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Prior to the invasion the Red Hand was spread throughout the world and had a number of super-powered agents in their employ. When the New York crime families got wiped out during the invasion—or fled—one of the more vicious capos, Tony “Iron Head” Marinaro, stepped up.

**IRON HEAD TONY**

Tony likes to tell people he has a steel skull, but really that’s just a ploy to keep people from shooting him there instead of the bulletproof vest he wears! In fact, his mother gave him the nickname when he was younger because he was so stubborn.

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

**Skills:** Driving d10, Fighting d8, Gambling d8, Intimidation d10, Knowledge (Business) d8, Notice d10, Repair d6, Shooting d8, Stealth d8, Streetwise d10, Swimming d6, Taunt d8, Throwing d4

**Cha:** —; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (4)

**Hindrances:** Mean, Greedy (Minor), Stubborn, Vengeful

**Edges:** Block, Charismatic, Combat Reflexes, Command, Dead Shot, Elan, Hard to Kill, Leader of Men, Improved Level Headed, Improved Nerves of Steel

**Gear:** Body armor (+4, –4 AP), pulse pistol (Range 10/20/40, Damage 2d6, AP 2, RoF 1).

**ENFORCER**

Tony’s Enforcers are mostly thugs from before the war. Some were his captains and a few got promoted when the casualties started piling up. They’re mostly stereotypical wise guys, but a few of the tougher females (including some widows) have joined the ranks as well. “I’m egalitarian,” Tony likes to say of his capos.

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

**Skills:** Driving d8, Fighting d8, Gambling d8, Intimidation d8, Investigation d6, Lockpicking d6, Notice d8, Persuasion d8, Stealth d8

**Cha:** –2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

**Hindrances:** Greedy (Minor), Mean

**Edges:** The GM should choose a couple of specialities for each Enforcer.

**Gear:** Body armor (+4, –4 AP), pulse SMG (Range 10/20/40, Damage 2d6, AP 2, RoF 3).
THUG

Being a thug for the Red Hand is the most stable work a person can get in the NYCP. They get consistent food, water, and shelter, which is more than most anyone else can claim these days.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d4, Driving d6, Fighting d6, Gambling d4, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Streetwise d6, Survival (Urban) d6, Swimming d4, Throwing d4
Cha: –2; Pace: 6; Parry: 5; Toughness: 5
Hindrances: Greedy (Minor), Mean
Edges: —
Gear: Most carry a piece of rebar (Str+d6), but they’re occasionally armed with more potent weapons such as pistols, rifles, and shotguns as Tony sees fit.

THESE PRICES ARE INSANE!

New York City operates on a barter economy, with the value of merchandise set by the Red Hand. Here’s a sneak peek at what things cost in the New York City Prison.

- A ration bar is worth $10. They’re dropped throughout the city by the v'sori and claimed by whoever gets there first.
- Gasoline sells for $50 per gallon.
- Consumables with short expiration dates such as fresh fruit, vegetables, or high-quality meat are worth 20× their usual value.
- Firearms and powered weapons sell for 50% of their normal value. Ammunition and battery packs sell for 10× cost, however.
- Art, gems, jewelry, and other non-essential luxuries are bought only by the Red Hand at a 10:1 ratio. A $10,000 painting, for example, is worth $1,000. What’s Tony doing with all that potential wealth? That’s a mystery revealed in Necessary Evil 2: Breakout!