

STEAL 2.0

A MODERN CRIME ROLEPLAY GAME



PLAYERS GUIDE
SPOOKENGINE COMPATIBLE



SPYGLASS PRODUCTIONS

STEAL 2.0

A MODERN CRIME ROLEPLAY SYSTEM



BY MATT KERSHAW © 2006
SPYGLASS PRODUCTIONS

Note from the Author: A few years ago Ken Finlayson and I produced a plain text 'prerelease' RPG called *Steal: A Modern Crime Roleplay System*. Much to our general amusement a number of people loved it. I have since produced *theSpookEngine: A Modern Covert Operations Roleplay System*. This release greatly expanded the basic game engine used in *Steal*. I felt it was high time to go back and expand the original release. This reboot called *Steal 2.0* seeks to make *Steal* compatible with *theSpookEngine*: a natural given the covert nature of crime.

The original release sought to recreate the world of British Gangster films, in particular *Snatch* and *Lock Stock and Two Smoking Barrels*. As such, it tended to concentrate upon the activities of enforcers and hard men. This release seeks to expand the crime remit to include all forms of modern crime. I've attempted to retain the style and humor of the original release, especially within this Player's Guide.

The *Judge's Guide* attempts to provide clear and concise information about the operations of modern organized crime organizations, and help with running successful crime campaigns or one-off capers. *theSpookEngine* project in concept is as much about compiling a repository for factual information, as a game system. I hope *Steal 2.0* does for crime what *theSpookEngine* did for covert operations. Hopefully, it makes the release a handy reference guide for all GMs.

The original release set the action in the United Kingdom. I've retained it as the default setting. However, you will also find information in the *Judge's Guide* related to criminal activity worldwide.

Another addition to this release is the opportunity to play 'the Filth', or more tactfully, the Police. The author refuses to be held responsible for any resultant acts of violence occasioned upon perverse players trying to bring down their local criminal franchise from the inside.

Thanks must go to the 'crime firm'. Ken 'The Godfather' Finlayson for granting his gracious permission for this authorized reboot of *Steal*. Thanks must also go to all those who have sent emails of thanks and congratulations for the first release. And thanks must also go out to Richard 'The Unknown Assassin' Vowles and friends for adding some pertinent sections to the original release. A big shout out to Alex 'Betty' Windsor for his enthusiasm for the project in general and providing helpful setting advice.

If you enjoyed this free release, why not give some money to charity. Please don't make us send the boys around.

GOOD GAMING! MATT. K*

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I . WHAT IS ROLEPLAYING

A roleplay game seeks to create a negotiated false reality between the Games Master and the players, think of a collaborative daydream. In this case, *Steal 2.0* is a recreation of the dangerous world of modern crime and law enforcement. Under most circumstances, the players will be the criminals, and the Games Master will control the actions of the local Filth (U.K. slang for police) and the actions of rival gangs. Obviously, running around for real would be fun, generally though most roleplay games take place indoors, around a tabletop. The author advises running around in public spaces pretending to bank robbers is a really, really bad idea. Some police join the force out of sheer civic mindedness, whilst others join because they simply like *Dirty Harry* films.

If you have a decent imagination, you can obviate the need for exercise, and even jail time.

The main method used to determine the relative success or failure of any action in a roleplay game is by rolling dice, or multiple *die*. Generally speaking, *Steal 2.0* uses multiple 10-sided dice. Yes, some dice come with 10 sides; you will probably find them in any decent dedicated hobby shop. The Games Master may need more funny shaped dice, but every effort has been made to make the d10 the standard within this game system.

In roleplay games, one person is in charge of developing the story line; this person is called the Games Master. The Games Master is similar to a traditional storyteller. The Games Master develops the plot for each adventure. Their so-called mastery of games may often be called into question, but they should be afforded some respect, as they do most of the preparatory work for each adventure. They are so special that an entire companion release called the *Judge's Guide* has been written for them, offering factual information and advice about putting together thrilling adventures.

The major difference between storytelling and roleplaying is that the player has import into the storytelling process. Each player creates a fictional persona called a *character*, in this game it will either be a criminal, cop or private detective. Undercover cops tend to be a little recalcitrant about divulging their true calling, don't worry though, they tend to up as compost in no time at all.

Each adventure unfolds like an episode of your favorite television series. The characters are presented with a problem or situation that they must attempt to overcome. They may succeed, or fail; the real fun comes in the attempt, or indeed being arrested for *attempted*. It may involve a bank heist, fighting a gang turf war, or dealing with some very dodgy minor villains attempting to offload some equally dodgy Swedish DVDs - *The Godfather* with the whole horse present in the bed.

The Games Master (otherwise known as the Judge) seeks to maintain the *reality* of the scenario, something like a movie Director. The Games Master controls the actions of any opposing force (rival gang members or police), prompts dice rolls where necessary, and generally attempts to keep the story flowing and brimming with utter excitement. Being the Games Master often means working up story plots from scratch, creating larger-than-life non-player characters (NPCs) and vivid localities. This process involves doing research and creative work well before the game or campaign starts. The compensation for being the Games Master is seeing the players grapple with your fiendish plots. Finally, it must be said that the Games Master isn't the enemy of the players, despite controlling the actions of bitter rivals and police. They simply are present to provide imagination, challenge and story consistency for everyone's enjoyment.

2. WHAT IS STEAL 2.0

Jimmie Jr, otherwise known as Magic Fingers O'Calahan, had a problem. His said magic fingers were currently held in a sturdy vice, this was the least of his concerns, however, as Chris 'the Bastard' Barker presently loomed over him, carrying a lit oxyacetylene torch. The thing about having magic fingers is that they often get you into places others just can't, dangerous places, like the expensive blue Mercedes owned by your delightfully deranged, murderous employer. The thing about having magic fingers, is that one should never covet them for life, accidents do occur...

Steal 2.0 seeks to recreate the dangerous, frenetic world of the criminal underworld. From the tawdry lives of petty street urchins, right up to the sophisticated opulent lifestyles of bosses of international organized crime syndicates. *Steal 2.0* expands the remit of the original release to allow for the recreation of different types of crime. Whether you want to be a thug, driver, security expert, computer hacker, identity thief, con artist, pimp, safe cracker, assassin, drug trafficker, forger, hard man, or crime boss; *Steal 2.0* provides!



Steal 2.0 is a reboot of the original *Steal* game system. *Steal 2.0* has been made fully compatible with *theSpookEngine: A Modern Covert Operations RPG*. As such, this synergy hopes to present even more opportunity for adventure and excitement. The three templates included here in *Steal 2.0* for *Criminal, Cop and Private Detective* represent additional authorized templates for use with *theSpookEngine*. There is a lot of worthwhile information to be garnered from *theSpookEngine* core rulebooks, the Controller's Screen and Operation's Guide series, to aid Games Masters in the preparation of exciting adventures. Download them, they are free as well! Blag City or what?

The basic setting included in *Steal 2.0* is the United Kingdom, or more specifically London. The original release attempted to recreate the antics of larger than life London gangsters, and was directly inspired by British films of Guy 'the Governor' Richie like *Lock, Stock and Two Smoking Barrels* and *Snatch*. This was before he got *Swept Away* with fame, adulation and egotistical wives. The remit for *Steal 2.0* has expanded to include all forms of modern crime, but the default setting still remains. As such, you will find colorful

local London identities popping up from time to time to give you pertinent, and sometimes gratuitous, information. The author wishes to distance himself from their comments and any defamation suits pending.

This author intends that this release is a repository for factual information pertaining to crime. If you come across any additional information that you feel should be included, email the author at kershaw_matt@yahoo.com.au.

You'll be glad to know that Jimmie Jr is recovering well, he now regularly performs his three-fingered puppet show at his local sheltered workshop. Good on you, Jimmie! It's no good asking him these days for the usual five-fingered discount...

3 . S E T T I N G A D V I C E F O R P L A Y E R S

The first consideration when attempting to run *Steal 2.0* should be the Games Master (otherwise known as the Judge). The Games Master is the one who is going to have to do the bulk of the preparatory work. Ideally, they should be allowed to choose the setting. The default setting provided is the United Kingdom. In the *Judge's Guide* you will find information about the activities of international organized crime groups. Therefore, the game could theoretically be set anywhere. It may well be easiest just to set the game in the country you currently inhabit. However, if you as a player would love a game set in Colombia, there is no harm in asking your devoted Games Master. The point of this chapter is to ensure everyone has an opportunity to voice their particular interests and personal fantasies. Of course, some of the more lurid ones should probably be kept under your duvet.

Ultimately, before you start rolling up characters for the game, the group should discuss what they actually want from the game? O.K, *Steal 2.0* recreates the world of criminals, but other opportunities exist. Do you want to be members of teenager gang of freewheeling petty hoodlums? Do you want to be members of an established, formally organized crime gang like the Mafia? How about being members of a small elite band of specialists coming together for that one last big heist? Perhaps you want to be undercover cops attempting to bring down the operations of a notorious, murderous organized crime syndicate? Perhaps being Private Investigators is more to your liking? Any decent Games Master is happy for hear your input.

Perhaps the Games Master is happy to run a game based upon the exploits of a South American Drug Cartel's hired mercenaries? There are opportunities for crossover adventures with the character templates present in *theSpookEngine: Modern Covert Operations RPG*. Talk to your Games Master about these varied opportunities.

Here are some other things to consider and discuss with your Games Master if you decide to be criminals:

Gang Type: This game allows for the recreation of all kinds of criminal activity. The gang could be comprised solely of lowly thugs, dispensing justice and retribution on the mean streets, without too much pesky brain cell work to get in the way of a bit of *ultra-violence*. The gang's operations could be highly specialized (stealing cars, selling drugs, protection rackets, computer hacking, identity fraud, break-ins or other everyday scams), or a combination thereof. The gang could be comprised of neighborhood friends or a be a large multi-ethnic and city concern; it could be highly structured or sloppily organized; membership could be strictly controlled down ethnic lines; membership could comprise solely of teenagers or professional criminals. What is the culture or ethos of the gang? Are they a hate group like Neo-Nazis? The Games Master probably already has some ideas in mind, but the gang is ultimately comprised of your player characters, lending some *character* to proceedings.

You might opt to be corrupt cops, trying to keep the crime rate down by keeping the kickbacks rolling in!

Team Blend: Obviously, the team you assemble should have some justifiable reason to exist, it is imperative that each character knows each other. Preferably everyone is a member of the same gang, or a slightly disparate team who have long-term complimentary goals. At this point, some discussion should be had about what kind of basic roles each member of the team might assume. It is tempting to just run off and get down quickly to assigning skill ranks to your character. Team balance is vitally important in this game, the starting points allocated don't allow for *superhoodlums*TM. The starting points allocated in character generation makes it an imperative to specialize, and employ everyone's particular skills.

Finally, the characters should ideally meet regularly somewhere, places like pubs, cafés, sporting clubs or even a Y.M.C.A.s are good. This aids the Games Master immeasurably in setting up each new adventure.

Type of Game: There are a number of different approaches the Games Master can take in running *Steal 2.0*.

Here are some typical roleplaying options:

- Light Hearted: The rowdy, knock-a-bout laugh-a-minute social romp
- Simulation: Semi-Realistic portrayal of events and practice
- Cinematic: A two-fisted larger than life action oriented game
- Psychological: A darker, shocking experience portraying the indignities of life, love and death
- Mixed: A curious blend of them all

Character Profile: Now that the group has discussed a good mix of criminals to outfit the team, this is the perfect time to develop your character and foibles, warts and all. So who is this character, beyond mere descriptors and name?

Were his/her parents' rich or poor?

Were they criminals too?

Does the character have any siblings, what are these relationships like?

Where did the character grow up?

What was their school life like? How well did they do in school?

Does the character have a history of criminal activity?

Who did the character previously work with? Why doesn't he or she work for them now?

Does the character have a history of violence?

How does the character feel about the use of violence?

What incident or impulse turned the character towards a life of crime?

Where did the character develop his or her particular proficiencies?

Where and how did the character meet the rest of the team?

Does the character trust the rest of the team?

What is the character morally for or against?

How does the character justify their illegal activities, if at all?

Why is the character weak in certain specialist criminal areas, or personal attributes?

Does the character have a day job? Is the character a student?

What five long-term goals does the character have?

Why did the criminal seek to develop certain criminal specialties?

What hobbies does the character have?

How would the character potentially handle a long stretch in prison?

How obligated is the character to the others?

Who else does the character know locally?

Is the character insular or outgoing?

If not a criminal, what would the character like to be doing? Or would be doing?

Who do they respect? Who is their hero or heroine?

Is the character a risk taker?

Is the character brave or cowardly?

Does the character have any deep dark secrets?

What character weaknesses do they possess?

Does the character have any particular quirks in their nature or dress?

The more time you put into creating a plausible character, the more joy (and heartache) you will receive in return. Taking time out to develop your character will also enrich your interactions with the other players. If efforts are made to forward this information to the Games Master in advance of the first game session, a decent Games Master can weave certain back story plot elements into the main narrative, to help tease out your ideas and play around with them. Consider this exercise as *your* commitment to the campaign, the Games Master will be busy creating exciting worlds for you to inhabit, the very least you can do is supply the GM with one sensational character to help fill it!

4 . P L A Y E R C H A R A C T E R T E M P L A T E S



CRIMINALS

The world of professional criminals is quite different to any other profession. If you think it's stressful flipping burgers for minimum wage, try worrying whether a disgruntled colleague is about to grass you up, or shoot you in the back! The criminal underworld is full of desperate people, willing to do whatever it takes for so-called easy money, mainly to stave off their sorry life situation for just a few days. Many people end up being criminals because they do not have the job skills, social savvy or intelligence to make it in the so-called legitimate world.

Many criminals are attracted to the profession simply because of the inherent danger. They are quite naturally risk-takers. As such, their behavior is often at odds with the culture of business-minded organized crime groups. These impulsive people tend to end up working in small gangs of like-minded thugs. Nutcases are occasionally hired by larger gangs but only if they can disavow them later.

Another major predictor of criminal activity is poverty. Social science has long observed that in some communities, criminal behavior is a daily reality. If you live in the slums of Eastern Europe, you cannot afford to have too many scruples about the provenance of that DVD player you just picked up. In these communities, it may also be necessary to carry a weapon for personal protection, or join a gang. Desperate people often resort to blaming others in their own community for their sorry situation. It's simply human nature.

Ethnic minorities tend to congregate around inner-city slums, traditionally, a breeding group for criminality. Gangs tend to form around the familial ties found there. In a world where you are denied equal status and basic opportunities as a citizen, you can at least be comforted somewhat by knowing your cousin or friend feels exactly the same. Most of the world's premier organized crime syndicates grew out of the immigrant experience, the best known example being the Italian (or more accurately, Sicilian) Mafia and the Russian Mafia's recent growth in the United States.

The average criminal starts out their life of crime in their early teens, in many cases, young children are coaxed into acting as lookouts whilst criminal activity occurs close by. Gang culture usually includes initiation steps, leading towards becoming a fully recognized gang member. These steps usually involve progressive risk and illegality. Teenagers often start their serious life of crime performing acts of petty thievery, stealing cars and joyriding, destroying property, stealing personal information and selling drugs in and around schoolyards. These teenagers are often coerced into the activity by older siblings, or respected gang members.



The more specialist criminal professions (including counterfeiting, con artist trickery and safe cracking) are often taught by parents to their offspring, leading to the establishment of crime families. It isn't too uncommon for a sibling to take up counterfeiting in the absence of an incarcerated family member, usually with their guidance from inside. It is also common for young children to be used as decoys in scams like shoplifting. Safe cracking is probably the most specialized criminal profession, the skills required are often passed on to fellow prisoners inside jails, often aided and abetted by the presence of handily placed machine shops. Many a lonely night during lock-downs serve as 'night school' for eager young criminal apprentices.

This leads us neatly to so-called *smart* criminals. Some people take up a life of the crime because they fervently believe they can make a lot of quick money. They believe that they have hit upon a sure-fire lucrative scheme that targets a loophole in current merchant practice, government legislation, or financial activity.

However, smarts are often no substitute for true experience. The so-called 'sure-fire' scheme often turns out to be anything but in practice, or the 'clean break' isn't as straightforward as initially hoped. Sometimes, the scheme is so profitable that the accumulation of funds duly alerts government officials, and laundering the money proves problematic, if not impossible. Even when the money does arrive, some people often find they get lured into extravagant spending with their ill gotten gains, and when the money runs out, they invariably return to a life of crime.

The *Steal 2.0* character creation system allows for criminal specialization. The starting points allocated to skill ranks ensure that each character has the opportunity to specialize in one major area, or become moderately proficient in two. This helps to ensure that each character gets their time in the spotlight, even if it's the spotlight of a patrolling police helicopter.

Here is a list of the common criminal types found in the criminal underworld:

THUG

The basic building blocks of crime organizations are thugs. These hard men ensure compliance in protection rackets, and provide the necessary muscle when infractions occur by existing members. They are often called upon to fight bitter turf wars against local rivals. These members may be former boxers, wrestlers or hard men. Most are just young petty offenders. Without this basic form of protection, most gang leaders would be utterly powerless. The major skills required by Thugs include Brawling (H2H), Strength, Constitution, Intimidation and Athleticism.

PETTY THIEF

A petty thief is your basic sleight of hand merchant who is proficient in stealing handbags, wallets and small consumer items. Thieves are often directed to hit specific targets by criminal groups, usually with a 'shopping list' to boot. The major skills a Petty Thief requires include Sleight of Hand, Stealth, Awareness and Streetwise.

DRIVER

Most criminal organizations require the services of a fast, reliable getaway driver. Such drivers usually develop their skills by stealing cars as youngsters. Consequently, they often know how to steal cars, as well. The major skills required by a Driver include Car Handling, Mechanics, Awareness and Electronics.

SAFE CRACKER

Probably the most vaunted profession of all in gangland culture is that of the safe cracker. The veteran safe cracker will likely know about most forms of electronic surveillance and security systems, as well. The major skills a Safe Cracker requires include Lock-picking, Awareness, Electronics and Mechanics.

ENFORCER

A criminal organization often has cause to bring in professional contract killers to deal with rivals. Enforcers make their living out of assassinating individuals for money, usually with the aid of guns. An enforcer often leads lesser thugs in an organized crime gang. The major skills an Enforcer requires include Weapons Firearm, Awareness, Intimidation and Streetwise.

CON ARTIST

The ability to promote scams and frauds is a highly valued skill within organized crime syndicates. Without someone to act as the so-called *face* for the (illegitimate) organization, it is often impossible to keep suspicions at bay. Con artist often find the large sums offered by criminal organizations highly attractive, compared to the sums they can accrue in lone enterprises. The major skills a Con Artist requires include Fast Talk, Conversation, Style, Awareness, Psychology and Sleight of Hand.

FORGER

These printing specialists provide all-manner of physical receipts, documents and identity papers for the criminal organization. They are especially highly valued in human trafficking operations. The major skills a Forger requires include Forgery, Awareness, Mechanics and Computer/I.T.

HACKER

The professional computer hacker is often paid handsome sums by crime syndicates to maintain phishing sites, undertake ad hoc cracking tasks, and maintain contacts with identity thieves worldwide. The major skills a Hacker requires include Computer/I.T, Cryptography, Electronics and Contacts.

HUSTLER

The professional card shark, sports fixer or illegitimate hawker of stolen goods generally finds a worthwhile place within any criminal enterprise. The hustler may be in charge of an illegal gambling den or running illegal books on legitimate sporting events or lotteries. The major skills a Hustler requires include Gaming Knowledge, Fast Talk, Awareness and Sense Motive.

PIMP

The Pimp or Madam controls the prostitution operations of the organized crime group. Whether the enterprise consists of a couple of working girls operating out of cars at a quite local pick-up spot, or a fully-fledged illegal bordello. The major skills required by a Pimp or Madam include Communication, Fast Talk, Awareness, Intimidation/Interrogation and Sense Motive.

DRUG DEALER

An important function of most modern organized crime groups is drug dealing. Drug dealing is a major revenue source for street gangs, outlaw motorcycle gangs and every major organized crime group. Drug dealers are employed at both the wholesale and street level. They generally have knowledge of narcotics and their production. The major skills required by a Drug Dealer include Fast Talk, Sense Motive, Chemistry and Awareness.

ACCOUNTANT

Every business, no matter how legitimate or illegitimate, needs to keep financial records. Accountants are employed by organized crime syndicates to both record criminal profits and to launder their receipts, plus develop their legitimate business interests, as well. The major skills that an Accountant requires include Accountancy Knowledge, Company Law Knowledge, Forgery, Fast Talk and Conversation.

FIXER

A fixer is a member of a criminal enterprise, whose job is to successfully find a buyer for any illicit goods stolen by the group. Fixers are sometimes known as Fences. Fixers may be legitimate businessmen like pawnbrokers who handle stolen goods on the side. This type of criminal is usually a Non Player Character (NPC).

BOSS

The leader has usually fought his or her way to the top of the gang structure through a heady mixture of charisma, guile and unmitigated violence. Without a decent leader, gangs quickly fracture back into their constituent parts. The leader often has to deal with and reconcile the disparate interests of the group, individuals who may otherwise be bitter rivals. The boss may be required to meet with other crime syndicate leaders, and establish good working relationships, usually whilst making plans to destroy their operations.



Established crime bosses often attempt to become legitimate businessman, or go 'legit'. Some bosses even attempt to settle down and raise a family whilst still being in charge, these goals often come into stark conflict with the dictates of the profession. The major skills required by a Crime Boss include Intimidation, Psychology, Fast Talk, Conversation, Streetwise, Sense Motive and Awareness.

Sample Character



Name: Yuri Kaminev
Organization: Freelance (Russian Mafiya)
Occupation: Assassin
Major skills: Chemistry, Biological Agents, Sniping and Martial Arts
Status: Wanted listed on FBI Top Ten Most Wanted List Mar '06

The son of a prominent immunologist formerly of the infamous KGB Station X laboratory, undertook Biological studies at London University during the early 1990s. Despite a natural aptitude for groundbreaking research, his main obsession became the development of new strains of modified filo viruses, building on the research of the former Soviet-era laboratory. Towards the end of the 1990s he was working with leading Mafiya groups in Russia and rumored to be working for the Russian Government in Chechnya, he also freelanced for the Victor Bout Organization in Africa. He was implicated in the murder of a Congolese General in 1998, but Bout's connections spirited him out of the country before he faced trial.

Since his patron Victor Bout fled into the heartland of Russia, Yuri has moved to the United States and has used his Russian Mafiya associations to develop a lucrative contract-killing business, former associates suggest his wild cocaine-fueled days in Moscow have taken their toll, he has become paranoid and delusional, even schizophrenic. Personal security has become his overriding obsession, not helped by his appearance on the FBI Top Ten Most Wanted list.

THE FILTH

There are many varied jobs within the police service. The most visible job is that of beat policeman. They are primarily employed to respond to crimes. His counterpart, the detective, spends his day following up and solving crimes already committed. The undercover cop is required to proactively prevent crime by gathering intelligence. Specialist crime units, like SWAT teams and bomb units, respond to particular types of crimes, or emergency incident. Federal agents represent the interests of the government in attempting to defeat particular types of crimes including organized crime, intelligence gathering and subversion by hostile foreign intelligence agencies. Federal agents do so by undertaking proactive intelligence gathering operations.



Each type of law enforcement occupation requires particular abilities and aptitudes.



UNDERCOVER COP

The criminal underworld is a dangerous place for criminals, no matter undercover cops. There are many temptations available to the undercover policeman, including drugs, money and sex. It's easy to get seduced by the underworld, especially if you have some basic immunity from prosecution. The typical undercover cop is looking for a little more excitement that the typical detective or beat police career can offer. They may also be driven individuals who want to make a difference, even if this entails putting themselves in the line of danger.

The training offered to undercover cops isn't all that different from what is offered to Intelligence staff. They are primarily taught about the proper use and repair of surveillance equipment, and taught proper operational technique for the unit. Depending upon the police authority, they may also be required to improve their unarmed combat techniques, pistol shooting accuracy and improve their physical prowess.

The undercover agent is usually required to undertake exams pertaining to the identification of illegal narcotics. They may be briefed upon common street slang, as well. Before they become operational, they are often required to carefully examine all existing police intelligence about the group they intend to infiltrate. They must also know their new fake identity, back to front.

Undercover cops usually volunteer for service, rarely is an officer press-ganged into accepting such stressful and specialist work role. Most police agencies require that their volunteers have exemplary service records and a superior set of policing skills. The majority of police authorities favor detective grades over common beat police for the job, feeling that the skills gained in this activity better serve the needs of undercover work. Female undercover cops are highly valued, given that most members of criminal gangs are males. It is rare for long term service in such roles. Older officers often resent the time spent away from loved ones, and the high stress levels involved in the occupation.

The undercover cop may be required to live their fictional life 24/7 for many, many months. Very few people have what it truly takes to commit to the rigors of the role. If the cop is in deep undercover, it may be extremely risky to contact family and friends; consequently, there are very few married undercover cops.

The major skills required by an Undercover Cop include Weapons Firearm, Fast Talk, Sense Motive, Intimidation and Willpower.



POLICE DETECTIVE

The life of a police detective is often glamorized on television, yet the truth is often stranger than fiction. A police detective often works closely with a fellow detective partner, the pair often alternate between leading the investigation (primary investigator) and being the secondary detective. A police detective may work simultaneously on dozens of cases. A police detective may be posted to a specialist division, like Vice, Homicide, Narcotics or Organized Crime. They support the operations of patrol units by conducting investigations into serious unsolved crimes. A regular detective may investigate between six and thirty homicides a year.

As part of larger investigations, the detective maybe required to work as part of an investigative team to solve high profile cases. They may work closely with Federal agents and specialist police units during these investigations. Police detectives often receive specialist training in clue detection, criminal law and the psychology. They often work odd hours when major investigations arise, or when caseloads call for additional commitment. They may undertake sting operations, stakeouts and occasionally work undercover to help solve difficult cases.

The job of a police detective often proves to be lonely profession, it tends to impact upon the daily lives of their friends and loved-ones. It often proves difficult to discuss one's job socially or privately when a brutal murder case is being investigated. It can prove frustrating when solutions to cases prove allusive. The major skills required by Police Detectives include Awareness, Communication, Sense Motive, Psychology and Law Knowledge.

PATROL OFFICER

Beat police help to ensure that the general public is protected from impending harm. Their patrols are designed to not only reassure the general public, but to offer assistance when required. Their primary responsibility is to spot and defeat ongoing incidences of crime. The patrol officer is given a so-called *beat* to patrol around the local neighborhood. The beat officer generally gets to know the local inhabitants quite well, patrolmen are often called upon by detectives for their specialist local knowledge. New police recruits are often deployed as beat officers. Experienced officers often spurn offers of career advancement into the detective or executive ranks to remain as beat officers. Some suggest that they enjoy the active lifestyle and value the cordial relations they have established with the general public.

Patrols are performed on horseback, patrol car or motorcycle, pedal-bicycle, or undertaken on foot. The types of activities undertaken by patrol officers include assisting residence locked out of their homes, checking the security of local business sites after hours, and responding to burglar alarms and calls for assistance to emergency hotlines. They also assist in breaking up bar fights and domestic disputes. An officer will generally be in constant communication with the station house communications room. The major skills required by Beat Police include Awareness, Law Knowledge, Local Knowledge, Hand to Hand and Communications.



P O L I C E S P E C I A L I S T

There are many specialist units and squads within the modern policing environment. The most prominent ones include SWAT teams, bomb squads, terrorist response groups and sniper units.



SWAT team members are highly trained in tactical assaults, hostage situations, hijackings, and terrorist prevention routines. SWAT teams usually comprise of 20 to 30 officers that are organized into five to seven man teams. One team within the group is usually on standby at any given time for incidents that may take place locally or statewide. SWAT teams post 9/11 have also been asked to assist in special patrols, not dissimilar to roles usually undertaken by National Guard. SWAT teams get regularly called in by their police departments to execute high-risk search and arrest warrants. Crack houses are usually the target. Team members are required to undertake regular training exercises to prepare themselves for future interventions; this maintains their skill base and gives the commander vital operations planning practice.

Bomb Squads generally have between two to ten members trained in investigating and disposal of bomb threats. Bomb squads members tend to work in pairs, one heavily armored officer approaches the bomb, whilst the other advises from a safe distance, usually behind bombproof glass. The work is stressful, and having another officer close-by to advise during operations provides a calming influence and additional experience.

Bomb squads are often called upon to assist in searches of areas where visiting dignitaries are presently to arrive. Bomb squads also assist in cases where volatile liquids or gases are found. During non-operational periods, squad members may be required to assist in the monitoring of local firearms sales and gunsmith production. The major skills required by specialists include Weapons Firearms and Explosives.

F E D E R A L A G E N T

The job of a federal agent often blends straight law enforcement duties with intelligence functions. Federal law enforcement operations tend to encompass areas that affect national security, including activities of large organized crime bodies, drugs cartels, terrorist groups, and hostile foreign intelligence services. Groups such as the Drugs Enforcement Agency (DEA) and the Federal Bureau of Investigations (FBI) and the United States Customs Service in America use their expertise to defeat the flow of the drugs coming into the United States from South America. The FBI agent also concerns him self with defeating foreign espionage attempts and prosecutes criminals for breaking Federal laws like kidnapping and inter-state organized crime activity. Federal agencies in the United Kingdom like the Scottish Drugs Enforcement Agency and National Crime Intelligence Service (NCIS) often help to fight drug trafficking and organized crime on a nationwide level, through providing expertise to regional police force units.



The life of a federal agent can often encompass intense periods of undercover work, or surveillance. They spend a great deal of time building up dossiers on suspects and establishing contacts. Efforts are often made to ensure the agent's real identity isn't in the public domain. The nature of undercover work requires strict anonymity. Often an agent will spend six-months in the field and then be rested for a period, they may provide operational assistance during this time. Needless to say, the job can prove stressful and dangerous, especially when dealing with organized crime figures and major drug cartel members. The major skills required by federal agents include Weapons Firearm, Sense Motive and Fast Talk.

PRIVATE INVESTIGATOR

The shadowy world of private investigators is the stuff of legend. The pulp fiction tales of the 1950s have colored our perception of the role of private investigators. The reality is a little more mundane than one might suspect. Many wintry nights may be spent undertaking surveillance upon a client's spouse, only to deliver inconclusive results. There's only so much that can be gleaned from curbside vigils. A private investigator is a member of the public; they do not have any special rights of investigation. Getting results often comes down to relying upon years of experience, or plain and simple law breaking. Experienced private investigators are astute judges in the psychology of others; they regularly make intuitive guesses and act upon them.



Investigators are also careful to build up a series of key relationships with people in authority (law enforcers, judges, court officers and attorneys) at key localities (local councilors, law firm assistants and members of the local criminal fraternity). A private investigator may occasionally employ a specialist to assist in their operations, including computer experts to gain access to private databases, or pay informants to provide vital information. A lot of information can be gleaned from dumpster-diving activities; they often recover information carelessly thrown out with the trash at residential homes and businesses. In most states this is not illegal. Danger is an ever-present reality for the careless investigator; he may stumble upon information about local gangsters, major business leaders or councilors during investigation, to say nothing of furious cheating spouses wanting to exact revenge. The major skills required by a private investigator include Awareness, Sense Motive, Fast Talk, Contacts and Signals Intelligence.

BOUNTY HUNTER

After an arrest takes place, the defendant is given the opportunity to raise bail to avoid immediate incarceration. The defendant may otherwise spend many months in jail awaiting trial. A Bail Bondsmen provides an opportunity for the defendant to loan additional funds against existing capital. Under circumstances where the defendant skips town after making bail, or refuses to attend their next court appearance, the Bail Bondsmen may seek to recover the outstanding monies by employing the services a bounty hunter.

Bounty hunters have garnered a lot of bad press over the years. There are some cowboys out there seeking to turn over quick bucks, but others are highly trained professionals in both investigation techniques and self-defence. Bail bondsmen often take out insurance against the individual skipping town, and the insurance company is often willing to pay a percentage (10% to 20%) of the entire claim to bring the defendant to justice. It is purely a financial consideration, especially when hundreds of thousands are still owed.



Bounty hunters are for all intensive purposes civilians, they do not have any additional arrest powers. Any citizen can make a so-called 'citizen's arrest'. Some states require that they be qualified private investigators. A bounty hunter requires a copy of the "bail piece", a certified copy of the court order confirming that the individual is a fugitive from justice. With this document they can attempt to arrest the fugitive in public spaces, or in private areas. They run the risk of arrest if they intrude upon private land, but they are at liberty to make arrests on private property if they can confirm the individual is present. A professional bounty hunter deals with 80 to 120 cases a year, and makes around US\$50,000 to \$80,000 a year. Most enjoy the adrenaline rush from arresting bail jumpers. Estimates suggest that 90% of all bail jumpers end up being arrested by bounty hunters. The major skills required by a bounty hunter include Weapons Firearm, Awareness, Hand-to-hand, Athleticism and Sense Motive.

5. CHARACTER GENERATION



Hopefully, you have discussed some of the issues presented in *Section 3: Setting Advice for Players*. You should now have a better idea of the type of characters needed to complement your team. Generally speaking in criminal campaigns, the action will be based around one particular crime group. Please choose the comparative size of the group you feel most comfortable with.

Level 1 Street Gang

Level 2 Crime Firm

Level 3 International Organized Crime Syndicate

You should now take some time to think about the following illegal activities and rank them in order of group preference. This process helps the Games Master judge what type of activities the group will primarily undertake, and the nature of the fictitious crime group.

- Drug Smuggling/Drug Selling
- Extortion/Loan-sharking/Protection Racketeering
- Robbery/Violence/Petty Theft
- Arms Smuggling/Arms Dealing
- Human Trafficking
- Fraud/Counterfeit Money/Counterfeit Goods
- Computer Based Fraud/Pornography/Phishing
- Identity Theft/Consumer Fraud/Credit Card Theft
- Illegal Gambling
- Contract Killing
- Prostitution/Human Slavery

Hopefully, you have downloaded the appropriate character sheets from *theSpookEngine* site; these can be freely photocopied. There are criminal, cop and private investigator templates available, they are attached to the *Judge's Screen* (plus you can also find *special ops, spy, paramilitary or bodyguard variants attached to theSpookEngine Controller's Screen*). These character sheets differ slightly in emphasis, listing the key skills the profession may require. You may wish to supplement these skills with others found elsewhere, or create new ones, this must be done in close consultation with your Games Master. The GM may require that you to come up with a biographical reason why your character has developed this unusual talent.

Knowledge Specialization: Knowledge skills represent the accumulation of knowledge achieved by the individual throughout their life. It is assumed that the character speaks fluently the language of his/her birth (and/or immigrant community), but do they also speak Mandarin? Does your Snakehead (Asian Human Trafficker) take a keen interest in South-East Asian Politics? Does he have knowledge of Russian Mafia operations? Does he know the laws in East Timor pertaining to human trafficking?

Consequently, knowledge skills like Language Mandarin, South-East Asian Geopolitics, Russian Organized Crime and East Timor Law may come in handy in campaigns based in that area.

These knowledge areas might prove invaluable in resolving hazardous situations. The only limit on developing this type of skill is that a justification must be developed as to how the character acquired it – please discuss these issues with your Games Master.

Note: The greater the specialization of the knowledge skill, the less results needed to succeed. Take our East Timor Law Knowledge skill example, it's unlikely to prove transferable to a working knowledge of Indonesian Law; so the greater the focus, the greater the chance of success.

Listed Skills: You do not have to put ranks into *all* skills listed on the character sheet. You will still get an opportunity to roll against those skills in the game (you get a standard default 2xd10 to roll each and every time). It is assumed that everyone has *some* aptitude in each skill. It is suggested that you choose 1 or 2 *specialist* skills to develop fully, please work conscientiously with your fellow players to ensure that the group has at least one expert to call upon when desperately required.

Allocating Skill Ranks: Your standard starting character has 75 skill points to play with, you can put up to a maximum of *five* ranks into each skill. The higher your skill ranking, the better you are at the ability.

Starting Characters Summary	
Starting Points:	75
Maximum Ranks:	5
Minimum Ranks:	zero

Here is a basic outline of all the skills, outlining how they are used in strict game terms

BASIC PERSONA SKILLS	
Athleticism	The individual's general fitness and general dexterity level
Awareness	The individual's general level of alertness to external stimuli
Constitution	The individual's general stamina levels, the ability to resist toxins. This skill determines the individual's Vitality level
Conversation	The individual's general ability to communicate effectively, the ability to put people at ease in social surrounds and vocal mimicry
Driving	The individual's ability to drive road vehicles under pressure
Fast Talk	The individual's ability to lie without revealing tell-tale signs
Hand-To-Hand (Brawling)	This individual's ability to fight with fists or hand held weapons
I.Q.	The individual's general intelligence quotient
Sense Motive	This individual's ability to determine lies
Streetwise	The individual's ability to read the potential hazards in urban areas
Strength	The individual's physical bearing and might
Willpower	The individual's ability to withstand the pain of injury and torture, and determines the character's drive to succeed at life goals and tasks

EXPERT SKILLS

Appraisal	The individual's ability to determine the resale value of items
Computer/I.T	The individual's basic level of understanding of computer operation, hardware installation, hacking and programming.
Contacts	The individual's starting allocation of contacts
Electronics	The individual's knowledge of electronics and ability to disable security devices
First Aid	The individual's knowledge of resuscitation, patient care, toxicology, and the treatment of injuries
Gaming Knowledge	The individual's general knowledge of cards, games of chance, horse racing and other similar sporting pursuits.
Intimidation/Interrogation	The individual's knowledge of basic interrogation techniques and the ability to intimidate others effectively
Law Knowledge	The individual's knowledge of criminal and civil law
Local Knowledge	The individual's knowledge of local history and criminal lore
Mechanics	The ability to repair and operate a diverse range of mechanical devices and the ability to defeat mechanically-based security devices
Psychology	The individual's understanding of psychological disorders & states
Sleight of Hand	The individual's ability to deceive by sleight of hand techniques
Stealth	The individual's ability to successfully sneak around undetected in restricted areas or blend into crowds
Style	The individual's ability to act and dress appropriately in any given social setting
Weapons Firearm	The ability to use pistols, semi-automatic pistols, S.M.Gs and rifles

SPECIALIST SKILLS

Chemistry	The individual's ability to identify and use chemical compounds, or determine the purity of narcotics
Communications	The individual's ability set up audio and video surveillance equipment
Cryptography	The individual's ability to decode and encrypt physical messages and crack encrypted computer data
Disguise/Deception	The individual's ability to disguise people and objects
Explosives	The individual's ability to use, handle and create chemical explosives
Forgery	The individual's ability to create forged texts by computer or by hand
Illegal Entry (Safecracking)	The individual's ability to identify security systems, or safes
Martial Arts	The individual's ability to use martial arts to knockdown or kill foes
Weapons Military	The ability to use (or disable) weapons of war like fully automatic machine-guns, howitzers, tanks, anti-aircraft guns or mobile launchers

BASIC SKILL LEVELS

0 to 1	Average
2 to 4	Expert
5 to 9	Professional

Dice rolls for 3 ranks (3x10d) + 2d10= 5 dice to roll

OTHER CHARACTER DETAILS

Vitality: A character's Vitality represents the individual's ability to sustain physical damage. This statistic is derived from the character's Constitution. A character starts with their Constitution rank times by 10, plus 10 points additional points of Vitality. Therefore, if a character has 4 ranks in Constitution, they have $(4 \times 10) + 10 = 50$ vitality points.

Status: Depending upon the type of template chosen, characters may end up being on probation, incarcerated, on bail or suspended from duty without pay. This is a general signifier of the current life situation of the character.

Age: On average, most criminals start out their life of crime in their early teens. However, you are at liberty to make your character whatever age you feel is appropriate.

Please Note: One benefit for being less than 17 years old is that minors often come under the jurisdiction of the children's court system. It is assumed that minors are not entirely culpable for the totality of their actions, and often lesser sentences are imposed, plus the convictions is not registered on the individual's permanent police file. This does not apply for major crimes like murder or rape.

Charisma: This statistic is derived from rolling a single d10 die, the higher the result, the more attractive and congenial the individual is. This statistic can be entirely overridden by the development of Conversation and Style (the player can opt for the combined total of these two skills to replace the existing figure). The Games Master uses this basic figure in situations where a Non Player Character meets the Player Character for the very first time, and only a quick appraisal takes place.

Contacts: Everyone needs friends. Contacts are fairly trustworthy people who the character knows. There are many choices available for criminals including fixers, shady local doctors, corrupt policeman, government officials, lawyers, accountants, employers and so on. You will need to discuss your particular needs with your Games Master, who will then supply you with a set of appropriate contact/s. You also need to decide what level of familiarity you have with each contact (one, two or three). The greater the friendship, the greater the help *and* commitment required.

Carry Weights: An individual can carry a set amount before they become heavily encumbered. This reduces their ability to move at pace. An individual with 4 ranks in Strength can effectively carry $(4 \times 10) + 10 = 50$ kg before becoming substantively encumbered.

The effects of increasing the carrying weight beyond this point include:

- Reduction in movement to 1/2 current Athleticism rating
- Equivalent reduction in Vitality every hour for every kilogram over the weight limit

An individual cannot lift anything heavier than 2x their total weight allowance.

C.I Index: All equipment carried has a Concealment Index rating; this C.I. total is important in visual inspections and body searches, the lower the rating, the better the chance of sneaking items through security unmolested.

Armor Type/Rating: This box is present to keep track of the effects of damage to body armor worn by the individual. This game system has a mechanism whereby damage absorbed by the armor, gradually reduces its effectiveness (*see Soft Cover*).

HOW TO WIN FRIENDS AND INFLUENCE PEOPLE

Notoriety: Once a criminal starts committing crimes, word accordingly starts getting around town about their exploits. Steadily, the wider criminal fraternity will get to know about the individual, usually in relation to the types of jobs they perform. Further work may flow if hearsay suggests the individual is a competent operator. Major crimes often attract the lion's share of interest. All crimes go towards the notoriety rating of the individual. The Games Master is the ultimate arbiter of when and how this figure rises, certain repercussions the player is totally unaware of may affect this figure.

One may aid the process of increased one's Notoriety by exaggerating the crimes one has committed, but if conflicting details emerge later, one's Trust level may correspondingly drop. If one succeeds in bungling a series of high profile jobs, one's Notoriety rating may rise for all the wrong reasons. Increased Notoriety initially has many additional benefits: new work opportunities, respect from associates and a rising reputation. However, all too soon one's reputation starts to expand beyond the criminal fraternity, potentially attracting the interest of the local media and police. Ronald Biggs, the infamous criminal involved in Britain's "Great Train Robbery" in the 1960s fled to South America after the robbery, and could not return home unnoticed because he had become far too notorious. Crime Bosses like the late John 'the Teflon Don' Gotti of New York, find there great notoriety often leads to greater media intrusion and increased surveillance by police. Notoriety rarely decreases in the short-term.

Trust: Curiously, Trust is an important aspect of life in the criminal underworld. To pull off big jobs, you often need accomplices, only an idiot would work with someone they didn't trust. As an individual's Notoriety increases through job performance, the individual's Trust rating may vary accordingly. The Trust rating is a measure of not only their general performance, but also their sense of morality. If an individual informs upon a fellow gang member or associate to avoid jail time, his Trust level may markedly drop and retribution may soon follow. Conversely, an individual keeping quiet about the involvement of others in a failed bank robbery may find his Trust rating rises markedly. The Trust level initially starts out at *zero*. It may gradually rise and fall over time.

Nickname: Due to the illegal nature of crime, criminals often resort to nicknames. If you use real names in the planning of crimes, any covert audio recordings made by police prove incriminating. Nicknames often reflect the character's appearance (distinctive marks, dress sense or disabilities) or their behavioral tendencies or personality (habits, bizarre sayings, attitudes). Young criminals often start out giving themselves a nickname, similar to graffiti artists. However, it often changes depending upon the relative success or failure of their criminal exploits. One must choose a nickname with care, as it may have some bearing upon how they are perceived; calling oneself 'Nutter' is likely to carry certain connotations.

Notoriety	Criminal Level
Zero	Nobody
1 to 10	Petty Criminal
11 to 20	Senior Criminal
21 to 30	Second-In-Command
31 to 50	Boss or Professional

Trust	Atypical Attitude
+10	Trust him with my life
+5	A worthy Associate
Zero	Unknown Quantity
-5	A Scoundrel
-10	Absolute Scum!

Each time the player character interacts with a new set of criminal underworld figures, there is a percentage chance that he or she is known to them by their actions (i.e. their Notoriety rating). The current Notoriety rating is the percentage chance of he is she being known by their fellow (local) criminal underworld figures. The figure is halved for local police force officers to identify them. Once the character reaches a threshold level of 25% Notoriety, there is an increasing chance that ordinary citizens will also identify them (rating/10).

SKILL DESCRIPTIONS

ATHLETICISM

It helps to be physically fit being in the crime game. You never know when you might have to scale a looming six-foot tall fence to evade the attentions of a determined arresting officer. This skill represents physical abilities such as running, jumping and throwing. It also denotes an individual's general level of dexterity. A burglar may have to be extremely careful to not knock over fragile items in a darkened room, rely upon sheer physicality to evade laser sensors, or to make their exit through shards broken glass in a window. Undercover cops also need to be fit and have the necessary spatial abilities to clamber through a toilet window if they sense danger is at hand. Most police forces require their officers to be fit and agile.

AWARENESS

You might be the most adroit burglar in the world, but it counts for little if you haven't the spatial awareness to detect the policeman standing right behind you. Minor criminals are often told to act as lookouts for senior ones in the process of burgling homes, stealing cars or working confidence scams. Awareness is also crucial in determining minor details like whether the bulge in the man's jacket is a Browning Automatic, notice the glint of sun off a distant assassin's gun-sight, or see suspicious activity taking place in the shadows of a late night overpass. Awareness is often the difference between life and death for undercover cops. Beat police often rely upon their ability to detect out-of-ordinary events to prevent crime from occurring. Private investigators develop extraordinary levels of Awareness through years of patient late night surveillance.

CONSTITUTION

It's almost a Hollywood cliché to see people frantically pumping iron in prison movies. The fact is it's vitally important to look physically imposing within the confines of the prison environment. It helps to avoid almost constant daily harassment. Violence may only be an innocuous comment away. A man wielding an iron bar can quickly pummel someone into submission, or even into a coma. People at the peak of their physical fitness tend to suffer less blood loss from wounds, suffer less from fatigue and have greater levels of immunity to disease and toxins. Police culture requires all officers to maintain their physical wellbeing. Constitution becomes very important when an individual becomes seriously injured; Constitution rolls may mean the difference between life and death.

CONVERSATION

Effective communication is the primary skill of any decent con artist. The ability to be sociable is often the key ingredient in *social engineering* exercises, as well. A bank clerk is more likely to be responsive to a charming person's odd but persistent requests than others. One doesn't always need to lie to get what one needs, just stick to the plain facts that can be revealed. The difference between using the Conversation skill as opposed to Fast Talk one is that Fast Talk relies inherently upon lies.

Any budding Crime Boss needs to have that familial touch with all members of his organization. They may have to converse with young hoodlums, business professionals or even local members of parliament. The development of the conversation skill means the individual is able to socialize adroitly at all levels of society.

This skill is also represents the vocal finesse necessary to replicate foreign or regional accents. It is often the case that Private Investigators fore instance have to willfully misrepresent themselves as another to gain vital information.

This skill in practice is primarily used to *modify* a statement. The player is still required to interact with the Non Player Character as per normal, however, in the event that they say something that may prove offensive or problematic, the Games Master may require the player to roll against their Conversation skill to retrospectively adjust the statement. The Games Master may decide that not enough successes have been achieved and the statement remains, but the player character said it with enough charm or innocence for the NPC not to take offense. If secret information is blurted out, nothing can redeem the situation. In some circumstances where a non-vital conversation takes place, the Games Master may simply get the character to roll against Conversation to see how the encounter went.

DRIVING

The ability to drive vehicles safely at high speeds is an important skill for both police officers and getaway drivers. The majority of police officers are trained in basic driver techniques. New recruits are often detailed to act as traffic patrolman and are given more specialist forms of driver training. The philosophy behind advanced driving techniques often seems counterproductive to the uninitiated. Engines are revved at maximum in pursuits, this ensures better handling, if indeed great wear on the engine. The use of acceleration out of corners is encouraged and efforts are made to concurrently drop back in the gears. Drivers are also taught techniques such as J-Curves and Handbrake slides, which aim to give the driver greater options in case of dangerous situations like ambushes. Most officers are trained to look farther down the road than the average driver is required too; this helps to assist in the anticipation of unfolding events. Officers are also briefed in offensive driving techniques, as opposed to defensive; it is necessary at times to shunt fugitive vehicles safely off the road, and to do in absolute safety. An officer in a chase is often required to fall back upon their map memory skills training, and concurrently maintain radio their presence. Undercover cops often follow vehicles covertly, this may mean cooperating in a three-car team, cycling around to keep visuals on the target vehicle. Federal agents may also be required to participate in a series of firearm drills involving exit and entry insertion exercise by automobile.

A getaway driver may have instinctually developed advanced driving skills during endless bouts of joyriding and street racing in their youth. Some getaway drivers may in fact be former professional car racers or stock car drivers fallen on hard times.

FAST TALK

The ability to lie is the paramount skill for any decent con artist or undercover cop; one's life may ultimately depend upon it. It's necessary for most con artists to maintain several different personas all at once. If they don't have the ability to act and say these things in a convincing way, and commensurate to their persona, it may compromise that particular identity, and potentially lead to further investigation that may unravel the rest.

Professional con artists have usually devoted quite some time to simply observing people. Their different personas usually respond to particular deep-seated psychological needs of certain character types. Other con artists seemingly get away with the act by simply *believing* they are actually helping people.

Another aspect of the discipline is to address some of the telltale signs of lying. Con artists often closely observed themselves in mirrors, practicing their con routine/spiel. They attempt observe and limit the clusters of nervous activity that occur around the face. Some individuals when they lie, unconsciously put their hand across their mouths, scratch their nose or play with their hair, blink frenetically, sweat profusely, whilst others quite bizarrely talk in the third person, rather than in the first when describing events that have supposedly happened to them. All these aspects need to be addressed.

The Fast Talk skill is primarily used to tell a lie, as opposed to the Sense Motive skill, which detects lies. The Psychology skill is used to gain a general impression of the individual's overall personality, which may prove useful in tailoring the con or lie.

HAND-TO-HAND

The ability to fight one's way out of a tight corner may prove essential when a young hoodlum is confronted with several rival gang members whilst alone. A large percentage of thugs employed by organized crime groups are former boxers or nightclub bouncers. The hand-to-hand skill represents the use of bare fist fighting techniques (boxing), and simple grapple holds. Hand-to-hand weapons or improvised weapons can also be employed to inflict greater levels of damage. The size and weight of the weapon ultimately multiplies the damage done.



Police officers are often trained in basic defensive techniques. Control grips through to disabling strokes are some of the various ways to neutralize an unarmed assailant. The ways in which to disable a gun-user include, pushing the gun to one side and raking the face to temporarily blind the opponent, grabbing the pistol just in-front of the hammer, whilst putting downward pressure on the working parts of a semi-automatic, may cause it to temporarily malfunction. The Israeli army has even codified such techniques into *Krav Maga*, defensive techniques to disable an armed opponent. Some police forces employ these techniques.

There are a number of pressure points on an individual that can instantly kill or cause them to lose consciousness, if a character achieves a high enough result using the Hand-to-hand skill – optional rules exist to see if the opponent is knocked unconscious or killed outright (see *Ch7.Combat*).

The Hand-to-hand skill represents street brawling and boxing techniques, the Martial Arts skill found later represents the more analytic techniques of Asian fighting styles.

INTELLIGENCE

Most police forces require new recruits to undertake and pass a series of written examinations. Police are often called upon to think laterally and interpret complex laws, often on the run. Detectives obviously need to be able to think laterally and creatively to solve cases, whilst federal agents and private detectives undertake similar work to that of police detectives.

Con artists are often highly intelligent individuals, who need advanced analytic skills to operate scams such as card counting enterprises at casinos. These so-called smart criminals are often more than a match for their police adversaries. This skill represents a raw quotient of intelligence the individual has. It may be molded through years of higher education, or it may be simply raw intelligence.

I.Q. is always used as the default skill for determining general knowledge.

- 0 to 1 Represents little or no formal education, the individual may not be able to read or write well.
- 2 to 3 Represents an average high school education, with little trouble reading or writing.
- 4 to 5 Represents College or University education, they have advanced reading and writing abilities.

SENSE MOTIVE

The ability to detect lies is a vital skill for anyone involved in detective work. It's often the case of weeding out the disinformation and coincidental information from statements, than necessarily discovering the truth. People who lie generally give away telltale signs of deception in their verbal and non-verbal communication, completely involuntarily. From nervous facial ticks, hands across mouths, through to excessive perspiration. Even a slight rise in the tonality of the voice or loss of eye contact can be an indicator of lying.

Police officers, and especially police interrogators, are taught to identify a greater percentage of liars through their interactions with specialist training videos. It is estimated that a trained police officer can detect a lie 50% of the time, as opposed to an untrained civilian who can only detect a lie at best 25% of the time. Some United States police departments employ polygraph tests (lie detectors). Controversy still reigns as to the validity of the results.

Criminals often develop a keen intuition for detecting lies, not surprising given a lot of criminals are dishonest by trade. The ability to discriminate between truth and fiction is a key determinate as to whether the criminal prospers through his associations or suffers.

S T R E E T W I S E

Operating in hostile street environs, it is necessary that federal agents or undercover officers avoid standing out from the crowd. They also need to develop an intuitive sense to adjudge the situation for telltale signs of developing danger. They generally achieve invisibility on the street by observing local customs, wearing clothes that blend in with the environment, and interacting with key events that take place at street level. From two lovers standing in a doorway embracing (whilst one is picking the front-door lock), to a 'phone maintenance man' servicing local phones (i.e. bugging the phones). Even an old lady walking her dog (for the forth time today around the same targeted crack house), all efforts must be tailored to suit the surrounds. Most federal agencies will send their trainee officers into hostile localities like bars to get a *feel* for such places, because if you cannot sense danger brewing, there is often little anyone else can do to withdraw the undercover cop from the scene, at least at short notice.

Criminals are usually extremely streetwise. They know the signs of danger and avoid them instinctually. They can often manipulate such circumstances to their own benefit, they may fore instance insight a riot between rival football fans outside the ground, so they can steal the away team's supporters bus. The streetwise individual will usually glance at local graffiti and avoid areas where an ambush could readily take place. This skill goes beyond mere Awareness, bitter experience often informs their wise choices.

S T R E N G T H

Physical strength is highly valued commodity in the criminal fraternity. Protection rackets often employ large, strong ex-body builder-types to intimidate local businessman into paying up. The Strength skill determines how much a character can successfully carry or lift. It is also a determinate in successful grappling attempts.

W I L L P O W E R

The willpower skill represents the character's ability to withstand physical torture or interrogation. A high willpower rank means that the individual is able to withstand extremes of duress. Willpower also represents the character's basic level of self-control. A character with a high willpower ranking is self-motivated and can stay focused for long periods of time. Characters with low willpower scores often fail to achieve life goals and simply react best to developing situations.

Willpower signifies the character's ability to stay focus through periods of training, characteristically, someone with a low rank in Willpower will take the time to relax and socialize in between operations. Whereas those with high willpower scores are driven individuals, who are always seeking to achieve their life goals at every turn. In between missions, each character may be given the opportunity to improve their skills (see Chapter 8: Training).

Please Note: Your Willpower level cannot be enhanced through training, only under extreme conditions will the Willpower level ever rise. Extreme situations include torture or life and death struggles. The new figure may be motivated towards a achieving a particular goal like revenge. Please see *Self Improvement* for further discussion.

BASIC TRADE SKILLS

APPRAISAL

This skill represents the individual's ability to evaluate the resale value of items. Criminals quickly develop a keen sense of the value of everyday goods, and even what goods can be readily resold i.e. DVDs and other forms of electronic media. This is the primary skill of an NPC character class called a Fence. A Fence is someone who will accept stolen goods at a percentage of their retail value and quickly resell them for profit. Certain player characters may have worked for a Fence (usually a Non Player Character) and therefore know quite a bit about the resale value of stolen goods, they may even have some knowledge of the basics of the antiques trade. Characters with higher skill ranks in appraisal may have worked within the antiques trade itself.

COMPUTER/I, T

Computer/Information Technology is the primary skill of hackers. Modern police forces and Federal Agencies have dedicated divisions to help fight the rise of internet-based crime. Police officers and federal agents usually have a wide array of computer and information-based technology devices at their disposal. Fingerprint, DNA and police record databases exist and are increasingly linked via the Internet to other agencies. The modern police officer is required to use computer technologies in squad cars, to file reports and to interact with other agencies and officers.

The laptop is fast becoming the primary device in surveillance. Computer software exists to hack telecommunications lines, disguise voices and log computer activity. The Internet age has afforded undercover agents in *deep-cover* the ability to gain access to information via the Internet or wireless capabilities.

Hackers and other computer criminals take advantage of loopholes in commercially available software, computer protocols and hardware to further their own criminal aims.

CONTACTS

Contacts represent individuals who the character knows who may assist them in their law enforcement or criminal activities. For each additional rank taken, the character knows one additional contact.

The initial contact should generally be related in some way to the major specialist skill the character has. If the character is an excellent petty thief (i.e. the skill Sleight of Hand) for instance, it may well be the case that the young criminal knows a Fence (seller of stolen goods). The type of criminal contact that the character knows is decided in consultation with the Games Master.

An important aspect of the contact is the level of familiarity. The contact will either be a mere acquaintance, average friend, or close-friend/family member. The level of familiarity can be a two-edged sword, knowing someone really well means additional assistance may be forthcoming, but additional obligation exists in return.

You should consider the familiarity of the contact using the following table:

Level 1 Acquaintance: You barely know the person, only what they do

Level 2 Friend: This person is a reasonable friend, who may go out of their way to help when it's needed

Level 3 Family: This person is either a family member or close friend, who may possibly put their life on the line to help save their devoted friend or sibling

The types of contacts that may be of assistance include fixers, police insiders, doctors, weapon-smiths, civic officials, informants, lawyers et al. Please discuss your particular needs with your Games Master. The GM will come up with the profile and method of contact for the NPC that best fits into the campaign environment.

ELECTRONICS

The ability to manipulate electronic equipment is vital aspect of disabling electronic security devices. There can be one of two outcomes when a successful Illegal Entry roll takes place; the impediment may either be of a mechanical or electronic nature. Cutting wires, scrambling input devices and reformatting security codes is essentially electronics in nature. Electronics can also be used to repair broken electronic equipment, or disable electronic devices. It is also used to identify obscure electronic equipment.

FIRST AID

By the time a police officer reaches the stationhouse, he/she is literally an investment of tens of thousands of dollars (selection, training, equipment and wages). This is why basic first aid training is always given to officers. It also fits in with the stated goal of the police force to assist the general public in times on danger or peril. Other character types may have picked up basic first aid training whilst performing army reserve training or compulsory national service.

GAMING KNOWLEDGE

This skill represents the general ability to understand games of chance and ways to manipulate them for personal gain. A character with advanced gaming knowledge will have dabbled in several different arenas of gambling including poker, blackjack, horse racing, lotteries and illegal betting. A criminal may have worked for an illegal bookie or helped run a so-called numbers game. The character will know the various schemes used by organized crime bodies to finesse the odds in their favor. The character may have the ability to read cards at a blackjack and poker table; they may even be familiar with the odds associated with games of chance.

INTIMIDATION/INTERROGATION

This combined skill represents the character's ability to be threatening, or to interrogate people for information. Intimidation tactics often rely upon basic interrogation techniques; the basic principle of both intimidation and interrogation is to usurp the other's free will through domination. Criminals who run protection rackets seek to present the reality that they are in fact in control of the local area, not the police. Intimidation doesn't always rely upon displays of physical strength, it can equally be tied to another form of personal threat like exposure of secrets or destruction of property. However, the combined Strength and Constitution quotient of the individual may have some bearing upon Intimidation results needed for success.

There are as many defenses against interrogation as methods of its performance, the general idea, however is to create moments of uncertainty, fear and to provide opportunities for relief. By manipulating the physical conditions such as time (messing with clocks), temperature and sound (white noise) you can break down a captive's mindset, even inducing a breakdown if necessary. Once the subject's mind is broken, it is hoped that the information might tumble out; however, if you *break* the detainee's mind one might have to reconstruct the jumble of information into a cogent picture.

The other basic way is to become the captive's confidante, to become someone who the captive can receive empathy from for their sorry plight, even if that friend is also their jailer.

Physical violence can actually backfire in some interrogation situations (and character types), violence can sometimes create relief from the constant barrage of threats and questions. Other ways to break an individual include; providing hours of nonsensical questions or meaningless chats followed by a real set of questions, sometimes the detainee will answer purely through utter relief (with the affirmation of reality a sensible question brings).

Obviously, trying the direct approach should be attempted first; the individual may simply blurt out the desired information knowing what is to follow.

In terms of developing a defense against torture, one method is to control the questions by slowly winding down the time between the question and answer, assuming the interrogator is easily thrown, the power relations should marginally shift towards the prisoner. Another way is to plant absurdities into real information; hopefully, the interrogator won't pick up on the compromised information until much later – even if the interrogator does pick it up relatively early, they will still feel that some power has been conceded.

Interrogation techniques are taught to police officers who are to specialize in interrogation. The actual level of *physicality* employed by police is solely dependent upon local law. In the United States and the United Kingdom, coercive techniques are strictly against the law, although it's well known that some suspects are still 'roughed up' on occasion.

LAW KNOWLEDGE

Police officers and federal agents are required to have an intimate working knowledge of criminal codes and the responsibilities of an arresting officer. Law enforcement officials have to make split second decisions at times to arrest individuals on mere suspicion of having committed a crime, hoping to gather more substantive evidence as they go along. Wrongful arrest can result in civil law suits and possible suspension from duty. Private Detectives and Bounty Hunters also have knowledge of specific areas of the law, especially in the areas associated with their work practice.

In game terms, the player can roll against their law knowledge skill to determine a list of possible charges against the suspect. It's not strictly necessary that the player in question have an intimate working knowledge of the law. The Games Master may also intervene at certain times to suggest that the player roll against their Law Knowledge skill. It may be the case that an over exuberant player has forgotten basic police etiquette, or is breaking the law themselves; the Games Master's intervention simply informs them that they may be about to transgress, the player is under no obligation to stop. The character might actually get away with the practice, anyway.

LOCAL KNOWLEDGE

Beat police and criminals often have an intimate working knowledge of local politics, social issues and leading figures within the community. Local knowledge also aids specifically in finding out basic information about criminal activity. Someone with high local knowledge will generally know who runs certain local scams, the habits and peculiarities of these identities, and their associates and rivals. They may even have a working knowledge of the history of local crime. Those with higher scores may be privy to rumors of informants, corrupt policeman and politicians, as well.

MECHANICS

This skill represents the individual's ability to identify mechanical objects, and either repair or disable them. This skill is often called upon to disable non-electronic security devices, understand safe mechanisms and break into and/or hotwire motor vehicles. Thieves often acquire such skills by being unofficial apprentices to safe crackers, or apprentices to car mechanics working in so-called car 'chop-shop' (stolen car racket). The character may simply have attended night school in mechanics.

PSYCHOLOGY

This skill represents an understanding of the workings of the human mind. Individuals with a couple of ranks in psychology will know basic popular psychology and be able to apply it to the people they meet. Con artists often develop a very keen understanding of human aspirations and desires and prey upon them for profit. Beat police, detectives and private detectives deal with members of the public on a daily basis. The motivations, conceits and deceptions regularly employed by people, become quite transparent to the members of these professions.

A player may wish to roll against this skill during the game to gain a better understanding of the person they are in conversation with or observing. A good result will garner a general impression of their mood (tense, content 'etc') and possibly a psychological explanation for their errant behavior. The player instead may wish to ask a direct question of the Games Master e.g. "If I press him further in this matter, do I think he is likely to get violent?"

This skill is also important during interrogations, interviews and torture. Understanding the individual and their psychological flaws and strengths can save countless hours and quickly get to the nub of what makes them tick psychologically. Psychology is also important for police profilers. It also aids in controlling and manipulating informants, as well.

SLEIGHT OF HAND

This skill represents the character's ability to perform basic sleight of hand tricks. A basic skill in magic technique is that of sleight of hand. The individual draws close attention of the viewer to one particular hand, whilst pocketing or recovering an item with the other – this is called misdirection. Basic card tricks, shell games and other confidence tricks are driven by this skill. Petty thieves often rely upon sleight of hand techniques to steal items, as well.

In game terms, sleight of hand is employed to substitute cards in card games, shoplift or steal handbags (wallets) or to distract the attentions of people momentarily for illicit reasons.

STEALTH

This skill represents the ability to remain undetected in hostile areas. This skill represents the ability to both look inconspicuous in crowded areas, and the ability to move silently in sparse areas. The individual with a high stealth ranking will know the basics of camouflage and undertake to take advantage of suitable clothing, use of shadows at night (or day) and they may even know the skills associated with Close Target Reconnaissance (CTR) – see the *SpookEngine*.

STYLE

One curiosity of criminal behavior is the virtual obsession with personal style, clothes and grooming. Over the years, leading crime figures have spent thousands on Italian suits, plastic surgery and expensive jewelry. A certain machismo exists amongst criminals that finds full expression in their personal dress sense and accouterments. Many needs are sated by the enterprise, some dress in fine suits and jewelry to show success, whilst others prefer to dress in confrontation garb (doc martens, chains, tattoos 'etc') to show toughness. Professional con artists recognize the importance of style (both in terms of personal mannerisms and dress sense) and modify their tailored looks accordingly. In game terms, this skill represents the ability of the individual to identify the necessary requirements of style for each social occasion and how to interact accordingly. Non Player Characters are usually better disposed to characters who impress through their sense of personal style.

WEAPONS FIREARM

The ability to handle a firearm in pressure situations is an important aspect of law enforcement operation. A federal agent or undercover cop may evade capture by the frenzied use of guns; but they may do so at the expense of other agents or their job. The indiscriminate use of firearms in operations may lead to suspension, the sack and/or criminal charges. The key skill identified in weapons training is the ability to develop a clear, calm response in the face of imminent threat. Accuracy in shooting is valued; but so is the ability to recognize a civilian from an armed criminal.

A particular style of firearms training favored by most Western federal agencies is called Close Quarter Battle (CQB), designed by the British S.A.S. Most exercises use a *Killing House* (a building kited-out with mock targets, furniture and large rubber walls to dampen ricochets), the combatants usually enter the building in teams of three. The teams attempt to use maximum speed in clearing the building, sometimes they use shotguns with solid shots to blow the hinges off doors and enter the room simultaneously - staying relatively close together and targeting (and firing) over each others shoulders (targeting different segments of the room).



Criminals may have the opportunity to develop these skills during national service or by partaking in army reserve training. In the United States, gun culture is rife, whereas in the United Kingdom, gun crime is still relatively rare, but growing. Most Bounty Hunters will have extensive firearms training, they may even be ex-cops. Obviously, SWAT teams regularly undertake training in firearms (see *theSpookEngine* for information about tactical operations).

SPECIALIST TRADE SKILLS

COMMUNICATIONS

The ability to gather, filter, mask and analyze all forms of data is a valuable tool in surveillance; one simply doesn't just put microphones in a clandestine meeting place and expect them to pick up the conversation; it requires dedication, knowledge of equipment and patience to succeed. There are many types of microphones, which have their own relative strengths and weaknesses. There are two basic types of microphone, being dynamic and ambient. The dynamic microphone is good for close clear sound reproduction, the other is the ambient microphone which as the name suggests tends to concentrate upon getting a fuller sound picture of the room, but at a loss of quality. For strict surveillance purposes, there are miniature wireless microphones (inserted in walls, lapels, everyday items), wiretaps (telephones, computer terminals), shotgun microphones (aimed at windows to detect vibrations from internal conversations) and all manner of masking devices (voice modulators) and white noise generators (scramblers).

Video surveillance provides a different set of challenges; like hiding the camera in everyday objects that won't come under suspicion, and providing for the battery needs of these high powered devices. One also needs to make an appraisal of what kind of camera might suit the environment best (standard video, Infrared or Thermal).

Private investigators and federal agents regularly undertake surveillance operations and generally have a good working knowledge of these devices (Please Note: Communications is listed in *theSpookEngine* rulebook as 'Signals Intelligence', it was felt the existing name was somewhat inappropriate for this particular release).

CHEMISTRY

Chemistry represents an understanding of chemical compounds and creation of them. Chemistry is an important skill in forensics investigations and drug manufacturing. Chemistry is also important in developing explosives from simple everyday chemicals like Fertilizer and Diesel. In game terms, a Chemistry roll is often required to determine the purity of drug shipments, create batches of synthetic drugs and in the creation of explosives.

D I S G U I S E / D E C E P T I O N

A professional disguise artist can not only change their appearance, but they can also change the way in which they walk (shoe inserts), modulate their voice, alter non-verbally communications and change their speech patterns. Disguise artists regularly change their skin tones, apply prosthetics to their face and apply wigs in such a way as to look natural.

Although it may be incredibly difficult to pass off as a specific person, especially in close conversation, it may be possible to disguise oneself enough to enter a secured location as that person.

The individual instead may seek to represent a particular stereotype or race, rather than a specific person. Anyone involved in an undercover operations on foot might for instance wear a reversible jacket, have a flat cap concealed in their pocket and have a dog on a leash. They can often later pass by the same target unrecognized by changing and chaining up the dog elsewhere. The other aspect of this skill is the deception aspect. It refers to the ability to effectively disguise all-manner of objects.

C R Y P T O G R A P H Y

Encryption is often employed in telecommunications. There are a wide variety of delivery systems, which can be utilized to send encoded information, including the use of police radio call signs, computer watermarking technology embed in text, jpegs, mp3s et al, and the use of public and private keys in telecommunications (emails, digital mobile phones).

The use of cryptography in *Steal* is generally limited to hacking procedures. At times, certain information may be encoded with high-end encryption routines (beyond the scope of existing decoding or hacking programs), requiring specialist knowledge of cryptography to defeat it. More information about cryptography can be found in the main *SpookEngine* rulebook.

E X P L O S I V E S (B O M B D I S P O S A L S)

The ability to create and use explosives is a specialist skill that occasionally dangerous criminals possess - especially those from the former-Soviet Union. Of course, Bomb Disposal experts working for specialist police units have an intimate working knowledge of the techniques associated with commercially produced armaments and their home-made equivalents.

Your basic manufactured explosive device usually passes a small electrical charge through a blasting cap (gunpowder or TNT) which subsequently ignites a high explosive (commonly PE4, RDX or C4). Your homemade bomb usually comprises of common fertilizer and diesel fuel (known in IRA circles as HME or more commonly known as ANFO). Such bombs may also comprise of large amounts of TNT, although such bulk makes it difficult to place the device covertly. Explosives generally come in a solid mass like gunpowder or in a putty like plastic explosive (PE4 + C4). It may also come in a liquid form (like ANFO) usually held in bottles or cylinders: chemicals in such a state are relatively unstable and may explode with friction.

Explosives may also include a timing device, which seek to delay the initiation sequence of the bomb; this timing mechanism could be electronic or mechanical (such as a clock). Some bombs are fitted with remote detonators (either wireless or electronic), which gives a degree of flexibility; bombs may even incorporate a small camera, to accurately judge the time of detonation. A recent development has been the use of mobile phone circuitry to remotely detonate, by calling it from another phone.

The basic mechanism of closing an electrical circuit primes the bomb. It can be used in novel ways like putting a pressure plate upon a floor that is attached to a bomb. Claymores and grenades generally use an initiator, like a dynamo or clacker, which pass a charge down a cable (or central core) to the blasting cap. This effectively gives one a crudely timed device capable of being thrown or hooked up to trip wires (there is usually a 4 to 5 second delay on grenades).

Bomb disposal experts rely upon the Explosives skill to identify the bomb and its particular type or make, and Mechanics or Electronics to disable the bomb, depending upon its construction.

FORGERY

Federal agencies have professional forgers who create fake passports, and other forms of personal identification. An agent going undercover may be furnished with a secure bank account (and credit rating), doctored photos of a fictional family (computer retouching), University degree (hacked Uni records to match), a full resume of contacts (backstops + relevant papers), a wife (fellow agent), an abode (safehouse + records of receipt of long term occupancy) and suitable household items (including internal surveillance devices + messages).

Forgery has always proved to be a lucrative criminal enterprise. Bank notes have been forged since the day they were first circulated, despite innumerable attempts by governments to include advanced safety features to stop counterfeiting. Driver's licenses are regularly spoofed (underage drinkers and criminals require them), and so are passports (illegal entrants or terrorists). In some circumstances, organized crime groups steal the particular plastics or paper stocks used in the production of I.D. to aid in their presentations. They may have insiders in the agency to help fabricate complementary electronic records. Forgery undertaken today is heavily reliant upon computer-aided drafting. It is now often necessary for the forger to reproduce holographic images or recreate certain barcodes. Equipment exists to scan barcodes, decrypt the information and re-encode it onto a brand new card.

The success of forgery operations often comes down to the availability of the necessary raw materials and advanced reproduction equipment, and the time available to reproduce them.

ILLEGAL ENTRY

The art of infiltration is comprised of a conglomeration of different skills. Illegal entry represents the general ability to detect electronic and physical devices that make up the security arrangements present at any secured location. Through years of research and field activity, an experienced operator will understand how most security systems are designed and implemented. They are usually in a position to understand the particular strengths and weaknesses of each of these systems.

One firstly needs to have an understanding of the various devices used to detect intruders, there exists electronic ones (alarms, laser trips, motion detectors, heat detectors, and fail-safe devices), and physical ones (locks, electronic locks and safes). There are also many useful devices available, which assist the intruder in entering secured locations (sprays for uncovering lasers, lock-picks and electronic scramblers and decoders).

The classic lock-pick requires an understanding of how the lock works internally before any attempt to open it can be made. The use of lock-picks seeks to mimic the relative positions of each ridge in a key, by the careful application of sideways force and dexterity, each pin is successively picked and eventually the lock will spring open. One can sometimes open simple locks by simply *scrubbing* the tops of these pins. Attempting to pick more advanced locks like double-ridged keys, requires the same basic principle, but a brace may be required to *fix* the position of one set of pins, whilst you attend to picking the others.

One may also have the option of performing an illegal entry through the use of a pick gun, which automates the picking process; one may even have access to a set of locksmith master keys. Another clandestine operation specialty is getting one's hands on the original set of keys for a briefest of moments, and pressing it into a hidden wax mould. One can afterwards recreate the key by sculpting an aluminum blank.

Cars occasionally need to be entered, the easiest way to gain entrance is to identify the car type, and get a set of duplicates for that particular model. If time is a motivating factor, one can use a slim-jim, a long rod device designed to reach into the window cavity and pull the lock open internally (although measures have been taken in recent years to prevent such access).

Electronic security devices (on cars and buildings) present a far more formidable target. Yet, if one works methodically and knows the relative strengths and weaknesses of each device, one can manipulate the surrounds to defeat the protection. Thus, laser trips can sometimes be identified with a fine spray, one can use computerized equipment and attached cables to decode or transmit jamming electrical pulses to open timed electronic locks, they may even identify passwords. One can even avoid cameras monitoring one's progress by jamming its signals or interfering with its cabling to rebroadcast a looped signal of the formerly vacant corridor.



In game terms, Illegal Entry is used to identify security features, and either Mechanics (physical impediments) or Electronics (electronic impediments) are used to disable them.

MARTIAL ARTS

The basic philosophy of all martial arts is usually a combination of self-control, awareness and harmony with nature. Depending upon the school (Ryu) of the martial arts, there may be some philosophical element based around the likes of Buddhist, Shinto or Zen philosophy: usually delineated by the -do (philosophy) prefix. The -jutsu ending delineates techniques of fighting. There are generally two different approaches to the art form, one being about hard-contact blows delivered with strength and power, and soft-contact, which generally seeks to use an opponents strength against him/her by supple sideways, evasive techniques.

A multitude of styles exist across Asia, here is a basic summary of some of the major forms:

Aikido: (Japanese) The defensive system, which seeks to use the assailants force against them by a series of sideways movements, throws and locks; which rarely involves hand-to-hand engagement.

Full Contact: (American) The form of Karate popularized by Mike Anderson in 1974 as a spectator sport (after the popularity of *Bruce Lee* movies), which doesn't seek to protect it's participants from injury from its full-contact nature. Generally, denoted for its reliance upon absolute force in delivered blows.

Hapkido: (Korean) An eclectic mix of offensive/defensive styles built around kicks, punches, locks and throws.

Judo: (Japanese) The sport derived from non-violent techniques focussed around maintaining balance and using throws to disable your opponent.

Ju-jitsu: (Japanese) The technique, which has changed considerably since the days of the Samurai and Bushi (warrior) of feudal Japan, now known more as a defensive sport designed to anticipate and disable an opponents attacks by balance and self control. Historically being a series of high-risk movements designed to violently disable an armed opponent quickly.

Karate-do: (Chinese) The art of the empty hand is a philosophical system devoted to maintaining control and harmony, the technique revolving around attacks by kick and punch, without the need to resort to grappling.

Ken-jutsu: (Japanese) The warrior art of the sword is the historical version of the non-violent sport of Kendo, the original combat system employed by the Bushi and Samurai.

Kung Fu: (Chinese) As in the mandarin word Wushu for *stop-fighting*. Kung Fu is actually a wide selection of styles; from Drunken monkey (Drunken Master) which seeks to disorient opponents through unnatural moves, Taiji Quan which is softer and flowing, through to the more acrobatic styles popularized in the West through Kung Fu films.

Kyudo: (Japanese) The way of archery seeks to engender a spiritual understanding of the noble weapon of the bow, and also its use on horseback

Kalaripayat: (Indian) The unarmed and armed techniques, which are not dissimilar to Karat

Ninja: The development of Ninja in the Heian Period (794-1185AD) of Japanese culture around the mountains of Kyoto is a curious one, despite the formal society seeking to preserve order and respect for its social elite, *non-persons* such as the ninja could be employed by a Daimyo (clan head) to achieve strategic aims by assassinating a competing clan's social elite. Today, a large industry has developed out of training Westerners in the art of the Ninjutsu.

Various skills taught including; the art of scaling walls, swimming silently, concealment techniques, disguise, the use of rudimentary poisons, the use of chemistry (creating smokescreens), voice and hand signals, the psychology of torture, and the use of major ninja weapons (katana, nunchaku, ko-ugi/dagger and shuriken). Such skills, are still of use in modern espionage and special operations, as many triads and Eastern governments still employ their skills in hits and assassinations.

WEAPONS MILITARY

Most hand-held firearms can be used by the inexperienced, there are however a whole class of military weapons including; howitzers, anti-aircraft guns, cannons and rocket launchers that need some degree of understanding of their potential use.

There are a number of factors to take into account when firing larger ballistic weapons including:

- ❑ Range: Calculation of the correct elevation of the shot
- ❑ Cant: A weapon or vehicle may be at an incline requiring adjustments to targeting
- ❑ Crosswind: At long ranges adjustments need to be made for variable wind effects
- ❑ Barrel Droop: It may seem inconsequential but most tank gunners know the importance of keeping track of the sagging effect generated by heat on large smoothbore guns
- ❑ Barrel Wear: This can also lead to poor performance of the basic mechanisms
- ❑ Ammunition: Different types of ammunition have different ballistic characteristics, which needs to be taken into account in firing



Although Weapons Military is generally beyond the scope of a *Steal* campaign – more in keeping with *theSpookEngine* - it has been known for criminal groups to get their hands upon rocket launchers and other military equipment. Some characters may have undertaken national service, and therefore may have come into contact with such technologies.

6 . GAME MECHANICS

In roleplay systems like *Steal 2.0* at various times dice are used to decide how well a character performs a set action. For the sake of continuity, our two-man crime wave today will consist of Peter ‘Nutter’ Costello and Thomas ‘Shifty’ McDoogle.

Peter ‘Nutter’ Costello has been away for quite some time. He hasn’t been to the Costa Del Sunburn as stated, he’s been resting up in a Scottish mental ward. Being sectioned is his way of avoiding porridge (prison time) for yet another round of unprovoked G.B.H. (Gross Bodily Harm), his friends take his word for it that he’s a good actor.

Nutter is parked across the street from his ex-wife. He is seated in a sleek executive neon-blue beamer (BMW). Across town, burglar alarms chirp merrily away in a luxury showroom. An elderly Indian shopkeeper timorously creeps down stairs with a shotgun two blocks away, as Nutter relieves another Gitanes Blondes cigarette from its packet resting upon the passenger seat, his bloodied bandaged hand still weeping.

Every minute or so, an orange glow illuminates his intense features, staring intently up at the 3rd floor window across the street. Who is she entertaining?

Example: The basic way we determine what Nutter sees is by rolling 10-sided dice. Nutter (*as per his character sheet*) has 3 ranks in Awareness; therefore he rolls 3xd10 dice, plus an additional 2xd10 default dice (it is assumed everyone has some basic ability in skills).

Dice Roll	Counts as <i>x</i> successes
1	-1
2-6	0
7-9	1
10	2

The player rolls 5 dice for *Awareness* ending up with the following result of 10,7,1,1,2. This calculates out to be 2, 1, -1, -1 & 0 = 1 total success all up. On most occasions, 2 successes would ensure that Nutter saw the stranger hand over a wad of cash as he smiled on the way out. On this occasion, it is deemed that Nutter must have been too far away to see the exchange properly with the naked eye, or perhaps too furious.

Note: The difficulty of the objective is determined by the Games Master, some particularly difficult tasks may require a higher degree of success.

ZERO SKILL RANKS

All individuals get 2xd10 default dice to play with when attempting skill checks, even if the player has no ranks in the skill. There is still a chance that a complete novice driver may successfully drive a vehicle at speed. Although the chances of doing so successfully are limited, but having *zero* ranks doesn’t mean it cannot be attempted.

CONTESTS OF SKILL

Sometimes, events conspire to pit you against another player or non-player character. Your ability to succeed at the task is in direct proportion with the other individual seeking to stop you, or visa versa. You may be attempting to get away from being tailed (followed) by another vehicle. Under such circumstances, each side rolls their allotted number of dice (*as per their skill rank*), and the side achieving the highest result succeeds.

Here are some further examples that may pop up in game play:

Shadowing Someone: the Detective's Stealth against the Suspect's Awareness

Lying To Someone: The Suspect's Fast Talk versus the Patrol Officer's Sense Motive

Forging Documents: The Master Forger's Forgery skill versus the Customs Officer's Awareness

Intimidating Someone: The Federal Agent's Intimidation versus the Suspect's Willpower

Dodging an Attack: The Thug's Hand-2-Hand versus the Cop's Athleticism

Substituting a Playing Card: The players Sleight of Hand versus the Awareness of the other players

FAILURES & BOTCHES

Every so often, a player may achieve a particularly poor result from dice rolling. Under most circumstances, the individual has attempted the activity but hasn't succeeded at the task. If someone say, attempts to open a door using a lockpick gun (Mechanical roll) and they have achieved exactly *zero* successes, they have spent some time (around 5 minutes) attempting the task, but ultimately failed. The individual is at liberty to try again. If the player achieves a negative result, they may have inadvertently broken off one of the picks in the lock or scratched up the lock. Minus successes are called *botched* attempts, the greater the failure, the greater the negative consequence. The pick may have set off an alarm is an example of a really bad failure.

One thing to denote about repeated failed attempts is that it takes up time. Events may occur in the meantime, which may ultimately prove detrimental to the players' cause e.g. a security guard may spot them as he is doing his round.

TAKING YOUR TIME

The chances of succeeding at some tasks may be considerably improved by taking additional time. The chance of say, producing an accurate fake passport can be dramatically improved if one has the luxury of weeks of preparation time (*and access to high-grade materials, printing presses and computer-aided drafting equipment, as well*). Ultimately, the Games Master will adjudicate under such circumstances as to whether additional time will improve the chances of success or not. The Game Master is required to outline the decision before the activity is enacted.

Note: Some tasks like disabling a timed bomb, stanching massive blood loss in a patient, and most combat actions cannot be improved by taking one's time.

7. COMBAT

Combat skills work similar in practice to non-combat skills, as we discussed in the last chapter. To hit someone, one rolls his or her Hand-To-Hand, or Martial Arts combat skill.

COMBAT ROUNDS

Combat rounds last approximately one second. Any action the Games Master believes can be accomplished in this time is acceptable. Basic actions like firing a gun, striking someone, reloading a firearm, or diving for cover are standard actions. The Games Master may adjudicate that more complex actions may extend over a number of rounds (*like First Aid*), and may actually be compromised by either the individual being hit or menaced at close range.

Example: Nutter is now boldly striding forward towards the gentleman leaving his ex-wife's apartment. In the relative darkness cast by a nearby tree, Nutter draws a screwdriver from his pocket. The stranger smiles, and king-hits Nutter before he even has time to react. He rolls $3xd10$ ranks of his Hand-To-Hand skill (plus his $2x d10$ default dice), giving him a grand total of 5 dice to roll. He rolls 1,10,3,10, $8 = 4$ successes (-1,2,0,2,1). This means Nutter has lost 4 points of Vitality from the blow. Two successes generally being the target number for actions without modifiers. As the stranger only used his bare fist, this has translated directly into the equivalent amount of damage, 4 points of damage i.e. $x1$ multiplier used for bare fists.

WHO GOES FIRST?

In combat situations, generally both parties have the opportunity to act first. Once an individual has acted, the remaining individuals can react in the order of each individual's *Athleticism* rating. This occurs until every individual has had an opportunity to act, thus ending the round. The protagonist will then go first again in the next round. In the circumstances as shown above, it may have been fairer to get both characters to roll against their *Athleticism* skills, to determine who went first. It was essentially an opposed skill situation. However, the Games Master simply allowed the stranger to act first, given he had a higher *Athleticism* ranking than Nutter.

The extension of this basic principle is a situation where a party develops a clearly defined signal ahead of time to attack upon command, they are allowed to act in concertina.

If the target is blissfully unaware of the protagonist, this is counted as being *surprised*, meaning they do not get the opportunity to act in the 1st round. This can be a major disadvantage, which may prove fatal.

In the *Steal 2.0* combat system an individual has the opportunity too either attack, grapple or dodge. In any round, the individual can also walk slowly (*their Athleticism ranking in meters or yards per a round*) without incurring a penalty to their roll. An individual can also attempt to sprint (*meaning they can travel an additional distance equivalent to their Athleticism skill check in meters or yards – botches mean they trip over*).

GRAPPLING

To grapple an individual, one needs to make a successful Hand-To-Hand roll (H2H). In addition, up to 2 other individuals may attempt to target the same victim. The target may wish to use his round action to break out of the grapple (*opposed H2H check*), or seek to dodge the individual (*opposed Athleticism vs H2H check*). In the next round it is assumed that the aggressor/s have managed to get their hands firmly on the target (*all the higher H2H checks*), now the aggressor/s each need to roll Strength checks (*adding together their combined total*), the grappled individual also makes an opposed Strength check. If the grappled individual roll is higher, he breaks out of the grapple; if the aggressors win, the target is considered pinned (*or unable to act further that round*). Unless, the individual is handcuffed or tied up that round by an associate, successive Strength checks will be need to be made to keep the individual pinned.

Nutter is now propped up against the bar of the dingy Dog & Strumpet pub. The stranger earlier turned out to be his former partner-in-crime, Thomas ‘Shifty’ McDoogle, who had popped around to see his ex-wife and hand her some money from the crime firm, criminals look after their own you know. They have got seriously drunk to avoid further complications. Things got especially lairy when Shifty mentioned the phrase ‘ex-wife’, his wife having filed for divorce during his extended absence.

Shifty is presently talking gibberish into a mobile phone to his beloved, whilst attempting to aim at a urinal in the toilets, failing miserably at both.

Nutter glares at a couple of merry ginger headed fellows across the bar. He engages them in some light banter about highlanders preferring sheep to women. He doesn’t notice the television behind beaming out the Scotland versus Wales football international, or indeed the three large kilt wearing fellows presently waltzing towards him.

Example: Nutter is grappled from behind by Harry ‘the Haggis’ Harris. The big man achieves 4 successes on his Hand-to-Hand roll. Nutter is surprised in this first round, because he failed to make an Awareness check to see him coming, he cannot do anything about this particular round. He is firmly grappled by the start of the second round. Harris being the protagonist goes first and attempts to pin Nutter to the ground. Harris achieves 4 successes on his Strength check. Nutter has the opportunity to either break the hold (opposed Strength roll) or kick out at his foe (opposed Hand2Hand or Martial Arts roll). Nutter attempts to throw Harris over the bar (Hand2Hand), he achieves 5 successes, and Harris tumbles across the bar into a row of bottles. Presently, the two other thugs attempt to grapple Nutter. They both achieve successful rolls. Nutter cannot act again this round as he has already acted, so he is grappled yet again. At the start of the third round, Haggis gets up and the two thugs both attempt to pin Nutter to the ground (with their combined Strength rolls), they achieve 5 successes. Nutter attempts to throw them off with pure strength, he fails (3 successes) and he is grappled to the ground.

BLUNT WEAPONS

In *Steal 2.0*, blunt weapons are treated slightly differently to sharpened ones (*like knives, swords et al*). Although they do roughly the same amounts of damage, sharp weapons have additional properties (*which will be dealt with later – see injuries & luck*).

BLUNT WEAPONS

Category	Example	Max Multiplier
No Weapon	Bare Fists, Elbow, Kneecap, Forehead	x1
Light Weapon	Small Hammer, Knuckle-Dusters, Small Lump of Wood	x2
Medium Weapon	Length of Chain, Jemmy, 4x2, Baseball bat	x3
Heavy Weapon	Large Metal Bar, Concrete Slab, Large Crowbar	x4

Note on Heavy Weapons: Such large weapons require a Strength skill rank of 3 or better to wield effectively (to do the additional level of damage).

Example: The next round the Scottish supporters start cheering despite their team conceding yet another goal to that Welsh wizard, Ryan Giggs. Harris has managed to get completely to his feet, he now holds aloft the publican’s wooden truncheon. Nutter is still sprawled upon the ground; he has failed yet another opposed Strength roll to escape from being pinned by his adversaries. The next round Harris whispers to Nutter: “You’re looking a little sheepish there, Nutter”.

He strikes Nutter's head (Hand-to-Hand roll), but only achieves one success. However, the Games Master has adjusted the target modifiers needed by two because Nutter is presently laid prone on the ground. The Games Master adjudicates that the weapon used was a Light Weapon similar to a small lump of wood (table above). The result achieved was 1 success times the max multiplier of $x2$, which equals 2 damage. Haggis achieved one additional success above what was necessary to simply hit, therefore the maximum $x2$ multiplier applied. It appears a glancing blow has been struck to Nutter forehead, next time he might not be so lucky. Elsewhere, Shifty wonders why he can't hear his mobile phone for all the noise and cheering.

OPTIONAL RULE

MARTIAL ARTS & KNOCK-OUTS

Steal 2.0 allows for some flourishes within its combat system to account for specialist types of Martial Arts training techniques. It is conceivable that one well-landed blow could incapacitate, or even kill its victim.

The following rules apply for each attack (*armed or unarmed*)

5 to 6 successes: The victim is incapacitated for a short period of time (*d10 minutes*)

7 or greater successes: The attacker has the choice to incapacitate or kill the opponent outright

Shifty has presently given up attempting to reassure his beloved that his friend, Nutter, won't come between them. She tells him she has to go as she has a client. He bemoans the fact that her job seems to involve a lot of night work. He wanders back into the main bar area wondering precisely what type of 'service industry' job she has.

Example: Shifty sees a ring of men in curly-red wigs, blue football shirts and kilts chanting, "Eng-gerr-land! Eng-gerr-land! Eng-gerr-land!" He is momentarily confused and peers over the shoulder of the nearest supporter to see Nutter having several shades of 'white and blue' kicked out of him by the Northern menace. Stupidity being the better part valor, Shifty grabs a nearby wooden stool and attempts to bash the nearest highlander over the head. He rolls against his Martial Arts skill and achieves six-successes. The Games Master adjudicates that the improvised weapon equates to a Medium weapon. The football hooligan loses 18 points of Vitality (6 successes $x3$ max multiplier). Furthermore, he has incapacitated the foe for 1d10 minutes. He must have smashed the Jock right across the point of the jaw (i.e. vital point). However, 'Grasshopper' has little time to ponder the wisdom of taking self-defence classes in his spotty wayward youth, as the others round upon him.

VITAL POINTS

The various disciplines of martial arts have known about vital points of the human anatomy for centuries. In the Japanese tradition *Atemi* (vital blows) aim to hit the *Kyusho* (vital points) to incapacitate or even kill the opponent.

The following is a list of some of these areas:

H E A D
Point of Jaw, slightly to side – Unconsciousness
Fontanelle or Bregma (fracture the fuse points at top of head) – Unconsciousness
Eyes, eye orbits and cheekbones – Loss of Vision + Balance
Between Eyes – Death
Below Nose – Fracture + Loss of Consciousness
Mastoid Process (raised bone behind ears) – Death
Carotid Arteries (artery down neck) – Loss Of Consciousness
Larynx – Loss Of Consciousness
Seventh Cervical Vertebrae – Loss of Consciousness

<p>B O D Y</p> <p><i>Front</i></p> <p>Testicles – Loss Of Consciousness (+ Death)</p> <p>Navel – Loss of Consciousness</p> <p>Solar Plexus – Loss of Breathing Capacity</p> <p>Base of Sternum – Cardiac Trauma</p> <p>Between 4th & 5th (5th & 6th) Ribs – Loss of Breathing Capacity</p> <p>Floating Ribs – Nervous System & Respiratory Paralysis</p> <p><i>Back</i></p> <p>Base of Shoulder Blades – Loss of Breathing Capacity</p> <p>Between Shoulder Blades – Loss of Consciousness</p> <p>Kidneys – Nervous Shock</p> <p>Coccyx – Lesion of the spinal cord + Paralysis</p> <p>Below the hip/thigh – Sciatic Nerve Damage</p>

Note: This table may also prove useful as a handy reference guide for any specific tortures inflicted.

D O D G I N G

In combat, an individual may seek to devote the entirety of his/her round to avoid being hit. They can only seek to avoid being hit by one attacker per a combat round (unless a group is cooperatively attempting to grapple him). Dodging is more effective if the individual is behind cover; this generally infers additional benefits (*see Cover & Personal Protection*).

Example: Shifty is still looking his trademark shifty™, but he’s also looking more than a little bit pensive right now. Eleven men stand between him and his ultimate goal, the door. There is a brief hiatus as Ryan Giggs scores again. Not many Southerners will remember the night Scotland lost to a 9-man Wales team, but Shifty surely will. Things start well, Shifty does managed to see and avoid the television come flying towards him (Awareness and Athleticism checks). But he is now starting to regret wearing out a *Manic Street Preachers* T-shirt tonight.

C O V E R & P E R S O N A L P R O T E C T I O N

In gunfights it is generally advisable to make use of any cover available in the vicinity. *Steal 2.0* (*as seen later*) is a particularly deadly combat system. If you seek to engage in gunfights in open areas, you’ll be lucky to see an Ambulance, no matter your next birthday.

H A R D C O V E R

Hard cover is defined as any surface of sufficient hardness (*or flexibility; as in bullet-proof glass, or thick rubber matting*) to absorb the particular type of bullet fired. Although the surface may wear out over time, for game purposes it is seen as an impenetrable barrier (*things such as reinforced walls, metal shielding or thick concrete are unlikely to be penetrated by handgun fire*).

For targeting purposes, the level of hard cover is apportioned into 5 levels of protection:

	Surface Area Coverage	Additional Success Modifier
Level 1	01-30% coverage	1 success
Level 2	31-60% coverage	2 successes
Level 3	61-90% coverage	3 successes
Level 4	91-99% coverage	4 successes
Level 5	100% coverage	Cannot Be Hit

OPTIONAL RULE

KEVLAR VESTS

Modern Kevlar Armored vests can withstand most forms of pistol and SMGs (sub-sonic) rounds; smoothbore firearms achieve substantially lower speeds than rifled weapons, meaning their penetration ratios are lessened. This optional rule allows for some absorption of these bullets at a Hard Cover rating of 1. If the attacker achieves the exact unmodified target successes, the shot is effectively absorbed with no loss of soft cover rating to the Kevlar vest. It is important to note that some forms of modified bullets might invalidate these claims (like hollow point bullets).

SOFT COVER

In most cases, finding secure cover proves extremely difficult. Very few surfaces in reality can be said to truly provide the strength to stop the trajectory of bullets. The Games Master will secretly assign a *percentage barrier rating* to any such surface (i.e leather chair, wooden cabana bar, or plywood door). Thus, a sturdy looking sofa may stop roughly 15% of bullets on average penetrating it (*this calculation takes into account the relative size of the object for hiding purpose, and the sturdiness of the material*). You may wish to make an I.Q. roll to determine the basic level of soft protection a surface provides.

The same principle is applied to body armour within the game, a basic Kevlar vest has a barrier rating of 40% - meaning that if an individual is hit by a bullet, there is a 40% chance it won't breach the armor (*assuming the assailant isn't making a Called Shot*)

Gradually, the armor rating of objects will decrease as they are put under stress. *This is generally on a pro rata basis of 1 point of damage absorbed for 1% reduction in soft cover rating, generally kept track of by the Games Master.*

If an individual is wearing personal body armor and firing behind sturdy soft cover, the maximum percentage of coverage that they can be afforded is 85%. This limit represents the level of visibility needed to fire a weapon effectively, and the level of danger this enterprise entails (*as personal body armor rarely affords solid protection to the head*).

Example: Shifty after a few anxious seconds spies the piano located nearby. He dives behind it for cover (Athleticism roll). Shifty has the highest Athleticism rating of those present, and therefore he got to act first. Anyone who had same ranking would have gone simultaneously. The piano is quite sturdy offering around 60% soft cover protection from blows coming from the other side. However, the Scots can simply invalidate this by moving around to his side. Shifty better have a plan up his sleeve or he will soon face the music.

OPTIONAL RULE

CALLED SHOTS

On certain occasions, the individual may wish to avoid the uncertainty of firing at a target behind soft cover, and may wish to hold out until they emerge from that cover to retaliate - or just to hit a vital part of the anatomy. The chance of hitting a particular part of someone's anatomy requires 4 additional successes to succeed. This type of action needs to be communicated to the Games Master *before* the action is undertaken. Finally, called shots are only possible with pistols and rifles, not shotguns, SMGs or machine guns.

INJURIES & LUCK

Stabbing or shooting people in real life is deadly, *Steal 2.0* reflects this reality in loss of Vitality & Critical Wounds. Normally, blunt weapons (*as seen above*) do damage equivalent to the number of successes times by the additional maximum damage multiplier (calculated by *additional successes above the target number*). Slashing and stabbing weapons also do damage in this basic way, but there is an additional complication called *Critical Wounds*.

CRITICAL WOUNDS

Critical Wounds is the amount of successful hits from piercing, slashing or firearms shots that the body can sustain before the individual's *Luck* runs out. As such, the player will not know just how far they can push their Luck. At the start of each adventure (usually before the 1st combat takes place), the Games Master will secretly roll a figure (for each player character) based on that individual's Constitution. Using the following table, each character will be secretly assigned a temporary figure (*the Games Master rolls a singular d10*).

Con	Number of Critical Wounds
0	Always 1
1-2	1-5=1 6-10=2
3-4	1-3=1 4-6=2 7-9=3 10=5
5-6	1-3=1 4-6=3 7-9=5 10=6
7-9	1-2=1 3-4=3 5-6=5 7-8=6 9-10=7

Shifty has a Constitution of 5, the GM rolls a d10= 5

Our local urchin can successfully take 3 bullets or stab wounds today, before the 4th is potentially fatal

This figure is the amount of Luck the individual will carry into each combat round throughout the adventure (*assuming he hasn't had time to recuperate in hospital when it is re-rolled*). The player will never know the result, so tactically avoiding open firefights is vital for good health.

Example: Shifty is feeling lucky today. God knows he needs it. He hasn't at the moment got a plan up his sleeve, but at least he has a shooter (gun) stuffed down his pants. Tucked down there it invariably impresses the girls, but will it impress the boys?

DEADLY WEAPONS

PIERCING WEAPONS

Piercing weapons (*as explained above*) also cause *Critical Wounds*. The following is a table devoted to the maximum multipliers for each

PIERCING WEAPONS

Category	Examples	Max Multipliers
Light Weapon	Knife, Flick Knife, Garrote*	x2
	Razor, Stick, Pool Cue, Shuriken	
Medium Weapons	Small Sword, Sai, Katana, Spear	x3
Heavy Weapons	Trident, Large Sword, Heavy Spear	x4
	Sharp Large Metal Pole	

Note on Heavy Weapons: Such large weapons require sufficient levels of Strength to wield effectively - to do their additional levels of damage (Strength rating 3 or better is needed).

OPTIONAL RULE

GARROTES*

A garrote once successfully wrapped around a victim's throat does an additional critical wound for every round the assailant wins their opposed Strength roll (although the assailant can be thrown off using Martial Arts skills at any time).

DEADLY WEAPONS

AUTOMATIC WEAPONS

Some guns do not require the cocking of the hammer, being automated to allow for constant firing until the clip is empty. Thus in any one round, they may burst forth any number of bullets. In game terms, this distinction has been put to one side (*most modern guns are automatic*). However, there are some automated rifled weapons like machine guns, which fire so many bullets per a second to justify an additional damage quotient.

For practical game purposes, each sub-machine gun (SMG) or machine gun can fire up to 3 bursts of bullets before they need reloading (reloading requires 1 round). It is quite difficult to use a sub-machine gun. The expense paid for the luxury of greater firepower, is generally the lack of control one has over its accuracy.

The following table seeks to streamline the damage process for firearms.

FIREARMS

Category	Examples	MaxMultiplier	Burst
Pistol	Automatic Pistols, Handguns	x2	
Rifle	Sniper Rifles*, Hunting Rifles	x2	
Shotgun	All Gauges	x3	5ft arc
Sub-Machine Guns	SMGs	x4	10ft arc
Machine Guns	Military Grade	x6	20ft arc

Note: SMGs + Machine Guns can also fire individual bullets at the normal Max Multiplier of x2.

Each additional success on a burst weapon over the target number counts as an additional bullet hitting the target, this means another *Critical Wound is caused (although the vitality loss is calculated out exactly the same)*.

Example: Shifty clutches his firearm and hopes to God it actually works. A very 'brave heart' looms into view holding aloft a pool cue. Shifty presses the trigger. He achieves four successes upon his Weapons Firearm skill. The Games Master has adjudicated that because he is basically at point blank range, Shifty only needs to avoid botching the attempt to succeed. The Scottish thug's kilt momentarily blows up into the air and he is hit for (4 successes x2 damage multiplier), this equals to 8 Vitality loss. The Games Master hastily rolls the thug's Luck rating (it wasn't really necessary to do so until the combat started). The burly Scotsman is extremely unlucky today, he can only sustain one wound before the next may prove fatal. He takes one critical wound from the bullet that nearly made him a she. If Shifty had been clutching a firearm that unleashed multiple bullets per a round like an SMG, he could have theoretically sprayed four bullets into the Scotsman.

OPTIONAL RULE

SNIPER RIFLES

A trained sniper using a sniper rifle on an unaware victim does an additional critical wound for every additional +1 success above the set target numbers (*similar in concept to SMGs and Machine Guns*). This simulates the accuracy and skill required to use such a deadly weapon.

DYING & FIRST AID

If an individual has received a potentially fatal wound, or been reduced to *zero* (or below) Vitality points, basically through blood loss, they will need urgent medical assistance. The following table sets out just how much time remains the victim if they don't receive urgent medical care.

Trauma Level	Time Remaining Before Death
Zero Luck	Constitution + d10 hours
Zero Vitality	Constitution + d10 hours
-1 or -2 Luck	Constitution + d10/2 hours
-3 or -4 Luck	Constitution + 2xd10 minutes
-5 Luck	Instant Death from Massive Trauma

Individuals reduced to zero Luck or Vitality are unable to move or act without assistance. They are still conscious but can do little more than talk.

FIRST AID

A trained medic can render temporary assistance in the field (*assuming they have a first aid pack handy*). For each Critical Wound (*bullet hole or stab wound*) a medic can attempt to render assistance once. The amount of successes achieved directly correlates to the increase in the patient's Vitality (*up to the total damage sustained in the hit*). If the medic achieves 5 successes or more, the medic has managed to stitch up a Critical Wound and/or remove the bullet (*meaning it is no longer considered a Critical Wound for Luck purposes*).



To perform such functions during a combat round, the medic and patient must not be hit by a bullet, or be present in a hand-to-hand threat zone; such activities require 10 combat rounds to complete work on a single wound. Once a wound has been treated by a medic, the medic believes firmly that he or she has done *everything* in his or her power to staunch the blood-flow (*i.e they cannot make repeated attempts to treat the same injury*). However, they do recognize that serious medical care is still required.

A medic working in the field doesn't have the ability to fix up a near fatal injury; such Critical Wounds require the services of a professional surgeon, with access to professional medical equipment; hopefully, in a hygienic modern hospital.

Example: All is quite in the *Dog & Strumpet*. Shifty is still hyperventilating with a shooter clutched across his chest. Elsewhere, Nutter lies bloodied and bruised upon the floor not breathing. The barman finally stops prodding at the emergency button on the underside of the bar. The barman rounds the bar, grabbing a first aid kit on route. He leans over Nutter to see if he is still warm. He is. He begins his attempt to resuscitate the stricken man. The Barman rolls his First Aid skill. Despite multiple blows from kicks to the head and chest, the real problem came for Nutter when one of the thugs decided to use a Newcastle brown ale bottle to stab him repeatedly. He has three stab wounds from what the Games Master adjudged to be a light piercing weapon (8, 12, 6 vitality damage respectively). The Barman attempts to pick out the shattered glass from the serious wound around his chest (the one that punctured his lung and now threatens his life). The Barman achieves 4 successes, managing to patch up the wound temporarily; just enough to ensure that he starts breathing again. He then attends to his other wounds (3 successes and 5 successes respectively). Nutter recovers 12 Vitality all up, and the Barman has managed to fix one of his wounds up. He could theoretically take another blow, but Nutter is still incapacitated from serious wound he received after his Luck ran out. A siren is heard off in the distance.

COMBAT MODIFIERS

FIRING AT DISTANCE

It is not uncommon in gun battles for combat to take place over a sizeable distance. Whereas pistols and shotguns have relatively short effective ranges (50 meters and 30 meters respectively), rifled weapons can shoot anywhere up to 4 kilometers in distance.

The following table seeks to determine the relative modifiers for the use of sub-machine guns (machine pistols), machine guns, rifles or even non wire-guided rockets at distance.

Distance	Modifier
01 to 10 meters	-1 modifier
11 to 30 meters	no modifier
31 to 74 meters	+1 modifier
75 to 100 meters	+2 modifier
101+ to range	+3 modifier

OPTIONAL RULE

MISCELLANEOUS MODIFIERS

The author loathes long lists of combat modifiers, preferring to rely upon the Games Master's wisdom rather than setting hard and fast rules. Admittedly, the system as presented here is sufficiently more structured than *Steal Mark 1* to warrant the inclusion of a few.

So please consider the following list of combat modifiers as optional rules

Modifier	Successes +/-
Prone Individual	+2
0 to 10 meters with pistol	-1
Poor Light	+1
Near Darkness	+2
Point Blank	-2
Grappled Individual	-1
Intoxicated/Drugged	+1
Last 10 Vitality points	+1
Restricted Movement	+1

Note: All bonuses/minuses stack, minus rolled successes still indicating a botch

8 . OTHER CONTESTED SKILLS

SELF IMPROVEMENT

Over the course of a campaign, each character has the opportunity to improve their abilities. Beyond the scope of their day or *night* jobs, they seek to improve their lives in various little and large ways. Police are generally able to volunteer for specialist training courses, whilst Private Detectives and Bounty Hunters may seek to add to their skill sub-set by undertaking professional training. Self Improvement can be anything from simply lifting weights everyday at home (Strength) or jogging each morning (Athleticism), through to extensive structured training opportunities like night school (i.e. increase Psychology, I.Q. or increasing other knowledge-based skills). Existing skills can be enhanced, and new ones developed. Generally speaking, three months of game time occur between each self-improvement opportunity. The Games Master may decide to speed up or lengthen this process to fit in with narrative imperatives. At this time, each player must nominate a skill they wish to improve and how, they are then required to make Willpower roll to see if they apply themselves diligently to the task (2 or more successes).

Any skill to be increased beyond the rank of 5 requires a successful Willpower roll equivalent to the new skill rank. It's easy to master the basics of skills, but the basics of mastery require burning the midnight oil. If the Willpower roll is in excess or equal to the new rank, the individual succeeds. It is assumed that if someone is unsuccessful, they lost interest at some point or weren't sufficiently motivated at the time to succeed.

ILLEGAL ENTRY

The process of illegal entry requires further explanation.

When initially confronted with a security system, locked door or safe, the player is required to roll their Illegal Entry skill. Dependent upon the result, the player will quickly establish the basic dynamics of security system, or type of lock or safe. The Illegal entry skill represents the accumulation of data on modern security systems, lockpicking and safecracking techniques collected by the individual, basically a knowledge-based skill. The security challenges fall into two basic categories: mechanical or electronic.

Mechanical impediments represent physical barriers to deter entry (doors, gates, locks, barriers, windows, car doors, some safes 'etc').

Electronic impediments can include alarms, claxons, motion detectors, laser trips, heat detectors, cameras, keycard systems, keyless car entry systems, electronic keypad entry systems, retinal and fingerprint scanners, and disabling control boxes. Most of these electronic systems passively monitor intruders rather than physically bar their entry into secure locations.

In circumstances where the security expert doesn't expect any security arrangements, they may be required to make a successful Awareness check to detect them. It may be a case of disabling a series of devices before the team can reach their intended destination. An expert in Illegal Entry will be able to determine the successive steps needed to disable a complex system linked to a centralized control box. In some circumstances, especially in high security areas, it may be impossible to enter without being seen, in such circumstances the team will either have to convince an insider to assist them in the break-in, or run the risk of being captured on film.

The art of infiltration requires a composite of different skills. One firstly needs to have an understanding of the various devices used to detect such intruders (alarms, laser trips, motion detectors, heat detectors, and fail-safe devices), and one needs to understand the physical devices that prevent one from entering secured locations (locks, electronic locks and safes). There are also many useful devices that let one enter (sprays for uncovering lasers, lock-picks and electronic scramblers and decoders).

The classic lock-picking exercise requires an understanding of how the lock works internally before any attempts at picking can be made. The use of lock-picks seeks to mimic the relative positions of each ridge in a key, by the careful application of sideways force and dexterity, each pin is successively picked and eventually the lock will spring open. One can sometimes open simple locks by simply *scrubbing* the tops of these pins. Attempting to pick more advanced locks like double-ridged keys, requires the same basic principle, but a brace may be required to *fix* the position of one set of pins, whilst you attempt to pick the ones on the other side.

One also has the option of picking a lock through the use of a pick gun, this automates the picking process but often at the cost of accuracy. The individual might even have access to a set of locksmith master keys. Another clandestine operation specialty is getting one's hands on the original set of keys, if only for the briefest of moments and forcing it into a hidden wax mould secreted in one's pocket. Afterwards, the key can be recreated by sculpting a perfect aluminum blank duplicate.

The easiest way break into a car is to identify the car's brand, and get a set of master duplicates for that particular model. If time is a motivating factor, one can use a slim-jim, a long rod device designed to reach into the window cavity and pull the lock open internally (although measures have been taken in recent years to prevent such access).

Electronic security devices (on cars and buildings) present a far more formidable target. Yet, if one works methodically and knows the relative weaknesses of each device, one can manipulate the surroundings to defeat the protection. Thus, laser trips can sometimes be identified with a fine spray. Handheld electronic monitoring devices may be attached with cables to a timed electronic lock to decode or transmit jamming pulses to open it, or even identify user passwords. One can even avoid cameras by jamming signals or interfering with cabling to transmit looped images of vacant corridors.

In game terms, Illegal Entry is used to identify security features, and either Mechanics (physical impediments) or Electronics (electronic impediments) is used to disable them.

HACKING

Hacking in *Steal 2.0* is a three-stage process:

Preparation: The hacker will generally have a target computer in mind or a type of computer they wish to enslave. There may be several different ways to initiate the attack. Under most circumstances the hacker will attempt to do the following preparatory steps:

- ❑ Update existing Hacking Tools (rootkits) and hardware
- ❑ Scour IRC bulletin boards/forums for security warnings or hacker information related to the target
- ❑ Establish a host of zombie slave computers through open relays around the globe to assist the attack
- ❑ Contact fellow hackers for guidance and assistance
- ❑ Conduct *social engineering* exercises to attempt to gain insider password information through deliberate misrepresentation
- ❑ Write or modify existing scripts, worms or trojans programs
- ❑ Set up a password generator to automate the attack
- ❑ Update home computer security, use an internet café or hack into neighboring wireless connections

Initiation: The second stage is the actual hacking attack, it may last a few minutes, or even takes days to complete. The target server may be monitored by security software, or by a live computer security expert. At this stage, it may be necessary for the Hacker to write a script or manually decrypt security information beyond the scope of the rootkit. The hacker's activities during this stage may be detected and logged, even searching capabilities may be initiated. It may be the case that a live security expert is actively seeking out the hacker. During the completion of this stage, the successful hacker may wish to:

- ❑ Establish a backdoor into the target system for later use
- ❑ Establish an active password into the system or destroy existing password privileges
- ❑ Delete or alter files, establish a new folder of information
- ❑ Retrieve credit card details, or make false purchases
- ❑ Enact a Denial of Service attack to disable the server (site) for indeterminate period of time
- ❑ Redirect server traffic
- ❑ Command interconnected centrally controlled command systems (i.e. telecommunications, air conditioning, security devices and power supplies)

Disengagement: The final and third stage of the hacking process is disengagement from the target server. A number of telltale details may be left on servers if the hacker simply disconnects. Additionally, a security expert may be actively attempting to catch the hacker in the act. The following activities may take place:

- ❑ Removal of log files on target server and zombie slave computers
- ❑ Disabling of zombie computers by worm or zombie attack
- ❑ Timed destruction of target computer's server by worm or trojan attack
- ❑ Disconnection of wireless link to home computer
- ❑ Attack on home I.S.P. host to destroy traces of the attack.
- ❑ Deletion of incriminating log data or software on home computer
- ❑ Establishing an alibi for time of the attack

It may be the case that the efforts of the investigating security expert may defeat the process of deletion of log files and the hacker may be exposed.

HACKING PROCESS

The hacking process has two main variables, the skill of the hacker and the time period allocated. The skill of the hacker (Computer/I.T.) generally determines their ability to succeed, but the time available for the task affects the number of successes needed to achieve results.

Each stage requires the hacker to make a Computer/I.T. roll. However, the hacker can decide to devote more time to certain tasks. It may be the case that the hacker doesn't care at all about the Disengagement process; he may be using a stolen wi-fi enabled laptop computer for instance. If we take a hacker with 3 ranks in Computer/I.T. he may wish to allocate his total hacking pool of 9 dice in the following combinations 4:4:1 or 2:5:2.

The following modifiers exist for time periods allocated to the entire hacking process:

Time Period	Modifier
zero minutes to 6 hours	+2
6 hours to 18 hours	+1
18 hours to 36 hours	---
36 hours and beyond	-1

The following basic modifiers exist for the type of server accessed:

Typical Computer	Modifier
Military Grade or Bank Supercomputer	+5
Corporate or Secure Government Server	+3
Lesser Corporate or Secure Home Computer	+1
Home Computer with minimal security protection	Zero

It may be the case that not enough resources are allocated to the initial preparatory stage, or the target server contains a form of protection not readily known to the general hacking populous (certain high-end military or banking security routines for instance). The hacker has the opportunity to roll against their Cryptography skill to defeat the security routine through their Cryptographic skills – at the same basic target numbers.

It may be the case that a security expert discovers the hacking attack, in this case, the final Disengagement stage becomes a contested skill roll between the hacker and the security expert – no modifiers apply.

OPTIONAL RULES

GAMES OF CHANCE

INCLUDING SLEIGHT OF HAND

An individual with ranks in Gaming Knowledge is aware of various ways to defeat or establish some advantage in games of chance including:



POKER AND BLACKJACK

Dice option: A typical five-player card game has various moments of high drama and loss of money. For the typical unlimited bet game, at some stage two players will be pitted against each other for high stakes. This resolution seeks to establish a winner quickly and efficiently. The player is required to roll their gaming knowledge skill to determine their current cards. The Games Master will then roll for each other player at the table (Non Player Characters). The player may wish to stay in this round, basically going all in, or simply fold. Whoever wins now has $x2$ their starting money. This continues until only one player remains. Hopefully, the player character is still left. He or she will need to win enough games to end up with a winning total $x6$ in excess of their starting money. In situations where someone with $x2$ beats someone with $x3$ their initial stake, the loser still retains $x1$ to continue on into the next round.

Card Option: The typical five-player card game can be recreated with real cards. Under this system the player simply takes the opportunity to count cards. The moments of high drama in this case are when the player thinks they have successfully deduced the last remaining card in the pack. The player is either dealt their cards in blackjack, or assumes to know the next card that will be dealt in poker. If the individual successfully rolls against Gaming Knowledge (2 successes) they are allowed to look at the next card about to be dealt to them, or to the table. The rest is as per the above dice option.

Card Substitution: Characters skilled in Sleight of Hand are able to substitute a single card during moments of high drama (see above). The character has the card secreted upon their person; they simply cause a minor diversion and substitute the card. The card must be nominated in advance of the card game. The other participants at the table are allowed to roll their Awareness to see if they saw the substitution occurring. Various modifiers may exist including prior knowledge of the substitution scheme, poor lighting, or intoxication.

THREE CARD MONTE AND SHELL GAME

Card Substitution: The basic premise is that the con artist rolls his Sleight of Hand when substitution or removal of the ball occurs, and the victim rolls their Awareness. In circumstances where the victim rolls equal to the con artist, they assume something untoward has occurred and refuse to lose any more money and they simply walk away. Of course, if the Con Artist critically fails their substitution roll, the situation may soon become combative.

ROULETTE

There is no basic method of defeating the odds on a roulette wheel, but an individual with high enough Gaming Knowledge may inspect the operation of the wheel to detect any particular bias in its operation for minor advantage. They may even spot mechanical alterations designed to fix the results and profit by it.

HORSE RACING

An individual with high Gaming Knowledge may be able to spot the telltale signs of doping or injury in the mounting yard or horse enclosure for their betting benefit.

OPTIONAL RULE

BOXING

It may be the case that every now and the pudgy, dull-witted forty something ex-professional boxer amongst the group may be challenged to get back into the ring for that one last glorious fight; or knowing organized crime syndicates, one last glorious swan dive. Here are some optional rules to recreate a boxing match.



The boxer must decide at the start of each round whether they intend to box defensively, cautiously or go all out. Each round the boxer gets five opportunities to either hit out or dodge blows successfully.

Going All Out: If the boxer is going all out, he essentially forfeits the opportunity to dodge blows i.e. he is basically flailing away in an absolute frenzy. However, the target numbers to hit are reduced by -1 . It's much easier to strike your opponent when you don't have a care in the world for your own personal safety. The boxer going all out basically alternates between striking out at his opponent and sustaining blows.

Defensively: If the boxer chooses to box defensively, he is given the opportunity to counter the blows of his opponent by either sacrificing one of his opportunities to hit out (automatically), or by making a successful Awareness check to evade the blow for nothing. However, his target numbers to hit are increased by $+1$ for that round. It is assumed the boxer is harder to hit when he is actively trying to protect himself.

Cautiously: If the boxer is acting cautiously, he is able to make an opposed Athleticism roll to evade a successful blow, but he sacrifices one action in doing so. This echoes standard brawling practice in that one can either attempt to evade a blow or land one.

At the start of the round, each boxer rolls an Athleticism skill check to see which boxer bounds across the canvas ready to swing the first mighty blow, the boxer achieving the highest result goes first.

The boxers continue trading blows or evading them until they have used up their allocation of actions for the round. At the end of the round the boxers get to have a rest and the famed magic sponge is produced. Its holy regenerative powers may restore lost vitality (Constitution Check). The optional rules preexisting for knock-downs may come into play at some point in a boxing match, if a particularly brutal blow is landed. It may even be the case that a boxer may be killed outright if a sufficiently brutal blow is struck if no personal protection is afforded the combatants.

Most illegal boxing matches usually continue until one of the boxers is laid out flat on the canvas. However, others go for a set period of rounds. Under the latter circumstance, each successful hit should be logged by the Games Master to determine which boxer wins on points. Most illegal boxing matches include gambling, odds are usually offered on the winner and what particular round the match ultimately finishes. Most illegal boxing matches are bare-knuckled fighting affairs. These matches prove extremely hazardous, and boxers have been killed in the ring.

9 . T H E P R O P E R T Y R O O M

E Q U I P M E N T P U R C H A S E T A B L E S



Author's Note: As *Steal 2.0* is in part an additional resource for *theSpookEngine* game system. This list represents specific items employed by police officers and criminals. *theSpookEngine* is freely downloadable at <http://www.geocities.com/daftideasinc> and offers 50+ more pages of:

- Everyday items
- Surveillance Equipment
- Special Operations Gear
- Vehicles and Military Equipment
- Security Equipment

Availability: Some of the items included in the following tables are heavily restricted by governments, or are cutting edge technologies not readily available for purchase by civilian organizations. Items marked RES, are restricted by law, meaning purchase is only possible with the right permit (i.e. a gun license).

Black Market: Restricted goods may still be obtained on the black market at significantly marked-up prices. To obtain them one needs to find a reliable source before purchase (i.e. fixer/fence).

Grey Market: The grey market refers to the phenomena of goods legitimately bought through wholesalers (using a license to purchase restricted good types) and then the goods are turned over too illegitimate uses. An example is a construction company buying plastic explosives, which in reality is a front organization for a terrorist group. Other related scams include the purchase of diesel and fertilizer (to make bombs), or the on selling of firearms, and the purchase and refinement of prescription drugs to make illegal narcotics (i.e. crystal methyl amphetamine).

C.I Rating: Items carried by individuals can not only weigh substantial amounts, but may be readily spotted by others when efforts are made to conceal them upon one's person. Each item is given a Concealment Index Ratio. The total C.I. figure represents the potentiality to hide the item successfully (the higher C.I. rating, the harder it is to conceal).

Price: All figures are given in United States Dollars

Weight: All figures are given in Metric (kilograms)

POLICE FIREARMS					
Firearm Name	Caliber	Ammo	C.I	Weight	Price
Pistols					
AMT Backup	9mm	6 round	0.3	500gm	\$300
Beretta Model 92F	9mm	16 box	0.5	1kg	\$650
Glock 22	.40 S&W	16 box	0.3	750gm	\$650
Izhmekh PR Markov	9mm	9 box	0.4	750gm	\$200
SIG-Sauer P226	9mm	16 box	0.7	750gm	\$850
SIG-Sauer P228	9mm	14 box	0.6	1kg	\$800
Springfield M1911-A1 Bureau Model	.45 ACP	9 box	0.7	1.5kg	\$1400
Revolvers					
S&W Model 10 M&P .38 special	.38mm	6 round	0.5	1kg	\$400
S&W Model 36 Chief's .38 special	.38mm	5 round	0.4	1kg	\$400
Submachine Guns					
H&K MP5A3	9mm	30 box	0.7	3.5kg	\$1200
Shotguns					
Benelli M1 Super 90	12 gauge	8 box	0.9	3.75kg	\$900
Mossberg Model 590	12 gauge	10 box	0.9	4kg	\$400
Remington Model 870P	12 gauge	8 box	0.9	4kg	\$450
Rifles					
Colt AR 15A2 R702	5.56mm NATO	30 box	1.3	4kg	\$800
Colt CAR-15A2 R723	5.56mm NATO	30 box	1.8	3kg	\$700
Remington Model 700	7.62mm NATO	6 box	1.1	6kg	\$5000
Ruger Mini-I4	5.56mm NATO	20 box	1.0	3.5kg	\$600
SIG SG551-SWAT	5.56mm NATO	30 box	1.3	4kg	\$1500
Grenade Launchers					
Hawk MM-1	37x122mmR	12	2.0	8.5kg	\$1000
H&K MZP1	37x122mmR	1	2.0	2.75kg	\$1400

POLICE ARMOR					
Item Name	Description	C.I	Weight	Avail	Price
Patrol Uniform	Basic uniform including badge and holster	N/A	2kg	RES	\$300
SWAT Assault Suits	Basic black suit with load bearing vests	N/A	4kg	MOD1	\$800
Corrections Armor	Basic soft protection 20%	N/A	1.5kg	MOD1	\$300
Type IIA Armor	Soft Protection 40% Hard Protection Lvl 1	0.5	2.5kg	GEN3	\$400
Type II Armor	Soft Protection 50% Hard Protection Lvl 1	0.5	1.5kg	MOD1	\$800
Type IIIA Armor	Soft Protection 60% Hard Protection Lvl 1	0.9	3kg	MOD2	\$1300
Type III Armor	Soft Protection 60% Hard Protection Lvl 2	N/A	5.5kg	MOD2	\$2000
Type IV Armor	Soft Protection 75% Hard Protection Lvl 2	N/A	6kg	MOD3	\$2800
Riot Armor	Soft Protection 80% Hard Protection Lvl 2	N/A	9kg	MOD2	\$1500
Bomb Disposal Suit	Soft Protection 75% Hard Protection Lvl 2 Movement reduced to 2 meters a round	N/A	9kg	MOD2	\$3000

POLICE EQUIPMENT					
Item Name	Description	C.I	Weight	Avail	Price
Billy Club		0.5	0.7kg	GEN2	\$50
Extendable Baton		0.2	0.5kg	GEN2	\$40
PR-24 Baton		0.5	0.5kg	GEN2	\$40
Hand Radio		0.5	0.5kg	GEN2	\$250
Police Whistle		0.1	N/A		\$15
Tactical Headset	Range 2kms	0.4*	250gm	MOD1	\$400
Vehicle Radio	30kms range in direct line of sight	N/A	5kg	RES1	\$1500
Large Flashlight		0.6	0.5g		\$75
Compact Flashlight		0.2	100gm		\$20
Metal Handcuffs		0.3	200gm		\$40
Flexicuffs	Pack of 50	0.1	N/A		\$35
Belly Chains and Leg Irons set		0.9	3kg	MOD1	\$180
OC Spray		0.2	25gm	MOD1	\$15
Flashbang Grenade			200gm	MOD2	
Riot Gas Canister		0.3	0.5kg	RES1	\$50
Taser		0.5	0.5kg	MOD1	\$200
Barrier Tape		0.6	1kg	GEN2	\$25
Crime Scene Placards		0.6	1kg	GEN2	\$50
Evidence Kit		1.1	5kg	GEN2	\$50
Evidence Bags	Packet of 100	0.2	250gm	GEN1	\$25
Evidence Tubes	Dozen tubes	0.3	250gm	GEN1	\$15
Latent Fingerprint Kit	Pocket Sized	0.3	400gm	GEN1	\$25
Latent Fingerprint Kit	Larger Pocket Sized	0.4	700gm	GEN1	\$50
Metal Detector	Standard 16" wand version	1.5	1kg	GEN3	\$200
Narcotics Testing Kit		0.3	500gm	GEN2	\$55
Microwave Radargun		0.9	1.5kg	MOD1	\$1100
Laser Speed Gun		0.7	1.5kg	MOD2	\$3500
VASCAR system		0.5	500gm	GEN2	\$550
Alcohol Breath Tester		0.4	1kg	GEN2	\$500
Wheel Clamp Light		1.4	4.5kg	GEN2	\$150
Wheel Clamp Heavy		1.7	9kg	GEN2	\$300
Road Spikes		2.2	2.5kg	MOD1	\$400
Fire Extinguisher	Small Vehicle Design	0.4	2kg		\$60
Explosives Blanket		0.9	20kg	MOD1	\$10K
Mini UV Lamp	Includes orange goggles	0.7	1kg	GEN3	\$150

CRIMINAL EQUIPMENT					
Item Name	Description	C.I	Weight	Avail	Price
Go-Bar		1.2	3kg	GEN3	\$100
Lockpicks	Standard set + plastic satchel	0.2	200gm	GEN2	\$100
Bolt Cutters		1	3kg		\$75
Glass Cutters		0.4	600gm	GEN2	\$55
Lockpick Gun	Average Quality	0.3	400gm	GEN2	\$60
Hand Ram		1.2	8kg	GEN3	\$125
Hydraulic Door Opener		1.4	6kg	MOD1	\$250
Pocket Jet Torch	Includes 2x gas canisters	0.6	1kg	GEN2	\$300
Tactical Cutting Torch		1.4	4kg	MOD1	\$450
Electronic Lockpicks	Varying in complexity	0.8	700gm	MOD2	\$1000
Color Laser Printer	Industrial standard model	N/A	10kg	MOD2	\$3000
Laminator	Industrial standard model	N/A	10kg	MOD1	\$750
Magnetic Strip Reader		0.7	1.5kg	MOD1	\$80
Magnetic Strip Writer		0.7	1.5kg	MOD1	\$350
Holographic Image Writer		N/A	20kg	MOD3	\$7000
Embosser	Industrial standard model	N/A	45kg	ADV1	\$10K
Skimmer		0.3	250gm	MOD1	\$350
Laptop	Industry standard model	0.7	5kg	MOD1	\$1000

POLICE EQUIPMENT

Each police department has an approved list of firearms, ammunition, body armor, and other equipment. It is often the case that little choice is made available to the officer, and he or she is simply furnished with what is required. Federal agencies are often far better supplied, and usually have access to the latest intelligence-grade surveillance equipment. Rarely will regular police be issued with military-grade hardware. However, SWAT teams or sniper units may have access to a limited pool of military items. The prices as represented in this list represent the costs borne by the department. It may be the case that a specialist unit or task force maintains its own budget, and sources its own operational needs.

CLOTHES

A typical patrol uniform consists of a badge, shoes, pants, belt, holster, four belt equipment cases, shirt, tie, and a hat. A federal agent will generally work in ordinary clothing, they will carry their credentials and a badge for identification purposes, and may also wear a shoulder holster to conceal a pistol. A police detective will generally carry a badge, a badge case, handcuff holder, handcuffs and a holster. The detective may carry a gun in the United States (UK police do not regularly carry firearms).

SWAT teams generally wear black assault-style clothing, consisting of load-bearing vests, hoods, and gas masks. SWAT teams may go operational in camouflage suits, if the situation demands for it.

BODY ARMOR

Most modern police services require their patrol officers to wear some form of personal protection whilst on duty. Body armor comes in many different shapes and sizes. Some of the earlier designs were very cumbersome and inflexible, modern makes are more comfortable and flexible. What type of armor is available to the police force is heavily dependent upon its budget and prestige.



Type IIA Armor: This is the most common type of body armor used by most police today.

Type II Armor: This type of body armor is issued to regular patrol officers facing a greater risk of encountering high-powered weapons.

Type IIIA Armor: This is standard issue SWAT basic body armor. Some police forces allow their patrol officers to wear concealable Type IIIA armor, or keep a Type IIIA vest stowed away in the trunk of their cruiser for highly dangerous situations.

Type III Armor: This suit has a front and back plate added to a Type IIA armored vest for additional protection.

Type IV Armor: This suit consists of a heavier and thicker ceramic front and back plate added to a Type IIIA Armored vest.

Corrections Armor: This type of light armor is designed to provide minor protection for corrections officers working in prisons.

Riot Armor: This suit consists of Type IIIA body armor, with the addition of shin guards, riot helmet - including a plastic face shield - and a riot shield. The riot shield is made of a clear heavy-duty plastic and has a handle attached with breakaway plastic straps, this is so the officer can escape break the straps if corralled in a cramped situation.

POLICE ACCESSORIES

Baton/Nightstick: For centuries, the baton (nightstick) has been used in policing. This traditional weapon of patrol officers comes in many varied sizes ranging from 12" to 22". The wooden baton of yesteryear has been phased out, and the modern baton is concealable because it's extendable. SWAT teams occasionally employ these expanding batons with mirrors upon them to peer around corners.



Billy Club 12" wooden truncheon with a leather strap
Nightstick 22" hard wooden truncheon with a leather strap
PR-24 Baton 24" black acetate plastic baton with a protruding side handle
Expandable Metal Batons extend through an internal strong spring action

COMMUNICATIONS GEAR

Police departments in larger urban centers may have up to 20 dedicated police frequencies for use in operations. They also have access to a number of fire and ambulance channels, and others set aside primarily for coordination with federal agencies. The average officer and their handset has access to the main frequency of their station or precinct, an auxiliary channel for with the station or precinct, and access to a citywide police frequency. A patrol officer isn't able to talk directly with another officer of a nearby precinct, he instead would have to relay his message via his own dispatcher, who would pass it on. Generally speaking, police radios are not encrypted. If an officer wishes to speak with the dispatcher in private, he will generally contact the dispatcher separately by mobile phone. Other options for private conversations include local pay phones, or the mobile remote computer terminal found in the patrol car. Federal agent generally cannot talk speak directly with local police.

In rural areas, police cruisers will generally have CB radios to allow officers to talk to their comrades in neighboring areas. These conversations are usually take place outside of officially recorded frequencies.

Hand Radio: A standard police 2-way radio system has a 3-kilometer range and often has a detachable throat mike for ease of use.

Police Whistle: A hand whistle is still effective in alerting local civilians to danger.

Tactical Headset Radio: These 2-way radio headsets have an ear piece and throat microphone attached, they employ standard encryption routines to block interception, the system has a range of around a kilometer.

Vehicle Radio: Standard police cruisers are rigged with radios that have an effective range of around 20 kilometers. These systems also serve as a transmission relay station for the officer's own portable radio.

POLICE FIREARMS

Most modern police forces, which are allowed to carry firearms, prefer semi-automatic pistols to the older police standard of 6-shot .38 or .45 handguns. They tend to give better performance and generally offer an additional 2 or 4 more bullets per chambered weapon. Most highway patrol police also carry semi-automatic rifles or carbines in the boot of their vehicle for additional firepower.

P I S T O L S

AMT BACKUP
Caliber: 9x17mm
Weight: 500gm
Range: 1350 meters

This is a popular secondary gun for police officers and drug dealers alike; a favored covert option is to strap the gun to one's shin.

BERETTA MODEL 92 F
Caliber: 9x19mm
Weight: 1kg
Range: 1700 meters

This is the standard sidearm of the LAPD and many similar law enforcement agencies. The Italian police and the French Gendarmerie and Police Nationale employ variants of this model. The Model 96D is issued for use by the U.S. Border Patrol and is chambered for use with .40 S&W cartridge (12 shots) instead.

GLOCK 22
Caliber: .40 S&W
Weight: 750gm
Range: 1700 meters

This is one of the most popular handguns around the world. It is admired for its efficiency and is the standard sidearm for both the FBI and the DEA.

IZHMEKH PM MAKAROV
Caliber: 9x18mm
Weight: 750gm
Range: 1350 meters

This compact Russian military pistol was widely used in Eastern Europe, including the East German Vopo and Stasi. It is still found in service in some of the poorer countries of the Balkans today.

SIG-SAUER P226
Caliber: 9x19mm
Weight: 750gm
Range: 1600 meters

It has a popular firearm since it was first made available in the 1980s. Its pistol is primarily used by the Arizona State Troopers and SWAT teams of the RCMP. The Washington D.C.P.D. Texas Rangers also favor its use; they have a specially chambered version of the .357 SIG.

SPRINGFIELD M1911-A1 BUREAU MODEL
Caliber: .45 ACP
Weight: 1.5kg
Range: 1550 meters

This weapon has been the standard issue firearm for all SWAT-qualified FBI agents since 1998. It is a customized version of the Colt Government. It is usually used with high-powered ammunition. The FBI's HRT and the LAPD SWAT used similar models.

S&W MODEL 10 MILITARY AND POLICE .38 SPECIAL
Caliber: .38mm
Weight: 1kg
Range: 1350 meters

The famous .38 Special first saw service in 1902. It has a swing-out cylinder for easy loading and various models over the years have included minor adaptive changes. It has been effectively retired from service in most U.S. states, but the sheer number of weapons produced over the years means they regularly turn up in the hands of minor drug dealers and criminals.

S&W MODEL 36 CHIEF'S SPECIAL .38 SPECIAL
Caliber: .38mm
Weight: 1kg
Range: 1100 meters

This snub-nosed version of the Model 10 has been around since the 1950s and is readily concealable making it a weapon favored by detectives, and is used as a backup weapon by some other officers.

SHOTGUNS

BENELLI MI SUPER 90

Caliber: 12 gauge

Weight: 3.75kg

Range: 135 meters

This weapon has been standard issue for all SWAT-qualified FBI agents since 1998. It is a customized version of the Colt Government. It is usually used along with high-powered ammunition. FBI's HRT and the LAPD SWAT employ similar models. This is the most popular modern semi-automatic shotgun. It was first made available in 1984. It is employed primarily amongst various SWAT teams across America, including Los Angeles, L.A. Country and Detroit.

MOSSBERG MODEL 590

Caliber: 12 gauge

Weight: 4kg

Range: 135 meters

This pump action shotgun is routinely employed by both United States military and police departments.

REMINGTON MODEL 870 P

Caliber: 12 gauge

Weight: 4kg

Range: 135 meters

The Remington was the standard-issue law enforcement pump-action shotgun for many years. Consequently, many are still found in service today. American police departments preferred them, especially for raids, because of their reliability in comparison to other semi-automatic shotguns. European police tend to prefer the rapid fire of semi-automatic shotguns. This weapon is standard issue for the DEA, FBI, LAPD, and the London Metropolitan Police.

RIOT GUNS

HAWK MM-1

Caliber: 37x122mmR

Weight: 8.5kg

Range: 100 meters

This is a revolver-style 12-shot grenade launcher. It is used to deliver anti-riot tear gas grenades or rubber impact grenades. It can also be configured to fire real combat grenades, if it proves necessary. The weapon is cumbersome and is rarely carried, usually attached to a vehicle mount instead. It is primarily held in reserve during riots and only used if things get dangerously out of hand.

H&K MZPI

Caliber: 37x122mmR

Weight: 2.75kg

Range: 100 meters

This weapon was first issued in the 1980s. It is a single-shot, break-open grenade launcher designed to fire either 37x122mmR or 40x46mmSR grenades. It is primarily used by British, German and French police.

RIFLES & SUBMACHINE GUNS

COLT AR-15A2 R702

Caliber: 5.56x45mm

Weight: 4kg

Range: 3100 meters

This is a variant of the military M16A2, which features various improvements over the original. The R702 is a full-auto model; it is employed by LAPD SWAT teams and others units. The R6700 is a supremely accurate semi-automatic version that has seen service with the Californian Highway Patrol. Military surplus A16A1 are also widely used by American police forces, they are usually stowed away in the patrol car's trunk to allow for additional firepower, these models tend to be modified for single shot use only.

COLT CAR-15A2 R723

Caliber: 5.56x45mm

Weight: 3kg

Range: 2250 meters

This compact assault carbine is similar to the military M4. It was first made available in 1984 and has since gone into wide service in American law enforcement operations. Selective and semi-automatic versions are made. The LAPD SWAT and the U.S. Marshals use the R723 model, the DEA and FBI employ similar variants. The R6520 used by the ATF has a slightly longer barrel and comes in semi-auto only.

H&K MP5A

Caliber: 9x19mm

Weight: 3.5kg

Range: 1700 meters

This semi-automatic sub-machine gun was first introduced in 1971 and has gone on to become the standard issue firearm for close protection work. SWAT teams like the LAPD and NYPD use it as their preferred assault weapon. There are sound-suppressed models available like the MP5SD3. The semi-auto only MP5SF3 is also used widely by UK police and security forces, as well as the FBI. SWAT team units of the FBI used to employ the MP5/10A3, which was chambered for 10x25mm auto rounds.

REMINGTON MODEL 700

Caliber: 5.56x51mm

Weight: 6kg

Range: 3800 meters

This is the standard sniper rifle used by American SWAT teams and the U.S. military. It has a heavy barrel, has a scope sight, and it designed primarily to shoot at long ranges. It is similar to the M24 configuration used by U.S. Army, NYPD and FBI.

RUGER MINI-14

Caliber: 5.56x45mm

Weight: 3.5kg

Range: 3100 meters

This NYPD, Texas Rangers and several state police forces of Arizona and New Jersey use this light rifle. It is also employed by police forces in Northern Ireland and the French Police Nationale. Various park rangers and wardens in America also favor the weapon.

SIG SG551 - SWAT
Caliber: 5.56x45mm
Weight: 4kg
Range: 3100 meters

This compact assault carbine fires single-shots, 3-round bursts or goes fully automatic. It is primarily used by the French Gendarmerie's GIGN unit, and the German GSG9 and SWAT teams.

FLASHLIGHTS



Patrol officers are generally issued with large baton-style flashlights, usually made of aircraft-grade aluminum. It can be effectively wielded as a weapon in case of emergency. The flashlight generally provides around 1½ hours of continuous light and takes 10 hours to recharge. It is around 13” long.

Detectives and federal agents often carry a small 4¾” long flashlight. It is also made of durable aircraft aluminum and provides two hours of continuous light. It can be used as a small weapon if necessary.

Some brands of shotguns and larger pistols have equipment rails along the barrels to allow for the insertion of flashlights and other aiming mounts, usually below the barrel.

HANDCUFFS

Each police officer or federal agent carries a set of handcuffs as standard. Patrol officers often carry two pairs. Suspects are always handcuffed from the back, and never whilst the person's hands are out front of them. Most sets of handcuffs can withstand 495 pounds of force exerted for at least 30 seconds.

There are stories of prisoners high on PCP breaking out of them, but in the process they shattered one of both wrists. All handcuffs used the same basic key. Police carry extra plastic “flexicuffs” if they are likely to attend a demonstration, bar fight or other mass arrest situation.



Smith & Wesson Model 10: These standard-issue nickel-plated handcuffs are carried by most patrolmen. These cuffs can only be cut through with the force of hacksaw blade, or bolt cutters.

Hinged Handcuffs: These handcuffs are a familiar sight in the American prison system, they are increasingly being used to transport prisoners, as well. These cuffs are linked to each other with a vertical hinge, rather than a chain. This fixed bridge makes the handcuffs stronger and offers less flexibility for the prisoner to take advantage of. This type of handcuff also makes it impossible for the prisoner to use both hands in tandem.

Flex Cuffs: Basically a 22-inch plastic strip used as handcuffs. The tensile strength of these cuffs is around 370 pounds. They are used judiciously by police authorities, as they may injure the prisoner, especially if he is agitated, or high on stimulants.

Belly Chains and Leg Irons: Police stations, court security and prisons often employ belly chains and leg irons to secure prisoners during transfers. A prisoner's handcuffed-in-front hands are attached to the belly chains, ensuring they cannot strike out at his escort. Leg irons keep the prisoner from running or kicking out with one foot, as both legs are secured together. This allows for very limited movement. Most prisoners are usually shackled together to further avoid a mass breakout situations occurring.

INCAPACITATING WEAPONS

Police use a wide variety of chemical-based weapons to incapacitate and disperse demonstrators. Most people are familiar with OC (pepper) sprays, mace, and tear-gas. So-called flashbang grenades are also employed to cause fright and confusion, it may also blind rioters temporarily or stun them momentarily.



Defensive Sprays: A defensive spray is basically a small can of irritant liquid, usually Oleoresin Capsicum (OC) or Mace. The intent is to spray the suspect in the face to temporarily disable them. It causes immediate skin irritation and a burning sensation when it touches the skin, especially the eyes and nose. Most people unfamiliar with such attacks often panic (Willpower check). Water helps to wash off the spray and damper its effects, but it's often the case that the victim has to endure the pain for the next 5 to 10 minutes, before its effect starts to abate. It may be the case that once the suspect gets over the pain and calms down a little, they may inadvertently rub further chemical residue into their eyes present on their clothing. Specialist shotgun rounds exist, which are modified to deliver OC spray into crowds.

Flashbang Grenades: These diversionary grenades are routinely employed by SWAT team to disorientate hostage takers. These grenades are lobbed into rooms and the grenade explodes, showering bright light in a 10-yard radius; in a darkened room, the grenade may blind or disorientate a person for several seconds. The grenades also emit an incredibly loud bang, which can also temporarily disable a foe out of sheer terror. Individuals not wearing appropriate eye and ear protection may face being frightened for a combat round, unless they pass a successful Willpower check. Those who are combat-trained, often cope far better with the effects.

Riot Gases: A number of different riot gas types exist. The most popular ones include CS (orthochlorobenzylidene malonitrile), CN (chloroacetophenone) and CR (dibenzoxazepine). These are used sparingly to control out-of-control riots, or utilized in SWAT operations. CS gas is used for outdoor disturbances. CN is primarily used to force suspects out of enclosed spaces like buildings. CR is a newer compound, and has effectively replaced CS as its effects are more pronounced.

The use of tear gas (collective name given to such substances) is highly controversial and police forces using such compounds often come under heavy criticism from both the media and civil rights groups. Grenades are the primary delivery method for tear gas chemicals. Once thrown, or fired from a specialist grenade launcher, the gas disperses in a three-meter radius. Anyone found within it is required to make a successful Constitution check. Those failing are incapacitated, basically choking and crying. Periodic checks are required to establish whether they have recovered sufficiently to move or act, if they succeed, they are at -1 to all physical checks for the next 15 minutes. Obviously, a gas mask can be employed to avoid the effects. But, tear gases may also cause skin irritations. Tear gas is opaque. It is reasonable to expect that in areas where multiple canisters or grenades have been thrown, the high concentration of chemicals cause visibility issues.



Taser: Otherwise known as 'electronic defense modules', have fallen out of favor with American police departments since allegations of brutality brought about by the Rodney King beating case in the 1990s which caused such a media storm. Police have generally adopted the use of OC sprays to incapacitate, instead of tasers. This practice in itself is not without its own problems, either.

A standard taser is a hand-fired electric stunner with an effective range of around five meters. Compressed gas is used to fire out the darts, which are connected to a battery through wires. The darts can penetrate light clothing, but not through body armor. A standard model takes around 10 seconds to reload.

An individual struck by a taser dart, gets jolted by a stream of electricity flowing from the wires connecting the dart back to the handheld unit. The darts causes no significant damage to the individual in itself, but the charge can incapacitate the victim for the duration of around 5 to 10 minutes. Such units are usually deemed illegal for civilian use. An individual struck by a dart is required to make highly successful Constitution check to avoid being entirely incapacitated. There are a number of more expensive models available that offer double shots, laser sights, and even longer ranges.

CRIME SCENE EQUIPMENT

The most basic crime scene investigation tools include instant cameras, fingerprint kits, evidence bags and barrier tape. Federal agencies often have access to better equipment than their local counterparts, whilst larger urban forces may have dedicated vans full of equipment and trained personnel at hand to boot. Few departments have access to the latest cutting edge technologies employed in glossy detective shows like *Crime Scene Investigation*. Crime scene equipment may be stored at the station house or in a police vehicle trunk.



Barrier Tape: This brightly colored plastic tape is used to mark out the perimeter of the crime scene, police lines or restricted access areas. It is usually colored yellow, is around 3” wide with the words, “Crime Scene Do Not Enter” or other warnings continuously printed upon it. It generally comes in 1,000 meter rolls. It is reusable and highly durable.

Crime Scene Placards: These yellow aluminum triangles are used to mark the location of pieces of evidence for crime scene photos. They come in sets of 26 letters or 15 numbers.

Evidence Collection Kit: This sturdy case contains barrier tape, tape measure, magnifying glass, evidence tape, bags, tubes, cans, markers, 2 pairs of gloves, syringe tubes, scissors, tweezers and a penlight.

Evidence Bags: These clear plastic bags can be sealed (12”x10”) and have a preprinted grid on their side to list the chain of custody. The packet contains 100 bags for \$20, or brown paper bags variants 100 for \$25.

Evidence Tubes: Clear plastic tubes (12”x3” or 8”x1.25”) used to contain evidence \$15 for 12 small or 8 large.

Latent Fingerprint Kit: This pocket sized kit (6”x4”x1.5”) contains 4 drams of black latent powder, 4 drams of white latent powder, 4 drams of ‘safecracker’ latent powder, two (2”x4”) transparent fingerprint lifters, two white fingerprint lifters, two black fingerprint lifters, two powder brushes and a 3x magnifying glass



Large Latent Fingerprint Kit: This kit (9”x4”x2”) contains 1 oz of black powder, 1 oz silver/gray powder, two fingerprint brushes, four each of transparent, black and white fingerprint lifters, four of each black-backed, and white-backed record cards (3.5”x5”), a form pad for elimination prints, a pad of ink, and a black case with a zipper.

Metal Detector: A standard 16” wand version, a smaller 8” wand version also exists.

Narcotics Testing Kit: This portable notebook-sized kit can easily fit inside a briefcase or a patrol cruiser’s dash. It contains 20 tests, 2 each of the standard tests for heroin, cocaine, marijuana, PCP and other amphetamines, barbiturates and opiates.

TRAFFIC EQUIPMENT

There is a lot of specialist equipment frequently carried inside modern highway patrol cruisers.

Microwave Radar Gun - An X, K and Ka band radar gun or cruiser mounted variant is usually carried by patrol cars. It projects out a broad, cone-shaped beam about 200 to 400 meters wide. It has an effective range of around a couple of hundred meters. A cruiser mounted variant costs around \$1,300 to 1,900, whilst the hand-held radar gun costs between \$900 to 1,200 and weighs around 1.5kgs.

Laser Speed Gun: These hand-held or tripod-mounted lasers cost around \$3,000 to \$5,000 and weigh around 1.5kg. The beam widens to around 3 meters and is projected out to at an effective range of around 1,000 meters. Individual vehicles can be targeted with the device, unlike its cheaper equivalent. Interference from weather conditions like fog, rain, dust, vehicle halogen headlights and vibration can effect the performance of the laser device. Laser guns cannot be used from inside the police cruiser, unless the window is down, the glass can induce errors. The laser must be mounted upon a stable tripod for use at extreme ranges over 1,000 meters, as the beam may shake and not return.

VASCAR: This is a vehicle-mounted device that combines the attributes of a calculator and stopwatch to help estimate speeds over known distance, it costs from \$500 to \$1,000. A portable stopwatch version also exists costing around \$20.

Alcohol Breath Tester: A hand-held unit used primarily for highway patrol duties. Most versions incorporate a flashlight to assist the officer during nighttime operations. Breath testers usually require the citizen to blow into a throwaway tube, but other units simply require the individual to talk for 5 to 10 seconds within 20 centimeters of the unit. Field units render results in around 20 seconds.

Courts usually require the suspected drink driver, or drug user, to undergo a further testing on a fixed, calibrated unit, located at the nearest station house for court evidence. The field tests are basically seen as probable cause for suspicion to investigate further. These fixed units cost around \$260 to \$570.



Wheel Clamp (Denver Boot): A brightly colored (usually yellow) hardened steel clamp that goes around the wheel of a car to keep it for rolling. Police departments and municipal councils use them to secure cars to enforce payments for overdue fines or for parking in restricted areas. It is often the case that they are used to secure the car temporary from its owner, whilst a tow truck is sent to impound the vehicle. The clamp usually has an integral lock or is secured with a sturdy padlock.

The 'light' version of the clamp has caliper-style attachment that is placed on either side of a car or motorbike tire. It takes around 10 seconds to secure it to the tire.

The 'heavy' version attaches firmly to the tire, to prevent someone from simply removing the tire - they cannot gain access to the lug nuts to do so. It takes around a minute to secure the device.

Spikes: This device is a sturdy 10 meter long chain link with a 5cm metal spikes along its length at right angles, it is designed to puncture the wheels of a car when the vehicle drives over it. These are used on motorways to hinder the progress of fugitive vehicles to force the drivers to stop. The spikes are laid across a motorway just before the vehicle enters the area and it is then pulled clear once they have past. It is incredibly effective in ending dangerous high-speed police chases.

CRIMINAL EQUIPMENT

BREAKING & ENTERING TOOLS

Assault Ladders These specialized ladders come in one, two or three stile designs. They can generally be connected together and are made of structural grade aluminum alloy. They have non-slip rubber feet, deep indentations for extra grip and come in finished black polyester powder. They come in all lengths and combinations, sometimes manufactured for specific needs

Go-Bar: These 75cm long bars are fitted with ends created especially for forcing doors and breaking off padlocks. The spark-free forged metal requires a degree of strength to break open doors, and can also be used as a heavy weapon if the noise generated arouses suspicion.

Lockpicks: A set of quality lock picks is the bare necessity to break into stronger doors. Although, it is time consuming to use manual lockpicks (where automated devices exists), ultimately there is no substitute for knowledge, dexterity and experience.

Bolt Cutters: These large cutters require a degree of strength to cut open padlocks or cut wire fences.

Glass Cutters: Although not as effective as made out to be in fiction, glass cutters are sometimes useful for breaking into windows (it is generally more effective to find ways to pick or force the lock - as glass consistency is very hard to judge, sometimes shatteringly so).

Lockpick Gun: These automated lockpick devices are designed in a basic gun-like shape, they are generally only effective on fairly basic lock designs. However, they do make light work of entering for the inexperienced. Using such devices generally leaves tell-tale signs of scratching and intrusion, forensic wise: due to the harsh, crude mechanized nature of these instrument.

Hand Ram: A crude punching device which seeks to maximize the level of purchase and force one can inflict upon a locked door. Because of its weight (8kg) it generally makes for a poor weapon.

Hooligan Bar: Essentially a one-meter long bar developed for American troops to remove glass from windows, the bar has a number of hook attachments to remove splinters of glass from a window once smashed

Hydraulic Door Opener: A small hand-pumped jack, which gradually opens its jaws up to force open barred or closed doors. Because of the slow pressure build-up, it generally performs the task relatively silently; however, tell-tale signs of intrusion are usually left compressed into the door frame and cavity.

Pocket Jet Torch: A small torch device, which uses disposable gas lighters as fuel. The torch can achieve up to a 30 second burst of 1,400°F flame, which can readily burn wet wood or fuse metals.

Tactical Cutting Torch: A larger military model, which is used by special-forces units to cut open steel doors, windows bars etc. The unit consists of a torch, cutting rods, gas cylinder, igniter and safety gear – which generally can be packed into its purposed built belt-pack. A cylinder generally has enough fuel for 140 seconds of use.

Electronic Lockpicks: Some more advanced intelligence services have access to code-breaking hand-sets, which are effective at scanning the various pulses emanating from electronic locks, and deciphering the needed codes for entering the secured location. Such devices are in their infancy, and generally need cryptographic and computer I.T knowledge to use successfully.

Color Laser Printer: These expensive models of standard color laser printers ensure a professional looking fake passport or University certificates of attainment. They can output hundreds of color copies per an hour. They can be configured to accept various paper types. The device can be hooked up to computer mainframes as well to print modified copies of existing documents.

Laminators: A basic laminator has been the staple of con artist operations for years. Industrial models can be configured to laminate the particular areas required to reproduce driver's licenses, I.D. or other official forms of identification.

Magnetic Strip Reader: These devices are able to read the magnetic strips attached to most forms of credit cards, loyalty cards and other forms of identification. This particular model attaches to a computer via USB access. The data culled can be reconfigured for use with a magnetic strip writer.

Magnetic Strip Writer: These devices allow budding identity thieves to reproduce magnetic strips with the aid of a modern computer. The device is configured to attach to a computer via a USB port. It is assumed the device comes with free software (i.e. RenCode 2000) to reproduce different forms of magnetic strips. The magnetic strip output can be affixed to an existing credit or identity card. It can produce dozens of magnetic strips per an hour.

Holographic Image Writer: This sophisticated technology reproduces holographs on an industrial scale. It is computer assisted and it requires a great deal of skill and patience to reproduce existing holographic images, through its accompanying drafting software – it is assumed the would-be identity thief doesn't have access to the original 'scan' information. Dozens of completed holographs can be produced hourly.

Embossers: This mechanical machinery allows the would-be identity thief to reproduce standard forms of identity and credit cards. The machine incorporates computer aided design features, ensuring different types of patterns and designs, and of course, standard embossing is reproduced. To reproduce standard forms of identification, the operator will need to scan in images of existing cards and modify them according to their needs. Such machines are covertly used in Asia to clone credit cards. Once operational, hundreds of similar cards can be reproduced per an hour.

Skimmer: This device is basically a mobile magnetic strip reader. It is used primarily to covertly read credit card details by swiping it through, and it stores the information. It resembles a pager in design and can be clipped to a belt buckle. It stores 1,000 of card details, and a button exists to automatically delete the stored information if necessary. It can be attached to a computer via a USB port to download the information.

Laptop: A basic industry standard model, which can run all existing external devices and software.

VEHICLES

POLICE CRUISER

AMERICAN CRUISER

A standard American police cruiser is a mid-sized vehicle with four doors, it is usually equipped with a light bar, siren, spotlights, prisoner cage and push bars on the front bumper. It generally has heavy-duty suspension attached, and its engine is designed to provide more power than the standard vehicle model. It may well have enhanced electrical systems inside to aid in powering all the additional auxiliary equipment carried on board, and a powerful industrial battery attached, as well. Police vehicles are often required to idle for great lengths of time and problems may occur without the additional power output. Most vehicles have calibrated speedometers marked in 2mph increments. Some American police cruisers have a shotgun rack mounted between the front seats or mounted on a rack on the ceiling. A kelvar vest, a carbine shotgun, emergency road signs, and various luminous material flags, cones and equipment may be stowed in the boot. Of course, other standard police equipment may be found in the boot as well.

American police departments commonly use Ford Crown Victorias and Ford Expedition SUVs. A brand new Crown Victoria Cruiser costs around U.S.\$25,000.

A typical Victoria Crown is fitted out with a two-way radio, emergency lights and sirens, brigs and restraints for the three back passenger seats, improved suspension, improved brakes, environmental control, and airbags for the front seats. It is typically mounted with searchlights that illuminate up to 1.5 kilometers. The front seats of the vehicle are protected by armor plating, whilst the back seats are somewhat protected by the internal latticework of the prisoner cage.



Hard Cover 1 Protection Armor Rating 70 (F40 B20 S10)

UNITED KINGDOM CRUISER

The standard police vehicle in Britain is based on a standard European car, which is usually smaller than its American cousin. Cars are usually chosen for economy and maneuverability over the larger, faster models. British police forces tend to favor Fords and Rover vehicles, although Saabs, Volvos and Subarus are also reasonably common. United Kingdom police cars are usually standardize in terms of markings; the vehicles are usually white or blue, with a colored or checked luminous band across it that identifies it as a police vehicle. The band is often slightly different dependant upon the force, as each home county favors different variants.

UNMARKED POLICE CARS

Most forces around the world also have unmarked police cars in service. These vehicles are usually easy to spot because they either have a police stripe down the *side* of the vehicle, or have additional antennae protruding out the back, to help maintain their radios, mobile computers or cell phones capabilities.

RADAR UNITS

Specialist radar unit vehicles usually have additional equipment mounted on board. The vehicle may have laser/radar guns and video cameras attached to record all traffic stops. A dash-mounted camera and microphone combo (carried on the officer's belt or lapel) may be in place, this unit activates every time the cruiser's flashing lights are activated. They are used to record the conduct of the officer at every stop in case suggestions of malpractice arise. Such technologies have ensured greater arrests for DUI (drunk driving) and less formal complainants registered about the improper conduct of officers.

IO, GUIDE TO LONDON

THE REALLY ROUGH GUIDE TO LONDON

Accommodation: Expect to pay £10 to 18 pounds a night to stay in the cheapest of youth hostels, or around £65 to 75 pounds a week for a bed in one of the longer stay working hostels. For this kind of money, expect to lodge in share rooms with backpackers, lunatics and bed bugs. All three should be avoided. Don't complain about the lack of central heating, as being thrown out in the middle of the night will likely prove to be far colder.

Renting: The cost of rental accommodation in London varies between £100 pounds a week for a very small single room apartment (the English refer to them as bed-sits), up to £700 pounds for a slightly less cramped, but luxurious one-bedroom apartment, usually in one of a more salubrious suburbs. Landlords generally require 6 to 8 weeks rent in advance as a bond, just in case you invite around Peter Doherty and friends. Certain rental houses are home to up to 20 to 30 longer-term stay travelers, they all cram in together to help reduce the high price of rent. Of course, there is the old stand-by of squatting. Squatters simply take over houses unoccupied and pay no rent; this is totally against the law.



London is basically a series of interconnecting neighborhoods and villages; each one tends to have its own distinctive character. The city is also split up demographically into boroughs, each with its own local council. 'London' usually refers solely to the traditional boundaries of old London town, whilst 'Greater London' refers to the city center and the conglomeration of former satellite towns and villages that have been enveloped by the growing capital over many centuries. The most fashionable districts of London tend to be the most central. Neighborhoods like Chelsea, Knightsbridge, Mayfair, Notting Hill, Soho, Belgravia and South Kensington are home to the wealthy. More affordable housing tends to be located in Battersea, Bayswater, Clapham, Fulham, Islington and Maida Vale. Finsbury, Brixton, Waltham Forest, Tower Hamlets and Newham (Peckham) tend to home to low-cost housing, council estates and tower blocks.

Benefits: Those lucky enough to have either of their parents born in Britain, can usually claim unemployment benefits and free public hospital healthcare, as well. They usually have no problems in being eligible to work in the United Kingdom, either. Other rules exist for individuals from Commonwealth countries with grandparents born in the United Kingdom, they usually get to claim 'right of abode' to live and work in the U.K. But, they may not be eligible to collect unemployment benefits. The Jobseeker's Allowance (JSA) offered by the UK government pays £34.60 a week to 16 to 17 years olds, up to a grand total of £57.45 a week for those over 25 years old. The job seeker must be actively looking for work, and is required to hand in a form at their local Jobcentre once a fortnight.

Transport: Getting around London is time consuming and expensive. The London Underground train network is probably the fastest way to get around London. London is also home to the famous red double-decker buses (they do come in other hues and single-decker varieties), these are generally quite reliable, but a slow way to travel greater distances. London black cabs are probably equally as famous and are just as reliable, if a little expensive. Finally, there are private mini-cabs firms who have a varied reputation for both service and reliability. Some mini-cab firms have been known to be the 'legitimate' business interest of gangsters. Some unscrupulous drivers have been known to take the 'scenic route' or overcharge international travelers. A daily metro travel pass can be purchased at various outlets, which allows the holder to travel on both the rail and bus networks all day for £4.10. Restrictions apply on cars entering the very heart of the city of London; electronic tags are required to enter some locations, it costs a whopping £15 pounds for non-resident vehicles to enter the heart of the city. Most workers are forced to commute by train, bus, bicycle or simply walk to work.

NUTTER'S GUIDE TO LONDON

“If you're tired of London, you're tired of life”. That's what Big Doris the stripper once waxed lyrical.



I got Brahms and Liszt (pissed) down the Dog & Strumpet the other night, picked a fight with a stock-broking chinless wonder out to impress his horse-faced Essex bird (woman). I leave the guy bleeding, whilst I make a B-line for a minicab with his filly. I ride her all the way home like a Grand National winner. I think the dago cabbie enjoyed the floorshow. You see, this is what jolly old London Town offers. It's like strapping Big Doris says, “We are all laying in the gutter looking up at the stars”. Albeit, intermittently throwing up, of course. But who could honestly want for more? The wife apparently.

My name is Nutter, local identity, regular Jack the Lad (ladies man), Jack of all trades (multi-talented), and soon to be jack of it all. I've done a bit of duckin' and divin' (illegal acts), sold a truckload of charlie (cocaine) to right charlies from Chelsea, and made sure the middle-aged slapheads and sad anoraks kept their filthy paws off the fine talent at *Dancing Queens* in Soho. I knew it was time to get out when Big Doris started looking fit. She's got a darker five o'clock shadow than a nig-nog (African).

I've got other reasons for going, as well. I just got out of chokey (jail), and the missus wants me to get a *day-time* job this time around. She should talk, she's been on the game (prostitution) since shoulder-pads were last the height of fashion. Anyway, Rupert, the chinless wonder from Saturday, turns out to be the son of a leading local barrister. I might well be doing down for G.B.H (Gross Bodily Harm), again. The ball and chain (wife) wasn't impressed when a panda wagon (police SUV) pulled up outside the semi-detached, only 72 hours since my release. We had one hell of a barney (argument) I can tell you, one of those fights where the three ducks on the wall really go flying. We then had a quick knee-trembler (coitus) at the height of our enflamed passions and everything was sweet.

I've been busy all afternoon on the blower (telephone) to my other partner, in crime that is, Shifty McGregor. I was telling him the big sob story and all I hear coming down the blower is how his landlord is spying on him again, checking his mail and rubbish bins. Shifty's bought a shooter (gun) from a Boris (Russian) in Staines and intends to take the filthy Jew boy out the next time he hears him breathing at him again through the walls. Did I tell you Shifty's also into smack (heroin)? Anyway, I wash my hands of the headbanger (crazy person) and wannabe gangbanger (killer). I switch on the telly to watch a little bit of Corrie (Coronation Street) and ponder the deeper complexities of life, that is until its opening time down the old rub-a-dub (pub).

I dress myself up like the proverbial dog's bollocks (looking good) and decamp to dirty mac central. I greet Flasher Harris and inquire about the gunvor, apparently he is off, “consorting with a minor celebrity from a major reality television show”. Bloody cradle snatcher (consort, have sex with, young girls). The luck of the bloody Irish! An extended long dirty weekend with a fit blonde dolly bird (attractive women) off the tele, sounds wicked! The rest of us poor sods have to wait until her celebrities star wanes enough that she spreads her legs across the pages of some down market jazz mag (pornography magazine) for quick readies. Anyway, I'll have to ask him if she's an aviation blonde.

Flasher signs off and takes his tour group out to see the sights of nighttime London; he's virtually cornered the queer old pink dollar market. Who would have thought a 'cottage industry' could prove so lucrative? That's Soho for you, I down my babysham (piss-weak alcoholic drink) and go looking for another venue to get my head *straight*.

I end up at an Irish theme pub of all God-awful places and get absolutely slaughtered (drunk), I'm not proud of myself. I can't stand paddies (the Irish), no matter imitation ones. I get talking to the barmaid, and I give her the whole bloody long sob story, and she gives nowt (nothing) but disdain in return, probably taking extra V.A.T. to boot (government consumer tax) in tips. Still, her tips are showing through her clinging tight top, and I think I can see Babylon from here!

Momentarily, I get a phone call from her-indoors (wife) and she gives me a right bloody bollocking (dressing down) for not picking up the kid from school. I tell her now might be the appropriate time to tell me if I actually have a kid, and then it all starts turning ugly. I eventually get the full S.P (information). The kid is Shifty's. The other night, when I thought he was paying her money for 'services rendered', it was child support! I lose it. The police sirens of Flying Squad are heard sparking to life several boroughs away.

Anyway, I get on the blower to the boss in the morning, and yes, she is. I ask him about the old bank balance and if there's any work going abroad on the Costa Del Sunburn? He promises to sort it. I then ask about another plane ticket. He tells me about "the Shifty little fucker" and he advises caution with my plan. I tell him the extra ticket isn't for the wife; it's for a young Irish tart I picked up last night. It's love I tell ya! He relates to me how much I generally hate the old kith and kin, the Irish; I tell him my parole officer says it's time for new starts.

You see, this is why I will always love London, even if I'm baking in the sun in Spain, drinking Pina Coladas by poolside, and frantically scouring the pages of the *Daily Express* for news of minor league villains back in good Old Blighty (England).

NUTTER'S GUIDE TO CRIME

Young punks often come up to me in the street and say: "Nutter, you're a bit of an old lag (criminal). What's the secret to the successful blagging?" (stealing) After I give 'em a good kicking for being impertinent, spotty toe-rags. I give 'em a hanky to staunch the blood flow and tell 'em.



Unless you're the Albert-bloody-Einstein of crime, I suggest you join a gang. I've wasted too much of my time pulling minor scams alone with my old mate, Shitty (sorry, I'm still bitter). You gotta have connections for when things goes wrong, and make no mistake, they surely do. A little word in the local magistrate's shell-like (ear) from the Boss, and everything dandy (fine) again. Some of the younger enterprising spotty Herberts, I see have set up their own hoodlum street gangs, sorry they call 'em 'crews' apparently. God knows why they all want to dress like Ali-bloomin-G; it's beyond me. He's a bloody faggot Jew boy, anyway! Not that's there's anything wrong with being a woofter (gay). If you wanna join a real crime-firm and get real r-e-s-p-e-c-t! You gotta be as hard as nails (strong) and willing to do a bit of hard graft (work or indeed scams). You know you're in the right gang when they've got real talent (ability) on board. Class acts like thugs, enforcers, safe crackers, drivers, forgers, hackers, and such, really give a firm clout and opportunities to pull off a range of blags. Of course, you've joined the wrong gang if it's full of wops, pikeys or Jew boys, ask the Boss for a free-transfer. A good mix of skills ensures opportunities don't go begging. Even the biggest gimp will learn something about duckin' and divin' (criminal enterprise) if they keep their shell-like (ears) to the underground. The more you can learn about different cons and scams from old farts like myself, the better off you are.

I remember the first gang I was in, the so-called Peckham Pirates. *Adam and the Ants*, an old 80s teenybopper band at the time, were huge. We wore baggy pants and pirate puffy shirts. We must have looked like a right load of Berkshire Hunts (...), I seem to recall we spent most of our time in the local hairdressers, real hard core. I much preferred the nutty, nutty sound of *Madness*, but the locals didn't much appreciate their art-school Cockney cheekiness – the locals through they were taking the piss. Anyway, the New Romantic musical movement crashed and burned, and thank God it did; we finally went hardcore. We crashed around town all decked out in Doc Martins, tattoos and rude, rude attitude.

The *Lambeth Likely Lads* didn't know what hit 'em! Someone got a library book by some old ting-tong (Chinamen) about the 'Art of War'. He said something about 'knowing your enemy'. We slept with their minging (ugly) girlfriends and they told us where their lads drank after amateur Sunday league football. We waited until just after closing time and gave them the kind of kicking that your friendly chiropractor never forgets. They promised to give us the name of their ganja (marijuana) supplier and we charitably let them cut us into their local scene. After I knee capped a Paki, Turk and Jewish businessman on their turf, we also had a nice little earner going in the form of a protection racket. The strange thing was the kneecapping incidents in question were simply a case of personal expression, rather than criminal intent. The gang quickly had numerous offers of cash rolling in to keep me away from their area! The ruddy cheek.

Can't say enough about intimidating people for money, as the guitar playing geezer from Dire Straits says: "Money for nothing, and your checks for free". Or is it chicks for free, either way, they love a bit of rough! Now that's my style of doing business. You gotta keep the area tight as a drum, though. You can't have shopkeepers thinking the readies (money) is better spent on security alarms or tickets to Dire Straits concerts. If I had a penny for every shop window I've smashed in my time, I'd have a piggy bank the size, likeness and girth of David Mellor! (former British politician)

Anyway, another wind up merchant turns up on our manor thinking he'd pull the same scam. For once I played it cool, got tooled up, and went around and paid him a visit. A couple of days later, I got the local shopkeeper to send some grapes along to the hospital, just to rub it in. Mind you, I should have got him to send around some broccoli, as it turned out I messed him up so bad he was now a vegetable. Well, when I get started I'm nothing but professional. Anyway, poor bastard. I still send his old ma' money anonymously every month to stave off the guilt.

It goes without saying that if you are going to go ram-raiding, check out if the local gaff is protected by another gang, especially before daring to half-inching anything. Such bravado can come back literally in spades, big African Spades, with shooters. It's always worthwhile before going *shopping*, to get a shopping list from your friendly local fence. These affable artful dodgers pay cold hard cash for even the hottest of consumer items. If you're not familiar with your local Fagans, get your best black mate to set up a market stall for you in town, if plod (police) comes rolling by, at least your Afro mate will probably run away with the gait and speed of good old Linford bleeding Christie!

Now, as you know, I'm always up for a bit of slap and tickle. I was doing flying kicks long before old Eric 'the leaping frog' Cantona joined the old Moss Side firm at Old Trafford. What's with French football stars and unprovoked acts of violence? Anyway, the strange thing is, I would have done a lot less porridge (jail time) if I'd funneled my more 'expressive' tendencies into the beautiful game, just like that old lag, Vinnie Jones. I've been let go from crime firms before, where I was on a nice little earner. They couldn't stand the drama, the aggravation. I'd probably be as rich as a Kike by now, if I had toned it down. Keep your head that's all I can say. Never carry around a shooter like old Shifty, you start getting paranoid and too cocky by half. And for Gawd sake, turn the other bleedin' cheek when the insults fly. Wait at least until the morning to get the good old retaliation in. At the crack of dawn, go around to his gaff with a solid old lump of 4x2 (wood) and give him a good hiding, most lads are still throwing up in the toilet bowl at that hour of the morning. Goddamit! Do as I say, not do as I do!



Take your chokey (jail time) like any decent lag. Whatever you do, if things go tits up and you are arrested, don't go blabbing to the Old Bill (police). There isn't much in the way of honor amongst thieves, but there's certainly a lot of potential for extreme acts of retaliatory violence.

Finally, when you get a bit of dosh set aside in the old biscuit tin (under the old creaky floorboard), get yourself the *dodgy-meister-general* of an accountant. The more nut money you squirreled away, the less chance you'll retire with peanuts. Or at least put your dosh into legitimate business interests, anything that helps you go legit in the long run; and not go down for a long stretch, instead. And look me up on the Costa Del Sunburn when you get there, and we'll drink a Corona together. You can pay me a small percentage of the profits you derived from this invaluable advice!

NUTTER'S TOP 10 TIPS FOR FORMING A GANG

1. Join a local gang or crime firm, or form your own street gang
2. Have a good range of talents available in your gang
3. Secure your local area by working up protection rackets, drug sales and car stealing rackets
4. Get to know the other local gangs; form alliances with the stronger ones, annihilate the weak
5. Violence often draws unwanted attention to the real *business*
6. Don't steal from premises under the direct protection of other gangs
7. Maintain cordial relations with local fences, as they readily convert hot items into cold hard cash
8. Once the money starts rolling in, get a talented money laundering accountant on side
9. Have an exit strategy in place for your retirement or for when things get too hot
10. Informants usually end up dead

NUTTER'S GUIDE TO ETHNICS

If you want to know the honest truth, its getting difficult for your patriotic Englishman to move around good old London Town without a chap running into nig-nogs, curry munchers and chinks. To say nothing of those bloody jocks, taffies and paddies, who haven't as yet, clocked they have well and truly overstayed their British welcome.

Now, I'm not racist, but why can't a semi-honest Englishman walk down his local high street, usually trolling for business, without feeling like he's just landed in bleeding Bombay?

CONTINENTAL ASIANS

Curry-munchers, Patels (Indians) Asians, Pakis (Pakistanis) and Bang-Bangs (Bangladeshis)
Wembly, Southall, Hounslow, Newham and Tower Hamlets

Now, I laugh as much as any old geezer at the antic of those silly Kumars on the goggle box, but isn't it about time the Government launched some kind of restricted breeding programme for Asians? Blimey! Englishman will soon become the new minority in London. Now don't get me wrong, I like Asians. Every Patel that I've had dealings with has been a straight up diamond geezer, but they do like their money don't they? Big houses, flash cars and even racier, flashier birds, you might mistake them for Jew boys if they weren't the wrong color! Wembly is where they film the *Kumars at no.42*. I've been around there to investigate. All right, to half-inch the cameras, but blow me down if it wasn't all a big con! I kind of resent that just down the road, the grand old dame herself, Wembly Stadium stands. The home to every shattered English dream of football glory for the last forty years, and not one English-Asian has even bothered to kick a ball about in anger, well except for that film about bending it like bleeding Beckham. Mind you, she can bend me around like Beckham any day!

Sleepy old Hounslow is also chockers full of Patels, but it's little wonder with Heathrow just down the road. It's also full of Pakis. Ealing in Southall is so jam packed with curry-munchers that it's been dubbed 'Little India'. Hamlet Towers is also full of Patels, Pakis and Bang-Bangs. Historical Brick Lane, which runs from Whitechapel all the way to Bethnal Green, is so full of Bangladeshis that it's now unofficially called 'Bangla Town'. Cor Blimey! There's so many of them. No wonder their homeland is sinking under their weight! To be fair, I haven't had a lot to do with 'em, mainly because I can't understand a bloody word they say. You got to hand it to the Patels though in that respect, at least they can speak the Queen's English, better than most Englishmen I dare conjecture. Without the Asians emigrating, you wouldn't be able to get a decent curry, after an all night bender, for love nor money. I suppose they have attempted to 'integrate' into the community, as they can be found living throughout Greater London, mainly to run the local corner stores. Churchill never mentioned anything about foreigners taking those!

One thing I will say that might be seen as slightly 'National Front' (racists lobby group) is that all Black Muslims should go home. You see them prayin' around the mosques in Waltham Forest, Tower Hamlets, Newham and Finsbury. They Bangladeshis might not have Brummie (Birmingham) accents, but you bet some of them have got *Bin Laden* posters right up beside their *Che Guevara* and *Kylie* ones.

AFRICANS/ AFRO-CARRIBEAN

Darkies, Jungle Bunnies, Golliwogs, Niggers, Nig-nogs, Spades, Sambos, Uncle Toms
Lambeth (Brixton) Croydon and Brent Hammersmith, Fulham, Southwark (Elephant and Castle Peckham)

Many times I've taken a leisurely stroll around Brixton, but it's been in the relatively safe confines of exercise yard of the local prison. You wouldn't catch me dead out on the streets of real Brixton! Geezers who know me, know that I call a Spade a spade, and I happen to get along famously with Darkies, but walking down the high street of Brixton would scare any God fearing true Englishmen! Livingston may have explored most of the darker parts of Africa, but I *presume* if he was alive today and wandering around Brixton, he'd be packing more than just an elephant gun.

I walked down Brixton's high street last in the late 70s and I thought I'd just walked into a Bob Marley look-a-like convention. Anybody would have thought gangja had become the new clean-and-green currency. God forbid if a major fire ever enveloped the area, the firemen would be giggling for days, probably looking for the famous Pudding Lane bakery for some munchies!

One of the saddest days of my life was going to visit me old ma at the ancestral home in Peckham. The historic tower block was now full of Uncle Toms. One of the new locals thought I was the Old Bill come to arrest 'em, the bloody cheek! I was *someone* back then around these parts; I've even still got the puffy shirt to prove it. They even call Peckham now, Britian's 'West African capitol'. And to think Hitler couldn't annex the Sceptered Isle, he should have just emigrated.

Now I got to say at this point that Darkies can be separated into two distinct groups, the Jamaican-born ones and the ones from Africa, places like Nigeria. Despite my reluctance to have too much to do with Brixton, I actually get along famously with Jamaicans. The Rastafarians are always relatively chilled, but the self-styled gangsters known the Yardies, are mad for it! I actually like mad, you know where you stand with mad, usually a good distance away. But mad people know how to have a good time and throw the best parties, often only broken up by police carrying water canons. And if you do them a good turn, they are your slightly wayward *brother* for life. You can find them in Lambeth, Croydon, Brent, Hammersmith, Fulham and Southwark.

The other Darkies come from Africa. Some of them are so black I swear they're blue! They all look as hard as fuck. They all seem on the level though, but you never know when these primitive types are going to blow a fuse. You can find them in Camden Town, Hammersmith, Fulham, Lambeth and Southwark. The curious thing is that Asians and Spades don't tend to live in the same boroughs, and they call us racist!

TURKISH

Ethnics, Wops, Wog, Turks
Enfield, Hackney, Haringey

What can you say about the old Turks, one thing I'd say is I tend not to deal with them. Heroin dealers have never been my cup of Bovril. The scene is just too hardcore for my liking. I want to know that if I hand out candy (drugs) to some spotty Herbert, at least he'll wake up in the morning. Some of my associates deal with them, they say they're on the level, but they've always had a reputation for being well 'slim-shady' (dubious).

RUSSIANS

Boris, Ruskies, Stans (Former Soviet Republics usually ending in -stan)
Across Greater London

Ruskies tend to operate on an entirely different level to other geezers. The Russians I know are all *gangsters*, so I admit this may color my judgement, but those guys are all into violence, guns and vodka. Maybe it's all the army training and seaside trips to Siberia they were forced to endure as lads, but they're all sadists at heart. Now that I come to mention it, I've seen the odd Boris enter those *other* clubs in the Soho region, where I've occasionally acted as door security. Mind you, you can beat some of those patrons black and bleedin' blue, but they just leave a bigger tip!

JEW S

Kikes, Jew Boys, Money Lenders
Golders Green, and the more affluent suburbs like Chelsea

Honestly, you've got to have three golden balls to waltz around the sleepy suburb of Golders Green. There is the smell of something in the air, money, and that generally means one thing, Kikes. Still, fair play to them. I'd be far richer if I'd fenced all the items I've half-inched in my time. Conspiracy theorists suggest they run the world, I've found they just run up-market jewelers, tailors shops and pawnbroker's outlets.

SOUTH-EAST ASIANS

Chinks (Chinese), Orientals, Japs (Japanese), Ting-Tongs and Ying-Tongs
Colindale, Westminster, Catford, Deptford

The Chinatown district in Westminster is a good place to get a fancy meal with your bird. Oriental types sure know how to cook. It's a shame they can't speak the lingo, I'm sure we would get on fine. Don't get on their wrong side though, I've seen those Bruce Lee films.

OTHER WHITE BRITISH

Jocks (Scots), Paddies, Micks (Irish), Taffies (Welsh), Pikeys (Gypsies), Aussies (Australians)
Across Greater London

Don't get me wrong I like Jocks, if they say they are going to glass you (really hurt you), they're usually men of their word. They're straight up geezers. I just find I enjoy their company a whole lot more North of the border, and not at my local drinking establishment. They go nuts when they're had a skinful. You don't want to be around them when they have had a few Britneys (beers), it must be all that highland air they were forced to endure as lads playing those old bagpipes, they simply can't handle bevies at low altitude.

Taffies always make me laugh, I think they're hysterical. The accent always cracks me up each and every time I hear it. Their native language is even funnier, it sounds like someone trying to dislodge a fishbone to stave off croaking. The Taffies I've met have also had some very strange ideas about life and sheep.

Paddies are the bane of my existence. I'm part Irish on my mother's side, and every bleedin' geezer in Shamrockland has contacted me at some point wanting to either come and stay (usually for months for nowt), or have a favor done for them. You can't trust them either, they'd 'porn' your grandmother if she was fit enough to be worth anything on the open sex market. Pikeys are their very close genealogical and spiritual relatives. Gypsies are always bad news; you don't need one of their dodgy fortunetellers to tell you so. Despite travelling all across Europe, they have never once picked up a local dialect. They speak in this bizarre indecipherable cant.

The convicts we sent away 200 hundred years ago have returned and settled in Earl's Court! The ruddy cheek. I suppose an old lag like myself should appreciate the pioneering convict spirit and all, but all the bleedin' Aussies I met have gone to seed in the bloody sunshine! The ones that return to Blighty are all chirpy, clean and optimistic. The sun has got his bleedin' hat on and all. They're even enthusiastic about our grey old English weather!

Anyway, I'm off to see a bit of bleedin' sunshine myself on the Costa Del Sunburn, too see how the other half live. Keep an eye on the Old Dame for me (London that is, not the cheating missus). The last lesson is all the fit young things in *Dancing Queens* are fellas. Don't get caught out like naïve old Shifty did when he first arrived from Brighton. The only time I ever saw him lose it was when I organized a surprise birthday party for him at the old workplace, the *Crying Game* indeed.

