of-the-art Canons (score: \$350 each).
- ≈ A vehicle belonging to one of the characters is “tagged” with spray-painted graffiti. The “tagger” is an artist nicknamed Da Vinci who belongs to a local gang named the Criollos (or another gang of the gamemaster’s choosing). Alternately, Da Vinci might have tagged the vehicle with a mural or design instead of graffiti, as a sign of respect.
- ≈ An unmarked helicopter keeps appearing in the skies above the characters. The gamemaster can use this event to foreshadow an upcoming story.
- ≈ Chin Yu is a local convenience store owner who has refused to let the mob keep video games and cigarette machines in his store. Mikey “Muscles” Bonatello and two Lucci thugs are sent to rough up Yu and smash up his shop. Muscles orders any patrons (including the characters) to leave the store before getting down to business. If the characters help Yu, they earn his gratitude, but they also earn the enmity of the Luccis. The characters may use Yu in the future as a contact who can provide insight into Asian culture (or perhaps the Asian underworld).
- ≈ Four members of a black gang named the Caesar Canes drive past the characters in a gray Mercedes. One of the gangers is being “jumped in” today and his goal is to kill a random pedestrian. The Canes drive past the characters twice. On the third pass, the car screeches to a halt and the new ganger begins shooting. If the characters return fire, the other bangers

shoot back for 2 turns before peeling out. Three gang members are armed with 9 mm pistols. The initiate is armed with a sawed-off shotgun.

- ≈ Prisoners riot inside a police bus, causing it to sideswipe several parked cars before flipping onto its side. Several prisoners struggle with injured police officers while others escape in the chaos. The characters are on hand to witness the accident and may either help the officers, apprehend the fleeing criminals, or ignore the whole thing.
- ≈ The characters are stopped by a pair of dirty beat cops named Harry Rothstein and Mike Malloy. If the characters are cops, Rothstein and Malloy warn them to stay off of their beat. The officers are running a protection racket on several local store owners and don’t want to risk having them complain to honest cops. If the characters are criminals, Rothstein and Malloy handcuff and search them (and perhaps rob them) before letting them off with a warning. The cops arrest anyone who protests, threatening to charge them with “Obstruction of Justice” (a First Degree misdemeanor). Instead of going to jail, however, the characters are taken to an old warehouse in Overtown where they are badly beaten and tossed in a dumpster.
- ≈ The characters happen to see an armored truck parked in an alley behind a bank. Four armed guards stand watch while two more carry sacks of money into the back. Unless the characters take action, the men finish loading the truck without incident. Criminal characters might return later to take down a huge score.
- ≈ The characters hear police sirens, see a Pontiac Firebird skid around the corner, and watch the driver toss a TEC-9 out of the window as he races past. Seconds later, two police cars appear in pursuit. The characters are free to pick up the gun if they wish. The gamemaster can use this event to foreshadow an upcoming story.
- ≈ The characters see a miserable cocker spaniel inside a parked car with the windows rolled up. The temperature outside is almost 100 degrees. If the characters do nothing, the dog lies down and dies. The dog’s owner is in a nearby hair salon getting her nails done. She is the wife of a local politician and she won’t be too happy if someone breaks into her car.
- ≈ The O-Town Brotherhood is passing out fliers for a rally tonight in Liberty City. The rally is to protest against racism, police misconduct, and the hiring of illegal immigrants. Black characters who attend the rally

could make some major contacts in the black community. Non-blacks who show up are just asking for trouble.

- ≈ The streets are blocked off for the annual Miami Grand Prix—a high-speed Champ car race along a blocked-off downtown circuit. A huge crowd of onlookers and fans have gathered to watch the race and pickpockets are scattered throughout the crowd.
- ≈ Truck hijackers Chris Gould and Kyle Timmons have swiped 1,000 hot new Nintendo Entertainment Systems, but are having difficulty unloading them. They'll pay a \$1000 finder's fee plus give a free NES to any character who can hook them up with a fence. This is a good chance for characters to call in one of their initial contacts.

HELP WANTED

There is no set time for "The Deal" to resume. A day, a week, or even a month can pass between the Doughnut Hole Shootout and The Buy (see below). If the group is having fun with some of the events listed above, the gamemaster might even consider shelving "The Deal" completely.

If not, there are several ways to get the characters involved in the next part of the story. Vargas has no idea who shot his men up at the Doughnut Hole, but he assumes it had something to do with his upcoming drug deal. Vargas has arranged to buy 20 keys of coke from the Pacho Cartel and is looking to hire a crew of heavy hitters for backup during the buy. He's willing to pay \$5,000 for each man (\$2,000 up front and the rest once he has the coke). That's a lot of money for a simple afternoon's work.

For police characters, a squad of beat cops might be passing the Two Palms Motel right before the buy and notice it is no longer abandoned. Vice could learn about the upcoming deal from an informant and set up a sting. An Anti-Gang Unit could be directed to the motel while investigating the Los Lobos hit at the Doughnut Hole. S.W.A.T. might be called in to assist an undercover vice unit that is posing as Vargas's new thugs, and IAD might have that same vice squad under surveillance.

For others, The FBI has posted a \$10,000 bounty for the capture of Miguel Esteban, making him a prime target for bounty hunters or private eyes. Cuban Nationalists might want the drugs and/or the money to help fund La Causa. And any vigilante worth his gun should jump at the chance to put some hurt on the bad guys.

In the end, it is up to the gamemaster to get the characters involved with Rex Vargas. Otherwise, this scenario is essentially over.

THE TWO PALMS MOTEL

The Two Palms Motel is a tacky, rundown Tropical Deco motel that borders a small canal. The Pacho Cartel took control of the motel from Los Lobos Locos and have been using it as a base of operations ever since. Nice furniture, 26" television sets, and stereos have been added to three rooms being used by cartel soldiers. The rest are full of insects and moldering furniture.

A cartel soldier is always stationed inside the Office, watching the street. The other eleven are scattered throughout the compound. The soldiers are all well-armed and use walkie-talkies to communicate. Two late-model Cadillacs and a beat-up pickup truck with a camper shell are parked inside the compound. Three fanboats are moored in the canal. All six vehicles have the keys in the ignition.



THE BUY

Vargas handcuffs a briefcase containing \$800,000 to his left wrist before he, his two remaining thugs, and the characters enter the motel compound. Miguel and the bulk of his soldiers are waiting near the canal entrance. Vargas and Miguel go through the normal posturing: "Do you have the

money?” “Yeah, I have the money. Do you have the drugs?” “Yeah, I have the drugs, etc.”

During the brief exchange, the characters notice Miguel staring them down. When Vargas (or the characters) asks if there is a problem, Miguel angrily accuses the characters of being police officers. Weapons are raised and rounds are chambered. Vargas attempts to calm everyone down, but in the end it is up to the characters to prove they are not the law (especially if they are). This requires one character to make a routine (1) influence-based intimidation task or a complex (2) influence-based negotiation task (Miguel respects bravado). If the task fails, the soldiers open fire and the characters must fight for their lives.

If the characters convince Miguel they are legit, he radios a cartel soldier who arrives by speedboat (Wellcraft Scarab KV) a few minutes later. The speedboat contains 20 kilos of cocaine. Vargas uses a chemical test kit to determine that the drugs are real and then hands Miguel the briefcase full of money. This is when things get interesting.

ALL HELL BREAKS LOOSE

At some point during the exchange, all hell breaks loose. Armed gunmen storm the compound and bullets start to fly. Just who’s doing the shooting, however, depends on whether the characters are cops, criminals, or others.

SCENARIO #1: MIAMI VICE! FREEZE!

A vice squad has been watching the whole exchange. Or perhaps the characters are working undercover. Either way, once the signal is given, the cops storm in and the cartel soldiers open fire. The characters can join in the shootout, or if they are criminals, they can try to escape. The police give chase regardless. Vargas and Miguel jump into the boat and attempt to speed off with the drugs and money. They may allow characters to come aboard, or the characters might jump into an empty fanboat and take off. A Police High-Speed Patrol Boat loaded with armed police officers is quickly approaching and characters who flee by boat get caught in a running gun battle. It is unlikely the characters can outrun the launch, but a good pilot may be able to lose his pursuers in the maze of twisting canals.

SCENARIO #2: VENGANZA!

Los Lobos Locos storms the compound. The scene looks similar to the one described above except the gang does not have a boat. If the characters attempt to escape via the canals, the gangers may give chase in one of the cartel fanboats. Or, two gangers may be stationed on a nearby bridge to shoot at anyone fleeing the scene by boat.

SCENARIO #3: THE DOUBLE-CROSS

In this scenario, the characters try to rip-off Vargas and/or Miguel (or take Miguel into custody to collect the bounty). At some point, a jumpy soldier opens fire and the rest follow suit. The characters must nab the goods and then shoot their way through cartel soldiers and Vargas’s thugs.

CONCLUDING THE STORY

What happens after the shooting stops depends on how the scenario played out. Police squads should receive commendations for helping to put away two major dealers. A criminal crew might have made off with 20 kilos of cocaine and \$800,000 in cash. Or they might be happy just to get out of there with their lives. Whatever the case, the gamemaster should have plenty of new ideas from which to build future stories.

NEW VEHICLES

WELLCRAFT SCARAB KV CIGARETTE BOAT (1985)

SPEED	HANDLING	FRAME
0	+3	2

GIMMICKS: none

A streamlined, 38’-long speedboat with a top speed of 60 m.p.h. Looks good and handles well.

FANBOAT

SPEED	HANDLING	FRAME
0	+3	0

GIMMICKS: none

Fanboats or airboats are flat-bottomed boats powered by a caged airplane propeller. Used for traversing swamps, canals, rivers, and lakes. This model seats three, but carries up to five including the driver.

Greater Miami



CHARACTER TEMPLATES

GRIZZLED HOMICIDE VETERAN

An aging veteran who's seen it all, you have a massive chip on your shoulder, especially towards your new rookie partner (even knowing that you'll eventually take him under your wing). You talk a lot about your ex-wife and how she left you.

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	2	3	1	2	2
SKILLS:	athletics 1, boating 1, brawling 2, driving 1, finesse 1, firearms 4, stealth 1, gambling 1, interrogation 3, investigation 3, commodities 3, negotiation 1, street cred 3, composure 1				
GIMMICKS:	none				
CLICHES:	armor prop				

MAVERICK VICE DETECTIVE

Your arrest record is top notch despite being written up for ignoring procedure, shouting at IAD, and storming out of the lieutenant's office. You've been "out of line," "made it personal" and laughed at those who said "you're off the case." Bottom line is: You get the job done.

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	3	3	1	2	2
SKILLS:	athletics 2, brawling 2, driving 2, finesse 1, firearms 3, melee 2, piloting (marine) 2, interrogation 3, investigation 3, commodities 2, street cred 3, composure 2				
GIMMICKS:	none				
CLICHES:	squeaky clean				

ROOKIE BEAT COP

An idealist at heart, you joined the force hoping to make a difference in the community. You're bright-eyed, hopeful, and ready to show these grizzled veterans what a college education can do.

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	2	2	2	3	1
SKILLS:	athletics 2, brawling 2, driving 2, firearms 2, melee 2, interrogation 1, investigation 1, academics 4, commodities 2, computers 2, medicine 2, sciences 2, theology 2, negotiation 2				
GIMMICKS:	none				
CLICHES:	none				

SMARMY IAD DETECTIVE

You are persistent, observant, and meticulous, and have helped put many bad cops behind bars. Good cops don't like your smug attitude, but that Maverick Vice Detective better watch who he calls a rat. Otherwise, you might just have to pull his file and see what jumps out.

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	1	3	1	3	2
SKILLS:	athletics 1, brawling 1, driving 1, firearms 2, interrogation 4, investigation 4, academics 4, commodities 2, computers 1, general knowledge 1, negotiation 4, performance 2				
GIMMICKS:	none				
CLICHES:	know it all				

S.W.A.T. SNIPER

Always an excellent marksman, you found your true calling with S.W.A.T. You know how to draw up plans, scout the best vantage points, and of course, put one right between the eyes of a dangerous perp.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	3	1	2	1

SKILLS:	athletics 3, brawling 3, driving 2, firearms 6, melee 3, interrogation 2, investigation 2, commodities 2, computers 1, demolitions 2, electrical, engineering 1, general knowledge 1, composure 2
GIMMICKS:	none
CLICHES:	magic bullet

VETERAN LONER

You're a tough, world-weary veteran who hasn't had a partner since your last one died at the hands of a merciless cop-killer, and you haven't had a friend since your wife was gunned down by an old nemesis. Now you prefer to work alone.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	3	1	2	2

SKILLS:	athletics 2, brawling 3, driving 3, firearms 4, melee 3, piloting (marine) 2, interrogation 3, investigation 3, commodities 2, street cred 2, composure 3
GIMMICKS:	none
CLICHES:	wake-up call

COCAINE COWBOY

A year ago you were riding through the hills of Colombia, bullying coca farmers and shooting it out with bandits and police. Now, you've brought that same mentality to America and the streets will run red with blood, coke, and money.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	2	1	1	2

SKILLS:	athletics 2, brawling 3, driving 1, firearms 3, melee 2, riding 2, gambling 2, commodities 3, streetwise 2, negotiation 2, seduction 2, street cred 3, composure 3
GIMMICKS:	none
CLICHES:	extras a plenty

GANGBANGER

It's tough on the streets, but you're tougher. You were jumped in on your twelfth birthday and have earned respect by dealing, stealing, and policing your turf. Now, the real money is starting to come in and the gang is looking to you for leadership.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	2	1	1	2

SKILLS:	athletics 3, brawling 3, driving 2, finesse 2, firearms 3, melee 2, stealth 3, gambling 2, commodities 3, mechanics 2, streetwise 1, street cred 3, composure 1
GIMMICKS:	none
CLICHES:	none

MAFIA THUG

Keep your nose clean, make lots of money, and kick up to the Boss. You've done the last two, but that coke, man that coke is just too good to pass up. Why should the Boss care if you snort a little on the side?

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	4	3	1	1	1
SKILLS:	athletics 2, brawling 4, driving 2, finesse 1, firearms 5, melee 3, stealth 2, gambling 3, interrogation 3, commodities 3, street cred 3, composure 2				
GIMMICKS:	junkie (coke)				
CLICHES:	none				

YAKUZA ENFORCER

All your life you've quietly obeyed orders and bowed to your superiors. Things are different in America. Here you can be your own man. Will you honor the old traditions or will you blaze new trails in this rich land of plenty?

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	3	2	2	2	1
SKILLS:	archery 2, athletics 2, brawling 3, driving 2, firearms 2, melee 3, stealth 2, literacy 2, music 1, commodities 3, computers 1, occult lore 2, negotiation 2, performance 1, street cred, composure 2				
GIMMICKS:	none				
CLICHES:	none				

INDEPENDENT HIT-MAN

Everyone has to die some time, so why shouldn't you get paid? You have a gift for killing, but take no pleasure in the act. The money is what's important. You've done jobs for the Italian mafia, Colombian cartels, corrupt cops, and even a local housewife. It's all the same to you, as long as they pony up the cash.

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	3	3	1	2	1
SKILLS:	athletics 2, brawling 4, driving 2, finesse 3, firearms 5, melee 1, stealth 2, investigation 2, music commodities 2, street cred 1, composure 3				
GIMMICKS:	none				
CLICHES:	none				

CHARMING PRIVATE INVESTIGATOR

You're an ex-cop who found the private sector more to your liking (and your wallet). Your smile is your best asset, but you're good at what you do and your caseload is full. Lately you've been thinking of growing a mustache and buying a hot red sports car.

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	2	2	1	2	3
SKILLS:	athletics 2, brawling 2, driving 2, firearms 3, melee 1, piloting (marine) 2, riding 1, stealth 2, gambling 2, investigation 2, music 1, academics 1, commodities 2, seduction 2, street cred 1, composure 1				
GIMMICKS:	charming				
CLICHES:	none				

CORRUPT AG DETECTIVE

The streets have been peaceful ever since you decided that breaking a few rules was an acceptable tradeoff for keeping society safe. The local gangs know you won't harass them as long as they leave innocents alone. When you took money to be somewhere else during a gangland hit, however, you crossed the line from being a dishonest cop to a bad one.

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	3	2	1	2	2
SKILLS:	athletics 2, brawling 3, driving 2, firearms 3, melee 2, interrogation 3, investigation 3, commodities 2, general knowledge 3, negotiation 2, street cred 3, composure 2				
GIMMICKS:	None				
CLICHES:	None				

CUBAN REVOLUTIONARY

You were born in America, but your parents raised you to hate Castro and Communism. You joined a group of peaceful revolutionaries, but quickly saw they would accomplish nothing. Yesterday you bought a rifle and now you are looking for a group that does more than just talk.

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	3	4	2	1	1
SKILLS:	athletics 2, boating 2, brawling 2, driving 2, firearms 2, melee 2, piloting (marine) 2, stealth 2, disguise 1, forgery 1, literacy 2, academics 2, commodities 2, computers 2, streetwise 1, negotiation 1, street cred 1, composure 1				
GIMMICKS:	pigeon				
CLICHES:	none				

TOUGH BOUNTY HUNTER

You've never failed to bring back a fugitive. Most of them don't even try to run when they hear you've been called in to track them down. Still, there are a few who just don't get it.

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	3	2	1	2	2
SKILLS:	athletics 2, brawling 4, driving 2, finesse 1, firearms 3, melee 2, piloting (marine) 1, stealth 2, interrogation 1, investigation 3, commodities 1, computers 1, general knowledge 1, street cred 2, composure 1				
GIMMICKS:	none				
CLICHES:	none				

VIGILANTE

All these drug lords, street punks, coke heads, and Chinese samurai-types think they own the streets. The cops are useless, so it's time for honest, hardworking citizens like you to take back the city. One bullet at a time.

	FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
	2	2	2	2	2
SKILLS:	athletics 2, brawling 2, driving 2, firearms 4, melee 2, stealth 2, investigation 2, disguise 2, commodities 2, computers 2, electrical 2, general knowledge 2, mechanics 2, negotiation 2, street cred 1, composure 1				
GIMMICKS:	none				
CLICHES:	none				

VEHICLE TEMPLATES

AVERAGE CAR

SPEED	HANDLING	FRAME
+1	+2	2

GIMMICKS: none

An average family car (four-door sedan, station wagon, etc.). Subtract 1 from FRAME for compact cars (VW bugs, Gremlins, Pintos, etc.). Add 1 to FRAME for larger cars (limousines, Cadillacs, etc.).

AVERAGE TRUCK

SPEED	HANDLING	FRAME
+1	+2	3

GIMMICKS: off-road

An average pickup truck. Subtract 1 from FRAME for smaller trucks (compacts, jeeps, dune buggies, etc.). Add 1 to FRAME for SUVs (Blazers, Broncos, etc.).

CHEVELLE SS (1972)

SPEED	HANDLING	FRAME
+2	+2	3

GIMMICKS: none

The Chevelle SS was Chevrolet's first muscle car.

CORVETTE C3 (1980)

SPEED	HANDLING	FRAME
+3	+3	2

GIMMICKS: none

The Corvette was the first all-American sports car built by an American car manufacturer.

DE LOREAN (1983)

SPEED	HANDLING	FRAME
+3	+3	3

GIMMICKS: none

The De Lorean, with its distinctive gull-wing doors and stainless steel body was the only car ever produced by the De Lorean Manufacturing Company. Perfect for going *Back to the Future*.

PORSCHE 911 CARRERA (1984)

SPEED	HANDLING	FRAME
+3	+4	1

GIMMICKS: none

The Porsche 911, with its air-cooled rear engine, was the evolution of the Volkswagen Beetle. It is the most successful competition car ever.

FERRARI TESTAROSA (1984)

SPEED	HANDLING	FRAME
+3	+5	2

GIMMICKS: none

The Testarosa is a radically wide, low, and fast high-performance sports car that no good undercover cop should be without. Available in black or white.

HEMICUDA (1970)

SPEED	HANDLING	FRAME
+2	+3	3

GIMMICKS: none

A Plymouth Barracuda with a Chrysler Hemi engine, this car was legendary for its speed in the quarter mile. Back in its day.

LAMBORGHINI COUNTACH (1982)

SPEED	HANDLING	FRAME
+4	+4	2

GIMMICKS: none

The wedge-shaped body, angular features, and trademark horizontal hinged doors make the Lamborghini one of the most recognizable cars ever.

PLYMOUTH GRAN FURY (1982)

SPEED	HANDLING	FRAME
+2	+3	3

GIMMICKS: none

The tough and durable Plymouth Gran Fury is popular with police departments all over the country

PONTIAC FIREBIRD TRANS AM (1982)

SPEED	HANDLING	FRAME
+3	+3	2

GIMMICKS: none

The remodeled Firebird sports an aerodynamic design, sloping front end, popup headlights, and a functional spoiler. Blinking red scan bar on the hood and Turbo Boost are optional.

PONTIAC GTO (1966)

SPEED	HANDLING	FRAME
+2	+3	3

GIMMICKS: none

The Pontiac GTO was the first true muscle car, most notable for its stacked quad headlights and hood scoop.

AVERAGE DIRT BIKE

SPEED	HANDLING	FRAME
+1	+3	0

GIMMICKS: off-road

Designed for off-road racing or recreation.

AVERAGE MOTORCYCLE

SPEED	HANDLING	FRAME
+2	+3	0

GIMMICKS: none

An average street bike.

HARLEY-DAVIDSON SPORTSTER

SPEED	HANDLING	FRAME
+3	+3	1

GIMMICKS: none

A powerful, American-made bike with a rumbling exhaust note. Everyone looks good riding a Harley.

HONDA THREE-WHEELER

SPEED	HANDLING	FRAME
0	+1	1

GIMMICKS: off-road

Designed for off-road use. More stable than a dirt bike, but prone to rollovers when cornering or climbing steep hills. Rednecks love 'em.

KAWASAKI NINJA ZX-12R

SPEED	HANDLING	FRAME
+4	+4	0

GIMMICKS: none

A sleek, high-performance street bike that can get you killed faster than anything else on the road. (Yeah, I know it's not 80s, but how could I leave it out?).

MOPED

SPEED	HANDLING	FRAME
-2	0	0

GIMMICKS: none

The moped is essentially a motorized bicycle. It is available in goose-neck or scooter-type models, but you really don't want to be caught dead on either one.

AVERAGE DEEP-SEA FISHING BOAT

SPEED	HANDLING	FRAME
-2	0	3

GIMMICKS: none

A typical 45' yacht used for recreational (i.e. drunken) deep-sea fishing.

FISHING TRAWLER

SPEED	HANDLING	FRAME
-2	-2	4

GIMMICKS: none

These 60-foot-long commercial fishing vessels drag trawls (fishing nets) along the bottom of the sea. Just ignore the satellite dish and radar antenna mounted on top.

JON BOAT

SPEED	HANDLING	FRAME
-3	+1	0

GIMMICKS: none

A simple aluminum boat with an outboard motor. Used for freshwater fishing or for ferrying drugs through Miami's canals.

COUGAR CAT 38' CIGARETTE BOAT (1983)

SPEED	HANDLING	FRAME
+2	+3	2

GIMMICKS: none

Able to achieve speeds over 120 mph, this class of speedboat is perfect for off-shore racing or making a break from pursuing Coast Guard patrols. Another must-have for any self-respecting undercover cop.

FEADSHIP 140' LUXURY YACHT (1983)

SPEED	HANDLING	FRAME
-4	-3	5

GIMMICKS: none

A showpiece of classical elegance and international style. If you can afford one of these babies, chances are you're doing something illegal.

POLICE FAST PATROL LAUNCH

SPEED	HANDLING	FRAME
-1	+2	3

GIMMICKS: none

The 60' Fast Patrol Launch is a highly maneuverable and seaworthy vessel that can be outfitted for a variety of operations including patrols, crew transfers, research, port administration, ambulance duties, hydrographic surveys, and more.

POLICE HIGH-SPEED PATROL BOAT

SPEED	HANDLING	FRAME
0	+2	2

GIMMICKS: none

Developed for paramilitary applications worldwide, 30' police patrol boats are perfect for coastal policing operations.

HATTERAS COCKPIT 80' LUXURY YACHT (1985)

SPEED	HANDLING	FRAME
-4	-2	5

GIMMICKS: none

This cruising vessel features a large upper deck, perfect for bikini-clad fashion models to sunbathe on.

USCG COASTAL PATROL BOAT

SPEED	HANDLING	FRAME
-1	+1	5

GIMMICKS: armor (1)

This 87' vessel sports two .50 machineguns, making it the bane of smugglers all along the southern coast. USCG crews also perform search and rescue operations and combat illegal immigration.

AVERAGE HELICOPTER

SPEED	HANDLING	FRAME
+3	+3	1

GIMMICKS: none

An average helicopter used mainly by wealthy businessmen, emergency services, and news agencies.

MILITARY HELICOPTER (AH-64 APACHE)

SPEED	HANDLING	FRAME
+5	+5	3

GIMMICKS: none

The AH-64 attack helicopter features state-of-the-art controls, a 30 mm autocannon, Hydra-70 rocket launchers, and Hellfire and Sidewinder missile-launching capability.

POLICE HELICOPTER

SPEED	HANDLING	FRAME
+4	+3	2

GIMMICKS: none

Unarmed police helicopters are used for traffic control, ground support, air patrol, surveillance, search and rescue, and S.W.A.T. transport.



VICE SQUAD

Miami Nights



CHARACTER NAME

PLAYER NAME

<div> <div></div> <div>FITNESS</div> </div> <div> <div></div> <div>REACTION TOTAL</div> </div> <div> <div></div> <div>AWARENESS</div> </div> <div> <div></div> <div>CREATIVITY</div> </div> <div> <div></div> <div>REASONING</div> </div> <div> <div></div> <div>INFLUENCE</div> </div>	<div>SKILLS</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>	<div>FATIGUE / INJURY</div> <div> <div>DAZED <input type="checkbox"/></div> <div>STRESSED <input type="checkbox"/></div> <div>STRAINED <input type="checkbox"/></div> <div>EXHAUSTED <input type="checkbox"/></div> <div>UNCONSCIOUS <input type="checkbox"/></div> </div> <div> <div>-</div> <div>+1DIFF</div> <div>+2DIFF</div> <div>+3DIFF</div> <div>—</div> </div> <div> <div><input type="checkbox"/> BRUISED</div> <div><input type="checkbox"/> SPRAINED</div> <div><input type="checkbox"/> WOUNDED</div> <div><input type="checkbox"/> MAIMED</div> <div><input type="checkbox"/> INCAPACITATED</div> </div>
		<div>GIMMICKS AND GEAR</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
<div>VEHICLE</div> <div></div> <div></div> <div></div> <div></div>	<div>STRESS / DAMAGE</div> <div> <div>ENGAGED <input type="checkbox"/></div> <div>DISTRESSED <input type="checkbox"/></div> <div>OVERWORKD <input type="checkbox"/></div> <div>OVERHEATED <input type="checkbox"/></div> <div>DISABLED <input type="checkbox"/></div> </div> <div> <div>-</div> <div>+1DIFF</div> <div>+2DIFF</div> <div>+3DIFF</div> <div>—</div> </div> <div> <div><input type="checkbox"/> DENTED</div> <div><input type="checkbox"/> IMPAIRED</div> <div><input type="checkbox"/> BREACHED</div> <div><input type="checkbox"/> COMPROMISED</div> <div><input type="checkbox"/> WRECKED</div> </div>	<div>NOTES</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
<div></div> <div></div> <div></div> <div></div> <div></div>	<div>VEHICLE GIMMICKS</div> <div></div> <div></div> <div></div> <div></div>	

CRIME SITES

1. Aerobics Class	26. Disco/Dance Club	51. Large Grocery Store	76. Residential Home
2. Airport	27. Doughnut Shop	52. Lingerie Store	77. Resort Hotel
3. Animal Shelter	28. Drugstore	53. Liquor Store	78. Roach Coach
4. Apartment/Condo	29. Electronics Store	54. Loan Office	79. Roller Rink
5. Appliance Store	30. Fast Food Joint	55. Mansion	80. School
6. Art Gallery	31. Fire Station	56. Marina	81. Seedy Hotel
7. Auto Paint and Body Shop	32. Floor Covering Store	57. Massage Parlor	82. Soup Kitchen
8. Auto Repair Shop	33. Flower Shop	58. Men's Clothing Store	83. Steakhouse Restaurant
9. Bakery	34. Greek Restaurant	59. Mexican Restaurant	84. Strip Club
10. Bank	35. Gun Dealer	60. Motel	85. Sub Shop
11. Bar	36. Gym/Spa	61. Movie Theater	86. Sunglass Hut
12. Bookstore	37. Hardware Store	62. Music Store	87. Taco Stand
13. Botanica	38. Health Food Store	63. Neighborhood Grocery Store	88. Tai Restaurant
14. Bowling Alley	39. Hospital	64. Novelty Shop	89. Tattoo Parlor
15. Bridal Shop	40. Hot Dog Vendor	65. Park	90. Taxi Garage
16. Bus Station	41. Houseboat	66. Pawn Shop	91. Theater (Plays)
17. Car Dealership	42. Ice Cream Shop	67. Pet Groomer	92. Tour Boat
18. Chinese Restaurant	43. Ice Cream Truck	68. Pet Store	93. Tour Bus
19. Church	44. Italian Restaurant	69. Pipe and Cigar Shop	94. Train Yard
20. Clinic	45. Jai-alai Fronton	70. Pizza Parlor	95. Travel Agency
21. Convenient Store	46. Japanese Restaurant	71. Pool Hall	96. Trendy Clothing Store
22. Cuban Restaurant	47. Jewelry Store	72. Pretzel Shop	97. Veterinarian
23. Day Care Center	48. Junkyard	73. Public Swimming Pool	98. VFW
24. Deli	49. Kennels	74. Race Track (99. Videogame Arcade
25. Department Store	50. Kosher Restaurant	75. Record Store	100. Yacht

CONTACT TRAITS

1. Accent	26. Disco Throwback	51. Hums	76. Smoker
2. Always Broke	27. Dog Lover	52. Illegal Immigrant	77. Sniffles
3. Always Eating	28. Dreadlocks	53. Junkie	78. Soccer Mom
4. Always Hungry	29. Drunk	54. Kool-Aid Mustache	79. Sony Walkman
5. Arrogant Writer	30. Elderly	55. Liberal Whiner	80. Spinach on Teeth
6. Atheist	31. Empty Briefcase	56. Lisp	81. Star Trek Geek
7. Bad Breath	32. Ex-con	57. Long Fingernails	82. Stoned
8. Beard	33. Ex-cop	58. Manipulator	83. Stutters
9. Beer Belly	34. Facial Scar	59. Mirror Shades	84. Sunburned
10. Big Ears	35. Fake Boobs	60. Mustache	85. Suntan
11. Big Nose	36. Fat	61. Nervous Tic	86. Surfer
12. Bites Fingernails	37. Fidgety	62. One Eye	87. Tall
13. Body Odor	38. Flaky Artist	63. Optimist	88. Tattoo
14. Body Piercings	39. Flashy Jewelry	64. Pale Skin	89. Teeth Missing
15. Boils/Sores	40. Football Fan	65. Paranoid	90. Timid
16. Break-dancer	41. Freckles	66. Pessimist	91. Tourist
17. Bull Neck	42. Goatee	67. Prosthetic Arm	92. Turkey Neck
18. Burly	43. Gold Medallion	68. Prosthetic Leg	93. Urban Cowboy
19. Cat Lover	44. Goth/Punk	69. Racist	94. Valley Girl
20. Chatty	45. Grill	70. Raspberry Beret	95. Vietnam Vet
21. Chicken Legs	46. Heavy Boombox	71. Religious Nutjob	96. Violent
22. Clumsy	47. Heavy Makeup	72. Shirtless	97. Wheelchair
23. Computer Guy	48. Hippy	73. Short	98. Whispers
24. Conspiracy Theorist	49. HIV	74. Sideburns	99. Wrinkled Skin
25. Desperate Housewife	50. Hook Hand	75. Skinny	100. Yuppie

MIAMI NIGHTS: 80s TRIVIA

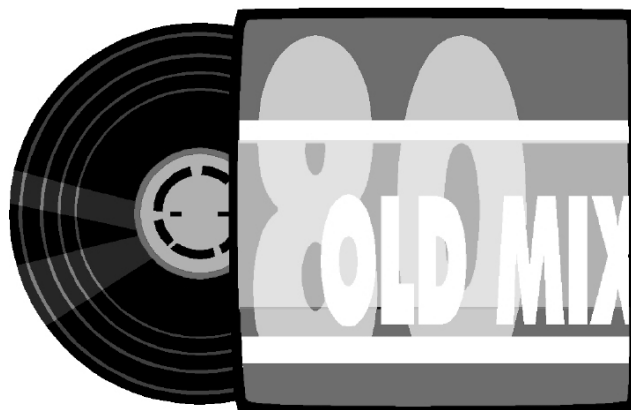
Let's see how much useless 80s trivia you really remember. Write down the answers and tally up the results to see if *Vice Squad: Miami Nights* is really the game for you.

1. What did FRANKIE SAY?
2. What was the name of Buck Rogers' robot sidekick?
3. What organization did MacGyver work for?
4. What underwear was fun to wear?
5. Name the evil wizard who tormented the Smurfs
6. Complete this verse from Madonna's 1983 hit song "Lucky Star": "You may be my lucky star, but _____."
7. What vigilante shot four would-be muggers in a New York City subway in December of 1984?
8. What bestselling puzzle toy was created by a Hungarian sculptor and professor of architecture?
9. Who shot J.R.?
10. In what show did Lee Majors play an aging stuntman?
11. Name the three brothers from *Newhart*
12. What village hosted the 1980 Winter Olympics?
13. Complete this verse from Men at Work's 1982 hit song "Down Under": "I said, do you speak-a my language?"
14. What was the Unabomber's real name?
15. "The best just got better," was the slogan for what infamous soft drink?
16. What did the initials in CHiPs represent?
17. What show had cameo appearances by Sheena Easton, Melanie Griffith, and Phil Collins?
18. Who played Dr. David Banner and who played his alter ego the Incredible Hulk?
19. Complete this lyric from Hall and Oates's hit song "Maneater": "Oh here she comes."
20. According to Calvin Klein, what lies between love and madness?
21. What fast-food franchise featured the slogan "Where's the Beef?"
22. According to Ray Parker Jr.'s smash hit "Ghostbusters," what makes him feel good?
23. What was Cliff Claven's occupation on *Cheers*?
24. Name the four members of the A-Team

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25. What fictional illness did Buckner & Garcia sing about in their 1982 hit song?
 26. Name the first music video aired on MTV
 27. What martial artist founded the style known as Chun Kuk Do, or the "Universal Way?"
 28. Who was quoted as saying that "Christians and Jewish people" were the only ones qualified to hold public office?
 29. According to the pop music band Yes, being the owner of a lonely heart is much better than being the owner of what?
 30. What 007 film helped fuel the 1980s snowboarding craze?
 31. What popular mobster seized control of the Gambino crime family after having Mafia Boss "Big Paul" Castellano killed?
 32. Who was quoted as saying that Fidel Castro was "the most honest, courageous politician" he'd ever met?
 33. Complete this Quiet Riot verse: "Cum on feel the noiz!"
 34. Who was the first high-ranking Mafioso to be convicted under the RICO Act?
 35. Name the bully who tormented Arnold on *Diff'rent Strokes*
 36. What color beret did Prince sing about in his 1985 hit song of the same name?
 37. Who was the front man for the 80s Christian conservative group The Moral Majority?
 38. What comedian was badly burned while trying to freebase cocaine in 1980?
 39. Name the first space shuttle to be launched into space
 40. What nationality was the man who attempted to assassinate Pope John Paul II?
 41. What highly-controversial chain opened its first restaurant in Clearwater, Florida in 1983?
 42. What year did the first season of *Miami Vice* air?
 43. What bizarre 80s arcade game featured a pyramid, a snake named Coily, and a hopping furrball with a long snout?
 44. What three warnings accompanied the cute, furry Mogwai in the movie *Gremlins*?
 45. Name the hero of *Clash of the Titans*.
 46. What national holiday was created in 1983?
 47. What charity single written by Michael Jackson and Lionel Richie helped raise funds for famine relief efforts in Ethiopia?
 48. Who founded the Medellin drug cartel?
 49. What popular game show featured the phrase "No Whammies!"
 50. What taste test from the early 80s pit two soft drink giants against one another?
 51. What break-dance slide became Michael Jackson's signature move?

52. Who was the first woman to run on a presidential ticket?
53. Name the multi-headed dragon and her demonic nemesis from the cartoon *Dungeons & Dragons*.
54. In the movie *The Karate Kid*, what three chores did Mr. Miyagi give Daniel to help condition his body for martial arts training.
55. Who was the first baseball player to ever appear on a postage stamp?
56. What brand of BB gun did Ralphie Parker want for Christmas in *A Christmas Story*?
57. What orphaned dolls caused store riots during Christmastime of 1983?
58. Who was the first female justice of the Supreme Court?
59. What nightclub chain featured male dancers wearing bowties, white cuffs, and black spandex pants?
60. What did a postage stamp cost in 1985?
61. What brand of shredded bubble gum was packaged like chewing tobacco and marketed to children?
62. What infamous Mafia associate became a federal informant who ratted out his old friends?
63. What theme park was the Griswold's destination in *National Lampoon's Vacation*?
64. What two business lessons did Frank Lopez convey to Tony Montana in the movie *Scarface*?
65. What "all news, all the time" channel was launched in 1980?
66. Nerds, Runts, and Everlasting Gobstoppers were manufactured by what candy "company"?
67. Name the virgin character from the movie *Porky's*
68. What type of candy does Elliot use to lure E.T. into his house?
69. Name the little girl who was abducted by ghosts in the movie *Poltergeist*.
70. In 1982, cyanide found in what pain-relief medicine killed seven people and led to the introduction of tamper-proof packaging?
71. What cult classic contained the quote: "He'll find her. That's what he does. That's *all* he does!"
72. Who did the U.S. hockey team beat for the gold in the 1980 Winter Olympics?
73. What is Indiana Jones's real first name?
74. Name Mr. T's character in *Rocky III*
75. What actor had roles in the movies *Stripes*, *Splash*, and *National Lampoon's Vacation*?
76. What controversial British rocker bit the head off of a bat in 1982?
77. What drink size did 7-Eleven introduce in 1980?
78. Who was the first rap group to have a certified gold album?
79. Name the language fad sparked by the Valley Girls of the San Fernando Valley?

80. Curtis Sliwa founded what organization to help combat widespread violence and crime in New York City's subways?
81. What trendy Swiss watch brand gained popularity in the mid-1980s?
82. What professional wrestling championship debuted in Madison Square Garden in 1985?
83. What 1980s toy featuring a red baseball cap and blue overalls was an attempt by Hasbro to make a doll that appealed to boys?
84. What HBO children's show featured Doozers, Gorgs, and a talking Trash Heap?
85. What series of short animated films was marketed for children and featured songs about economics, grammar, science, history, and politics?
86. What juice drink introduced in 1981 was sold in silver pouches?
87. What name did the young guerillas go by in the movie *Red Dawn*?
88. What three warnings did the locals at the pub give Jack and David in the movie *An American Werewolf in London*?
89. What color lightsaber did Luke Skywalker wield in *Star Wars Episode VI: Return of the Jedi*?
90. Who was the first American woman to reach outer space?
91. What McDonald's entrée was first offered in 1983 with a choice of four dipping sauces?
92. Name Judd Nelson's juvenile delinquent character in *The Breakfast Club*
93. What smash hit Nintendo game is listed in the Guinness Book of World Records as the best-selling video game of all time?
94. How did Conan respond when asked the question, "What is best in life?"
95. What was the name of K.I.T.T.'s evil twin in the *Knight Rider* television series?
96. What high-ranking Nazi war criminal was arrested in Bolivia in 1983?
97. According to Pat Benatar's 1983 hit song, what is love?
98. What actress played Officer Stacy Sheridan, T.J. Hooker's sexy female costar?
99. In *Miami Vice*, what type of pet did Detective Sonny Crockett keep on his boat? What was its name?
100. In 1981 while awaiting surgery for a gunshot wound, what former actor was quoted as telling his wife, "Honey, I forgot to duck"?



80s TRIVIA ANSWERS

1. RELAX
2. Twiki
3. The Phoenix Foundation
4. Underoos
5. Gargamel
6. "I'm the luckiest by far."
7. Bernhard Goetz
8. Rubik's Cube
9. Kristin Shepard (Mary Crosby)
10. *The Fall Guy*
11. Larry, Darryl, and Darryl
12. Lake Placid, New York.
13. "He just smiled and gave me a vegemite sandwich."
14. Theodore Kaczynski
15. New Coke
16. California Highway Patrol
17. *Miami Vice*
18. Bill Bixby and Lou Ferrigno.
19. "Watch out boy, she'll chew you up."
20. Obsession
21. Wendy's
22. Bustin'
23. Mailman
24. Col. John "Hannibal" Smith, Lt. Templeton
"Faceman" Peck, Capt. H.M. "Howling Mad"
Murdock, Sgt. Bosco Albert "B.A." Baracus
25. Pac-Man Fever
26. "Video Killed the Radio Star" by the Buggles
27. Chuck Norris
28. Pat Robertson
29. A broken heart
30. *A View to a Kill*
31. John Gotti
32. Jesse Jackson
33. "Girls, rock your boys!"
34. Frank "Funzi" Tieri
35. The Gooch
36. Rasberry
37. Jerry Falwell
38. Richard Pryor
39. Columbia (1981)
40. Turkish

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|---|---|
| 41. Hooters | 62. Henry Hill |
| 42. 1984 | 63. Wally World |
| 43. Q*bert | 64. Lesson #1: Never underestimate the other guy's greed. Lesson #2: Don't get high on your own supply. |
| 44. No water, no food after midnight, and no bright light/direct sunlight | 65. CNN |
| 45. Perseus | 66. Wonka |
| 46. Martin Luther King Jr. Day | 67. Pee Wee |
| 47. "We are the World" | 68. Reese's Pieces |
| 48. Pablo Escobar | 69. Carol Anne |
| 49. Press Your Luck | 70. Extra-Strength Tylenol |
| 50. The Pepsi Challenge | 71. <i>The Terminator</i> |
| 51. The Moonwalk | 72. Finland |
| 52. Geraldine Ferraro (1984) | 73. Henry |
| 53. Tiamat and Venger | 74. Clubber Lang |
| 54. Wax on/wax off, sand the floor, and paint the fence | 75. John Candy |
| 55. Jackie Robinson (1982) | 76. Ozzy Osbourne |
| 56. Red Ryder | 77. The Big Gulp |
| 57. Cabbage Patch Kids | 78. Run DMC |
| 58. Sandra Day O'Connor | 79. Valspeak |
| 59. Chippendales | 80. The Guardian Angels |
| 60. Twenty-two cents | 81. Swatch |
| 61. Big League Chew | |

82. WrestleMania
83. My Buddy
84. *Fraggle Rock*
85. *Schoolhouse Rock*
86. Capri-Sun
87. Wolverines
88. Stay on the road, keep clear of the moors, and
beware the moon.
89. Green
90. Sally K. Ride (1983)
91. Chicken McNuggets
92. John Bender
93. Super Mario Bros. (1985)
94. "To crush your enemies, to see them driven before
you, and to hear the lamentation of their women."
95. K.A.R.R.
96. Klaus Barbie
97. A battlefield (Love is a Battlefield)
98. Heather Locklear
99. An alligator. Elvis.
100. Ronald Reagan

80s TRIVIA RESULTS

Count up how many answers you got right and see how you rate.

- 1-10** Sorry little one. You should either do some more reading or find another game. Now go color and watch SpongeBob while Mommy and Daddy take the quiz.
- 11-25** You were born in the 90s, right? That's O.K. You might miss a few jokes here and there, but you can still play this game.
- 26-75** Ah, a true child of the 80s. Welcome to *Vice Squad: Miami Nights*.
- 76-95** Wow! You really know a *lot* about the 80s. I probably should have contacted you before I started writing.
- 96-99** Hmmn. Your knowledge of the 80s is almost scary. You *do* realize it's been almost 20 years, right?
- 100** Oh-kay. Your knowledge of the 80s *is* scary. Only the most mentally imbalanced individual could retain this much useless information. Someone needs to tell you that the 80s are over. But it won't be me.





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