

COMPONENTS

Cards

150 Actions, 13 Events, 18 Secret Objectives, 12 Assistants



21
Deputies
& Secret
Clients



9 Jobs

4 Summary
(6 with expansion)



9 Knife In The Back

(exclusive for Kickstarter patrons)

Pieces



4 sets of Player tokens
(6 with expansion)

24 white cubes
for Player boards
(36 with expansion)



Leader Token

50 each white, green, and red markers
(70 with expansion)

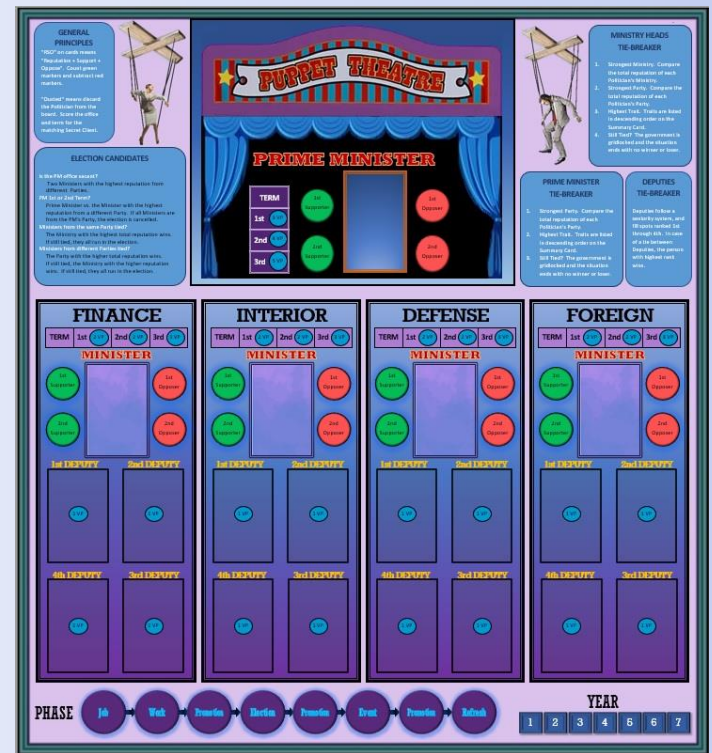


Card Add-ons

INDEPENDENT

NONE

Boards



4 Player boards (6 with expansion)

Marvin > Gain 1 extra Secret Objective at the start of the game.

Chad > Gain 1 extra Secret Client at the start of the game.

Jameson > You start with 1 Skill Level in Network.
> You start higher on the Action Card

Crissy > You start with 1 Skill Level in Marketing.
> When you play a card that raises

Betsy > At the start of the game, I pick a Job first.
> Overrides the default in the Rulebook.

Lucky Luciano

> You start with 1 Skill Level in Dirty Tricks.
> When you play a card with a #dirtytrick tag, flip a coin. Heads makes it 1 stronger.

STANDARD ACTIONS - ANY PHASE

- > Pay 2 influence, draw 1 Action Card.
- > Pay 2 influence, advance 1 Skill rank.
- > Pay 2 influence, +1 Objective or Client.
- > Pay 2 influence, +1 Assistant Card.
- > Pay 2 influence, +1/-1 reputation.
- > Pay X influence, +X support or -X oppose.
- > Discard Y Action Cards, gain Y influence.

Leadership

	Hand 7 max	2nd Asst.	Hand 8 max
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Action Cards

	3	4	5	6
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Influence

	4	5	6	7
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Marketing Skill

	0	1	2
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Network Skill

	0	1	2
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Dirty Tricks Skill

	0	1	2
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I grew up in Las Vegas causing trouble and dodging the law. I am vicious and brutal, very clever at shifting the blame. I helped some VIPs out of a jam, and word got around in higher and higher circles.