
Road to Impunity

“Nah, it stayed a hat and no, I didn’t chase it. Nothing more foolish than a man chasin’ his hat.”

— Miller’s Crossing

Scenario

It is the fall of 1931. For years, the Cumani family has controlled Springfield, Illinois under the leadership of Leon Cumani. He was sometimes loved, sometime hated, and sometime feared; but he was always respected. Leon Cumani survived many enemies, supported many friends, and made many deals both without and within Springfield.

But, as it is in Chicago, it is also a time of change in Springfield. Last week, Cumani suffered a stroke and passed away. His loss will be mourned by many, though it is to be expected that not all will lament his death.

Now, the future of Springfield is in question. Leon Cumani’s oldest son, Thomas Cumani, is set to take over the family. But it is unclear whether he will hold the city. The Cumanis are still strong, but it can be expected that not everybody is happy with their position in the hierarchy.

More than that, the government is getting more bold in their crackdown on organized crime. Is Elliot Ness going to plan actions outside of Chicago? Is Springfield’s Chief of Police going to get exposed as corrupt and expunged from service? There is much to be done to ensure that honest men can even continue to get a drink now and then.

Leon Cumani’s final wish was to be buried in the town of his birth, now a virtual ghost town. It is sparsely populated and quiet. Most people here are going to keep well clear of big town mobsters. It is a perfect place for the elite to meet out of the sights of unwanted visitors.

Some people here want a new piece of the pie. Some just want to keep what they already have. All are hoping for the ability to act with Impunity.

Roleplaying

You are, of course, encouraged to roleplay your character and stay in-game as much as possible. Costuming (even a little) and props can help a great deal. In addition to costuming, you are encouraged to drink and smoke in character. The GMs will provide (non-alcoholic) beverages and candy cigarettes for this purpose. Do not actually drink alcohol during game, and do not smoke for real indoors.

The game is set an hour or so after the wake and funeral. Assume your character had a chance to change clothes afterwards, if you don’t want to costume for a funeral.

The world is intended to be a close approximation of the real world in 1931. History up until now is the same as it really was on a large scale, though we may have made up or changed a few details. Inaccuracies are just as likely to have come from GM error as from GM design. Do not assume that the future of the game universe will turn out the same as the real world.

In 1931, the dollar is approximately ten times its modern value. The depression is on, and in many ways high-profile criminals are celebrities (Al Capone just got arrested for tax evasion, and John Dillinger will become famous in about two years). Most people wear hats.

Impunity, Illinois

Game area is buildings 24, 26, 34, 35, 36, 37, 38, and 39. All basements within game area are off limits.

Impunity's population is less than two hundred, including surrounding farms. Assume most people will stay out of your way over the course of game.

Locations

- Impunity Inn (34-3): The "lobby" is 34-3. There is a coatroom, a safe, and a makeshift bar set up for the wake. The rest of the inn is in building 24. Use empty rooms there for private rooms in the inn. We have rooms 24-121, 24-307, and 24-402 reserved for this purpose.
- Parking Lot (34-1): Where you all parked.
- Catholic Church (35-225): Where funeral services were held.
- Cemetery (37-212): Where Leon Cumani was buried.
- Town Hall (36-1): Somewhat run down, but mostly publicly accessible.
- Infirmary (26-314): In case of emergency.

