

CAMPAIGN PACK 01

THE STRIP

A Hollywood territory pack for Gang Squad

Edition 01 · Set in 1947–1953

GANG SQUAD // CAMPAIGN PACK // A5

Sunset Strip belongs to Cohen. The Squad belongs to nobody. Both know it. The Brentwood bombing is a year out and the Squad has a mole inside the Combination who doesn't know yet that he's a mole.

Local pressure rule. Cohen's Block. D66 contacts. The Cohen Takedown as the Combination arc. The Brentwood Bombing as the Final Operation. Everything you need to run the Strip in the Gang Squad engine.

Local pressure // Cohen's Block // The Combination arc
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 Strip is what changes.

The Strip is a campaign pack for Gang Squad. It gives Sunset Strip enough local pressure, contacts, faction memory, and arc material to carry a solo detective through a full campaign in Cohen's territory.

Use the core Gang Squad rules for the case engine: Job Generator, Threat Clock, the Threat Chain, Heat, actions, anatomy, the Interdict, contacts, Familiarity, faction Suspicion and Leverage, Strain, the Combination. This book tells you what those rules look like on the Strip.

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 Strip adds local consequences to normal Gang Squad play. It does not add a new action economy. You still take three actions per session. The Threat Clock still ticks down. Heat still rises. The Interdict still resolves in three beats.

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 local Heat variants when Heat crosses a threshold on the Strip.
- Use faction clocks when Cohen's people, Dragna's people, the Hat Squad brass, the Bureau, or the press start remembering the detective.
- Use the Combination arc when a case points above Cohen toward the Outfit.

STARTING A STRIP CAMPAIGN

For a first job on the Strip:

1. Build or choose a Gang Squad detective.
2. Write a Code that can be tested on the Strip.

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3. Set Territory to Hollywood / The Strip instead of rolling Step 5.
 4. Roll the rest of the Job Generator normally.
 5. Start Familiarity at 0, unless the detective has a reason to know the Strip.
 6. Write three faction clocks on the Campaign Record: Cohen's organization, the Hat Squad / Robbery-Homicide brass (your bureaucratic enemies), and the press. Add a fourth when the case touches Dragna, the Bureau, or City Hall.
 7. Set Combination stage to None unless the case shows one of the signs listed under When to Use the Combination Arc.
 8. Add one starting contact from the Strip Contacts Dossier only if the detective has a prior tie here. Otherwise, leave contacts blank and add the first source who matters after the case.

For a campaign already in motion, add the Strip as the next territory. Keep existing Heat reset, Strain, casualties, contacts, and Combination state.

READING THE STRIP

Sunset Strip is a one-mile stretch of unincorporated county land between Hollywood and Beverly Hills, which means LAPD jurisdiction stops at the Strip's western edge and the Sheriff's Department patrols the rest. That gap is the entire reason Cohen's operation is here.

The Boulevard is the working strip: Ciro's, Mocambo, the Trocadero, Sherry's, Slapsy Maxie's. Sources here are working and watching. Cohen's people sit at the back booths.

The Hill is residential Hollywood Hills above Sunset: the houses, the gates, the dogs. Cohen's lieutenants live here. So do the people they watch.

The Wires run beneath all of it: phone lines, illegal taps, the Squad's own listening posts in Coldwater Canyon, the FBI's parallel wires in West Hollywood. The Strip is the most-monitored mile of asphalt in the United States in this era.

Brentwood is twenty minutes west, but Cohen's house is in scope when the case touches him personally. The bombing is February 6, 1949, real history. Use it as the Final Operation.

When an action crosses between the Boulevard, the Hill, the Wires, and Brentwood, the case should feel more exposed. That is what Cohen's Block is for.

WHEN TO USE THE COMBINATION ARC

Do not start every Strip case with the Combination. Let ordinary jobs exist: a button man on a personal grudge, a bookmaker shorting Cohen, a Vice captain testing how much he can take, a witness about to testify whose fiancé is a Cohen man.

Bring in the Combination arc when the case produces one of these signs:

- A button man who isn't local. Cleveland accent, Detroit shoes, Chicago cigarettes.
- Money moving in volumes that no LA crew can move alone.
- A name on a hotel register that was on a Kansas City register two weeks ago.
- Cohen's people being given orders rather than giving them.
- A federal agent showing up at your scene before the Sheriff's Department does.
- A source who knows the phrase "the Outfit said."

The Combination arc should make the campaign feel deeper, not replace the case in front of the detective.

FIRST JOB ADVICE

Let the first Strip job be local unless the Job Generator clearly points above Cohen. A clean first job might be a button-man hit going down at Slapsy Maxie's at 2 a.m., a bookmaker about to disappear, a cop's brother-in-law about to be killed in a Cohen warning, or a witness Cohen wants moved before Thursday. That is enough. The Combination is stronger when it appears as a pattern the detective notices, not as homework the player has to start with.

If a table result mentions a faction, contact, or route you have not used yet, write it into the Campaign Record only if it affects the case. Do not fill every blank before play starts. The Strip should accumulate on the sheet.

WHAT TO TRACK

At the end of every job, update the Campaign Record: close type, casualties, Heat reset, Strain, Code Crossed entries, faction clocks, contact status changes, Territory Familiarity, Combination Intel, and current Combination stage.

Then write one field note: an image, a phrase, or a consequence that follows the detective.

If you only track one thing carefully, track casualties. The number is what kind of detective you've been. The Strip remembers through bodies.

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THE STRIP

The Strip belongs to Cohen. The Squad belongs to nobody. Both know it.

This chapter turns Sunset Strip into local procedures for Gang Squad cases. Use it when the active job happens on the Boulevard, on the Hill, in the Wires, or out at Cohen's Brentwood house.

Canon stance: Mickey Cohen runs the Strip. The Sheriff's Department patrols it but does not police it. The Squad watches Cohen and Cohen knows it. The Brentwood bombing of February 6, 1949 is the real-history Final Operation seed; before that date, Cohen is rising. After it, he's rebuilding. Either way, he's the case.

HOW TO USE THIS CHAPTER

Use this chapter when Step 5 Territory is Hollywood / The Strip. It replaces the single territory texture line with local Heat variants, sources, contacts, faction clocks, Interdict rooms, and aftermath. It does not change the case loop, the Threat Chain, the Interdict sequence, or the token economy.

Keep the core loop clean. Roll local tables only when a result needs a face: a source, a contact complication, a posture manifestation, a Heat consequence, an Interdict room, a close-type aftermath.

TERRITORY PREMISE

Sunset Strip is a mile and a half of restaurants, nightclubs, gambling rooms, and unmarked offices between Crescent Heights and Doheny. The Sheriff's Department patrols it. The LAPD watches it. Cohen owns it.

The work here is reading who's looking at whom. Cohen's people watch the Squad. The Squad watches Cohen. The FBI watches both. Dragna's people watch the FBI. The press watches everyone and prints whichever version sells. The investigator who walks in expecting parallel surveillance does fine.

LOCAL PRESSURE RULE: COHEN'S BLOCK

Failed actions on the Strip mark +2 Heat instead of +1. Sources within three blocks of any Cohen-affiliated business start at Hostile (Very Hard 5+) until the detective has established Squad standing in the territory.

This applies on the Strip itself, on the Hill above it, at any Cohen-known address (the Carousel haberdashery, the State Restaurant, the Sherry's bar booth, the Brentwood house), and within sight of any of these.

If the failed action also crosses zones — Boulevard to Hill, Hill to Wires, Wires to Brentwood — also choose one: lose 1 Lead, or mark +1 Suspicion with Cohen's organization.

TERRITORY FAMILIARITY

FAMILI- ARITY	EFFECT
1	Once per case, identify whether a source is Cohen-aligned, Dragna-aligned, free-agent, or Bureau-tagged before LEAN. If the source is free-agent, LEAN is one tier easier.
3	You know one of the Sheriff's deputies and what he owes you. Once per case, ignore Cohen's Block on a single failed action.
5	City Memory. Heat 3 triggers at Heat 4 here. Once per case, turn a failed STAKE or PULL on the Strip into a mixed result: no Hard Fact, but gain a Lead and mark +1 Heat.

LOCAL HEAT VARIANTS

HEAT VARIANT

- 3** **Cohen knows.** A Cohen lieutenant has your description. First LEAN at any Strip address each case is +1 tier harder. Sources tied to Cohen go +1 tier harder to LEAN.
- 5** **Active Combination file.** Cohen's people have a file on your work. If you enter the Hill or the Wires, lose 1 Lead at session start.
- 7** **Direct pressure.** A Cohen 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** **Cohen's standing order.** Cohen has issued an unwritten word that the detective is to be hindered. All LEAN thresholds increase one tier; cross-zone actions also cost 1 Lead or mark +1 Suspicion.
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D6 LOCAL SOURCE ARCHETYPES

D6 SOURCE

- 1** A Carousel haberdashery clerk who saw what came in last Tuesday in a hat box. Knows what Cohen ordered, what was paid in cash, who picked up.
 - 2** The State Restaurant maître d'. Knows which back booth seated which captain, which night, which conversation. Wants his daughter out of a marriage he didn't approve.
 - 3** A Sheriff's deputy on the Strip overnight rotation. Knows what doesn't get logged. Wants out of debt to the wrong race book.
 - 4** The Slapsy Maxie's bartender. Knows who came in with a piece and who came in without one. Wants a stake to open his own place in the Valley.
 - 5** A switchboard operator at the Hollywood Roosevelt. Knows what Cohen's lawyers said when they thought no one was on the line. Wants protection from her supervisor.
 - 6** A Dragna soldier who's about to be killed by Cohen's people and knows it. Knows the corridor. Wants twenty-four hours and a train ticket.
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D6 LOCAL CONTACT COMPLICATIONS

D6 COMPLICATION

- 1** The contact arrives with a lawyer they "happened to call." LEAN normally, but any failure marks +2 Heat with Cohen's organization.
 - 2** The contact will only talk while working: walking the Strip, parking cars at Ciro's, tending bar at Slapsy Maxie's. Lose one action or take the information at +1 tier harder.
 - 3** The contact has a federal sponsor. Accepting their help marks +1 Bureau Leverage. Refusing makes the next federal source unavailable.
 - 4** The contact wants a Sheriff's deputy turned. Refusal worsens their status after the case.
 - 5** The contact is testing whether you are Squad, Bureau, or Cohen-side. Spend 1 Lead to answer convincingly or LEAN at Hard minimum.
 - 6** The contact is right but compromised. Gain the clue; then mark +1 Suspicion with the faction that can burn them.
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D6 POSTURE MANIFESTATIONS

How standard target postures look on the Strip.

D6 MANIFESTATION

- 1 Underground.** Cohen's people pull the target into the Hill. Threat Clock +1; next STAKE +1 tier (apply as a die-roll modifier if already at Extreme).
 - 2 Accelerate.** The target moves the operation up. The Brentwood bombing planning compresses by hours. Threat Clock -2.
 - 3 Split.** The target divides the crew across the Strip and the Hill. The Operator anatomy resets face-down.
 - 4 Fortify.** Cohen's lawyers arrive in numbers. Capability +1 tier; Outfit-Backed becomes Untouchable.
 - 5 Set Up.** A Cohen soldier waits at the next session's location. Heat +2.
 - 6 Pull the Trigger.** The target moves now. Threat Clock -2 and the Interdict room shifts to a public location with civilians.
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D6 LOCAL CODE TESTS

Roll when the Interdict approaches and the detective considers Crossing the Code. If the result does not fit the room, keep the moral pressure but move it to the nearest fitting person, route, or system.

D6 TEST

- 1** A Cohen lieutenant offers a name from inside Dragna's organization in exchange for the file. The name is real. Mark +1 Cohen Leverage if you accept.
 - 2** The fastest Interdict route runs through a residential corridor where a witness's family lives. Sealing it gives +2 to one roll. Refusing costs the approach advantage.
 - 3** The Sheriff's Department offers a clean warrant if you identify your Strip source. Accept +2 to one roll and burn the contact after the case.
 - 4** A nightclub patron is also the Asset. Saving them costs one Tactical Token; ignoring them keeps the Interdict clean.
 - 5** The Cohen target is in a room with women working the night shift. Suppression is easier without discrimination.
 - 6** Your Sergeant tells you the Squad prefers a Partial Stop because the Combination thread matters more than this case's casualties.
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D6 LOCAL INTERDICT ROOMS

D6 ROOM

- 1 The Carousel haberdashery back room at 11 p.m., closed sign on the door, two soldiers in the front.
- 2 Slapsy Maxie's main floor at 2 a.m., emptying out, the band still warming down.
- 3 Cohen's Brentwood house, before or after February 6, 1949 depending on campaign date.
- 4 A Sheriff's substation parking lot where two deputies are pretending not to see what they see.
- 5 The State Restaurant private dining room behind the kitchen, where Cohen meets people who don't show on the books.
- 6 A Coldwater Canyon listening post the Squad doesn't officially have, with Cohen's voice on tape playing quiet behind everything.

FACTION PRESENCE

Track Suspicion and Leverage normally. These clocks are local variants only.

COHEN'S ORGANIZATION

Suspicion 3: Cohen's people know you've been on the Strip. First LEAN at any Strip address each case is +1 tier harder.

Suspicion 5: A Cohen lieutenant asks where your loyalty sits. Failed answers mark +1 Heat.

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

Leverage 3: A Cohen man offers a name from the Strip in exchange for a name from your case.

Leverage 5: Cohen wants you to identify a leak inside his organization. Refusing closes the Strip to your work for two cases.

Leverage 6: Cohen calls in a favor before the next Interdict. If accepted, gain 1 Tactical Token and +1 Strain.

DRAGNA'S ORGANIZATION

Suspicion 3: Dragna assumes you are a Cohen tool. PRESS at any Italian-American source on the Strip is +1 tier harder.

Suspicion 5: A Dragna soldier crosses your work. Lose one Lead or mark +1 Heat.

Suspicion 6: A Dragna captain seizes a route you've been using. Reset Suspicion to 3.

Leverage 3: Dragna offers a sit-down. Accepting marks the meeting on Cohen's wires; mark +1 Cohen Suspicion.

Leverage 5: Dragna wants Cohen's man Stompanato off the board. Refusing closes Dragna's network.

Leverage 6: Dragna asks you to misdirect Cohen during the next Interdict. If you accept, gain 1 Tactical Token and +1 Strain.

THE HAT SQUAD / ROBBERY-HOMICIDE BRASS

Suspicion 3: A Hat Squad detective has filed a memo on your operation. First WALK at a public scene each case is +1 tier harder.

Suspicion 5: Captain Hamilton's office requests a written brief. Refusing marks +1 Heat.

Suspicion 6: An internal review opens. Mark +1 Strain. Reset Suspicion to 3.

Leverage 3: Harry Hansen offers parallel intel from Robbery-Homicide files.

Leverage 5: Captain Hamilton wants you to drop a Cohen lead in exchange for a closed Hat Squad case file.

Leverage 6: A Hat Squad detective who owes the Squad calls in the favor. Mark Code Crossed if you collect.

THE BUREAU (FBI LA OFFICE)

Suspicion 3: The Bureau has filed your name as a Squad asset. First PULL at any federal records system is +1 tier harder.

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

Suspicion 6: Hoover's office writes to the LAPD chief. Reset Suspicion to 3 and mark +1 Strain.

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

Leverage 5: The Bureau wants Cohen on tax evasion before the Squad gets him on anything else. Cooperating burns one Strip contact.

Leverage 6: The Bureau requires you to misidentify a Squad mole as a Bureau asset. If you comply, mark +1 Strain.

THE PRESS (HEARST'S EXAMINER / CHANDLER'S TIMES)

Suspicion 3: A columnist mentions you by initials. First LEAN at any Strip nightclub each case is +1 tier harder.

Suspicion 5: Florabel Muir is following your work. Lose 1 Lead at session start while Suspicion stays here.

Suspicion 6: A column runs a paragraph about your case. The Open Record now has a public counterversion.

Leverage 3: A reporter offers you the print run before it hits the street.

Leverage 5: A columnist asks you to confirm a story they're sitting on. Refusing burns the contact.

Leverage 6: The press wants the Cohen story. If you give them a version, mark +1 Strain and reduce one Cohen Suspicion clock.

FINAL OPERATION SEED: THE BRENTWOOD BOMBING

Use this when the Combination arc reaches Stage 5 and the player declares the campaign's last job. Real history: February 6, 1949, a bomb planted under Cohen's Brentwood house failed to kill him because he had recently moved his bed an inch in his closet bedroom.

Title: The Barrier Should Not Fall.

Job Type: The Bomb (Detonation).

Tempo: In Progress if the device is already armed; otherwise Fast.

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

Trajectory: Imminent.

Territory: Cohen's Brentwood house, with command routing through the Strip and the Combination's authorization key in Cleveland.

Posture: Detonate.

Anatomy seeds: the Operator is the bomber (Cleveland-import button man); the Asset is the device (military-surplus dynamite, watch timer); the Trigger is the timer set for 4 a.m. when Cohen's wife is supposed to be at her sister's.

Interdict room: the bedroom closet at Cohen's Brentwood house, or a Coldwater Canyon listening post with the Brentwood feed live.

Code test: Saving Cohen's wife requires sealing a passage with Cohen's lieutenants still inside, unless the detective has at least 4 Tactical Tokens.

Clean Stop: The bomb is recovered intact. Cohen survives. The Combination's authorizer in Cleveland is named in the Squad's file. Reduce one Combination clock by 1.

Stop: The bomb detonates but Cohen is not in the room. Cohen's wife survives. Mark +1 Web Intel and +1 Strain.

Partial Stop: The bomb detonates and Cohen is wounded but lives. The Strip changes hands within 60 days.

Failed Intercept: Cohen dies. The Combination installs a new family head within a year. Casualty roll: 1d10 + 5 (Cohen, Cohen's wife, Cohen's bodyguards, household staff).

Failed, Hostile: Cohen survives the bomb but blames the Squad. The Squad's mole inside Cohen's organization is killed. The Brentwood Bombing is reported in the press as a Squad operation. The campaign ends in scandal.

CLOSE-TYPE AFTERMATH

CLOSE	STRIP CHANGES
Clean Stop	One Strip 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 Cohen's people watch you. Mark +1 Leverage with the faction whose route or source mattered most. Casualties stay on the file.
Partial Stop	A surviving element relocates. Next Strip case starts at Heat 4 and one familiar source is unavailable.
Failed Intercept	The threat executes and a faction writes the official story. Heat resets to 6 next case; choose Cohen, Dragna, or the Bureau to mark Suspicion +2.
Failed, Hostile	Counter-action hits the contact network. Burn one Strip contact or drop Familiarity by 1. If the threat touched Cohen personally, add +1 Strain.

NAMED CANON CONTACTS FOR IMMEDIATE USE

CONTACT	WHAT THEY KNOW	WHAT THEY FEAR	WHAT THEY WANT	WHO CAN BURN THEM
Sgt. Jack O'Mara, Gangster Squad	What the Squad has on Cohen this week.	An internal investigation reaching his desk.	Cohen out of LA.	Chief Parker.
Sgt. Jerry Wooters, Gangster Squad	The Squad's wires on Cohen's house.	His partner getting hit.	One more year before reassignment.	O'Mara.
Mickey Cohen	Strip operations and the LAPD captains on the take.	A federal indictment that lands.	A press headline naming Dragna.	Dragna or the FBI.
Johnny Stompanato (Cohen's gunman)	Cohen's evening calendar.	Lana Turner's mother.	A studio contract he won't get.	Cohen.

CONTACT	WHAT THEY KNOW	WHAT THEY FEAR	WHAT THEY WANT	WHO CAN BURN THEM
<p>Jack Dragna</p>	<p>Dock operations, hijack rings, the cocaine corridor.</p>	<p>Cohen surviving.</p>	<p>The Strip back.</p>	<p>The Combination.</p>
<p>Captain James Hamilton, LAPD Intelligence</p>	<p>Files on every working figure in LA.</p>	<p>The press finding the files.</p>	<p>The chief's chair.</p>	<p>Chief Parker.</p>

02/

THE COHEN TAKEDOWN

Five stages, one mob king, and the Brentwood bomb under the closet floor.

This chapter gives the Strip a five-stage Combination arc tracking Mickey Cohen's rise from Bugsy Siegel's underboss in 1947 to LA's mob king in 1949 to the Brentwood bombing and beyond. Use it when ordinary cases begin pointing above Cohen toward the national wire.

Canon stance: Cohen is real. Cleveland and Chicago and New York are real. The Outfit's western expansion is what's putting him on top. The Squad is the only LA institution moving against him; Robbery-Homicide will not, the Sheriff's Department cannot, the Bureau is on a parallel timeline. The Brentwood bomb of February 6, 1949 is the campaign's natural climax.

HOW TO USE THIS CHAPTER

Start the Combination arc after any Networked or Outfit-Backed case on the Strip that involves a Cleveland or Chicago import, money moving in volumes Cohen alone could not move, federal agents arriving before the Sheriff, or a source who knows the phrase "the Outfit said."

The arc does not replace normal cases. It tags certain sources, clues, and aftermath results as Combination-facing.

THE ARC

Title: The Cohen Takedown.

Core question: Does the Squad take Cohen down before the Combination decides he's more useful dead than alive?

What the player first sees: a Cleveland accent in the back booth at Sherry's. A Chicago haberdashery shipping label on a Cohen suit. A federal agent at a Strip scene before the Sheriff arrives. A Cohen lieutenant taking a phone call from a number that doesn't exist.

STAGE 1: SOLDIER

Pressure. A button man no LA crew has heard of. He's working the Strip. He took an order from someone Cohen does not control.

Source. The Carousel haberdashery clerk, the Slapsy Maxie's bartender, a Sheriff's deputy on Strip rotation, a Western Union kid with a Cleveland telegram receipt.

Clue. The button man is from out of town, lives in a hotel, eats alone, drinks alone, kills on schedule.

Complication. Cohen wants you to handle the button man before Cohen has to. Accepting marks +1 Cohen Leverage. Refusing means the button man hits before you reach him.

STAGE 2: CREW

Pressure. Cohen's lieutenants — Sanicola, Niccoli, Stompanato — are taking orders from someone who isn't Cohen. The crew is being pre-positioned for something.

Source. A Cohen lieutenant's wife who is afraid, a Sheriff's deputy who saw the rehearsal, a federal informant who will give you partial coordinates, a Dragna man who wants Cohen weakened but not dead yet.

Clue. The crew is being placed near Cohen's Brentwood house, his Carousel haberdashery, and one address the Squad doesn't yet know.

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

STAGE 3: JOB

Pressure. The operation has a shape: a coordinated multi-vector strike against Cohen himself, with the Strip cleaned out the night before to avoid civilian casualties. Cohen does not yet know.

Source. A Cleveland import who's been told the wrong target. A federal agent who knows the operation by file number. A Cohen captain who's been excluded from the briefings.

Clue. The trigger is a watch timer set for 4 a.m. February 6. The asset is military-surplus dynamite. The operator is in town under a false name registered at the Hollywood Roosevelt.

Complication. Cohen learning means Cohen retaliating. Cohen retaliating means the Strip turning into a war zone. The Squad's mandate is stopping the threat, not protecting Cohen.

STAGE 4: FAMILY

Pressure. The order is from Cohen's superiors in the Combination, not a Cohen rival. The Combination wants Cohen replaced, not removed; they need a successor in place before Cohen dies; the successor is already on the Strip.

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

Clue. The Combination's authorization for the bomb came in writing, in code, through a numbers-running route the Bureau has on tape but cannot use in court.

Complication. Stopping the bomb does not stop the Combination. It only delays the next attempt. Cohen is going to die in this campaign or the next.

STAGE 5: COMBINATION

Pressure. The national wire is a real thing. The Outfit in Chicago, the Five Families in New York, Cleveland's contribution, Kansas City. The Squad is one off-the-books unit in one city. The Combination is older than any of you.

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

Clue. The Final Operation must decide what closes: Cohen, the bomber, or the Combination's authorizer. 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 COMBINATION-TAGGED SOURCES

D6 SOURCE

- 1 A Cleveland import working the Strip on a thirty-day clock.
 - 2 A retired Outfit accountant living quiet in Pasadena under a different name.
 - 3 A federal Special Agent with parallel authority and a different ending in mind for Cohen.
 - 4 A Cohen lawyer who just figured out he's not on the survival list.
 - 5 A telegraph operator who has been routing Combination messages for two years and only just understood what they say.
 - 6 A captured button man who will name his authorizer in exchange for his family's safety.
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D6 FALSE COMBINATION LEADS

D6 FALSE LEAD

- 1 The Dragna lead. Real rivalry, but Dragna's people did not authorize the bomb. They benefit, but they didn't order.
- 2 A Detroit angle. The Detroit family supplied the dynamite but did not authorize the operation.
- 3 A Bureau setup theory. The Bureau is watching, not driving.
- 4 A Cohen-himself theory. Cohen is paranoid, but he didn't bomb himself.
- 5 An LAPD Vice angle. The Vice captains are corrupt, not Combination-tied.
- 6 A New York theory. New York approved, but Cleveland authorized.

D6 COMBINATION ESCALATION

D6 ESCALATION

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

D6 COMBINATION AFTERMATH

D6 AFTERMATH

- 1 A Combination file 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 phrase in Italian they don't speak, a Cleveland street name. Mark them Compromised or gain a Combination-tagged source.
- 3 The Strip's pulse changes. Familiarity +1 if you ask the right deputy 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 Combination-tagged source becomes available as a cooperating witness.
- 6 The Combination, or something using its access, survives in another arrangement. The next related case starts Networked minimum.

THE FINAL OPERATION: THE BRENTWOOD BOMBING

Run the Brentwood Bombing as the campaign's Final Operation 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 bomb by sealing a passage in the house that traps Cohen's lieutenants inside, but only if the detective has at least 4 Tactical Tokens. If you try to save the lieutenants without spending 2 Tactical Tokens, take -1 to Resolve.

Clean Stop: The bomb is recovered intact. Cohen survives. The Cleveland authorizer is named in the Squad's file. Cohen's organization survives intact for at least eighteen months. Reduce one Combination Suspicion clock by 2.

Stop: The bomb detonates but Cohen is not in the bedroom. The lieutenants in the next room may not survive. Cohen lives. Mark +2 Web Intel for a successor arc and +1 Strain.

Failed Intercept: The bomb detonates as scheduled. Cohen dies. The Combination installs a new family head within a year. The next campaign begins with Outfit-Backed threats as the baseline. Casualty roll: $1d10 + 5$.

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 Cleveland matchbook, a Combination ledger fragment, a button man's cigarette case with an unfamiliar coat of arms. They do not inherit the prior detective's Familiarity unless a surviving Strip 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 Combination does not.

03/

STRIP CONTACTS

Sixty-six names. Some in the file. Some in the morgue. Some in the next chair.

Reusable contact material for the Strip. Roll D66 when you need a named contact, a contact replacement, or a source with local obligations. Each contact has a faction or power that can burn them.

Use the standard contact statuses: Loyal, Useful, Afraid, Compromised, Missing, Burned.

D66 CONTACTS

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
11	Mickey Cohen, Sunset Strip	Strip operations and the LAPD captains on the take.	A federal indictment.	A press headline naming Dragna instead.	Dragna or the FBI.
12	Johnny Stompanato, Cohen's gunman	Cohen's evening calendar.	Lana Turner's mother.	A studio contract.	Cohen.
13	Hank Sanicola, Sinatra's manager	Who Sinatra knows that Sinatra shouldn't.	A column pairing Sinatra with Cohen.	His client's career.	Sinatra himself.
14	Frank Niccoli, Cohen lieutenant	The Carousel haberdashery's backroom schedule.	A Cleveland import out-ranking him.	Cohen's seat in two years.	Cohen.
15	Mike Howard, Cohen lawyer	Every restraining order against Cohen since 1945.	His name in the federal file.	An LA practice that doesn't include criminal work.	The DA.
16	Carousel haberdashery clerk	What came in last Tuesday in a hat box.	Cohen's lieutenants.	Out of the city.	Cohen's people.
21	Jack Dragna, San Pedro	Dock operations, hijack rings, the cocaine corridor.	Cohen surviving.	The Strip back.	The Combination.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
22	Frank Bom-pensiero, Dragna soldier	Dragna's enforcement schedule.	Dragna failing.	Cohen's removal.	Dragna.
23	Sgt. Jack O'Mara, Gangster Squad	What the Squad has on Cohen this week.	An internal investigation reaching his desk.	Cohen out of LA.	Chief Parker.
24	Sgt. Jerry Wooters, Gangster Squad	The Squad's wires on Cohen's house.	His partner getting hit.	One more year before reassignment.	O'Mara.
25	Lt. Willie Burns, Gangster Squad commander	Every Squad operation since 1946.	Chief Hor-rall's retirement and Parker's reorganiza-tion.	The Squad's mandate intact for one more year.	Chief Parker.
26	Captain James Hamilton, LAPD Intelli-gence	Files on every working figure in LA.	The press finding the files.	The chief's chair.	Chief Parker.
31	Harry Hansen, Hat Squad (Rob-bery-Hom-icide)	The Dahlia case as it actu-ally happened.	Retiring without clos-ing it.	Page 47 of the file.	Captain Hamilton.
32	Jack Donahoe, Hat Squad	Every bank job in LA since 1944.	Hansen's brother in the press.	One more solve.	Hansen.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
33	Thad Brown, Robbery-Homicide chief of detectives	What the Hat Squad is allowed to know and what they aren't.	Chief Parker reorganizing him out.	The chief's seat after Parker.	Parker.
34	Sergeant Stoker, LAPD Vice (former)	The Brenda Allen call-girl ring and which captains were on it.	Being murdered by his own department.	Testifying.	The Department.
35	Brenda Allen, Sun-set madam (1949)	A client list that runs through the Hall of Justice.	The chief's lawyers.	Immunity.	The chief.
36	Special Agent Hood, FBI LA	What the Bureau is doing on Cohen and what they aren't.	Hoover's office writing him a letter.	Cohen on tax evasion.	Hoover.
41	A Cleveland import (button man)	The Combination's authorization route.	Cohen recognizing him.	The thirty-day clock to expire and a flight home.	The Combination.
42	An Outfit accountant in Pasadena (retired)	The Combination's books from 1946 to '48.	Anyone from the old crew finding him.	Quiet.	The Combination.
43	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.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
44	Slapsy Maxie's bartender	Who came in with a piece, and who came in without one.	A holdup at the bar.	A stake to open his own place in the Valley.	The owner.
45	The State Restaurant maître d'	Which back booth held which conversation.	A scene at the door.	His daughter out of a marriage.	The husband.
46	A switchboard operator at the Hollywood Roosevelt	What Cohen's lawyers said when they thought no one was on the line.	Her supervisor.	A transfer to a different exchange.	The supervisor.
51	Florabel Muir, syndicated crime columnist	Cohen's Tuesdays.	Being mistaken for police.	A Cohen quote first.	Cohen or her syndicate.
52	Aggie Underwood, Herald-Express crime editor	Every crime scene since 1935.	Being moved off the police beat.	The Dahlia file.	Hearst himself.
53	James Bassett, Times editor	What the Times will and will not run.	Chandler's family politics.	An exclusive on the Squad.	The Chandler family.
54	Walter Winchell, gossip wire (by phone)	Who's sleeping with whom in three time zones.	Irrelevance.	Five minutes of your case.	Hoover or Hearst.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
55	Robert Harrison, Confidential magazine (NY)	What every studio is paying not to print.	A libel suit that lands.	Pictures.	The Department of Justice.
56	The Western Union kid on Sunset	Who's wiring money and where.	A holdup at the desk.	A regular tip-per.	Western Union.
61	A Carousel haberdashery seamstress	What was sewn into Cohen's suits.	A pin going through the wrong wall.	A daughter's medical bill paid.	Cohen.
62	The Trocadero hatcheck	Whose hat is in whose coat pocket.	A boyfriend who's a Cohen man.	A weekend off.	The boyfriend.
63	The Coconut Grove cigarette girl	Who tipped well after which dance.	A producer's wife.	A speaking role.	The producer.
64	A Sherry's parking valet	Whose car came in with another woman.	His tip going down.	A side job nobody asks about.	Sherry's owner.
65	A Schwab's pharmacist (graveyard shift)	Who's buying what after midnight.	A federal agent at the counter.	His pharmacy license intact.	The DA.
66	A button man, captured	The man who paid him in Cleveland.	His family in Ohio.	A guarantee his wife isn't visited.	The Combination.

STATUS CHANGES

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

Useful. Standard contact state; can provide one clue, route, or modifier.

Afraid. Will help only if the detective first lowers Heat, spends a Lead, or accepts Leverage with a faction.

Compromised. Information is accurate, but using it marks +1 Heat or +1 Suspicion.

Missing. Unavailable until a case action finds them; finding them grants a clue or reveals who took them.

Burned. Using them anyway triggers a Burned Contact consequence and worsens one faction clock.

D6 FAVORS CONTACTS ASK

D6 FAVOR

- 1 Move a body before the morning shift finds it.
 - 2 Make a charge go away before the next session.
 - 3 Recover a piece of evidence from a Hollywood Division evidence locker.
 - 4 Delay a Sheriff's raid long enough for a relocation.
 - 5 Prove a fire was arson and that Cohen ordered it.
 - 6 Carry a message that cannot touch a phone wire.
-

D6 WAYS CONTACTS BETRAY THE DETECTIVE

D6 BETRAYAL

- 1 They sell the meeting location to Cohen'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 Sheriff's checkpoint that owes them a favor. Mark +1 Sheriff's Leverage.
- 4 They identify your Sergeant as the real prize. 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 Cohen sweep. Reduce Heat by 1, minimum 0.
- 3 They confirm a false anatomy target before you spend an action on it. Gain 1 Lead.
- 4 They open a route between the Boulevard and the Hill. Ignore one Cohen's Block 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 car. Add +1 to Approach.

D6 MISSING CONTACT RETURNS

D6 RETURN

- 1 With a Cohen lawyer and a rehearsed story. Treat as Compromised.
- 2 Injured, carrying one true clue and no explanation. Gain a clue; mark +1 Strain.
- 3 Upwardly mobile now, with a new badge or a new boss and a debt.
- 4 Changed by working a wire room; repeating a phrase that is also a Combination clue.
- 5 Afraid of you, not Cohen. LEAN starts Hard minimum.
- 6 With another missing contact. Choose which one can still be saved this case.

D6 BURNED CONTACT CONSEQUENCES

D6 CONSEQUENCE

- 1 The contact disappears permanently; mark +1 Strain.
- 2 Cohen'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 Cohen.
- 5 The Combination preserved their data. Gain +1 Combination 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 the detective does per session: WALK, LEAN, PULL, STAKE. HIT happens at the Interdict.
Anatomy	Three hidden case targets: the Operator, the Asset, the Trigger. Hitting them generates Tactical.
Capability	The target's defensive tier at the Interdict. Light Crew, Hardened, Networked, Outfit-Backed, Untouchable.
Casualties	Permanent. The number on the file is what kind of detective you have been.
Code	One sentence the war taught the detective not to do. Crossing it gives a bonus and marks the file.
Code Cross	Choosing to violate the Code for +2 to one Interdict roll. In the Final Operation, the Code may be crossed twice.
Combination	The campaign-level conspiracy track: Soldier, Crew, Job, Family, Combination.
Combination Intel	Progress toward the next Combination stage. Earned through certain closes, sources, and aftermath results.
Contact	A named source who matters after a case. Can become Loyal, Useful, Afraid, Compromised, Missing, or Burned.
Familiarity	0–5 score showing how well the detective knows a territory. Higher Familiarity gives local advantages.
Final Operation	The closing case of a Combination arc. Capability is at minimum Outfit-Backed; Tactical cap rises to 5; the campaign arc closes afterward.
First Read	The pre-case Squad brief roll. May reveal anatomy before Session 1.
Hard Fact	Case progress. Two Hard Facts advance the Threat Chain one stage.
Heat	Exposure. Failed actions and Natural 1s raise Heat. Thresholds at 3, 5, 7, 9.

TERM	MEANING
The Interdict	The climax. Resolved in three beats: Approach, Engage, Resolve.
Lead	A flexible +1 to one investigation roll. Declare before rolling.
Leverage	A faction clock showing what the faction can make the detective do, pay, or reveal.
Posture	What the target does once it notices the detective closing in. Usually activates at Threat Chain Stage 3 or Heat 5.
Sergeant	The Squad handler for a case. Sergeants affect starting intel and risk.
Shadow Phase	A pre-case surveillance beat available from Threat Chain Stage 2 onward. Generates Leads.
Strain	Campaign pressure on the detective. Strain rises from failure, casualties, Code Crosses, and certain aftermath results.
Suspicion	A faction clock showing how clearly that faction can identify the detective's methods, routes, and contacts.
Tactical Token	Interdict positioning and preparation. Normally generated by anatomy hits. Cap 4, or 5 in a Final Operation.
Threat Chain	The five-stage investigation track: Signal, Vector, Cell, Window, Intercept. Stage 4 unlocks the Interdict.
Threat Clock	The countdown until the threat executes. Ticks down at session end and from some faction actions.

ACTION VERBS

VERB	MEANING
WALK	Work a scene, on-site evidence, institutional inspection. LEGS or EYE.
LEAN	Question, pressure, negotiate, or test a source. NERVE.
PULL	Records, archives, ledgers, registries pulled off-site. EYE.
STAKE	Active surveillance, vehicle pursuit, foot tail. LEGS.
HIT	The Interdict's Engage beat. FGT, SHT, NERVE, or specialty.

THE STRIP TERMS

TERM	MEANING
The Boulevard	The working strip: Ciro's, Mocambo, the Trocadero, Sherry's, Slapsy Maxie's. Cohen's back booths.
The Hill	Residential Hollywood Hills above Sunset. Cohen's lieutenants live here.
The Wires	The phone lines, illegal taps, listening posts. The most-monitored mile of asphalt in the country.
Brentwood	Cohen's home address. The Brentwood Bombing of February 6, 1949 is the campaign's natural Final Operation.
Cohen's Block	Local pressure rule. Failed actions on the Strip mark +2 Heat instead of +1.
The Combination	The national mob wire: Cleveland, Chicago, New York, Kansas City. Cohen and Dragna are its LA arms.
The Outfit	The Chicago crime organization. The Combination's western arm.
The Squad	The Gangster Squad. Off the books, run from Central Station's third floor. The detective's home unit.
The Hat Squad	Robbery-Homicide's elite detail. Bureaucratic rivals to the Squad.
Bloody Christmas	December 24, 1951. The LAPD scandal that reorganized the Gangster Squad into Intelligence Division. The campaign's natural endpoint.

CAMPAIGN RECORD

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

Use one Campaign Record per detective's career. Keep the active Job Index Card separate; this sheet tracks what follows the detective between cases. The 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 COHEN TAKEDOWN)

Current Stage: None Soldier Crew Job Family Combination

Combination 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 ROUTE
Cohen's organization	Dominant local power	----	----	-----	-----
-----	Hat Squad / Robbery-Homicide brass	----	----	-----	-----
-----	The press	----	----	-----	-----
-----	Optional fourth (Dragna / Bureau / City Hall)	----	----	-----	-----

CLEARANCE AND EVOLUTIONS

Current clearance: _____

Next clearance requirement: _____

Pending advancement check:

Evolutions earned: _____

Evolutions close to earning: _____

TERRITORY FAMILIARITY

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

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	C 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: _____

Combination 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 Combination Intel and check current stage.
11. Choose requisition or note why it is unavailable.
12. Write one field note. Not a summary. Something specific.