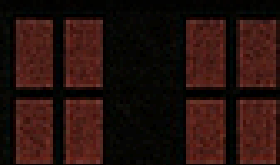
A stylized, dark illustration of a city skyline at night. The buildings are rendered in various shades of black and dark grey, with some windows glowing in a warm, reddish-brown light. The overall atmosphere is moody and noir-like. The title text is overlaid on the upper portion of the image.

THE MAFIA CHRONICLES

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VOCABULARY

SYNDICATE - REPRESENTS THE PLAYER'S CRIMINAL ORGANIZATION

ACTIVE - A BOSS / GANGSTER IN A SYNDICATE THAT IS NOT
CURRENTLY IN JAIL

EXHAUSTED - A BOSS / GANGSTER THAT HAS TAKEN A MOVE AND
CAN'T TAKE ANOTHER MOVE THAT ROUND

ENERGIZE - TO UN-EXHAUST A BOSS / GANGSTER

STASH - SECRET CASH AMOUNT EACH SYNDICATE HAS

BOSSES / GANGSTERS - BOSSES AND GANGSTERS ARE SEPARATE
ENTITIES IN TERMS OF MECHANICS. IF ONLY THE 'GANGSTER' WORD
IS USED THIS MEANS IT DOESN'T APPLY TO A BOSS AND VICE
VERSA.



GENERAL RULES

SYNDICATES MAY **NOT** TRADE CARDS OR EXCHANGE CASH (OUTSIDE OF THE EFFECTS OF MOVES) DURING THE GAME.

GAME SETUP

THERE ARE **4 PLAYERS** (SYNDICATES) IN EACH GAME OF MAFIA CHRONICLES.

EACH SYNDICATE STARTS WITH **4 REFERENCE CARDS**:

- 1 MOVES EFFECTS**
- 2 MOVES INFO CARD**
- 3 DAMAGE CARD**
- 4 HEAT CARD**

MOVE EFFECTS

MURDER = DISCARD TARGET & \$100K BANK

TORCH = DISCARD BUSINESS & -1 GRIT & \$100K BANK

STEAL = EDGE X \$20K OR TAKE ASSET & -1 GRIT
HEIST = TOTAL EDGE X \$35K

FLIP = TAKE GANGSTER & ENERGIZE

FRAME= +3 HEAT & \$100K BANK

FIX = REMOVE JAIL, 3 HEAT, AND ALL DAMAGE

SMUGGLE = EDGE X \$25K
SHIPMENT = TOTAL EDGE X \$40K

MOVE INFO

MURDER VS GRIT

TORCH VS GRIT

STEAL VS GRIT

FLIP VS SMARTS

FRAME VS SMARTS

FIX VS HEAT EDGE OR
JAILED HEAT VALUE OR
TOTAL DAMAGE POINTS

DAMAGE
EDGE DIFFERENCE / EFFECT

5-8 = DISCARD

3-4 = DAMAGE TO MOVE USED

1-2 = NO EFFECT

HEAT
EDGE / EFFECT

2-4 = +3 HEAT

5-7 = +2 HEAT

8-10 = +1 HEAT

5 HEAT = JAIL

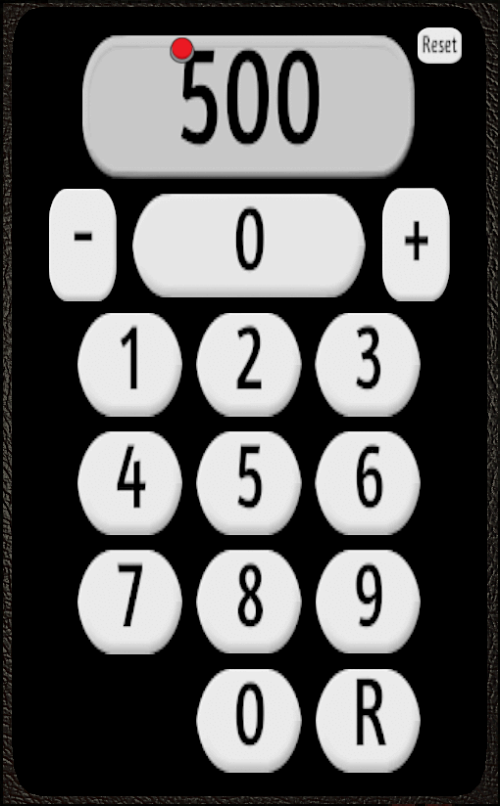
1

2

3

4

EACH SYNDICATE STARTS WITH **\$500K**, FORMING THEIR INITIAL STASH. USE THE PROVIDED CALCULATOR TO KEEP A NOTE OF TOTAL **STASH AMOUNT**.



THE **CALCULATOR** WORKS BY ENTERING THE AMOUNT TO **SUBTRACT** OR **ADD** AND PRESSING THE CORRESPONDING + AND - BUTTONS.

SMARTS

GRIT

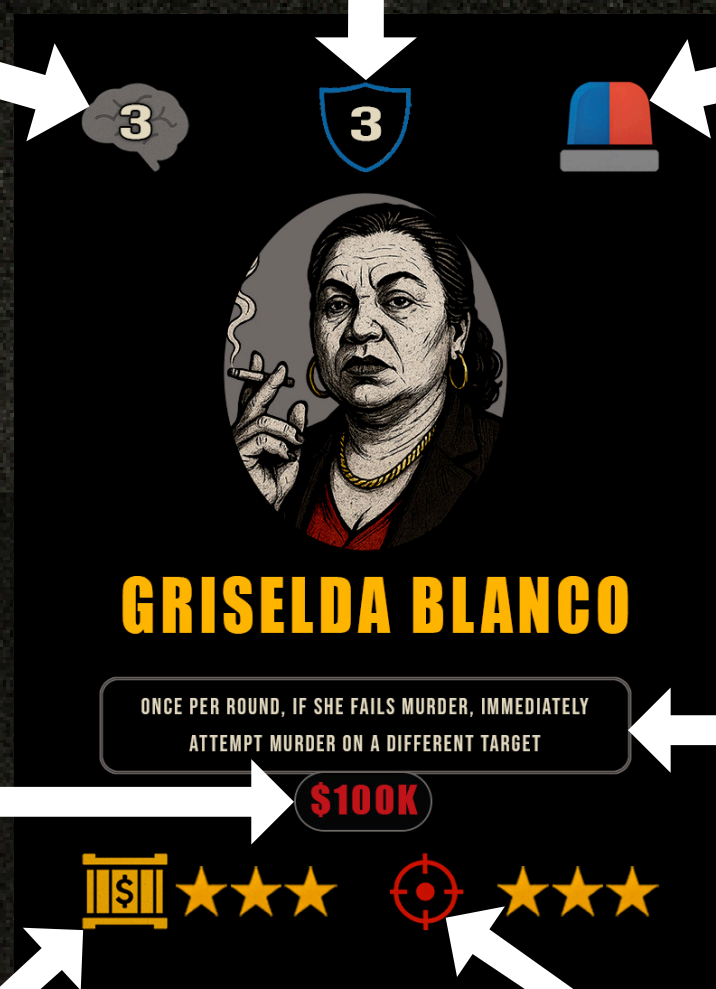
HEAT

PRICE

MOVE

MOVE

UNIQUE



ON **GANGSTER** CARDS, SOME STRONGER **GANGSTERS** HAVE UNIQUE ABILITIES THAT ARE OUTLINED ON THE CARDS.

ON ALL CARDS THE PRICE IS MARKED IN RED AND THE INCOME IS MARKED IN GREEN.

COMPOUND



★ TO BOTH

\$250K

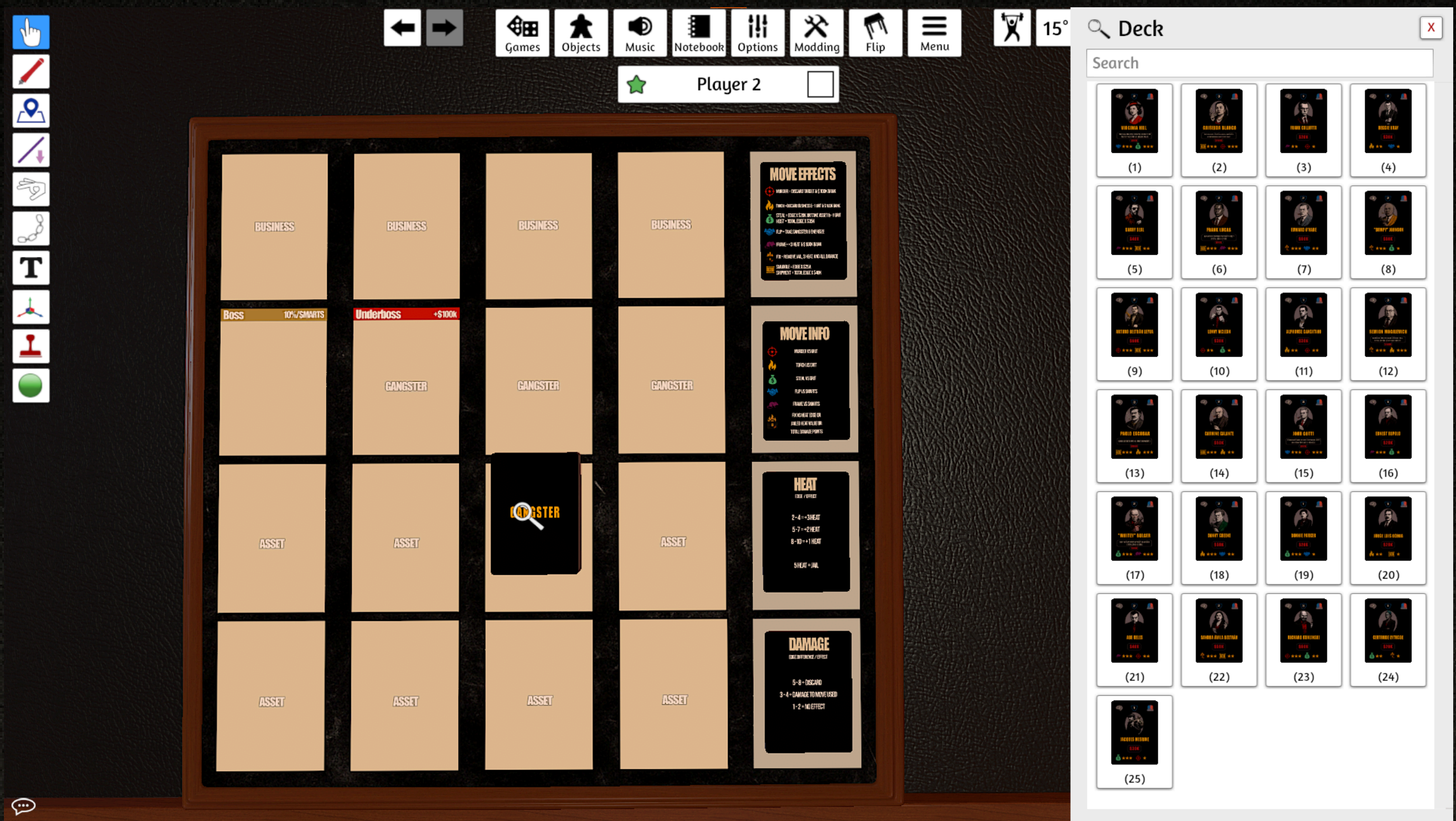
\$200K

BONUS

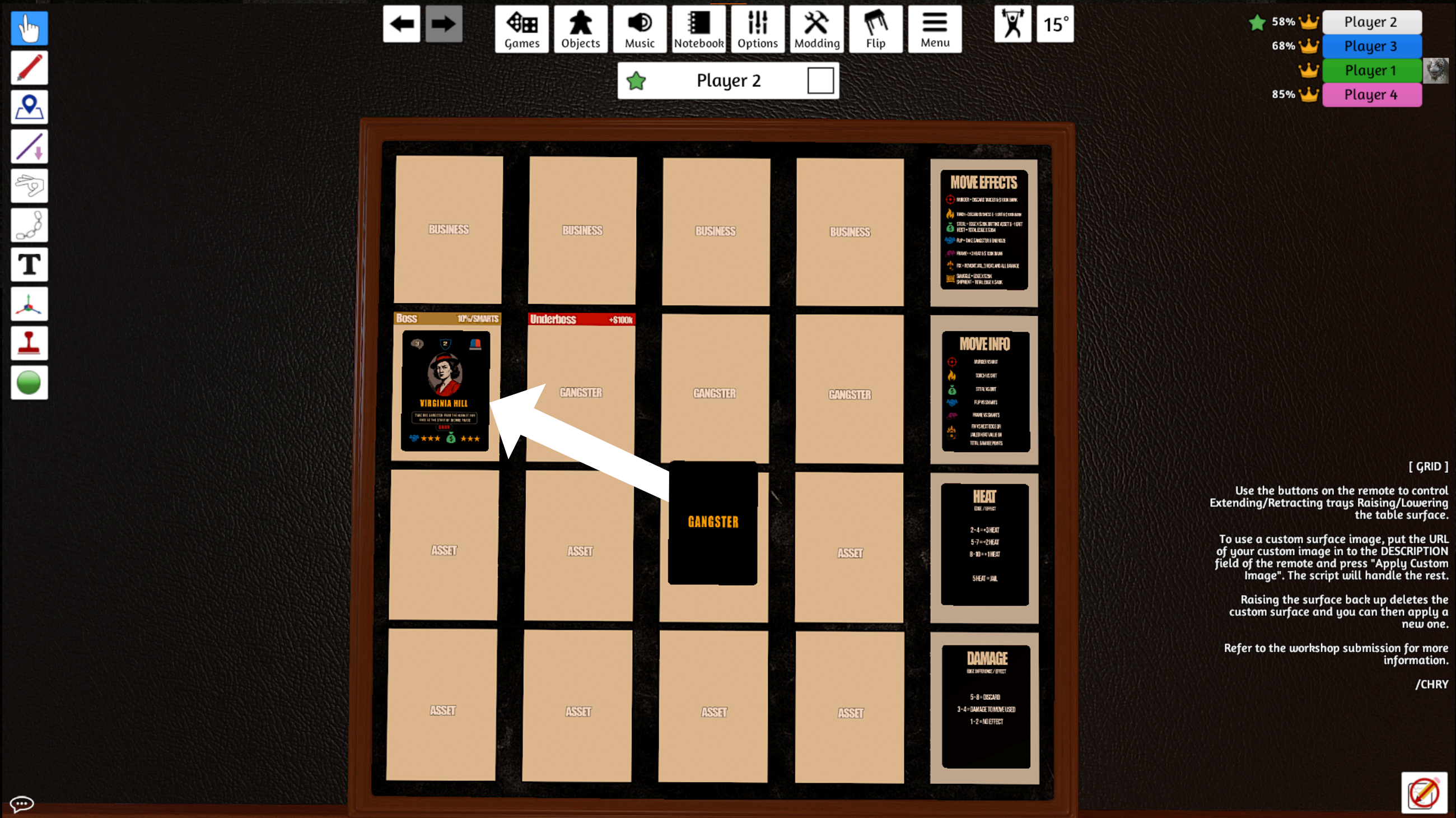
PRICE

INCOME

TO START EACH SYNDICATE MUST CHOOSE A **BOSS** FROM THE **GANGSTER** DECK. CHOOSE ONE **GANGSTER** CARD AND PLACE THEM IN THE **BOSS** CARD SLOT FOR FREE.



EACH **GANGSTER** DECK WILL APPEAR ON EACH **SYNDICATES** AREA AFTER THE **GANGSTER** CARDS HAVE BEEN AUTOMATICALLY DISTRIBUTED EVENLY INTO DECKS (THERE WILL BE AN EVEN DISTRIBUTION OF LEVEL 1 TO LEVEL 5 **GANGSTERS** IN EACH **GANGSTER** DECK). RIGHT CLICK ON THE **GANGSTER** DECK AND 'SEARCH', THEN SIMPLY DRAG THE CHOSEN CARD OUT, PLACE THE CARD ON THE **BOSS** SLOT AND FLIP THE CARD SO THE BOSS IS FACE UP. CLICK THE 'DONE PICKING' BUTTON TO CONTINUE THE GAME.



THE GAME USES A **D5**. EACH **SYNDICATE** MUST CHOOSE A COLOUR TO PLAY AS. ROLL THE DIE TO DETERMINE WHICH PLAYER GOES FIRST (HIGHEST WINS, TIES RE-ROLL).



5 IS ALWAYS THE MAXIMUM VALUE OF A **DIE** ROLL IN THE **GAME** (INCLUDING BONUSES).

THERE ARE 4 ROUNDS OF 4 PHASES:

- 1** MARKET
- 2** EVENTS
- 3** MOVES
- 4** INCOME

EACH **SYNDICATE** TAKES THEIR TURN IN THE **MARKET**, **EVENTS** AND **INCOME** PHASES SIMULTANEOUSLY. WHEN ALL **SYNDICATES** HAVE COMPLETED THEIR TURNS, THE GAME MOVES TO THE NEXT PHASE. DURING THE **MOVES** PHASE SYNDICATES MAKE THEIR **MOVES** ONE AFTER ANOTHER. THE **SYNDICATE** WHO GOES FIRST IS DECIDED BY ROLLING A **DIE**, HIGHEST ROLL WINS AND THE GAME PROCEEDS STARTING FROM THAT PLAYER CLOCKWISE.

GAME TIMER

A TICKING TIMER IS DISPLAYED IN THE TABLE CENTRE.



SYNDICATE AREAS

THERE ARE 4 ROWS OF 4 COLUMNS (16 CARD SLOTS) TO PLACE **BUSINESSES** / **BOSS & GANGSTERS** / **ASSETS**. THERE IS ALSO ONE COLUMN OF **REFERENCE** CARDS (4 CARD SLOTS).

BUSINESS	BUSINESS	BUSINESS	BUSINESS	REFERENCE
BOSS 10% SMARTS	Underboss +5000			REFERENCE
	GANGSTER	GANGSTER	GANGSTER	REFERENCE
ASSET	ASSET	ASSET	ASSET	REFERENCE
ASSET	ASSET	ASSET	ASSET	REFERENCE

BOSSES AND GANGSTERS PERFORM **MOVES**. **BUSINESSES** IN THE SAME COLUMN AS ACTIVE **BOSSES / GANGSTERS** CREATE INCOME FOR THE **SYNDICATE** AND **ASSETS** GIVE BONUSES TO **SYNDICATE** CARDS.



THE THREE CARD TYPES WORK TOGETHER IN COLUMNS. THE **BUSINESS** AND **ASSET** CARDS IN THE SAME COLUMN GIVE THEIR BONUSES TO THE ACTIVE **BOSS / GANGSTER** IN THE COLUMN AND ARE ALSO PROTECTED BY THE ACTIVE **BOSS / GANGSTER** IN THE COLUMN (VIA THEIR **GRIT** RATING).

A **SYNDICATE** MAY NOT PLACE THE SAME **ASSET** CARD TWICE IN ONE COLUMN.

A **SYNDICATE** MAY EVENTUALLY FILL CARD SLOTS UP TO A MAXIMUM OF **1 BOSS, 4 GANGSTERS, 4 BUSINESSES** AND **8 ASSETS**.

STASH

SYNDICATES START WITH \$500K IN THEIR **STASH**. **SYNDICATES** MAY KEEP THEIR STASH AMOUNT SECRET UNLESS **STOLEN** FROM. IN THIS CASE THEY MUST TELL THE ATTACKING **SYNDICATE** (ONLY) HOW MUCH THEY HAVE IN THEIR **STASH**.

SYNDICATES MAY GO INTO NEGATIVE BALANCE. HOWEVER, IF DEBT REACHES \$500K OR MORE, THEY CANNOT PURCHASE CARDS UNTIL BALANCE IS REDUCED BELOW \$500K.

PHASE 1 - MARKET

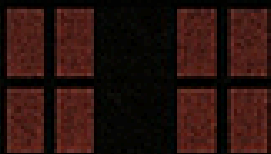
THE **MARKET** PHASE IS WHEN PLAYERS CAN OUTFIT THEIR **SYNDICATES** THROUGH PURCHASING CARDS FROM THEIR **MARKET**.

PURCHASED **MARKET** CARDS ARE PLACED FACE UP IN FRONT OF THE PLAYER AND REPRESENT THEIR **SYNDICATES**.

EACH **SYNDICATE** HAS THEIR OWN **MARKET**.

SYNDICATE MARKETS AND **STASHES** ARE NOT VISIBLE TO OTHER **SYNDICATES**.

THREE CARD TYPES LAY IN THE **MARKETS** IN ROWS OF 1 FACE DOWN DECK AND 5 CARDS FACING UP.



THERE ARE A TOTAL OF 20 CARDS IN EACH DECK WITH THE EXCEPTION OF **GANGSTERS**, WHICH HAS 25.

THERE ARE 5 **GANGSTERS**, 5 **BUSINESSES** AND 5 **ASSETS** IN EACH **MARKET**.

SYNDICATES HAVE A TOTAL OF 4 **MARKET** CARD PURCHASES PER **MARKET** PHASE PER ROUND.

SYNDICATES MAY ONLY PURCHASE A MAX 2 OF EACH CARD TYPE; **GANGSTERS**, **BUSINESSES**, **ASSETS**.

LOOK AT THE COST OF EACH CARD (RED \$ VALUE), TOTAL UP THE COST AND SUBTRACT IT FROM **SYNDICATE STASH** TO PURCHASE AND PLACE THE CARDS.

SYNDICATES MAY NOW PAY TO RELEASE **BOSSES** / **GANGSTERS** FROM **JAIL**, ENERGIZE THEM, DISCARD ANY CARDS (RECEIVING NO COMPENSATION) AND RE-ARRANGE SYNDICATE CARDS.

MARKETS ARE REFRESHED AT THE END OF EVERY **INCOME** PHASE AUTOMATICALLY.

EVERYONE MUST PRESS THE '**MARKET** PHASE COMPLETE' TO MOVE TO THE NEXT PHASE.

PHASE 2 - EVENT

EVERY **EVENTS** PHASE ONE EVENT CARD WILL BE DRAWN. THE GAME MOVES ONTO THE NEXT PHASE AFTER RESOLUTION OF THE **EVENT**.

THE **EVENT** CARD WILL AUTOMATICALLY BE DRAWN ONTO THE TABLE CENTRE.

EVERY **SYNDICATE** MUST PRESS THE '**EVENT** PHASE COMPLETE' BUTTON TO MOVE TO THE NEXT PHASE.

PHASE 3 - MOVES

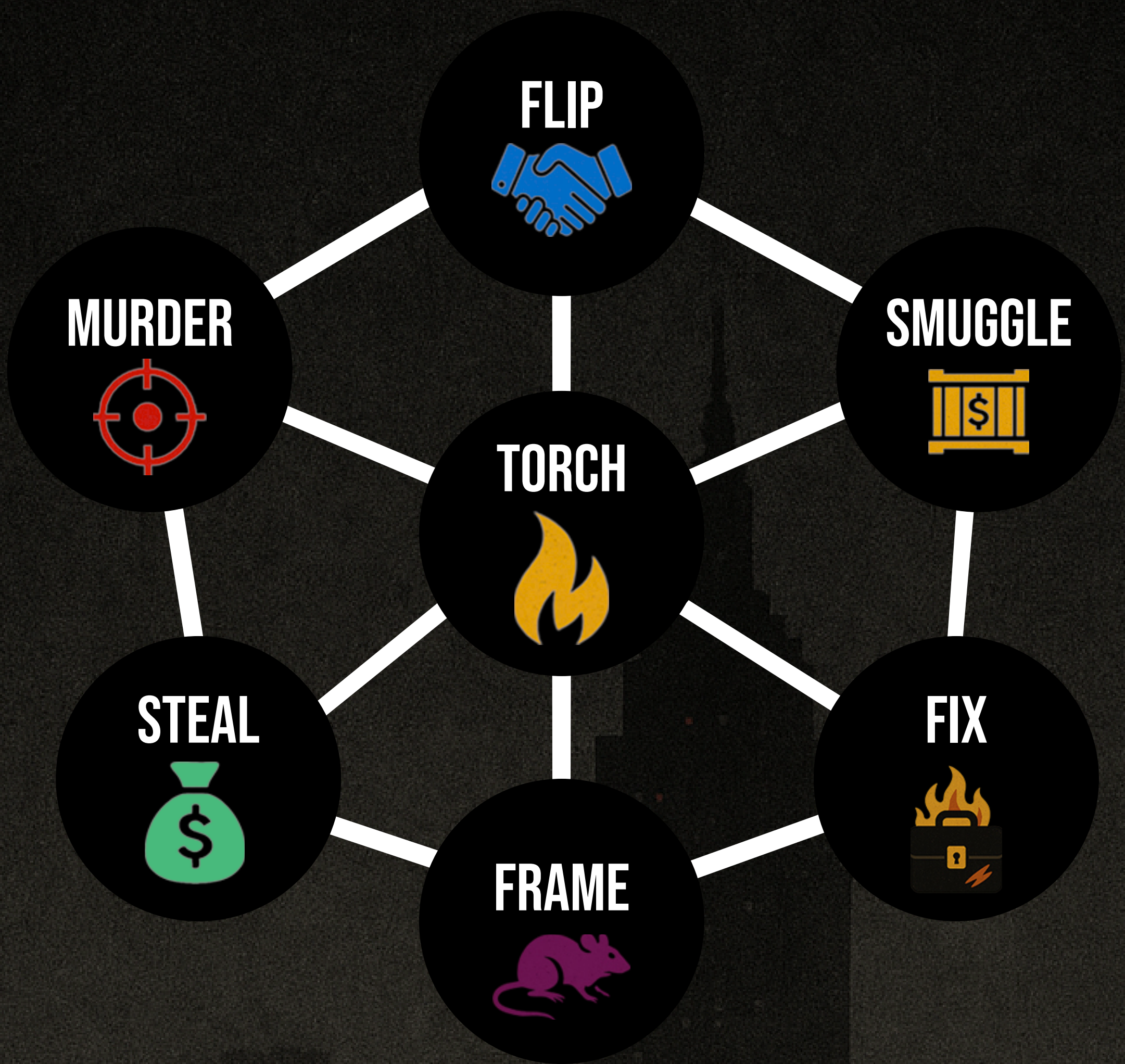
EVERY **BOSS** / **GANGSTER** HAS ONE CHOICE OF TWO **MOVES** THAT THEY CAN PLAY DURING THE **MOVES** PHASE. A **BOSS** / **GANGSTER** MAY USE ONE **MOVE** AND IS THEN **EXHAUSTED**. **EXHAUSTED** OR JAILED **BOSSES** / **GANGSTERS** CANNOT MAKE ANOTHER **MOVE** THAT ROUND (UNLESS THEY GET **ENERGIZED**). TO EXHAUST THEM ROTATE THE CARD 180 DEGREES. AT THE END OF THE MOVES PHASE ALL **SYNDICATES** MUST PRESS THE "OUT OF MOVES" BUTTON TO CONTINUE TO THE NEXT PHASE.

SMARTS & GRIT

SMARTS IS A RATING FROM 0 TO 5, REPRESENTING STREET SMARTS. IT CAN BE USED TO GAIN EDGE WHEN DEFENDING AGAINST FLIP AND FRAME.

GRIT IS A RATING FROM 0 TO 5, REPRESENTING TOUGHNESS. IT CAN BE USED TO GAIN EDGE WHEN DEFENDING AGAINST MURDER, TORCH AND STEAL.

POSSIBLE MOVES



BOSSES / GANGSTERS CAN INCREASE THEIR **MOVE** RATINGS THROUGH **BUSINESS** AND **ASSET** CARDS IN THE SAME **SYNDICATE** COLUMN

ASSET AND **BUSINESS** BONUSES CAN ONLY BE APPLIED WHEN THERE IS AN ACTIVE **BOSS / GANGSTER** IN THE SAME COLUMN

BOSSES / GANGSTERS CAN ALSO TAKE **DAMAGE** / BE DISCARDED FOR FAILED **MOVES** AND GAIN HEAT / JAIL AFTER SUCCESSFUL **MOVES**

EDGE

A **MOVE** / **GRIT** / **SMARTS** RATING PLUS THE PLAYER'S DIE ROLL SCORE IS CALLED '**EDGE**'

A 5 RATING IN A **MOVE** / **GRIT** / **SMARTS** WOULD GIVE A 6-10 **EDGE**, DEPENDING ON THE DIE ROLL

A 1 RATING IN A **MOVE** / **GRIT** / **SMARTS** WOULD GIVE A 2-6 **EDGE**, DEPENDING ON THE DIE ROLL

MINIMUM **EDGE** IS 2 AND MAXIMUM **EDGE** IS 10

BOSSSES / **GANGSTERS** WILL ROLL **MURDER**, **TORCH**, **STEAL** AGAINST TARGETED **BOSSSES** / **GANGSTERS** **GRIT** **EDGE** BUT WILL ROLL AGAINST **SMARTS** **EDGE** FOR **FLIP** AND **FRAME** AND WILL ROLL AGAINST **HEAT** **EDGE** OR **DAMAGE** **EDGE** TO FIX **HEAT** AND **DAMAGE** (WHICHEVER VALUE IS HIGHER). IF A **BOSS** / **GANGSTER** IS IN JAIL A FIX MOVE TARGETED AT THEM MUST BE ROLLED AGAINST THEIR **HEAT** RATING ALONE, NOT **HEAT** **EDGE**.

IN **SMUGGLE** THERE IS NO DEFENDER AND SO **SMUGGLE** HAS ITS OWN DYNAMICS (OUTLINED IN **SMUGGLE** MOVE).

WHEN **MOVES** ARE MADE, DIE ROLLS ARE DONE BY THE ATTACKER FIRST, FOLLOWED BY THE DEFENDER, THEN A CALCULATION IS MADE OF WHO HAS THE WINNING **EDGE**. AFTER THIS THE OUTCOME CAN BE PERFORMED.

FOR EXAMPLE; A **BOSS** / **GANGSTER** WITH A 1 RATING FOR **MURDER** ROLLS A 3, THE TOTAL **MURDER** **EDGE** IS 4, AGAINST A **GANGSTER** WITH A **GRIT** RATING OF 3, WHO ROLLS A 2, THE TOTAL **GRIT** **EDGE** IS 5. SO THE DEFENDING **GANGSTER** WINS AND THE ATTACKING MOVE HAS FAILED.

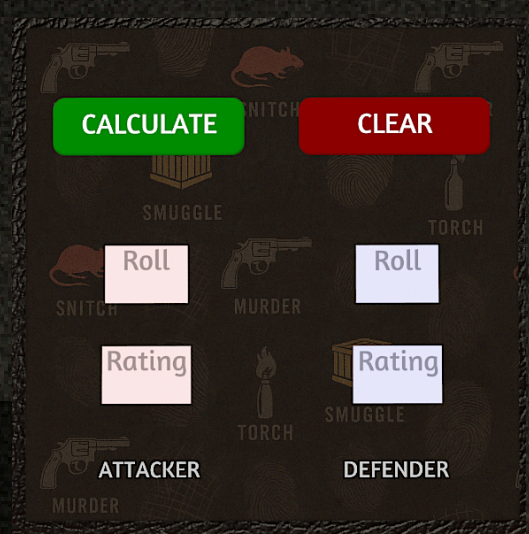
SAME **EDGE** SCORE = RE-ROLLS

A **BOSS / GANGSTER** WITH A 1 RATING CANNOT SUCCESSFULLY PERFORM A **MOVE** AGAINST A **BOSS / GANGSTER** WITH A 5 RATING AS THE MAXIMUM RESULT IS A TIE.

ONLY THE FIX MOVE MAY BE PERFORMED ON A **BOSS / GANGSTER** FROM OWN **SYNDICATES** OR ON A **BOSS / GANGSTER** USING THE **MOVE** (THEY CAN FIX THEMSELVES)

MOVES OUTCOMES CALCULATOR

THERE IS AN OUTCOMES CALCULATOR. SIMPLY INPUT THE ATTACKERS AND DEFENDERS RELEVANT RATING AND DIE ROLL VALUES AND THE CALCULATOR WILL CALCULATE **EDGE** AND GIVE THE RESULT AND EFFECTS OF THE **MOVE**.



BOTH PLAYERS ENTER THEIR TOTAL **MOVE** RATING AND THEIR ROLL AMOUNT IN THEIR RESPECTIVE FIELDS, AFTER WHICH “CALCULATE” SHOULD BE PRESSED AND THE RESULTS OF THE **MOVE** WILL BE SHOWN IN THE GAME CHAT.

POSSIBLE MOVES

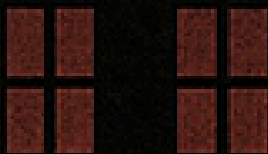
A **BOSS / GANGSTER** MUST HAVE THE REQUIRED MOVE ICON ON THEIR CARD AND MUST HAVE A MINIMUM OF 1 RATING POINT (BONUSES FROM **BUSINESS / ASSET** INCLUDED) TO BE ABLE TO USE THAT **MOVE**.

SYNDICATES MAY PASS A MOVE BY EXHAUSTING THE **BOSS / GANGSTER**

MURDER



IF SUCCESSFUL, TARGET **BOSS / GANGSTER** IS DISCARDED (DELETED). ROLLS FOR **EDGE** AGAINST BOSSES / GANGSTERS GRIT **EDGE**. TAKE \$100K FROM THE BANK FOR MURDERING A **GANGSTER** (VICTORY POINTS FOR MURDERING A **BOSS**).



TORCH



IF SUCCESSFUL, **BUSINESS** IS DISCARDED, TAKE \$100K FROM THE BANK AND **BOSS / GANGSTER** IN THE SAME COLUMN RECEIVES -1 DAMAGE TO GRIT. ROLLS FOR **EDGE** AGAINST **BOSSSES / GANGSTERS** GRIT **EDGE** IN THE COLUMN OF THE TARGETED **BUSINESS**. **GANGSTERS** CAN TARGET **BUSINESSES** IN A **BOSS** COLUMN.

FRAME



IF SUCCESSFUL, TARGET GAINS +3 HEAT, AND ATTACKING **SYNDICATE** TAKES \$100K FROM THE BANK. ROLLS FOR **EDGE** AGAINST **BOSSSES / GANGSTERS** SMARTS **EDGE**.

FIX



MAY TARGET ANY **BOSS / GANGSTER** THAT HAS HEAT AND/OR DAMAGE, INCLUDING OWN **SYNDICATE** AND THEMSELVES (WHEN ACTIVE).

IF SUCCESSFUL REMOVE JAIL CARD, ALL HEAT AND ALL DAMAGE FROM THE TARGET.

ROLLS FOR FIX **EDGE** AGAINST TARGETED **BOSSSES / GANGSTERS** HEAT **EDGE** OR DAMAGE **EDGE** (THE TOTAL NUMBER OF MINUS POINTS TO RATINGS THE TARGET HAS). MUST ROLL FOR **EDGE** AGAINST WHICHEVER RATING IS HIGHER OUT OF HEAT AND DAMAGE POINTS. IF TARGET IS IN JAIL ROLL **FIX EDGE** AGAINST THE TARGETS HEAT RATING ALONE.

SYNDICATES MAY NEGOTIATE A CASH FEE FOR FIXING A **BOSS / GANGSTER** FROM ANOTHER **SYNDICATE** (UP TO A MAX OF \$100K) BY SENDING AN OFFER TO THEM. THE **SYNDICATE** HAS ONE CHANCE TO ACCEPT THE OFFER OR NOT.

FLIP



TAKE A **BOSS / GANGSTER** FROM ANOTHER **SYNDICATE** AND PLACE THEM IN YOUR **SYNDICATE**. ROLLS AGAINST **BOSSES / GANGSTERS SMARTS EDGE**.

SYNDICATES CANNOT DISCARD THE FLIPPED **GANGSTER** THAT ROUND AND MUST IMMEDIATELY PLACE THEM IN ANY EMPTY **SYNDICATE GANGSTER** SLOT.

FLIPPED **GANGSTERS** ARRIVE **ENERGIZED**, BUT CAN'T TARGET THEIR FORMER **SYNDICATE** FOR THE DURATION OF THAT ROUND.

SMUGGLE



IF SUCCESSFUL TAKE CASH FROM THE BANK. ROLL **SMUGGLE EDGE** X\$25K FOR THE AMOUNT (\$50K - \$250K).

BOSSES / GANGSTERS WITH THE **SMUGGLE MOVE** MAY ALTERNATIVELY INITIATE A **SHIPMENT** UNDER CERTAIN CONDITIONS;

AN ATTEMPTED **SHIPMENT** REQUIRES A FULL SUPPLY CHAIN; THE THREE SUPPLY CHAIN **BUSINESSES** MUST BE IN PLAY; ONE CANDY FACTORY, ONE AIRSTRIP AND ONE STREET, AND ALL MUST HAVE AN ACTIVE **BOSS / GANGSTER** IN THE COLUMN. THE REQUIRED SUPPLY CHAIN **BUSINESSES** CAN COME FROM MULTIPLE **SYNDICATES**.

TO INITIATE A **SHIPMENT** THE **SYNDICATE** MUST HAVE A FULL SUPPLY CHAIN AND HAVE A CANDY FACTORY WITH AN ACTIVE **SMUGGLE MOVE BOSS / GANGSTER** IN THE SAME COLUMN.

TO JOIN A **SHIPMENT** INITIATED BY ANOTHER **SYNDICATE**, THE JOINING **SYNDICATE** NEEDS EITHER AN AIRSTRIP OR A STREET WHICH HAS AN ACTIVE **BOSS / GANGSTER** IN THE COLUMN.



SYNDICATES MAY NEGOTIATE RETURN SPLITS FOR **SHIPMENTS** AND MUST AGREE FIRST BEFORE THE **SHIPMENT** CAN BE ROLLED.

THE **SHIPMENT** INITIATOR MAKES THE FIRST OFFER TO ANY PARTICIPATING **SYNDICATE** AND CAN OFFER (IN INCREMENTS OF 5%) BETWEEN 0% AND 50% OF THE TOTAL **SHIPMENT** RETURNS TO EACH PARTICIPATING **SYNDICATE**.

THE **SYNDICATE** BEING NEGOTIATED WITH CAN THEN ACCEPT / DECLINE OR MAKE A COUNTER OFFER.

THE **SHIPMENT** INITIATOR THEN MAY MAKE A FINAL OFFER AND SUCCESS OR FAILURE ON THE DEAL DEPENDS ON THE NEGOTIATED **SYNDICATES** ACCEPTANCE OR REFUSAL OF THAT OFFER.

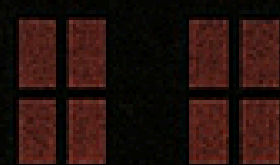
THE **SHIPMENT** INITIATOR ROLLS **SMUGGLE EDGE** AND THE **BOSSSES / GANGSTERS** WITH THE AIRSTRIP AND STREET ROLL **SMARTS EDGE**.

IF THE **SHIPMENT** INITIATOR ROLLS A 1 THE **SHIPMENT** IMMEDIATELY FAILS AND THE INITIATING **BOSS / GANGSTER** RECEIVES +2 HEAT.

IF ANY OTHER PARTICIPATING **BOSS / GANGSTER** ROLLS A 1, THE **SHIPMENT** CONTINUES BUT THE **BOSS / GANGSTER** RECEIVES +2 HEAT.

IF SUCCESSFUL, ADD ALL THREE **EDGE** SCORES TOGETHER (7-30 TOTAL **EDGE**).

TAKE TOTAL **EDGE** X\$40K (\$280K - \$1.2M) FROM THE BANK AND SPLIT AS AGREED UPON.





CHOOSE A TARGET - **SYNDICATES** STASH OR ONE **ASSET** CARD. IF SUCCESSFUL TAKE CASH OR ASSET CARD FROM THE TARGETED **SYNDICATE**.

FOR STASH **STEAL**, ROLL AGAINST AN **UNDERBOSS**'S GRIT **EDGE**. IF THERE IS NO **UNDERBOSS** IN THE **SYNDICATE** YOU WISH TO TARGET, YOU MAY TARGET ANY **GANGSTER** TO **STEAL** FROM AND MUST ROLL AGAINST THEIR GRIT **EDGE**. A **SYNDICATE** THAT HAS NO **GANGSTERS** CANNOT HAVE THEIR **STASH** STOLEN FROM.

IF SUCCESSFUL TAKE **STEAL EDGE** X\$20K (\$40K - \$200K) FROM THE TARGETED **SYNDICATES STASH**.

IF **SYNDICATE** IS IN NEGATIVE BALANCE, AND HAS BEEN STOLEN FROM, THEY MUST TAKE CASH FROM THE BANK TO PAY THE ATTACKING **SYNDICATE** AND ADD THE AMOUNT TO THEIR NEGATIVE BALANCE.

IMMEDIATELY AFTER A SUCCESSFUL **STASH STEAL**, THE TARGETED **SYNDICATE** MUST REVEAL (IF ASKED) THEIR TOTAL **STASH** (ONLY) TO THE **SYNDICATE** THAT WAS SUCCESSFUL WITH THE **STASH STEAL**.

TO **STEAL** AN **ASSET** CARD, ROLL AGAINST THE **BOSS / GANGSTER** IN THE SAME COLUMN AS THE **ASSET**, ROLL AGAINST GRIT **EDGE**. IF SUCCESSFUL TAKE THE **ASSET** AND PLACE IT IN AN EMPTY **ASSET** SLOT IN YOUR **SYNDICATE**. TARGET RECEIVES -1 DAMAGE TO GRIT. **SYNDICATES** MAY NOT DISCARD THE **STOLEN ASSET** IN THE SAME ROUND THAT IT WAS STOLEN IN. IF THERE IS NO **BOSS / GANGSTER** IN THE **ASSET** COLUMN THE ATTACKER CAN MAKE THE **MOVE** WITH AN AUTOMATIC SUCCESS.

BOSSSES / GANGSTERS WITH THE **STEAL MOVE** MAY ALTERNATIVELY INITIATE A HEIST UNDER CERTAIN CONDITIONS;

TO INITIATE A **HEIST** THE **SYNDICATE** MUST HAVE A FULL CHAIN AND HAVE A PLANS **ASSET** CARD WITH AN ACTIVE **STEAL MOVE BOSS / GANGSTER** IN THE SAME COLUMN.

SYNDICATES MAY NEGOTIATE RETURN SPLITS FOR **HEIST** AND MUST AGREE FIRST BEFORE THE **HEIST** CAN BE ROLLED.

THE **SYNDICATE** BEING NEGOTIATED WITH CAN THEN ACCEPT / DECLINE OR MAKE A COUNTER OFFER.

THE **HEIST** INITIATOR THEN MAY MAKE A FINAL OFFER AND SUCCESS OR FAILURE ON THE DEAL DEPENDS ON THE NEGOTIATED **SYNDICATES** ACCEPTANCE OR REFUSAL OF THAT OFFER.

IF THE **HEIST** INITIATOR ROLLS A 1 THE **HEIST** IMMEDIATELY FAILS AND THE INITIATING **BOSS / GANGSTER** RECEIVES +3 HEAT.

IF SUCCESSFUL, ADD ALL THREE **EDGE** SCORES TOGETHER (7-30 TOTAL).

TAKE TOTAL **EDGE** X\$35K (\$245K - \$1,050,000) FROM THE BANK AND SPLIT AS AGREED UPON.

STEAL



CONTINUED

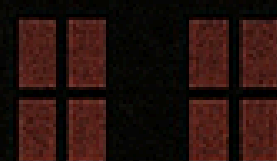
AN ATTEMPTED **HEIST** REQUIRES A FULL CHAIN; THE THREE CHAIN **ASSETS** MUST BE IN PLAY; **ONE PLANS, ONE SPOTTER AND ONE INSIDER**, AND ALL MUST HAVE AN ACTIVE **BOSS / GANGSTER** IN THE COLUMN. THE REQUIRED CHAIN **ASSETS** CAN COME FROM MULTIPLE **SYNDICATES**.

TO JOIN A **HEIST** INITIATED BY ANOTHER **SYNDICATE**, THE JOINING **SYNDICATE** NEEDS EITHER A **SPOTTER** OR A **INSIDER** WHICH HAS AN ACTIVE **BOSS / GANGSTER** IN THE COLUMN.

THE **HEIST** INITIATOR MAKES THE FIRST OFFER TO ANY PARTICIPATING **SYNDICATE** AND CAN OFFER (IN INCREMENTS OF 5%) BETWEEN 0% AND 50% OF THE TOTAL **HEIST** RETURNS TO EACH PARTICIPATING **SYNDICATE**.

THE **HEIST** INITIATOR ROLLS **STEAL EDGE** AND THE **BOSSSES / GANGSTERS** WITH THE **SPOTTER** AND **INSIDER** ROLL **SMARTS EDGE**.

IF ANY OTHER PARTICIPATING **BOSS / GANGSTER** ROLLS A 1, THE **HEIST** CONTINUES BUT THAT **BOSS / GANGSTER** RECEIVES +3 HEAT.



MOVE OUTCOMES (HEAT & DAMAGE)

HEAT AND **DAMAGE** RESULTS WILL APPEAR IN THE CHAT AFTER INPUTTING THE RELEVANT SCORES INTO THE **MOVES** OUTCOMES CALCULATOR.

SUCCESSFUL **MURDER**, **TORCH**, **SMUGGLE** AND **STEAL MOVES** CAN GENERATE **HEAT**

FRAME, **FLIP** AND **FIX** DO NOT GENERATE **HEAT**

FAILED **MOVES** CAN GENERATE **DAMAGE**, WITH THE EXCEPTION OF **FIX** AND **SMUGGLE**

SUCCESSFUL MOVES - HEAT

AFTER A SUCCESSFUL **MURDER**, **TORCH**, **SMUGGLE** OR **STEAL MOVE**, CALCULATE **HEAT** RESULTS BASED ON **EDGE** AS FOLLOWS:

MOVE EDGE = HEAT RESULT

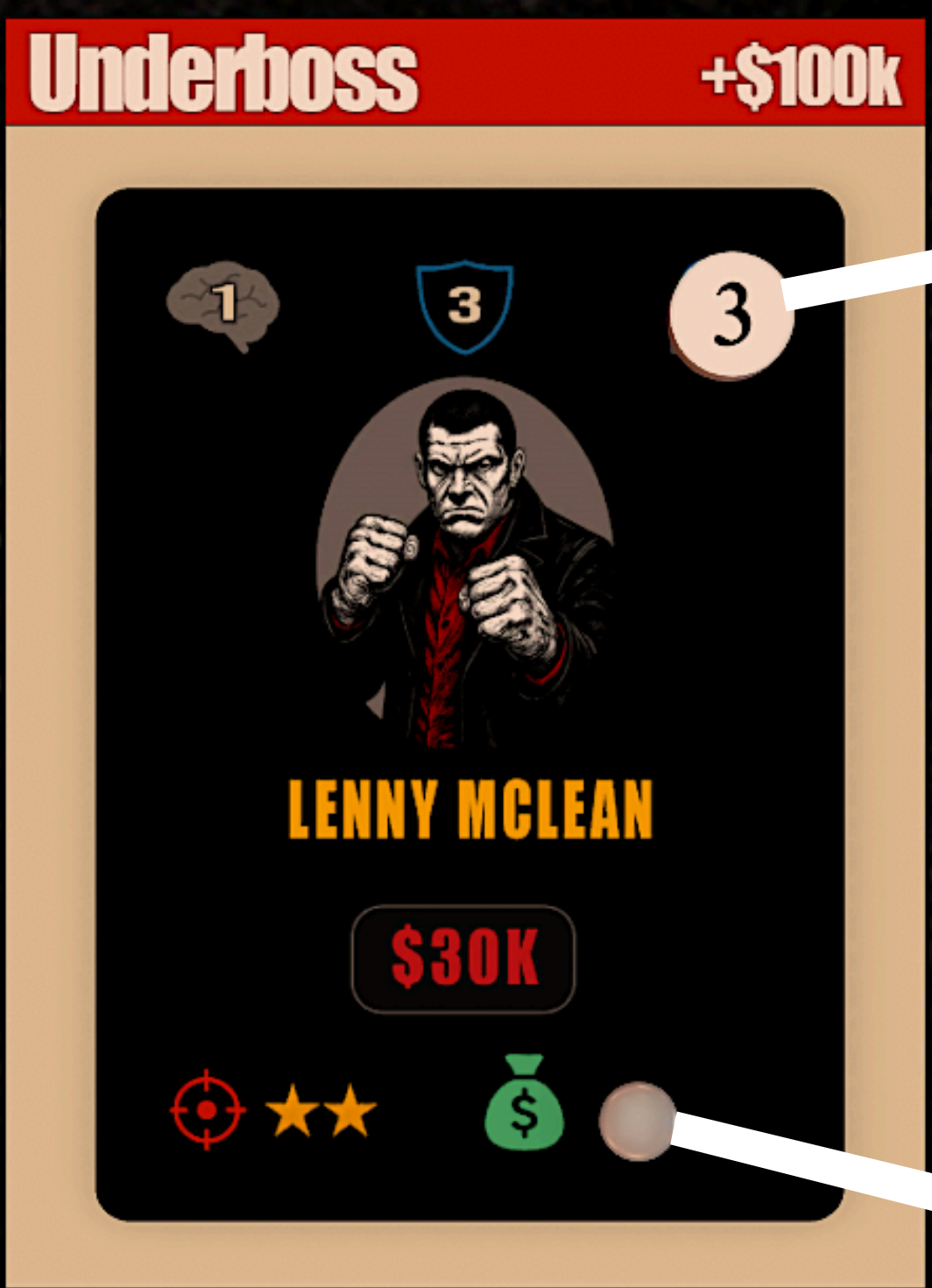
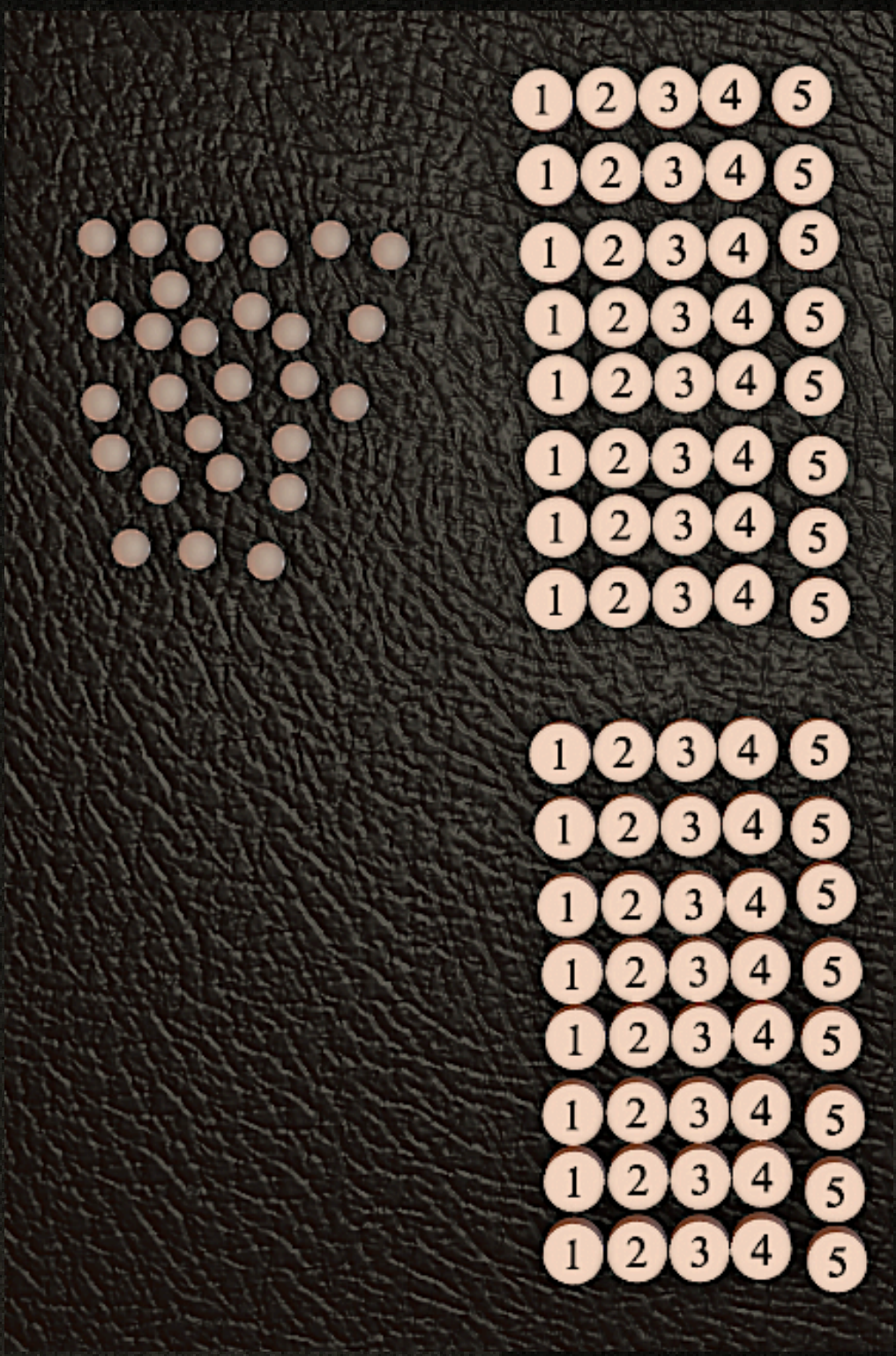
APPLY THE RESULT:

EDGE 2-4 = +3 HEAT

EDGE 5-7 = +2 HEAT

EDGE 8-10 = +1 HEAT

HEAT AND DAMAGE MARKERS ARE FOUND ON THE SIDE OF THE BOARD



THE **HEAT** AMOUNT IS PLACED OVER THE SIREN ICON TO DENOTE THE CURRENT **HEAT** THE **GANGSTER / BOSS** HAS

DAMAGE IS DENOTED BY PLACING A BLANK MARKER OVER THE STAR OF THE **DAMAGED MOVE**.
IF THE **DAMAGE** IS DONE TO **SMARTS** OR **GRIT**, THEN A NUMBERED MARKER WITH THE RESPECTIVE VALUE IS TAKEN AND PLACED OVER THE OLD VALUE

JAIL

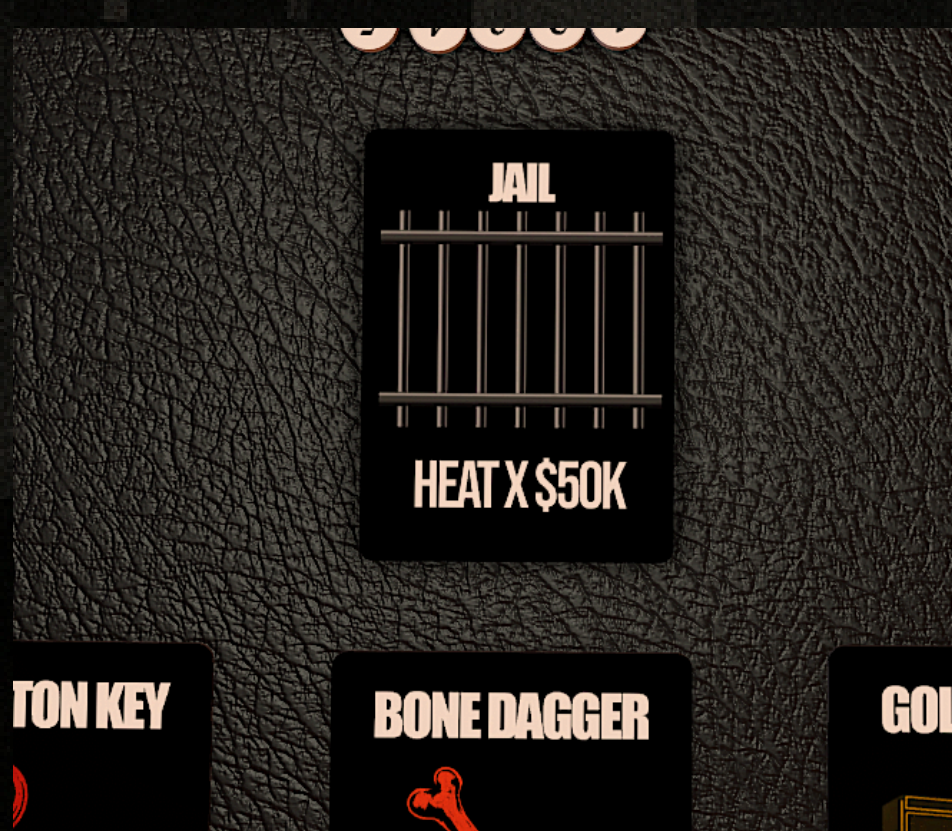
5 **HEAT** = IMMEDIATE **JAIL** (PLACE **JAIL** CARD ON **BOSS** / **GANGSTER**)

HEAT ALWAYS RESETS TO 0 WHEN A **BOSS** / **GANGSTER** IS RELEASED FROM JAIL.

THE FEE TO RELEASE A **BOSS** / **GANGSTER** FROM **JAIL** IS \$50K PER **HEAT** RATING THEY HAVE AT TIME OF RELEASE (\$50-250K) BUT THEY MAY BE RELEASED FOR FREE BY A SUCCESSFUL **FIX MOVE**

BOSSSES / **GANGSTERS** CAN ONLY BE RELEASED BY BEING THE TARGET OF A SUCCESSFUL **FIX MOVE** OR BY PAYING THE RELEASE FEE TO THE BANK DURING A **MARKET** PHASE

A **BOSS** / **GANGSTER** THAT IS IN **JAIL** CANNOT BE MOVED AROUND **SYNDICATE** SLOTS, MAKE **MOVES**, DEFEND THEIR COLUMN, TAKE INCOME FROM ATTACHED **BUSINESS** OR USE CARD BONUSES



JAIL CARD FOUND ON THE SIDE OF THE TABLE



JAIL CARD PLACED ON THE **GANGSTER** / **BOSS**

FAILED MOVES - DAMAGE

WHEN A **MOVE** FAILS, (EXCEPT FOR **SMUGGLE & FIX**), CALCULATE THE DIFFERENCE IN **EDGE** BETWEEN THE INITIATING **BOSS / GANGSTER'S EDGE** AND THE **EDGE** THEY ROLLED AGAINST. APPLY THE EFFECT BASED ON THE **EDGE** DIFFERENCE:

DIFFERENCE 6-8 = DISCARD

DIFFERENCE 3-5 = **DAMAGED**
(TO ATTACKING **MOVE** RATING
THEY USED)

DIFFERENCE 1-2 = NO EFFECT

DAMAGE INCURRED FOR
FAILED **MOVES** IS A -1 RATING
TO THE **MOVE** THAT WAS
FAILED

DAMAGE CAN STACK ALL THE
WAY TO A ZERO IN ANY RATING

BOSSES

SYNDICATES MAY ASSIGN A
BOSS BY PLACING A
GANGSTER CARD IN THE
SYNDICATE BOSS SLOT.

SYNDICATES CANNOT PLACE
A **GANGSTER** PURCHASED IN
THAT ROUND FROM THEIR
MARKET STRAIGHT INTO THE
BOSS SLOT.

ONE TIME PER GAME, DURING ANY MARKET PHASE, BEFORE BUYING ANY CARDS, **SYNDICATES** MAY DISCARD THE CURRENT ACTIVE **BOSS** AND PLACE ONE ACTIVE **GANGSTER** FROM THEIR SYNDICATE ON THE **BOSS** SLOT.

GANGSTERS CAN'T ATTACK **BOSSES** DIRECTLY (**MURDER / FRAME / FLIP**) BUT CAN INDIRECTLY (**TORCH BUSINESS / STEAL ASSET** IN THE **BOSSES** COLUMN). **GANGSTERS** CAN **FIX** **BOSSES**. **BOSSES** CAN ATTACK **BOSSES** AND **GANGSTERS**. **BOSSES** CAN'T BE **FLIPPED** OR **MURDERED** IN ROUND 1.

UNDERBOSSSES

ACTIVE **UNDERBOSSSES** DURING THE **INCOME** PHASE RECEIVE \$100K.

UNDERBOSSSES ACT AS NORMAL **GANGSTERS** BUT WILL BE PROMOTED TO **BOSS** UNDER CERTAIN CONDITIONS;

SHOULD THE **BOSS** BE DISCARDED, THE **GANGSTER** THAT ENDS THE ROUND, IN WHICH THE **BOSS** HAS BEEN DISCARDED, AS **UNDERBOSS**, IS AUTOMATICALLY MADE THE **BOSS** ON THE **MARKET** PHASE OF THE SUBSEQUENT ROUND. THIS DOES NOT COUNT AS A **MARKET** CARD PICK.

IF THERE IS NO **UNDERBOSS**, **SYNDICATES** MAY CHOOSE A NEW **UNDERBOSS** DURING THE NEXT **MARKET** PHASE BUT THAT **GANGSTER** WILL ONLY BE MADE **BOSS** DURING THE **MARKET** PHASE OF THE SUBSEQUENT ROUND.

PHASE 4 - INCOME

EVERY **INCOME** PHASE **SYNDICATES** WILL TAKE CASH FROM THE BANK THAT IS THE TOTAL OF THE **INCOMES** OF ALL **BUSINESS** CARDS THEY OWN THAT HAVE AN ACTIVE **BOSS** / **GANGSTER** IN THE SAME COLUMN.

IF A **SYNDICATE'S** **UNDERBOSS** IS ACTIVE THE **SYNDICATE** RECEIVES AN ADDITIONAL \$100K **INCOME**.

IF A **SYNDICATE'S** **BOSS** IS ACTIVE DURING ANY **INCOME** PHASE, THE **SYNDICATE** RECEIVES A CASH BONUS, ADDITIONAL TO THEIR TOTAL **INCOME**, CALCULATED AT 10% X **BOSS SMARTS** RATING. SO FOR A **SYNDICATE** WITH A TOTAL **INCOME** OF \$500K AND AN ACTIVE **BOSS** WITH 5 **SMARTS** THE BONUS WOULD BE 50% OF \$500K (\$250K) AND THE **SYNDICATE** WOULD TAKE A TOTAL INCLUDING THE BONUS OF \$750K THAT PHASE.

CLICK THE '**INCOME** COLLECTED' BUTTON TO COMPLETE THE ROUND.

VICTORY POINTS

+5 POINTS - GO THROUGH THE GAME WITHOUT HAVING A **BOSS OR **GANGSTER MURDERED****

+5 POINTS - HAVE THE ONLY ACTIVE **BOSS AT GAME END**

+4 POINTS - SUCCESSFULLY **MURDER A **BOSS****

+4 POINTS - SUCCESSFULLY **FRAME 5 TIMES**

+3 POINTS - HAVE 3 ACTIVE **GANGSTERS AT GAME END (EXCLUDING **BOSS**)**

+3 POINTS - SUCCESSFULLY **MURDER OR **TORCH** 5 TIMES**

+2 POINTS - SUCCESSFULLY **FLIP OR **FIX** 5 TIMES**

+2 POINTS - SUCCESSFULLY **STEAL OR **SMUGGLE** 5 TIMES (INCLUDING **HEISTS** & **SHIPMENTS**)**

+1 POINT - FOR EVERY \$100K IN **SYNDICATES END GAME **STASH** (ROUNDED DOWN)**

-2 POINTS - IF 2 OR MORE OF YOUR **SYNDICATE ARE IN JAIL AT GAME END**

-5 POINTS - GO INTO A NEGATIVE **STASH BALANCE**

