

THE
'HOOD

THE SCORE

A Quickstart Playset for The ‘Hood

WHAT’S THE SCORE?

“Smiling” Seth Waterman has a plan, as always, but this one’s different: he’s going to stick up a security van loaded with cash. He’s got his older brother Greg to provide muscle and a couple of mates he owes favours to are going to help steal the cash and getaway. All he needs to do is plan the perfect heist with them: nothing can go wrong.

The truth is that things have already gone wrong the moment he started planning the heist, he just hasn’t found that out yet...

This is a condensed version of **The ‘Hood** that allows a group of 4 or 5 people to get down to playing as quickly as possible, by presenting a set of pre-created characters facing a pre-written situation. That means there aren’t all the options present in the complete game, but the characters here could easily be carried over into the full version of **The ‘Hood**.

I’ve saved a lot of heavy-lifting here by presenting a game that is simple and ready to play, but in order to do so I’ve had to strip things down a little, by hiding some rules, altering or ignoring others and skipping some processes a new group would normally go through.

In writing this, I’ve put the rules at the point where they are needed; for example, in the opening scene where they plan their heist, there are rules for the characters to scope things out and get the materials they need for the job. No plan survives contact with the players however, so it’s best to have a copy of **The ‘Hood** standing by for when the game goes in unexpected directions.



GREG “MONSTER” WATERMAN

You're used to providing manual labour for your younger brother Seth: this can involve moving crates, guarding doors or breaking arms. It's simple and undemanding, and you don't mind the bruises, the odd hours or the screams.

STATS



NAME



HUSH



BRASS



WISE



STRAIGHT

● **Handy with his Fists:** you don't need a weapon to hurt someone; when you **get rough**, you can roll+brass instead of roll+edge.

● **Hard Bastard:** erase this move instead of going down or out.

When you advance, you can take one of these moves:

○ **Extreme Persuasion:** when you **argue the toss**, roll+brass instead of roll+wise.

○ **Unstoppable:** When you take the **hard way** and miss, you may choose all three options to turn it into a hit.

Heat: *this is how much trouble you're in and if it reaches 5, you're **burned**. You can get rid of it by shifting the blame to another PC or getting an NPC to provide you with an alibi.*

Experience: *this is how much you've learned and you advance when it reaches 5: reset it to zero and take +1 on any stat (max.+3) or take a new move.*

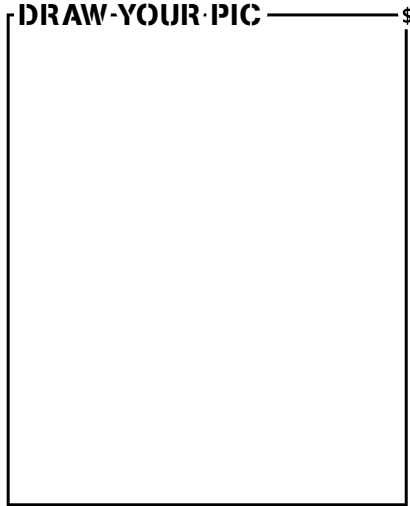


Mark 1 heat and 2 experience at the start of play.

When you and another PC **double-cross** each other, take the **Hard Bastard** move if you had it and have erased it; otherwise take +1 debt with them.

Debt: *this is what the other characters owe you; you can roll+debt to help (they take +1 on their next roll) or hinder them (they take -2.) When your debt with another PC goes over +3, reset it to zero and choose one: mark 1 experience, swap all your heat with theirs or make a deal where they have to do what you say but they can **argue the toss** over the details.*

DRAW-YOUR-PIC



"Smiling" Seth Waterman:

Your little brother, you've been a team since school, when you were the brawn to his brains; sticking up the security van is his idea. *Start with +2 debt with him.*

Chris "the Magpie" Cole: The thieving little shit who got you the sack from your security work at the shopping mall when you looked the other way for him one night. *Start with +3 debt with him.*

Penny "Wheels" Winchester: She still hasn't forgiven you for the time you rammed the car she was driving off the road because you were being paid to nick a package she was delivering.

Payback: *these are people in your 'hood who might do you a favour or have a score to settle with you.*

○ "Hot" Lauren Winchester: Penny's half-sister, there's a thing between you but it's complicated.

○ "Uncle" Heston Malahide: A bent money-lender who sometimes pays you to rough non-paying clients up.

○ Claire "the Godmother" Waterman: Your mum, who you still live with.

○ Brian "the Brick" Edwards: Just a mate in the same line of work as you, but less reliable due to his fondness for nose-candy.

"SMILING" SETH WATERMAN

Everyone's looking for something; you bring together those with a demand and those who can supply. You're always concocting schemes to make money, but what you mostly make is trouble.

STATS



● **Negotiator:** when you argue the toss, roll+name instead of roll+wise.

● **Hiring a Professional:** when you ask around for a person and get a hit, they give +1 ongoing to make a specific move on the job you hire them for.

When you advance, you can take one of these moves:

○ **Fence:** all goods in your possession take -hot when you sell them on.

○ **Infamy's Better than Anonymity:** you get +1 name (name+3).

Heat: *this is how much trouble you're in and if it reaches 5, you're **burned**. You can get rid of it by shifting the blame to another PC or getting an NPC to provide you with an alibi.*

STRAIGHT **Experience:** *this is how much you've learned and you advance when it reaches 5: reset it to zero and take +1 on any stat (max.+3) or take a new move.*

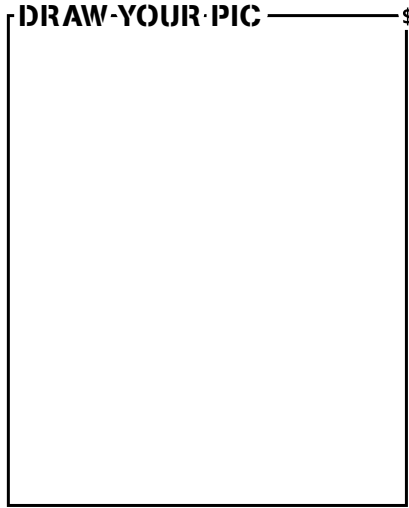


Mark 1 heat and 2 experience at the start of play.

When you and another PC **double-cross** each other, nullify their double-cross move. Whatever it is, it just doesn't happen.

Debt: *this is what the other characters owe you; you can roll+debt to help (they take +1 on their next roll) or hinder them (they take -2.) When your debt with another PC goes over +3, reset it to zero and choose one: mark 1 experience, swap all your heat with theirs or make a deal where they have to do what you say but they can **argue the toss** over the details.*

DRAW-YOUR-PIC



Greg "Monster" Waterman:

Your big brother, he always fought your fights for you when you were kids and your mouth got you into trouble. *You can make a deal with him once, as above.*

Chris "the Magpie" Cole: He's too wise to your games after getting burned by you in the past; he'll be keeping a close eye on you. *Start with +2 debt with him.*

Penny "Wheels" Winchester: You swindled her dad over a phony investment scheme, so she's got reason to dislike and distrust you. *Start with +2 debt with her.*

Payback: *these are people in your 'hood who might do you a favour or have a score to settle with you.*

○ Max "Duke" Barrett: King of these streets, he'll break you if you try anything on his patch.

○ Tina "Righteous" Wallace: The slightly bent cop on the beat in your 'hood, stay in her good books by helping her out with her inquiries.

○ Claire "the Godmother" Waterman: Your mum, who's grown used to you providing her with life's little luxuries.

○ Wes "the Kid" Barrett: Max's nephew, a kid in **the 'hood** who runs a few errands for you when you're busy or being watched.

CHRIS "THE MAGPIE" COLE

All property is theft, so on balance you're not really doing anything wrong. It's barely a crime when people leave stuff lying around, you're actually, like, tidying up and being all environmental, innit?

STATS



NAME



HUSH



BRASS



WISE



STRAIGHT

● **Nick It:** when you steal gear, roll+hush. On a 10+, choose 2, on a 7-9, choose 1: you leave no evidence you were there, you can get out the same way you got in, you don't set off any alarms. Goods you steal are always +hot.

● **In & Out:** when you **cover your tracks** and get a hit, choose one less option from those available.

When you advance, you can take one of these moves:

○ **Stealthy:** you get +1 hush (hush+3)

○ **Disarm:** if you enter a situation without a weapon, you may take the weapon with the lowest edge or lead value from those around you.

Heat: *this is how much trouble you're in and if it reaches 5, you're **burned**. You can get rid of it by shifting the blame to another PC or getting an NPC to provide you with an alibi.*

Experience: *this is how much you've learned and you advance when it reaches 5: reset it to zero and take +1 on any stat (max.+3) or take a new move.*

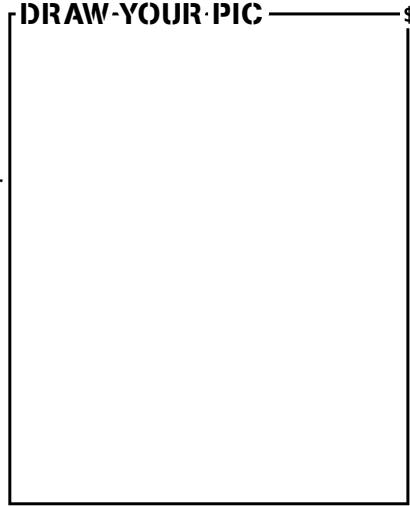


Mark 1 heat and 2 experience at the start of play.

When you and another PC **double-cross** each other, steal one bit of their gear from them.

Debt: *this is what the other characters owe you; you can roll+debt to help (they take +1 on their next roll) or hinder them (they take -2.) When your debt with another PC goes over +3, reset it to zero and choose one: mark 1 experience, swap all your heat with theirs or make a deal where they have to do what you say but they can **argue the toss** over the details.*

DRAW-YOUR-PIC



Greg "Monster" Waterman:

The dumb fuck still hasn't figured out how you lifted his stereo & DVD from his mum's house, but he suspects you did it.

"Smiling" Seth Waterman: You both cut your teeth in this game stealing what you wanted from the local shops. *Start with +2 debt with him.*

Penny "Wheels" Winchester: She owes you for that time you helped her lose a hot car she was driving, just before the police turned up looking for her. *Start with +3 debt with her.*

Payback: *these are people in your 'hood who might do you a favour or have a score to settle with you.*

○ "Uncle" Heston Malahide: Money-lender and fence, he finds a market for the goods you nick.

○ Tina "Righteous" Wallace: The local cop, if she knew how crooked you were, she might not entertain your advances.

○ "Metal" Mitchell Winstone: You're both in the same game, except he steals cars and you steal everything else.

○ "Smooth" Annie Prentiss: She's been in this game since the 1980s and knows everybody; buy her a drink and she might tell you a name.

PENNY "WHEELS" WINCHESTER

When it positively, absolutely has to fucking get there tomorrow, you've got the marketable skills and no conscience: you don't ask what's in the bag, you just pick it up and drop it off, quickly, quietly and cleanly.

STATS



- **Duck & Dive:** when anyone gets rough or opens fire on you, they take -1 now.

- **Your current vehicle is a motorbike:** it's +fast but also +tiny and +weak: you can outrace most other vehicles but you can't carry much and any collision will wreck it.

When you advance, you can take one of these moves:

- **Escape Route:** when you got to Plan B, roll+hush instead of roll+wise.

- **Backstreet Knowledge:** when you overtake others on the move, roll+wise. On a 10+, you end up minutes ahead of them. On a 7-9, you are seconds ahead. On a miss, you stay behind them all the way.

Heat: *this is how much trouble you're in and if it reaches 5, you're **burned**. You can get rid of it by shifting the blame to another PC or getting an NPC to provide you with an alibi.*

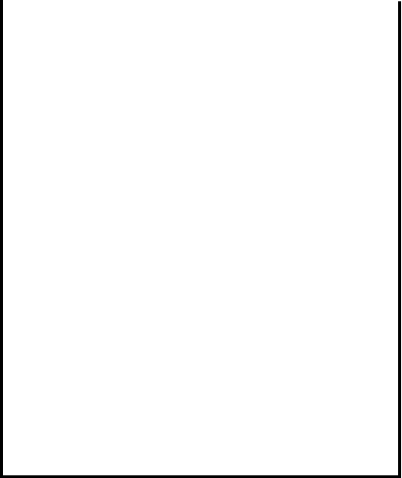
Experience: *this is how much you've learned and you advance when it reaches 5: reset it to zero and take +1 on any stat (max.+3) or take a new move.*



When you and another PC **double-cross** each other, they get dumped in any location of your choice within the city.

Debt: *this is what the other characters owe you; you can roll+debt to help (they take +1 on their next roll) or hinder them (they take -2.) When your debt with another PC goes over +3, reset it to zero and choose one: mark 1 experience, swap all your heat with theirs or make a deal where they have to do what you say but they can **argue the toss** over the details.*

DRAW-YOUR-PIC



Greg "Monster" Waterman:

He set the police onto you just because you warned him to stay away from Lauren, your half-sister. *You can make a deal with him once, as above.*

"Smiling" Seth Waterman: You once borrowed his car for a job you were doing, but he didn't get it back in one piece. *Start with +2 debt with him.*

Chris "the Magpie" Cole: You've helped him move some of the stuff he's nicked from time to time. *Start with +1 debt with him.*

Payback: *these are people in your 'hood who might do you a favour or have a score to settle with you.*

○ "Hot" Lauren Winchester: Your mum's other daughter, she tries to keep her nose clean in this rotten town.

○ Max "Duke" Barrett: He rules the roost around here and keeps pressuring you to join his crew.

○ "Metal" Mitchell Winstone: The best gearhead in town, you smash cars up and he puts them back together again.

○ Jeanette "Ghost" Douglas: When you need some forged documents in a hurry, she never lets you down.

There are four player characters and ten non-player characters named in this playset, but more NPCs can quickly be added as the development of the story demands.

Main Cast

- **Monster (Greg Waterman):** the muscle, he is older brother to Seth and involved with Penny's half-sister.
- **Smiling Seth (Seth Waterman):** the brains, this is his scheme and he's put the team together.
- **The Magpie (Chris Cole):** professional but low-class thief, he's just in this for the money.
- **Wheels (Penny Winchester):** the getaway driver, she has a long and complex history with the Waterman brothers.

Supporting Cast

- **Hot Lauren (Lauren Winchester):** Penny's half sister and Greg's sometime girlfriend.
- **Uncle (Heston Malahide):** a crook with money and connections, he launders cash and fences stolen goods.
- **The Godmother (Claire Waterman):** Greg & Seth's mother, Greg still lives with her, Seth pays her bills.
- **The Brick (Brian Edwards):** a mate of Greg's, they have both worked many jobs together as the hired goons.
- **Duke (Max Barrett):** his gang patrols the 'hood where the PCs live, keeping it safe and taking their cut.
- **Righteous (Tina Wallace):** the police patrol officer, she knows when it's best to look the other way.
- **The Kid (Wes Barrett):** Max's tearaway nephew, not out of school yet but already a proud ASBO winner.
- **Metal Mitch (Mitchell Winstone):** chop shop mechanic and dealer in dodgy motors.
- **Smooth Annie (Annie Prentiss):** once a girlfriend to some notorious gangsters, her youth may have left but she still has the knowledge and connections.

- Ghost (Jeanette Douglas): quiet and anonymous, just how she likes it, she is the go-to girl for changing your identity.

———— ACT ONE: THE PLAN —————

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"Smiling" Seth has a proposal for his brother and a couple of mates he thinks he can more or less trust; together, they're going to carry out a heist by sticking up a security van loaded with the weekly takings of a couple of target businesses. The first part of this plan requires picking a target, then finding out about the security arrangements it uses: what time do the takings get collected, what route does the van take, who's driving and how are they armed, etc.

There are two ways the PCs can get the information they need:

Ask Around: there are a few people about who know this business, like "Uncle" Heston, "Duke" and "Smooth" Annie, but they'll probably want something in return for their help and it'll take a little while before they can give you an answer.

When you **ask around** for answers to questions, roll+name. On a hit, you get an answer and choose options. On a 10+, choose 1. On a 7-9, choose 2:

- The answer is worse than you expected.
- They don't answer you directly; instead they give you the name of someone who does have the answer.
- Whoever you ask wants a cut or a favour: mark them for payoff.

Cover Your Tracks: you could just spy things out for yourself, but that means hanging around on the streets, trying to observe the routine without arousing suspicion.

When you **cover your tracks**, roll+hush. On a hit, you get an answer and choose options. On a 10+ choose 1. On a 7-9, choose 2:

- It takes several hours.
- You arouse suspicion: mark heat & experience.
- You have to call on another PC for help: tell them to take +1 debt with you.

Whenever the PCs get an answer to a question, they should add that information to their plan: start with a big blank sheet of paper and draw the plan of their heist on it as they progress.

- Start with whatever small business the van makes its first collection at.
- As you find out more about the van's route, add the streets it travels along, marking other sites of interest on them.
- Think about other streets that aren't on the van's route: could it be diverted to a more vulnerable spot?
- Note any ways you can exploit the situation: anything you discover about the drivers, the businesses they collect from, the time of day they collect at and so on, can all go on the plan.

Besides a plan of the heist, the PCs will need to tool up with a getaway vehicle and some weapons: they can find these by **asking around** again, but to actually acquire them they'll have to **argue the toss** with whoever is willing to part with the goods.

Ask Around: same as before, but now the PCs are looking for the tools and other resources they need to carry out the heist, like weapons, a vehicle, disguises and anything else they can think of that will be of use to them. They can go further afield for this, such as by asking "Metal" Mitchell for a vehicle.

When you **ask around** for goods & favours, roll+name. On a 10+, choose 1 option. On a 7-9, choose 2:

- What you get isn't quite the quality you expected and has a mechanical or other problem with it.
- Whoever you asks just points you to where you can find what you want, they don't have it to hand.
- There's a problem with getting it; you'll have to solve that before it's yours.
- You owe the person you asked for helping you out; mark them for payback.

A common drawback with many vehicles and weapons is that they are *hot*: each item you have in your possession that is tagged as *hot* adds +1 to your heat, but you can only

get rid of heat from *hot* gear by getting rid of the item in question and you get no experience from it.

Argue the Toss: when you cut a deal with someone or make an agreement, you want to get the best deal possible for yourself, just like they want to get the best deal possible for themselves. Most of the NPCs the PCs have to deal with want money now, which the PCs probably don't have: that kind of wealth is represented by *dough* and the PCs start with *Odough*, which is why they are willing to carry out this heist. When NPCs demand money now in return for what they're offering, PCs can respond by haggling over how much they'll pay or when they'll pay.

When you **argue the toss**, roll+wise. On a 10+, NPCs take your deal and PCs either take it or take +1 heat. On a 7-9, if they take your deal, mark NPCs for payback and PCs take +1 debt with you.

Weapons can be divided into two types: there are the clubs & blades which provide *edge* and the firearms which provide *lead*. They provide this in a range of +1 to +3: the bigger the bonus, the more damage they do, but the harder they are to acquire and to conceal. Vehicles can have all sorts of tags attached to them, both good and bad: Penny's starting motorbike is a good example of this, being *+fast* (able to overtake most other vehicles) but also *+tiny* and *+weak* (no room for passengers or luggage and very vulnerable). Other vehicle tags are *faster*, *slow*, *slower*, *agile*, *stiff*, *roomy* and *tough*: if a vehicle has more good tags than bad ones, it's going to cost 3 or more dough, but if there are more bad tags, you can probably get it cheaper. Another option is to borrow a vehicle off someone like "Metal" Mitch, but he'll definitely want payback for that.

This first act of the game, planning the heist, gives the players a free hand in creating the situation they'll face: no details are fixed in advance, so any time they ask a question or propose a strategy, it's down to them to make a move that will provide the answer or which represents how they are preparing themselves. Let them plan out their heist for up to an hour, but then call a halt and move on to the next section.

As MC, you also need to think about the plan, but you're looking at it from the perspective of what's missing and what could go wrong: any question the players don't ask is one that you get to answer how you like. For example, have they checked out when a police patrol coincides with the security van's route? Have they checked for any local

events on the day of the heist? Have they prepared for what the weather will be like? Jot down a few surprises you can spring on them in the next act, but be fair about it: don't just undermine their plan arbitrarily, especially the parts they have prepared for. If they've managed to get an inside-man on the security van, then he turns up on the day as expected, he won't just phone in sick; on the other hand, if they've left it to one of their contacts to organise the inside-man, maybe they get someone they weren't expecting and who can't be trusted...

If things have gone badly wrong with their plans at any stage, the gang can always ask you for help.

Plan B: roll+wise. On a hit, the MC gives you a way out of whatever trouble you're in: this is guaranteed to work, at a price. If you take the lifeline you're thrown, choose options; on a 10+, choose 1. On a 7-9, choose 2.

- You have to leave someone behind.
- You don't get what you came for.
- It costs you: take -1 dough that must be paid from the total dough taken in the heist.

INTERMISSION

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The PCs now have a plan, but they also have a stack of problems:

- **Heat:** if they've attracted too much attention to themselves, by bringing in too many people on the plan or acting suspiciously around the target, they'll have drawn some heat. If this rises to 5+, they're going to get burned, which means its game over for them when the cops arrest their ass or some other gang decides to rub them out.
- **Payback:** they've either promised a lot of favours or they've committed themselves to debts they have no way of paying back unless they pull the heist off. Each NPC they owe payback to is like a little ticking bomb, just waiting to blow their life apart.

Before they press on with the heist itself, they'll probably want to clear the decks a little: once they leap into action, they won't have time to deal with this shit and it'll keep mounting up until it topples over and buries them. As MC, you should *strongly* suggest to any player with more than

2 heat or two NPCs marked for payback that they take the time to deal with some of that before going any further.

Lie Low: the PCs have friends and family who are of less interest to the police and rival gangs than themselves, so these are the best people to ask for help when seeking someone to provide an alibi. These NPCs can act as a distraction, vouch for your cover story or just let the PC hide-out in their spare room until the people who are looking for them have gone away.

When you **lie low**, roll+straight. On a hit, take -1 heat. On a 10+, you may also take an additional -1 heat but you owe someone for this; mark them for payback. On a 7-9, you only take -1 heat and you owe someone for this; mark them for payback.

There's no singular move for dealing with NPCs that are marked for payback, it all depends on who they are and what they want, but seeking them out to settle things should give the PCs the upper hand. The most likely two things an NPC will want for payback is dough or a favour, but as the PCs don't have any dough right now, they'd have to cut the NPC in on the take from the heist in order to pay them back that way. Persuading an NPC to accept the promise of money later means **arguing the toss** with them: they won't want more than *1dough* but they'll want payment to happen sooner rather than later, so this can easily put the clock on the PCs, forcing them to act now instead of spending more time on preparation.

An NPC can also be paid off with a favour that only the PC is in a position to offer: PCs can check out their unique moves and offer to put them at the service of an NPC. The relationships between all the characters can also be put on the block: as MC, you have to make **the 'hood** seem alive, so think about what some of those NPCs could want from each other and how the PCs could be used as the go-betweens. Of course, that kind of favour will take more time and almost certainly lead the PCs even deeper into the tangled web of loyalties and allegiances that underlie **the 'hood**.

This is a good time to begin a map of the gangs' own '**hood**' as well as the target one: mark on it where they hold their meetings about the heist, where they go to get gear and information and any other places they mention. This will help in the final act, when the PCs are looking for escape routes, hiding places and friendly faces.

———— ACT TWO: THE HEIST —————\$

Everything in this act takes place on the day of the heist itself, so the players better be sure that they're ready for it. By now, they should have a good map of the security van's route accompanied by an amount of relevant data about the routine and the environment. The two main obstacles to carrying out the heist are dealing with the security and then getting away, so it's time for some new moves.

Take the hard way: some of this stuff can't be done under the radar, because there's no subtle way to ram a van off the road or wrestle a case out of someone's hands. Anytime the PCs have to get direct and physical to remove an obstacle to their goal, break out this move.

When you **take the hard way**, roll+brass. On a hit, you do what you set out to do and choose options. On a 10+, choose 1. On a 7-9, choose 2:

- This doesn't go unnoticed: there are witnesses or cameras watching you, or else you're just leaving clear evidence behind. Whatever the case, mark heat and experience.
- You've made things personal by affecting someone who has a stake in what you're doing: mark your new enemy for payback.
- That was more painful than you intended it to be: take -1 forward as you get your breath back or shrug off the damage.

Get rough: if the problem is someone who just won't step out of the way, then you might have to take them down, but you'll need to be tooled up for this.

When you **get rough**, roll+edge. On a 10+, take your opponent **down**. On a 7-9, choose 1.

- They feel threatened enough to back off out of your way, but they're still active.
- They get their licks in on you: they're **down** but you take -1 ongoing for this situation.

Open fire: if you're really serious about your violence, you need some firepower, especially if it's been established that the security on the van are armed.

When you **open fire**, roll+lead. On a 10+, take your opponent **out** and take +1 heat. On a 7-9, take your opponent **down** and choose 1.

- The authorities take gunfire very seriously, so this will put them on your tail: take +1 heat.
- You either lose your weapon in the struggle or you find it expedient to get rid of it: dump the weapon you used.
- Things are too desperate for you to stick around, so leave without getting what you came for.

The NPCs aren't just standing around waiting to see what the PCs will do next while they're carrying out the heist, they'll be responding appropriately:

- Bystanders are witnesses: even if they aren't calling the police right now, they'll be able to give a statement about everything they see and hear later, so how are the PCs going to deal with that?
- The security guards aren't just going to give up without a fight: if they're active and armed, they'll be coming after the PCs however they can, including the classic tactic of taking out the getaway vehicle if possible. Failing that, maybe one of the guards is edgy enough to try a stand-off, forcing a PC to decide whether they're prepared to **open fire** to get the dough they came for.
- How quickly are the police going to arrive on the scene? If the players forgot to ask that sort of question in their plan, then there could be a patrol on the street right now, quite possibly "Righteous" Tina Wallace herself: have they got a plan in place for dealing with that?

Additionally, there's anything else you've got ready to spring on them: a group of kids from the nursery walking by, a heavy storm at the time of the heist or just a have-a-go hero from the general public who wants to make a bid for

fame & glory. Even when they get through all that, there's still a getaway to come and they can't just **take the hard way** all the way through or else they'll still have cops and others on their tail. At some point, someone's got to **cover their tracks** or the police will just be waiting for them by the time they get home.

Cover Your Tracks: whether you're trying to avoid some pursuers, clean up the evidence or using some subtle tactic like an inside-man, break out this move to get away clean.

When you **cover your tracks**, roll+hush. On a hit, you get an answer and choose options. On a 10+ choose 1. On a 7-9, choose 2:

- You really have to go out of your way & take your time for this.
- You avoid any immediate attention, but you leave evidence that can be traced back to you.
- You have to call on another PC for help: tell them to take +1 debt with you.

While all this is going on, the PCs are going to be attracting a lot of attention to themselves, which can make their heat build up quickly, especially if there is one of them making most of the risky moves. There's no time to lie low in the middle of this, but luckily there's another option: stick the blame on a friend.

Take the heat off: when you take heat, you can try to fit someone else up for it, whether they want you to or not. Put them in the frame for your misdeeds and when trouble comes calling, it'll call on them instead.

When you **take the heat off**, roll+brass. On a hit, deflect the heat you should have taken to another PC: they mark heat and experience instead of you. On a 7-9, they also gain +1 debt with you.

———— **ACT THREE: THE SPLIT** ————— \$

Getting away with the heist isn't the end of the characters' troubles: now they have to deal with the aftermath.

The amount being carried in the van when they pull off the

heist is 15 dough, more if they specifically took a riskier course of action to get more cash, less if they played it safe or were forced to abandon the scene prematurely.

Of course, 15 dough doesn't split 4 ways evenly, but they probably owe someone some payback anyway: also, some of the gang probably feel entitled to a larger share, because they did more legwork, took more risks, were essential to the plan or whatever. Good: this is when they can argue it all out between themselves.

So where are they going to count out the cash? Are they all sticking together or are they splitting up? Is just one of them carrying the cash or are they dividing the cases between themselves? Bear in mind, the money won't be evenly be distributed around the cases they got hold of (at least 2, no more than 5) so one might only hold *2dough* whilst another has 4 or 5. This isn't a good debate to hold while still on the run, so if they haven't planned for this (or even if they have: plans can always change) this is a great time for them to **argue the toss** with each other, keeping in mind that on a 10+, any PC who doesn't want to go along with that deal has to mark heat and experience.

This is when being able to call in a favour really counts: if any of the PCs reached more than +3 debt with another PC, they can at least make that PC go along with their scheme, but the target still gets to **argue the toss** over the exact details, so "Give me the case and meet me at the garage later" can be answered by "Let's both take the case to the garage together" or "We'll meet later but I'll hold onto the case."

———— **THE FLY IN THE OINTMENT** —————\$

There's one question the PCs may not have bothered to ask when planning the heist: *whose money have they stolen?* Seth's biggest weakness is his ego and he doesn't like to think how little his name means outside his own small patch: the problem is, he hasn't pulled off this heist on his own patch, he's pulled it off on someone else's.

All those shopkeepers who have just had their takings nicked in broad daylight have been paying protection to Matt "The Scarecrow" Chisholm just so that kind of thing wouldn't happen to them. They're pissed at him because he hasn't protected them and he's pissed too because his

livelihood depends on their profits. Now he and his gang are coming after the crooks who are responsible for this:

Matt "The Scarecrow" Chisholm: when he **sniffs you out**, roll+heat: on a 7-9, he knows one thing you're hiding, on a 10+, he knows two things. On a miss, someone tells you he's been asking around about you.

Ebele "Grim" Fall: she's The Scarecrow's pet psychopath and when you **stand up to her boss**, she'll go after the person you care for most and take them **down**. This is usually going to be either Penny's sister Lauren or the Waterman brothers' mother, Claire.

Brian "The Brick" Edwards: The Scarecrow has hired on some extra muscle, paying Greg "Monster" Waterman's mate and occasional colleague to provide a bit of muscular back-up. When you **try to run**, he'll follow you relentlessly: he won't quit until he's got you or you take him **down** or **out**.

Keeping hold of the money is the trickiest part of the whole deal: The Scarecrow won't rest until he's got all his money back, which includes any debts the PCs have already paid off with it. Until he has all his money, he's going to make the PCs' lives hell, largely by using Grim to rough up their loved ones and The Brick to stop them from running away. Of course, first he has to get to them, but they left enough clues for him to follow in Act One, when they asked around for information & tools: with his talent for finding secrets, they might as well have painted a trail from the van to their front doors.

While The Scarecrow and his gang are coming after them, they're still having to avoid police attention, so some more **lying low** is in order to lose all that heat they picked up during the heist itself. If they miss, then the police are going to be on their street soon asking questions, but if that happens to be Tina "Righteous" Wallace, she might help them out with their problems if the price is right. No matter how it goes though, all that time spent keeping their head down just gives The Scarecrow more time to close in on them and their loved ones.

How does it end? Well, assuming they don't want to just give the money back to The Scarecrow and then get murdered, they can always try to kill two birds with one stone: if they can frame The Scarecrow for the heist, then neither his

gang nor the police will still be after them. Helping them in this is The Brick, Righteous and the shopkeepers who would like to get The Scarecrow off their back for good. Don't expect the Scarecrow to go down without a fight though: if he gets a sniff of what they're up to, he'll send Grim after them directly to take them **out** and it'll be a good trick if they can pull this off without at least one of them getting **burned** by the police or the rival gang.

———— FILLING IN THE BLANKS —————\$

All sorts of unpredictable things could happen during this game, so have your copy of **The 'Hood** on standby, but check here first for a quick reminder of some of the general things you should be doing as MC.

Make a Move

The moves given in each act cover most of the options that can come up during game play, but if a player states they want their character to do something which isn't covered, here's how to handle it:

1. **Say yes:** consider just allowing it to happen the way they want; you can complicate it if you wish, but there isn't always a need to roll dice and a number of actions can be resolved through negotiation.
2. **Use the dice:** if you decide to go to the dice, first make a fair decision about what stat the move uses: if someone wants to do the same thing later, they'll make their move using the same stat you pick now.
3. **Say what happens:** on a 6-, they miss and you should make a hard move against them; on a 7-9, they succeed but the price is high or the success is only partial; on a 10+, they succeed with a smaller price.

Hard Moves

When the players miss, the MC makes a hard move, which is just a way of saying that the consequences of failure are more than just 'nothing happens', the fiction demands that the characters always fail forward, so the result of a miss should change the situation just as much as a hit does.

Here's a checklist of hard moves you can pick from; when

the players miss, start at the top of this list and work downwards until you come to a move that fits the situation and hasn't been overused.

Make trouble: the player who missed must roll+heat. On a hit, whoever they are dealing with turns their back on them and refuses to be involved any further. On a 12+, the PCs takes +1 heat; on a 7-9, they can mark the person they're dealing with for payback and they don't turn their backs on the PC. On a miss, they stay friendly and sociable.

Turn up the heat: make them take +1 heat. This is a good, common move to use if it's not clear what the consequences of a miss could be: when the PCs mess things up, they attract attention from the authorities or they lose the trust of other villains, both of which are represented by heat.

If a PC's heat ever rises to 5+, they get burned: either the authorities have enough evidence on them to send them away or the heavy mob have enough reason to take the PC out of their way for good.

Payback: push an NPC from their payback list into the spotlight and make them deal with it by having that person demand payback right now: the PC has to either find a way to meet that demand as soon as possible or convince the NPC that now is not the best time. Whatever way it goes, it further complicates the situation the PC is in and raises the tension as well.

Take them down: this is a serious response and should only be made when the character tries to get rough or open fire and misses; when a PC goes down, they can make no further moves in the current scene and they take -1 ongoing (a -1 penalty to all rolls) until they have rested and healed.

If a PC is already down when you hit them with this move, then they're out: end of the line, game over, send flowers to the family.

