POLICE COPS

A hard-charging police action game in RPJ.

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I. Introduction

Hey, you! Rookie! Get your ass in here, yesterday!

Welcome to **Police Cops**, a module for the RPJ roleplaying game system set in your favorite television police drama.

We should be precise: Police Cops is a *cop show* tabletop roleplaying game, not a police tabletop roleplaying game. There's an important difference. The cop show is a particular kind of look at the world of criminal justice, where the boring parts end up on the cutting room floor and things—cruisers, getaway cars, detectives—explode on a much more pleasingly frequent basis than they do in real life. Cop shows picture a world of high drama, with gunfights, double-crosses, crooked cops, and mob hits around every corner.

In short, worlds ripe for adventure, and well-suited to tabletop roleplaying games. In the same way that everyone has some idea of how to behave in swords-and-sorcery fantasy, everyone knows how to act like a cop on TV. The best part is, you don't even need to do that much preparation. All you need to do as gamemaster is watch an episode of your favorite police procedural, change the names, and run your players through it.

Police Cops aims to put you and your friends in the driver's seat (and passenger's seat, leaning out the window, trading fire with the bank robbers getting away in the panel van skidding through a red light around the corner onto Second Street), cracking heads, solving cases, and putting away the bad guys. Importantly, our aim with these rules is to allow you to play through any reasonably current police drama story without much modification. C. Auguste Dupin or Sherlock Holmes might be a bit difficult, but LA Noire, Starsky and Hutch, and CSI Miami should all come with equal ease.

That said, don't be afraid to change the rules presented here when you think they should be different. We don't claim they're perfect.

Using This Rulebook

If you're reading this rulebook in PDF format, wherever you see a page number or chapter number, you can click it to jump to the page or chapter referenced.

Police Cops is an RPJ module, and therefore relies heavily upon the rules contained in RPJ Core. It's best to read RPJ Core first.

The rules in Police Cops supersede the rules in RPJ Core where they overlap, but you should nevertheless be familiar with the Optional Core Mechanics listed below.

Required Optional Core Mechanics

Police Cops uses the following Optional Core Mechanics from RPJ Core.

- RPJ Dice
- RPJ Character Points
- RPJ Skills
- RPJ Gifts, Faults, and Quirks
- RPJ Health
- RPJ Characters (in part)
- RPJ Gridless Combat (in part)
- GCS Fire and Movement (in part)

Those mechanics labeled 'in part' are only partially used. Read this rulebook to find out what to skip.

Rolling Dice

Police Cops is improved by an increased frequency of critical successes and failures. As such, treat all 4d6 rolls whose raw total is 8 or less as critical failures, and all rolls whose raw total is 20 or more as critical successes.

Icky Legal Stuff

2. GCS Implementation Details

"Ice to see you."
-McBain

Let's talk combat. When you draw on a scumbag criminal, how does it go down?

In general, follow the Gridless Combat System and Fire and Movement rules from RPJ Core. Apply the following simplifications.

Initiative

Roll 4d6. The highest roll goes first. In case of ties, players go before NPCs. If two players tie, they determine between themselves who goes first.

Actions

All Police Cops characters receive one Move action and one Attack action per combat turn.

Fire and Movement Special Actions

Move Cautiously, Suppressive Fire, and Aimed Fire may be used in Police Cops. When taking a Fire and Movement special action, you may take no other actions on your turn.

You may spend either your Move action or your Attack action to reload a weapon.

Attack Modifiers

Ignore all text in RPJ Core regarding weapon and skill linked attribute bonuses; Police Cops has no attributes. Your base attack modifier is simply your weapon skill; add any applicable range modifiers to find your effective attack modifier.

Ranges and GCS Regions

Most police gunfights occur in a relatively small area. As such, the average Police Cops fight takes place in one GCS Region (an area about 30 yards across). Larger gunfights taking place, say, on wide-open city streets may take place on larger battlefields.

Ranged Attacks and Adjacency

When engaged in a gunfight, you may make a free ranged attack against a character who moves adjacent to you, unless you are currently suppressed per the Fire and Movement rules. The target receives no cover bonus.

Except in the special case above, you may not make ranged attacks against adjacent entities. Fisticuffs rule the day at close range.

Line of Sight

Gunfights may occur in confined spaces, especially indoors. When fighting in such a place, draw the environment on the map. An entity may make a ranged attack against another entity only if there is an unobstructed line between the two.

Ranged Defense

All characters have a ranged defense value of 18. (It may be modified by traits.)

Cover

Hard cover in Police Cops adds a +4 bonus to ranged defense value. Soft cover adds a +2 bonus to ranged defense value[1]. Cover is fully effective against non-adjacent targets, and has no effect against adjacent targets. Ignore the Fire and Movement rules on the reorient action.

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1   You may make exceptions for extremely hard or extremely soft cover. A potted plant in an office might only be worth +1. An armored car might be worth +5 or +6.

If you attack a target from a position on the battlefield which looks like it flanks the target, the gamemaster may, at his discretion, reduce the defender's cover bonus.

Melee Attacks and Defenses

Hand-to-hand attacks deal -2 damage.

A character's melee defense value is 14 plus his Punch skill level.

Entering Adjacency Groups

If attempting to enter an adjacency group of maximum size, you may displace any entity with a Punch skill level strictly less than yours.

Free Attacks

If attempting to leave an adjacency group containing hostile entities, only those entities with a Punch skill level strictly greater than yours may make free attacks against you.

Grappling

Ignore the Gridless Combat System grappling rules.

Melee Attacks and Ranged Weapons

If holding a one-handed ranged weapon, reduce your melee attack rolls and melee defense value by 2. If holding a two-handed ranged weapon, reduce your melee attack rolls and melee defense value by 4.

Disarming

If you make a successful melee attack against an entity holding a ranged weapon, you may skip dealing damage to disarm him. He loses control of the weapon, and it goes skidding across the floor and out of reach.

If you make a successful melee attack against an entity holding a melee weapon and exceed the target's melee defense value by 4 or more, you may skip dealing damage, take the weapon's listed damage, and disarm him. The weapon goes skidding across the floor and out of reach.

Damage and Damage Saves

Police Cops usually permits two layers of defense: base damage saves and armor.

All characters receive two base damage saves at TN14+.

Unarmed attacks always hit base damage saves. Gunfire hits armor damage saves prior to hitting base saves.

Nonlethal Damage

Some weapons deal nonlethal damage. When incapacitated by nonlethal damage, you are knocked out (instead of bleeding out). See Incapacitation below for more.

Semi-lethal weapons have the potential to deal lethal damage, and may do so regardless of the attacker's desire to. Roll a d6. On 1-3, the weapon deals lethal damage. On 4-6, the weapon deals lethal damage.

Incapacitation

Ignore the Gridless Combat System rules on coups de grace and helping hands.

When incapacitated by lethal damage, on your combat turn, roll 4d6. If the result is a critical failure, you die. If you roll less than 14, take a **strike**. When you take your third strike, you die. Strikes *do not reset* at the end of combat. If your gamemaster is friendly, they may reset at the end of an episode.

If you roll 14 or greater, do nothing. If you roll a critical success, you pick yourself up and get back in the fight, gaining back your worst base damage save.

When incapacitated by nonlethal damage, on your combat turn, roll 4d6. On a critical success, you wake up and can return to the fight, gaining back all of your base damage saves. Ignore all other results. If you don't wake up during combat, you wake up at a plot-convenient moment of the gamemaster's choosing.

Healing

You gain back one base damage save per twelve hours. A character with Patch Up Wounds may roll it against TN18+ to increase your healing rate. Reduce the time before recovering your next damage save by a number of hours equal to the degrees of success on the roll.

If you agree to go off the clock and go to the city hospital, you recover one damage save per six hours. Other characters may not increase your healing rate if you're already being tended to by actual doctors.

3. Creating Your Cops

Let's jump right in. We're going to follow a simplified version of character creation as laid out in the RPJ Characters Optional Core Mechanic. Read that section first (skip the section on attributes), but don't follow the instructions just yet.

Done? Good.

To begin with, don't worry about generating attributes. (You may have seen that one coming.) Police Cops characters don't have them. Nor do they have character classes. A Police Cops character is the sum of his traits and skills.

> *Our friends from the RPJ Core rulebook, Dave and Fred, return to us to help out with the examples.*
>
> *Dave rolls up* Max Baxter, *a crusty old cop who's been on the vice desk for almost twenty years. Fred's character is* Eileen O'Bannon, *a fresh-faced rookie right out of the academy.*
>
> *Both cops work for the Exempli-Gratia Police Department. The EGPD provides police services to both the seaside city of Exempli, Maine, and Gratia County, in which it is located.*

Character Power

Police Cops characters generally start with 40 Character Points. As Police Cops is an extremely lightweight system, designed with a bare handful of skills, this starting point represents experienced officers of the law. You can expect to be average to above-average at three or four things[1].

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1   More specifically, you can expect to have three or four skills at level 5 or 6. For tasks of average difficulty in Police Cops (TN18+), that translates to a 65%-to-75% chance of success.

Raw rookies might start with as few as 30 Character Points; at that starting character power, players will struggle to get more than one or two skills above level 4 or 5 on their sheet without making massive compromises. Veterans might go as high as 60 Character Points; players will be able to pick one or two skills to specialize in and still have a passable level in most other skills.

All three of these options leave room for character advancement, even the veteran 60-point start. If you don't care about advancement, you can throw this whole section out the window and start at any number of Character Points. (It takes 220 Character Points to raise all ten skills from level 0 to level 10.)

> *Our two players each start with 40 Character Points.*

Traits

In Police Cops, **traits** are the immutable characteristics of your character. They come in three flavors: the ordinary kind you're used to from other RPJ games, **Background** traits, and **Career** traits. You must take one Background trait and one Career trait. You may optionally take as many non-exclusive ordinary traits as you like.

The traits list begins on page 13.

> *For Detective Baxter, Dave chooses the Precinct Standby background and the Vice Desk career, giving him bonuses to his Shoot and Use Underworld Contacts skills. He also takes three faults: Too Old for This ****, Two Weeks to Retirement, and Short Fuse, which give him an extra 11 Character Points to play with, at the cost of a number of downsides.*
>
> *For Detective O'Bannon, Fred takes the Rookie background and the Beat Cop career; both dramatically improve O'Bannon's Pursue on Foot skill. Fred adds the Squeaky Clean gift and the Captain from Hell fault, reducing his Character Point total by 1.*

Skills

In Police Cops, **skills** are the method by which your characters interact with the world.

All skills use the discount cost table in RPJ Core, which can be found in the RPJ Core appendices. All characters start with all skills at level 0. (No skills start as untrained; when using the skill cost table in RPJ Core's Appendix C, start at the second row.)

For your reference, so you don't have to open a second rulebook every time, to raise a skill from level 0 to level 1, from 1 to 2, or from 2 to 3 costs 1 Character Point. To raise a skill from level 3 to level 4, from 4 to 5, or from 5 to 6 costs 2 Character Points. From 6 to 7, from 7 to 8, or from 8 to 9 costs 3 Character Points. Finally, raising a skill from level 9 to level 10 costs 4 Character Points. Therefore, to raise a skill from level 0 to level 10 costs 22 Character Points.

See the skills list on page 17 and the rules for general gameplay in Chapter 7 (Work Your Case) for how to use your skills.

> *Both players consult the skill cost table in the RPJ Core rulebook.*
>
> *Dave starts by raising Baxter's Shoot skill to 9 at a cost of 18 Character Points. (He finds the cost by finding the row with the skill's current level, 0, and using the value in the column beneath the desired level, 9.) His other high skills include Punch, Work the Scene, Use Underworld Contacts, and Interrogate; the rest aren't much to write home about.*
>
> *Fred tries to be a bit more balanced, raising most of his skills to 3 or 4 and his Shoot, Pursue on Foot, and Keep Control to 5.*

Damage Saves

All Police Cops characters have two base damage saves at TN14+.

Both players note their characters' damage saves in the appropriate section of their character sheets.

4. Traits

Background

Your background defines what you did prior to joining the thin blue line.

Army Vet

+2 Shoot

You came back from the sandbox (or 'Nam, or the Gulf, or Korea) and fell into police work.

Oddball Rich Guy

+2 Use Society Contacts

There's always one unexplainable independently-wealthy guy slumming it with the cops.

Rookie

+3 Pursue on Foot
-1 Use Underworld Contacts

Fresh from the academy, you're a little more sprightly than many of your peers.

Precinct Standby

+2 Use Underworld Contacts

You've been around some precinct or another for a long career, and know how the game is played.

Prison Guard

+2 Punch

Of the many talents you developed during your time as a corrections officer, one of the handiest is the ability to deliver a breathtaking gut punch without the cameras noticing.

Private Eye

+2 Work the Scene

Before you had your official badge and gun, you had to survive on your wits more often.

Career

Your career is what you do now that you're a part of the policing fraternity.

Beat Cop

+1 Use Underworld Contacts
+1 Pursue on Foot
-1 Follow That Car
-1 Work the Scene

You spend your days out on the street, walking your beat.

Crime Scene Investigator

+2 Work the Scene
-1 Shoot
-1 Punch

After the fighting is over, you do the real detective work.

Door Kicker

+3 Shoot
-2 Work the Scene
-1 Follow That Car

When things get serious, they call you.

Fed

+1 Use Society Contacts
+1 Use Underworld Contacts
-1 Pursue on Foot
-1 Interrogate

You're a suit, not a uniform, and can call on Uncle Sam's not-insignificant resources.

Homicide

+1 Interrogate
+1 Work the Scene

-1 Follow That Car
-1 Patch Up Wounds

The cop who works homicide is a generalist, and an expert at teasing information from unwilling witnesses.

Vice Desk

+1 Shoot
+1 Use Underworld Contacts
-2 Use Society Contacts

Knock, shout, "Police!" Kick the door open, and go in shooting.

Other

We aren't going to limit the number of Gifts or Faults you can take.

Gifts, at least, are self-limiting; if you take too many you won't have any actual skills. Faults, however, are a bit thornier. We urge you to be responsible with the power we've given you. If you aren't, your gamemaster may reject your character and make you start again.

Gifts

Dead-Eye

-4 Character Points
When shooting at a target in cover, reduce his cover bonus by half.

You're a crack shot with handguns.

Squeaky Clean

-4 Character Points
When rolling to Put 'Em Away at the end of an episode (see page 28), subtract 1 from the Target Number if you took neither legal nor ethical liberties during the case.

You shy away from corruption of any kind.

Cool Customer

-4 Character Points
When required to add a stress point, roll a d6. On 5 or 6, do not add the stress point.

Good under pressure, the stresses of the job don't get to you like they get to others.

Tough as Nails

-4 Character Points
Gain an extra base damage save at TN13+.

Come on, pal! I can do this all day!

Martial Artist

-4 Character Points
When attacking or defending in melee against an entity without the Martial Artist gift, add +3 to your attack rolls and your melee defense value, and deal -2 damage with hits instead of -4.

You have trained in the martial arts, and are a dangerous hand-to-hand fighter.

Partner

-4 Character Points
Pick one other character who is not already someone's partner to be your partner. He must also have the Partner gift. Agree on a skill with your partner. When working together, each of you gets a +1 bonus when rolling that skill.

A good partner is worth his weight in gold.

Lightning Reflexes

-4 Character Points
+1 ranged defense

You're extra-sensitive to guns pointed your way, and have a knack for ducking out of the way when someone's gunning for you.

Faults

Alcoholic

+3 Character Points

At least once per day, you need a drink, or several drinks. Every morning, roll 1d6. You're hung over for that many scenes to start the day.

The cause of, and solution to, all of life's problems.

Drug Addiction

+5 Character Points
At least once per day, you need a hit of whatever your poison is, and you don't have a stash. Every day you can't get it, gain 2 stress points.

You picked a bad day to quit sniffing glue.

Short Fuse

+3 Character Points
Start each episode with 2 stress points.

You're a fiery sort.

Too Old for This ****

+3 Character Points
When pursuing a suspect on foot, if you fail a Pursue on Foot roll once, you lose the target.

You've been around the block a few times, which is why you're going to let the young bucks do the chasing.

Two Weeks to Retirement

+5 Character Points
When incapacitated, take a strike on rolls less than 16.

You have a boat and a beach cabana waiting for you in Florida. All you have to do is wait out your last two weeks, collect your gold watch, and hit the road...

Captain from Hell

+3 Character Points
This fault gives the gamemaster extra license to screw with you.

He may be on the take, or he may just be a jerk, but either way, your boss is terrible, holding you back and getting in your way at every opportunity.

5. Skills

Rolling Skills

To roll a skill in Police Cops, all you need to do is take your level in that skill and add the result of a 4d6 roll.

To make an opposed roll, roll as above. The Target Number is 14 plus the opponent's skill level.

> *Detective Baxter wants to shoot the long-range target at his annual qualification shoot (TN20+). His effective Shoot skill level is 10. He rolls 9 on 4d6, which is only 19 in total. He bribes the instructor to pass him anyway.*
>
> *Detective O'Bannon looks to do the same. Her effective Shoot skill level is 5. She rolls 19 on 4d6 for a total of 24, and gives Baxter a snooty look as the instructor signs off on her card.*

Skill List

Shoot

Use Shoot to successfully shoot at the bad guys.

Hitting a man-sized target on the qualification range at up to 30 yards is TN18+. Adjust the difficulty based on range, stress, and target size.

Punch

Punch determines your ability to take care of yourself in a fistfight.

It is used both to make melee attacks and to determine your melee defense value.

Work the Scene

Work the Scene can be used when investigating a crime scene or location of interest. See Investigation Scenes on page 26 for more.

Work the Scene also represents a character's general perceptiveness, how likely he is to notice something about a given tableau.

Pursue on Foot

Roll Pursue on Foot to chase down fleeing suspects. It covers general athleticism, including top speed, endurance, jumping, and climbing, and can be used for any athletic exertion, not only pursuit.

See Foot Pursuit on page 27 for more.

Follow That Car

Follow That Car covers driving skills, including pursuit driving.

See Car Chases on page 27 for more.

Interrogate

Interrogate allows you to browbeat (or potentially just ordinarily beat) information from suspects and other persons of interest.

Roll against a base TN18+ (or against the target's Keep Control). Increase or decrease the difficulty depending on how eager the suspect is to talk. See Interrogations on page 26 for more.

Interrogate also determines a character's ability to read people and to lie to them.

Keep Control

With more levels in Keep Control, you are less likely to crack under the stress of the job. See Blowing Up on page 25 for more.

It may also be used as a proxy for willpower or mental strength; it represents a character's ability to, say, resist torture.

Use Underworld Contacts

Use Underworld Contacts allows you to find street contacts and snitches willing to join your network of criminal informants. It also functions as your street cred—the higher your Use Underworld Contacts, the better-known you are among the criminal underclass.

Roll against TN18+ to find a contact with access to general information. Increase the difficulty the more specific the information you want.

If you abuse an underworld contact, by for instance asking for information on a drug ring only he could know, then busting that drug ring using said information, permanently reduce Use Underworld Contacts by 1.

Use Society Contacts

Use Society Contacts measures your ability to function in the rarefied world of city government. A high score permits you to put pressure on judges, district attorneys, bureaucrats, and more, and also allows you to blend in at high-class parties so frequently crashed by hostage-taking scum.

Roll against TN18+ to apply pressure to a low-ranking bureaucrat to do something legal but against protocol. Increase the difficulty as the target gets more powerful or the request gets more difficult.

Use Society Contacts also allows you to wrangle non-player cops; roll it against TN18+ when heading somewhere to call in the cavalry.

If you overuse your society contacts ("Traffic stop on the 101! Calling all cars!"), or benefit from a relationship inappropriately ("I'm the commissioner's nephew! Do what I say!"), permanently reduce Use Society Contacts by 1.

Patch Up Wounds

Patch Up Wounds allows you to slap some bandages onto your bleeding, gut-shot friends to keep them stable until the ambulances arrive.

In combat, spend a full round to help out an adjacent, incapacitated buddy. Roll Patch Up Wounds against TN16+ plus the number of strikes (see page 8) on the target's character sheet. On success, the target recovers, gaining back his worst base damage save.

6. Items

"I don't wanna hear it, McBain! That cannon of yours is against regulations. In this department, we go by the book!"

Guns

The concrete statistics listed are given as examples of an archetype, not as settled law. The listing for each type of gun will provide some direction on how to modify its statistics to more closely represent specific classes of firearm.

In general, you can trade ammunition for either better damage or better accuracy, or vice versa.

Ammunition

Note that ammunition is not listed in rounds per magazine, but rather in attack actions per magazine. Since Gridless Combat System combat rounds take about a minute of real time, the ammunition counts given will be significantly less than the actual round count a weapon can hold.

For each gun you carry, you always have the ammunition in the gun plus three reloads. You can carry more if desired, and share ammunition with other cops in your unit if you carry the same caliber.

Era-Appropriate Pistol

Damage 2
-2 attack at range 1
-4 attack at range 2+
Ammunition: 2 to 5
Concealable

A handgun of appropriate era and configuration is the lethal weapon of first resort for most cops.

Through about the mid-1970s, most American police carried revolvers as service weapons. Semi-automatics gained some traction in that decade, but by the mid-1980s, various developments, including the introduction of the Glock, greatly accelerated that trend.

Revolvers and large single-stack semi-automatics should have two to three ammunition, and may take either a +1 to attacks at range 0, a reduction in both listed range penalties by 1 (to -1 and -3), or an increase in penalty-free range (-2 at range 2, -4 at range 3+). Ordinary double-stack semi-automatics, with 4 or 5 ammunition, should hew pretty closely to the listed statistics.

Though most duty holsters make no effort to conceal and many duty handguns are too large to be easily concealable, handguns may be concealed. A compact or subcompact handgun receives an increase of 1 to both range penalties (to -3 and -5).

Era-Appropriate Submachine Gun

Damage 2
-2 attack at range 2
-5 attack at range 3+
Ammunition: 5
Suppressive Fire attacks target an adjacency group

Submachine guns are pistol-caliber, select-fire automatic weapons fired from the shoulder. Lightweight and controllable, they are a favorite of the door-kicker set, as they are less likely than rifle-caliber weapons to overpenetrate. On the flip side, they are also less effective than a rifle-caliber weapon against armor.

Submachine guns began to enter police inventories following the Second World War, and remain available to the modern day. Rarely carried as a primary weapon, they are nevertheless in arsenals to bring out when the tactical circumstances dictate, and perhaps for foot patrols through particularly bad neighborhoods.

As almost all postwar submachine guns are interchangeable, the above statistics apply to all of them.

When making a suppressive fire attack, a submachine gun targets a whole adjacency group, rather than a single entity. Any entity in that group whose ranged defense value is exceeded by the attack roll is suppressed.

Era-Appropriate Carbine

Damage 3
-1 attack at range 0-1
-1 attack at range 4+
Ammunition: 3-5

Carbines are shorter than full-length rifles, and may or may not be select-fire weapons. A good all-around weapon, they suffer somewhat from slightly clumsier handling at close range, and are trickier to use where there may be third parties in proximity.

The earliest carbine in Police Cops' purview is the semi-automatic M1 Carbine; it and other carbines firing less-than-intermediate cartridges have a damage of 4. The M1 Carbine, with its smaller-than-average magazine, has 3 ammunition. Most other carbines will have 4 or 5 ammunition.

The AR-15-pattern carbine (to include the automatic M16 and M4 versions) was issued to SWAT teams by the early 1970s, but didn't show up as an ordinarily-carried patrol rifle until the 1990s. You may still be able to get away with it in place of the traditional shotgun.

When making a suppressive fire attack, a carbine capable of automatic fire targets a whole adjacency group, rather than a single entity. Any entity in that group whose ranged defense value is exceeded by the attack roll is suppressed.

Era-Appropriate Marksman Rifle

Damage 4
-3 attack at range 0-1
+2 attack at range 3+

Ammunition: 3
Add an extra +2 on Aimed Fire attacks

Sometimes differentiated from carbines only by role and configuration, as opposed to basic design, marksman rifles may also be purpose-built precision tools. Either way, they are generally heavier than carbines, long-barreled, and fitted with telescopic sights.

Marksman rifles are always available to modern (that is, post-war) police forces, but are also the purview of specialists and never carried as patrol weapons.

Era-Appropriate Shotgun

Damage 4
+1 attack at range 1-2
-6 attack at range 3+
Ammunition: 3

Fed by a tubular magazine beneath the barrel, police shotguns have a long history in the field, and were the patrol long arm of choice up until the mid-late-1990s.

Pump shotguns are most common, though semi-automatic shotguns increase in prevalence nearer the modern day.

They may fire slugs, exchanging the +1 attack at range 1-2 to turn the long-range penalty into -4 at range 4+.

They may also fire beanbag, rubber, or other incapacitating rounds for a nonlethal damage of 2, without changing the range modifiers.

Taser

Damage 4
Ammunition: 1
Nonlethal

The taser incapacitates targets by firing two probes trailing wires at them, which penetrate the skin to form a circuit with the body of the weapon. The weapon then delivers a powerful, incapacitating electric shock.

Though first-generation tasers were developed in the 1970s, they did not see widespread use until the mid-late-1990s.

Tasers may only be used on targets at range 0 or closer. Unlike most ranged weapons, they may be fired against adjacent targets.

Modern tasers carry a single spare probe-and-wire cartridge at the bottom of the pistol grip. You are not assumed to carry any additional reloads. If you want them, you must make a note of them.

Other Weapons

Knife

+2 to melee attack rolls
Damage 1

You'll run into a few of these over the course of your career. With luck, 'run into' is only a figure of speech.

Damage 2 represents a wide range of knives, from small switchblades up to big combat knives. Add one or two for full-on swords, subtract one or two for little tiny penknives.

Baton

+1 to melee attack rolls
Damage -1
Semi-lethal

The policeman's oldest friend, a baton or truncheon is an excellent force multiplier for the cop who doesn't want to get his knuckles bloody.

In the hands of a trained user, a truncheon can be effectively used as a purely nonlethal weapon. Deal lethal damage on a d6 roll of 6 only.

A baseball bat or two-by-four is similar to a truncheon, but bigger. Weapons of that sort deal a damage of 0, and always deal lethal damage on a d6 roll of 4 or more.

Thrown Objects

Damage -1 to 1
Semi-lethal

Cobblestones, bricks, and the like are frequently employed against the police.

Roll Punch to attack with thrown objects. Throwing something with an edge does a damage of 1 (or possibly even more). A brick or cobblestone thrown by a reasonably athletic person does a damage of 0. A wimp throwing a chunk of asphalt does a damage of -1.

For other thrown objects, use your best judgment.

Armor

Stab Vest

Damage Saves: 14+/14+
Reduce damage from melee attacks by 2
Gunfire ignores Stab Vest

Favored by prison guards and others more likely to come across a shiv than a Glock, stab vests protect the whole torso from piercing, cutting, and slashing.

Ballistic Vest

Damage Saves: 12+/12+
Reduce damage from melee weapons by 1
Stabbing or cutting weapons ignore Ballistic Vest

A kevlar vest or equivalent will pretty reliably stop handgun bullets, but won't do much against a man with a knife.

Ballistic Shield

Damage Saves: 10+
Ballistic Shield is its own layer of defense above armor

Ballistic shield is a fancy name for a simple tool, a slab of bulletproof armor (sometimes including a window) which can stop just about any attack thrown at it, from high-power centerfire rifle cartridges down to baseball bats and butterfly knives.

Plate Carrier

Damage Saves: 11+
Reduce damage from melee weapons by 1

The kevlar vest's older brother, a plate carrier protects its wearer from rifle-caliber ballistic threats by means of ceramic armor plates.

Riot Gear

Damage Saves: *

Riot gear includes armor, a helmet, a face mask, and a shield, all designed to turn the wearer into an unstoppable agent of state power.

Riot gear provides no damage saves, but renders its wearer immune to all melee attacks (including thrown items) unless the attack roll is a critical success.

Cars

Era-Appropriate Patrol Car

The bog-standard police car; your department has a row of these out front. They may be Ford Fairlanes, Crown Victorias, Chevy Caprices, or some oddball modern SUV, but they're all more or less the same: high-visibility paint scheme, big, obvious light bar on top, no-compromises siren, and bull bars out front.

Inside, you'll find a radio and, if the year is near enough to the modern day, an in-car computer. There's a divider between the front and back seats, so you can shove a cuffed suspect in the back without too much worry.

You won't be able to chase down the sportiest sports cars on open road, but you can keep pace with just about anything in traffic. The (reinforced) doors and engine block count as hard cover.

They're made to be obvious, so you can't use them on stakeouts unless you can find a convenient alleyway to hide in, and even then, you should roll at a hefty penalty of -3 or more.

Unmarked Car

You may find the era-appropriate patrol car in unmarked flavor, too, usually in Boring Police-Issue Black. Unmarked cars are still obviously police vehicles, if anyone takes a moment to look closely. Happily, most people don't. An unmarked car has all the internal features of a standard police interceptor, but can be used on stakeouts, rolling at no penalty.

Because unmarked cars lack the more usual high-visibility paint schemes, proper lights, and pull bars, vehicular pursuits are more difficult. Roll Follow That Car at -2.

Inexplicable Expensive Sports Car

Every police show has the guy who rolls up in his '72 Corvette or his '86 Mustang or his '04 Porsche.

While these cars do stand out, they are at least not painted in police colors, and are slightly better on stakeouts. Roll Work the Scene at +2 if you're staking someone out in your sports car. You can't detain a suspect in your sports car, obviously, and you receive no cover bonus from the doors. (The engine block is still hard cover.)

Pursuit Car

Pursuit cars look a lot like patrol cars. They're painted in police colors and are generally a large sedan or, more recently, a small SUV. Unlike the base models, they skip the armored doors and divider for better speed.

You can't cram a suspect safely in the back, unless you tie him down, and you receive no cover bonus for hiding behind the doors. (The engine block is still hard cover.) In exchange, roll Follow That Car at +2.

Other Items

Flashbang

A flashbang is essentially a tossable firework, a grenade which produces no shrapnel and minimal concussive blast, instead making a blinding flash of light and an extremely loud 'bang'. It disorients those caught in its radius of effect, giving the one who tossed it a few precious seconds of unimpeded shooting time.

Flashbangs were invented by the Special Air Service in the late 1970s, and were common in police inventory by the middle of the 1980s. They are not, however, generally issued. They come out of the arsenal for raids, and that's about it.

Flashbangs are a mainly a tool for initiating combat, rather than using during combat. Toss one through a door behind which are enemies before entering combat, and you get one round in which the enemies do not get turns. When making attacks against them during this round, add +4 to your rolls.

You can toss a flashbang while in combat if you're entering a new room, say. In this case, since the targets have some idea it's coming, simply roll at +2 when making attacks for one round. The targets still get turns.

Trauma Kit

Roll Patch Up Wounds at +2 when attempting to patch up an incapacitated character.

A trauma kit contains the essentials for treating severe injuries. At or near modern-day, that's quick-applying tourniquet, a chest seal, and possibly even a nasopharyngeal airway hose. Older kits might dispense with the fancy tourniquets and bandages and simply give you a few packets of a clotting agent to dump in where the blood's coming from. Kits of all eras can be counted on to have medical tape and gauze bandages.

Unfortunately, trauma kits are not an item of general issue to police (being more the province of EMTs). Even if you're smart enough to take one ahead of time, it's too large and too heavy to hang on your genuine police-issue belt, so when you need it, you've probably done something stupid like leaving it back in the car. Oops.

7. Work Your Case

A **series** of Police Cops (what would be called a campaign in other systems) comprises one or several **episodes**, self-contained stories played out over the course of one or two sessions. In each episode, your unit will be tasked with solving a crime.

Gathering Evidence

To solve a case and finish an episode, you must gather **evidence**. Evidence is a possible reward for completing a **scene**, and represents information of sufficient reliability to present in court. The more evidence you gather, the more likely the criminals you're after will be convicted. Keep track of the number of pieces of evidence you've collected with tokens or counters of some kind.

Not all scenes must grant a piece of evidence, however, especially in longer episodes. Instead, a scene might yield a **lead**, which is a hook for further scenes, which yield either more leads or evidence.

Police Cops assumes that there are approximately ten pieces of evidence per episode. You can get away with eight or twelve. Fewer than eight or more than twelve will cause you trouble.

Blowing Up

Police work is hard, and it grinds people down like nothing else. In Police Cops, this is represented by **stress points**. Start each episode with zero stress points. Gain one at the end of every action scene, and also when the gamemaster deems it appropriate. When you gain a stress point, you must make a Keep Control roll against TN10+ plus your current number of stress points.

If you roll a critical success, lose one stress point. If you succeed, nothing happens. If you fail, you suffer a complication. If you roll a critical failure, suffer a complication and gain an extra stress point.

When multiple characters gain a stress point at the same time, roll one at a time in clockwise order around the table. If any player fails a stress point roll, no further players roll, and the unit suffers a complication.

> *O'Bannon and Baxter make it through a shootout with goons from the Exempli mob in a pizza shop. Both gain a stress point.*

> *O'Bannon now has 1 stress point, so she must roll Keep Control against TN11+ (TN10+ plus 1). She succeeds.*

> *Baxter's Short Fuse fault means he has two stress points to begin with, for a new total of 3. Adding those to TN10+, his Keep Control roll must be 13 or more. He only rolls 12, and blows up. Dave must pick a complication.*

Complications

Complications are the dramatic plot twists you often find in cop dramas: the criminal of the week got out on a technicality six months ago because of a character's mistake; the judge is on the take and delays a warrant for long enough for the mob to clean up; a snitch flips on you and tells his erstwhile bosses the cops are onto them.

Complications occur in two situations.

First, suffer a complication whenever a player rolls a critical failure, except on a stress point roll.

Second, suffer a complication whenever a player fails a stress point roll.

Whenever possible, the player whose roll caused the complication should decide how the plot thickens (given the gamemaster's approval).

In some circumstances, especially where the complication means the players receive incorrect information, the gamemaster may choose to give the players a **secret complication**, determining the plot twist himself and keeping it hidden from the players.

Baxter strides up to one of the wounded mob gunmen and shoots him, execution-style. The EGPD Internal Affairs section starts a use of force investigation against the unit, confiscating Baxter's preferred sidearm as evidence.

Later, Fred rolls a critical failure while O'Bannon is interrogating one of the survivors. The gamemaster chooses a secret complication. The survivor tells O'Bannon about a meeting between two capos of rival families who are angling to form an alliance. While he is telling the truth about the meeting, he's lying about the amount of security which will be present. If Baxter and O'Bannon go to eavesdrop, they could find themselves in a fight for their lives.

Investigation Scenes

An **investigation scene** is any scene which doesn't feature combat or pursuit. Anything from interrogating a suspect to searching an apartment to working in a crime lab falls into the broad category of the investigation scene.

Investigation scenes shouldn't usually be as simple as rolling the dice. Instead, they're driven by roleplay. For the detective standby of searching a room for clues, you must first find the points of interest in the scene, then make Work the Scene rolls to interpret them. (Some investigation scenes, like interrogations, may require different skill rolls.) Failed rolls may let leads slip away, or they may grant **red herrings**—information which appears to be a useful piece of evidence, but doesn't count in the end.

Other types of investigation scene might require more rolling for information; unless you're a doctor playing with doctors, an autopsy is usually going to require the gamemaster to tell you what your character found.

The gamemaster may roll your Work the Scene for you, if you've missed something obvious and he doesn't have another way to get you the information. Preferentially, he should provide hints rather than outright information.

Detectives O'Bannon and Baxter are poking through the pizza restaurant in the aftermath of the gunfight.

O'Bannon is looking through the photo case at the front of the restaurant, and sees an odd pin holding up a picture. Jimmying open the case, she takes it out and looks it over. Fred rolls her Work the Scene: 14. She shrugs and goes to put it back.

"Let me see that," Baxter says gruffly. Dave rolls his Work the Scene: 19. "This is from the Legitimate Businessman's Social Club of Opinio. Mob front."

Interrogations

Interrogations are a particular kind of investigation scene with a bit more character-to-character interaction. When interrogating a suspect, roll your Interrogate against his Keep Control, or TN18+, if he doesn't have a character sheet. Increase the difficulty for tight-lipped suspects, or decrease it for blabbermouths.

Your roll may receive bonuses or penalties based on your roleplay of the interrogation scene. If the players fail three Interrogate rolls[1] during an interrogation, the suspect clams up.

Action Scenes

An **action scene** is a scene featuring combat or pursuit. Action scenes don't necessarily grant evidence; they might instead afford your unit leads (such as a captured suspect) or the opportunity for an investigation scene (such as a criminal's hideout, after you clear it of criminals).

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1   The players fail together. One might fail three rolls, or three might fail one roll; in either case, after the

Gunfights and Brawls

The classic cop show twofer. To resolve combat, consult the RPJ Core rulebook's chapters on the Gridless Combat System and GCS Fire and Movement, then apply the simplifications in chapter 2 (GCS Implementation Details).

Example combats are provided in Appendix A on page 31.

Car Chases

Car chases occur whenever you're angling to catch a fleeing suspect in a vehicle.

Each round, to stay in pursuit of a fleeing vehicle, the character behind the wheel must succeed on a Follow That Car roll. The Target Number starts at either TN18+ (if the opponent doesn't have a character sheet) or TN14+ plus the opponent's Follow That Car level. Increase the difficulty further if the target car is faster than the players' car.

If you fail a pursuit roll three times over the course of a car chase, you lose the target car.

The pursuit driver may attempt to make a tactical driving maneuver and spin the target car out. Roll against TN20+ (if the opponent doesn't have a character sheet), or TN16+ plus the opponent's Follow That Car level. On success, the target car spins and comes to a stop. On failure, the pursuit car falls behind, and the target car escapes.

Passengers in a car chase may make ranged attacks against the other cars involved. Roll Shoot against TN22+ to hit. You may assume you are at a range equal to the number of times you've failed your pursuit roll. If successful, roll a d6. On 1, hit a randomly-chosen passenger in the target car. On 6, hit a tire, spinning the target car. On critical successes, hit a passenger on 1 or 2, and a tire on 5 or 6. On any other result, hit the body of the car, doing superficial damage.

At the end of each round, the pursued car rolls 4d6 against TN9+. On failure, they crash. On critical success, they escape. Increase the Target Number by 1 each round.

For good roleplay during car chases, like radioing ahead for backup or doing a particularly good job at evoking the feeling of a television car chase, the gamemaster may reduce the difficulty of the players' rolls during the next turn, or increase the difficulty of the opposing side's rolls.

An example car chase is provided in Appendix B on page 35.

Foot Pursuits

Foot pursuits occur whenever you're chasing a fleeing suspect on foot.

Each round, to stay in pursuit of a fleeing suspect, roll Pursue on Foot against TN18+ (if the opponent doesn't have a character sheet) or TN14+ plus the opponent's Pursue on Foot.

If you fail a pursuit check three times over the course of a foot chase, you lose the suspect and are out of the pursuit.

You may put on a burst of speed and tackle the target by rolling Pursue on Foot against TN20+ (if the opponent doesn't have a character sheet) or TN16+ plus the opponent's Pursue on Foot. If you fail, you lose the target.

If there is minimal risk of hitting a bystander[1], you may stop instead of continuing pursuit and attempt a ranged attack against the target. Add 2 to the target's ranged defense value. Hit or miss, if you fail to bring the target down, you lose the suspect and are out of the pursuit.

---

1   If there are bystanders around, you can still attempt to shoot a fleeing suspect. The gamemaster can determine what happens if you miss.

At the end of each round, the pursued characters roll 4d6 against TN21+, ignoring critical successes. On success, they escape. On critical failure, they stumble and fall. Decrease the Target Number by 1 per round.

For good roleplay during foot pursuits, the gamemaster may, as in car chases, grant the players bonuses or their opponents penalties.

An example foot pursuit is provided in Appendix C on page 37.

Miscellaneous Rules

The occupants of a car caught in a car chase may, depending on how the chase ended, get out and start running. Start a foot pursuit if they do.

The target in a foot pursuit, if tackled, may well be conscious. A foot pursuit may therefore turn into a brawl.

The Target Numbers above are safe starting points, but gamemasters should not be afraid to tweak them. An injured target in a foot pursuit might start at TN24+ to escape instead of TN22+, or might only escape on critical successes. A particularly athletic target might start at TN22+ but decrease the Target Number by two per round. A cautious and skillful driver might not increase the Target Number on his don't-crash roll at all in a given round. Use the action to guide the rules, not the rules to guide the action.

If the players need to run away, whether by car or on foot, use the rules as above with one modification: the pursued players roll, while the chasing NPCs do not. The players roll Follow That Car against TN18+ or TN14+ plus the pursuers' chase skill. If the players win the roll three times, they escape.

The players roll to determine if they crash (in car chases) or escape (in foot pursuits) according to the rules in those sections.

If, for some reason, one set of players is pursuing another set of players, both sides roll Follow That Car or Pursue on Foot, depending on the type of the pursuit. The pursuer's Target Number is the target's result. To determine whether the pursued car crashes (in car chases) or the pursued runner escapes (in foot pursuits), roll according to the rules in those sections.

Put 'Em Away

At the end of an episode, count the pieces of evidence you have collected, ignoring any red herrings, and collar a suspect. Doing so may take another action scene.

Subtract the number of pieces of evidence from TN19+, and roll 4d6 against it. On success, the district attorney builds a winning case and notches a conviction. On failure, the jury won't convict and the criminal walks.

> *At the end of the day, Baxter and O'Bannon have collected six pieces of evidence. They've also arrested a high-level mob lieutenant, who could very well flip on his bosses if convicted and roll up the entire Exempli mafia.*
>
> *Furthermore, over the course of the case, O'Bannon has acted in an upstanding and ethical way. Her Squeaky Clean gift allows her to subtract 1 from the Put 'Em Away roll.*
>
> *Dave and Fred subtract 6 from TN19+ for TN13+, then subtract one more for O'Bannon's gift for a final TN12+. They roll 14; they've built a strong enough case to lock up the mobster.*

8. Running a Series

Next time, on Police Cops...

This chapter includes some tips for gamemasters.

Set the Scenes

Before running an episode, figure out the details of the crime, the evidence pointing to the perpetrator, and the structure of the story.

As far as the former goes, we have a tip for you in the next section. For the latter, a perfectly acceptable Police Cops episode might consist of ten scenes in total, with four to six of them being investigation scenes and four to six being action scenes. Action scenes lead naturally to investigation scenes, and investigation scenes can lead to either kind.

Steal from Fiction

As we said in the introduction, fiction is fertile ground from which to harvest story ideas. Take an episode of your favorite cop show or police procedural, or a novel from your favorite series, or the plot of your favorite cop movie, change the names, and you have a ready-made cop story.

Split the Party

"He's headed west on the 405!"
"We're on our way."

Yes, we advise that you break the cardinal rule of gamemastering, especially if you have three or more players. Two sets of partners working a case from different angles is quintessential cop show territory.

When you split up your players' unit, be sure to switch back and forth between scenes at a good clip. It's no fun to be out of the action for twenty minutes at a time. Be sure to let players in different places involve each other in their own scenes; see the flavor text for an example.

Roll With It

There are many scenarios we haven't foreseen, and many ways by which players or their crafty criminal opponents might secure the upper hand.

When setting Target Numbers for feats not described in this rulebook, start with TN14+. At that level, a character with a skill at 0 will succeed about 55% of the time. Determine what skill level should succeed about half the time, and add that number to TN14+. A skill level of 4 corresponds to a task of moderate difficulty, something an experienced non-specialist or a newly-minted specialist might struggle with; that skill level in turn corresponds to TN18+ for a task of average difficulty.

If you prefer to set Target Numbers based on your players' skill levels, a Target Number equal to TN14+ plus the skill level in question succeeds half the time. Adding 1 to 3 to the Target Number will decrease the player's chance of success by 10% to 30% (additively; +1 is about a 45% chance of success, +2 is about a 35% chance of success, and +3 is about a 25% chance of success). Subtracting 1 to 3 works in the opposite direction.

Bonuses or penalties greater than 3 stop working so neatly. Consult the probability table in the RPJ Core appendices for more information on how to set the difficulty for 4d6 rolls.

Fudge the Dice

Don't be too eager to screw your players. When rolling against them, roll in secret so that you may, if you're so inclined, be merciful. In general, don't tell players the exact target numbers for their roll.

If you're looking to go one step further, reward entertaining play by allowing it to succeed on marginal failure. Penalize dull play by failing it on marginal successes. Be sure to do this in secret, lest you seem soft or capricious, respectively.

Ignore These Rules

… where they cause confusion or difficulty. Police Cops does not purport to be a complete simulation of police work, or even a complete simulation of TV police work. Where we've left something out or done something wrong, use your creativity and come up with a better way.

9. Appendix A — Example Combats

At present, these combats are out of date with respect to damage save rules, which recently changed in RPJ Core to allow end users to keep damage saves rolled successfully. Use the rules as written in RPJ Core and earlier in this rulebook.

Gunfight

Setup

Detectives Baxter and O'Bannon get into a shootout in a pizza restaurant with three mobsters. O'Bannon has a Beretta 92 (damage 3, ammo 4) and an effective Shoot skill of 5. Baxter has a Smith & Wesson Model 686 (damage 4, ammo 2) and an effective Shoot skill of 10. Both are wearing bulletproof vests.

Two of the mobsters are low-level goons, armed with standard semi-automatic pistols (damage 3) and a permissive approach toward the necessity of aiming (an effective Shoot skill of 2). Each goon only has one damage save at 14+.

The remaining mobster, a lieutenant, has a submachine gun tucked beneath his baggy suit coat (damage 4), and an effective Shoot skill of 4. He has the full complement of two base damage saves at 14+.

The floor plan is open, so there are no line of sight concerns—everyone can shoot at everyone else.

Baxter and O'Bannon were enjoying a slice in the southwest corner of the joint. The mobsters are over at the bar in the north end of the restaurant. When the mobsters draw, Baxter flips the table and O'Bannon joins him behind it. The table counts as soft cover; the two cops are adjacent.

The submachine gun mobster is behind the bar, which counts as hard cover. The other two mobsters are in the open. None is adjacent to any of the others.

Everyone involved rolls for initiative. Baxter and O'Bannon take the first two moves, followed by the mob lieutenant, then the goons.

Round I

Baxter attacks first, and targets one of the goons. His Shoot skill level is 10, there are no range penalties at this distance, and the goon's ranged defense value is 18. Anything besides a critical failure will hit; and hit he does. His weapon does a damage of 4, and the goon's first damage save is 9+. Adding the two, the goon rolls against TN13+, rolling 13 and just barely succeeding. Since he did not critically succeed, he must cross off his first damage save.

O'Bannon sees the mob lieutenant as the greatest threat. She elects to make a suppressive fire attack, spending 2 ammunition but ignoring the lieutenant's cover bonus. Her Shoot skill is 5, and his ranged defense value is 18. She needs a dice roll of 13 or better to hit, and rolls 14, for a final total of 19. The lieutenant is suppressed.

It's now the lieutenant's turn. As the mirror on the wall shatters around him, he puts his submachine gun over the bar and returns O'Bannon's fire wildly. Being suppressed, he rolls at half his Shoot skill level; half of 4 is 2. O'Bannon's ranged defense value is 18, and she is behind soft cover for a +2 bonus; her total ranged defense value is 20. The lieutenant rolls only 17.

Both goons get behind overturned tables. One each attacks Baxter and O'Bannon. Neither hit.

Round 2

A new round starts, and Baxter decides to make an aimed fire attack against the goon he winged earlier. He may do nothing else on his turn, but gets a +1 bonus to his attack. The goon's ranged defense value is now 20, since he is behind soft cover. Baxter's final attack roll is 25: his Shoot skill of 10, plus 1 from aimed fire, and a 4d6 roll of 14. Having made two attacks, his revolver is empty. He'll have to reload, but doesn't have an action to spend on doing so this turn.

The goon only has one damage save left. Only a critical success will save him. He does not roll a critical success, and crosses off his last damage save. He is incapacitated.

O'Bannon goes next, making an aimed fire attack at the second goon. Her Shoot skill of 5 and the aimed fire bonus of 1 plus her 4d6 roll of 15 sum to 21, enough to hit the goon. The Target Number for his damage save is 12+ (the base TN9+ plus the Beretta's damage of 3). The goon rolls 11, which is insufficient, and must cross off all the damage saves for his current layer of defense. He falls, incapacitated. O'Bannon has made one suppressive fire attack for 2 ammunition, and one regular attack for 1 ammunition; she has 1 ammunition left in the magazine.

The mob lieutenant's turn comes up. He is using a submachine gun, which targets an adjacency group when making a suppressive fire attack. He does so against Baxter and O'Bannon. Both their ranged defense values are 18, and the lieutenant rolls Shoot and gets 19. Both cops are suppressed.

Round 3

Baxter goes first. He is suppressed, and doesn't want to halve his attack roll. He decides to move cautiously to a spot on the wall behind the jukebox where he's better shielded from the mob lieutenant's fire. Because he moved cautiously, he can take no other actions; his revolver is still empty.

The mob lieutenant gets a free attack against Baxter, because he made a successful Suppressive Fire attack against Baxter, directing a hail of fire against the detective. Baxter receives no cover bonus, but the mob lieutenant must halve his Shoot skill because Baxter is moving cautiously. Baxter's base ranged defense value is 18, and half the lieutenant's halved Shoot skill is 2. The lieutenant rolls 19 and hits.

Baxter is wearing his bulletproof vest, which has three damage saves at 8+. Adding the lieutenant's damage of 4, Baxter must beat TN12+. He only rolls 11, and must cross off all three of his vest's damage saves. Future attacks will hit his base damage saves.

At the end of his turn, Baxter is no longer suppressed.

O'Bannon again makes a suppressive fire attack. She has only one attack's worth of ammunition in her Beretta, so the suppressive fire attack empties it. She is suppressed herself, so she halves her weapon skill level, rounding down, from 5 to 2. She rolls 16 and adds her halved skill for 18, just enough to hit the lieutenant (ranged defense value 18, ignoring cover). At the end of her turn, she is no longer suppressed.

The lieutenant is again suppressed, though, and misses Baxter with an ordinary attack.

Round 4

Baxter spends his move action to reload his revolver. He can still attack. (If he had wanted to move, he could have spent his attack action on the reload.) As he has taken an action already, he can't use any Fire and Movement special actions, so he makes a simple attack against the lieutenant. The lieutenant is behind soft cover and has a ranged defense value of 18, so the attack Target Number is 20+. Baxter rolls 14 on 4d6 and adds that to his Shoot skill of 10, scoring a hit on the lieutenant.

The lieutenant rolls a 7 on his damage save, which is a critical failure. He is incapacitated.

O'Bannon puts in a call for backup, while Baxter holsters his weapon and begins to nose around.

Brawl

Setup

Baxter is drinking alone at a dive bar sometimes visited by Exempli's finest when two toughs approach from behind him and tap him on the shoulder. He turns, and one of them throws a punch.

All three men are adjacent to one another, so all three may make melee attacks.

As Baxter is surprised, the gamemaster sets the initiative order himself. The two toughs go first, followed by Baxter.

Melee defense value is TN14+ plus Punch. Baxter has a Punch skill of 6, so the Target Number for melee attacks against him is 20+. He has four base damage saves at TN9+.

Both toughs have a Punch skill of 4 (melee defense value TN18+; TN14+ plus 4) and two damage saves at TN9+. One has a switchblade, which adds a +2 to his melee attacks and does a damage of 2. The other is unarmed.

Round 1

The knife-armed tough attacks first. The modifiers for his attack roll total 6: his skill level of 4, and +2 from his switchblade. Rolling 13 on 4d6 for a total of 19, he misses Baxter.

The unarmed tough takes a crack at Baxter. He receives no bonus to his attack roll, and adds 4d6 to his Punch skill of 4 for a total of 20, enough to beat TN20+, landing a blow on Baxter. Baxter rolls his first damage save (TN9+ plus -4, for a final TN5+; only a critical failure will knock him out) and succeeds.

Baxter now attacks the knife-armed tough, adding a 4d6 roll of 16 to his Punch skill of 6 for a total of 22. He has exceeded the tough's melee defense value by 4 or more, and decides to disarm him. He takes a hit with 2 damage and rolls another damage save (TN9+ plus 2, for a final TN11+), and succeeds. The knife goes skittering across the floor, and slides under a table, out of reach. Baxter now has two damage saves remaining.

With his move action, he leaves the toughs' adjacency group. As his Punch skill level is greater than theirs, they do not receive free attacks against him. Sidestepping an attempted blow, he takes a pool cue (attack +1, damage 0) from the rack by the billiards table.

Round 2

Both toughs are now unarmed, and roll their unmodified Punch skill level to attack. Both roll less than 20, and miss Baxter.

Baxter rolls 4d6 to attack the disarmed tough, adding his Punch skill level of 6 and his weapon's bonus of +1. He hits, and the tough rolls a critical failure on his damage save, collapsing like a puppet with his strings cut.

Round 3

The remaining tough attempts to flee. As Baxter's Punch skill level of 6 is strictly greater than the tough's Punch skill level of 4, Baxter can make a free attack against him at a -2 penalty. The detective does so. His final attack roll of 19 is sufficient to beat the tough's melee defense value of 18, so the tough rolls a damage save at TN9+ (base TN9+, plus the pool cue's damage 0). He succeeds.

Baxter lets him go. There's a nice quiet alley behind the bar, and Baxter bets he can get a good deal of information out of the currently-unconscious thug, especially if he asks with the pool cue.

10. Appendix B – Example Car Chase

Setup

Baxter and O'Bannon, in separate cars, are pursuing a few mafiosi fleeing in a black sedan. Baxter is driving a pursuit car. O'Bannon has requisitioned a police interceptor from the station, and picked up a uniform along the way. He's now in the passenger seat.

Baxter's Follow That Car is 3, and he gets a +2 bonus from his car for an effective skill level of 5. O'Bannon gets no bonus from her car, and her Follow That Car is -1.

The mob driver doesn't have a sheet, so the cops roll against TN18+.

Round 1

Since Baxter and O'Bannon are driving separately, each must roll individually.

O'Bannon goes first. Her Follow That Car roll is 15, which does not beat TN18+. She hasn't fallen behind yet, but she has one strike.

Baxter's roll is 22, so he gains no strikes. He called for backup before the chase began, so a pair of patrol cars show up about now. The gamemaster decides to penalize the pursued car's roll.

The uniform in O'Bannon's car leans out the window with his pistol. He is at range 1: O'Bannon has failed one pursuit roll. His Shoot is 4, and his final Shoot roll is only 16, insufficient to hit the target car (TN22+).

The mob driver makes an unmodified 4d6 roll against TN9+. The gamemaster adds 2 to the Target Number, since Baxter's reinforcements arrive and force the mob driver to swerve around them, tires squealing like crazy. Rolling 15, he nevertheless does not crash this round.

Round 2

O'Bannon's next Follow That Car roll is only 8, barely missing a critical failure. (The dice showed 9.) She now has two strikes.

Baxter's roll is 20; he stays on the mob sedan's tail.

The uniform in O'Bannon's car takes another shot. He is at range 2: O'Bannon has failed two pursuit rolls. He rolls a critical success, scoring a hit. He then rolls a d6 to see where he hits; he rolls a 4, which means he doesn't hit anything of significance.

The mob driver makes an unmodified 4d6 roll. One full round has elapsed, so now he rolls against TN10+. He succeeds.

Round 3

O'Bannon needs a good roll but doesn't get one, rolling only 14. That's her third strike. She falls behind and is out of the chase.

Baxter decides he needs to do something quick, so he attempts a tactical driving maneuver, requiring a roll against TN20+. He rolls a 22. Bringing his car up nearly even with the mafia sedan, he drives his front quarter panel into the sedan's rear quarter panel, spinning it out. It makes a full turn, crosses into oncoming traffic, and is hit by a delivery van.

II. Appendix C — Example Foot Pursuit

Setup

Mobsters crawl out of the wrecked car from Appendix B and scatter. One in particular is slow off the mark, and O'Bannon has arrived quickly enough to jump out of her car and get on his tail. Baxter manages to climb out and hustle across the street, too. Both detectives are now in pursuit.

The mobster has a Pursue on Foot of 4, so the base difficulty for pursuit rolls is TN18+ (TN14+ plus his skill level of 4).

O'Bannon has an effective Pursue on Foot of 9. Baxter's Pursue on Foot is only 2, and his Too Old for This **** fault means that he can only fail one pursuit roll before being out of the chase.

Round 1

O'Bannon rolls first. Her final Pursue on Foot roll is 25, more than enough to stay on the mobster's tail.

Baxter can't really hope to stay on the target anyway, so he draws his pistol and takes a shot, rolling 19. The target's normal ranged defense value is 18, but he gets a +2 bonus to his ranged defense value for running away, and Baxter misses.

The mobster makes an unmodified 4d6 roll against TN21+ and fails, so he does not escape.

Round 2

O'Bannon rolls 26 for Pursue on Foot, still more than enough to stay close to the mobster. "Stop him!" she calls. A good Samaritan among the parting sea of bystanders makes to tackle the mobster, but misses. The mobster is nevertheless slowed. The gamemaster decides to give O'Bannon a bonus on her rolls next round.

The mobster makes an unmodified 4d6 roll against TN20+, since one full round has elapsed. He fails, and does not escape.

Round 3

O'Bannon gets the sense she can catch the guy, so she digs deep, puts on an extra turn of speed, and makes to tackle him. She must roll against TN20+ (TN16+ plus the mobster's Pursue on Foot of 4). She adds +2 to her roll from last round's gamemaster bonus. Her final Pursue on Foot roll is 24, so she catches the mobster and brings him down.