#### RIVER CITY

Your journey begins with some text messages from an old friend:

Welcome back! Things around here haven't changed since you left.

I hear you have some new skills to try out? I can introduce you to some folks... but you and your friends will need prove yourselves before they provide their services.

River City is an open-ended sandbox campaign.

- All heists are available to any team.
- Every heist you complete will introduce you to a new Fixer
- You are welcome to explore this booklet without spoilers.
- Players can come and go. Your party can change between heists as needed.
- When a character is Busted, your team may opt to do a breakout. See page 3.
- During planning, you may visit the Shop to purchase items.

Choose an entirely Amateur team. Gain the *Old Friend* Fixer. You have \$0k team cash.

# **Opportunities**

The city is bursting with great opportunities and new people to meet. Let me know what you want and I'll arrange the introduction.

Opportunity	Difficulty	Unlocks Fixer	Page
The Inclusion Job	Amateur	Pawn Shop Owner	4
Chain of Custody	Amateur	Frustrated Beat Cop	5
The Track Job	Amateur	Bookie	7
The Startup Job	Semi-Pro	Visage	6
Rivalries	Semi-Pro	Extorted Locksmith	11
The Blind Justice Job	Semi-Pro	Prison Guard	9
The Amnesty Job	Semi-Pro	Security Consultant	12
TBD	Semi-Pro	Looting Specialist	10
The Exhibition	Semi-Pro	Unscrupulous Jeweler	8
Server Farm	Semi-Pro	Shell	13
The University Job	Pro	The Architect	16
The Safehouse Rescue	Pro	Retired Mastermind	17
The Final Score	Pro	The Minister	21

**The Final Score**. This finale is a challenging, two-part heist. You may attempt it at any time. We recommend a fully Pro team.

Heists are labelled with their difficulty based on the team:

# Difficulty Avg. Level Amateur < 2

Semi-Pro 2-3 Pro > 3

## **County Jail Opportunities**

Busted? Minor occupational hazard.

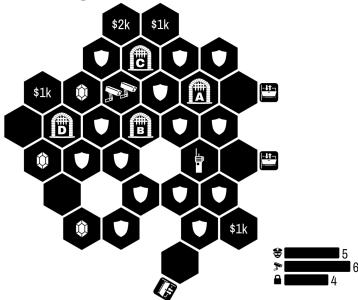
If a character is busted, you may simply build a new Amateur character. Alternatively, your team my opt to rescue you. Even if the entire team is busted, you may opt for a breakout using these rules.

- Spread Out. No limit on the number of characters on entrances. However, each character must leave out a different exit. If they do not, all characters are Busted.
- Break-in to Breakout. Busted characters must start inside the jail. Non-Busted characters must start outside of the jail.
- Pick Your Moment. Your team may choose which opportunity is appropriate. The more
  difficult the job, the more profitable it is.

Opportunity	Difficulty	Team Reward	Page
The Yard	Amateur	\$5k	18
The Bricks	Semi-Pro	\$10k	19
The Hole	Pro	\$15k	20

#### The Inclusion Job

#### Delinquent Jeweler



You receive a text from the Pawn Shop Owner:

Our friends down the road have decided to experiment with capitalism again. I need to show them the cost of leaving a cartel.

Difficulty: Amateur Events: TBD

Max characters per Entrance: Max characters per Exit:

"If you help me with this, I can move merchandise for you better than your friend here."

Objective: Steal all three jewels. Success Unlocks: Pawn Shop Owner **Chain of Custody** 

Objective:

Success Unlocks: Frustrated Beat Cop

Difficulty: Amateur

Guards: TBD Locks: TBD

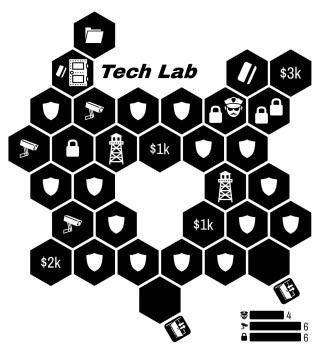
Cameras: TBD Events: TBD

Max characters 2 per Entrance:

Max characters

per Exit:

### The Startup Job



"Trade secrets are for cowards. Get me info on their tech and I can help you out."

Objective: Steal the document. Success Unlocks: Tech Support Guy

Difficulty: Amateur

1-4, S2, 5-10, S2, 11-21, S2 Events:

Max characters per Entrance: Max characters per Exit:

# **Semper Paratus**

Objective:

Success Unlocks: Extorted Locksmith

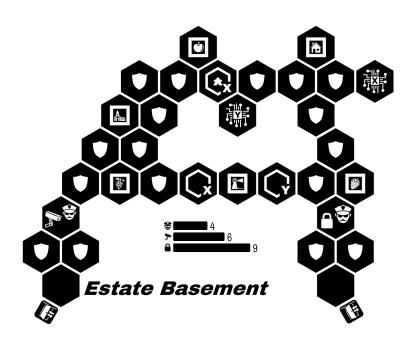
Difficulty: Amateur

Guards: TBD Locks: TBD

Cameras: TBD Events: TBD

Max characters per Entrance: 2

#### The Exhibition Job



"I suppose it's not so bad to be locked up with these masterpieces. Still... I would like my freedom."

NPC token is a Prisoner.

Objective: Steal at least two pieces of artwork. The

NPC must escape.

Success Unlocks: The Curator

Difficulty: Semi-Pro Guards: 4

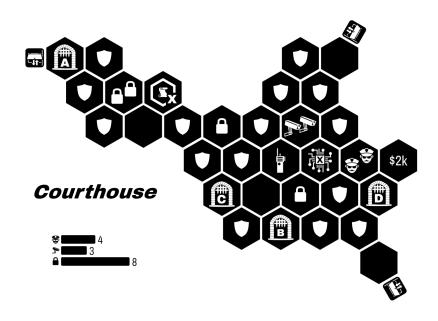
Locks: 6

Cameras: 9

Events: 1-15, S6, 16-27

Max characters per Entrance: 2

### The Blind Justice Job



"I need to know what they have on me. Get me the dossier on me at the courthouse, then we'll talk."

Objective: Steal the document Success Unlocks: Prison Guard Difficulty: Semi-Pro

Events: 1-7, S3, 8-16, S1, 17-20, S3

Max characters per Entrance:

# **The University Job**

Objective:

Success Unlocks: Spammer

Difficulty: Amateur

Guards: TBD Locks: TBD

Cameras: TBD Events: TBD

Max characters per Entrance: 2

Max characters ∞

### **Rivalries**

Objective:

Success Unlocks: "Retired" Thief

Difficulty: Amateur

Guards: TBD Locks: TBD

Cameras: TBD Events: TBD

Max characters per Entrance: 2

# **The Amnesty Job**

Objective:

Success Unlocks: Online Mogul

Difficulty: Amateur Guards: TBD

Locks: TBD

Cameras: TBD Events: TBD

Max characters per Entrance: 2

# The One that Got Away

Objective:

Success Unlocks: Retired Detective

Difficulty: Amateur

Guards: TBD Locks: TBD

Cameras: TBD Events: TBD

Max characters per Entrance: 2

# **History is Expensive**

Objective:

Success Unlocks: The Tunneler

Difficulty: Amateur Guards: TBD

Locks: TBD

Cameras: TBD Events: TBD

Max characters per Entrance: 2

Max characters ∞

per Exit:

# **Mayoral Race**

Objective:

Success Unlocks: Burned Out Sergeant

Difficulty: Amateur Guards: TBD

Locks: TBD

Cameras: TBD Events: TBD

Max characters per Entrance: 2

### **Server Farm**

Objective:

Success Unlocks: Internet Troll

Difficulty: Amateur Guards: TBD

Locks: TBD

Cameras: TBD Events: TBD

Max characters per Entrance: 2

#### The Safehouse Rescue



Found the safehouse where the feds keep my mentor. Perfect consultant for this crew. Let's get her in transit. Difficulty Pro

Events 1-3, 5-9, 11-13, 16-24, S1, 25

Rescue Prisoner before she

Objective before she reaches the van\*

#### Special Rules:

- MOVING TARGET. Each round, except the first round, move all guards and Prisoner one hex in a straight line closer to the van.
- GUARDS HAVE KEYS. Guards and Captured Prisoner move without restriction.
- AMBUSH REQUIRED. All four Guards must be subdued in a single round. If one is subdued but not the others, activate the S1 crisis during Event phase early.
- ABORT ABORT ABORT. Prisoner cannot be rescued during the Escape Phase.

Success Unlocks: Retired Mastermind

# **County Jail: The Yard**

Objective: Everyone escapes out a different exit.

**Upon Success:** Gain \$5k

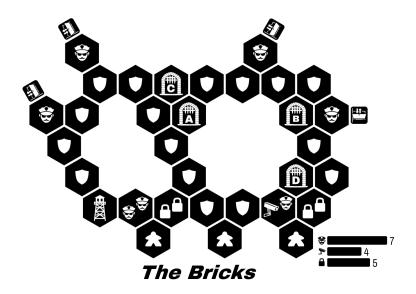
Difficulty: Amateur Guards: TBD

Locks: TBD

Cameras: TBD Events: TBD

Max characters per Entrance: Max characters per Exit: 1

### **County Jail: The Bricks**



Objective: Everyone escapes out a different exit.

**Upon Success:** Gain \$10k

Difficulty: Semi-Pro

1-8, S1, 9-12, S2, 13-27 Events:

Max characters per Entrance: Max characters per Exit:

1

# **County Jail: The Hole**

Objective: Everyone escapes out a different exit.

**Upon Success:** Gain \$15k

Difficulty: Pro
Guards: TBD
Locks: TBD
Cameras: TBD
Events: TBD
Max characters
per Entrance: 
Max characters
per Exit: 1

#### The Final Score

So you've decided to hit up the world's largest gang huh? Nice.

Wait... you're gonna STAY in there hidden with all those government secrets?

Lots of moving pieces on this one. Sorry but this one is out of my league.

This is a two-part heist.

 For the first part, you must start in the middle of the board and break out of all four doors. For the second heist, your characters keep their ideas and your team may discuss your plan for the next board.

Your **Old Friend** Fixer is not available for this heist.

If you have been introduced to (i.e. unlocked) two or more Fixers who can work with a given faction, you are considered a **friend** of that faction. Otherwise, you are an **enemy** of that faction. (Your Old Friend does not count.)

For each enemy faction, the following happens:

- · Corrupt Cops: add four Guard Dog tokens to the bag
- Hackers: add a Watchtower to a certain corner
- Fence Cartel: add a Reinforcement token in the southwest corner of the first map
- Mafia: add a hostage to one of the unlocked gates. You must rescue this hostage

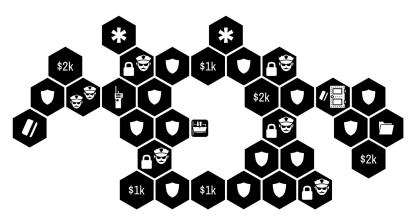
Once the alarm sounds for the first heist, finish it as normal. You may now rebuild the board for the second heist, keeping the hexes with players on them on the table. Rebuild the security bag according to the new security token distributions.

Plan for the additional heist by setting new planning tokens (you no longer need a planning token on your current location). You may not use Fixer abilities during this phase, but you may use Character powers that impact this phase.

#### **NOTES**

- Part 1: we're setting up a tunnel along the south hallway. You choose the entrypoint and send two people there. The other two must go through the west entrance.
- Part 1: this needs to look like a robbery. Steal at least \$5k worth of money.
- Before Part 2: the two people who are on the same tile can share ideas with each other between heists.

### The Final Score: Part 1



Interior Ministry South Wing



**Objective:** 

Difficulty: Amateur Events: TBD Max characters per Entrance: 2

## The Final Score: Part 2

Objective:

Difficulty: Amateur Guards: TBD

Locks: TBD Cameras: TBD

Cameras: TBD Events: TBD

Max characters per Entrance: 2