

CAMPAIGN PACK 02

THE DOCKS

A Long Beach territory pack for Gang Squad

Edition 01 · Set in 1947–1953

GANG SQUAD // CAMPAIGN PACK // A5

San Pedro is Dragna's territory. Long Beach is on the take. The Naval Shipyard is federal. The Sheriff has the rest. Five jurisdictions overlap and Mexican heroin is coming up the coast in volumes the LAPD does not yet understand. The Squad is the only LA institution that can move on it.

Local pressure rule. Five-Flag Harbor. D66 contacts. The Mexican Pipeline as the Combination arc. The Freighter Interdict as the Final Operation. Everything you need to run the Docks in the Gang Squad engine.

Local pressure // Five-Flag Harbor // The Mexican Pipeline
For Gang Squad: A Solo Interdict Engine

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START HERE

Campaign procedures for Gang Squad. The case is still Gang Squad. The waterfront is what changes.

The Docks is a campaign pack for Gang Squad. It gives San Pedro and Long Beach enough local pressure, contacts, faction memory, and arc material to carry a solo detective through a full campaign on the harbor.

Use the core Gang Squad rules for the case engine. This book tells you what those rules look like when Dragna's people own the longshoremen, the Long Beach chief is on the take, and a Mexican freighter is rounding the breakwater with two hundred kilos of heroin in the false bottom of a fishing hold.

WHAT YOU NEED AT THE DESK

- The Gang Squad core rules.
- One detective and their Code.
- One Job Index Card for the active case.
- One Campaign Record for everything that carries forward.
- This book open to whichever chapter has the table you need.

WHAT THIS BOOK ADDS

The Docks adds local consequences to normal Gang Squad play. The case loop, the Threat Chain, the Interdict sequence, and the token economy do not change.

Use local rules when the case needs a face, a cost, a location, or a consequence:

- Roll local sources when you need someone to LEAN.
- Roll contact complications when a source should cost more than a single roll.
- Use Five-Flag Harbor when a case crosses one of the harbor's overlapping authorities.
- Use faction clocks when Dragna's people, Long Beach PD, the longshoremen, Customs, the Combination, or the Bureau start remembering the detective.
- Use the Mexican Pipeline chapter when a case points above Dragna toward Tijuana, Mexicali, and Cleveland.

STARTING A DOCKS CAMPAIGN

1. Build or choose a Gang Squad detective.

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2. Write a Code that can be tested by a Customs entanglement or a Sheriff's-deputy bribe.
 3. Set Territory to Long Beach / San Pedro instead of rolling Step 5.
 4. Roll the rest of the Job Generator normally.
 5. Start Familiarity at 0.
 6. Write three faction clocks: Dragna's organization, Long Beach PD (taking bribes from at least two crews), and the longshoremen's union. Add a fourth when the case touches Customs, the Bureau, or the Combination directly.
 7. Set Combination stage to None unless the case shows one of the signs listed under When to Use the Combination Arc.

READING THE HARBOR

Five jurisdictions, four operating zones.

The Port is San Pedro: cargo terminals, fish canneries, Italian fleet, Croatian processing. LAPD Harbor Division has the patrol; Sheriff has the unincorporated edges. Dragna's organization is older here than Cohen anywhere.

The Shipyard is Naval Shipyard plus the civilian dry docks. Federal property mixed with city. Navy Shore Patrol covers the federal piers; LBPD covers the streets between them.

The Hill is Signal Hill, oil derricks rising from front yards. Signal Hill PD is four officers paid by an oil-company-friendly council.

The Strip — Long Beach's, not Sunset's — is the Pike, East Ocean Boulevard, sailor bars, the Cyclone Racer. LBPD patrols. Vice runs.

When an action crosses between these zones, the case should feel more exposed. That is what Five-Flag Harbor is for.

WHEN TO USE THE COMBINATION ARC

Do not start every Docks case with the Pipeline. Let ordinary jobs exist: a hijack ring, a bookmaker shorting Dragna, a Long Beach Vice captain testing how much he can take, a sailor witness about to ship out before testimony.

Bring in the Pipeline when the case produces one of these signs:

- Heroin in volumes that no LA crew alone can move.

- A Tijuana fishing license on a boat that didn't come from Tijuana.
- A Customs supervisor whose paycheck shouldn't pay for his car.
- A Cleveland accent in San Pedro.
- A federal agent at a scene before the Sheriff.
- A source who knows the phrase "the Cleveland order."

FIRST JOB ADVICE

Let the first Docks job be local. A clean opener: a hijack going down on the East Pier at 4 a.m.; a longshoreman about to be killed by his own crew for talking to the Sheriff; a Vice captain about to seize a Cohen-owned boat; a Sheriff's deputy with a heroin habit who has just stopped paying his supplier. That is enough.

WHAT TO TRACK

At the end of every job, update the Campaign Record: close type, casualties, Heat reset, Strain, Code Crossed, faction clocks, contact statuses, Familiarity, Pipeline Intel, Combination stage. Then write one field note.

Track casualties carefully. The Docks remember through bodies and the harbor never gives them all back.

01/

THE DOCKS

Dragna's territory. Five jurisdictions. Mexican heroin coming up the coast.

This chapter turns Long Beach and San Pedro into local procedures for Gang Squad cases. Use it when the active job happens in the Port, in the Shipyard, on the Hill, or on the Long Beach Strip.

Canon stance: Jack Dragna's organization is rooted in San Pedro. The long-shoremen's locals are split between Bridges-led ILWU and East Coast ILA hold-overs, and Dragna has men in both. The Long Beach PD chief is on the take from at least four bookmakers and one madam, and a grand jury is being assembled. The Naval Shipyard is federal property and the Navy does not share files with city departments. Customs is worse than any of the rest, because Customs has authority on every boat and the supervisors take whichever envelope arrives first.

HOW TO USE THIS CHAPTER

Use this chapter when Step 5 Territory is Long Beach / San Pedro. It replaces the single territory texture line with local Heat variants, sources, contacts, faction clocks, Interdict rooms, and aftermath.

TERRITORY PREMISE

The harbor is a place where five jurisdictions touch and the Combination has bought a corridor through all of them. LAPD Harbor Division does not have the manpower to police San Pedro; LBPD is corrupt; the Sheriff has too much shoreline; the Navy will not cross the federal line; Customs is paid. The Squad operates here on the unwritten understanding that nobody else will and the body count will rise if nobody does.

The work here is reading which deputy is on which payroll on which night. The detective who walks in expecting a clean department does badly. The detective who walks in expecting that the answer involves at least three departments and one federal agency closes cases.

LOCAL PRESSURE RULE: FIVE-FLAG HARBOR

The first failed action on the harbor each case marks +2 Heat instead of +1. If the failed action also crosses zones — Port to Shipyard, Hill to Strip, etc. — also choose one: lose 1 Lead, or mark +1 Suspicion with the faction whose territory you crossed into.

If the failed action was a PULL on a federal record system (Navy, Customs, ONI), the action is automatically logged with the Bureau as a "matter of interest." Mark +1 Bureau Suspicion regardless of any other consequence.

TERRITORY FAMILIARITY

FAMILI- ARITY	EFFECT
1	Once per case, identify whether a source is Port, Shipyard, Hill, or Strip before LEAN. If the source is Strip-based, LEAN is one tier easier.
3	You know one Customs supervisor by name and what he owes. Once per case, ignore Five-Flag Harbor on a single zone-crossing action.
5	Harbor Memory. Heat 3 triggers at Heat 4 here. Once per case, turn a failed STAKE in the Port into a mixed result: no Hard Fact, but gain a Lead and mark +1 Heat.

LOCAL HEAT VARIANTS

HEAT VARIANT

- 3** **Dragna knows.** A Dragna lieutenant has your description from a Port informant. First LEAN at any Port address +1 tier harder.
- 5** **Active Pipeline file.** Dragna's people have logged your work. If you enter the Hill or the Shipyard, lose 1 Lead at session start.
- 7** **Direct pressure.** A Dragna soldier visits your best source. The source goes silent. The Threat Clock ticks down 1 once now and worsens one contact's status. At later session starts, the route stays closed but the Clock does not tick again from this row.
- 9** **Dragna's standing order.** Dragna has issued an unwritten word that the detective is unwelcome on the harbor. All LEAN thresholds increase one tier; cross-zone actions also cost 1 Lead or +1 Suspicion.

D6 LOCAL SOURCE ARCHETYPES

D6 SOURCE

- 1** An Italian fishing-fleet captain who has stopped using the Tijuana corridor. Knows which boats use it now. Wants Customs to leave his cousin's license alone.
- 2** A longshoreman with two union cards (ILWU and the old ILA). Knows what gets unloaded after midnight. Wants both cards intact.
- 3** A Customs supervisor whose paycheck doesn't pay for his car. Knows whose envelope arrives first. Wants out of the supervisor's office before the audit.
- 4** A Croatian cannery worker with a brother who was a Dragna soldier. Knows the supply route through San Pedro. Wants the brother out alive.
- 5** A Long Beach Vice patrolman who walks the Strip. Knows which bars Dragna owns and which Cohen does. Wants a transfer to Robbery.
- 6** A Mexican shipping clerk in Mexicali (by phone). Knows which freighter took the load on. Wants his boy in school in San Diego.

D6 LOCAL CONTACT COMPLICATIONS

D6 COMPLICATION

- 1 The contact arrives with a Long Beach PD shadow. LEAN normally, but any failure marks +2 Heat with Dragna.
- 2 The contact will only talk while working: gutting fish, hauling cargo, walking Customs. Lose one action or take the information at +1 tier harder.
- 3 The contact has a Bureau sponsor. Accepting their help marks +1 Bureau Leverage. Refusing makes the next federal source unavailable.
- 4 The contact wants a Customs supervisor turned. Refusal worsens their status after the case.
- 5 The contact is testing whether you are Squad, Bureau, Sheriff, or Dragna-side. Spend 1 Lead to answer convincingly or LEAN at Hard minimum.
- 6 The contact is right but compromised. Gain the clue; mark +1 Suspicion with the faction that can burn them.

D6 POSTURE MANIFESTATIONS

D6 MANIFESTATION

- 1 **Underground.** The target moves the load into a federal-bonded warehouse. Threat Clock +1; next STAKE +1 tier (apply as a die-roll modifier if at Extreme).
- 2 **Accelerate.** The target moves the freighter's arrival up. The harbor master's schedule is altered by an hour. Threat Clock -2.
- 3 **Split.** The target divides the load across three freighters. The Asset anatomy resets face-down.
- 4 **Fortify.** Customs supervisors arrive at the dock in numbers. Capability +1 tier; Outfit-Backed becomes Untouchable.
- 5 **Set Up.** A Dragna soldier waits at the next Port location. Heat +2.
- 6 **Pull the Trigger.** The freighter docks now. Threat Clock -2 and the Interdict room shifts to a working pier with longshoremen on it.

D6 LOCAL CODE TESTS

D6 TEST

- 1** A Dragna lieutenant offers a name from inside Cohen's organization in exchange for the case file. The name is real. Mark +1 Dragna Leverage if you accept.
 - 2** The fastest Interdict route runs through a longshoreman's kitchen where his wife and child sit at the table. Sealing the door gives +2 to one roll. Refusing costs the approach advantage.
 - 3** The Sheriff's Department offers a clean warrant if you identify your Port source. Accept +2 to one roll and burn the contact after the case.
 - 4** A bracero contract worker is also the Asset's courier. Saving him costs one Tactical Token; turning him over to Customs keeps the Interdict clean.
 - 5** The Dragna target is in a Catholic church for a baptism. Suppression is easier without discrimination.
 - 6** Your Sergeant tells you the Squad prefers a Partial Stop because the Pipeline thread matters more than this case's casualties.
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D6 LOCAL INTERDICT ROOMS

D6 ROOM

- 1 A Port warehouse on Pier A at 3 a.m., loading-bay door half-open, a forklift between you and the target.
- 2 A Long Beach PD substation at 4 a.m., a corrupt sergeant at the desk pretending to be on a phone call.
- 3 The deck of a Mexican freighter at the mouth of the harbor, fog lifting, the breakwater behind you.
- 4 A Croatian fishermen's hall in Pedro Pueblo. Three old men are watching from the corner.
- 5 A Customs warehouse on Terminal Island. A federal supervisor is sitting in his office because nobody told him this was happening.
- 6 The kitchen at the Hotel Stillwater after closing, a back door to the alley, the dishwasher running.

FACTION PRESENCE

DRAGNA'S SAN PEDRO ORGANIZATION

Suspicion 3: A Dragna soldier was at the meeting. First LEAN in San Pedro is +1 tier harder.

Suspicion 5: A Dragna lieutenant asks where you stand. Failed answers mark +1 Heat.

Suspicion 6: Dragna's people decide you are working for Cohen. Burn one Port contact and reset Suspicion to 3.

Leverage 3: A Dragna man offers a name from inside Cohen's organization.

Leverage 5: Dragna wants you to identify a leak inside his San Pedro crew.

Leverage 6: Dragna calls in a favor before the next Interdict.

LONG BEACH PD

Suspicion 3: LBPDP has your name on a teletype. First WALK at any city scene each case is +1 tier harder.

Suspicion 5: The chief's office takes interest. Failed PULLs at city records mark +1 additional Heat.

Suspicion 6: A grand jury subpoena issues from the city. Mark +1 Strain. Reset Suspicion to 3.

Leverage 3: A Long Beach Vice captain offers parallel intel on a bookmaker.

Leverage 5: The chief wants you to drop a case in exchange for a sealed prior file.

Leverage 6: An LBPDP captain who owes you collects.

THE LONGSHOREMEN'S UNION (ILWU / ILA)

Suspicion 3: A union steward asks who you work for. PRESS at any longshoreman is +1 tier harder.

Suspicion 5: A wildcat work stoppage closes one pier for a session.

Suspicion 6: A union lawyer files harassment paperwork. Reset Suspicion to 3.

Leverage 3: A union steward offers parallel information on a cargo theft.

Leverage 5: The local wants you to identify a Pinkerton inside the union.

Leverage 6: The union demands testimony at a strike hearing.

U.S. CUSTOMS (SAN PEDRO OFFICE)

Suspicion 3: A Customs supervisor opens a file on your work. First PULL on Customs records is +1 tier harder.

Suspicion 5: An audit team is told to follow your inquiries. Lose 1 Lead per session in any Port scene until Suspicion drops.

Suspicion 6: A federal hearing is scheduled. Mark +1 Strain and reset Suspicion to 3.

Leverage 3: A Customs supervisor offers parallel information on a freighter.

Leverage 5: A Customs lieutenant wants you to look the other way on one shipment in exchange for cooperation on another.

Leverage 6: Customs requires testimony in a federal hearing. Mark Code Crossed if you provide it.

THE BUREAU (FBI LONG BEACH RESIDENT AGENCY)

Suspicion 3: The Bureau has filed your work. First PULL on federal records is +1 tier harder.

Suspicion 5: A Special Agent tails you for two sessions. Lose 1 Lead per session.

Suspicion 6: Hoover's office writes a letter. Reset Suspicion to 3 and mark +1 Strain.

Leverage 3: A Special Agent offers parallel surveillance on Dragna.

Leverage 5: The Bureau wants Dragna on tax evasion ahead of any case the Squad would build.

Leverage 6: The Bureau requires misidentification of a Squad source.

THE COMBINATION (CLEVELAND AUTHORIZATION)

Suspicion 3: A Cleveland accent at a meeting. First LEAN at any Italian-American source is +1 tier harder.

Suspicion 5: A button man arrives in town. Lose 1 Lead at session start.

Suspicion 6: An Outfit captain takes interest. Burn one Port contact and reset Suspicion to 3.

Leverage 3: A Cleveland man offers Dragna's authorization route.

Leverage 5: The Combination wants a Squad mole identified.

Leverage 6: The Combination demands a non-case interdiction during the next Tail.

FINAL OPERATION SEED: THE FREIGHTER INTERDICT

Title: The Mexican Pipeline.

Job Type: The Move (Convoy) or Crew Job (Network Operation).

Tempo: In Progress if the freighter has already cleared customs; otherwise Fast.

Capability: Outfit-Backed (Extreme 6+); Untouchable (Sealed 7+) if the Combination clock is at Architect.

Trajectory: Imminent.

Territory: A Mexican-flagged freighter rounding the breakwater, command routing through the Port, authorization key in Cleveland.

Posture: Fortify or Pull the Trigger.

Anatomy seeds: the Operator is a Cohen-import button man hired to receive the load; the Asset is two hundred kilos of heroin in the false bottom of a fishing hold; the Trigger is the harbor master's schedule alteration that lets the freighter dock unobserved.

Interdict room: The freighter's deck or a Customs warehouse where the load is being broken down.

Code test: Saving the freighter's crew (foreign nationals, mostly Mexican) from arrest costs one Tactical Token. Turning them over to Customs keeps the close clean.

Clean Stop: The freighter is interdicted at the breakwater. The load is seized. The Cleveland authorizer is named in the Squad's file. Reduce one Combination clock by 1.

Stop: The freighter docks but the load is seized at the Customs warehouse. Mark +1 Web Intel and +1 Strain.

Partial Stop: The freighter docks and most of the load is recovered, but a portion has already been moved to a Long Beach safe house.

Failed Intercept: The load reaches the safe house and disperses. Casualties: 1d4 (longshoremen, Customs men, Squad detectives at the breakwater).

Failed, Hostile: Dragna's people retaliate against the Squad. The mole inside Dragna's organization is killed. The Pipeline is rerouted to San Diego. Mark +2 Strain. End the campaign.

CLOSE-TYPE AFTERMATH

CLOSE	DOCKS CHANGES
Clean Stop	One harbor route or contact becomes reliable. Improve one local contact one status step. Reduce one local Suspicion clock by 1.
Stop	The threat is stopped, but Dragna's people watch you. Mark +1 Leverage with the faction whose route or source mattered most.
Partial Stop	A surviving element relocates. Next Docks case starts at Heat 4 and one familiar source is unavailable.
Failed Intercept	The threat executes. A faction writes the official story. Heat resets to 6 next case; choose Dragna, Customs, or the Bureau to mark Suspicion +2.
Failed, Hostile	Counter-action hits the contact network. Burn one Port contact or drop Familiarity by 1. If the threat touched Dragna personally, add +1 Strain.

NAMED CANON CONTACTS FOR IMMEDIATE USE

CONTACT	WHAT THEY KNOW	WHAT THEY FEAR	WHAT THEY WANT	WHO CAN BURN THEM
Jack Dragna	Dock operations, hijack rings, the Tijuana corridor.	Cohen surviving.	The Strip back.	The Combination.
Captain Frank Bompensiero (Dragna lieutenant)	Dragna's enforcement schedule.	Dragna failing.	Cohen removed.	Dragna himself.
Tony Mirabile (Dragna's San Diego)	The cross-border heroin route.	Customs catching the wrong shipment.	The pipeline undisturbed.	The Combination.
Chief William Mooney, LBPD	Every book-maker and madam paying tribute.	The grand jury.	One more year of pension accrual.	The grand jury.
Special Agent Hood, FBI LA	What the Bureau is doing on Dragna.	Hoover's office writing him a letter.	Dragna on tax evasion.	Hoover.

CONTACT	WHAT THEY KNOW	WHAT THEY FEAR	WHAT THEY WANT	WHO CAN BURN THEM
<p>Otis Cleary (Customs supervisor, San Pedro)</p>	<p>What comes off the freighters that doesn't go on the manifest.</p>	<p>An Internal Audit reaching his desk.</p>	<p>An out-of-town assignment.</p>	<p>Customs HQ.</p>

02/

THE MEXICAN PIPELINE

Five stages, one corridor, and a freighter the Combination wants to dock unobserved.

This chapter gives the Docks a five-stage Combination arc tracking the Mexican heroin pipeline from Tijuana through San Pedro to Cleveland. Use it when ordinary cases begin pointing above Dragna toward a national distribution wire.

Canon stance: in the late 1940s and early 1950s, Mexican heroin began to displace the prewar European supply that had been disrupted by the war and the Marseille shutdowns. Tijuana, Mexicali, and Sinaloan growers fed the Combination's western pipeline through San Pedro, where Customs supervisors took envelopes and Dragna's longshoremen moved the loads. Cleveland authorized; San Pedro received; Long Beach, San Diego, and Las Vegas distributed. The Squad is the only LA institution with mandate and motivation to interdict.

HOW TO USE THIS CHAPTER

Start the Pipeline arc after any Networked-or-higher case in San Pedro that involves heroin in volume, a Tijuana or Mexicali origin point, a Customs supervisor with mismatched income, a Cleveland accent at a meeting, or a federal agent at the scene before the Sheriff.

THE ARC

Title: The Mexican Pipeline.

Core question: Can the Squad cut the Combination's west-coast heroin pipeline before Cleveland reroutes it to a Squad-free harbor?

What the player first sees: a Long Beach Vice patrolman seizing a hundred dollars of heroin and finding the cut is wrong; a longshoreman's funeral with three Cleveland mourners nobody recognizes; a Tijuana fishing license in San Pedro waters; a Customs warehouse manifest that lists "agricultural sample" in a quantity that doesn't match the freighter's draft.

STAGE 1: SOLDIER

Pressure. A button man no LA crew has heard of working San Pedro. He's taking orders from a man who calls Cleveland.

Source. A Customs supervisor whose paycheck doesn't pay for his car, a longshoreman with two union cards, a Croatian cannery foreman whose brother was Dragna, a Mexicali shipping clerk by phone.

Clue. The button man stays in San Pedro, eats at the same restaurant, drinks at the Hotel Stillwater bar. He carries cash. He's waiting for a freighter.

Complication. Dragna wants you to handle the button man before Dragna has to handle the situation himself. Accepting marks +1 Dragna Leverage. Refusing means the button man takes delivery before you reach him.

STAGE 2: CREW

Pressure. Dragna's San Pedro crew is being pre-positioned to receive a freighter from Mazatlán via Ensenada. The longshoremen's local has been told to clear Pier C between 0200 and 0500 on a Thursday three weeks out.

Source. A longshoreman steward with a conscience, a Customs lieutenant who won't cover the supervisor any longer, a federal informant inside Dragna's crew, a fishing-fleet captain who has stopped using the Tijuana corridor.

Clue. The crew is being placed across three locations: the Pier C warehouse, a Long Beach safe house off Ocean Boulevard, and a Signal Hill rig office that's been quietly leased by a shell company.

Complication. The Squad already has a mole inside Dragna's San Pedro crew. PRESSing the wrong source burns the mole.

STAGE 3: JOB

Pressure. The operation has shape: a Mexican-flagged fishing freighter docking under a Customs supervisor's blind eye, the load broken down at the Pier C warehouse, distribution to Long Beach, San Diego, and Vegas within forty-eight hours of arrival.

Source. A Cleveland import who has been told the wrong rendezvous; a Bureau agent who knows the operation by file number; a Dragna lieutenant who has been excluded from the briefings.

Clue. The freighter is registered out of Ensenada under a name that traces to a shell. The captain is Mexican; the crew are Mexican; the cargo is "agricultural sample" in volumes that don't match the draft.

Complication. Dragna learning means Dragna retaliating. Dragna retaliating means the longshoremen striking. The Squad's mandate is stopping the load, not protecting Dragna's crew.

STAGE 4: FAMILY

Pressure. The order is from Cleveland. The Combination wants the western pipeline operating before federal Customs writes it into a national report. Cleveland's authorization is on tape; the Bureau has it; the Bureau cannot use it in court without exposing a wiretap that wasn't authorized.

Source. A retired Combination accountant, a Bureau Special Agent with audio surveillance from Cleveland, a Dragna lawyer who just figured out he's not on the survival list.

Clue. The Combination's authorization came in writing, in code, through a numbers-running route the Bureau has on tape but cannot use. The same code phrase appears in a Cleveland-to-Detroit transmission and in a Mexicali-to-Cleveland transmission and in the Pier C harbor master's schedule alteration.

Complication. Stopping this freighter does not stop the Pipeline. It only delays it. Cleveland will reroute through San Diego or Tampa within a quarter.

STAGE 5: COMBINATION

Pressure. The national wire is a real thing. The Squad cannot prosecute Cleveland from Long Beach. The Bureau will not. The Final Operation is a partial close at best on the larger structure.

Source. A Bureau intelligence officer with authority above the LA office's clearance; a captured Cleveland import who will name names if the Squad guarantees his family's safety; a retired Combination courier on the witness-protection equivalent of the era.

Clue. The Final Operation must decide what closes: the freighter, the Cleveland authorizer, or the Customs supervisor inside the Long Beach pier office. Each option has a different cost.

Complication. The Squad cannot prosecute the Combination. The Bureau will not. The Final Operation is a partial close at best on the larger structure.

D6 PIPELINE-TAGGED SOURCES

D6 SOURCE

- 1 A Cleveland import working San Pedro on a thirty-day clock.
 - 2 A retired Combination accountant living quiet in San Pedro under a Croatian name.
 - 3 A federal Special Agent with parallel authority and a different ending in mind for Dragna.
 - 4 A Customs lieutenant who has stopped covering his supervisor's envelopes.
 - 5 A Mexicali shipping clerk who has been routing Combination paperwork for two years and just understood what it says.
 - 6 A captured button man who will name his authorizer in exchange for his family's safety.
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D6 FALSE PIPELINE LEADS

D6 FALSE LEAD

- 1 The Cohen lead. Real rivalry, but Cohen's people did not authorize the Pipeline. They hate Dragna; they don't compete on this corridor.
- 2 A Marseille angle. Real prewar route, dead since the war; the Combination is using the cover.
- 3 A Bureau setup theory. The Bureau is watching, not driving.
- 4 A Dragna-himself theory. Dragna is greedy, but he is taking orders, not giving them on this corridor.
- 5 A Long Beach Vice angle. The Vice captains are corrupt, not Combination-tied.
- 6 A New York theory. New York approved, but Cleveland authorized.

D6 PIPELINE ESCALATION

D6 ESCALATION

- 1 A Cleveland import arrives at Long Beach Airport. Next case starts with a Pipeline-tagged source available and Heat +1.
- 2 A federal informant names the Squad's mole inside Dragna's organization. Gain +1 Web Intel; mark +1 Strain.
- 3 Dragna's network begins internal purges. Dragna Suspicion +2; one Dragna lieutenant becomes briefly approachable.
- 4 The Bureau moves a covert unit into San Pedro. One route becomes safer; one contact becomes watched.
- 5 Cohen's people make a tentative move on the corridor. First cross-faction action next case is Hard minimum.
- 6 An Outfit captain arrives at the Hotel Stillwater. Add a new faction clock at Suspicion 2 and Leverage 0.

D6 PIPELINE AFTERMATH

D6 AFTERMATH

- 1 A Combination ledger fragment survives. Gain +1 Web Intel if you can keep it off the Bureau's desk for one case.
- 2 A contact dreams someone else's memory: a Spanish phrase, a Cleveland street name. Mark them Compromised or gain a Pipeline-tagged source.
- 3 The Port's pulse changes. Familiarity +1 if you ask the right longshoreman steward what changed.
- 4 A faction offers to buy silence. Accept Leverage +2 or refuse for Suspicion +1 and +1 Web Intel.
- 5 An Outfit captain extends an invitation to a sit-down. One Pipeline-tagged source becomes available as a cooperating witness.
- 6 The Pipeline, or something using its access, survives in another arrangement (San Diego, San Francisco). The next related case starts Networked minimum.

THE FINAL OPERATION: THE FREIGHTER INTERDICT

Run the Freighter Interdict per CH.01's seed. Capability is Outfit-Backed at minimum, Untouchable if the Combination clock is at Stage 5.

Code test: You can stop the freighter cleanly by sealing the breakwater channel against the Mexican-flagged crew, but doing so risks crew lives if the Squad has fewer than 4 Tactical Tokens. If you try to save the crew without spending 2 Tactical Tokens, take -1 to Resolve.

Clean Stop: The freighter is interdicted before docking. The load is seized intact. The Cleveland authorizer is named. Reduce one Combination Suspicion clock by 2.

Stop: The freighter docks but the load is seized at the Customs warehouse. The Pier C corruption is exposed; one Long Beach PD captain falls.

Partial Stop: The freighter docks and most of the load is recovered. The portion that escaped reaches Vegas within seventy-two hours.

Failed Intercept: The load disperses. Casualty roll: 1d4 (the breakwater interdiction would have produced a firefight). The Pipeline operates uninterrupted for at least eighteen months.

Failed, Hostile: Dragna's people retaliate against the Squad. The mole is killed. The Pipeline is rerouted to San Diego. Mark +2 Strain. End the campaign.

CONTINUING WITH A NEW DETECTIVE

A replacement detective inherits the open Combination stage, one burned or missing contact, one institutional Suspicion clock at 3, and one physical artifact: a Tijuana fishing license, a Customs warehouse manifest fragment, a Cleveland matchbook. They do not inherit the prior detective's Familiarity unless a surviving Port contact briefs them; if so, start Familiarity 1 and mark that contact Afraid.

The casualty count from the prior detective stays on the prior file. The new detective starts at 0. The Pipeline does not.

03/

DOCK CONTACTS

Sixty-six names. Some on the books. Some on the boats. Some at the bottom.

Reusable contact material for Long Beach and San Pedro. Roll D66 when you need a named contact, a contact replacement, or a source with local obligations.

D66 CONTACTS

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
11	Jack Dragna	Dock operations, hijack rings, the Tijuana corridor.	Cohen surviving.	The Strip back.	The Combination.
12	Frank Bompensiero, Dragna lieutenant	Dragna's enforcement schedule.	Dragna failing.	Cohen removed.	Dragna himself.
13	Tony Mirabile, Dragna's San Diego	The cross-border heroin route.	Customs catching the wrong shipment.	The pipeline undisturbed.	The Combination.
14	Frank DeSimone, Dragna's lawyer	Every restraining order against Dragna since 1944.	His name in the federal file.	An LA practice without criminal work.	The DA.
15	A Cleveland import, button man	The Combination's authorization route.	Dragna recognizing him for who he reports to.	The thirty-day clock to expire.	The Combination.
16	An Outfit accountant in San Pedro (retired)	The Combination's books from 1946 to '48.	Anyone from the old crew finding him.	Quiet.	The Combination.
21	Chief William Mooney, LBPD	Every book-maker and madam paying tribute.	The grand jury.	One more year of pension accrual.	The grand jury.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM	
22	Captain Coleman, LBPB Vice	Which Pike bars pay and which get raided.	Pike and get	An audit reaching the chief.	A clean transfer to Robbery.	Chief Mooney.
23	Sergeant Wally Scott, LB Vice (Pike rotation)	The unwritten alleys of the Pike.		Being moved to graveyard at the Pike forever.	A day shift in Bixby Knolls.	His captain.
24	A Sheriff's deputy on Strip rotation	What doesn't get logged.		His debt to a race book.	Out from under the debt.	The race book.
25	Captain James Coyle, USN, Naval Shipyard	Federal property procedures.		An ONI investigation reaching his command.	His promotion list.	The Navy.
26	Sgt. Vince Halloran, USN Shore Patrol	Which sailors are on which lists.		An ONI complaint reaching his CO.	His CO promoted out of the way.	His CO.
31	Otis Cleary, Customs supervisor (San Pedro)	What comes off the freighters that doesn't go on the manifest.		An Internal Audit reaching his desk.	An out-of-town assignment.	Customs HQ.
32	Eddie Cardenas, Customs lieutenant	Cleary's envelope schedule.		Becoming Cleary's replacement.	A transfer to Boston.	Cleary.
33	Special Agent Hood, FBI LA office	The Bureau's parallel work on Dragna.		Hoover's office writing him a letter.	Dragna on tax evasion before anyone else gets him.	Hoover.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
34	Sgt. Jack O'Mara, Gangster Squad	What the Squad has on Dragna and Cohen this week.	An internal investigation.	Both gone from LA.	Chief Parker.
35	Sgt. Jerry Wooters, Gangster Squad	The Squad's wires on Dragna's San Pedro people.	His partner getting hit.	One more year.	O'Mara.
36	Captain James Hamilton, LAPD Intelligence	Files on every working figure in LA.	The press finding the files.	The chief's chair.	Chief Parker.
41	Vince Maggio, Italian fishing-fleet captain	What the morning tide brings up.	His boat impounded.	His license renewed.	Customs.
42	Joe Niko, ILWU steward (Pier A)	Cargo movements off the books.	A Pinkerton inside the local.	The local intact.	The Pinkertons.
43	Stella Karras, Croatian cannery foreman	Which boats came in light and which came in too heavy.	A grandson on the LBPD watch list.	The boy off the list.	The LBPD.
44	Walt Renner, Bethlehem Shipyard rigger	Night-shift movements at the civilian dry docks.	His union card revoked.	His son not working the harbor.	The yard supervisor.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
45	Harry Bridges, ILWU president (by phone from SF)	Every West Coast union local.	Federal deportation.	His union intact.	The DOJ.
46	An ILA holdover steward (Pier B)	Dragna's long-shoremen and their schedules.	Bridges's people taking the local.	Dragna's protection.	Bridges or Dragna.
51	Earl Vance, Signal Hill rig foreman	Every accident report doctored since 1946.	His own brother's death investigated.	One more rig and out.	The oil company.
52	Tess Mooney (no relation to chief), Signal Hill secretary	The oil-company executive minutes.	The committee finding her notes.	A transfer to Houston.	The committee.
53	A Mexicali shipping clerk (by phone)	Which freighter took the load on.	His family's papers being reviewed.	His boy in school in San Diego.	Mexican federal police.
54	A Tijuana hotel clerk	Which Cleveland man arrived two weeks before each freighter sails.	The fed-erales asking.	His hotel paid up.	The fed-erales.

	D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
55		A bracero contract worker (San Pedro cannery)	The cannery's overnight loading patterns.	Deportation back to Sonora.	His contract renewed.	Immigration.
56		Mae Riggio, Stillwater Hotel desk clerk	Every name registered since 1944.	The owner finding out she keeps copies.	The lease on a small bar.	The owner.
61		Mickey Burns, LB bookmaker	Which sailors won big.	Dragna's people opening a parlor across the street.	His own crew left alone.	Dragna.
62		Lou Conti, Pike tattoo artist	A thousand sailors' inks.	Cigarette burns in his shop again.	The lease on the next storefront over.	Local protection.
63		Tom "Slappy" Slabowski, Slappy's Pike Bar	What sailors say after the third drink.	A Vice raid.	His liquor license.	LB Vice.
64		A Croatian Catholic priest (San Pedro Pueblo)	Which fishermen confess to which sins.	The bishop transferring him.	His parish intact.	The bishop.
65		Ronnie Sloan, ex-Navy intelligence	The wartime contracts the Pipeline's covers used.	His old badge being looked up.	His grandkids never finding out.	ONI.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
66	A captured button man	The man who paid him in Cleveland.	His family in Ohio.	A guarantee his wife isn't visited.	The Combination.

STATUS CHANGES

Loyal. LEAN one tier easier once per case; if burned, gain +1 Strain.

Useful. Standard contact state.

Afraid. Will help only if you first lower Heat, spend a Lead, or accept Leverage.

Compromised. Information accurate; using it marks +1 Heat or +1 Suspicion.

Missing. Unavailable until a case action finds them.

Burned. Triggers a Burned Contact consequence.

D6 FAVORS CONTACTS ASK

D6	FAVOR
1	Move a body across the federal/city line before morning.
2	Make a Customs hold disappear before the next session.
3	Recover a piece of evidence from a Long Beach Vice locker.
4	Delay a Sheriff's raid long enough for a relocation.
5	Prove a freighter's manifest was forged.
6	Carry a message that cannot touch a federal wire.

D6 WAYS CONTACTS BETRAY THE DETECTIVE

D6 BETRAYAL

- 1 They sell the meeting location to Dragna's people. Mark +1 Heat.
- 2 They give true intel with one missing zone-crossing detail. Next zone-cross is Hard minimum.
- 3 They route you through a Customs checkpoint that owes them. Mark +1 Customs Leverage.
- 4 They identify your Sergeant. The Sergeant is at risk at Heat 7.
- 5 They warn the target to preserve their own family. Posture activates one stage early.
- 6 They hand over your source network after the case. Worsen two contacts one step.

D6 WAYS CONTACTS SAVE THE CASE

D6 SAVE

- 1 They identify the right zone of the Interdict room. Gain 1 Tactical Token.
- 2 They hide you during a Customs sweep. Reduce Heat by 1, minimum 0.
- 3 They confirm a false anatomy target before you spend an action. Gain 1 Lead.
- 4 They open a route between the Port and the Shipyard. Ignore one Five-Flag Harbor trigger.
- 5 They produce a witness who knows the trigger timing. Generate 1 Hard Fact.
- 6 They arrive at the Interdict room with a piece, a code, or a launch. Add +1 to Approach.

D6 MISSING CONTACT RETURNS

D6 RETURN

- 1 With a Customs escort and a rehearsed story. Treat as Compromised.
- 2 Injured, carrying one true clue. Gain a clue; mark +1 Strain.
- 3 Upwardly mobile now, with a federal contract and a debt.
- 4 Changed by hospital exposure, repeating a phrase that is also a Pipeline clue.
- 5 Afraid of you, not Dragna. LEAN starts Hard minimum.
- 6 With another missing contact. Choose which one can still be saved.

D6 BURNED CONTACT CONSEQUENCES

D6 CONSEQUENCE

- 1 The contact disappears permanently; mark +1 Strain.
- 2 Dragna's people use the relationship to identify your route. Heat +2.
- 3 Their family asks for help during the next Tail. Refusal marks Code Crossed.
- 4 They provide one last clue, then become evidence against you. Suspicion +2 with Dragna.
- 5 The Pipeline preserved their data. Gain +1 Pipeline Intel and worsen one contact.
- 6 They survive hostile. Next time they appear, they are tied to the target's anatomy.

GLOSSARY

Fast language for returning detectives.

Use this glossary when a term appears in the campaign pack and you want the table-facing meaning without reopening the core book.

CORE GANG SQUAD TERMS

TERM	MEANING
Action	One of three things per session: WALK, LEAN, PULL, STAKE. HIT happens at the Interdict.
Anatomy	Three hidden case targets: Operator, Asset, Trigger.
Capability	Defensive tier at the Interdict: Light Crew, Hardened, Networked, Outfit-Backed, Untouchable.
Casualties	Permanent. Never reset.
Code	One sentence the war taught the detective not to do.
Code Cross	Violating the Code for +2 to one Interdict roll. In the Final Operation, the Code may be crossed twice.
Combination	Campaign-level conspiracy track: Soldier, Crew, Job, Family, Combination.
Combination Intel	Progress toward the next Combination stage.
Contact	Named source. Statuses: Loyal, Useful, Afraid, Compromised, Missing, Burned.
Familiarity	0–5 territory score.
Final Operation	The closing case of a Combination arc. Capability minimum Outfit-Backed; Tactical cap rises to 5.
Hard Fact	Two in pool advance the Threat Chain one stage.
Heat	Exposure. Failed actions raise it. Thresholds 3, 5, 7, 9.
Interdict	The climax. Three beats: Approach, Engage, Resolve.
Lead	+1 to one investigation roll.
Leverage	Faction clock for what they can make you do.
Posture	What the target does once it notices the detective closing in.
Sergeant	The Squad handler for a case.
Strain	Campaign pressure on the detective.

TERM	MEANING
Suspicion	Faction clock for how clearly the faction reads the detective's methods.
Tactical Token	Interdict positioning. From anatomy hits. Cap 4, or 5 in a Final Operation.
Threat Chain	Five stages: Signal, Vector, Cell, Window, Intercept.
Threat Clock	The countdown until execution.

ACTION VERBS

VERB	MEANING
WALK	Scene work, on-site evidence. LEGS or EYE.
LEAN	Question, pressure, negotiate a source. NERVE.
PULL	Records pulled off-site. EYE.
STAKE	Active surveillance, vehicle pursuit, foot tail. LEGS.
HIT	Interdict's Engage beat. FGT, SHT, NERVE, or specialty.

THE DOCKS TERMS

TERM	MEANING
The Port	San Pedro: cargo terminals, fish canneries, Italian and Croatian fleets.
The Shipyard	Naval Shipyard plus civilian dry docks.
The Hill	Signal Hill: oil derricks, four-officer PD.
The Strip	Long Beach's Pike: amusement zone, sailor bars.
Five-Flag Harbor	Local pressure rule. First failed action marks +2 Heat; cross-zone failures cost a Lead or Suspicion.
The Mexican Pipeline	The Combination's heroin corridor: Sinaloa to Tijuana to San Pedro to Cleveland.
The Tijuana corridor	The Mexican leg of the Pipeline: fishing boats from Ensenada under Tijuana licenses.
Pier C	The San Pedro pier the Pipeline uses for unloading.
Customs	U.S. Customs, San Pedro office. The federal agency the Pipeline pays.
The Combination	The national mob wire.
The Outfit	The Chicago crime organization. The Pipeline's authorizer.
The Squad	The Gangster Squad. Off the books.
ILWU / ILA	The two longshoremen's unions, split between Bridges-led West Coast and East Coast holdovers.

CAMPAIGN RECORD

What survives the case goes here. The casualties never reset.

Use one Campaign Record per detective's career. The cumulative casualty total never resets.

DETECTIVE HEADER

Name: _____

Badge: _____

Specialization: _____

War Detail: _____

Code: _____ "I _____ don't
" _____

Clearance tier: Patrol Detective Squad

Current Heat: ___ Current Strain: ___ Active wounds: _____

Cases closed: ___ Clean Stop: ___ Stop: ___ Partial Stop: ___ Failed Intercept: ___ Failed, Hostile: ___

Code Crossed entries: ___

Cumulative casualties: ___ (this number does not reset)

COMBINATION TRACKER (THE MEXICAN PIPELINE)

Current Stage: None Soldier Crew Job Family Combination

Pipeline Intel: ___

Final Operation available: Yes No

Final Operation outcome: _____

Cleveland authorizer named in file: Yes No

Inherited from prior detective: _____

FACTION CLOCKS

FACTION	ROLE	SUSPICION 0-6	LEVERAGE 0-6	CURRENT DEMAND OR THREAT	KEY CONTACT OR ROUTE
-----	Dragna's organization	----	----	-----	-----
-----	Long Beach PD	----	----	-----	-----
-----	Long-shoremen's union	----	----	-----	-----
-----	Optional fourth (Customs / Bureau / Combination)	----	----	-----	-----

CLEARANCE AND EVOLUTIONS

Current clearance: -----

Next clearance requirement: -----

Evolutions earned: -----

TERRITORY FAMILIARITY

TERRITORY	FAMILI- ARITY 0-5	RELIABLE ROUTE	KNOWN SOURCE	LOCAL H NOTES
The Docks	----	-----	-----	-----
-----	----	-----	-----	-----
-----	----	-----	-----	-----
-----	----	-----	-----	-----

CONTACTS

CONTACT	TERRITORY / FAC- TION	STATUS	KNOWS	WANTS
-----	-----	L / U / A / C / M/B	-----	-----
-----	-----	L / U / A / C / M/B	-----	-----
-----	-----	L / U / A / C / M/B	-----	-----
-----	-----	L / U / A / C / M/B	-----	-----
-----	-----	L / U / A / C / M/B	-----	-----
-----	-----	L / U / A / C / M/B	-----	-----

CASE LOG

CASE	TER- RITORY	THREAT TYPE	TEMPO	CAP- ABIL- ITY	CLOSE	CAS- UAL- TIES	HEAT RESET	STRAIN	CODE X	F I
1	----	----	----	----	----	----	----	----	----	----
2	----	----	----	----	----	----	----	----	----	----
3	----	----	----	----	----	----	----	----	----	----
4	----	----	----	----	----	----	----	----	----	----
5	----	----	----	----	----	----	----	----	----	----
6	----	----	----	----	----	----	----	----	----	----
7	----	----	----	----	----	----	----	----	----	----
8	----	----	----	----	----	----	----	----	----	----
9	----	----	----	----	----	----	----	----	----	----
10	----	----	----	----	----	----	----	----	----	----
11	----	----	----	----	----	----	----	----	----	----
12	----	----	----	----	----	----	----	----	----	----

CURRENT CASE CARRY-IN

Heat starts at: ___ Leads carried: ___ Tactical carry-in:

Contacts unavailable: _____

Active wounds / penalties: _____

Faction clock effects active: _____

Territory effects active: _____

Pipeline stage pressures active: _____

Requisition chosen: _____

Sergeant notes: _____

AFTER-CASE CHECKLIST

1. Record close type and casualties.
2. Reset Heat by close type.
3. Add casualties to cumulative total. The total never resets.
4. Add Code Crossed entries and Strain.
5. Update clearance progress and evolutions.
6. Update faction Suspicion and Leverage.
7. Update contact statuses.
8. Update Territory Familiarity.
9. Apply Strain changes and relief.
10. Add Pipeline Intel and check current stage.
11. Choose requisition or note why it is unavailable.
12. Write one field note. Not a summary.