



RED HAND PREVIEW

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BOWERY



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THE RED HAND

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 d8, 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!*

