



# 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.

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

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Version 24.0

# Opportunities

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

Difficulty	Avg. Level
Amateur	< 2
Semi-Pro	2-3
Pro	> 3

Opportunity	Location	Difficulty	Unlocks Fixer	Page
The Inclusion Job	Delinquent Jeweler	Amateur	Pawn Shop Owner	6
The Startup Job	Tech Lab	Amateur	Visage	7
The Dark Horse Job	The Track	Amateur	Bookie	8
The Greedy Prisoner	Estate Basement	Semi-Pro	The Connoisseur	9
The Blind Justice Job	Courthouse	Semi-Pro	Beat Cop	10
The Melee Job	Museum of Antiquity	Semi-Pro	The Curator	11
The Side Channel	Server Farm	Semi-Pro	Shell	12
The Hospitality Job	Hotel Basement	Semi-Pro	Security Consultant	13
The Proving Grounds	Rival Headquarters	Semi-Pro	The Machinist	14
The Safehouse Rescue	Parking Garage	Pro	Retired Mastermind	15
The Black Box	The Lair	Pro	The Architect	16
The Marathon Job	The Vault	Pro	Diversion Specialist	18
The Final Score	Interior Ministry	Pro	The Mayor	22

## In County

Busted? Minor setback

If you are busted, you may simply build a new character. Alternatively, your team may opt to rescue you. Even if the entire team is busted, you may opt for a breakout. Breakout jobs have some modified rules that change the gameplay significantly.

Opportunity	Difficulty	Unlocks Fixer	Team Reward	Page
The Yard	Semi-Pro	Prison Guard	\$10k	
The Bricks	Semi-Pro	Prison Guard	\$12k	19
The Hole	Pro	Prison Guard	\$15k	21

# Where to Next?

River City is an **open-ended** campaign. All heists are available to any team in your universe, and can be attempted when you feel ready. You are welcome to explore this booklet without spoilers.

**Players may come and go.** Your party can change between heists as needed. You do not need to maintain the same party size, composition, or average level.

During planning, you may visit the Shop to **purchase Item cards** with your team's cash. Only Items with the  icon may be purchased this way.

Can't decide on where to go next? These are some good threads:

## Gold Rules

*Big payouts, just know your limits*

- The Inclusion Job
- The Greedy Prisoner
- The Melee Job
- The Marathon Job
- The Final Score

## When A Plan Comes Together

*Intricate planning, satisfying results*

- The Startup Job
- The Proving Grounds
- The Side Channel
- The Safehouse Rescue
- The Final Score

## Confidence

*The risk is the reward*

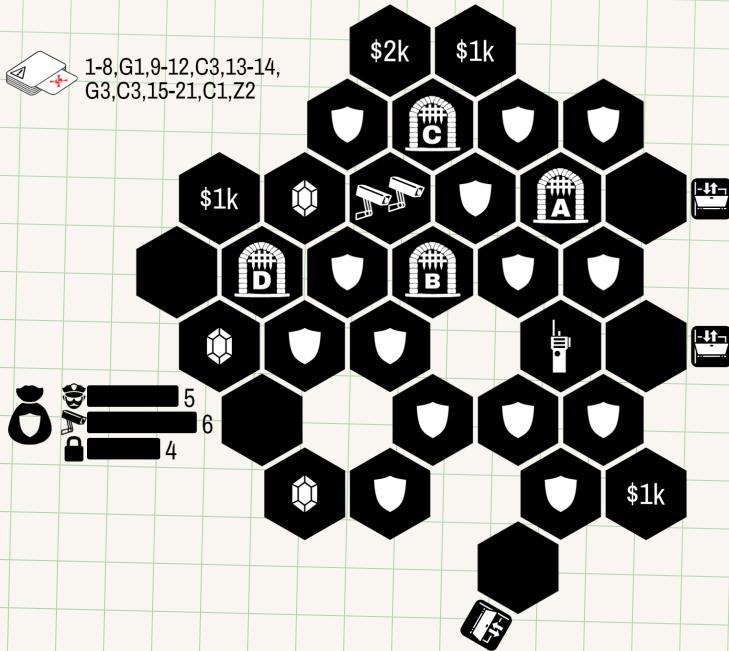
- The Dark Horse Job
- The Blind Justice Job
- The Hospitality Job
- The Black Box
- The Final Score

# Pre-Built Characters



Name	Character & Skills	!	→	?	!!	⚡	🔍	🔊
Tiny	<b>Thug</b> Wing It, Hit 'n' Run		██████	███	██████	██	███	██████
Jitters	<b>Thug</b> Hurry, Linger	███	██████	██████	███	███	██████	██████
Karma	<b>Angry Locksmith</b> Bypass, Wing It	█	██████	██████	███	███	██████	██████
Swagger	<b>Angry Locksmith</b> Hit 'n' Run, Linger		██████	██████	██████	███	██████	██████
Enigma	<b>Street Urchin</b> Hurry, Wing It	███	██████	███	███	███	██████	███
Iceheart	<b>Street Urchin</b> Bypass, Yank Wires	███	██████	███		███	██████	██████
Phobia	<b>Script Kiddie</b> Bypass, Wing It	█	██████	██████	██	███	██████	███
Null	<b>Script Kiddie</b> Hurry, Yank Wires	███	██████	██		███	██████	██████
Showtime	<b>Burglar</b> Linger, Wing It	█	██████	██	██████	██████	██████	███
Clutch	<b>Burglar</b> Hit 'n' Run, Yank Wires	███	██████	██	██████	███	██████	███
Crazy Eyes	<b>Lookout</b> Bypass, Linger	█	██████	██████	███	███	██████	██████
Smokes	<b>Lookout</b> Smash 'n' Grab, Hurry	███	██████	██	███	███	██████	███
Status	<b>Pickpocket</b> Hurry, Yank Wires	███	██████	██	███	███	██████	██████
Locket	<b>Pickpocket</b> Hit 'n' Run, Smash 'n' Grab	█	██████	██	██████	███	██	██████
F-Stop	<b>Shutter Bug</b> Smash 'n' Grab, Bypass	███	██████	███	███	███	██	██████
Stretch	<b>Shutter Bug</b> Hurry, Hit 'n' Run	███	██████	███	███	██	██	██████

# The Inclusion Job



## ***Delinquent Jeweler***

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

Amateur

## Tech Lab



1-12,C2,13-18,  
C2,19-24,Z1

From Visage:

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

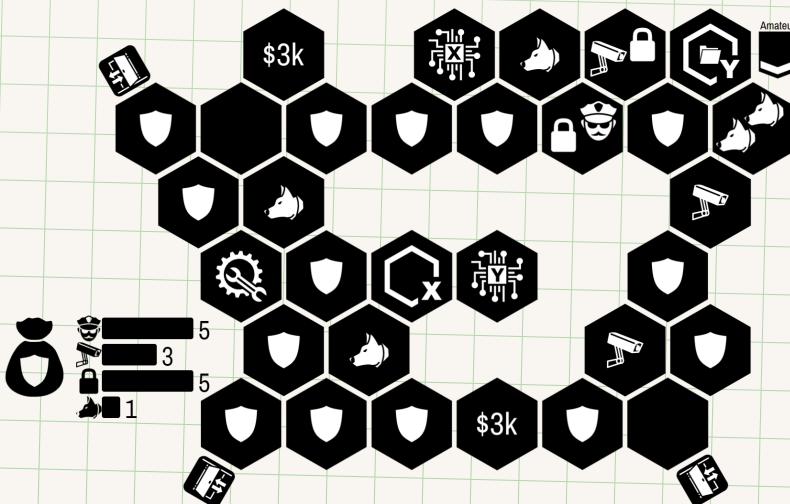
**Objective:** Steal the document from the vault.

### Special Rules

- Keycard (see rules)
- Watchtower (see rules)

**Success Unlocks:** Visage

# The Dark Horse Job



## ***The Track***

From The Bookie:

Bosses over at the track are trying to pull a fast one on us freelancers. Steal their ledger.

**Objective:** Steal the documents

**Item:** Cheap Picks

**Special Rules** (see rules)

- Remote locks
- Guard Dogs
- Item

**Success Unlocks:** Bookie

# 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 the NPC must escape.

**Special Rules:**

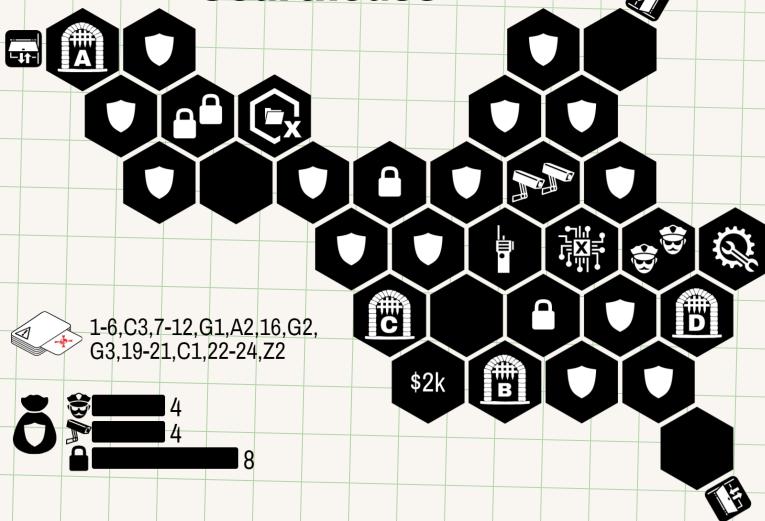
- The NPC token is a Prisoner (see NPCs in rules)
- Remote Locks (see rules)
- Guard Dogs (see rules)

**Success Unlocks:** The Connoisseur

# The Blind Justice Job



## Courthouse



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

**Item:** Lucky Penny

**Special Rules:**

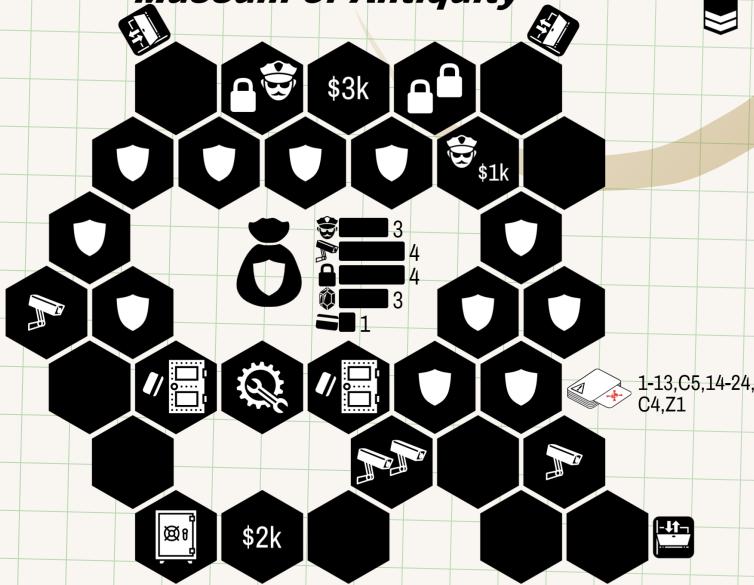
- Lockdown Gates (see rules)
- Remote Locks (see rules)
- Reinforcements Locks (see rules)

**Success Unlocks:** Beat Cop

# The Melee Job



## Museum of Antiquity



You get a text from the Curator:

It would appear that some of our guards have sticky fingers. Help me with some cleaning? Loot is payment.

**Objective:** Steal 3 jewels

**Special Rules:**

- Safe requires 4x and contains a jewel
- The item hex has *Safecracking Tools*
- HELD BY GUARDS. When you draw a jewel or keycard from the bag, add a Guard from the supply to that hex
- HELP ME WITH SOME CLEANING. Guide NPC starts with and has FANCY CARD FLICK as their special. (See NPCs in rules)
- FANCY CARD FLICK. Use this action to throw the keycard to any hex in a straight line not interrupted by a gap, (locked) Lock, or unknown security.

**Success:** Unlock the Curator

# The Side Channel



**Server Farm**



1-6,C2,7-10,A5,12-17,C2,  
C5,20,C1,21-24,Z1

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 one of the indicated spaces.
- NO ENTRANCE LIMITS. Any number of player characters may start on an entrance.
- Guide NPC (see rules) starts with ! ! .
- Special ability for Guide is PAUSE ! .
- Shell also has CRACK CIPHER. Immediately when Shell has possession of the USB key, they open up the Y gate.
- Watchtower (see rules)

# The Hospitality Job



## Hotel Basement

You receive a text message from the Security Consultant:

A colleague of mine is in a bit  
of a jam. Can you deliver him?

btw he won't go willingly. thx!

**Objective:** The hostage must escape.

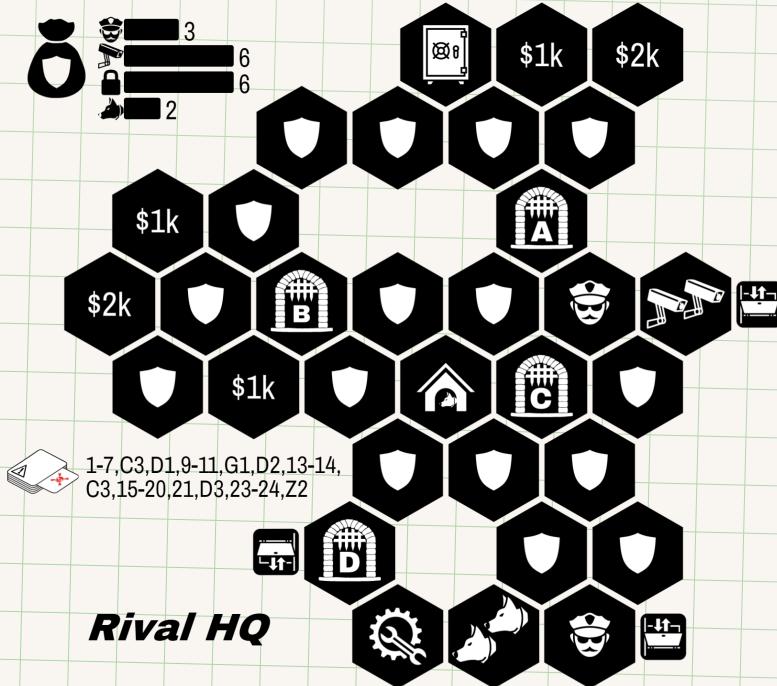
**Safe** requires , contains \$5k and a jewel

**Special Rules:**

- NPC is a Hostage (see rules)
- Keycard (see rules)
- Watchtower (see rules)
- Safe (see rules)

**Upon Success:** Unlock Security Consultant, gain \$7k

# The Proving Grounds



You receive a text from The Machinist:

I only work with those who appreciate precision.

Pull this one off, then we'll talk.

**Objective:** Crack the safe and steal the documents inside

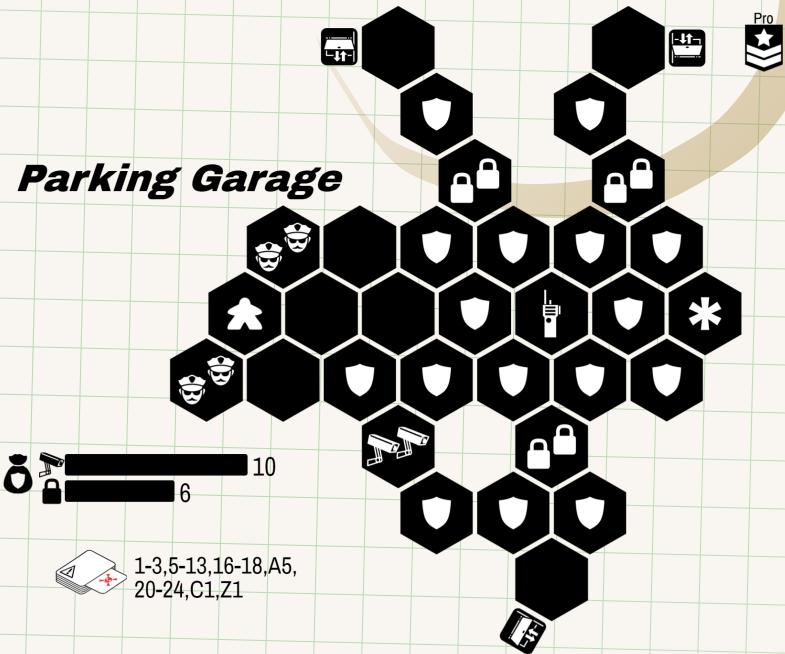
**Safe** requires 5x and contains documents, \$5k

## Special Rules

- Lockdown Gates (see rules)
- Guard Dogs (see rules)
- Safes (see rules)

**Success Unlocks:** The Machinist

# The Safehouse Rescue



From Old Friend:

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

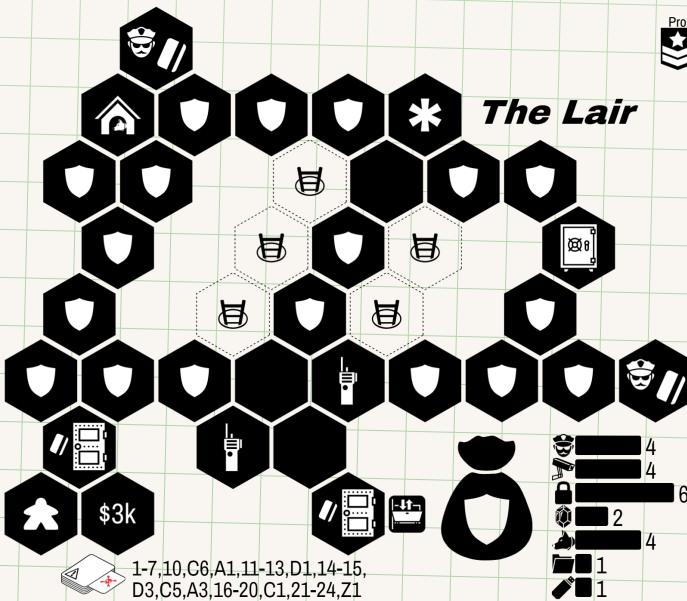
**Objective:** Rescue Prisoner before she reaches the van(\*)

**Success Unlocks:** Retired Mastermind, Gain \$10k

**Special Rules:**

- **MOVING TARGET.** At the end of each Event phase, 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.
- **ABORT ABORT ABORT.** Prisoner cannot be Freed during the Escape Phase (i.e. the NPC must be activated prior to escape).

# The Black Box



They call it The Lair because it's a security black box.  
Hopefully you'll learn more as you plan. Just crack it from the inside.

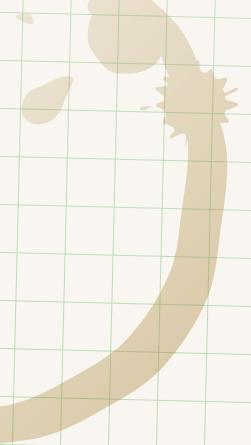
I can interpret schematics if you show me but I'm a bit... tied up at the moment.

**Objective:** The Architect NPC must escape

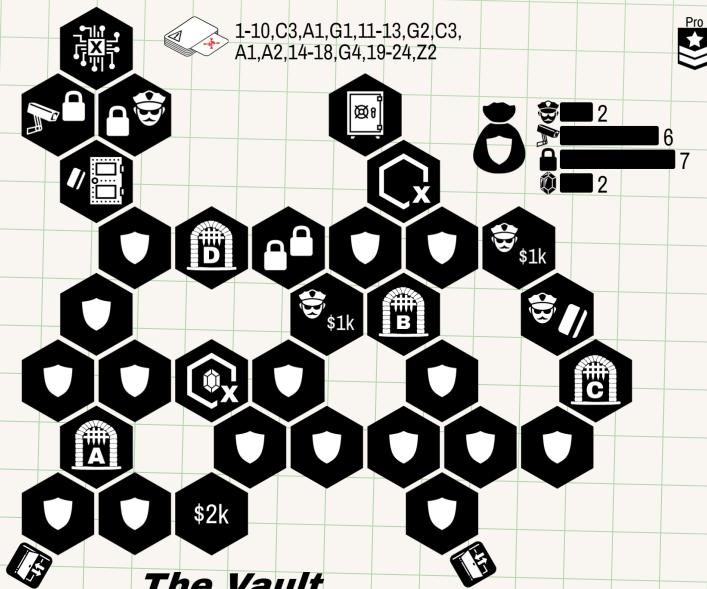
## Special Rules:

- HELD BY GUARD applies to USB key, Jewels, and Documents
- Safe requires to open, contains Safecracking Tools and \$5k.
- TWO TUNNELS. You may add entrances to two different hex spaces indicated
- CHECK THE LOGS. If a character possesses the USB key and is on the server space(\*), they immediately may , and gain \$3k.
- NPC SPECIAL: STUDY SCHEMATICS. If the NPC possesses the Documents token, use this action to place \$2k on the Kennel and Reinforcements hexes. Once per heist.
- USB key, Documents, Tunnels, NPCs, Guard Dogs, and Reinforcements (see rules)

**Upon Success: Unlock The Architect**



# The Marathon Job



Take your time on this one.

**Objective:** Steal the Documents from the Safe

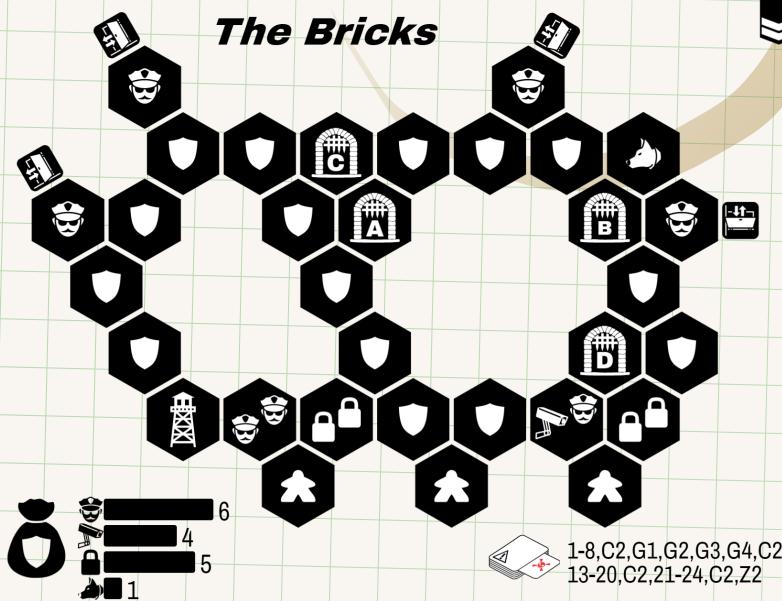
**Safe** requires 6x to open and contains Documents

## Special Rules:

- Jewels are HELD BY GUARD (see rules)
- Lockdown Gates (see rules)
- Keycard (see rules)
- Safe (see rules)
- Remote locks (see rules)

**Upon Success:** Gain \$10k, unlock the Diversion Specialist

# County: The Bricks



**Objective:** At least one character reaches escape

## Special Rules

- **BREAKOUT.** Every character must escape out of a different exit
- **BREAK IN TO BREAK OUT.** Non-busted Characters must start on the outside, busted characters may start at any of the designated spots on the inside. Team chooses starting places.

**Upon success.** Any character who reaches an Escape is not Busted.  
Gain \$10k and unlock the Prison Guard

# County: The River



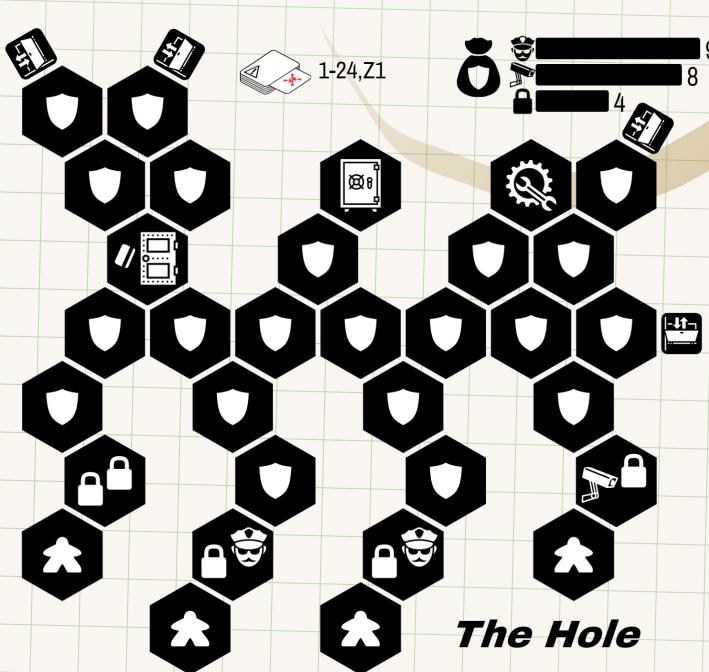
**Objective:** At least one character reaches escape

## Special Rules

- **BREAKOUT.** Every character must escape out of a different exit
- **BREAK IN TO BREAK OUT.** Non-busted Characters must start on the outside, busted characters may start at any of the designated spots on the inside. Team chooses starting places.

**Upon success.** Any character who reaches an Escape is not Busted.  
Gain \$12k and unlock the Prison Guard

# County: The Hole



**Objective:** At least one character reaches escape

Safe requires 4x and contains the keycard

## Special Rules

- BREAKOUT. Every character must escape out of a different exit
- BREAK IN TO BREAK OUT. Non-busted Characters must start on the outside, busted characters may start at any of the designated spots on the inside. Team chooses starting places.

**Upon success.** Any character who reaches an Escape is not Busted.

Gain \$15k and unlock the Prison Guard

# The Final Score

From your old friend:

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

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

Your Old Friend Fixer is **not available** for either part of these heists, but other fixers may be used.

## Part 1: The Secrets

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

You will be tunneling into a federal building to steal the government secrets from their vault, then hiding in the building itself. Once the alarm sounds for the first heist, your only escape locations are the hideouts (denoted by \*).

When this heist is finished, 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.

## Part 2: A New Acquaintance

You never know who you are going to meet once inside

For this heist, you will be taking The Mayor hostage and escaping out all different exits. Rebuild a new board, keeping the original characters on the same hiding places as in Part 1.

Plan for the second heist by setting new planning tokens. You no longer need a planning token on your current location.

# The Final Score: Part 1



**Interior Ministry South**



1-8,D1,9-12,C1,13-18,D3,19-20,  
A3,A4,21-23,A1,A2,24,Z1



From our insider contact:

Loading dock is one entrypoint, then tunnel under the south wall.

## Objectives:

- A character must have the Documents in a hideout(\*) and the end of Escape

## Special rules:

- TUNNEL. During planning, place an entrance in one of the indicated spaces.
- HIDEOUTS. Characters must end on a Hideout (\*) space, or are busted. Max 2 characters per hideout.
- Safe requires 6x and contains the documents
- Keycard (see rules)
- Reinforcements (see rules)
- Guard Dogs (see rules)

# The Final Score: Part 2



Our meal ticket is approaches.  
Why is the mayor in a federal building??

**Objective:** Escape with the Mayor as your hostage

## Special Rules

- WHISPERS. During planning, players who share the same hideout hex may exchange Idea tokens.
- RADIO SILENCE. You may not use Fixer abilities or visit the Store during this planning phase.
- FRESH IDEAS. Your character starts with their normal amount of starter ideas, OR the number of ideas from Part 1.
- BREAKOUT. No two player characters may escape out the same exit.
- MEAL TICKET. At the end of each Event phase until captured, the Mayor NPC moves one hex to the right. Once captured, he is a Hostage (see rules).
- TRUSTED MAYOR. Watchtower does not impact the Mayor, even as a hostage.
- Reinforcements, Watchtower, Remote locks (see rules)

**Upon Success:** see next page.

# The Final Score

The next morning, you receive a text from your Old Friend.

I knew it. These documents show that the feds have dirt on the Mayor.

I think we have a new friend.

Congratulations!

- **Your final score** is equal to the amount of team cash you have at the end of this job.
- **Unlock the Mayor as a Fixer.** The main questline of River City is complete. However, the rest of River City is still open to you.
- **Achievements.** Be sure to check the achievements page!

# Achievements

	Date
<b>On Fumes.</b> Win a scenario where at least two characters have zero leftover ideas at the end.	
<b>Nothing Personal.</b> Win a scenario but have at least one character Busted.	
<b>Of Course.</b> Have a character end up Busted by needing at least 2 on their last ditch effort, and rolled a 1.	
<b>Jailbreak!</b> Attempt a County Jail job with every team member starting on the inside.	
<b>Penny Pincher.</b> Start a heist with \$20k of unspent team cash.	
<b>Silence is Golden.</b> Complete a round where every character produced no noise.	
<b>Minmaxer.</b> Finish a scenario never having an Event card impact your team.	
<b>The Real Achievement is the Friends We Made Along the Way.</b> Finish a scenario having used the abilities of five or more different fixers.	
<b>First of Many.</b> Complete The Final Score	
<b>Back For More.</b> Complete The Final Score using the Mayor's Fixer ability. (NPC token behaves the same.)	
<b>Completionist.</b> Complete all scenarios in River City.	
<b>Amateur Bingo.</b> Fill out the Amateur column in the table below	
<b>Conventional Bingo.</b> Fill out the Conventional Pro column in the table below	
<b>Oddball Bingo.</b> Fill out the Oddball Pro column in the table below	
<b>Pro Bingo Blackout.</b> Fill out the entire Character table below	
<b>True Mastermind.</b> Create a board of your own and play it with other people.	

Check off if a player played this character in any heist:

Amateur	Conventional Pro	Oddball Pro
<input type="checkbox"/> Angry Locksmith	<input type="checkbox"/> Safecracker	<input type="checkbox"/> Demolitions Guy
<input type="checkbox"/> Thug	<input type="checkbox"/> Bruiser	<input type="checkbox"/> Operative
<input type="checkbox"/> Street Urchin	<input type="checkbox"/> Grifter	<input type="checkbox"/> Mastermind
<input type="checkbox"/> Script Kiddie	<input type="checkbox"/> Black Hat	<input type="checkbox"/> Hacktivist
<input type="checkbox"/> Burglar	<input type="checkbox"/> Ghost Runner	<input type="checkbox"/> Grease Man
<input type="checkbox"/> Lookout	<input type="checkbox"/> Watchman	<input type="checkbox"/> Sentinel
<input type="checkbox"/> Pickpocket	<input type="checkbox"/> Thief	<input type="checkbox"/> Con Artist
<input type="checkbox"/> Shutter Bug	<input type="checkbox"/> Technician	<input type="checkbox"/> Tinkerer