

## *A Whole Port of Trouble*

### *Background*

*I bought a couple of GangBuster modules quite a ways back hoping to be able to use them with another RPG game I owned. I wasn't able to but hung on to them all these years.*

*Now that I'm playing Pulp Alley I took a look at them again, the result of which is this Pulp Alley submission; A Whole Port of Trouble. My source inspirations are the 2 GangBusters modules I own; Trouble Brewing (™ TSR 1982) and Death on the Docks (™ TSR 1983). They've given me the overall theme and suggestions towards the following scenarios.*

### *Setting*

*A small port on the French Algerian coast. You've been trading here for a couple of years, but there's trouble on the horizon as Le Milieu (French gangsters) are trying to gain a foothold and take over operations at the docks and local businesses. Unless you're willing to knuckle under and pay them off, it's up to you and your crew to stop them.*

*Special Thanks to the folks at Pulp Alley for creating the rule set and TSR for the inspiration for this module.*

## *Who's Who*

*Side One or as I like to say; The Good Guys: Your ships crew, members of the local businesses, longshoremen etc.... Anyone opposed to the gangsters taking over.*

*Side Two - The Other guys: Members of Le Milieu (French gangsters)*

*NPC's: The French Colonial Police*

*The scenarios are such that you can play either the Good guys or the Bad guys.*

*From my play through testing the Bad Guys (Le Milieu) are the driving force of the majority of the scenarios with the Good Guys just reacting and trying to block the Bad Guys from completing their goals.*

*Also guns are a no-no since if caught using a firearm you go to prison (that character is permanently removed from all play for the duration of the game - all 6 scenarios). The thrust of the game is getting things done via brawling as if caught, that only lands you in jail over night (the length of that scenario).*

## *A Whole Port of Trouble*

*This Pulp Alley set of scenarios is designed for 1 or 2 players. You need the Pulp Alley core rules to play these either versus or solo.*

*Versus: 2 players may play against each other. Each player controls from 5 to 8 characters (your league). Players are opponents, 1 side trying to take control of the port and the other side trying to stop them.*

*Solo: To play this solo you need the Pulp Alley solo deck. If you're playing this solo then you control 5 to 8 characters and the other side will be 8 characters.*

## *Common Rules for All Scenarios*

*Terrain: A small Port City (sample included). You'll need a dock area, some local businesses, a Police Station and a couple of roads going along the docks and down into the city area.*

### *Le Milieu*

<i>Level 2 / NPC</i>	<i>Health</i>	<i>Brawl</i>	<i>Shoot</i>	<i>Dodge</i>	<i>Might</i>	<i>Finesse</i>	<i>Cunning</i>
Thug	D6	2d6	1d6	2d6	2d6	2d6	2d6

### *French Colonial Police:*

<i>Level 2 / NPC</i>	<i>Health</i>	<i>Brawl</i>	<i>Shoot</i>	<i>Dodge</i>	<i>Might</i>	<i>Finesse</i>	<i>Cunning</i>
Patrolman	D6	3d6	1d6	2d6	2d6	2d6	2d6

<i>Level 2 / NPC</i>	<i>Health</i>	<i>Brawl</i>	<i>Shoot</i>	<i>Dodge</i>	<i>Might</i>	<i>Finesse</i>	<i>Cunning</i>
Capitaine	D6	2d6	3d6	2d6	2d6	2d6	2d6

*Deployment of Colonial Police: Place the Capitaine at the Police Station. He will only respond (leave the station) in response to any shootings.*

*Patrolman: Place 3 or 4 patrolmen in various parts of the port and have them walk a beat (patrol) in either a clockwise or counter clockwise direction. Either the whole port or just the blocks they've been designed to patrol. Their patrol movement speed is 3" a turn.*

*Either move the patrolmen at the very start of each turn or the very end of the turn. Patrolmen do not count for determining when to pull Fortune / Solo Cards. Also no*

*Fortune or Solo cards can be played for or against Patrolmen. They also ignore any perils on the map.*

*Any Patrolman within 24" of characters shooting will run (12") towards the shooting location. The Capitaine (no matter how far away it is) will also run towards the shooting.*

*Any Patrolman within 12" of characters brawling will run (12") towards the brawl.*

*For either of those situations, once the Capitaine or Patrolman is within 3" of the characters they will roll against a challenge, if passed all characters involved will be arrested and taken to the police station. If the challenge is failed they will continue to try and pass a challenge the next turn and will keep trying. Once a Patrolman is on the scene the character / NPC figures will remain in that position (being questioned etc... by the police). The only way for character / NPC figures to escape would be to attack the Patrolman and if the Patrolman is knocked down then the character / figure can escape, But if any Patrolman comes within 12" of that figure in follow on scenarios the Patrolman will instantly try to arrest the figure (you've been put on a wanted list).*

*If caught only brawling they will only be out of commission for the length of that scenario. If caught shooting (only those that shot) they are permanently removed from the game (that and all follow on scenarios). Anyone else involved in the shooting (the targets if they didn't shoot back) will be released and may rejoin the scenario starting from the Police Station.*

## *Events*

Random Events - During set-up roll 1d10 on the events table.

### D10 Events Table

- 1 Delayed: One of your characters, selected at random is not deployed until the start of turn #2
- 2 Sand Storm: Line of sight for all characters is limited to 6"
- 3 Peril: Place one perilous area (3" dia) 1d8" from the center of the table in a random direction
- 4 Early Warning: One of your characters (selected randomly) gains a +1 bonus to pass the first peril they encounter
- 5 Wander: At the start of turn #1, re-deploy one player character or NPC 1d8" in a random direction
- 6 Well Prepared: You draw +1 Forturn card on turn #1 (Solo: Draw and play a card for the fourth character that activates on turn #1)
- 7 Familiar Area: You may look at the top card on the deck before deciding which character to activate first on turn #1
- 8 Feeling your oats: All your characters gain +1 brawl for this scenario
- 9 Bait and Switch: The first time you draw a peril or challenge card you may draw two, select one to return to the stack immediately and one to resolve as normal
- 10 Fortuitous Start: Select one event of your choice

## *PROTECTION RACKET*

### *Scenario 1*

**Type:** Solo or Versus

**Plot Points:** 8

**Deployment:** Map edges

**Turn Limit:** 8

**Rewards:** If successful, draw 1 rewards card

**Special Rules:** To control a Plot Point Le Milieu must pass 2 challenges either over 2 turns if attempted by 1 character or in 1 turn with 2 characters. No perils while attempting a plot point.

Protection Racket - As part of its opening moves to gain control of the port Le Milieu is signing up business where for a small monthly fee they ensure nothing will happen to the business or owner.

### *SET-UP*

**Events:** Each player rolls on the Events Table

**Terrain:** Typical port city

**Plot Points:** Randomly place 8 plot points within buildings on the map

**Colonial Police:** Place the Capitaine in the Police Station and randomly place 3 or 4 Patrolmen throughout the Port.

**Deploy:** Each side starts at opposite map edges.

**Deck:** Place the Fortune or Solo deck near the table.

**Initiative:** The bad guys will move first.

### **Start the action!**

Playing the Scenario - Le Milieu must control 5 plot points to win the scenario. Anything less and the Good guys are the winners.

## *ROBBERY*

### *Scenario 2*

**Type:** Solo or Versus

**Plot Points:** 1

**Deployment:** Special

**Turn Limit:** 6

**Rewards:** If successful, draw 1 rewards card

**Special Rules:**

Robbery - To show the noncooperative businesses what they can expect if they don't sign up for Le Milieu's protection, the gang has picked 1 business to rob.

## *SET-UP*

**Events:** Each player rolls on the Events Table

**Terrain:** Typical port city

**Plot Points:** Randomly pick 1 building on the map as the business being robbed.

**Colonial Police:** Place the Capitaine in the Police Station and randomly place 3 or 4 Patrolmen throughout the Port.

**Deploy:** Randomly place the Good Guys on the map.

Once done randomly pick the business to be robbed and place 2 Le Milieu characters inside the building and 3 more within 12" of the building. The remaining Le Milieu characters may be placed within 24" of the building.

**Deck:** Place the Fortune or Solo deck near the table.

**Initiative:** The bad guys will move first.

### **Start the action!**

Playing the Scenario - The 2 characters that started in the business must exit the map in any direction except the dock edge. Anything less and the Good guys are the winners.



## *RAID ON A WAREHOUSE*

### *Scenario 3*

**Type:** Solo or Versus

**Plot Points:** 1

**Deployment:** Special

**Turn Limit:** 8

**Rewards:** If successful, draw 1 rewards card

**Special Rules:** Night Time, visibility is 6".

Raid on a Warehouse - Continuing their efforts to show the noncooperative businesses what they can expect if they don't sign up for Le Milieu's protection, the gang has picked a warehouse to rob.

### *SET-UP*

**Events:** Each player rolls on the Events Table

**Terrain:** Typical port city

**Plot Points:** Randomly pick 1 warehouse on the map to rob.

**Colonial Police:** Place 2 Patrolmen in the Police Station. There are no Patrolmen out walking a beat in the Port. Patrolmen will only respond to shooting incidents. Otherwise they remain in the Police Station for the length of the scenario.

**Deploy:** Place from 5 to 8 Good Guys within 12" of the warehouses, 2 characters may be placed within 6" of them.

Once done randomly pick the warehouse to be robbed and place the Le Milieu characters within 24" of it.

**Deck:** Place the Fortune or Solo deck near the table.

**Initiative:** The bad guys will move first.

**Start the action!**

Playing the Scenario - Le Milieu must get inside the warehouse and then exit and make it past the first line of buildings across from the docks to win. Anything less and the Good guys are the winners.

## *HIJACK A CARGO*

### *Scenario 4*

**Type:** Solo or Versus

**Plot Points:** 1 in the Cargo Truck

**Deployment:** Special

**Turn Limit:** 8

**Rewards:** If successful, draw 1 rewards card

**Special Rules:** Night: Line of sight for all characters is limited to 6".

Vehicles. Cargo truck speed is lumbering (4" a turn).

To stop the truck each Le Milieu character may attempt a challenge as the trucks pass. A successful challenge stops the vehicles (they've successfully placed something in the road, forcing the trucks to stop.)

After stopping the vehicles, Le Milieu characters must either capture the plot point or delay the vehicles until the Turn Limit runs out.

Hijack a Cargo - A time sensitive shipment must be moved from a warehouse off the southern edge of the map safely.

## *SET-UP*

**Events:** Each player rolls on the Events Table

**Terrain:** Typical port city

**Plot Points:** 1 in the Cargo Truck.

**Colonial Police:** Place 2 Patrolmen in the Police Station. There are no Patrolmen out walking a beat in the Port. Patrolmen will only respond to shooting incidents. Otherwise they remain in the Police Station for the length of the scenario.

**Deploy:** place the Le Milieu characters randomly on the map to cover all the North / South streets. Characters can be in or beside buildings and are to be considered in cover.

The Good Guys will then randomly pick a warehouse to start from and then randomly pick which North / South street they will use. The Good Guys will start at the warehouse in 2 vehicles; 1 pick up truck and 1 Cargo truck with

the cargo located in the Cargo truck. Place 2 characters in each vehicle. Your 5th character can be located in the back of either vehicle. Vehicles will then follow the path chosen and attempt to exit the south edge of the map.

**Deck:** Place the Fortune or Solo deck near the table.

**Initiative:** The good guys will move first.

### **Start the action!**

Playing the Scenario - Le Milieu must either capture the plot point or delay the trucks until the time limit runs out. If the Good guys exit the southern edge of the map with the vehicles they are the winners.

## *MEETING PROTECTION*

### *Scenario 5*

**Type:** Solo or Versus

**Plot Points:** 1

**Deployment:** Special

**Turn Limit:** 6

**Rewards:** If successful, draw 1 rewards card

**Special Rules:**

Meeting Protection - The business owners are fed up with Le Milieu's interference in the port and have called a meeting to discuss the matter.

### *SET-UP*

**Events:** Each player rolls on the Events Table

**Terrain:** Typical port city

**Plot Points:** Place 1 Plot Point somewhere in a large area on the map where a meeting might be held. Outside is better, but could be inside a building if the building has multiple points of entry.

**Colonial Police:** Place the Capitaine in the Police Station and randomly place 3 or 4 Patrolmen throughout the Port no closer than 12" to the plot point. Police will not patrol the meeting site.

**Deploy:** Place the Good Guys within 6" of the Plot Point, 1 character may be placed within 3" of it.

Place the Le Milieu characters within 24" of it.

**Deck:** Place the Fortune or Solo deck near the table.

**Initiative:** The bad guys will move first.

### **Start the action!**

Playing the Scenario - Le Milieu must disrupt the meeting by capturing the Plot Point (represents breaking up the meeting and showing the business

owners they control the port and what goes on in it). Anything less and the Good guys are the winners.

## *ESCORT TO THE POLICE STATION*

### *Scenario 6*

**Type:** Solo or Versus

**Plot Points:** 1

**Deployment:** Special

**Turn Limit:** 6

**Rewards:** If successful, draw 1 rewards card

**Special Rules:** No running for the Good Guys or Plot Point (business owner).

Escort to the Police Station - The business owners have decided a representative will go to the Police Station and give evidence to the Police Captain.

### *SET-UP*

**Events:** Each player rolls on the Events Table

**Terrain:** Typical port city

**Plot Points:** Place 1 Plot Point (the business owner) randomly within 1 of the buildings on the map.

**Colonial Police:** Place the Capitaine in the Police Station and randomly place 3 or 4 Patrolmen throughout the Port.

**Deploy:** Place the Good Guys within 6" of the Plot Point, 2 characters may be placed within 1" of it.

Place the Le Milieu characters within 24" of it.

**Deck:** Place the Fortune or Solo deck near the table.

**Initiative:** The good guys will move first.

### **Start the action!**

Playing the Scenario - The Good Guys need to escort the business owner from his business to inside the Police Station. Le Milieu must stop them by capturing the Plot Point and holding it until the Turn Limit is finished. The Good guys are the winners if the Plot Point makes it to the Police Station.

## *BONUS SCENARIO: SHIP HIJACK*

### *Scenario 7*

**Type:** Solo or Versus

**Plot Points:** 3

**Deployment:** Special

**Turn Limit:** 8

**Rewards:** If successful, draw 1 rewards card

**Special Rules:** This scenario takes place on a ship and at Night. Visibility limited to 6" both on and off ship. Visibility on the ship will also depend on the terrain (ships passageways, up / down ladders etc....).

Ship Hijack - Le Milieu has decided to strike back at your meddling crew by capturing your Tramp Freighter.

### *SET-UP*

**Events:** Each player rolls on the Events Table

**Terrain:** Ship layout

**Plot Points:** Place 1 Plot Point on the Ships Bridge, 1 Plot Point in the Ships Engine Room and 1 Plot Point on the Ships Weather Deck (this represents controlling the ships mooring lines that hold it to the dock).

**Colonial Police:** Place 2 Patrolmen in the Police Station. There are no Patrolmen out walking a beat in the Port. Patrolmen will only respond to shooting incidents. Otherwise they remain in the Police Station for the length of the scenario.

**Deploy:** Place the Good Guys randomly throughout the ship.

Place the Le Milieu characters on the dock by the ship's gangway (entrance to the ship).

**Deck:** Place the Fortune or Solo deck near the table.

**Initiative:** The bad guys will move first.

**Start the action!**



Playing the Scenario - Le Milieu must capture and hold until the end of the Turn Limit all 3 Plot Points (this represents successfully getting the ship underway and away from the ship's crew). The Good Guys must stop them to win.