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## Dirty Vice

Posted by mtkuszek - 2008/09/01 00:11

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i'm currently working on a possible setting for qags, roughly entitled "Dirty Vice" which will be a tribute and homage to the cop movies and shows of the 80's and 90's. now i've got a lot of inspirational material, but i've got this gut feeling i'm missing some. here's my current list:

dirty harry, beverly hills cop, lethal weapon, 48 hours, death wish, die hard, tango & cash, demolition man, judge dread, robocop, a-team, sledgehammer, miami vice, last action hero.

am i missing any?

also i have blowback rules, big scary gun rules, general cliché themes and rules of the cop movies, archetypes, and a bunch of random stuff that needs some fine tuning. ( i was on a hot streak last night, 7 pages of hand written notes and ideas spilling down onto the page)

a quick question or two: does anyone know where i can get the list of hierarchy/ ranks that occur in the police department? also. does anyone know of a good resource for modern weaponry, specifically handgun models and other weapons that countless goons might wield?

can anyone point me in the right direction?

MK

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## Re:Dirty Vice

Posted by mtkuszek - 2008/09/29 12:58

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well, its been about a month now. i've only been working on D.Vice on the weekends, but i've spilled 17 pages out of my head. now comes the fine tuning. hopefully its up to run in a few weeks.

i must absolutely thank AMC for the non stop running of dirty harry movies. great to watch and catch the clichés.

MK

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## Re:Dirty Vice

Posted by culthero - 2008/09/29 23:33

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Have you considered submitting Dirty Vice as a QAGS qik pak and getting it put on PDF? We have had others write PDF's for Hex Games and if it meets the criteria for PDF..it may be something we are interested in.

This area really isnt my speciality though. L8ON is the person to ask about PDF's and qik paks.

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## Re:Dirty Vice

Posted by mtkuszek - 2008/10/02 23:12

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i would definately love to see it in qik pak format. once i get some basic ruels down, i'll type it up for sure. i'll make sure i talk to l8on about it.

MK

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## Re:Dirty Vice

Posted by Steve - 2008/10/20 22:39

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Not sure Tango & Cash or Death Wish count as cop movies. I know there are more, but all I can think of are:

Hill Street Blues  
TJ Hooker  
Colors

R. Talsorian put out a really good gun guide called Edge of the Sword back in the 90s, but I have no idea if it's still available anywhere.

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## Re:Dirty Vice

Posted by mtkuszek - 2008/10/21 21:18

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yeah i know, i even spout off in my notes that death wish is a vigilante movie group rather than a cop movie, but both death wish and tango cash still follow the general rules of the genre

MK

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## Re:Dirty Vice

Posted by culthero - 2008/10/23 14:26

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You know, every time I see the title of this thread, I have the song "Dirty White Boy" go thru my head.

I thought I would share so everyone can have the song "Dirty White Boy" in their head. B)

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## Re:Dirty Vice

Posted by mtkuszek - 2008/11/19 21:41

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dirty vice delayed for 4-6+ months.

due to a severe finger injury, i cannot type for longer than five minutes before too much pain.

my right ring finger now totally lacks a fingernail and its bruised.

i will continue working on it and hope to have some sort of game going on at bashcon in toledo for it. this isnt too bad, just a tremendous annoyance when i nudge it slightly. (both DV and my finger)

anyway. i hope to have something for it soon in actually typed format.

mk

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## Re:Dirty Vice

Posted by ianengle - 2008/11/20 13:16

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Crap!

I think my entire social life would go to hell if I couldn't type, so I feel your pain.

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/07 14:59

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first things first...colin, what the hell is "dirty white boy"?

secondly, due to the volume of typing i've been doing recently, it is obvious that my finger is feeling better. after three weeks, my finger has developed a this film over it that sort of resembles a fingernail. pain is gone to just a slight twinge if i really hit it hard, like with a mallet or something, but all is good and i'm posting again

obviously its game on for dirty vice again, and with bashcon looming i need to press forward with the project.

anyway. stay here for another posting about dirty vice. i may need some forum advice.

thanks for your patience.  
MK

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## Re:Dirty Vice

Posted by culthero - 2008/12/10 03:34

MK:

Seriously, or SRSLY as the kids say, you have never heard of "Dirty White Boy"?!? WTF?!? :D

Dirty White Boy is a song by 70's and 80's arena rockers Foreigner. The same band immortalized by the greatest episode in Aqua Teen Hunger Force history, the Foreigner Belt. By the power of the intertubes and youtube specically, I give to you MK the glory and awesomeness of Foreigner's "Dirty White Boy!"

Enjoy!  
<http://www.youtube.com/watch?v=vjSKqmRIUG0>

Just remember MK: "You don't need no belt in order to rock!"

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/11 18:41

wow. despite the fact that i've actually seen foreigner in concert, i've never heard that song until now.

thanks for the enlightenment.

MK

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## Re:Dirty Vice

Posted by culthero - 2008/12/13 01:56

Ironically, I heard that song at work playing on the classic rock station. I smiled.

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/15 16:24

OK, i'm going to let everyone have a peek here. read this and i need your input on something:

FROM DIRTY VICE, by M.T. Kuszek

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## THE HOTSHOT

AKA the rookie- fresh out of the academy with something to prove, the hotshot is often reckless and put himself and others in danger, but the hotshot often comes through in dire situations. The important thing to keep in mind about the hotshot is that there is something special about him. That sets him apart from all other cops (perhaps a second gimmick free of charge, or an advanced skill) the gimmick is especially important for the hotshot archetype. He could be naturally gifted in undercover work, research, sharp shooting, or perhaps it is something in his out of uniform lifestyle that makes him different. Whether he yearns for fame in the public eye, or respect in the precinct, the one common constant is that he will often get on the nerves of other cops

Prerequisites: fresh out of the academy, less than three years on the force  
Suggested gimmicks: former athlete, iron will, man of 1000 faces, sweet ride, gun-fu  
Suggested weaknesses: reckless, problematic, egotistical, sore thumb complex  
WWPHITM?: Keanu Reeves, Eddie Murphy

END

Ok, now that i have your attention, i have a few idea to make this archetype of character cool.

- 1) the character gains a second Gimmick free of charge
- 2) the character gains an uberskill +4 or plus +5 to start

obviously its one of the other as the choice, but does anyone have any ideas or feedback on this?

MK

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## Re:Dirty Vice

Posted by culthero - 2008/12/16 02:02

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Okay, while acknowledging that QAGS has never been about game balancing mechanics but rather cooperative storytelling between player and GM, I think that having two gimmicks is perhaps too much. If someone wanted to truly munchkin a QAGS character in Dirty Vice, why wouldn't you select a Hotshot? (Again, I freely admit its ridiculously easy to munchkin a character using QAGS rules.)

The problem I foresee is what if all your players chose to be Hotshots? Could a GM make this game work? After all, there was only one Axel and Johnny Utah (to use your WWPHITM example) and a squad of hotshots may take away from the impact of the uniqueness and specialness of the Hotshot.

I'm more inclined of using the +4 uberskill than the gimmick. My roommate included the excellent idea of the Weakness-- "There can be only one" ensuring that only one player can be a Hotshot.

My thoughts. Use as you see fit and good luck with the rest of supplement MK

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/16 11:02

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i absolutely agree with you about there is only one axel and johnny utah, and leaning towards the skill as opposed to the gimmick. as for the hotshot, i am kicking around the idea about there can only be one, but having that go for every single archetype (like i said kicking it around) obviously, the hotshot has some significant advantage. however, i think without having other leader types in the group, (such as a grizzled veteran or a smooth operator) the hotshot will suffer in social situation, especially with other cops.

but luckily this is a work in progress, and tweaking is inevitable.

more feedback is welcomed and appreciated.

MK

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## Re:Dirty Vice

Posted by culthero - 2008/12/16 16:50

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MK:

I like the idea of imposing a one-limit rule on the players for each archetype. Only one player can be the hotshot, only one can be the grizzled veteran, the smooth operator, etc. I think that really hits the tone and genre conventions you are going for in your game.

Of course, a problem I foresee with that is how do you classify cop partners. To use Miami Vice as an example, what archetype are Crockett and Tubbs? Are they both hotshots? (maybe) Both Smooth operators? (tubbs yes, crockett-- maybe?) If you use the Bad Boy movies, I can see both Smith and Lawrence as hotshots (they invaded Cuba for goodness sake in the second movie!)

This distinction isn't as much as a problem if you incorporate the other officers on the force in Miami Vice though-- Olmos is the grizzled veterans, the other two cops could be comic relief, etc...

Still, it sounds like you are putting alot of thought and work into this project and I look forward to seeing the finished product! Good luck!

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/16 20:42

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see,you're already seeing the appeal of this

first of all, since miami vice came out when i think i was 5 or 6, i'm not the greatest of historians on the show, but i thought that one was a hotshot, while the other was a smooth operator. (at this point, take your pick, but whoever owned the ferrari probably is the smooth one.

i'm going to try to stick with the only one archetype per table, because lets face it, a bunch of seasoned vets just don't make a cop show. more variety.

another thing. i'm not treating DV as a partner/ dynamic duo kind of game. while there nothing wrong with picking a partner from another player. i'm actually treating the table as a "precinct" of sorts, since several crimes could be worked at the same time that could be overlapped into one massive crime wave. (fighting a mafia boss or something.)

some of the things i've been tossing around:

- 1) as a precinct, all players are considered detectives that have worked their way up the ranks. (they're that good, and that discerns them from rank-and file cops. that's specifically for a reason.)
- 2) as detectives, they have a little more control over the precinct as a whole along with its facilities (crime lab, forensics, coroner, ill gotten gains, etc.
- 3)whenever interrogations take place, they have to decide on who is going to do good cop/bad cop. rolls are based on info type and interrogation toughness.

now i'm also tackling the distinct problem of a loner type of cop, which occurs rather frequently in several movies, such as lethal weapon and demolition man. this character type will tend to have some type of weakness to justify this type of behavior (dead partner, alcoholic, etc.) but the beauty of this is that he is held by the confines of the law. he's not going to turn his back on officers in need, and if he does, well, he's out of the precinct. (kinda edgy i think)

feedback still cool and appreciated.  
MK

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## Re:Dirty Vice

Posted by ianengle - 2008/12/17 20:46

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Gotta throw in my plug for "Running Scarred." Great grizzled veterans vs. young hotshots movie.

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/17 21:25

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oh, and what's really creepy is that i was rudely reminded of "cop rocks" last night after work.

i just shudder at the thought of singing good cop/ bad cop.

MK

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## Re:Dirty Vice

Posted by blindgeek - 2008/12/18 22:51

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I like this idea, but were I to run a game with it I'd probably lean more toward the cop-and-partner style, simply because a) I usually have a small group, and b) most of the movies in the genre that appeal to me are those where the movie isn't so much about the precinct as a whole, but focuses more on one or two individual characters.

As for the Bad Boys movies, I could totally see Mike Lowry (sp?) (Will Smith) as the Smooth Operator. Not sure Marcus Burnette fits as a Hotshot though--but then, maybe I'm too stuck on details rather than the overall character concept.

In the Lethal Weapon movies, I can see Murgaugh as the Grizzled Veteran, but is Riggs a Hotshot? Clearly, he'd have his +5 skill bonus in guns.

Very intriguing...

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## Re:Dirty Vice

Posted by ianengle - 2008/12/19 13:33

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Just wondering.

What archetypes have you come up with?

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/19 20:45

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ok. here my current archetype list  
and possible wwhitm for each type

grizzled vet: danny glover, chuck norris, nick nolte, clint eastwood

loner: mel gibson, sylvester stallone

hotshot: keanu reeves, eddie murphy

comic relief: joe peschi, jim carey, john candy

rulebreaker: michael chiklis, richard gere

smooth operator: don johnson, david caruso, david hasslehoff

i also have a few for possible villainous characters

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goons: nameless badguys who usually get blown away

seconds: head goon, sometimes overshadows the boss because of aesthetics and style (al leong for example)

boss: head of a crime syndicate. generally the game ( movie or episode, depending on game style)  
can't end until his death occurs, or he's gotten away, but his plans are in ruin.

thats what i got thus far, but more gets developed all the time. seems like i have to carry a notebook wherever i go.

MK

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/19 20:52

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for me: riggs (gibson) is definitely a loner archetype and i'll explain why in a little later.  
just know that one of his weaknesses in excessive personal baggage. since he spent time in nam, and he has difficulty with his wife's death( which we find is a murder in LW2)

now is that to say that he cant be developed into a hotshot type of character? absolutely not. personally, if you have watched all of the LW movies, you see that character develop from loner to grizzled vet.

MK

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## Re:Dirty Vice

Posted by Steve - 2008/12/20 00:35

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That looks like a pretty good list of archetypes. I would, however, add "Mr. By-The-Book" (Joe Friday, Dudley Doright).

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/20 11:46

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hmmm, a "lawful" character class.

i've also been recently kicking around the idea of a "shotcaller" archetype, based on gary sinese character on csi:ny.  
though not nescessarily a cop, and i don't really watch the show a lot. shotcaller is supposed to be a natural leader (ie he calls the shots) but perhaps i'm going to have to create this class as a hybrid of this and the "lawful" concept by steve.

MK

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/20 16:17

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OK added two more archetypes to round out the list to a robust 8

Legacy: the "i come from a family of cops" : matt damon and leo dicaprio (the departed)

legacies can be played with a sordid past or a squeaky clean record.

Lawful Shotcaller: poster boy for the police force and steve's "by the book" character class: sly stallone (judge dread)(also joe friday)

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don't really know if these are strong enough to stand on their own, still have things to flesh out. but i'm up for a challenge.

MK

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/21 14:54

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i know i'm duplicating a post, but my dirty vice game is running at bashcon xxiv on sunday 12-3

Qags: Dirty Vice

Dirty Vice is a setting that imitates the cop shows and movies of the 80's and 90's. Players take on the role of detectives who are called in to investigate a bizarre crime scene: a man locked in a room from the inside, dead from a single bullet wound to the chest. His gun lies on the floor, with no bullets missing. What happened here? Play Dirty Vice to find out. Pre-made characters will be at the table. Come play in the first Dirty Vice convention game ever!

woohoo

ok, back to work

MK

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## Re:Dirty Vice

Posted by ianengle - 2008/12/21 17:38

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Shameless self-promoter! :laugh:

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/21 18:00

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there is nothing wrong with shameless self promotion

woohoo! dirty vice rocks, woohoo! yeah baby!

glad to get that out of my system.

MK

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## Re:Dirty Vice

Posted by ianengle - 2008/12/21 18:14

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Preachin' to the choir, buckaroo. B)

Play Sindbad! Play FAIRY Tale/Noir!

Yahoo-wahoo!

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## Re:Dirty Vice

Posted by culthero - 2008/12/21 19:50

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If we are throwing out archetypes willy-nilly, might I suggest a couple more?

1) The Rookie (doesn't have the potential of the Hotshot nor is he a Legacy, just a new cop on the beat-- may not work in a detective's office though)

2) Cop-on-the-Edge (not quite a loner as he works with others but he is fighting something- addiction, depression, failing marriage, tempted by corruption and he is this close to totally losing it. One thing keeps him reasonably sane, his partner, one case, spouse, etc.)

Again, just suggestions. I may be splitting hairs at this point.

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/21 23:39

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yeah, i think you are a little bit, no offense

1) i'm absolutely trying to stay away from beat cop styles of play, cause let's face it, unless the beat cop is too smart for his own good, he's going to lead a less exciting lifestyle. DV is supposed to be about over the top concepts and excitement. besides, rank and file cops (calling for backup) often have the shelf-life of a snowflake in hell. they are often an expendable commodity in big budget movies, and how many times have we heard the last words of a rookie being "and it was my first day on the job too...bleh!"

2) the loner, despite his name does inevitable work with others. his loneness, does spout from a personal hardship such as drinking and drugs and tempting dark forces. i think cop on the edge is more of a style of playing the loner as opposed to an actual archetype (perhaps a gimmick or weakness might fit these better)

not to deter you or your opinions, rookies and edgy cops may be something i look into in the future. i'm just hoping to get this project off the ground in a big way. as always i respect your opinions.

MK

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## Re:Dirty Vice

Posted by ianengle - 2008/12/22 15:18

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culthero wrote:

"If we are throwing out archetypes willy-nilly, might I suggest a couple more?"

1) The Rookie (doesn't have the potential of the Hotshot nor is he a Legacy, just a new cop on the beat-- may not work in a detective's office though)

2) Cop-on-the-Edge (not quite a loner as he works with others but he is fighting something- addiction, depression, failing marriage, tempted by corruption and he is this close to totally losing it. One thing keeps him reasonably sane, his partner, one case, spouse, etc.)"

I kept going back to the cops in "Split Second" which is more a monster hunting movie, but still a pair of cops, with one of them on the edge, and the other about to be drug over the edge.

Dick Durkin: "We need to get bigger guns. BIG GUNS!"

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## Re:Dirty Vice

Posted by mtkuszek - 2008/12/22 22:09

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i guess when your fighting big nasties, you tend to get a little crazy.

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sounds more like an m-force supplement :lol: :lol:

MK

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