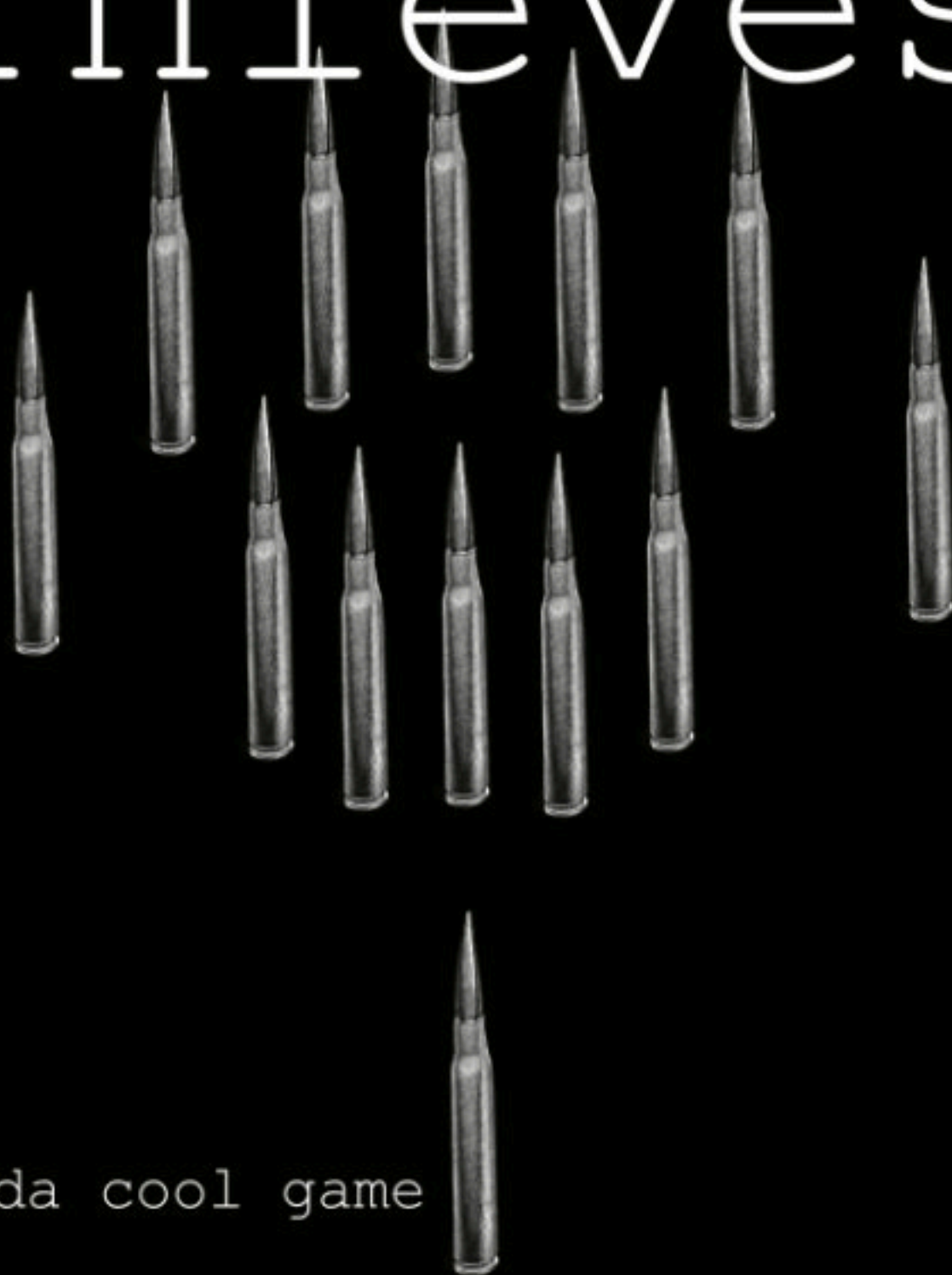


13

Thieves



A kinda cool game
by
Jim Engstrand

THIRTEEN THIEVES

13 Thieves is a single player RPG about the last days of a crime-gang under your command.

To play you need 1d12 (a 12-sided die), and something to write with.

Mechanically it takes inspiration from *Blades in the dark* by John Harper, *Never tell me the odds* by David Sommerville and *Ironsworn* by Shawn Tomkin.

Your character is the newly instated leader of an infamous crime-gang now on the brink of destruction. As you play the gang faces tough opposition and the risk of being eradicated from existence. It is up to you to keep your gang together while taking care of the threats to the gang.

THE CITY

The setting can take place in any city, real or fictional, in any time, medieval, pre-industrial as well as far future, as long as it:

- Is riddled with crime
- There is conflict between different gangs and the law-enforcement.

Besides your gang, there is 1d12 halved (or 1d6) more gangs vying for power, influence and dominion over the city. One of the gangs **MUST** be the law-enforcement.

The city is divided into as many districts as there are gangs and 1d12. Your gang has hold of one of these districts.

- Is the district rich or poor?
- Where is it located? Is it at the edge of the city or more central?
- Does the district have a specific name?
- What does the district mainly deal with? Industry? Trade? Agriculture? Something else?
- What is the general population like?

If you wish, draw a map of the city, how is it divided in districts, which other gangs control the other districts?

Don't forget to give the city a name!

THE LEADER

You are newly instated leader of the gang known as [choose a name or roll on the list].

You became the new leader because [reasons for the old leader to not be there, why you were chosen]

Before you became the leader, you were [choose or roll for gang-role].

THE GANG

Left of the gang there are 13 of you:

1. You [Choose or roll for name], leader, former [gang-role]
2. [Roll for name], [roll for gang-role]
3. [Roll for name], [roll for gang-role]
4. [Roll for name], [roll for gang-role]
5. [Roll for name], [roll for gang-role]
6. [Roll for name], [roll for gang-role]
7. [Roll for name], [roll for gang-role]
8. [Roll for name], [roll for gang-role]
9. [Roll for name], [roll for gang-role]
10. [Roll for name], [roll for gang-role]
11. [Roll for name], [roll for gang-role]
12. [Roll for name], [roll for gang-role]
13. [Roll for name], the new [your former role]

How do you all relate to each other? Are you friends or family? What binds you together?

What is your main business? Do you deal with racketeering, gambling, loans, illegal substances, illegal sports such as pit-fighting, smuggling of weapons? Is there anything your gang stays clear from? Will your leadership make your gang venture into unknown business that maybe not everyone is comfortable with?

Describe you gangs biggest issue and enemy right now.

You may have other troops but they are only foot soldiers and hired goons, easily bought by others and not initiated nor committed.

RIVAL GANGS AND LAW ENFORCEMENT

Name at least two Rival Gangs [Roll or choose their names]. If the law enforcement has a special name or nickname in your city, decide it.

Whenever a rival gang has been named and is being used in the game, roll 1d12 and halve the result to see how many districts the gang has. Law enforcement has no hold over a specific district but can intervene and act in all of the districts. A gang should have at least 1 district to begin with.

What does the gang deal with? Are they in the same line of business you do? Or is it one you want to venture into? Is it something you despise and should be gone from the streets?

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PLAYING THE GAME

Reading the full game is advised before you start playing.

Write in the form of a journal/diary. You start at the first day of the [roll for month or choose], it's the [roll a d12]st/rd/th day since you became leader of you gang.

Things to write about on your first entry:

- About yourself, good traits, bad traits
- How you came to be leader
- What happened to the previous leader
- Your feelings about becoming leader
- Your gang-members reactions to you being leader
- The gangs situation
- Your immediate plans of action

After that roll a d12 to see how many days go by before your gang take action.

TAKING ACTION

You hold the initiative on your first action as leader.

For your gang to survive and expand you must strike against the other gangs and take from them. In order to do so, you make operations or moves.

Decide what you want/need to do and what your goals are. Is it taking over another gang's district? Assassinate an important member of their crew? Make an alliance over a common enemy or strike a truce with a warring faction? Is it gathering information, men or resources?

No operation you make is without risk, and can have terrible consequences for the gang and the members you send out. What happens if you fail, how will the rival gangs act against you? Sometimes you might get what you want, but at a high price or to your detriment, what could your actions cost you?

Before each operation you need to analyze the level of risk of your move. Count up the factors that can make the operation successful as well as the factors that can make operation fail.

Examples of factors:

- You outnumber them / They outnumber you
- This is your turf / You're in enemy territory
- You have plenty of information / You have little to no information
- One of the gangs members have a fitting role or expertise for the operation
- You hold an advantageous position / The enemy has an advantage over you
- You are well prepared or resourced / You are rushed or don't have enough resources

If you have more than two beneficial factors compared to the detrimental factors: The operation is considered Safe.

If your beneficial factors is one more, equal or one less compared to the detrimental factors: The operation is considered Risky.

If the detrimental factors outnumber your beneficial factors by 2 or more: The operation is considered Dangerous.

Also choose a member of the gang to take charge of the operation, if you have a members expertise as a factor, choose that member. The member in charge is the one you risk when executing the operation.

When you are ready to execute the operation, roll a d12:

	If the result is EVEN	If the operation is ODD
If the operation is SAFE	You succeed	You succeed at a cost
If the operation is RISKY	You succeed	You fail
If the operation is DANGEROUS	You succeed at a cost	You fail

	If the result is higher than current amount of members	If the result is lower than current amount of members
If the operation is SAFE	The member is safe	The member is endangered
If the operation is RISKY	The member is safe	The member is endangered
If the operation is DANGEROUS	The member is endangered	The member is lost

Write in the journal about the operation, the setup and its outcome. What are the rival factions reactions to it? How does your gang fare? What are your feelings about it?

For ideas on possible complications, there are examples in the last pages amongst the tables.

Then once again roll a d12 to see how many days go before your next operation. Write what has happened in time between and then perform your operation.

LOSING MEMBERS

No operation is without risk for your gang. Whenever you perform an operation you put one of your members in an unsafe position.

If during an operation a member becomes endangered, they are marked and closer to being lost from the group. Being endangered can mean many things. Maybe the member gets their life outside the gang compromised by a rival faction, the member gets wounded or is losing loyalty to you or the gang. If a member becomes endangered a second time they are lost.

Losing a member means you cannot use them or their specialty for operations.

Losing a member might be because of them dying, because of betrayal or them being caught or any other reason you think is fitting. During the game you cannot get a member back nor can you replace them with a new member.

The leader must be the last member left.

ENDING THE GAME

The game ends when your gang has gained total control over the city, or when you've lost enough members to be unable to continue (up to you), or when you have no turf left.

When you end the game, write how it happens, and what comes after.

TABLES

These tables provide examples and inspiration, if you wish to change the format of names provided, feel free to do so. If you want to add or change full tables to fit your game or world more, do so. Switching out a word in a table to something else? Go right ahead!

GANG NAME

Roll for combination, then roll on the corresponding tables:

1. Location+Belonging
2. Location+Weapon
3. Location+Animal
4. Location+Supernatural
5. Supernatural+Belonging
6. Supernatural+Weapon
7. Supernatural+Animal
8. Animal+Belonging
9. Animal+Weapon
10. Weapon+Belonging
11. Weapon+Supernatural
12. Supernatural+Location

Location:

1. [d12]st/nd/rd/th street
2. [d12]st/nd/rd/th pier
3. River
4. Dock
5. Factory
6. Mill
7. Sewer
8. Railroad
9. Mine
10. Old town/New city
11. Junkyard
12. Hell

Weapon (halve the result of the d12, rounded up):

1. Dagger(s)
2. Razor(s)
3. Poison
4. Bullet(s)
5. Axe(s)
6. Hammer(s)

Animal:

1. Spider(s)
2. Wasp(s)
3. Tiger(s)
4. Bear(s)
5. Wolf(ves)
6. Scorpion(s)
7. Snake(s)
8. Hawk(s)
9. Shark(s)
10. Crow(s)
11. Vulture(s)
12. Rat(s)

Belonging:

1. Brother(s)/Sister(s)/
Other Family
2. Butcher(s)
3. Outsider(s)
4. Strangler(s)
5. King(s)/Queen(s)
6. Skull(s)
7. Hunter(s)
8. Bomber(s)
9. Bruiser(s)
10. Savage(s)
11. Rider(s)
12. Watcher(s)

Supernatural (halve the result of the d12, rounded up):

1. Angel(s)
2. Ogre(s)
3. Skeleton(s)
4. Dragon(s)
5. Demon(s)
6. Devil(s)

THIEF NAME

Roll for combination:

1. Color+Weapon
2. Color+Animal
3. Color+Name
4. Weapon+Name
5. Name+Weapon
6. Animal+Name
7. Name+Animal
8. Name+Belonging
9. Belonging+Name
10. Color+Supernatural
11. Name+Supernatural
12. Supernatural+Name

Name (halve the result of the d12, rounded up):

1. Kim
2. Jack
3. Sam
4. Alex
5. Billy
6. Noel

Color (halve the result of the d12, rounded up):

1. Red
2. Grey
3. Black
4. Silver
5. Green
6. Gold

GANG-ROLE

Each Thief has two fields of expertise, roll for which of these 4 (halve the result of the d12, rounded up):

1. Information+Violence
2. Information+Sneak
3. Information+Negotiation
4. Violence+Sneak
5. Violence+Negotiation
6. Sneak+Negotiation

COMPLICATIONS

The following are examples of possible complications that can happen from an operation failing or succeeding at a cost.

- A rival gang gets news of what you did and will use it to their advantage.
- A rival gang puts a debt on you and gives a deadline with a number of days (decide or roll a d12). Failure will lead to them taking what they feel is owed by force.
- A rival gang gets angered by your actions and will take any actions possible to destroy your gang.
- A rival gang allies itself with another against your gang.
- An alliance is starting to turn sour or is ended.
- The operation was more costly in resources than expected.

THANKS FOR PLAYING

The game was written and designed by Jim Engstrand
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Feel free to give any feedback on it.

The game was playtested by myself as well as Karl
Edén.