

Robbing other groups/being robbed

PCs have the opportunity to rob others by attacking them everywhere in Chicago.

A fight between two enemy groups is starting, whenever one group member is caught by the other group. The whole group has to stop running away and has to face the fight, the family always sticks together!

The fight is a modified game of rock-paper-scissors with 3 dance moves the PCs have been taught at the Combat Training Point. Each PC is fighting a “best of three game” against the enemy.

The group wins always as a collective, although the groups have to be the same size during the size, which means that one or two are left out. To win, all Combat skill levels have to be added up (e.g. a group consisting of 5 members, one of them having combat skill level 4, two having level 3, two having level 5 will mean a total combat level of the group of 20). To this will be added 3 points for each group member winning a fight and deduct 1 point for each loss (e.g. same group with total combat skill of 20, 3 members of this group lost in a fight, two won, would mean a result of 23).

The one group with the higher result wins. The winner takes all the currently transported stuff of the other group.

That’s how fighting could look like:

