

HEAT CITY NIGHTS

A SKIRMISH OF CRIME AND VIOLENCE

START HERE

Join up with the gang by choosing a class and a name. Take one primary weapon, one starting skill, and add 1 to two different stats.

Your skills can be changed at the start of each new chapter, but you can't change classes or stats. Your weapon and gear can be changed at any time before the main mission starts.

At the start of a chapter, you can perform two side jobs and one prep work. These are optional, but a good way to get some extra cash, swag, and stat boosts.

After side jobs, it's time to go on the mission. This is the big job on the battle map, where everyone risks it all for for blood and profit.

You can only play one character at a time. If they drop to 0 HP, they may die. If that happens, you're out for the rest of the chapter. In the next chapter, you can start with a new criminal at one level lower than the last one.

To roll dice, write "dice+Xd10" without quotes in Options, where X is the amount of dice you're rolling this turn.

1987
Heat City, USA

It was a setup. The boss is dead.

Last year, the city was a war zone. The Bratva and Triads went head to head against each other, while a man called the Patriot carved a path of blood through both sides. Chaos reigned in the streets, a lot of people died, and nothing was solved.

Back then, the Boss took control of Freedom Square, and she held things together. She was tough, but true to her word, like a boss should be.

Now that's over. Now she's dead and everyone wants Freedom Square for themselves. So they have to get rid of anyone who was close to the Boss. Meaning you.

Obviously, you'll have to kill them first.

The city is exploding again, and you're right in the middle of it all. Find out who killed the boss. Hunt them down. Make them pay. And maybe, somehow, survive.

THUG

ENFORCER

PSYCHO

OPERATOR

ASSASSIN

BRAIN



COOL 2 SHARP 0
HARD 2 WEIRD 0

COOL 0 SHARP 2
HARD 2 WEIRD 0

COOL 0 SHARP 0
HARD 2 WEIRD 2

COOL 2 SHARP 2
HARD 0 WEIRD 0

COOL 2 SHARP 0
HARD 0 WEIRD 2

COOL 0 SHARP 2
HARD 0 WEIRD 2

Heat City has an endless supply of dumb grunts with nothing to their name but thick skulls and itchy trigger fingers, eager to risk their lives for a payday.

Names: Henry, Joe, Rachel, Mags, Dogman, Bullet, D, a strong name



BLITZ (1 AP, 1 Edge): Move 10 directly towards an enemy, and attack them for 3 damage + Taunt. Gain Block 1.

COME AT ME (0 AP, 1 Edge): Taunt enemies within 3 and gain Counter 3.

FIRE UP (0 AP, 1 Edge) Gain Block 1, +1 damage, and +1 crit damage until end of round.

DIE HARD (The first time you would die on a mission, survive and convert all your remaining Edge to HP.

PACK ALPHA (You have a gang. Start a job with 2 gangster NPCs, each with 2 HP and a pistol. On their own initiative, they will follow you, seek out cover, and take potshots, but won't do anything brave or stupid. If you want to impose your will on them or push them to an act of courage, roll +Hard, and on a 6+ they'll do it, probably. If you use Fire Up, your gangsters gain +1 damage until end of round, and you can automatically succeed on one +Hard check to motivate them.

Crews see a lot of ex-military types, mercenaries and private contractors, tough bastards looking for work with fewer rules of engagement.

Names: Frank, Carter, Ollie, Cass, Smith, Tions, Castie, a tough name



STEADFAST (1 AP, 1 Edge): Gain Block 2 and Counter 2.

TEAMWORK TACTICS (At the start of the player turn, friends next to you get +2 to hit and +1 Move.

INSPIRE (0 AP, 1 Edge): Target a friendly who can see or hear you. This turn they gain +1 AP and +1 Move. If they are knocked down, they stand up.

CALL OUT (0 AP, 1 Edge): Taunt an enemy within 10. Gain Counter 1.

OLD FRIENDS (You have contacts you can strong-arm into helping you prepare for big scores. When you sign up at the start of a chapter, gain 1 Favor and roll +Hard. On 8-10, gain 1 more Favor, and on 12+, gain 2 more Favours. These are used to help the gang prepare assets and plans for the mission ahead of time.

These fucking masked killers are everywhere now. Some got the idea from the Patriote. Others just really like killing.

Names: Kenny, Susie, Jones, Richard, Pig, Hammer, Overdrive, a crazy name



RUINER (1 AP, 1 Edge): Move 5 directly next to an enemy or object and attack it. Do this two more times. Target something different each time.

HURTING OTHER PEOPLE (You have +1 damage when below max HP.

ANIMAL WITHIN (On your next turn after taking damage, each of your point-blank hits heals you for 1 HP.

SMASH (0 AP, 1 Edge): Melee attack against an enemy next to you or another enemy. 5 damage and force collision between targets.

OH YEAH (At the start of a mission, you may choose not to deploy. At any time, either you or the GM may deploy you by smashing through scenery to get to something. When this happens, roll Weird. On a 6+, you smash through, dust yourself off, and you're ready to go. If not, you still smash through, but with collateral damage, and you might be disoriented or pinned down.

A professional shooter in this town needs a steady hand and a good reputation. Staying cool under pressure is key to both.

Names: Sterling, Cole, Tara, Kate, Marco, Wire, Ace, a badass name



LIGHTNING RELOAD (1/turn, reload for 0 AP.

DEADDEAD (0 AP, 1 Edge): Perform an Aimed Attack with +2 crit chance and +1 crit damage.

SHOOTDODGE (0 AP, X Edge) Move. During the move, spend unlimited Edge (at least 1) on weapon attacks of any attack type. The first reaction against you during this move misses, further reactions have disadvantage.

SUPPRESSING FIRE (1 AP, 2 Ammo, ends turn): Target a space with your primary weapon. Within Area 2 around the target space, damage terrain, impose a -4 accuracy penalty on enemies. Spend remaining ammo on reactions. Spend remaining ammo on reactions against targets in the area. If you take damage or run out of ammo, the effects end.

MOONLIGHTER (You have experience staying focused while balancing your main job and side gigs. Gain advantage on one side job roll during downtime.

Contract killers in Heat City are a dime a dozen, but one who gets the job done silent and reliable. That's something.

Names: Alison, Sakura, Shen, Dante, Meiroy, Shaoc, Winter, a poetic name



AGILITY (Advantage on Cool checks to vault, jump, or climb. Pass through enemies.

THROWING KNIVES (0 AP, 3 uses): Attack with Range 10, 3 damage.

FLASH STEP (0 AP, 1 Edge): Target an enemy you could move next to. Move directly to the target, pass straight through them to the opposite side, then stop and make any attack action against the target. The first reaction against you during this move misses, further reactions have disadvantage.

FURRY OF BLOWS (1 AP, 1 Edge): Attack with your main weapon, pistol, and fists, in any order. You can move 3 before each attack.

VISIONS OF DEATH (0 AP, 1/mission) Choose one: target a normal enemy type of your choice; target a named enemy of your choice. You and the target(s) both gain Fated Enemy. (the other party). Fated enemies gain +2 accuracy, +2 crit chance, and +2 to stat checks against each other.

It's the 1980s, the modern era. Phones, cable TV, personal computers. Lot of useful tech out there for an enterprising criminal mind to put to misief.

Names: Wade, Eugene, Iris, Emilia, Burn, Ice, Nines, a hacker name



SPOOK (0 AP, 1 Edge): Duration 2. Gain Stealth.

TASER (Weapon: Range 5, Damage 1, Ammo 1/6, Stun 2, knockdown, advantage to hit.

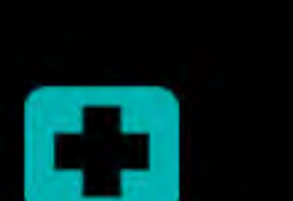
ELECTRIFY (0 AP, 1 Edge): Block 2. Deal 2 damage with a melee attack.

RC BOMB (Deploy) (1 AP, 2 uses) Create a small drone car or plane with 1 HP, Move 5. Spend 1 AP to [Move] or [Detonate] for 4 damage, 2 area. Cars go under some obstacles, planes go over others.

INFILTRATION (At the start of a mission, you may choose to not deploy. At any time, either you or the GM may deploy you in the right spot for the job, with the right tools, with or without an explanation. When this happens, roll Weird. On a 6+, your approach worked, your cover is intact, and you're ready to go. If not, you're there, but your cover is blown and you might already be in trouble.

GEAR

CHOOSE 1



FIRST AID KIT (Quick Heal) (1 AP, 4 uses) Heal yourself or a friendly next to you for 3 HP, and remove 1 debuff.



MEDIC BAG (Deploy) (1 AP, 1 use) Place medic bag adjacent. Friendlys next to it can [Full Heal] (2 AP, 3 uses) to fully heal themselves, or a friendly next to them, and remove all debuffs.



DRUG KIT (Pop/Sorty/Smoke) (1 AP, 2 uses): Take 1 damage to gain +2 to a stat for 3 turns.



AMMO BAG (Deploy) (1 AP, 2 uses): Deploy ammo bag adjacent. Friendlys next to it can use [Restock] (2 AP, 2 uses) to fully restore magazine and reserve ammo.



ARMOR VEST (This will block 2 damage 3 times before being ruined.



FRAG GRENADES (Frag Out) (3 uses): Throw, Area 2, 3Ex damage.



SMOKE GRENADES (Smoke Out) (3 uses): Throw, Area 2, Duration 2. Creates a zone of burning liquid, obscuring vision, causing -4 accuracy to attacks in or through.



MOLOTOV (Flame Out) (3 uses): Throw, Area 1, Duration 2. Creates a zone of burning liquid. Anyone inside, or who enters, takes 1 damage and Burn 2.

RULES OF VIOLENCE

Action Points and Edge

On your turn, you have 3 AP (action points) to perform actions. Spend Edge like extra AP. 1 Edge = 1 AP. Edge is also used to activate some class skills. There is no limit to the total Edge spent per turn. However, each specific action can only be activated using Edge once per turn.

Actions

- [Move] up to your Move stat. Roll +Cool to vault onto or over light cover. If you're knocked down, you can [Crawl] for 1/2 your Move stat, rounded down.
- [Check] a stat with 1d10+Stat to do something useful or fun.
- [Take Cover] If next to cover. This doubles the Defense bonus from cover and provides 33%/66% resistance against area attacks from that direction.
- [Reload] your weapon. Ammo is listed as [Magazine Size / Reserve Ammo]. When you reload, unused ammo in the magazine is lost.
- [Interact] with something around you. This includes things like opening doors, picking up objects, talking to an NPC, or reading a document.
- [Stand Up] from knocked down.
- [React] with a chosen weapon and attack action. This costs the same amount of AP as the attack action, and ends your turn. The attack will target the first enemy who moves within your vision and range on their turn. Reaction attacks have a -2 accuracy penalty.

Attacks

Use your weapon by rolling 1d10 for each attack. Point-blank shots and melee attacks have advantage. If an enemy is next to you, any ranged attacks you make against enemies who aren't next to you have disadvantage. [Quick Attack] (1 AP): Normal attack. [Aimed Attacks] (2 AP): Attack with +3 aim and +1 crit. [Autofire] (2 AP, [Auto] only): Spend any amount of loaded ammo on quick shots against the same target. [Shove] (1 AP): Melee attack for 0 damage, knockback 2, default is 5. Your target number is the enemy's Defense, which by default is 5. This is modified by cover, evasion, smoke, etc. A roll of 1 always misses, and a roll of 10 always hits. This is separate from the critical hit rule. 10 rolls are critical hits or 'crits', dealing +1 damage. +3% chance, gained from Weird and other abilities, lowers the required number to crit.

Checks

To do something fun or interesting that might succeed or fail, you can [Check] your stats. Spend 1 AP, unless it's part of another action, like vaulting with cool during Move]. Roll 1d10 and add the stat you think makes sense for what you're trying to do. Even if you roll low, it's possible that you still pull off the feat you wanted, but with some kind of problem or penalty attached.

COVER & TERRAIN

Cover is a Defense bonus you get when standing next to terrain. The bonus applies to all damage sources coming from the other side of the object. For this purpose, area damage counts as coming from its central targeted space.

When behind cover and next to an open space, your attacks can target and be targeted as though you were in that space. You still gain the defense bonus from cover.

Light cover gives +1 defense by standing next to it. Using Take Cover, it gives +2 defense and 33% explosive resist. Target over it with no penalty.

As part of a move action, light cover objects can be vaulted over or climbed onto with a Cool check of 6+. Failed or forgotten checks won't stop movement, but each will impose Stun 1 next turn.

Heavy cover gives +2 defense. Using Take Cover, it gives +4 defense and 66% explosive resist. It is impassible. It can't be shot or targeted through.

You have to go straight when going around corners, or through doors or windows.

You can't skip corners by going diagonally. Doing this will inflict Stun 1 for each corner skip as you block yourself on the object.

You can move diagonally past enemies.

Terrain objects can be damaged or destroyed, either intentionally or as collateral damage.

Fragile objects take full damage from weapons and extra damage from breach and explosive effects.

Durable objects have more HP. They take limited damage from normal weapons and full damage from breach and explosive effects.

Impervious objects don't take damage and can't be destroyed by anything less than a tank or a bomb.

Doors and windows can be kicked or smashed open by moving straight through them with no movement or AP penalty, but it's noisy.

If an enemy is on the other side of a kicked door, they take 2 damage, knockback 2, and knockdown.

You can open doors or windows quietly by standing next to them and spending 1 AP.

Walls act as heavy cover.

Windows act as light cover.

When standing next to a window, it counts as stepping out into the open space, like with heavy cover objects.

ADVANCED VIOLENCE

Gear Throwing

Gear with the Throw tag can be used with this action: [Throw] (1 AP): Range 10. Roll 1d10. On a 1-8, the gear goes off target 1 space in the indicated direction. If the gear no longer has a path to its target, it may bounce. CAUTION: Molotov burning can hurt teammates. Frag grenades can't hurt teammates, but they can hurt you. [This rule is to prevent miscommunication frags, not encourage would-be suicide tactics.]

Environmental Attacks

[Throw Furniture] (1 AP): Roll +Hard vs 7 to pick up a 1x1 light breakable object next to you and throw it at an enemy. Make an attack with advantage. Range 5, 7 damage. If you hit the Hard check, the attack also inflicts knockdown: If you didn't, suffer Stun 1.

If you have Hard 3+, you can use Throw Furniture on 1x2 light breakable objects and 1x1 durable objects, both of which deal 3 damage.

[Vault Attack] (1 AP): Roll +Cool vs 7 to use a light cover object next to you as a boost for a vault attack with a pistol or melee weapon. Target an enemy on the other side of the object. Move over the object towards your target, then perform a quick attack. If you hit the Cool check, the attack deals +1 damage; if you didn't, suffer Stun 1.

Keywords

Advantage: Roll twice and take the higher result. **Disadvantage:** Roll twice and take the lower result. **Boost/Debuff/Token:** These temporarily raise or lower your stats. They last until the end of this chapter. **Move Directly:** When doing this, choose a route that takes the shortest possible path to your destination. You may incorporate vaults into this, but don't have to. **Block X:** Ignore the first X hits against you from now until the end of the round. Multiple sources of Block stack, but not the same one used repeatedly. **Counter X:** The next X times you are attacked by an enemy in weapon range, you will counterattack after their action resolves. Multiple sources of Counter stack, but not the same one used repeatedly. This will use your primary weapon by default, but you can specify a different weapon. **Breach:** Deals extra damage against terrain. **Collision:** When someone collides with terrain, they stop, take 1 damage, and get knocked down. If they collide with an ally, complete the knockback movement, and they both take 1 damage and get knocked down. **Knockdown:** Target is knocked down. While knocked down, you can only [Stand Up] or [Crawl]. **Knockback X:** Move the target X spaces directly away. When someone is knocked back into terrain or an ally, they collide. **Stealth:** You will not be noticed or draw aggro. This ends if you take an offensive action, make noise, get within 5 of an enemy without cover, or otherwise draw attention. If an enemy saw you take stealth, they still know your last seen location. **Taunt:** Target must attempt to attack you before doing anything else. If you break line of sight, the effect ends. **Burn X:** At the end of your turn, take X damage and reduce X by 1. You can also clear the status by either spending 2 AP to put out the flames, or by finding a source of water. **Bleed X:** At the end of your turn, take X damage and reduce X by 1. If you receive healing from any source, clear the status. **Shocked:** Can't spend Edge this turn. **Stun X:** Lose X AP on your next turn.

BAD TIMES

Sometimes shit goes wrong. When that happens, you end up here. As if the other gangs weren't a big enough problem, there's also The Man. Crimes and violence draw attention, evidence is left behind, profiles are made. It gets tough to stay one step ahead.

You will gain Heat during missions and side jobs.

You have a minimum Heat score: your Wanted level. It starts at 1. When you reset Heat, reset it to your level.

BUSTED

Not every job is going to go according to plan. Maybe you didn't have the right intel, maybe bad luck got in the way, or maybe the Psycho just started spraying bullets everywhere. Fucking Psychos.

The reality is, sometimes you get caught. The Man gets you.

This is Heat City, so a criminal with cash and connections can get released after a night or two in jail, without too many questions asked. But you'll need a hefty payoff ready for the police quizzing the holding cells. If you're poor, well, tough luck for you I guess.

Pay [Heat] x \$500 in bribes, raise your Wanted level by 1, then reset your Heat.

WASTED

Some jobs go more wrong than others. If you end shit but survive, you might find a street doc or a shady hospital in time to keep yourself alive. Problem is paying for the medical fees and the bribes to keep the police away. Modern medicine can only do so much, so you'll be feeling the effects of the injury for a time.

Lose any +Stat tokens you had, pay [Heat] x \$500, reset your Heat, and roll on the injury table.

WRECKED

A car isn't just a piece of metal. It's a noble steed for the modern age, an extension of the driver's will. And it can take a lot more of a beating than a horse. But even a ton of steel and rubber can only take so much before it breaks down.

When your vehicle is [Wrecked], it can't be used until it gets repairs. To repair it, roll on the table.



CHASED

Sometimes when pursuit is on your tail, you still have a chance. A good criminal knows all kinds of useful ways in the city to get away, whether it's junking through an alley, staying low in a corner, or just burning rubber straight down the road.

A driver's roll counts for themselves and any passengers. If you're escaping on foot, [Run Away] instead.

Roll 1d10+Cool- either Speed or Handling.

- 1-5 That jump was a bad idea. [Wasted] and [Wrecked].
- 6-7 Gunned down. [Wasted]
- 8-9 Boxed in. [Busted]
- 10 Forced out of your element. Roll again, using the other driving stat (Speed or Handling).
- 11-12 Your car is fucked. [Wrecked] and [Run Away].
- 13 You made it out, but with serious damage. [Wrecked].
- 14+ They eat your dust. You're home free.

RUN AWAY

If you don't have a car, you'll need to hoof it out of there. You might be a better steed than those coned coppers chasing you, but there's a lot more of them, and it's easy to get cut off or gunned down. You'll need to use fences, allies, and other obstacles to dodge out of sight or put distance between you and your pursuers. Get enough space to hide, steal a car, or board public transport, and you're safe, at least for now.

- Roll 1d10+Cool.
- 1-5 Deadly force is authorized. [Wasted].
- 6-7 Tased and tackled to the ground. [Busted]
- 8-9 You steal a car, but you're spotted. Roll a d13 to select a random car from the asset list and proceed to [Chase].
- 10 You find a temporary hiding spot, but need to time a escape just right. Roll again with +Sharp.
- 11+ You made it out. Call someone to pick you up, or join the crowds and pretend to be an ordinary citizen, if you're capable of that.

SIDEJOBS

You can do up to two side jobs during Downtime.
Choose a different job each time.
Resolve the first job entirely before you start the second one.
Some jobs will let you choose rewards from a list. Each option can only be chosen once.

Once per Downtime, you can substitute **Weird** for any other stat.

For Robberies and Contracts, you can get up to three friends together and work as a crew on the same job. To do a job as a crew, everyone rolls, then together you take the highest result and split the loot.

The big jobs have specific roles planned out, each of which earns Job Score. The total Score determines your end result.

AN ORDINARY DAY



LEGAL WORK

If you've got too much heat on you to do crimes, you can pretend to be a regular asshole and do some grunt work. Drive a truck, swing a hammer. Honest living.

The main problems are that it's boring as hell, and pays like shit. That's why you do crimes in the first place.

Roll 1d10 + your lowest stat.

- 1-3: The long hours crawl by. You can't imagine how regular people live like this. Gain \$200 and -1 Heat, but was it really worth it?
- 4-8: Turning over a new leaf. Gain \$200 and -2 Heat.
- 9+: Employee of the Month award. Gain \$400 and -3 Heat.

mayhem

Sometimes you just need to get loose. Steal a car and get into chaos, get fucked up on drugs, fight someone who looked at you funny, then do them all again in a different order. Unleash yourself! Go wild.

Gain 2 Heat and roll 1d10+Weird.

- 1-5 Choose 1, but things get out of hand. Really out of hand.
 - 6-9 Choose 2.
 - 10+ Choose 3.
- Roll on [Streets Loot]
 - Gain a +1 boost to 2 random stats (Hard/Cool/Sharp/Weird/Move)
 - Gain a +1 boost to a stat of your choice
 - Lose 3 Heat



STREAMING ROBBERIES

HOUSES

The wealthy of Heat City have houses full of nice things. Why should they have nice things while you don't? House robberies are a good low-key method of making money if you're new to doing crimes, or want to keep your heat to a minimum. Work's usually make a lot of money, but you might stumble across something valuable.

Roll 1d10+Sharp.

- 1-4 A bystander alerts the police, and you're caught red-handed carrying stolen goods. +2 Heat and [Busted]
- 5-6 The alarm system goes off despite your best efforts, and you have to ditch. +1 Heat.
- 7-8 A good haul. Gain \$1,000 and [Streets Loot].
- 9+ Something interesting. Gain \$2,500 and [Luxury Loot]

ARMORED VAN

A more dangerous job for robbers willing to take it to the next level. A crew is recommended. Banks and big retail companies use armored vehicles to transport large sums of cash. If they can't get it in place, deal with the guards, get through the doors, make off with the loot.

Roll 1d10+Hard.

- 1-6 It all goes wrong, and you catch a bullet while fleeing the scene. +3 Heat and [Wasted]
- 7-8 A series of delays gives HCPD time to swarm your position. Gain \$200,000, +3 Heat, and [Chased]
- 9-10 An early exit ahead of the sirens, dollar bills fluttering on the wind. Gain \$300,000 and +3 Heat.
- 11+ Everything is timed perfectly, and the cash and valuables are yours. Gain \$400,000 and a [Green Disk].

JEWELRY SCORE

Several high-end luxury brands own stores in Heat City. Security measures have been altered, with fewer guards but more automated systems and stronger display glass. Breaking into these requires someone observant and keen-eyed. However, if you get it...

Roll 1d10+Sharp.

- 1-6 HCPD surrounds the store with heavy firepower. +3 Heat and [Wasted]
- 7 Security lockdown. +3 Heat and [Chased]
- 8-9 Roll +Hard to shoot your way out. On a 9+, take the 10 result, otherwise take the 7-8 result.
- 10 You only have time to partly load the bags before the sirens arrive. Gain \$15,000, 2 [Luxury Loot], and 2 Heat.
- 11+ Something extra was found in the back room safe. Gain \$25,000 and 3 [Luxury Loot].

HEISTS

EVERETT BANK

1 attempt - \$1,000

Small branches of this state-wide bank can be found all through Heat City, and the small swamped towns in the surrounding county. Each bank is a quick and dirty score waiting to happen. Take heists, get the money, get out before the police arrive. Simple. Security measures have been reinforced with stronger vault doors, requiring a heavy drill to break through. Unfortunately, it turns out the average drill on the market for criminals is unstable as hell, and breaks on the job constantly, so you'll have to pay for quality. But it will be worth it to get in and out fast.

Lookout	Crowd Control	Heist score
1d10+Sharp	1d10+Hard	1-4: -1
		5-6: 0
		7-8: +1
Safbreaker	Driver	9-10: +2
1d10+Sharp	1d10+Cool	11+: +3

Curious cops investigate. Lookout rolls again, and on a 8+, neutralizes the situation with finesse. Take the [2] result. Otherwise, it's over before it starts. 6 Heat and [Chased].

Some idiot wants to be a hero. Crowd Control rolls again, and on a 7+, shuts things down. Take the [3] result. Otherwise, things get messy, and you have to bail. 6 Heat and [Chased].

Safbreaker rolls again. On a 7+, they identify and disarm the wired bags. Otherwise, the ink explosion sends everyone flying. Gain \$60,000 and 6 Heat.

You load up in a hurry, and leave the cops in the dust. The job is a success, but money and evidence got left behind. Gain \$120,000 and 3 Heat.

A clean job and a clean getaway. Plus a bonus from some safety deposit boxes. Gain \$150,000, [Luxury Loot], and a [Green Disk].

GUARDIAN BANK

[Requires Green Disk]
1 attempt - spend a Green Disk and \$10,000

Known for their advanced security measures, the Guardian Bank branches in the city are beyond the scope of common thieves. But the green disk holds the security codes for the cameras, the laser tripwires, and the doors. A skilled hacker can use it to create a jury-rigged keypad. If they input the right codes at the right times, they can disable the security systems and electronic vault locks. Now all that's left is a crew to get them inside the bank, and keep them alive while they input the codes. Someone with a steady hand up front, a backup shooter ready to go big and loud, and a wheelerman to get you out of there.

Pointman	Gunner	Heist score
1d10+Cool	1d10+Hard	1-5: -1
		6-7: 0
		8-9: +1
Hacker	Driver	10-11: +2
1d10+Sharp	1d10+Cool	12+: +3

A massive SWAT response. Gain 7 Heat. The pointman and gunner roll again. On a combined result of 13+, blast your way out. Take the [2] result. Otherwise, the team is [Wasted].

The hack fails. System crash, or user error? Spend another Green Disk for the hacker to roll +Sharp again and add heist score, otherwise take the [0] result.

A messy job leads to a chase with police interceptors. Gain \$250,000, 7 Heat, and get [Chased] with -2 to the roll.

Fast and brutal. You subdue the crowd, bag the cash, blast your way out, and vanish into the city. Gain \$350,000 and 3 Heat.

Everything goes off just as planned. Swift, efficient, no mess or fuss. Gain \$400,000 and a [Blue Disk].

DOWN VAULT

[Requires Blue Disk]
1 attempt - spend a Blue Disk and \$20,000

This isn't a bank. You don't know what this is. It doesn't show up on any registry or manifest. But you've got an address, a blueprint, and security codes. What else do you need?

The location is in an office block held by a shell corporation, on the 13th floor. Come prepared. And come armed.

Pointman	Gunner	Heist score
1d10+Cool	1d10+Hard	1-5: -1
		6-8: 0
		9: +1
Hacker	Driver	10-11: +2
1d10+Sharp	1d10+Cool	12+: +3

You're driven out by a combined response from building security and police. To make things worse, they found the escape car. Gain 9 Heat and [Run Away].

A hidden laser grid in a hallway sets off the alarms, and metal gates slam down. The hacker must roll 1d10+Sharp to shut down security. On a 7+, the gates raise and the team escapes, otherwise get +9 Heat and [Busted].

Inputting the blue disk only opens one layer of security, and you have to use another blue disk to take the 3 result, otherwise you have to escape empty-handed. 9 Heat and [Chased].

You correctly bypass the complex security systems, but the cops are here in force. The pointman and gunner must roll again. On a combined result of 14+, you hold them off while the lock is bagged, then blast your way out for the [4] result; otherwise take the [2] result.

A vault of cash and mysteries. Gain \$1,250,000, x1 Rare Loot, Secret File (A), and 1 Red Disk.

DRIVING TRANSPORT

BLACK MARKET

The city always has things it needs moved under the notice of the law and the cops. In dark alleys, back streets, dockyard warehouses, and country lanes through the swamps, cargo is picked up and delivered. Find a quiet spot, bring a lookout, and don't ask questions about what's in the boxes.

Roll 1d10+Sharp.

- 1-5: HCPD rolls up at just the wrong moment. Gain +3 Heat and get [Chased].
- 6-8: You see off some of the packages, but there's too much heat and you have to ditch. Gain \$50,000, [Streets Loot], and +1 Heat.
- 9+: You sell off the packages without a hitch. Gain \$3,000 x (Size - 1) and 3 [Streets Loot].

COURIER

Sometimes a gang or corporation will have something hot it needs moved fast - it could be a list, a treasure, a heist crew, a captive, anything. It takes a gutsy transporter to move something they know that enemy crews will be gunning for. Bring a fast car and hit the gas.

Roll 1d10+Cool+Speed.

- 1-7: A business rival learns of the job and sees an opportunity to steal from the competition. Get [Chased].
- 8-11: You catch the attention of the S-0, but evade them after a chase through the streets. +2 Heat and \$8,000.
- 12+: You make great time and get something extra for your troubles. Gain \$10,000 and [Luxury Loot].

BOOSTING

Queen Bee has jobs lined up around the clock. Somewhere in the city is somebody who wants a certain car stolen.

Roll a d13 to select a car from the asset list. That's your target, so that's what you're driving for this job.

Roll 1d10+Sharp.

- 1-6: Attacked by the car's owner or guards. Roll +Hard, on a 7+ proceed to the 7-9 result, otherwise get [Wasted].
- 7-9: You steal the car, but end up pursued. Hide in a secluded spot. Roll Sharp+Handling, on a 14+ proceed to the 12+ result, otherwise get [Busted].
- 10-11: A high-speed chase. Roll Cool+Speed, on a 11+ proceed to the 12+ result, otherwise get [Chased].
- 12+: Smooth and easy. Gain \$15,000 and reputation. Enough reputation will lead to high-end boosts being unlocked.

RACING

FLAMINGO FURIOUS

Popular as an initiation for new street racers, this route is a simple blast of pure speed around Flamingo Bay, down long roads lined on both sides with palm trees. The man to beat here is Don Torino, a veteran of the street racing circuit, a man who lives his life a quarter-mile at a time.



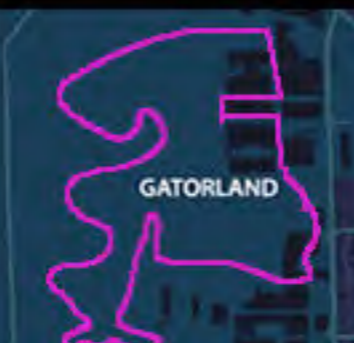
Flamingo Bay

Roll 1d10+Cool+Speed.

- 1-8: HCPD takes notice of the race. Interceptors arrive in hot pursuit. [Chased].
- 9-10: You never had Don. You never had your car.
- 11-13: Dude, you almost had him. The feeling of getting close to victory excites you. Gain advantage on your next race and a +1 Sharp token.
- 14+: You've beaten Don Torino, and gained his respect. Gain \$5,000 and become part of Don's family, learning the ability [Furious Focus]. At the start of your turn, if you have 0 Edge, gain 1 Edge.

ALLIGATOR ALLEY

Part race, part festival, this offroad rally is a madcap dash along a twisting path through the swamps. Almost all vehicles are legal. Some racers take things seriously and bring rally cars, while others like vehicles festooned with props and banners and giant alligator heads. The champ in these parts is Gator McQueen, a former moonshine runner.



Gatorland

Roll 1d10+Hard+Handling.

- 1-8: You steer into gator territory. Roll 1d10+Hard+Speed and escape on 11+, or you are chopped and [Wasted].
- 9-11: A bone-rattling ride full of collisions, more like a demolition derby than a race. [Wrecked].
- 12-13: You make it past the inflatable gators and party vans to the pack of front runners. Gain advantage on your next race and a +1 Weird token.
- 14+: At the celebration, Gator gifts you some potent hooch for beating him. Gain [White Lightning]. 3 [Mission], spend 1 AP to knock yourself down and gain 5 Edge.

CENTRAL CITY CIRCUIT

To enter, you must first win any other race. This race isn't for any random moonracer who thinks they're hot shit. You need to be somebody to show up here and be taken seriously.



CENTRAL

Roll 1d10+Cool+Handling.

- 1-9: Fresh meat for the big dogs. [Wrecked] and [Wasted].
- Other racers try to muscle you off your line. Roll again with Hard+Speed instead. If you get this a second time, [Wrecked].
- 13-14: You don't win, but your determination to become one of the city's best racers fuels your ambition. Gain advantage on your next race and a +1 Cool token.
- 15+: You keep your nerves steady until the last moment, when you hit the gas and surge ahead for the win. Gain \$50,000 and a permanent +1 Cool (max 5).

VIOLENCE FIGHTS

PUNCH CLUB

The first rule is not to talk about it, but somehow you found it. In dockside warehouses, in dive bar parking lots, in dingy and forgotten corners throughout the city, you'll find an elite, bare-knuckled fighting circuit. These are close quarters slugfests, where technique loses out to strength and will. Winners get cash payouts, so a crook who's good with their fists or feet will find these gatherings a reliable source of petty cash.

Roll 1d10+Hard.

- 1-4: Punched, pummelled, punished. Dumped on the sidewalk outside the hospital. [Wasted].
- 5-6: A brutal, grinding brawl. Roll again. If you get this again, take the worse result.
- 7-8: Bloodied and bruised, but a winner. You feel like you could take on anybody right now. Gain \$1,500 and advantage on your next fight.
- 9+: You win several fights in an endurance contest. Gain \$2,000, and the notice of a mysterious observer ...

LUCHA MUERTE

The legendary competitions of Mexico have finally come stateside. This brand-new federation is a worldwide mix of Mexican luchadores, American high-flyers, and travellers from other nations, all looking to make it big in the grand opening tournament to decide the first-over champion. To fight the lucha, one must know the lucha, and only the most agile and acrobatic of fighters have what it takes to compete here.

Roll 1d10+Cool.

- 1-6: ¡Ay Dios miot Not off the ladder! [Wasted]
- 7-8: The early rounds of the tournament take their toll, and you are eliminated by the rising star, El Fantasma Verde.
- 9-10: In the semi-final round, you lose to a spectacular move from Hollywood Harrison. You resolve to become stronger. Gain advantage on your next fight and a +1 Hard token.
- 11+: You defeat the dreaded El Muerte Muchachito in the final round to become the first grand champion. Gain \$5,000 and the ability [Lucha Loco]. Vaut attacks with fists have +1 damage and crit damage.

STREET COMBAT

To enter, you must have gained the notice of a mysterious observer in Punch Club.

Roll 1d10+Hard.

- 1-5: Finish him! [Wasted].
- 6: Beaten down. Hobble away with a -1 Hard token.
- 7: You need to keep a steady head under the relentless offense. Roll again with +Cool instead of +Hard.
- 9-10: A strong showing makes an impact. Gain a +1 Cool token.
- 11+: A powerful and experienced champion defeats you in a narrow contest, but you gain respect and the notice of an instructor. Gain [Apprentice]. Melee attacks have +1 accuracy, and future access to further training.

WRESTLEMANIACS

To enter, you must have won any wrestling championship.

Roll 1d10+Hard.

- 1-5: Shooting Star Splashed through a table. [Wasted]
- 6-8: You tossed over the ropes in the Wrestle Rumble.
- 9-10: You avenge a grudge against an old foe, proving yourself the superior wrestler. The intensity of the show makes your senses feel electrified. Gain a +1 Sharp token.
- 11+: You challenge the most popular wrestler of all time, Bulk Hogan, the Real Australian. Although you fall to the dreaded Dropp Drop, you earn the Bulkster's trust. Gain [Apprentice]. Heise attacks have +1 accuracy, and future access to further training.

CONTRACTS

HITS

Heat City is full of people who want other people dead. Gangs need the competition eliminated, police detectives snuffed out, or witnesses silenced. Companies need obstacles like activists or whistleblowers removed. Fashion models, artists, athletes, executives want their heads gone, one way or another. Even cops put out bounties on notorious criminals. Nothing greases the great wheels of capitalism like blood.

Now it won't be that easy. Heat City is busy with private security forces. Big companies and rich elites have their own private security forces. Gang leaders are surrounded by soldiers. Anyone who's important enough to be worth targeting knows it, and if they're smart, they'll try to be ready. Getting to your target won't be easy, and neither will making your exit.

Roll 1d10+Cool.

- 1-4: The target's help put up surprising resistance. You weren't ready for them this time, and catch a bullet. [WASTED]
- 5-6: The job turns into a running gunfight that gets broken up by the cops before you can finish things. Gain 3 Heat.
- 7-9: You get the job done, but it's bloody and messy. Money gets deducted for cleanup. Gain 2 Heat and \$5,000.
- 10+: A job done right, as befits a professional with standards such as yourself. Gain \$10,000.

FIXER

Heat City is a thriving trade and finance hub, which means it's perfect not just for street criminals, but for the white collar kind as well. Thing is, it's tough to do any kind of business here without getting your hands dirty. Not only do the suits frequently become targets for thieves and blackmailers, but they themselves are some of the most ambitious and ruthless bastards on earth, and if they have to hire a hitman to remove someone standing in their way, they'll do it. That means they need heavy hitters like you, both for taking someone out and for protecting themselves, offense and defense. This has led to a shadow war in the alleys and empty lots of the city, where "fixers" attack and defend their corporate interests from robbers, extortionists, assassins, and each other.

It's gang war, only with a better dress code. Bring a suit.

Roll 1d10+Cool.

- 1-6: Taken off guard by an ambush, or superior numbers. Turned down like a dog. [WASTED]
- 7: You're chased off with a wound. Pay \$500 at a street doc or roll on the [Wasted] injury table.
- 8-9: Your opponent's blood stains the concrete, while you're still standing. Gain +3 Heat and \$10,000.
- 10-11: Some fast and brutal network gets the job done easy, with no witnesses left alive who you were there. The suits give you a bonus for good work. Gain \$10,000 and 1 [Luxury Loot].
- 12+: No-one will even know you were there. The suits give you a bonus for good work. Gain \$10,000 and 1 [Luxury Loot].

RICARDO 'RICKY' VALDEZ

This can only be done once, ever, by anyone. Assemble your crew and consult clients.

The latin heartthrob with smooth moves and a smoother voice, Ricky Valdez has been taking the music charts and Heat City nightclubs by storm with his smash hit "Heartbeats". Our client is anonymous, but whether it's a musical career, a litigant lover or just someone who hates the song, somebody wants him dead.

Valdez has recently withdrawn from public life after a high-profile breakup with synth-pop princess Daisy "Daydream" Diaz. His current location is the Varadero Hotel, where he's under guard by remnants of the Hareidets. The bad news is you'll have to get through them, the good news is they already hate you so it's not like you're making more enemies.

Pointman	Lookout	Job score
1d10+Cool	1d10+Sharp	4-6: -1
		5-7: 0
Gunner	Infiltrator	8-9: +1
1d10+Hard	1d10+Sharp	10-11: +2
		12+: +3

Total 1 Muriendo la Muerte Loca. [Wasted].

Your group is mistaken for the new backup dancers. Reset your heist score and roll again, except everyone must roll 1+Cool to dance. If you get this result again, Ricky's unsatisfied and you are fired.

You manage to kill Valdez, but the crowds of fans hear the gunshot and riot, and you have to scam before they burn down the hotel. Gain \$150,000.

The job is done, and you have time to loot Ricky's personal stash, including a demo tape of his new unreleased single. Gain \$10,000, 3 [Luxury Loot], and the person who rolled the highest die result on the job gains [Latin Beat] (0 AP, 1 Edge). Gain +2 Move and +2 Defense this round.

BLUE MARE EMPLOYEES

HOST

Talk, laugh, flirt, drink. Ask questions. Lean in close. It's not about being the center of the world, it's about making your guest feel like they are.

Roll +Cool.
Earn \$500 x the result.

- 1-4: Things get claustrophobic with a guest, and you have to remind yourself that nobody owns you. -1 Cool token.
- 5-7: An ordinary shift. Flattery, sweet talk, booze, and smoke.
- 8+: You get in a lot of practice reading people in this job, figuring out what makes someone tick and predicting their reactions. +1 Sharp token.

ASSISTANT

Fetch drinks, towels, and cigarettes. Pacify anyone upset or disappointed. Your swift and precise aid can make all the difference when it comes to the guests' experience and the host's stress.

Roll +Sharp.
Earn \$500 x the result.

- 1-4: You keep up with the pace of a busy night, but your mental focus is strained. -1 Sharp token.
- 5-7: An ordinary shift. You watch the tables like a hawk, swooping in when a problem presents itself.
- 8+: Prioritizing the hosts' welfare, your personal need for comfort becomes a distant memory, and you feel immune to fatigue. Gain +1 Hard token.

BOUNCER

Even with the club's new upscale look and services, not all guests stay in line. Run the door. Keep the riff-raff out. Anyone who comes in and doesn't behave, throw them out of their ass.

Roll +Hard.
Earn \$500 x the result.

- 1-4: An asshole gets in a lucky shot before you toss him in a dumpster. -1 Hard token.
- 5-7: An ordinary shift of reading IDs, tossing out drunks, and telling people where the bathrooms are.
- 8+: It takes a level head to deal with people's dumb shit in this job and keep your temper. +1 Cool token.



PREP WORK

You can perform one prep work per chapter, during the side job phase.

THE BLUE MARE

The crew bought the Blue Mare just knowing that it was a "gentleman's club." It came as a rude surprise to find out what that actually meant was a seedy, run-down strip joint. Unhappy with the current state of affairs, the crew has pledged to reform the Mare into the classiest, most luxurious lounge this side of the river. At first nobody had any clue how to do that but Mizuchi started talking about something called a "hostess club" where people fork over money just to talk and drink with pretty girls. That seemed like even more profit for less work than just making the girls take their clothes off.



Entry Ticket
\$1,000



VIP Ticket
\$3,000



Gold Ticket
\$5,000



Talia

Sweet, naive, and delicate, a summer flower somehow blooming amidst the cracked concrete of the city. Feelings of protectiveness flow through your heart, enhancing your strength and courage.

Gain +Hard tokens.
+2 to Guest Tables.



Mia

Playful, clever, and mischievous, a semi-reformed thief with a quick wit and an eye for weak spots. Your thoughts spin faster trying to match her unpredictable repartee, and you come away with new schemes and strategies.

Gain +Sharp tokens.
+1 to all rooms.



Lena

Cold, aloof, and mature, possessed of infinite poise, seemingly unapproachable. Overcoming your fears to get close to the ice queen fills you with confidence, giving you a sense of composure and control.

Gain +Cool tokens.
Reroll once per visit.

GUEST TABLES

Start here.
Add +1 if you have a VIP or Gold ticket.

- 1-3 An embarrassing gaffe. Awkward. -1 Cool token.
- 4-5 Desperate to impress, you talk about something you shouldn't have brought up in public. +1 Heat.
- 6-7 You feel invigorated from the girl's sweet words and flattery. Gain a +1 stat token.
- 8+ You're both having a good time. Take it to the next level. Move to the Champagne Room.

CHAMPAGNE ROOM

Come here on an 8+ at the Guest Tables.
Add +1 if you have a Gold ticket.

- 1-3 Just a few more drinks won't hurt. You vaguely remember her saying this, as you wake up next morning with a killer hangover. Spend \$500 and gain a -1 Hard token.
- 4-5 A need to become more impressive fuels your ambition. Gain advantage on your next side job roll.
- 6-7 Delight charges your soul with renewed energy. Gain a +1 stat token.
- 8+ You and your girl get close. You're feeling it. Gain a +1 stat token and move to the Private Lounge.

PRIVATE LOUNGE

Come here on an 8+ at the Champagne Room.

- 1-3 Sinful overindulgence leaves you feeling drained. Spend \$1,000 and gain a -1 Sharp token.
- 4-7 Gain a one-use [Lady's Favor] item. It does not take a gear slot, but you can only have one at a time. Spend it during a mission for 0 AP, before rolling any d10, to set the result to 10.
- 8+ Transcendent intimacy. Gain the ability [(Girl's Name)'s Lover]: You can only visit this girl at the Blue Mare. Start each mission with +1 token of her stat, and you can spend tokens of that stat like it's Edge. If you are already her lover, gain a +1 stat token and the 4-7 result.

INGREDIENT HUNT

An odd smell awaits you in the back alley. The place looks like the employee entrance of any small restaurant in the city: a heavy locked door in a back alley, complete with nearby dumpsters, milk crates, and unidentifiable stains on the concrete. There's just something different about the smell. Something familiar.

The Chef is a man of refined tastes and impeccable manners. In his kitchen, even the most unkempt of criminals finds themselves inclined to speak politely, and to avoid getting any dirt or fluids on the spotless surfaces.

The Chef has certain specific standards when it comes to ingredients. He uses only the finest quality of meat in his work.

He hopes that enterprising criminals like yourselves can help procure this meat.



You can go ingredient hunting for the Chef. He'll fix you a meal based on the ingredients you provide.

Choose your target, gain +2 Heat, then roll.

Then, based on the ingredient you obtained, you can purchase a meal. All meals cost \$1,000 and a specific ingredient. When you eat a meal, roll to see

The Chef only uses fresh ingredients, they don't carry over between chapters.

Gym Rat

1-6: Muscular Meat
7-10: Conditioned Organs

Party Animal

1-6: Lean meat
7-10: Electrochemical Organs

Health Nut

1-6: Yoga Meat
7-10: Grass-Fed Organs

Solid Meal

Requires Muscular Meat or Grass-Fed Organs

1-7: +1 Hard token
8+: +1 Hard and Weird tokens

Smooth Meal

Requires Lean Meat or Conditioned Organs

1-7: +1 Cool token
8+: +1 Cool and Weird tokens

Exotic Meal

Requires Yoga Meat or Electrochemical Organs

1-7: +1 Sharp token
8+: +1 Sharp and Weird tokens

TAROT READING

Through a small hidden door tucked away in the backstreets of Havanatown, one will find a room lit by candles and thick with the smoke of incense and shisha. The enigmatic Madame Zara awaits you here, her cards already prepared. She's been expecting you.

A curious criminal searching for information about their fate might come here for a reading. Sit down on the comfortable cushions. Wait as she deals the cards, one by one, face down. Then choose a card, any card. Whatever it reveals is your destiny.

You can try to fight it or change it, but beware: one often meets their fate on the road one takes to avoid it.

You can get a tarot reading for \$500.

Gain a +1 Weird token, then roll a d22.

This card represents your fate on the upcoming mission. Gain more tokens based on your card. It may have other unforeseen effects.

- I. Fool: +1 Cool, -1 Sharp
- II. Magician: +1 Sharp, -1 Move
- III. High Priestess: +1 Sharp, -1 Cool
- IV. Empress: +1 Cool, -1 Hard
- V. Emperor: +1 Hard, -1 Cool
- VI. Hierophant: +1 Sharp, -1 Hard
- VII. Lovers: +1 Cool, -1 Sharp
- VIII. Chariot: +1 Move, -1 Cool
- IX. Strength: +1 Hard, -1 Move
- X. Hermit: +1 Sharp, -1 Move
- XI. Wheel: +1 Move, -1 Sharp

- XII. Justice: +1 Sharp, -1 Cool
- XIII. Hanged Man: +1 Cool, -1 Move
- XIV. Death: +1 Move, -1 Hard
- XV. Temperance: +1 Cool, -1 Hard
- XVI. Devil: +1 Hard, -1 Sharp
- XVII. Tower: +1 Move, -1 Cool
- XVIII. Star: +1 Cool, -1 Move
- XIX. Moon: +1 Move, -1 Sharp
- XX. Sun: +1 Hard, -1 Cool
- XXI. Judgement: +1 Sharp, -1 Cool
- XXII. World: +1 Move, -1 Hard



STUFF

ASSETS

tailor's shop

You can only wear one Outfit at a time.

Outfit	Price	Properties
Ammo Belts	\$200	+2 magazines' worth of spare ammo
Lightweight Armor Vest	\$240	+1 HP
Stylish Clothes	\$275	+1 Defense
Two-Piece Suit	\$320	+1 Edge

HOUSING

Freedom Square is your home territory, but it's become a war zone. It would be smart to have a place somewhere else in the city, where you can lay low or stash stuff as needed.

Price	District	Properties
Swamp Shack	Gatorland	Feral neighbors.
Bungalow	Snake River	Overgrown gardens.
Loud Apartment	Princeton	Loud parties.
Brick Townhouse	Santo Domingo	Caribbean music at all hours.
Dock Warehouse	North Shores	Rough living, but you're left alone.
Studio Loft	Princeton	A great view of the city.
Beach House	Flamingo Bay	Bikini babes and jogging paths.
Secure Warehouse	South Harbor	A safe place for shady business.

house upgrades

The rooms in your house are awesome, but they could be awesom-er. Upgrade them to build the house of your desires.

Once a room has been upgraded, you can upgrade it a second time for double the cost to get some serious high end luxury.

Bedroom	\$1,000	Living Room	\$2,500
Office	\$1,250	Workshop	\$3,000
Bathroom	\$1,500	Arcade	\$3,300
Gym	\$1,750	Theater	\$3,600
Kitchen	\$2,000	Security	\$5,000
Studio	\$2,250	Pool	\$10,000

VEHICLES

When making a vehicle check, the driver's roll counts for everyone inside. Passengers can't get stat tokens or similar effects, but they will escape, or get [Busted] or [Wasted], along with the driver.

Vehicles can always accommodate their driver.

They can also carry passengers equal to Size. You can squeeze in up to 2 extra people for cars, or 1 for bikes, but this imposes -2 to Speed and Handling per extra person.

car shop

Category	Speed / Handling / Size	Price
Beater	Sedan 0 / 0 / 3	\$5,000
Grand	Sedan 1 / 1 / 4	\$15,000
Estate	Sedan 2 / 2 / 4	\$35,000
Katana	Coupe 2 / 1 / 3	\$18,000
Bravado	Coupe 1 / 2 / 3	\$22,000
Lancer	Sport 3 / 2 / 1	\$50,000
Zero	Sport 2 / 3 / 1	\$46,000
Rebel	Motorcycle 2 / 1 / 0	\$10,000
Dirthog	Motorcycle 0 / 2 / 0	\$5,000
Ronin	Motorcycle 3 / 2 / 0	\$32,000
Buckaroo	Truck 0 / 1 / 4	\$12,000
Mule	Van 0 / 0 / 7	\$10,000
Mastodon	SUV 1 / 1 / 6	\$42,000

swag

Designer shades	\$500	Top shelf liquor	\$5,000
Movie collection	\$750	Cocaine supply	\$5,000
Cell phone	\$800	High fidelity stereo	\$5,500
Imported munga	\$900	Luxury watch	\$6,000
Sorcery TCG	\$1,000	Fine suits	\$6,600
Duel Freaks TCG	\$1,100	Historical artifacts	\$7,200
Portable video camera	\$1,250	Season tickets	\$7,800
Fresh kicks	\$1,500	Rare weapons	\$8,000
Video game collection	\$2,000	Old wines	\$9,000
Club memberships	\$2,500	Artwork	\$10,000
Jewelry	\$3,600	Haute couture	\$10,800
Record collection	\$4,500	VIP suites	\$11,500

High Life

High life assets can't be taken as your starting asset.

PRIVATE FITTING

You can only wear one Outfit at a time.

Outfit	Requires	Price	Properties
Bulletproof Suit	Cool 4	\$2,600	+1 Defense, +1 Edge
Serious Armor	Hard 4	\$2,800	+2 HP, +2 Defense, -1 Move
Utility Vest	Sharp 4	\$2,200	+1 magazine, +1 gear slot
Custom Mask	Weird 4	\$2,400	+1 HP, +1 Move

HOUSING

Price	District	Properties
Modern Townhouse	Blue Ridge	Pretend to be educated.
Old Manor	The Marsh	Perfect for horror movie shooting.
Tower Apartment	Castle Green	Finally above the chaos.
Suburbia	Sunset Springs	Why would anyone do drugs when they could mow a lawn?
McMansion	Silver Pines	The easy ticket to affluence.
Waterfront House	Salt Beach	Glass walls overlook the shore.
Party House	Sunset Beach	Heart of the city's night life.
High-End Condo	Tangerine Grove	High up among the city's elite.
Walled Estate	Gatorland	A protected and isolated manor.
City Penthouse	Central	All the way to the top.
Modern Mansion	Carolina Island	The pinnacle of luxury.

BIRD & TORTOISE RESTAURANT

These weapons are unique. Only one of each exists.

Weapon	Requires	Price	Properties
Moonsadow	Cool 4	\$46,000	3 damage, +1 defense, [Stance], 2/mission, on consecutive rounds only: [[Phases of the Moon] (1 AP, 1 Edge): Attack 3 enemies within 3 spaces.
Rajjin	Cool 4	\$55,000	4 damage, [Stance], 1/mission: [[Stormdrax] (0 AP, 1 Edge): This round, your attacks this round have +1 damage and inflict Stun 1.
Dragon Slayer	Hard 4	\$70,000	Damage 5, Slow (Heavy Attack only)
Azure Dragon	Sharp 4	\$42,000	3 damage, +1 accuracy, [Stance], 1/mission: [[Rushing Waves] (0 AP, 1 Edge): This round, you have +2 move, +2 defense, and +2 crit chance.
Highlander	Weird 4	\$50,000	Damage 3, crit damage +1, 1/mission: If you are next to a named enemy who would die or become incapacitated, you can decapitate them and give this weapon permanent +1 damage.

VEHICLES

Category	Speed / Handling / Size	Price
Skyline	Sedan 2 / 3 / 4	\$190,000
Merc	Sedan 3 / 2 / 4	\$210,000
Bolt	Coupe 4 / 1 / 3	\$225,000
Mirage	Coupe 1 / 4 / 3	\$235,000
Elysium	Sport 3 / 3 / 1	\$425,000
Odin	Sport 2 / 4 / 1	\$450,000
Phantom	Sport 4 / 2 / 1	\$500,000
Jet	Motorcycle 4 / 1 / 0	\$170,000
Muramasa	Motorcycle 3 / 2 / 0	\$180,000
Vagabond	SUV 2 / 2 / 6	\$300,000

LOOT

STREET

Loot	Price
1 - Scrap	\$500
2 - Cash	\$1,000
3 - Weed	\$1,600
4 - Pills	\$2,200
5 - Speed	\$3,000
6 - Crack	\$4,000
7 - Guns	\$5,000
8 - Business Card	?
9 - Ticket	?
10 - Roll on Luxury	?

LUXURY

Loot	Price
1 - Cards	\$2,500
2 - Electronics	\$3,000
3 - Jewelry	\$3,500
4 - Gemstone	\$4,200
5 - Cocaine	\$5,500
6 - Painting	\$7,000
7 - Gold	\$10,000
8 - Green Disk	?
9 - Boat Key	?
10 - Roll on Rare	?

RARE

- 1-2: - **Locker Key**
The key to a storage locker at the international airport. A lot of product goes through there. This could be anything.
- 3-4: - **Prototype Weapon**
The latest creation of a security contractor's research department has turned up on the black market.
- 5-6: - **Legendary Blade**
The story is, a heroic swordsman used this katana to kill a hundred villains, and it became blessed. An American crime boss who liked ninja movies brought it overseas to inspire himself and his men in battle.
- 7-8: - **Green Box**
Phreakers use these boxes to hack phone lines and communicate off the grid. This one is already set up with access to a certain dark network.
- 9-10: - **Blue Cassette**
When played, a scrambled voice congratulates you on finding this tape, and gives you a phone number to call about a "test".

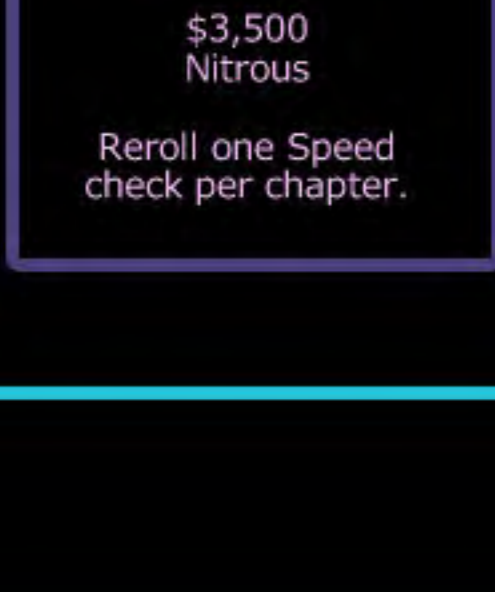


CONTACTS

The Syndicate has made a lot of enemies in a short amount of time, and there are still people in this city who remember the legacy of the Boss. As your journey continues, you may find friends and allies willing to help out the gang.

DON TORINO'S CAR SHOP

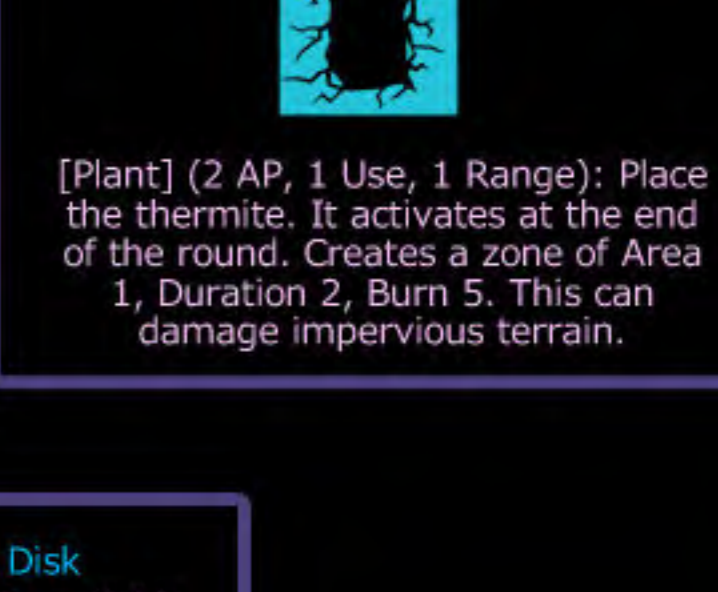
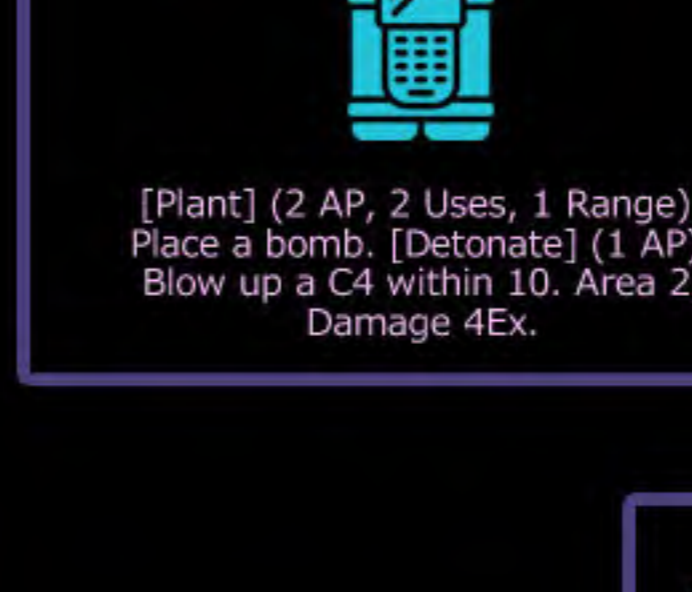
Don Torino and his familia will tune up your ride at their garage. They always prefer a good contest to an easy win, so they don't mind helping their racing rivals upgrade.



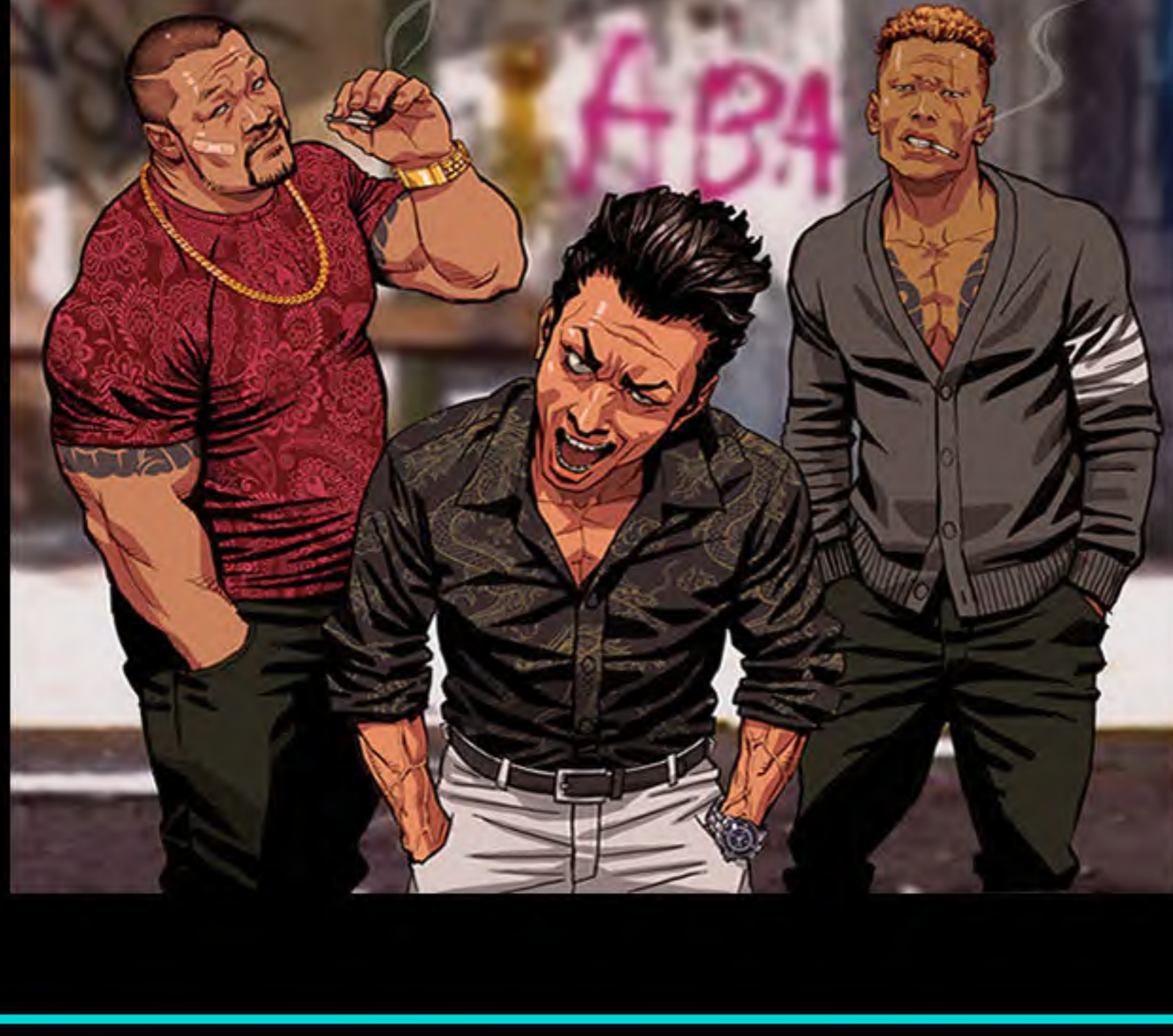
CHAOS

Only those with a Blue Cassette can purchase these. You can buy them and give them to other criminals, but the results of their use still reflects on you.

Gear items do not refresh between missions.



MANAGEMENT OFFICE



Heat City is full of wannabe criminals searching for an easy ticket to the big score. They spend hours loitering in shady bars, strip joints, or video arcades, all waiting for someone with a confident voice and a steely eye to approach them, saying, "I've been watching you, and you're just the person I need for this job. Listen ..."

A few of them have the skills, the ambition, or the bloodthirst to join the main crew. Most don't have what it takes for the big leagues. Maybe they're young and unblooded, maybe it's only a part-time gig, or maybe they're just dumb as fuck. Whatever the cause, some recruits are only good enough to be just that. Flunkies. Minions. Hangarounds. Small timers.

Now that you've got an office to operate and coordinate it all, you can start bringing these punks in jobs. Pay off their debts and set them up with some gear, and they'll do jobs for free just to stay under the crew's umbrella.

Each criminal can hire one small-time gang for \$10,000.

You can only have one gang at a time.

During side jobs, each gang can perform one side job for free.

You can also pay \$10,000 to have them do a second job.

Any money they make goes to you.

Your gang shares a Heat score with you. Any Heat they gain goes to you.

If they get [Busted], you're on the hook for the bill.

If they get [Wasted], they're out of commission or dead.

They have to be re-hired or replaced for \$10,000.

HIRING

- Choose a gang type. They have the same type of stats you do, starting with one stat at 2 and the others at 0.

- Raise one of their secondary stats to 1.

- Say how many people are in the gang (About 2-5) and their background (street thugs, yakuza, college students, bored office workers, etc.) Neither of these have an effect, it's just for description.

- Choose a vice. Your gang might indulge in their vice when they get into trouble or feel they're being mistreated.

Example Vices: Addictions, Aggression, Disloyalty, Greed, Impatience, Sloth, Superstition.

GRUNTS

It's not about muscle. It's about who's more willing to fuck up the other guys.

HARD 2



riders

Fearless, down for anything, give no fucks. Brave, or stupid? Maybe both.

COOL 2



nerds

A mind is a terrible thing to waste. Use it to do crime.

SHARP 2



wildcards

This is a bad idea and you know it.

WEIRD 2



EMPRESS



The Russian mafia used to run half this city. They were tough bastards, and everyone knew they weren't to be fucked with. What they didn't know was the KGB supported the Brotherhood from the shadows, providing guns, assets, and even agents for assassinations and targeted sabotage. All in exchange for information, influence, and a sizeable cut of the cash.

Then the Patriot happened. The unstoppable masked killer, who smashed the Heat City chapter of the Brotherhood into pieces. With the KGB facing the loss of one of their major US intelligence networks, they decided instead to step in and take a more direct hand in things.

That's where you come in. Agent "Empress".

You've been sent to assess and stabilize the situation, by breaking heads if necessary. But the thing is, this new syndicate, Spider's alliance, is wiping out what's left of your assets here before you've even started. This is unacceptable to the Committee in Moscow, and your current objective is to stop that from happening. And it seems the best way to do that is to keep helping this ragtag gang of criminals, idiots, fanboys, and lunatics, to cut a bloody path through the syndicate. To hunt down and take out their leader, the man known as Spider.

AGENTS

Each agent can perform one Intelligence job during the side job phase.

veronica

Cool +2
A 2nd-gen local of Havanatown with ties to the Cuban reds. Friends in many places, knows the streets of the city in and out.

steph

Sharp +2
A small and seemingly shy girl, actually a con artist and pickpocket, able to blend in and observe from crowds and shadows with equal ease.

may

Sharp +2
A medical student with a more than scholarly interest in blood, anatomy, and scalpels. Quiet, meticulous, ruthless.

INTELLIGENCE

Side jobs which can only be performed by Empress or her Agents.

INTERROGATE

There are lots of ways to convince someone that telling you everything they know is a great idea. Sometimes it's as simple as a \$20 bill, or a kind word, or a punch in the face. Other times, well, it gets complicated. But they all tell you eventually.

Roll +Hard.
1-7: gain 1 Intel. 8-10, gain 2. 11+, gain 3.

Spend Intel, 1 for 1, to get info on these for the next mission:

- Enemy leaders
- Enemy soldiers
- A possible weakness or vulnerability
- Other dangers or problems
- Something that will prove useful to us
- Extra loot
- A link to the enemy mastermind

PREP WORK

The devil's in the details. Even for smaller jobs, making the right plans and preparing the right assets is valuable.

Give advantage to someone else's intel or side job.

BLACKMAIL

Everybody has something to hide. A hotel room booked for two. A bank account in a dead man's name. A shoebox of grainy photographs. There's leverage out there, waiting to be found and used against those you need it for: security room guards, janitors, file clerks, middle managers, anyone with access to something secure that you want into.

Roll 1d10+Sharp.
1-9: Gain +1 Favor for mission planning.
10+: Gain +2 Favors.

INVESTIGATE

The city is full of opportunities out there, just waiting to be discovered.

Name a district in the city and roll 1d10+Cool.
Discover a special side job there, or somewhere nearby. On a 6+, you don't get into trouble doing it.

TONY



The Families have always wanted a piece of Heat City. When the Brotherhood and the Black Society were in control, nothing could be done. Now things are blown wide open, and the city is back to the law of the jungle, where everyone can fight to take and hold what they want.

The old men up north have offered Tony a deal. Carve out a foothold in Heat City, stake a claim, establish a territory and reputation for the Italians. If he can do it, the bosses will reward Tony with the top spot here in the new organization. His own syndicate. The Vespucci Family.

Easier said than done.

Tony has gotten in touch with some "legitimate business" owners. He's offered them the traditional deal. A cut of the profits and use of the property, in exchange for protection from local shakedown thugs, street thieves, hood rats, crooked cops, and the many other dangers of Heat City.

OFFERS

Tony can use his contacts and influence to aid his allies. It's an offer they may find hard to refuse.

Offers are side jobs which only Tony can do.

A WORD OF ADVICE

Tony has seen and done a lot. It wasn't easy for him to claw his way through the ranks to become the man he is today. He doesn't mind passing on a tip or two to less experienced criminals.

Add +2 to someone else's upcoming side job roll.

GEAR UP

Long experience has given the Families a knack for finding the right tools for the job.

Unlock a new Gear Item.



MOLOTOV



?



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LEGITIMATE BUSINESS

The Vespucci syndicate has been acquiring a stake in local companies, which nets them a nice steady income. Don't call it shakedown money. Protection is a nicer word.

Part of the arrangement Tony has with the business owners is allowing the Boss's crew to work there. Being seen doing ordinary things, cleaning up their act, and getting a source of income on the books, it's a good way for a criminal to pretend to the cops that they turned a new leaf.

To work at a legitimate business, roll the indicated stat, then collect your paycheck and see how much Heat you burned off.

Each time somebody works one of these jobs, Tony earns \$500. Tony also earns passive income from these businesses.

BLUE MARE LOUNGE

Passive Income:
\$6,600

(The Blue Mare now has its own section, but still provides passive income)

ROB'S CONSTRUCTION

Passive Income:
\$5,000

Work:
Roll +Hard to swing a hammer, drive a truck, lug around heavy things, and generally look busy around a construction site.

JACKY'S CHOP SHOP

Passive Income:
\$8,000

Work:
Roll +Sharp to steal vehicles, cut them up in the shop, and use the parts to repair and disguise hot cars for fellow criminals.

LANOCCA SANITATION

Passive Income:
\$9,000

Work:
Roll +Hard to haul trash to the junkyard, clear fallen trees, swamp out muck, anything that means getting your hands dirty.

Results:

Earn \$1,000, plus a bonus of \$100 x your result.

- 1-5 Exhausting drudgery. Do regular jackoffs really live like this? No wonder so many of them blow off this life to do crime. Waste \$500 of your paycheck on vices to relieve the tedium, or take a -1 token to the stat you just rolled. -1 Heat.
- 6-10 It ain't much, but it's honest work. -2 Heat.
- 12+ You put your mind to the task at hand, and find it oddly invigorating. Perhaps there's something to all this. Should you leave behind a life of crime and violence for an honest living? Nah. -2 Heat, gain a +1 token for the stat you just rolled.