



RUNNING A GANG

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RUNNING A GANG

The Gang War event in *Necessary Evil: Breakout* may give the villains the desire to create their own faction—or they may come up with the idea on their own beforehand.

This adds an additional layer of complexity to the campaign, but can be quite rewarding if you think you and your group are up for it.

We've provided some tips on how to handle this below and some Savage Tales designed just for gangs. Bear in mind you will have to adjust some of the Savage Tales, Plot Points, and encounter tables in *Necessary Evil: Breakout* to suit this twist.

FORMATION

The first thing the villains must do to form a gang is come up with a name, something tough like the Dogs of War or the Brawlers. Few gangers are going to fall in line with the Cuddly Chihuahuas.

The player characters are assumed to be the founders or charter members. They have to decide among themselves if one of them is the “president” or some other title, exactly what that means, and how it can be changed or challenged.

The villains know enough other goons to call in 2d6 gangers and 1d6 scavs when they form. Use the rules for **Allies** in *Savage Worlds* when the numbers are small enough to keep track of. A couple of memorable minions goes a long way to making the players care about the gang as much as their characters.

REPUTATION

The gang starts with a Reputation of 2, or 3 if the group is particularly noteworthy when it's formed (GM's call). It is *not* included in the random Reputation rise and fall like the other gangs during the **Gang War** Savage Tale in *Necessary Evil: Breakout*. Their Rep depends entirely on their actions.

Reputation is altered by the circumstances below, but *only* if at least one of the founders (the player character villains) are personally involved. No one much cares if a bunch of Sykos win or lose against some other gang. Beating a super, however, is a Big Deal.

A fight must also be at least somewhat public for it to count—if no one knows about a victory, it doesn't alter either side's Rep.

REPUTATION MODIFIERS

Modifier	Circumstance
+1	The villains win an encounter with a sizable rival group with an equal or higher Rep. If the encounter included the leader of the rivals, increase their Rep by 2 instead.
-1	The villains are defeated by a rival faction, or a hero like Nevermore or Full-Auto.

Important: Reputation can only go up *and* down once per day—these things take time.

RECRUITING

On the mean streets of the New York City Prison, recruiting is done by showing *why* others should follow you. It might mean busting a few heads, sharing a cache of Twinkies and soda or a case of hooch, or just being charismatic. That all depends on the individual characters' strengths and weaknesses.

Once per day at least one of the founders wants to dedicate to recruitment, she can choose one of the tactics below and make a Persuasion or Intimidation roll (other founders may join in with a Cooperative roll as well).

Modify the rolls based on circumstance, such as a really good story or reason to join their gang, a solid plan, a great mix of super powers (like *mind control*), or good old fashioned roleplaying.

Don't forget to check for encounters as the villains ramble through the streets looking for recruits.

- **Persuasion:** The gang spends time telling likely recruits why they should join them. They hit the streets, share food, do a few acts of kindness, and put on an appropriate show of strength here and

there. Success on the Persuasion roll nets the number of gangers and scavs listed on the **Recruitment Table**. With a raise on the roll, the villains can take a 20-point super *instead* of the gangers and scavs—their choice.

- **Intimidation:** The type of thugs the villains are likely to recruit respect strength, so the gang can use Intimidation instead of Persuasion as above. Add *negative* Charisma modifiers to these rolls. Failure means more than wasted time, however—the potentially recruited individuals get violent and attack. See their entry in *Necessary Evil: Breakout*. Some of them will be Wild Card leaders as usual.

RECRUITMENT

Reputation	Gangers	Scavs
1-2	d4	d4+1
3-4	d6	2d6
5-6	2d6	3d6
7-8	3d6	5d6
9	4d6	5d6
10	5d6	5d6

AN ARMY OF GOONS

It's a good idea for you, the Game Master, and the players to talk about this whole gang thing. They should realize they can't go on every mission with dozens of sycophantic followers.

Sometimes they *can* though—and you should not only allow it but reward it. They took the time to build a gang and that comes with its own challenges, so now and then give them a break. Let 'em send "the boys" to bust some heads.

Taking a gang on an adventure like **Deep Dive** (the raid on Russell Engineering in the *Breakout Plot Point Campaign*), takes a little extra work though. If they take a few loyal followers, it can be run as-is or you can add a couple more sentry bots. If they want to take fifty thugs, you can discourage it a couple of ways. First, it's probably not a good idea that too many people know the bosses are working on a way out! Those followers might decide to steal the components and follow the plan themselves! Or rat them out to everyone else and start a coup.

You might also tell them that such a large group is more likely to trigger extra defenses or attract attention from rival gangs on the way to or from the target. Too, those greedy followers might pocket some of the goodies they might find for themselves. Or get mad if they don't get their share.

Another thing to consider is that the villains' gang is made up of fairly wretched souls. Let the followers mess things up on occasion—even if the last couple of goons have been replaced. Violently.

And don't ever be afraid to just come right out and tell the *players* that a mission is just for their characters sometimes. It's all about having fun, and good players can handle a little meta knowledge now and then.

ATTRITION

Anytime the gang loses a point of Reputation, roll the dice listed above as well. Use the Rep level that was just lost to determine what dice to roll. This is how many gangers and scavs leave the gang in addition to any lost during actual game play.

Attrition reflects disillusionment with the "masters" performance or recruitment by rivals.

Super powered henchmen don't switch by random Attrition. The Game Master decides if that kind of betrayal occurs after a loss, through some specific storyline within her campaign, or after a Massacre result in a **Blood Feud** (page 6).

LOGISTICS

Villain gangs aren't armies. The founders aren't expected to feed their followers. Their gangers and scavs have to do that on their own just like all the other residents of the NYCP.

The gang does expect to share in the bosses' victories, however, and expect to be protected (or at least avenged) if they're attacked by outsiders.

VICTORY & DEFEAT IN GANG WAR

If the player characters' gang reaches a Rep of 10 during the **Gang War** event described in *Necessary Evil: Breakout*, the Night Court meets them for a final battle royale.

The Game Master should decide when, how, and under what circumstances based on her campaign. Assuming the villains win, Judge, Jury, and Executioner should either be dead or slink off and aren't heard from again for the rest of this campaign.

If the villains' gang is defeated, their followers disperse and the Gang War goes on. The player characters should choose one of the existing factions to join—or simply play spoiler and pick on all of them until one comes out on top. Waiting it out is for pansies.

"YOU SHOULD COME JOIN THE SKYOS, MAN. WE GOT KNIVES, MACHINE GUNS, ALIEN BLASTERS, AND EVERY WEDNESDDAY NIGHT—COOKIES!"

—METAL MOUTH OF THE SYKOS

REPUTATION PERKS

Reputation has an additional effect for the player characters—it provides the Perks listed below. These benefits are cumulative.

Rep	Perk
1-3	Up and Comers: The villains start with an additional Benny per session.
4-5	Players: The villains gain an additional 5 points of super powers chosen from the <i>Super Powers Companion</i> . This might reflect training, self-confidence from their new position, or even a special device delivered by the gang to their fearless leader. If the gang's Reputation slips below 4, however, the ability is lost—the player and GM can decide the narrative reason. Holding on to power is sometimes harder than taking it!
6-8	Power Players: The villains start each session with a pool of Bennies equal to their current Reputation (as long as it's 6 or higher). These may be used as usual, including on allies, mounts, or even vehicles and other devices. The only catch is that a majority of the group must agree before the Bennies can be spent. The President or "leader" of the gang breaks any ties if there is one.
9-10	Top Dogs: The villains have formed an effective fighting machine. Whenever their gang is in a Blood Feud, they draw two cards and choose the result they think is best.

TERRITORY

New York real estate varies greatly, but most of it is built upward rather than out given the expense before the war. That means the villains and their gang could occupy a series of two or three story buildings over a block or two, or they could take over a skyscraper capable of holding *thousands* of miscreants.

How much territory they actually want to *live in* depends on how much they actually *control*.

CONTROL

Control of the New York streets is broken down into blocks. These might be actual blocks, or they might be parks, skyscrapers, or other structures.

These blocks don't need to be mapped out, but they are considered to be contiguous—it's difficult to control blocks that aren't connected to the gang's core territory.

The villains can choose to try and control a Weak, Average, or Strong block. The tougher the block, the harder it is to control but the more reward it provides, as shown on the **Block Control Table**.

Each block is described as Weak, Average, or Strong. A Weak block is lightly populated, or might be heavily populated but has few fighters. An Average block is more densely populated and / or has a few more tough guys and gals willing to stand up for their neighbors. A Strong block is heavily populated and / or has a significant number of defenders, such as a rival gang or a crusading hero or two.

Controlling a block requires a week of "working" the locals. This really reflects more than just a week's worth of work—the henchmen have likely been working on it for weeks, extorting, cajoling, and threatening—but in game terms the action takes place in a week.

To make the attempt, the villains send a crew to work the locals over and make it "official." **Gangers Required** is the minimum number of gangers it takes to try and control the targeted block (scavs can't do it). A player character counts as five gangers, and an allied super counts as three.

Next the villains make a Cooperative Intimidation or Persuasion roll (their choice). Subtract the **Control Penalty** for the block's strength, but add +2 if the group takes double the required gangers, or +4 if they have at least five times the number required. Then check the results below.

- **Critical Failure:** Things turn ugly fast. The residents fight back and win. The block remains in their control and the villains lose 50% of the gangers they took with them. Each villain or super present escapes with d3 wounds.
- **Failure:** The residents fight back. The block remains in their control and the villains lose 20% of the gangers they took with them. Reduce the block's **Control Penalty** by 1 for the five days. This is cumulative to 0 so continued attacks against this territory become slightly easier as the residents suffer losses as well.
- **Success:** The residents give their support to the villains' gang. This block is now under their control.
- **Raise:** The residents gladly throw their lot in with their "liberators" With a raise and an Average or Strong Block, the residents pay a tribute immediately. Treat this as a raise on the Scavenging Table in *Necessary Evil: Breakout*.

RIVAL TERRITORIES

Trying to control another gang's territory, whether the attempt is successful or not, almost always results in a **Blood Feud** (see page 6).

BLOCK CONTROL TABLE

Strength	Gangers Required	Control Penalty	Daily Return
Weak	5	—	\$50
Average	10	-2	\$100
Strong	50	-4	\$300

BLOOD FEUD

A Blood Feud is particularly nasty war between two or more of the New York gangs. They result in massive carnage and destruction before someone comes out on top. Even then, the victory is often Pyrrhic at best.

Typical gang wars or fights only turn in to Blood Feuds if the villains do something to *really* anger one of the other gangs, such as taking away their territory.

At the start of each game day the villains' gang is in a Blood Feud, draw a card to find out what happens to their minions and territories and consult the table below.

RESOLVING A BLOOD FEUD

Blood Feuds are only resolved one of two ways. Either one gang is beaten so badly they surrender and ask for a truce, or *both* gangs are beaten so badly they agree to a truce.

This is a great opportunity for roleplaying an encounter between the leader of the rival faction and the player characters. Of course both sides need to agree on the location, how many henchmen can attend, and any other safeguards. Double-crosses and traps are still all too possible, of course!

BLOOD FEUD

Card	Result
Deuce	Massacre: The gang suffers a devastating loss. They lose a point of Reputation and their strongest current block of territory. Attrition from Reputation loss is doubled. If the team has any super powered allies, one of them either defects or begins to betray them.
3-6	Bad News: The gang is bushwhacked or beaten badly. They lose a point of Reputation and a super, or a block of territory (villains' choice).
7-10	War is Hell: War is costly. The gang suffers Attrition as if they lost a point of Reputation (but don't actually lose Rep).
Jack	Calm Before the Storm: Nothing significant happens this day.
Queen-King	Minor Win: The gang wins one. The villains may gain a block of territory or recruit new gangers and scavs equal to 10% of their existing number.
Ace	Major Beatdown: The gang wins big. The villains gain a block of territory and recruit new gangers and scavs equal to 10% of their existing number.
Black Joker	All Out War: The rival gang has had enough. They mobilize most everyone for a massive assault on the villains' gang. The fight likely takes place at the villains' personal lair between the founders and their henchman and the rival leader and her lieutenants. Assume that the rest of the battle goes similarly to this fight and assign losses as makes sense.
Red Joker	Truce: The rival gang leader has had enough. He or she wants a truce, and may be willing to give up a little territory for it.

"THE KNIGHTS AND SYKOS ARE AT WAR, HUH? POLISH UP THE GUNS FOR SALE. WE'RE GONNA MAKE A KILLIN'!"

—IRON HEAD TONY

SAVAGE TALES

Below are a number of Savage Tales you can add to your *Breakout* campaign if your group decides to form their own gang. They're listed in roughly the order that makes sense for most, but there's no reason you can't reorder them as best fits your group.

We recommend running one of these adventures each time the gangs' Reputation increases. Repeat the Street Fight and Turf War scenarios as needed, or create your own gang-oriented Savage Tales that best fit the specifics of your campaign.

STREET FIGHT

A group of rivals believes the villains' gang is growing too fast. If it's a large gang like the Sykos, this is just a small crew within the larger population.

The enemies are about the same size as the villains' gang, and are led by an equal number of supers. The GM can create Street Level foes herself (or two Four Color foes plus their gang), or use some of the templates in the free Super Foes supplement available at www.peginc.com.

THE RAT

This one requires a little setup on the Game Master's part. Before or after a different event, such as a Savage Tale or even on the way to or from an investigation or other

encounter, the villains are jumped by one of their rivals. It should be obvious the foes knew exactly where the villains would be and when.

Of course this is the work of a rat working for the rivals. Why she's betraying her gang is up to the Game Master. Maybe she was slighted by the founders, or maybe she was a plant for the others from the start. They could also have offered her something special—something real or a complete lie (like a way out). The enemy might even have a mind controller or puppet master on their side.

Once the villains realize they have a rat in their midst, they'll need to set a trap to catch her. Then they have to figure out what to do with her. Encourage the villains to think in terms of comic book evil rather than get sadistic—or at least have it happen "off screen." Don't let your game turn too dark or it will ruin the comic book nature of the setting, but *do* let your player characters be villains.

PROTECTION RACKET

The inhabitants of one of the gang's blocks is under attack from a rival. It might be the Sykos, a random group, or even a rampage of the Vermintide. They pay tribute for "protection" and they want it *now*.

It might take a few days to stake the block out—the threat doesn't appear on a regular schedule. When it does, the villains have to fight to protect the block.

THE CROWN

WEIGHS HEAVY

This Savage Tale works best if the Game Master can set it up a bit by having two rival factions emerge within the villains' gang. Each faction is headed up by one or more named lieutenants who have come to despise each other over some real or imagined slight.

Exactly what the beef is about is up to circumstance. The tale works best if it can happen "on screen" during an adventure. Maybe one lieutenant "stole" another one's kill or showed him up during a fight.

If it happens off-screen, maybe it's a quarrel over a love interest, or the two just really hate each other.

At some point, the two factions start to fight. If the villains let it continue, morale starts to decline and they double their usual attrition losses for the duration of the fight and one week afterward.

How the squabble is resolved is up to the founders. Maybe they put the rivals in an arena and make them battle to the death. Maybe they let them plead their cases and then vote on the verdict and the resolution. Let your players figure this out for themselves, but the more "gray" the dispute, the more interesting the party's decision is likely to be!

CHALLENGERS

Use the table below should you want to randomly determine a particular ally or foe.

d20	Gang
1-3	Red Hand
4-5	Harlem Knights
6-12	Lynch Mob
13-15	Outliers*
16-20	Sykos

*If ShriII and her gang haven't risen in the Gang War Savage Tale yet, treat this as Sykos instead.

TURF WAR

A rival gang decides to attack the villains' territory. They put together an actual army and wage full-scale war.

The actual size and circumstance is up to the Game Master. They might be a smaller force but strike with surprise using a super power, night attack, demolitions, or other underhanded tactic. Or they might be poorly organized but greatly outnumber the villains' gang.

MBUNA DOWN

A v'sori mbuna flies over the city when it suddenly bursts into flames and starts spiraling down through the cordon and into the city!

The mbuna crash lands smack between the villains' territory and their closest rival. The characters must rally their followers and get to the prize as fast as possible.

Have the villains make a group Persuasion or Intimidation roll. If they fail, they are significantly outnumbered by the rivals at the crash site. If they succeed, the numbers are roughly even. With a raise, the numbers are still about even but the villains get there first and can use the mbuna's guns to defend it if they like.

The mbuna is smack in the middle of a small park. Three of the six fins inside are still alive, though they start the battle still Stunned (see below). The v'sori pilot and lone Battle Master are dead.

If the mbuna can be taken, the villains can take the aliens' equipment and two crates of 500 ration bars each. The mbuna is beyond repair, but its two light blaster cannons are intact. They can be fired while still attached, or detached and hooked to a power source—an excellent defense for the villains' lair.