

CAMPAIGN PACK 02

THE
PIKE

A Long Beach territory pack for L.A. Dick

Edition 01 · Set in 1947–1953

L.A. DICK // CAMPAIGN PACK // A5

Long Beach is a Navy town with oil derricks in the front yard and an amusement zone where the bars don't close. San Pedro is the working port: Italian fishermen, Croatian processors, Dragna's longshoremen, and the corridor where Mexican heroin reaches the Combination. Five police forces overlap. None of them want the harbor cases.

Local pressure rule. Jurisdictional Drift. D66 contacts. The Pike Killer as the Long Investigation. The Last File seed. Everything you need to run a Long Beach campaign in the L.A. Dick engine.

Local pressure // Jurisdictional Drift // The Long Investigation
For L.A. Dick: A Solo Investigation Engine

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START HERE

*Campaign procedures for L.A. Dick. The case is still L.A. Dick.
The waterfront is what changes.*

The Pike is a campaign pack for L.A. Dick. It gives Long Beach and San Pedro enough local pressure, contacts, faction memory, and arc material to carry a solo investigator through a full campaign on the harbor.

Use the core L.A. Dick rules for the case engine. This book tells you what those rules look like when the smell of fish and bunker oil is in the air and three police forces are pretending not to see the same body.

WHAT YOU NEED AT THE DESK

- The L.A. Dick core rules.
- One investigator and their Code.
- One Case 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 Pike adds local consequences to normal L.A. Dick play. It does not add a new action economy. Three actions per session. Clock ticks up. Heat rises. Sit-Down 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 Jurisdictional Drift when a case crosses one of the harbor's overlapping authorities.
- Use faction clocks when Long Beach PD, the Navy, an oil company, the union, or the press starts remembering the investigator.
- Use the Pike Killer chapter when a case touches a harbor body the LBPd ruled an accident.

STARTING A PIKE CAMPAIGN

1. Build or choose an L.A. Dick investigator.
2. Write a Code that can be tested by a Navy contract or an oil-company retainer.

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3. Set Territory to Long Beach / San Pedro instead of rolling Step 5.
 4. Roll the rest of the Case Generator normally.
 5. Start Familiarity at 0, unless the investigator has a reason to know the harbor.
 6. Write three faction clocks: Long Beach PD, the Navy (Naval Shipyard or Shore Patrol), and the longshoremen's union (ILWU). Add a fourth when the case touches an oil company, a Croatian fishing crew, or Dragna's people.
 7. Set Long Investigation stage to None unless the case shows one of the signs listed under When to Use the Long Investigation.
 8. Add one starting contact from the Pike Contacts Dossier only if the investigator has a prior tie here.

READING THE HARBOR

The territory has four operating zones, all within ten miles of one another, all jurisdictionally distinct.

The Pike is Long Beach's amusement strip on East Ocean Boulevard. The Cyclone Racer roller coaster, the Plunge swimming hall, tattoo parlors, sailor bars, hat shops, freak shows. Long Beach PD patrols it. Navy Shore Patrol crosses it. Sources here drink before three p.m. Most of them know somebody who didn't come back from a night on the Pike.

The Shipyard is the Naval Shipyard on Terminal Island and the civilian dry docks. Federal property. Civilian shipyards (Bethlehem, Todd) are nominally city. Navy Shore Patrol covers the federal piers; Long Beach PD covers the streets between them. Sources here are union members and they were union members during the strikes.

The Port is San Pedro's working harbor: cargo terminals, fish canneries, Croatian processing houses, Italian fishing fleet. LAPD Harbor Division has the patrol; the Sheriff has unincorporated areas; Customs has the freight. Sources here speak three languages and trust none of them.

The Hill is Signal Hill, a city-within-a-city of oil derricks rising directly out of front yards. Signal Hill PD is its own department, four officers most years, paid by the city council, watched by the oil companies. Sources here are oil-rig workers, derrick operators, oil-company secretaries, and the widows of men who fell.

When an action crosses between these zones, the case should feel more exposed. That is what Jurisdictional Drift is for.

WHEN TO USE THE LONG INVESTIGATION

Do not start every Pike case with the Pike Killer. Let ordinary cases exist: shipyard insurance fraud, oil-derrick deaths ruled accidental, missing sailors, divorce work for an officer's wife, contested cargo, the bookmaker behind the bait shop.

Bring in the Pike Killer when the case produces one of these signs:

- A body in the harbor that Long Beach PD has filed as a drowning.
- A woman who was last seen at the Pike or coming off the Plunge.
- A Pike tattoo on a victim that doesn't match anyone's known crew.
- A bartender who says "another one."
- An LB Vice case that closes too fast for the wrong man.
- A source who knows the phrase "Pike file."

FIRST CASE ADVICE

Let the first Pike case be local. A clean opener: a shipyard widow asking what really happened to her husband on the night shift; a shore-leave sailor missing from the Hotel Stillwater; an oil-company foreman accused of selling soundings to a competitor; a Pike tattoo artist whose ledger names a councilman. That is enough. The Pike Killer is stronger as a pattern that surfaces, not a homework assignment.

WHAT TO TRACK

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

Then write one field note. Something specific.

If you only track one thing carefully, track who's still alive. The harbor remembers through the missing.

01/

THE PIKE

Five jurisdictions, two oceans, a tattoo on every other arm.

This chapter turns Long Beach and San Pedro into local procedures for L.A. Dick cases. Use it when the active case happens on the Pike, in the Shipyard, in the Port, or up on Signal Hill.

Canon stance: Long Beach is a separately incorporated city with its own police, courts, fire department, and grand jury. San Pedro is technically part of Los Angeles but functions as a working port. Signal Hill is a city-within-a-city. Federal property — the Naval Shipyard, the Federal Building — sits in the middle of both. Five police forces operate within ten miles of each other, none of them friends. Jack Dragna's organization is older and more rooted here than Cohen's anywhere else. The Long Beach PD is on the take in ways the LAPD only pretends to be.

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, sit-down rooms, and aftermath. It does not change the case loop, the File, the Sit-Down sequence, or the token economy.

TERRITORY PREMISE

The harbor is a place where five jurisdictions touch and nobody wants to file. Long Beach PD takes city cases when there's no Navy angle. The Naval Shore Patrol takes Navy cases when the body is on federal property. LAPD Harbor Division takes San Pedro cases that don't smell like the Sheriff. The Sheriff takes anything in unincorporated waterfront. Customs takes anything that came off a boat. Signal Hill PD takes whatever the oil companies say it takes.

The work here is reading which jurisdiction is going to claim a body and which one is going to lose it. The investigator who walks in expecting clean lines does badly. The investigator who walks in expecting paperwork to disappear during transfers closes cases.

LOCAL PRESSURE RULE: JURISDICTIONAL DRIFT

The first failed PULL each case at any harbor records office is treated as Hard minimum. A second failure also costs 1 Lead, as the file has been physically transferred to another department's basement and your contact there does not yet owe you a favor.

If a single action crosses zones — Pike to Shipyard, Port to Hill, etc. — mark +1 Heat in addition to any other consequence, even on a success. Crossing zones costs Heat regardless of outcome.

TERRITORY FAMILIARITY

FAMILI- ARITY	EFFECT
1	Once per case, identify whether a source operates Pike, Shipyard, Port, or Hill before LEAN. If the source is Pike-based, LEAN is one tier easier.
3	You know one Long Beach PD desk sergeant by name and what he owes you. Once per case, ignore the Jurisdictional Drift Heat penalty on a single zone-crossing action.
5	Harbor Memory. Heat 3 triggers at Heat 4 here. Once per case, turn a failed WALK at any waterfront scene into a mixed result: no Hard Fact, but gain a Lead and mark +1 Heat.

LOCAL HEAT VARIANTS

HEAT VARIANT

- 3 The harbor knows.** Bartenders, longshoremen foremen, and ship captains have your description. First LEAN at any waterfront establishment is +1 tier harder.
- 5 Active jurisdiction file.** Long Beach PD has flagged your license with their watch desk. Crossing into the Shipyard or the Port costs 1 Lead at session start.
- 7 Direct pressure.** A Long Beach Vice captain visits your client. The Clock ticks once now and worsens one contact's status. At later session starts, the Vice captain stays interested but the Clock does not tick again from this row.
- 9 Harbor freeze-out.** Long Beach PD has unwritten word that you are unwelcome. All LEAN thresholds increase one tier; cross-zone actions also cost 1 Lead or +1 Suspicion.

D6 LOCAL SOURCE ARCHETYPES

D6 SOURCE

- 1** A Pike tattoo artist who's inked a thousand sailors and remembers the ones who never came back. Wants the lease on the next storefront over.
- 2** A naval shipyard rigger with a clean memory and a debt. Knows what the night shift moved. Wants his union card uncontested.
- 3** A Croatian fish-cannery foreman in San Pedro. Knows which boats came in light and which came in too heavy. Wants his nephew off a Long Beach PD watch list.
- 4** A Signal Hill oil-rig widow drawing pension. Knows what happened on the day shift her husband died on. Wants the company to pay what it owes.
- 5** A Long Beach Vice patrolman who walks the Pike at 2 a.m. Knows which bars pay, which bars get raided, and which bars never do. Wants a transfer to Robbery.
- 6** A bookmaker working the Pike out of a hat shop. Knows which sailors won big enough to get followed home. Wants Dragna's people to leave him alone.

D6 LOCAL CONTACT COMPLICATIONS

D6 COMPLICATION

- 1** The contact arrives with a Long Beach PD shadow they "didn't know was there." LEAN normally; any failure marks +2 Heat.
 - 2** The contact will only talk while working: gutting fish, wiring a derrick, swabbing a deck. Lose one action or take the information at +1 tier harder.
 - 3** The contact has a Navy sponsor. Accepting their help marks +1 Navy Leverage. Refusing makes the next federal source unavailable.
 - 4** The contact's rent is late and they want a tip on a horse before next session. If ignored, worsen their status after the case.
 - 5** The contact is testing whether you are LBPd, Sheriff, Navy, or freelance. 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 **Buried.** The subject's records cross the federal line and disappear into the Navy filing room. Next PULL +1 tier; Jurisdictional Drift applies twice on this PULL.
 - 2 **Lawyered.** A maritime attorney with a downtown office calls. Mark +1 Long Beach PD Leverage. Your next sit-down location must be in the city, not the harbor.
 - 3 **Fled.** The subject ships out on a Liberty hull bound for Yokohama. Person anatomy resets; track them through the Port for it to flip again.
 - 4 **Threatened.** A longshoreman foreman pays a visit to your most recent source. That source's next LEAN +2 tiers; if their status was Useful or below, drop one step.
 - 5 **Watched.** Two men in pea coats follow your car off Cherry Avenue. For two sessions, the Tail fails automatically. Skipping the Tail in either session marks +1 Heat instead.
 - 6 **Burned.** A bait-shop fire convenient to the case. Remove 1 Hard Fact from the pool; for the rest of the case, Natural 6 generates only 1 Hard Fact (no Lead).
-

D6 LOCAL CODE TESTS

D6 TEST

- 1 The shipyard widow will sign her statement only if you sign first, in your name, with your license number. Standard procedure says she signs alone. The Navy will not let her unless you do.
 - 2 The fastest sit-down route runs through a Long Beach PD substation where your client's husband is being held on a charge that has nothing to do with the case. Ignoring it gives +2 to one roll. Stopping costs the approach advantage.
 - 3 A merchant marine stowaway with a key piece of evidence is in the country illegally. Turning him over to Customs gives +2 to one roll. Letting him stay costs a Lead and reduces Strain by 1.
 - 4 An oil-company foreman is also a witness. Saving his job costs one Leverage equivalent. Letting the company fire him keeps the file clean.
 - 5 A Dragna lieutenant offers a clean conviction on someone the organization wants gone in exchange for a closure aimed elsewhere. +2 to one roll; burn the contact who actually did the thing.
 - 6 Your client wants a Partial Close because the Open Record matters less than the leverage they already extracted. Closing tight ends the retainer and reduces Strain by 1.
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D6 LOCAL SIT-DOWN ROOMS

D6 ROOM

- 1 The Hotel Stillwater dining room at three in the afternoon. The piano player is on break. The waiter has been there since 1934.
- 2 A Long Beach PD captain's office above the Pike. The window looks down on the Cyclone Racer. The chair you sit in is bolted to the floor.
- 3 A Croatian fishermen's hall in San Pedro at evening prayer. Three old men are watching you over their coffee.
- 4 The Plunge swimming hall, after closing, the water still warm and the tile loud.
- 5 An oil-company executive's bungalow on Signal Hill. The derrick in the front yard runs at half pressure during the meeting so you can hear yourself.
- 6 The Sunken City overlook at the Point Fermin cliffs, fog coming in, two cars parked at the rail and only one of them yours.

FACTION PRESENCE

LONG BEACH POLICE DEPARTMENT

Suspicion 3: LBPD 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 LBPD captain who owes you collects. Mark Code Crossed if you collect the favor.

THE NAVY (NAVAL SHIPYARD / SHORE PATROL / ONI)

Suspicion 3: ONI has your file in San Diego. Federal records PULLs +1 tier.

Suspicion 5: A Shore Patrol commander assigns a man to follow you through the federal piers. Lose 1 Lead at session start in any Shipyard scene until Suspicion drops.

Suspicion 6: The Navy declares your case classified. The Open Record takes the case off public file. Reset Suspicion to 3 and mark +1 Strain.

Leverage 3: A Shore Patrol officer offers a route across federal property.

Leverage 5: ONI wants information about a sailor you've been working. Cooperating burns the contact.

Leverage 6: The Navy requires testimony in a closed federal hearing. Mark +1 Strain if you comply.

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. Lose access to one Port location.

Suspicion 6: A union lawyer files harassment paperwork against your license. 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. Refusing closes the Port.

Leverage 6: The union demands testimony at a strike hearing. Mark Code Crossed if you provide it for either side.

THE OIL COMPANIES (STANDARD, SHELL, UNION, SIGNAL HILL)

Suspicion 3: The oil company's security office has a file. First WALK on Signal Hill +1 tier.

Suspicion 5: The oil company's law firm sends a polite letter. Worsen one Hill contact.

Suspicion 6: The oil company's executive committee meets your client. The retainer is at risk.

Leverage 3: A company foreman offers parallel notes on a derrick death.

Leverage 5: A vice president asks you to misidentify a fatality. Refusing closes the Hill.

Leverage 6: The oil company demands the case file. Refusing burns the Hill for two cases.

DRAGNA'S SAN PEDRO CREW

Suspicion 3: A Dragna soldier was at a meeting you took. First LEAN in San Pedro +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 Sit-Down.

THE LAST FILE SEED: WHEN THE PIKE KILLER CLOSES

Title: The Boys in the Bay.

Case Type: Cold Case (Homicide; reopened from a stack of LBPD-filed accidental drownings between 1945 and the campaign year).

Crime: Premeditated, Cluster, Wrinkle 5 (a prior PI worked this in 1948 and went dark).

Subject: Protected (Very Hard 5+) at minimum. The killer has cover: a Navy contract, a city council seat, an oil-company position, or a department badge.

Anatomy seeds: the Person is the killer; the Place is where the bodies were prepared before they entered the harbor; the Record is the LBPD file that grouped the deaths in 1949 and was overruled by the chief.

Sit-Down room: a specific Hotel Stillwater suite the killer keeps year-round, or a Signal Hill rig office where the killer holds a part-time contract.

Code test: Closing the Pike Killer clean requires naming a man whose family the city pays. Refusing costs the case but protects every Open File you ever filed in Long Beach and reduces Strain by 1.

Closed Tight: The killer is named in the Open Record. The chief who buried the 1949 file is named with him. Reduce one Suspicion clock by 2.

Closed Clean: The killer is named, but the chief survives. Mark +1 Strain.

Open File: The case is on record but unfinished. The Pike tracker resets to Stage 3 and the next investigator inherits the work.

Blown / Blown Bad: An LBPD press release credits another suspect. The Pike file is officially closed. The Open Record now contains a lie.

CLOSE-TYPE AFTERMATH

CLOSE	PIKE CHANGES
Closed Tight	One harbor route or contact becomes reliable. Improve one local contact one status step.
Closed Clean	The harbor handles your finding internally. Mark +1 Leverage with the relevant faction.
Open File	A Press story leaks. Next case starts at Heat 4 and one Pike contact becomes Useful.
Blown	The chief writes the official version. Heat resets to 6 next case; choose LBPD, Navy, or Oil to mark Suspicion +2.
Blown Bad	A maritime injury report is filed against you. Burn one contact or drop Familiarity by 1. If a sailor was part of your case, add +1 Strain.

NAMED CANON CONTACTS FOR IMMEDIATE USE

CONTACT	WHAT THEY KNOW	WHAT THEY FEAR	WHAT THEY WANT
Chief William Mooney, LBPD (early 1950s)	Every book-maker and madam paying tribute in Long Beach.	The grand jury that's about to indict him.	One more year of pension accrual.
Captain Frank Bompensiero (Dragna lieutenant, San Pedro)	Dragna's enforcement schedule and the Tijuana corridor.	Dragna failing.	Cohen removed; the Strip back.
Tony Mirabile (Dragna man, San Diego)	The cross-border heroin route.	Customs catching the wrong shipment.	The pipeline operating undisturbed.
Harry Bridges (ILWU president, by phone from SF)	Every union local's politics on the West Coast.	Federal deportation hearings.	His union intact.

CONTACT	WHAT THEY KNOW	WHAT THEY FEAR	WHAT THEY WANT	WHO CAN BUR THE
<p>A retired Hat Squad detective (LBPD liaison, 1949)</p>	<p>The 1949 LBPD file that grouped the Pike deaths.</p>	<p>Being called back to testify.</p>	<p>The Pike Killer named before he dies.</p>	<p>Chie Moo</p>
<p>The Hotel Stillwater desk clerk (graveyard shift)</p>	<p>Every name registered in the Stillwater since 1944.</p>	<p>The owner finding out he keeps copies.</p>	<p>The lease on a small bar.</p>	<p>The own</p>

02/

THE PIKE KILLER

The bodies are in the harbor. The cases are filed separately. The killer is on the next stool.

This chapter gives the Pike a five-stage Long Investigation tied to a series of harbor deaths the Long Beach Police Department has filed separately as drownings, accidents, and shore-leave misadventures over the past five years. Use it when ordinary cases begin pointing at a pattern: bodies pulled from the same fifty-yard stretch of harbor, all young, all with Pike tattoos, all ruled accidental.

Canon stance: the killer is alive. The killer has institutional cover — a Navy clearance, a city contract, an oil-company position, or a department badge. The original LBPD investigation in 1949 produced an internal file that grouped the deaths and was overruled by the chief's office. The Open Record never held the truth.

HOW TO USE THIS CHAPTER

Start the Pike Killer after any Hardened-or-higher case in Long Beach or San Pedro that involves a body pulled from harbor water, a young woman last seen at the Pike, a Pike-applied tattoo on a victim, or a sailor who didn't make muster.

THE ARC

Title: The Boys in the Bay.

Core question: Who's been killing in the harbor for five years, and which institution overruled the 1949 LBPD file that would have caught him?

What the player first sees: a body in the LBPD coroner's monthly report with a tattoo description that matches a tattoo from another report eight months earlier. A Hotel Stillwater desk clerk who recognizes the deceased from a different night with a different name. A Signal Hill rig foreman who says, "we lost another one."

STAGE 1: INCIDENT

Pressure. A current case produces a thread that points at the pattern: a tattoo description, a missing-persons file from out of state, a hotel register from a year you don't have a case for, a phrase a witness uses without realizing.

Source. A Pike tattoo artist, a Hotel Stillwater clerk, a Long Beach beach-patrol lifeguard, a Croatian fishing-boat captain who sees what comes in with the morning tide.

Clue. The bodies all entered the water at the same point of the harbor. The bodies were prepared elsewhere first — cleaned, posed, deliberately stripped of identifying papers. The killer has access to a private space with a drain.

Complication. The Long Beach PD evidence locker has the personal effects from three of the deaths and a list of the rest's effects checked out by Officer ____ on dates that don't fit any open case.

STAGE 2: PATTERN

Pressure. Other bodies surface. A waitress from Slappy's who left work at 11 p.m. and was found at 5 a.m. at the Pier. A merchant marine on shore leave whose ship reported him absent without leave and who turned up two weeks later in a fishing net. A schoolteacher from Iowa who came to visit her sailor brother and never went home.

Source. The retired Hat Squad detective who liaised with LBPD in 1949, an LBPD officer who quit in disgust, a coroner's clerk who has been keeping his own list, an LB Vice patrolman who walks the Pike at 2 a.m.

Clue. The pattern is harbor-occupational. Each victim had a connection to one of the harbor's industries: shipyard, oil, fishing, Navy, Pike. Each had a documented argument with a man whose name the LBPD file did not record.

Complication. The screen of harbor-industry connections leads to a man whose company has a Long Beach city contract. PRESSing the trail brings the company's law firm into your case.

STAGE 3: ACTOR

Pressure. A name surfaces. A man who works the harbor in a position that gives him access to all five zones. A Navy intelligence liaison, an oil-company safety inspector, a city building inspector, a federal Customs supervisor. Someone whose paperwork crosses jurisdictions and whose body never leaves a desk for long.

Source. The man's secretary, a coworker who hates him, his ex-wife, a Hotel Stillwater regular who can put him there on three of the relevant nights, a survivor of an attempted attack who didn't go to LBPD because LBPD was who she was running from.

Clue. His Hotel Stillwater suite has been kept under his name since 1944. The bathtub is plumbed wrong — the drain runs to a separate trap.

Complication. The man has a federal employer. PRESSing him cleanly requires evidence that crosses out of LBPD jurisdiction. The Navy will not release the file you need without a request from someone you do not have access to.

STAGE 4: MOTIVE

Pressure. The killer is a man who hurt people because his federal employer protected him. The institution behind him isn't a single agency. It's the wartime understanding among the Navy, ONI, the oil companies running federal contracts, and the LBPD chief: he is too useful to lose. The 1949 file existed. The chief signed it into a black drawer.

Source. An ex-LBPD detective who quit over the 1949 decision, the Hat Squad liaison who handed off the file, a former ONI investigator who was reassigned, a wartime Navy nurse who treated three of the survivors and was told to forget.

Clue. The Open Record is a lie. The 1949 LBPD file contains the killer's name on page 23, footnoted, with the note "see ONI / pending." The footnote was never resolved.

Complication. The 1949 file is in the Long Beach PD basement. The seal on the box was placed by Chief Mooney's predecessor and reaffirmed by Mooney.

STAGE 5: PROOF

Pressure. You can document the killer's responsibility. You cannot document the institutional protection without a witness still inside one of the federal agencies. The killer will not confess. The institution will not break.

Source. A retired ONI investigator who has been waiting for someone to ask. A surviving victim, now married and living in Lakewood, who has spent five years preparing to testify if anyone ever asks. The Hat Squad liaison's widow, who has the carbon copy of the 1949 file her husband took with him when he left.

Clue. The Final Operation must decide what closes: the man, or the institution that made him useful in war and kept him useful after.

Complication. Closing the man without the institution leaves the institution intact. Closing the institution requires evidence the institution will let you have only if you also burn the surviving victim's privacy.

D6 PIKE-TAGGED SOURCES

D6 SOURCE

- 1 The retired LBPD detective who left in 1949 and won't say why.
- 2 A coroner's clerk who has been keeping his own list of harbor deaths.
- 3 A Pike tattoo artist who recognizes the killer from a description and refuses to say so out loud.
- 4 The Hotel Stillwater clerk who has the suite registered to the killer since 1944.
- 5 A surviving victim, married now, living quietly. Will testify only if her husband does not see the file.
- 6 A Hat Squad liaison's widow who has her husband's 1949 carbon.

D6 FALSE PIKE LEADS

D6 FALSE LEAD

- 1 The shore-leave drunk theory. Real, but accounts for two deaths, not the pattern.
- 2 The Croatian fisherman accused of dumping bodies. Different boat, different signature.
- 3 A serial-killer theory imported from Northern California. Different victim profile.
- 4 A union-rivalry theory. Real labor violence, not connected to the harbor pattern.
- 5 A Long Beach Vice frame on a bookmaker. The bookmaker is dirty for other reasons.
- 6 An oil-company foreman with a record. He's a violent man and an alibi witness for the actual killer on two nights.

D6 PIKE ESCALATION

D6 ESCALATION

- 1 A Long Beach paper runs a paragraph on "renewed interest" in old harbor deaths. Heat starts +1 next case.
- 2 A surviving victim is approached at her Lakewood home by a man who knows her old name. Mark +1 Strain.
- 3 A retired LBPD detective dies of "natural causes." His widow has his notes.
- 4 The Navy quietly reassigns the killer to a new federal contract. His access changes.
- 5 A new body. Same signature. The institution is not protecting him anymore; he's losing control.
- 6 A man you don't know leaves a sealed envelope at your office with a single phrase: "page 23."

D6 PIKE AFTERMATH

D6 AFTERMATH

- 1 An ex-LBPD detective confirms the 1949 file off-record. Gain +1 Pike Intel; cannot use as a witness.
- 2 A surviving victim contacts you. She wants to meet. She does not want her name on anything.
- 3 The Navy offers your client a federal contract on a different matter in exchange for your withdrawal.
- 4 The Hotel Stillwater clerk leaves the registry book on your desk overnight. It is gone by morning.
- 5 A column in the LB Press names you as "renewed interest." Heat resets +1 next case but a journalist becomes Useful.
- 6 The killer hires a maritime attorney who specializes in defamation. Files arrive at your office.

THE LAST FILE: THE BOYS IN THE BAY

Run as a Cold Case at the Final Operation step. Capability: Protected (Very Hard 5+) at minimum; Unreachable (Extreme 6+) if institutional Suspicion clocks have stayed past 5.

Code test: Closing tight requires naming a man whose Navy contract still pays. Refusing costs the case but reduces Strain by 1.

Closed Tight: The killer is named in the Open Record. The chief who buried the 1949 file is named with him. Reduce one Suspicion clock by 2.

Closed Clean: The killer is named; the chief survives. Mark +1 Strain.

Open File: The case is on record but unfinished. The Pike tracker resets to Stage 3 and the next investigator inherits the work, the surviving victim, and one institutional Suspicion clock at 5.

Blown / Blown Bad: An LBPB press release credits another suspect. The Pike Killer is officially declared closed. The Open Record now contains a lie. Mark +2 Strain. End the campaign.

CONTINUING WITH A NEW INVESTIGATOR

A replacement investigator inherits the open Pike stage, one burned or missing contact, one institutional Suspicion clock at 3, and one physical artifact: an envelope with "page 23" written on it, a Hat Squad liaison's carbon, a Pike tattoo flash sheet from the killer's own arm. They do not inherit the prior investigator's Familiarity unless a surviving Pike contact briefs them; if so, start Familiarity 1 and mark that contact Afraid.

03/

PIKE CONTACTS

Sixty-six names. Some on shore leave. Some on the line. Some on the books.

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. Each contact has a faction or power that can burn them.

D66 CONTACTS

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
11	Chief William Mooney, LBPB	Every book-maker and madam paying tribute in Long Beach.	The grand jury about to indict him.	One more year of pension accrual.	The grand jury.
12	Captain Frank Bompensiero, Dragna lieutenant	Dragna's enforcement schedule and the Tijuana corridor.	Dragna failing.	Cohen removed.	Dragna himself.
13	Tony Mirabile, Dragna's San Diego man	The cross-border heroin route.	Customs catching the wrong shipment.	The pipeline undisturbed.	The Combination.
14	Harry Bridges, ILWU president (by phone from SF)	Every West Coast union local's politics.	Federal deportation hearings.	His union intact.	The DOJ.
15	Captain James Coyle, USN, Naval Shipyard	Federal property procedures and the federal/city seam.	An ONI investigation reaching his command.	His promotion list.	The Navy.
16	Lt. Jane Holcomb, Navy nurse (retired)	Three Pike-related survivors she treated in 1944-46.	Being asked to testify under her old name.	The killer named.	The Navy.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
21	Sgt. Wally Scott, LB Vice (Pike rotation)	Which bars pay, which get raided, which never do.	His next transfer.	A Robbery slot.	Chief Mooney.
22	Detective Frank Hoyt, LBPB Robbery (1949 holdover)	The 1949 Pike file before the chief sealed it.	Being called to the grand jury.	A clean retirement.	Chief Mooney.
23	Stella Karas, Croatian cannery foreman	Which boats came in light and which came in too heavy.	A grandson on the LBPB watch list.	The boy off the list.	The LBPB.
24	Vince Maggio, Italian fishing-fleet captain (San Pedro)	What the morning tide brings up.	His boat impounded.	His license renewed.	Customs.
25	Joe Niko, ILWU steward (Pier A)	Cargo movements off the books.	A Pinkerton inside the local.	The local intact.	The Pinkertons.
26	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.
31	Mae Riggio, Stillwater Hotel desk clerk (graveyard)	Every name registered since 1944.	The owner finding out she keeps copies.	The lease on a small bar.	The owner.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
32	Hank Vargas, Plunge swimming-hall life-guard	What goes on after closing in the locker rooms.	A drowning he can't keep quiet.	His name in the paper for the right reason once.	The Plunge owner.
33	Lou Conti, Pike tattoo artist	A thousand sailors' inks and the ones who never came back.	Cigarette burns in his shop again.	The lease on the next storefront over.	Local protection.
34	Sarah Linden, Cyclone Racer ticket booth	Who came in with whom, and on what nights.	The booth being closed at end of season.	A year-round job.	The Pike management.
35	Tom "Slappy" Slabowski, Slappy's Pike Bar	What sailors say after the third drink.	A Vice raid on a Saturday night.	His liquor license uncomplicated.	LB Vice.
36	Doc Petrarca, deck hand turned harbor coroner's assistant	Every body since 1944, with descriptions.	The chief's office reading his memos.	The 1949 file unsealed.	The chief.
41	Eleanor Russo, Signal Hill widow	What happened on the day shift her husband died on.	The oil company writing her off.	Pension paid.	Standard Oil.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
42	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.
43	Tess Mooney (no relation to chief), Signal Hill secretary	The oil-company executive committee minutes.	The committee finding her notes.	A transfer to Houston.	The committee.
44	Constance Berry, surviving victim (now married, Lakewood)	The killer's voice and one specific phrase.	Her husband seeing the file.	Anonymity that holds.	The killer.
45	Vivian Hatch, surviving victim (now in San Diego)	The killer's hands.	Being asked to identify him in person.	The killer dead, not on trial.	The killer.
46	Frank Reed, ex-Hat Squad liaison (LAPD, retired '49)	The 1949 file's complete contents.	His widow being threatened.	The killer named before he dies.	Chief Mooney.
51	Otis Cleary, federal 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.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
52	Ann Petrov, Croatian cannery worker	The boat that came in heavy in November '46.	Her cousin being deported.	The cousin's papers cleared.	Immigration.
53	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.
54	Phil Cardenas, LB Vice patrolman	The Pike's unwritten alleys and which ones the chief walks.	Being moved to graveyard at the Pike forever.	A day shift in Bixby Knolls.	His captain.
55	Wendy Bauer, LBPD switch-board supervisor	Every call placed from the chief's office.	The chief finding out she keeps her own records.	A pension and a transfer.	The chief.
56	Sammy Choi, Pike pawnbroker	What's been hocked since the war and what got redeemed.	Customs raiding his back room.	His license.	Customs.
61	Mickey Burns, LB bookmaker (hat shop front)	Which sailors won big enough to get followed home.	Dragna's people opening a parlor across the street.	His own crew left alone.	Dragna.

D66	CONTACT	KNOWS	FEARS	WANTS	CAN BURN THEM
62	Ronnie Sloan, ex-Navy intelligence (low-level, retired)	The wartime contracts the killer's employer had.	His own old badge being looked up.	His grandkids never finding out.	ONI.
63	Marie Vargas, hotel maid (Stillwater)	What's in suite 317 on the killer's nights.	Losing the room key.	Her boy in Catholic school.	The owner.
64	Vince Albano, San Pedro funeral director	Every body delivered through the back door without a death certificate.	The state board reviewing his license.	The cousin who runs the cemetery left in business.	The state board.
65	Eddie Salgado, harbor patrol pilot (LBPD launch)	Which fifty-yard stretch of harbor the bodies enter from.	The chief calling him in.	Reassignment to harbor cleanup.	The chief.
66	The killer himself	Everything.	The 1949 file.	To not be named.	His federal employer, when they decide.

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 and worsens one faction clock.

D6 FAVORS CONTACTS ASK

D6 FAVOR

- 1 Get a sailor off a Long Beach PD watch list.
 - 2 Move a body to a different jurisdiction before morning.
 - 3 Recover a piece of evidence from the Stillwater suite.
 - 4 Delay a Customs raid long enough for a load to clear.
 - 5 Prove an oil-rig death was sabotage and not negligence.
 - 6 Carry a message that cannot touch a federal wire.
-

D6 WAYS CONTACTS BETRAY THE INVESTIGATOR

D6 BETRAYAL

- 1 They sell the meeting location to LBPD. 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 client to the chief's office. The retainer is at risk at Heat 7.
 - 5 They warn the killer to preserve their own daughter. 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 sit-down room. Gain 1 Leverage Token.
- 2 They hide you during a Vice 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 Shipyard and the Port. Ignore one Jurisdictional Drift trigger.
- 5 They produce a witness who knows the timing. Generate 1 Hard Fact.
- 6 They arrive at the sit-down with a name, a code, or a launch. Add +1 to Beat 1.

D6 MISSING CONTACT RETURNS

D6 RETURN

- 1 With a Long Beach PD 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 Pike clue.
- 5 Afraid of you, not LBPD. 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 Their faction uses the relationship to identify your route. Heat +2.
 - 3 Their family asks for help during the next session. Refusal marks Code Crossed.
 - 4 They provide one last clue, then become evidence against you. Suspicion +2.
 - 5 The Pike preserved their data. Gain +1 Pike Intel and worsen one contact.
 - 6 They survive hostile. Next time they appear, they are tied to the killer's anatomy.
-

GLOSSARY

Fast language for returning investigators.

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

CORE L.A. DICK TERMS

TERM	MEANING
Action	One of three things per session: WALK, LEAN, PULL, or STAKE.
Anatomy	Three hidden case targets: Person, Place, Record.
Code	One sentence the war taught the investigator not to do.
Code Cross	Violating the Code for +2 to one Sit-Down roll.
Contact	Named source. Statuses: Loyal, Useful, Afraid, Compromised, Missing, Burned.
Familiarity	0–5 territory score.
The File	Five stages: Incident, Pattern, Actor, Motive, Proof.
Hard Fact	Two in pool advance the file one stage.
Heat	Exposure. Failed actions raise it. Thresholds at 3, 5, 7, 9.
Lead	+1 to one investigation roll.
Leverage Token	Sit-Down currency from anatomy hits. Cap 4.
Sit-Down	The case climax. Three beats.
Strain	Campaign pressure on the investigator.
Suspicion / Leverage	Faction clocks (0–6 each).

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.

PIKE TERMS

TERM	MEANING
The Pike	Long Beach's amusement strip on East Ocean Boulevard. Tattoo parlors, sailor bars, the Cyclone Racer, the Plunge.
The Shipyard	The Naval Shipyard on Terminal Island and the civilian dry docks. Federal property mixed with city.
The Port	San Pedro's working harbor: cargo terminals, fish canneries, Italian and Croatian fleets.
The Hill	Signal Hill: oil derricks rising out of front yards, four-officer PD, oil-company watched.
Jurisdictional Drift	Local pressure rule. First failed PULL each case at any harbor records office is Hard minimum; cross-zone actions mark +1 Heat.
The Pike Killer	The serial murderer underneath the Pike campaign. Kills harbor-occupational victims; bodies enter the harbor at the same fifty-yard stretch.
Page 23	The footnoted name in the 1949 LBPD file that grouped the deaths and was overruled by the chief. The Pike's Stage 4 evidence.
Hotel Stillwater	The Long Beach hotel where the killer's suite has been registered since 1944.
The Plunge	The Pike's swimming hall. Open until midnight. After hours it is something else.
ONI	Office of Naval Intelligence. The federal employer that protected the killer in the war and never stopped.
ILWU / ILA	The two longshoremen's unions. ILWU is the Bridges-led West Coast local; ILA the East Coast rival. Their politics drive the Port.
Bracero corridor	The wartime contract-labor pipeline from Mexico still operating in this period; touches the Port through cannery work.

CAMPAIGN RECORD

What survives the case goes here.

Use one Campaign Record per investigator's career. This sheet tracks what follows the investigator between cases.

INVESTIGATOR HEADER

Name: _____

Office address: _____

License number: _____

Specialization: _____

War Detail: _____

Vice: _____

Code: _____ "I _____ don't
" _____

Reputation tier: Walk-In Referred By Name

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

Cases closed: ___ Closed Tight: ___ Closed Clean: ___ Open File: ___

Blown: ___ Blown Bad: ___

Code Crossed entries: ___

LONG INVESTIGATION TRACKER (THE PIKE KILLER)

Current Stage: None Incident Pattern Actor Motive Proof

Pike Intel: ___

Last File available: Yes No

Last File outcome: _____

Surviving victim contact (if any): _____

Page 23 evidence (if any): _____

FACTION CLOCKS

FACTION	ROLE	SUSPICION 0-6	LEVERAGE 0-6	CURRENT DEMAND OR THREAT	KEY CONTACT ROUTE
-----	Long Beach PD	----	----	-----	-----
-----	The Navy / ONI	----	----	-----	-----
-----	Long-shoremen's union	----	----	-----	-----
-----	Optional fourth (Oil / Dragna / Customs / Press)	----	----	-----	-----

REPUTATION AND EVOLUTIONS

Current reputation: _____

Next reputation requirement: _____

Pending advancement check:

Evolutions earned: _____

TERRITORY FAMILIARITY

TERRITORY	FAMILI- ARITY 0-5	RELIABLE ROUTE	KNOWN SOURCE	LOCAL HEAT NOTES
The Pike	---	-----	-----	-----
-----	---	-----	-----	-----
-----	---	-----	-----	-----
-----	---	-----	-----	-----

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	TYPE	SUB- JECT PRO- TEC- TION	CLOSE TYPE	ANA- TOMY HITS	HEAT RESET	STRAIN Δ	CODE X	PIKE INTEL
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: _____

Pike stage pressures active: _____

Requisition chosen: _____

Client notes: _____

AFTER-CASE CHECKLIST

1. Record close type and casualties of attention.
2. Reset Heat by close type.
3. Add Code Crossed entries and Strain.
4. Update reputation progress and evolutions.
5. Update faction Suspicion and Leverage.
6. Update contact statuses.
7. Update Territory Familiarity.
8. Apply Strain changes and relief.
9. Add Pike Intel and check Pike stage.
10. Choose requisition or note why it is unavailable.
11. Write one field note. Not a summary.