### 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 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.

Version 19.0

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

## **Opportunities**

Just name the fixer and I'll arrange an introduction.

Amateur < 2
Semi-Pro > 3

Opportunity	Difficulty	Unlocks Fixer	Page
The Inclusion Job	Amateur	Pawn Shop Owner	TBD
The Startup Job	Amateur	Visage	TBD
The Dark Horse Job	Amateur	Bookie	TBD
The Greedy Prisoner	Semi-Pro	The Connoisseur	TBD
The Blind Justice Job	Semi-Pro	Beat Cop	TBD
TBD	Semi-Pro	Extorted Locksmith	TBD
TBD	Semi-Pro	Security Consultant	TBD
TBD	Semi-Pro	The Scavenger	TBD
TBD	Semi-Pro	Persuasive Jeweler	TBD
The Side Channel	Semi-Pro	Shell	TBD
TBD	Pro	The Architect	TBD
The Safehouse Rescue	Pro	Retired Mastermind	TBD
The Final Score	Pro	The Mayor	TBD

Can't decide? These are some good threads:

Get That Loot The Inclusion Job The Melee Job The Greedy Prisoner TBD: Scavenger

Together
The Startup Job
TBD: The Machinist
The Side Channel
The Safehouse Rescue

When A Plan Comes

**Confidence** The Dark Horse Job The Blind Justice Job TBD

# **County Jail Opportunities**

Busted? Minor occupational hazard.

If a character is busted, you may simply build a new 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	Unlocks Fixer	Team Reward	Page
The Yard	Semi-Pro	Prison Guard	\$10k	18
The Bricks	Semi-Pro	Prison Guard	\$10k	19
The Hole	Pro	Prison Guard	\$15k	20

# **Pre-Built Characters**

TODO: finish filling these out.

	Name	Character & Skills	<b>→</b>	•	Q	<b>~</b>	(M)	۶	■»
Ħ	Johnny Swagger	Angry Locksmith Smash 'n' Grab, Bypass			Ш	II	II	II	
Ť	Karma	Angry Locksmith Hurry, Wing It		Ш	III	III	II	II	
•	Jitters	<b>Thug</b> Hurry, Yank Wires			III	-		Ш	
*	Tiny Mike	<b>Thug</b> Wing It, Bypass		II	II	IIIIII	II	II	
	Enigma	<b>Street Urchin</b> Hurry, Bypass			_				
Ì	Iceheart	<b>Street Urchin</b> Wing It, Yank Wires		III	Ш	II	II	IIIIII	
•	Phobia	Script Kiddie Smash 'n' Grab, Bypass							
•	Null	<b>Script Kiddie</b> Hurry, Yank Wires							
	Showtime	<b>Burglar</b> Bypass, Wing It							
	Clutch	<b>Burglar</b> Smash 'n' Grab, Yank Wires							
•	Crazy Eyes	<b>Lookout</b> Hurry, Wing It							
#	Smokes	<b>Lookout</b> Smash 'n' Grab, Bypass							
Ì	Status	<b>Pickpocket</b> Hurry, Yank Wires							
*	Locket	Pickpocket Hit 'n' Run, Smash 'n' Grab							
*	F-Stop	Shutter Bug Wing It, Bypass							
•	Stretch	<b>Shutter Bug</b> Hurry, Hit 'n' Run							

## **The Inclusion Job**





### 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.

Objective: Steal all three jewels.

#### Special Rules:

- Lockdown Gates (see rules)
- Reinforcements (see rules)

Success Unlocks: Pawn Shop Owner

# **The Startup Job**





### From Visage:

Trade secrets are for cowards. Get me a copy of their code and I can help you out.

Objective: Steal the document from the vault.

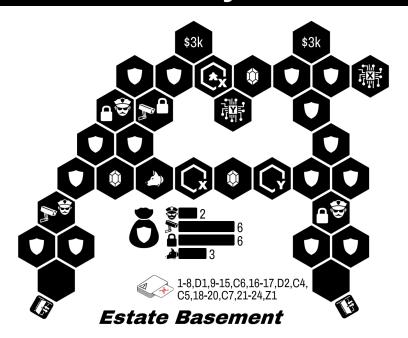
### **Special Rules**

Keycard (see rules)

Watchtower (see rules)

Success Unlocks: Visage

## **The Greedy Prisoner**



#### From The Connoisseur:

I... got distracted by their beauty. I also figured he'd free me eventually but it appears that I'm his new... prize. Anyways I would greatly appreciate my freedom. The loot is my payment.

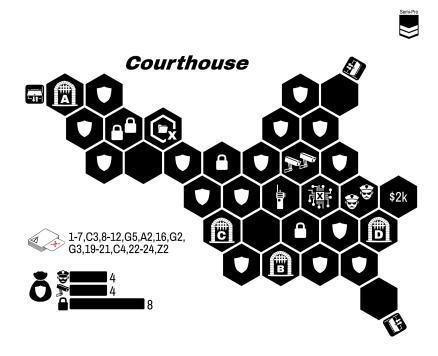
**Objective:** Steal at least two jewels and rescue the NPC. **Special Rules**:

- The NPC token is a Prisoner (see NPCs in rules)
- Remote Locks (see rules)
- Guard Dogs (see rules)

Success Unlocks: The Connoisseur



## **The Blind Justice Job**



### From the beat cop:

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

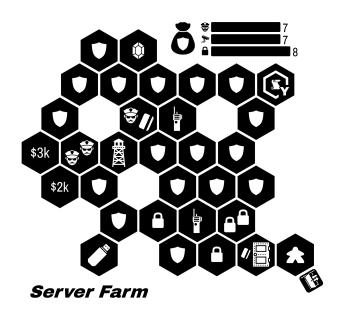
Objective: Steal the document

#### **Special Rules:**

- Lockdown Gates (see rules)
- Remote Locks (see rules)
- Reinforcements Locks (see rules)

Success Unlocks: Beat Cop, Gain \$5k

## **The Side Channel**



#### From Shell:

Greatest cybersecurity in the world can't beat a tunnel. Too bad I'm a bit claustrophobic.

Objective: Steal the documents inside remote lock Y.

### **Special Rules:**

- TUNNEL. In planning, you place one Entrance on any external side.
- NO ENTRANCE LIMITS. Any number of player characters may start on an entrance.
- Guide NPC (see rules). Special ability for Guide is CRACK CIPHER. Immediately when Shell has possession of the USB key, they open up the Y gate.
- USB key is a loot item.
- Watchtower (see rules)
- Keycard (see rules)
- Reinforcements (see rules)

Success Unlocks: Visage

## The Safehouse Rescue



#### From Old Friend:

Found the safehouse where the feds keep my mentor. Let's grab her in transit.

Objective: Rescue Prisoner before she reaches the van

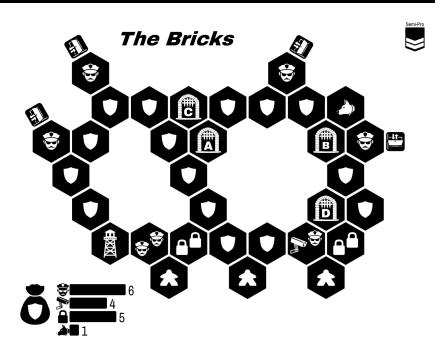
Success Unlocks: Retired Mastermind, \$10k

#### **Special Rules:**

- MOVING TARGET. Each round, except the first round, move all guards and Captured 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 C1 crisis during Event phase early.

<ul> <li>ABORT ABORT ABORT. Prisoner cannot be Freed during the Escape Phase (i.e. the NPC must be activated prior to escape).</li> </ul>						

# **County Jail: The Bricks**



Objective: Everyone escapes out a different exit.

Upon Success: Gain \$10k

## **The Final Score**

### From your old friend:

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.

- Part 1. You will be stealing the government secrets from their vault, then hiding in the building itself.
- Part 2. Once the alarms die down, make a break for it! Break out of all four doors.

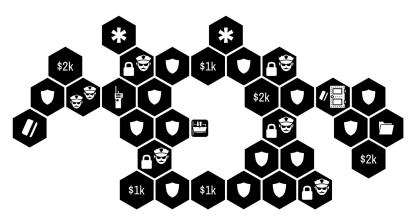
#### Your **Old Friend** Fixer is not available for this heist.

Once the alarm sounds for the first heist, your only escape points are the hideouts\*. 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.

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



#### From our insider contact:

We need two people to go in through the loading dock and then we'll have the other two come in through our tunnel under the south wall.

Also, this needs to look like a regular robbery. Steal at least \$5k worth of money.

### Objectives:

- · Get the documents
- Escape to the hideouts.

Difficulty: Amateur Events: Pro

### Special rules:

- TUNNEL UNDER THE SOUTH WALL. Choose the entrypoint
   SMALL HIDEOUTS. Maximum of 2 characters per hideout
- Keycard (see rules)
  Reinforcements (see rules)

# The Final Score: Part 2

### **Objective:**

Difficulty: Amateur
Guards: TBD
Locks: TBD
Cameras: TBD
Events: TBD