

What is all this stuff I just got?

Player Board

Lucky Luciano



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.

- 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
Action Cards	3	4	5 6
Influence	4	5	6 7
Marketing Skill	0	1	2
Network Skill	0	1	2
Dirty Tricks Skill	0	1	2

starting positions in gray

unique starting bonus and ongoing bonus

Standard Actions, same for everyone

Leadership track shows limits that can be raised

quantity at start of game, also earned during Refresh phase

three skills tracks that correspond to tags on Action cards

puppeteer you are playing

Skills

Three skills are important to political maneuvering: your Marketing ability, your Network of contacts, and your portfolio of Dirty Tricks. Players start at the rank shown on the Player board in gray, and may increase their ranks via the Trainer job or a Standard Action. You will add your rank to certain Action cards to increase the effect.

Strategy Tip: Raising skills gives more bang for the buck on your Action cards, which may be important as the game proceeds.

Influence markers

Influence is the currency that makes things happen. Use to pay the cost on your Action cards or Standard Actions. Earned during the Refresh Phase, the Broker job, being on the rights side of a Promotion, Election, or National Event.

Strategy Tip: Raise your Influence track early to reap the benefits of a larger income later.