

PRIVATE DICKS RULE BOOK

WHAT EVERY DICK NEEDS TO SHAMUS

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CHAPTER 1: CHARACTERS AND ABILITIES

1.1 CHARACTER CREATION

Basic Character Abilities: all player characters have a series of 13 abilities in common. When creating a character, roll 1d6 for each ability and mark that as your initial level, except if you roll a 6, which will be marked as a 0. You may pick two of your abilities and swap their values.

Shooting: ability to shoot guns or bows at various targets

Fighting: ability to effectively engage in hand to hand combat with or without weapons

Grit: ability to keep fighting while being beaten and injured, and to resist charm

Vigor: ability to resist physical damage, poison and disease

Charm: ability to convince others to do what you want, establishes number of informants

Athletics: ability to leap, throw, swim, climb etc.

Speed: ability to dodge, sets your movement speed, used for Go Time.

Observation: spot lurkers, see through disguise, find hidden objects

Driving: ability to control cars

Tailing: ability to follow someone discreetly and to avoid being followed.

Evidence: ability to find clues at a crime scene, dust for prints etc.

Stealth: lurk in the dark or move without noise

Interrogation: ability to get information from an unwilling subject

Secondary Character Abilities

Wound Points: each character has a number of wound points equal to 10 plus his Vigor plus his Grit.

Movement Allowance: each character has a movement allowance of 6 inches plus his Speed per turn.

Informants: character receives an initial number of informants equal to his Charm ability. Additional ones can be gained by spending advancements.

Shamus Points: each character has 1 Shamus point allocated as a base.

Additional Character Abilities: The following list are additional abilities that can be purchased during Development or Advancement.

A-F

Accounting
Airplane Pilot
Art History
Blimp Pilot
Chemistry
Dance
Disguise
Electronics
Escape Artist
Explosives
Foreign Language
Forgery

G-M

Gambling
Geology
History
Lock Picking
Law
Mechanics
Medicine
Motorcycling
Music (jazz)
Music (not jazz)

P-W

Photography
Pocket Picking
Radios
Research
Safe Cracking
Sailing
Singing
Telephones
Trucking

Development Points: Each character is given 6 development points which can be spent in the following ways:

- Up to 2 Development Points can be spent on gaining additional Shamus Points, at a 1 Development Point per Shamus point.
- A Development Point can be spent to add two abilities at level 0 from the Additional Character Abilities listed above.
- A Development Point can be spent to raise any ability level that currently is level 0,1,or 2 by 1 level.

- Two Development Points can be spent to raise any ability level that is currently 3,4 or 5 by one level.

Possessions: each character rolls 1d8 once each on the Car, Home, Cash, and Special possessions tables. The character may immediately spend none, some or all the cash on any gear that does not have legal restriction.

1d8 result	Car	Home	Cash	Special
1	Bus Pass	Flop House (\$5)	\$20	Bullet Proof Vest
2	Motorcycle*	Bad Apartment (\$30)	\$50	12 grenades
3	Jeep	Mid Apartment (\$40)	\$100	SMG or Automatic Rifle
4	Pick Up	Nice Apartment (\$50)	\$200	SMG or Automatic Rifle
5	Coupe	Bad Row house (\$35)	\$300	Private Detective License
6	Station Wagon	Mid Row house (\$40)	\$500	Private Detective License
7	Sedan	Mid House (\$50)	\$750	Concealed Carry Permit
8	Sports Car	Nice House (\$75)	\$1000	Concealed Carry Permit

*If character does not have Motorcycle ability, he may trade any other Additional Ability he had purchased during Development for it.

Home: the price is for rent/mortgage/utilities per week, houses and row houses mean you have put down a sizable down payment and are paying mortgage.

1.2—TASK RESOLUTION

The Abilities the characters received during the creation process or advancement are used to complete Tasks. Every character action that is risky or in doubt requires a Task Roll. A Task Roll is always 1d20 plus Ability Level plus Equipment Modifier. The total must equal or exceed a Difficulty Target to succeed. Each 4 points above the target number that is rolled marks a Special Success (most commonly an addition shot hits for each Special Success, up to the Max Hits number of the weapon). There is no in-game significance to rolling a “Natural” 20 or 1.

There are two means of task resolution: *targeted* and *opposed*.

Targeted Resolution: when the character is attempting a task that is against a target which cannot affect the outcome, he uses Targeted resolution. He rolls the usual Task Roll (1d20+Ability+Equipment Modifier) and must roll equal or higher than one of the standard Difficulty Targets (DT) set by the Judge—see below. The DT will be often modified by situational Advantages and Disadvantages.

Opposed Resolution: when the character is struggling against another person or animal then they both use Opposed resolution. Each opponent rolls 1d20 and adds the relevant ability and any equipment modifier to the roll and whichever opponent rolls higher wins. If both totals are equal, then either they both lose or the status quo is maintained, as the judge decides. If one opponent is contesting with several others, then apply a disadvantage to the outnumbered contestant for every 2 opponents. Each participant makes his own roll and it is possible for a single contestant to beat some of his opponents, but lose to others.

The Standard Difficulty Targets:

Easy: 8+
Average: 12+
Difficult 16+
Extreme: 20+
Desperate: 24+
Insane: 28+
Imponderable: 32+



Situational Advantage and Disadvantage:

Each advantage or disadvantage in circumstance either increases or decreases the Difficulty Target for Targeted Task rolls, or applies a +4 or -4 to Opposed Task rolls. So, if a character is trying to defuse a bomb and it begins as an Average DT, but the chamber is filling with water, it increases to Difficult. If an electric charge is added to the water, it increases to Extreme. Having a Level of X in an Asset always counts as a disadvantage. Advantages and disadvantages cancel one another out: so a task roll with 3 disadvantages and 2 advantages would add up to 1 disadvantage total.

Ability Level:

Ability is rated at level X for those with no background or training, level 0 for those with basic familiarity but no bonus, or a number from 1 to 10 indicating the number added to the Task die. Those at level X have no bonus and suffer from 1 automatic Disadvantage, and the Judge may even disallow the attempt, for example someone with Medicine X may be disallowed from attempting kidney surgery.

Equipment Modifier:

Equipment modifiers are given in the gear section, in a designated column on each list. If a character could get an equipment mod from two different items, he receives the higher of the two and does not combine them.

Standard Task Format:

A—Targeted Task

DT 16; Mechanics; Tool Kit. This means roll a 16+ on a d20, modified by level in the character's Mechanics ability and an equipment mod equal to one listed for the tool kit he's using.

B—Opposed Task

Opp. Charm v Grit; None/None. This means the attempted Smooth Talker rolls 1d20 plus his Charm ability and the Sucker rolls 1d20 plus his Grit ability. The *None/None* entry means that there is no particular piece of equipment that adds a bonus.



1.3—ADVANCEMENT

After each session the Judge will award the player characters from 1 to 4 Advancement Points. The points may be saved or spent on Ability improvement on the schedule below. The same Asset cannot be improved more than once per session.

Ability Advancement	Point Cost
From X to 0	4
From 0 to 1	1
From 1 to 2	2
From 2 to 3	3
From 3 to 4	4
From 4 to 5	5
From 5 to 6	6
From 6 to 7	7
From 7 to 8	8
From 8 to 9	9
From 9 to 10	10

Also, a character can spend Advancement points to Gain a Shamus Point (8 Advancement Points) or Get a New Informant (2 Advancement Points)

1.4—INVENTORY

Each combatant can carry the following during combats:

- 1 main weapon—inventory code M
- 1 sidearm—inventory code S
- 4 devices—inventory code D

A character can carry 2 sidearms, if he forgoes a main weapon.

Ammunition: each weapon has a full magazine and 1 magazine equivalent as ready reload included in its inventory code for encumbrance. If you wish to carry more ammunition, a box of shells costs \$5, counts as an additional D item for carry capacity and includes either 30 pistol/smg bullets, 20 rifle bullets or 12 shotgun shells.

1.5—DAMAGE RECOVERY

Recovering Wound Points by Rest: wound points represent energy loss, small cuts, sprains and bruises. As long as you have any left you are able to continue on the case. If you get a good night's rest in a proper bed or couch, indoors, and wake to eat a mess of eggs, bacon or hash, white toast or a short stack and a piping hot cup of joe, all your Wound Points will recover. A less than ideal night or breakfast recovers only half of lost points. A restless night and no joe means only 1 point recovers.

First Aid: within 1 hour of taking damage, a Medicine Check DT12, Medicine, FA kit or Dr bag, will restore 2d4 lost Wound Points. Only one attempt is allowed per patient.

Famous Java: sometimes the perfect cup of joe, also known as Famous Java, will, if properly consumed outside of action will restore all lost Wound Points. The trick is finding a source for the good stuff.

Booze: drinking a quarter flask of liquor will for the next hour grant you a +2 to Grit (with temporary +2 Grit bonuses for the hour, but the Ability penalties disappear 1 drink's worth per hour.

Spinach: gulping down a can of spinach will boost Vigor and Athletics each for 1 hour.

Hospitalization: certain Near Death Experience results require a certain number of weeks of rest. If the first week is not spent in a hospital or sanitarium, then add an additional 2 weeks to the total.

Vehicle Repair: as long as the vehicle hasn't lost all the damage from both the functional and non-functional totals, it can be fixed. Damage to the functional side damage can be repaired by someone with Mechanical Ability and a Mechanical Tool kit. Each hour he rolls DT12, Mechanical, Tool Kit. A success and each special success repairs 1 wound point. A vehicle that is non-functional follows the same rules, but must be fixed at a garage. All non-functional damage must be repaired before functional losses can be begun to be repaired.

Smelling Salts: a dose of smelling salts, taking an action to apply, negates the effect of a stun.

Slap a Panicky Idiot: a DT12, Fighting, none, applied to someone who has Lost his Nerve will give him an Advantage on his next Grit check to get hold of himself.

1.5—SHAMUS POINTS

Each player character has 1 or more Shamus points which can be spent to change a game outcome. He begins with 1 Shamus point and can purchase more during Character Creation or Advancement. The number of points are refilled at the beginning of each game session. They can be used in the following ways:

- I mean to Win! Re-roll any Ability Task Roll and gain an advantage while doing so, only once per task.
- Not So Fast! Re-roll any other die roll, for example: Near Death Experience, damage dice. No advantage is gained, but several tries may be made at 1 point per try.
- I ain't licked! Instantly heal 8 wound points of damage to oneself or one's vehicle.
- Go Sick-house! Character can take 2 Moves and 2 Actions in a single turn.



CHAPTER 2: COMBAT RULES

2.1—TURN SEQUENCE

Combat is handled in 15-second turns in which each active combatant may make 1 Action and 1 Movement. Combat begins with a special turn called either Surprise or Go Time

Surprise

If one or more characters try to sneak up on another character or characters or are lurking in ambush, roll a Stealth Check, based on the character in the sneaking party with the lowest Stealth ability, opposed by the other side's character with the highest Observation. The Judge may apply Advantages and Disadvantages to either side as seems best to him. If the sneakers win the roll, then the other side is said to be surprised and automatically goes after all winning side during Go Time (see below)

Go Time

Most combats that happen in the course of an investigation begin as conversations and escalate when one side or the other decides that it is time to act. This begins the first turn of combat, which is called GO TIME. When this happens, each combatant makes a Speed Check (1d20+Speed) with any Advantages and Disadvantages the Judge deems applicable based on circumstances. The combatants then go in order of their results from highest to lowest. If one side is surprised (see above) no Speed checks are made and all the Surprising side goes before the surprised side.

Getting the Drop (a.k.a. Got You Covered or Stick 'Em Up)

Whenever a combatant has a firearm (or bow) pointed at a target who is within the first range increment of the weapon and who is not under cover, he has "gotten the drop" on the target. This means that the gunman can hold his shot and fire at any time without the target getting a chance to act. If the target wishes to try to take any action, he must first roll a Grit Check, DT12 (DT16 if the threatening gun is a shotgun) or else he will just stand there with his hands up. Making the Grit Check does not negate the held shot going off, it just means the combatant is willing to chance it.

Subsequent Turns

After the Go Time actions are taken, at the beginning of each subsequent turn, the Judge rolls 1d6, if the result is 1-3, the enemies act first, if the result is 4-6, the players act first.

Each combatant on the winning side moves and makes his attack (in either order).

On the player character side, the PC with the highest Charm decides which player combatant acts in what order, if there is a conflict/dispute.

Combatants may interlace actions and moves with one other, but each must complete move before attack or attack before move.

When the first side has finished all its actions, the second side then carries out its moves and attacks and the die is re-rolled.

Turn Actions

During one side's portion of a combat turn all combatants on that side can make a *Move* and take an *Action*. The Move allows the character to move a number of inches on the map equal to his move allowance OR to drive or pilot a vehicle its standard allowance. However, combatants may interlace their Moves and Actions with their teammates. Example: Alex moves, then Bill moves and shoots, then Alex shoots. However, if the Action is marked with the letters **NMA** (no move after), then a character must take his move before the action if he wishes to move that turn. The Actions are as follows:

Shoot: a combatant may make a standard attack with any projectile weapon—see Shooting Combat, below.

Fight: a combatant may make a standard attack or series of attacks with any hand-to-hand weapon—see Fighting Combat below. Since Fighting is an opposed check where the defender has a chance to strike the attacker, it is possible that a character might Fight several times a turn.

Reload: a combatant may replenish his weapon's magazine from his ready supply. Most weapons require a single action to reload an entire magazine. Revolvers and shotguns require 2 actions.

Hunker—NMA: a combatant who is behind cover may use his action to hunker. Hunkering gives no benefit against fighting attacks, but imposes a disadvantage, in addition to the cover, to any shooting attacks against the hunkered target. Vehicles cannot hunker.

Suppress—NMA: a shooter can fire a larger number of shots at enemies, aiming at their general area, in order to get them to keep their heads down and stay put (see below).

Steady Aim—NMA: a combatant who steadies his aim will get an advantage on his next turn's shooting attack, provided that he does not move or change weapons.

Over-watch—NMA: a shooter can hold his fire until an enemy takes a move on its next turn (see below for details).

Throw: a combatant may throw an object, thrown weapon or grenade/dynamite. Throwing uses the Athletics ability.

Use Device: a combatant can use his action to employ a device such as a door, flash light, detonator, radio, flask of gin, etc.

Ability Check: a combatant may attempt an appropriate Ability Check, e.g. Observation, Medicine, Charm, Stealth etc.

Second Move: instead of taking an action, a combatant may make a second move. Vehicles may not make a second move.

Serpentine: the character dodges and weaves during his movement to help prevent being shot.

Scale:

Statistics for movement, range and area of effect on various lists are all expressed in inches or squares. 1 inch on the table or 1 square on a battle map will equal 5 feet. Each combat turn is 15 seconds (4 turns per minute).

Combat Movement:

All characters (PC or NPC) have a basic movement allowance of 6 inches plus Speed Ability per turn. If the character is carrying a heavy object e.g. a body, comrade, steamer trunk, large gold monkey etc. then his allowance is cut in half, as it is if he is climbing or swimming.

Movement takes place either before or after the Action in each combatant's turn. If a combatant takes no Action, he can move twice. Moving imposes a disadvantage to Shooting.

If a combatant is prone for any reason, it takes his whole normal movement allowance to stand back up (he may use his Action for a Second Move, however). Common reasons for being prone include: stunning, explosive knockdown, awakening from unconsciousness or dropping prone on purpose.

2.2—SHOOTING AND THROWING:

Weapon Statistics (Shooting)

Weapon	Max Hits	Range	DMG	Equip Mod	Magazine	Inventory	Price
Snub Revolver-DA	2	6	2d4	-1	6	D	\$20
Lt. Revolver-DA	2	10	1d4	+1	6	S	\$20
Hvy Rifle-BA	1	30	3d4	+3	5	M	\$65
Hvy Rifle-SL	3	25	3d4	+2	5	M	\$50
Shotgun-DB	2	10	4d4	+2	2	M	\$45
Sub-machine gun-FA	6	10	2d4	+1	30	M	\$200

The weapons that use the Shooting Ability to make attacks are on the Gear Lists in the same format as the samples listed above. The following columns indicate specific game effects:

Max Hits: this is the maximum number of bullets that can be expended from the magazine in a single shooting attack. It is also the maximum total hits that can be scored by the attack due to Special

Success. The shooter may expend fewer bullets to save ammunition, but this will also reduce the maximum number of hits that can be scored by the attack. If the weapon is used for Suppression, then twice the Max Hit value must be used per turn.

Range: this is the range increment number of the weapon expressed in inches or squares. Each increment beyond the first imposes a Disadvantage to the shooting check. For example, from 0-6 inches a snub revolver needs a standard 12 to hit, at 6-12 inches a 16, from 13-18 a 20 etc.

DMG: this is the number of damage points applied to the target's Wound Points on a successful hit. Any "4" that is rolled on any die allows an additional 1d4 damage points to be rolled, and if that is a 4, a further 1d4 is added, without upper limit.

Equip Mod: this is the Equipment Modifier applied to the Shooting Check when using this particular weapon.

Magazine: the number of bullets the weapon can carry, thus the number that can be fired before reloading is needed.

Inventory: this is how the weapon fits into a character's carry. M means "Main Weapon" which is a 2-handed weapon that is carried in the hands or by a sling. S means "Sidearm" which is a one handed weapon that is carried in a holster or shoved into a belt. D means "Device" which is a small weapon that can be shoved into a pocket.

Price: the regular cost to buy such a weapon.

Shooting Target Number:

DT12, Shooting, Weapon.

Task Check:

Look at the weapon tables for the weapon and what Equipment Bonus might apply and add that to the Shooting Ability of the character, add those 2 numbers to 1d20 roll. Increase the Target Number by 1 category (4 points) for each Disadvantage and Decrease by 1 category for each Advantage (but not to less than DT 8)

Advantages:

Shooter does not move and took Steady Aim last turn.

Target did not move last turn AND is not under cover

Target is a non-moving vehicle or a large animal

Shooter is undetected by Target (Stealth, Surprise etc.)

Target is Stunned

Disadvantages

Shooter is being suppressed

1 Disadvantage per range increment beyond the first.

Target is in Low Cover

Target is in High Cover (2 disadvantages)

Target is Hunkered

Shooter has moved this turn.

Target is flying

Target is a moving vehicle (stacks with flying)

Shooter is using 2 sidearms (Code S) at once, 1 disadvantage to each

Shooter is using a Main weapon in melee contact (Code M)

Shooter and/or Target in Smoke or Darkness (2 disadvantages if both are)



Number of Hits: if the modified "to hit" roll equals or exceeds the Difficulty Task Number, then the attack hits. For each Special Success (i.e., 4 points higher than the DT) an additional hit is scored, but not to exceed the Max Hits value on the weapons chart. If more than 1 hit is scored, the shooter can divide those hits between the initial main target and any other target within 1 inch of it, provided all secondary targets could have been hit with the same DT.

Over-Watch: a combatant who goes on Over-watch will not fire on his turn, but will shoot at the first enemy who moves during the next enemy turn or at one pre-stated target if it moves. If a combatant is on Over Watch cannot take an Over Watch shot while suppressed.

Suppression:

- Any shooting weapon can be used to suppress one square on the map per Max Hits the weapon has. All the suppressed squares must trace a continuous line of contact.
- The suppression begins during the shooter's turn and ends at the beginning of his next turn.
- Suppression expends twice the normal ammunition of a normal shooting action, i.e., twice the Max Hits of the weapon.
- All combatants in a suppressed area shoot with a Disadvantage.
- If an enemy in the suppressed area tries to move, the suppressing shooter gets an attack on the target. The attack is made as if the target were not in cover if the target leaves cover at any point of the movement. However, if a suppressed combatant in cover moves directly to a space that is out of line of sight of the suppressor, there is no shot.
- If the suppressing shooter takes any sort of damage in the enemy turn while he is suppressing, then the suppression stops.
- Suppression does not affect vehicles.
- Suppressed targets may not throw grenades, but may drop a smoke grenade.

Serpentine: the character dodges and weaves during his movement. He doesn't gain any additional movement allowance and spends his Action on the dodging, so may not take another action. Each time someone shoots at him until his next turn he rolls a Speed Check and the Shooting Check must equal or exceed the Speed Check.

Cover: High cover is any barrier that extends higher up than a standing combatant, such as a tree, building, statue of Abraham Lincoln. High Cover blocks line of sight and cannot be moved across. A combatant must be at a corner/edge to shoot from high cover, otherwise he cannot see or be seen to shoot or be shot at. Low cover is anything from knee high to about chest high, where the shooter can shoot over top of it. Combatants may move over Low Cover at double cost. The Judge may rule that certain pieces of cover might be destroyed by grenades, dynamite or a high volume of gunfire.

Throwing

Throwing works generally the same as Shooting, but uses the Athletics Ability rather than Shooting. Thrown weapons all have a maximum number of hits of 1.

Hand Grenades and Dynamite

Hand Grenades and Dynamite have a Range Increment of 5 (*DT 12; Athletics, None*), Grenades can be primed and thrown in the same turn. Dynamite requires 1 turn action to light its fuse and a second to throw. Any miss requires a Deviation of 2d4 inches in a random direction. Grenades can be thrown over low cover without disadvantage, but 2 disadvantages still apply with high cover. If cover stands between a target in the burst area of the grenade, the cover will stop the damage. HE Grenades and dynamite can possibly destroy cover that the Judge deems destructible.

Explosive Knockdown: anyone caught in the blast zone of a concussion or HE grenade or dynamite is knocked prone. This does not apply to vehicles.



2.3—FIGHTING:

When there is no space between two combatants on the table or battle-map, an attacker may initiate a Fight using the Fighting action. Multiple attackers can gang up on a single defender in the same turn, and an attacker must Fight all those in contact with him if he fights at all.

The attack roll is *Opposed, Fighting, Weapon*. The attacker and every enemy in contact with him each rolls the fighting task roll. Apply the Advantages and Disadvantages listed below to the roll. Each hand weapon in the *Gear List*, has a Maximum Number of hits listed. Each Special Success with a melee attack scores another hit, up to the weapon's maximum. It is possible for a lone fighter to hit some opponents while others hit him (see Task Resolution).

Advantages:

Attacker is attacking with Surprise

Target is stunned

Target is Prone/knocked down

If target is unconscious, attacker hits automatically for Max Hits times.

Disadvantages:

Fighter has no fighting weapon but the enemy does. (Fists and blackjacks are not counted as weapons)

If attacker is in smoke or darkness

1 Disadvantage for every 2 opponents (round down) if you are outnumbered

If defender is in smoke or darkness

2.4—DAMAGE

For each hit scored with a weapon roll the number of damage dice indicated on the gear list entry for that weapon and that is the number of Wound Points that are subtracted from the target's total Wound Points. When Fighting, the attacker adds his Fighting Ability divided by 2 (round down) to his damage total (but not when throwing or shooting). When the target's total is equal 0 or less, it has been eliminated from any further action or movement in the combat and may be dead or permanently injured—roll the Near Death Experience Chart to determine the target's fate (see below). As long as the combatant has 1 or more Wound Points, he is still in the action.

Stopping Power

Whenever any combatant receives 10 or more damage on a single hit, he must roll a *DT12, Vigor, None* check or become stunned and knocked prone. Each turn he may roll *DT16, Vigor, None* check to clear the stun. Stunned combatants may not make a move or action, but can speak a few words.

Loss of Nerve

Whenever a combatant is first reduced to between 1 and 5 wound points in a particular combat, he must make a *DT12, Grit, None* check. If he fails, he will, on his next turn, begin to attempt to escape the combat, making only Move, Second Move, Hunker, or Serpentine actions, while attempting to stay under cover if there are guns involved. Each turn after he can attempt to get a hold of himself by rolling a *DT16, Grit, None* check.

Penetrating Damage

If the damage listed on the gear list for a weapon is some number of d4's, then the weapon does Penetrating Damage (physically tears into the body, causing lacerating tissue damage and bleeding). Each "4" rolled by Penetrating Damage allows the attacker to roll an additional d4 of damage, which likewise can add another d4 if a 4 is rolled, *ad infinitum*.

Blunt Force Damage

If the damage listed for a weapon is some die type other than a d4, then the weapon does Blunt Force Damage. Whenever a blunt force weapon inflicts a hit, the target must make a Vigor Check that exceeds the number of damage points scored or he is stunned (knocked prone and loses his move and action) for his next turn. *DT(damage), Vigor, None*.

Blackjack If an attacker scores a special success using a blackjack, the target must roll a Vigor check equal to or exceeding the attack score or else he will drop unconscious. Roll 1d6, if the number is 1-5, that's the number of minutes the victim will be out, but a 6 means he will be out for 4 hours.

NEAR DEATH EXPERIENCE CHART:

When a combatant has reached 0 wound points or fewer, the Judge rolls 1d8 and consults the table below at the end of the battle:

1—Overkill: the combatant is dead and in a particularly gruesome manner described by a randomly chosen person at the table.

2—Dead: the combatant is dead

3—Bleeding Out: the combatant can be saved by a DT12, Medicine, Med Kit check if applied within 10 minutes. Only one attempt may be made. If the combatant is saved, he will still lose 1d4 points of Vigor. Will require 1d4 weeks of rest before action.

4—Busted Guts: the combatant can be saved from death if gotten to a medical doctor and/or hospital within 1 hour. If the combatant is saved, he will still lose 1d4 points of Speed. Will require 1d4 weeks of rest before action.

5—Cracked Head: the combatant will be unconscious for 2d4 hours and will need 1d4 weeks of rest before getting back into action. He will lose 1d4 points of Shooting.

6—Multiple Fractures: the combatant will need 1d4 weeks of rest before returning to action, will lose 1d4 Fighting.

7—Bruised All Over: the character will struggle to his feet with 5 Wound Points, lose 1d4 Athletics, but will be good to go.

8—Just a Stun: character shakes it off, with 10 wound points. Faces accusations of fakery.

Note on Rest: some results require weeks of rest. If the first week is not spent in a hospital or sanitarium, then add an additional 2 weeks to the total

2.5—VEHICLES:

Movement and Cover: a vehicle may not make a second move action. Ground vehicles can take low cover, but if they take high cover they cannot shoot. Aircraft and Watercraft cannot use cover. You cannot suppress vehicles.

Turning the Vehicle: It takes the driver/pilot's Move to keep the vehicle moving roughly forward with minor dodges and swerves (speed is listed in the vehicle description). It takes both his Move and Action to make the vehicle turn. Tracked vehicles and watercraft take half their move to turn up to 90 degrees. Wheeled vehicles take a quarter of movement to turn up to 90 degrees. Flying vehicles take a quarter movement to turn up to 180 degrees. The Judge can require a task check as appropriate to terrain and circumstance.

Collision: if a driver wishes to collide with another vehicle, he rolls an Opposed, Driver, Vehicle check. If he wishes to run down a pedestrian, he rolls Opposed, Driver vs Speed, Vehicle/none, but the driver always has 1 Advantage. Collision Damage is equal to 1d6 (blunt force) per 5" the vehicle moved before it hit, times the Collision Damage Multiplier listed for the vehicle on the gear list.

Damage: Each vehicle type has 2 levels of Wound points. The first is the number the vehicle can take before it is damaged enough to be non-functional, the second is the number of further Wound points before the vehicle is completely destroyed. Example: Sedan 25/20: each hit on the Sedan subtracts its damage from the "25", when that number reaches 0, the car stops working. Additional damage is taken from the "20" when all 20 are gone the car is totally destroyed and can't be fixed.

Combat Drive Checks: any time a driver takes damage in combat, he must make a Driving check DT16 or crash the vehicle. Any time the Vehicle itself takes damage the driver must make a Driving check DT12 or crash the vehicle. Crashes inflict the normal collision damage for the vehicle, but to the vehicle itself, with occupants taking ¼ the damage.

CHAPTER 3: GEAR LISTS

3.1—SHOOTING WEAPONS

Weapon	Max Hits	Range	DMG	Equip Mod	Magazine	Inventory	Price
Derringer-DB	2	4	1d4	-2	2	D	\$10
Lt. Revolver—SA	1	10	1d4	+2	6	S	\$15
Hvy Revolver-SA	1	10	2d4	+2	6	S	\$20
Snub Revolver-DA	2	6	2d4	-1	6	D	\$20
Lt. Revolver-DA	2	10	1d4	+1	6	S	\$20
Hvy Revolver-DA	2	10	2d4	+1	6	S	\$25
Pocket Pistol-SL	3	6	1d4	-1	5	D	\$20
Lt. Pistol-SL	3	10	1d4	+0	8	S	\$30
Hvy Pistol-SL	3	10	2d4	+0	7	S	\$35
Carbine-SL	3	25	2d4	+1	8	S	\$45
Lt.-Rifle-BA	1	30	2d4	+2	5	M	\$55
Hvy Rifle-BA	1	30	3d4	+3	5	M	\$65
Hvy Rifle-SL	3	25	3d4	+2	5	M	\$50
Automatic Rifle-FA	5	30	3d4	+1	20	M	\$250
Shotgun, Sawed-DB	2	5	4d4	+1	2	S	\$45
Shotgun-SB	1	10	4d4	+2	1	M	\$40
Shotgun-DB	2	10	4d4	+2	2	M	\$45
Shotgun-Pump	1	10	4d4	+2	7	M	\$60
Sub-machine gun-FA	6	10	2d4	+1	30	M	\$200
Bow	1	6	1d4	0	1	M	\$15
Blow Gun	1	3	1	0	1	M	\$5

Codes: DB=Double-barreled, SA=single action, DA=double action, SL=self-loading, FA=full automatic, SB=single barreled, Pump=pump, BA=bolt action.

Bold-Faced Name: weapons that are subject to strict Federal Law restrictions.

Ammunition: each weapon has a full magazine and 1 magazine equivalent as ready reload included in its inventory code for encumbrance. If you wish to carry more ammunition, a box of shells costs \$5, counts as an additional D item for carry capacity and includes either 30 pistol/smg bullets, 20 rifle bullets or 12 shotgun shells.



3.2—FIGHTING WEAPONS

Weapon	Max Hits	Type	DMG	Equip Mod	Hands	Inventory	Price
Punch	3	B	1d2	+0	1	--	0
Spear--t	1	P	2d4	+2	1	M	\$4
Nightstick—t	2	B	1d6	+1	1	S	\$3
Blackjack	1	B	1d6	+0	1	D	\$2
Knife—t	2	P	1d4	+1	1	S	\$2
Switchblade--t	3	P	1d4	-1	1	D	\$3
Club--t	1	B	1d6	-2	1	M	0
Baseball Bat	1	B	1d8	-1	2	M	\$2
Lead Pipe, small	1	B	1d6	-2	1	M	\$1
Lead Pipe, large	1	B	1d8	-2	2	M	\$2
Wrench, small	1	B	1d6	-1	1	S	\$2
Wrench, large	1	B	1d8	-1	2	M	\$3
Hatchet—t	1	P	1d4	+0	1	S	\$2
Ax	1	P	2d4	+0	2	M	\$4
Hammer--t	2	B	1d6	+0	1	S	\$1
Sledge hammer	1	B	1d10	+0	2	M	\$5
Sword	2	P	2d4	+2	1	S	\$20
Brass Knuckles	2	B	1d6	+1	1	D	\$2
Trench knife	2	P/B	1d4/1d6	+1	1	S	\$5
Chain (5')	1	B	1d8	-2	2	M	\$4
Tire iron	2	B	1d6	-1	1	S	\$1
Pry bar	1	B	1d8	-1	2	M	\$3

Any weapon with the note “t” after its name can be thrown with a 5 inch range increment. Weapons of **type P** do penetrating damage, those with **type B** do Blunt Force damage. A **trench knife** can either do 1d4 penetrating or 1d6 blunt force, at the user’s choice.

3.3—EXPLOSIVE WEAPONS

Weapon	Range	Damage	Area	Equip Mod	Inventory	Price
Dynamite x1	5	2d6-B	2"x2"	-2	D	\$10
Dynamite—3 stick bundle	5	3d6-B	3"x3"	-4	D	\$30
Smoke Grenade	5	none	3"x3"	0	D	\$20
Concussion Grenade	5	3d6-B	2"x2"	0	D	\$25
Fragmentation Grenade	5	3d4-P	4"x4"	0	D	\$25
HE Grenade	5	4d6-B	2"x2"	0	D	\$35

Dynamite can be purchased at hardware stores outside of city limits, grenades are controlled military hardware that can only be gotten through shady means. Smoke Grenades cover 3"x3" with smoke for 4 turns.

3.4—UTILITY ITEMS

ITEM	Inventory	Price	Notes
Backpack	--	\$7	Inventory based on contents
Binoculars	D	\$25	
Blanket	D	\$2	
Camera	D	\$50	
Canteen	D	\$2	
Canvas Bag	--	\$1	To carry bulky stuff, inventory M when full
Chain 10'	D	\$8	
Clothes, Poor	--	\$15	
Clothes, Avg	--	\$35	
Film	--	\$1	24 shots
Flashlight	D	\$3	Mitigates darkness depending on circumstances
Handcuffs	D	\$20	Set of 4
Lighter	--	\$1	
Rope 50'	D	\$10	
Portable Radio	D	\$25	Receiver only
Sack, burlap	--	\$2	Set of 4, inventory D when full, good for prisoner heads
Shovel	D	\$3	
Telephone	D	\$15	Must be connected to lines



3.5—SPECIAL ITEMS

Item	Inventory	Price	Ability	Equip Mod	Notes
Telescopic Sight	D	\$75	Shooting	+2	For Steady Aimed rifle
Bullet-Proof Vest	D	\$800	--	--	Reduces P damage by 1d4 but Speed by 2
Flak Jacket	D	\$150	--	--	Reduces all damage by 4 points but Speed by 5
Flask of Hooch	D	\$5	--	--	4 drinks
Thermos	D	\$4	--	--	Quart of Joe
Can of Spinach	D	\$1	Vigor, Athl.	+1	
Clothes, Fancy	--	\$125	Charm	+1	
First Aid Kit	D	\$8	Medicine	+1	
Doctor's Bag	D	\$100	Medicine	+3	
Smelling salts	--	\$5	---		Revives from stun
Lock picks	D	\$20	Lock Picking	+2	
Evidence Kit	D	\$45	Evidence	+1	Lifting prints etc.
Musical Instr. Poor	D or M	\$15	Music	-1	
Musical Instr, Avg	D or M	\$30	Music	0	
Musical Instr. Good	D or M	\$120	Music	+2	
Binoculars	D	\$25	Observation	+3	Day time only
Disguise Kit	D	\$35	Disguise	+2	
Climbing Gear	D	\$20	Athletics	+2	Climbing only
Mechanics Tools	D	\$25	Mechanical		
Electronics Tools	D	\$35	Electronics		
Forger's Tools	D	\$75	Forgery		
Safe Cracker's Tools	D	\$85	Safe Cracking		



3.6—VEHICLES

Vehicle	Seats	Wound Points	Equipment Modifier	Speed	Collision Damage Multiplier	Price
Motorcycle	2	5/5	+1	60"	X0.5	\$150
Jeep	3	20/15	0	25"	x1	\$300
Coupe	2	20/15	+2	35"	x1	\$400
Sedan	6	25/20	0	30"	x1	\$500
Station Wagon	8	25/20	0	30"	x1	\$500
Pick-Up	2	30/25	0	25"	x1.5	\$600
Limo	8	25/20	+1	30"	x1.5	\$5000
Sports Car	2	20/15	+3	60"	x0.75	\$3000
Van	3	30/25	0	25"	x1.5	\$600
Truck	3	35/30	-1	25"	x2	\$900
Big Truck	3	45/40	-2	25"	x3	\$1500
Bus	35	35/30	-2	25"	x3	\$1250
Street Car	25	30/25	0	20"	x2	--
Ambulance	6	30/25	0	30"	x1.5	\$750

Travel

City bus or streetcar ticket: 5 cents

Cab Ride: 10 cents per Ward

Train ticket to Pittsburgh or Johnstown: \$2

Bus ticket to Pittsburgh or Johnstown: \$1

