

<i>Map</i>	<i>Gang</i>	<i>Turf</i>	<i>Borough</i>	<i>Warlord</i>	<i>Warchief</i>
1	Baseball Furies	Bowery*	Manhattan	Cobb	Thurman
2	Boppers	Harlem	Manhattan	Big Moe	Tubbz
3	Boyle Ave. Runners	Astoria	Queens	Manuel	Andre
4	Delaney Rovers	Hunters Point	Queens	Frederick	Mutt
5	Electric Eliminators	Soho	Manhattan	Tracers	Louie
6	Filmores	Maspeth	Queens	Gregory	Rufus
7	Gladiators	Canarsie	Brooklyn	Dutch	Gnash
8	Gramercy Riffs	Gramercy	Manhattan	Cyrus (Masai)	Kincaid
9	Hi-Hats	Soho	Manhattan	Crackerjack	Marcel
10	Hurricanes	Spanish Harlem	Manhattan	Vargas	Diego
11	Jones Street Boys	Bensonhurst	Brooklyn	Knox	Cooper
12	Lizzies	Bowery	Manhattan	Starr	Roxanna
13	Orphans	Tremont	Bronx	Sully	Jesse
14	Panzers	Washington Heights	Manhattan	Jonah	Isaac
15	Punks	Riverside*	Manhattan	Vance	Ed
16	Rogues	Hell's Kitchen	Manhattan	Luther	Cropsy
17	Saracens	Bensonhurst	Brooklyn	Edge	Mouse
18	Savage Huns	Chinatown	Manhattan	Ghost	Rooster
19	Turnbull ACs	Gunhill/Pelham	Bronx	Thrash	Duncan
20	VC Rangers	Van Cortlandt Park	Bronx	Pharaoh	Lucifer
21	Warriors	Coney Island	Brooklyn	Cleon (Swan)	Swan

* Turfs switched from movie

Weak Gang (Orphans)

ST 10 **Dodge** 8 **Punch** 10 1d-3 cr
DX 11 **Parry** 9 **Kick** 8 1d-2 cr
IQ 9 **Block**
HT 10 **HPT** *no*

	HP	Weapon	<i>sw/thr</i>
1	10	Club (11)	1d+1/1d-1 cr
2	10	Bat (11)	1d+2 cr
3	10		
4	10		
5	10	Club (11)	1d+1/1d-1 cr
6	10	Bat (11)	1d+2 cr
7	10		
8	10		
9	10	Knife, sm (11)	1d-3 cut/1d-3 imp
10	10		
11	10		
12	10		

Lieutenant (Jesse)

ST 12 **Dodge** 8 **Punch** 11 1d-2 cr
DX 11 **Parry** 10 **Kick** 9 1d cr
IQ 10 **Block** **Bat** 12 1d+4 cr
HT 11
HP 11 **HPT** *no*

Leader (Sully)

ST 12 **Dodge** 9 **Punch** 12 1d-2 cr
DX 11 **Parry** 10 **Kick** 10 1d cr
IQ 11 **Block** **Knife** 12 1d-1 cut/1d-2 imp
HT 11
HP 11 **HPT** *yes*

Average Gang (Punks, Turnbull ACs)

ST	12	Dodge	9	Punch	12	1d-1 cr
DX	13	Parry	10	Kick	10	1d cr
IQ	11	Block				
HT	11	HPT	no			

	HP	Weapon	<i>sw/thr</i>
1	11	Bat (13)	1d+4 cr
2	11	Chain (13)	1d+4 cr (-4 to be Parried)
3	11	Club (13)	1d+3/1d cr
4	11	Knife (13)	1d cut/1d-1 imp
5	11	Bat (13)	1d+4 cr
6	11	Chain (13)	1d+4 cr (-4 to be Parried)
7	11	Club (13)	1d+3/1d cr
8	11	Knife (13)	1d cut/1d-1 imp
9	11	Bat (13)	1d+4 cr
10	11	Chain (13)	1d+4 cr (-4 to be Parried)
11	11	Club (13)	1d+3/1d cr
12	11	Knife (13)	1d cut/1d-1 imp

Lieutenant (Ed)

ST	14	Dodge	9	Punch	13	1d+1 cr
DX	13	Parry	11	Kick	11	1d+3 cr
IQ	11	Block		Chain	13	2d+2 cr
HT	12					(-4 to be Parried)
HP	12	HPT	yes			

Leader (Vance)

ST	13	Dodge	10	Punch	13	1d+1 cr
DX	14	Parry	11	Kick	13	1d+3 cr
IQ	12	Block		Knife	14	1d cut/1d-1 imp
HT	11					
HP	12	HPT	yes			

Strong Gang (Furies, Rogues, Riffs)

ST	14	Dodge	10	Punch	13	1d+1 cr
DX	13	Parry	11	Kick	13	1d+3 cr
IQ	11	Block				
HT	12	HPT	yes			

	HP	Weapon	<i>sw/thr</i>
1	12	Bat (14)	2d+2 cr
2	12	Chain (14)	2d+2 cr (-4 to be Parried)
3	12	Club (14)	2d+1/1d+1 cr
4	12	Knife (14)	2d-2 cut/1d imp
5	12	Bat (14)	2d+2 cr
6	12	Chain (14)	2d+2 cr (-4 to be Parried)
7	12	Club (14)	2d+1/1d+1 cr
8	12	Knife (14)	2d-2 cut/1d imp
9	12	Bat (14)	2d+2 cr
10	12	Chain (14)	2d+2 cr (-4 to be Parried)
11	12	Club (14)	2d+1/1d+1 cr
12	12	Knife (14)	2d-2 cut/1d imp

Lieutenant (Thurman, Cropsy, Kincaid)

ST	16	Dodge	10	Punch	14	1d+1 cr
DX	13	Parry	12	Kick	14	1d+3 cr
IQ	11	Block		Bat	14	2d+2 cr
HT	12			Pistol	12	2d pi+
HP	14	HPT	yes			

Leader (Cobb, Luther, Masai)

ST	15	Dodge	11	Punch	14	1d+2 cr
DX	14	Parry	12	Kick	14	1d+4 cr
IQ	13	Block		Knife	14	1d+1 cut/1d imp
HT	12			Pistol	13	2d pi+
HP	14	HPT	yes			

Cops

ST	12	Dodge	10	Punch	12	1d cr
DX	12	Parry	10	Kick	10	1d+2 cr
IQ	10	Block				
HT	11	HPT	no			

	HP	Weapon	sw/thr
1	12	Pistol (12)	2d pi+
2	12	Club (13)	1d+3/1d cr
3	12		
4	12	<i>All cops have both Pistol and Club</i>	
5	12		
6	12		
7	12		
8	12		
9	12		
10	12		
11	12		
12	12		

Sergeant

ST	14	Dodge	10	Punch	13	1d+1 cr
DX	12	Parry	10	Kick	13	1d+3 cr
IQ	11	Block		Pistol	13	2d pi+
HT	12			Shotgun	12	1d+1 pi (+5 to hit, Rcl 1)
HP	14	HPT	yes	(<5 yards)		4d+4 (+0 to hit, 3 shots)

Lieutenant

ST	13	Dodge	10	Punch	13	1d+1 cr
DX	13	Parry	11	Kick	13	1d+3 cr
IQ	12	Block		Pistol	13	2d pi+
HT	12			Shotgun	12	1d+1 pi (+5 to hit, Rcl 1)
HP	14	HPT	yes	(<5 yards)		4d+4 (+0 to hit, 3 shots)