



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)

Weed



Drug

(\$200)

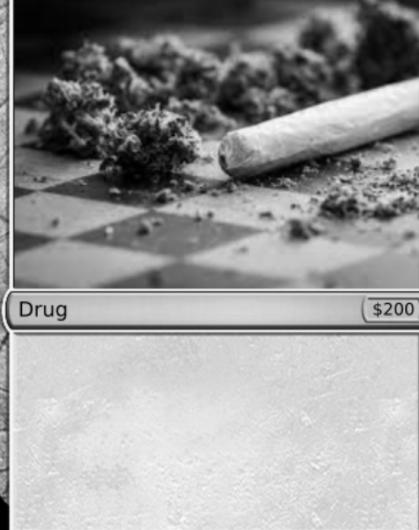
Weed



Drug

(\$200)

Weed



Drug

(\$200)

Weed



Drug

(\$200)

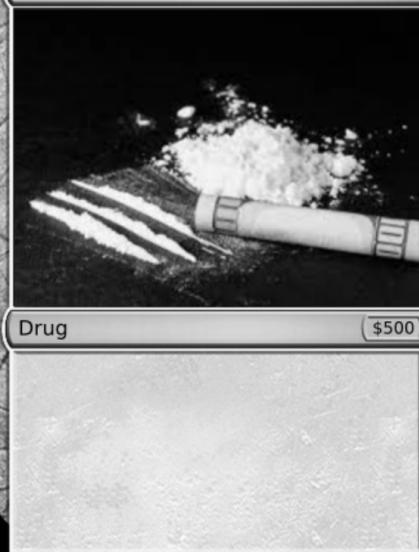
Cocaine



Drug

(\$500)

Cocaine



Drug

(\$500)

Cocaine



Drug

(\$500)

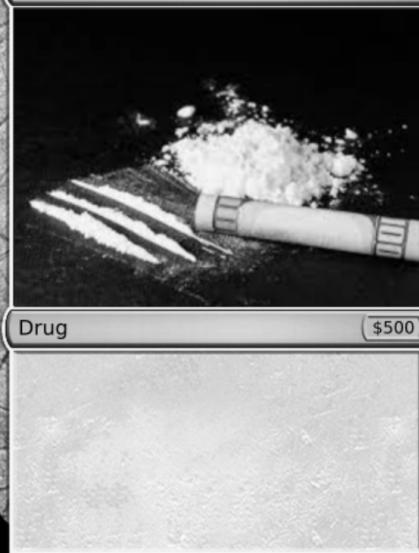
Cocaine



Drug

(\$500)

Cocaine



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(\$500)

Cocaine



Drug

(\$500)

Cocaine



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(\$500)

Cocaine



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(\$500)

Cocaine



Drug

(\$500)

Cocaine



Drug

(\$500)

Cocaine



Drug

(\$500)

Cocaine



Drug

(\$500)

Meth



Drug

(\$800)

Meth



Drug

(\$800)

Meth



Drug

(\$800)

Meth



Drug

(\$800)

Meth



Drug

(\$800)

Meth



Drug

(\$800)

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Drug

(\$800)

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Drug

(\$800)

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Drug

(\$800)

Meth



Drug

(\$800)

Meth



Drug

(\$800)

Meth



Drug

(\$800)

Meth



Drug

(\$800)

Knife



Weapon

(\$200)

Knife



Weapon

(\$200)

Knife



Weapon

(\$200)

Knife



Weapon

(\$200)

Knife



Weapon

(\$200)

Knife



Weapon

(\$200)

Knife



Weapon (\$200)

Knife



Weapon (\$200)

Knife



Weapon (\$200)

Pistol



Weapon (\$400)

Pistol



Weapon (\$400)

Pistol



Weapon (\$400)

Pistol



Weapon (\$400)

Pistol



Weapon (\$400)

Pistol



Weapon (\$400)

Pistol

Weapon

(\$400)

Pistol

Weapon

(\$400)

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(\$400)

Pistol

Weapon

(\$400)

Pistol

Weapon

(\$400)

Pistol

Weapon

(\$400)

Pistol

Weapon

(\$400)

Grenade

Weapon

(\$600)

Grenade

Weapon

(\$600)

Grenade

Weapon

(\$600)

Grenade

Weapon

(\$600)

Grenade

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(\$600)

Grenade

Weapon

(\$600)

Grenade

Weapon

(\$600)

Grenade

Weapon

(\$600)

Grenade

Weapon

(\$600)

Grenade

Weapon

(\$600)

Pusher

Crew

(\$100)

It can sell as many drugs as its level.

Can only sell one type of drug at a given time.

Pusher

①



Crew

(\$100)

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Pusher

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Pusher

①



Crew

(\$100)

It can sell as many drugs as its level.

Can only sell one type of drug at a given time.

Pusher

②



Crew

(\$200)

It can sell as many drugs as its level.

Can only sell one type of drug at a given time.

Pusher

②

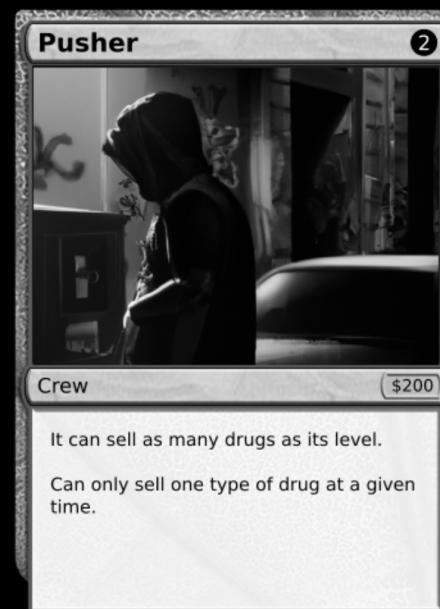
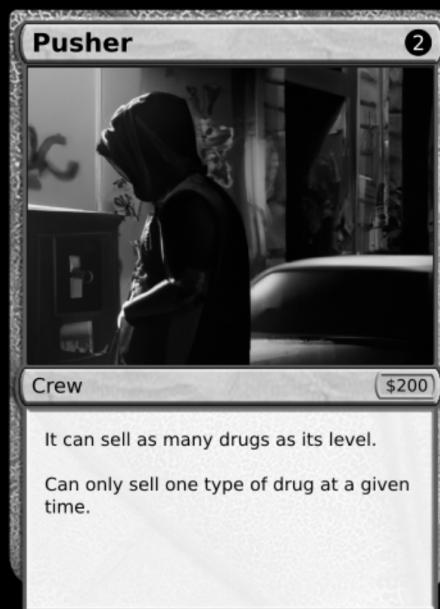
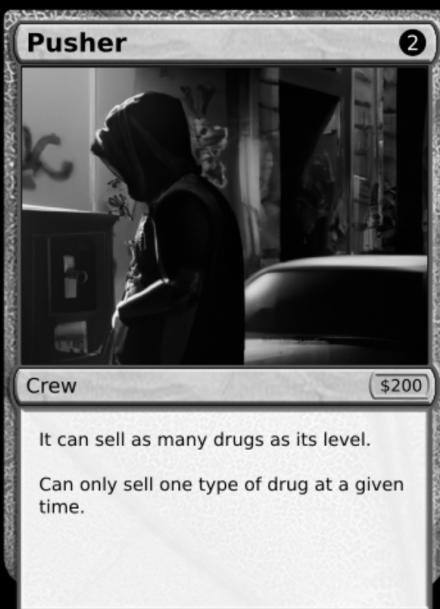
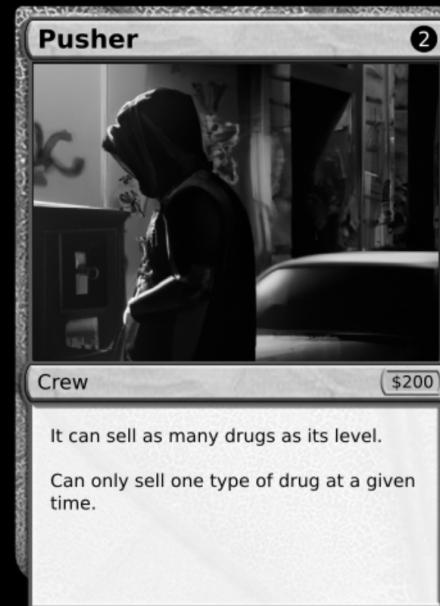
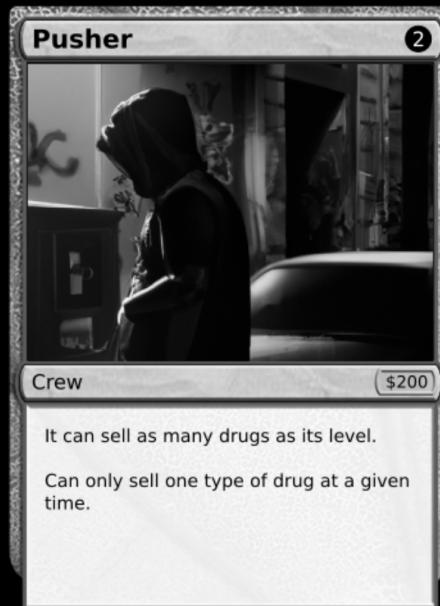
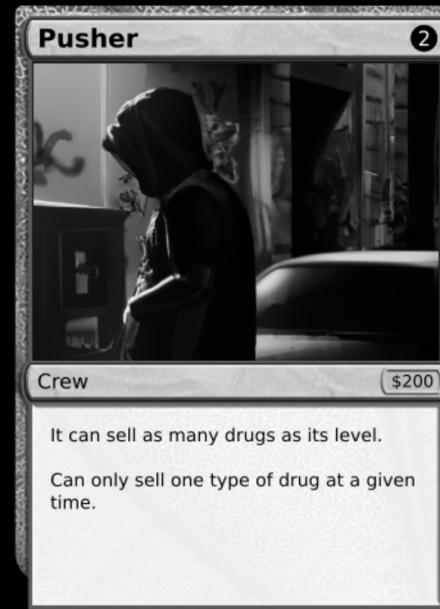
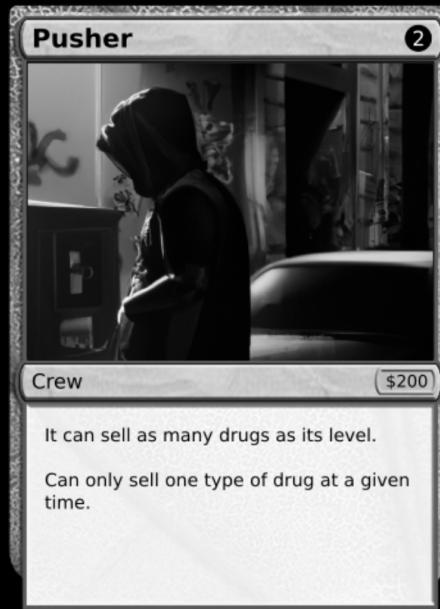


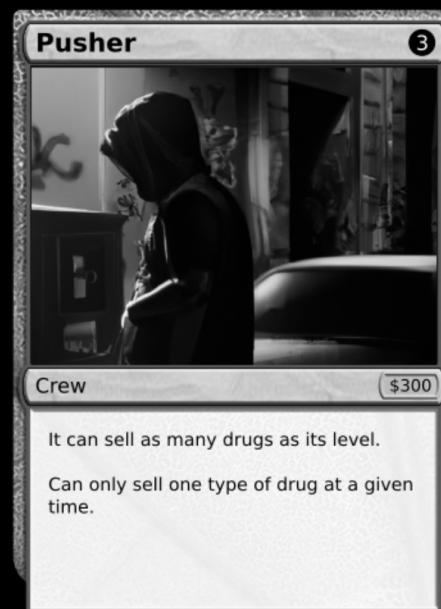
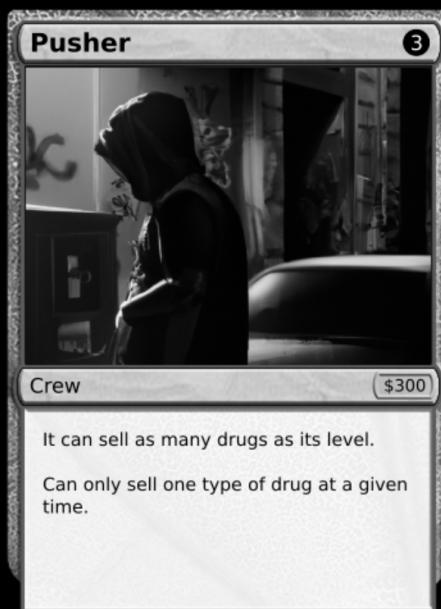
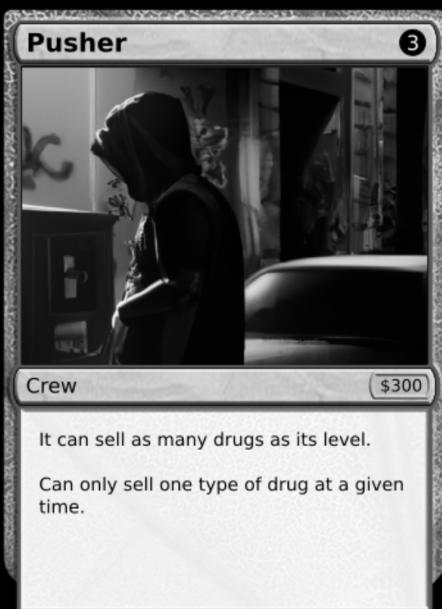
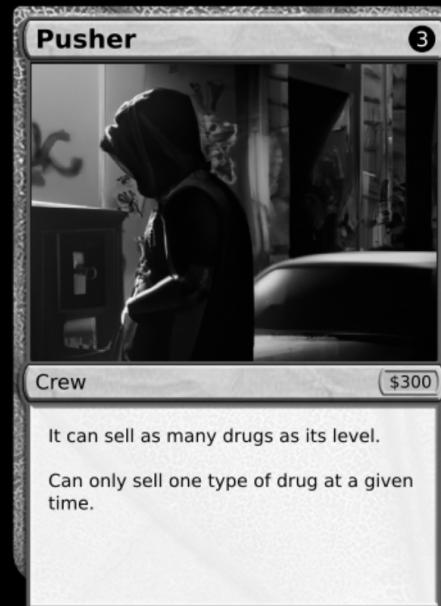
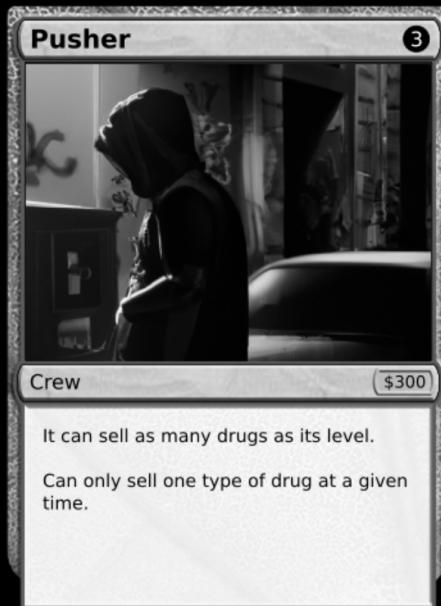
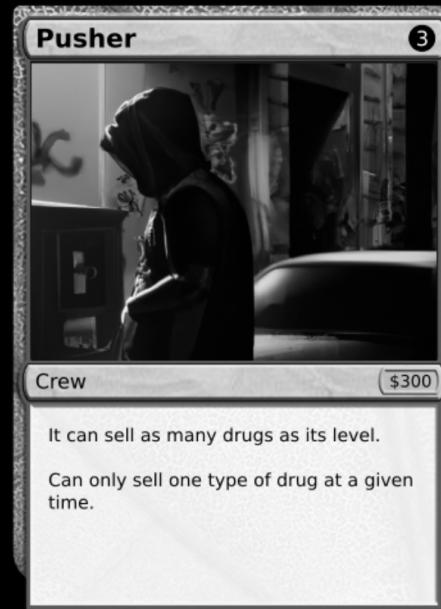
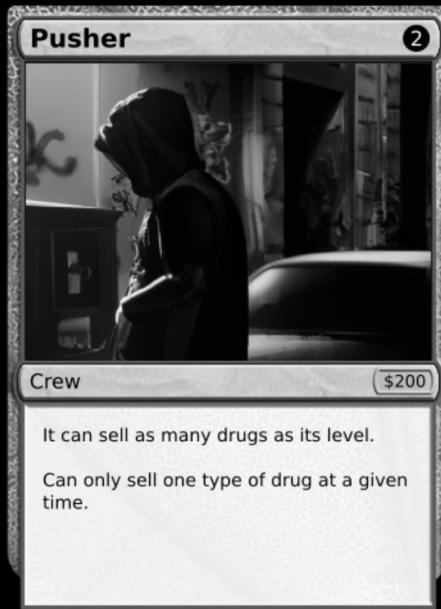
Crew

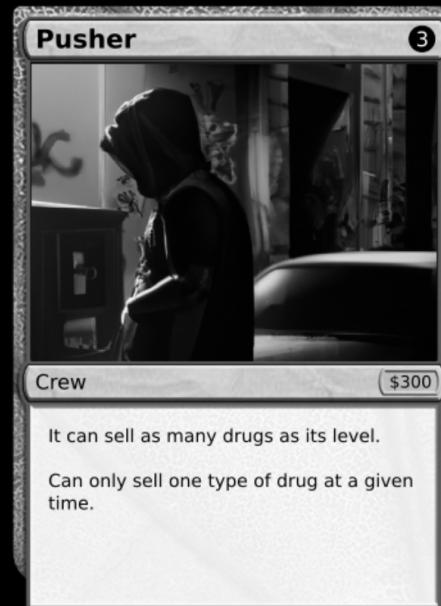
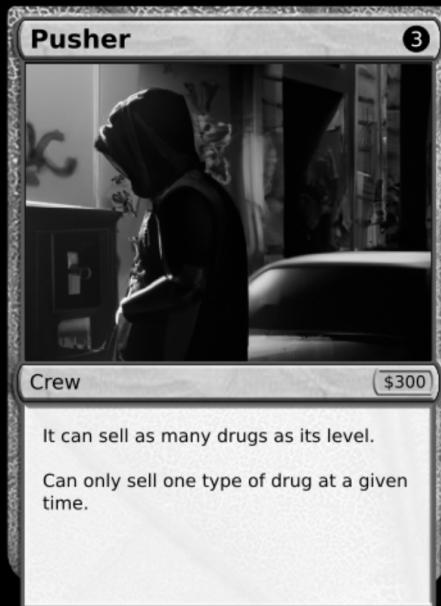
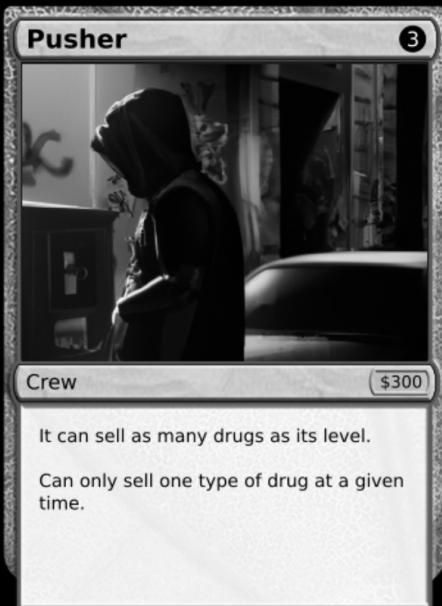
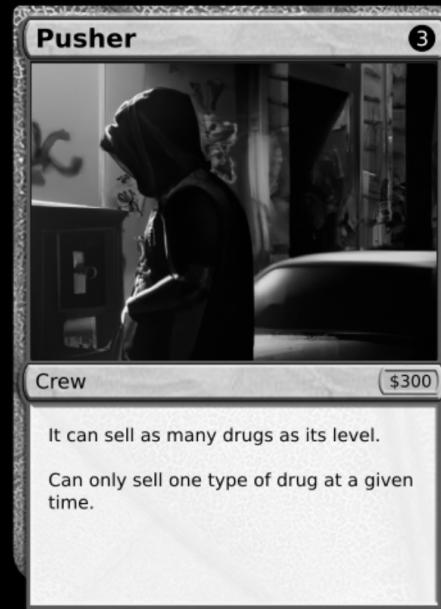
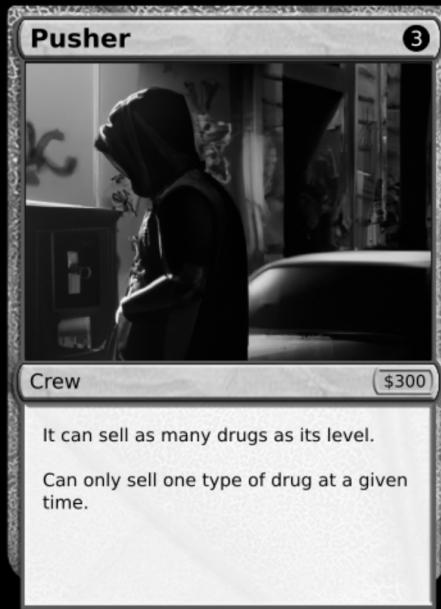
(\$200)

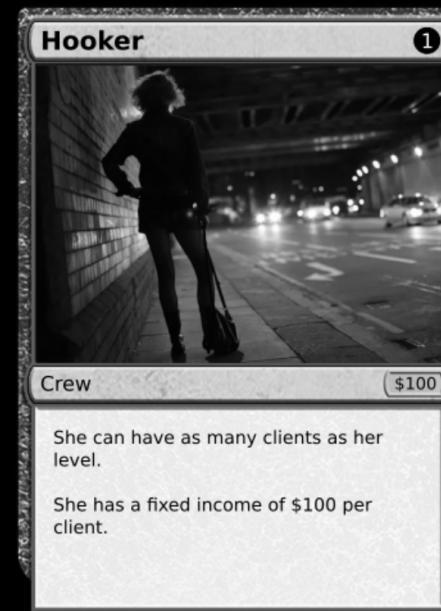
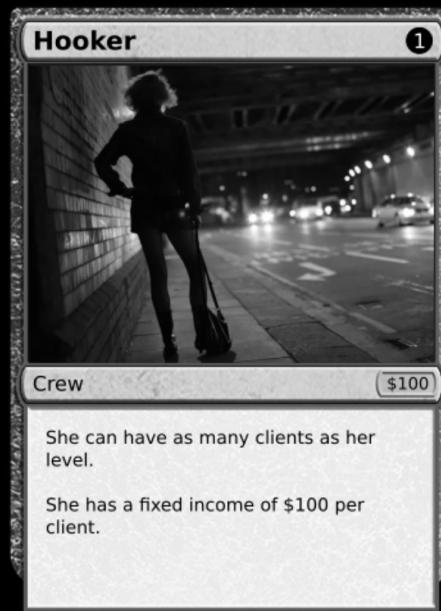
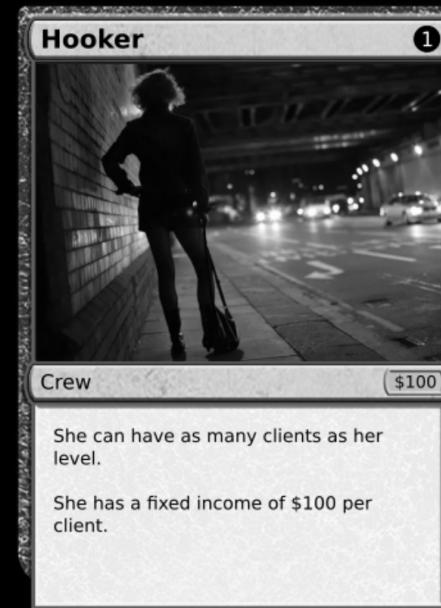
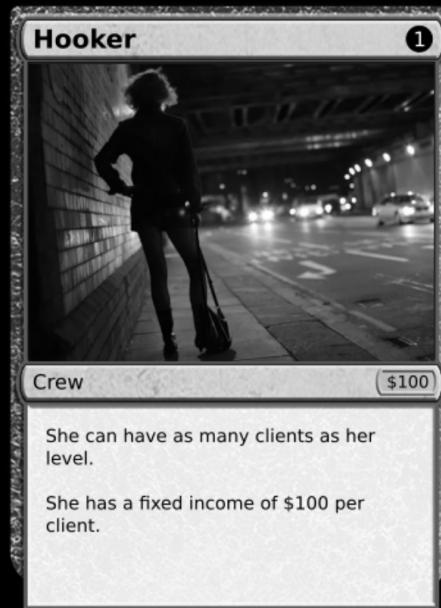
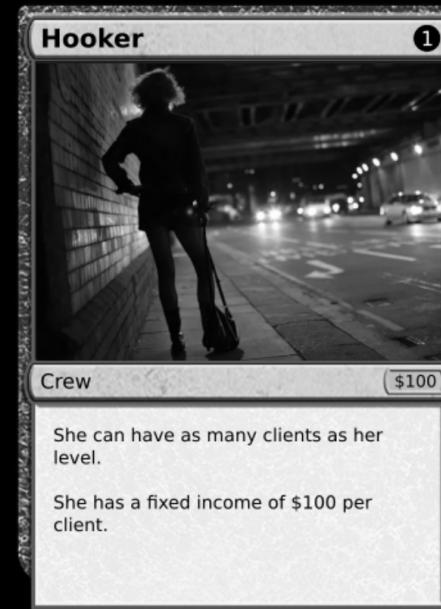
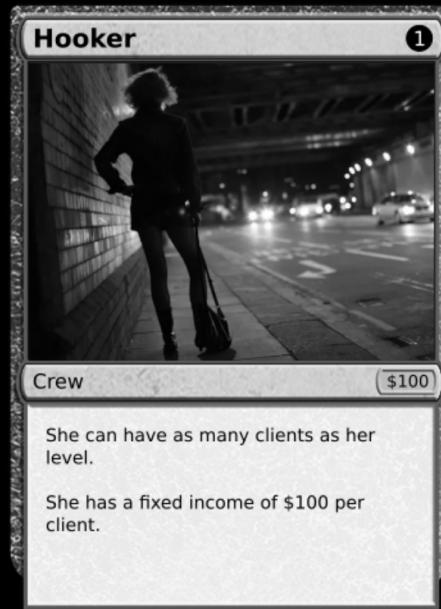
It can sell as many drugs as its level.

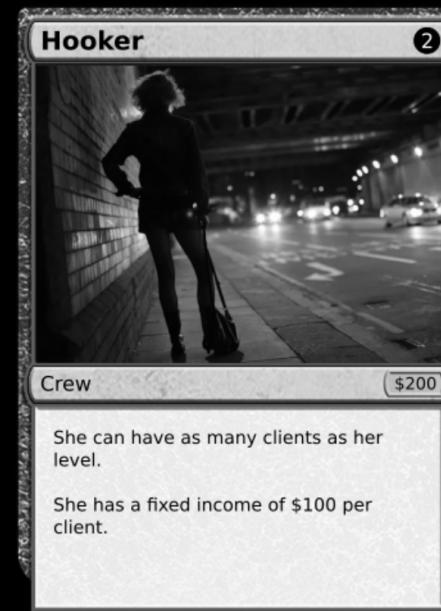
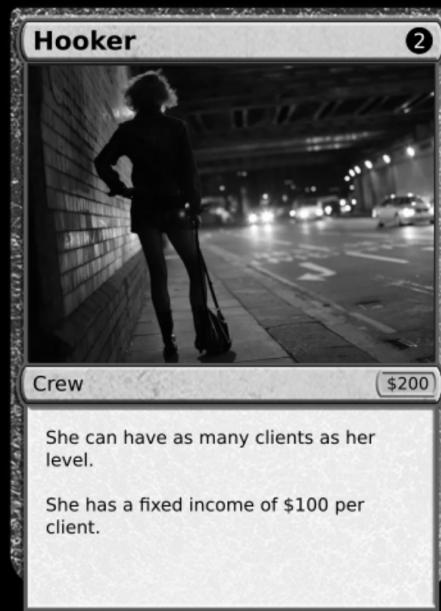
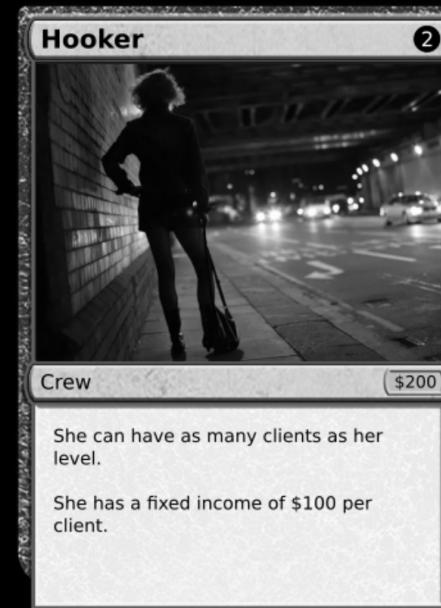
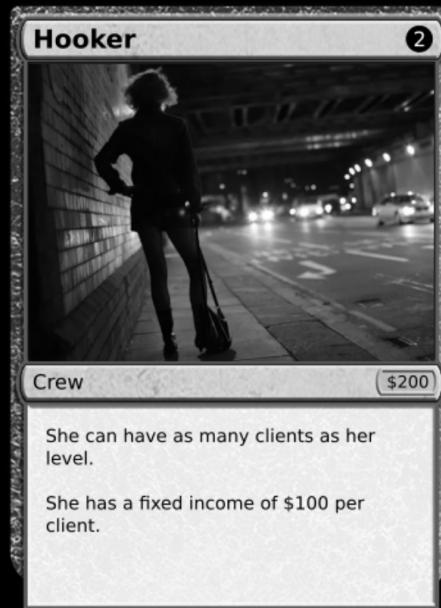
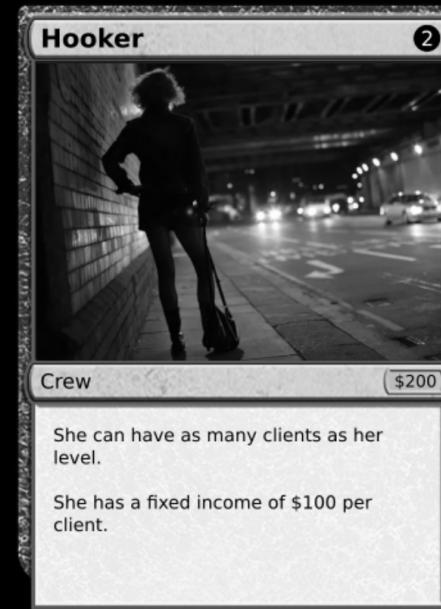
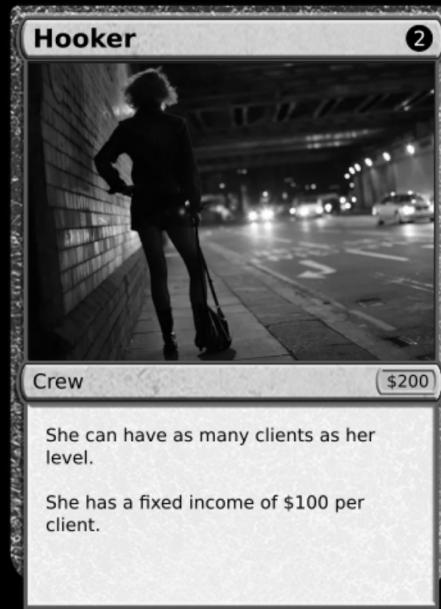
Can only sell one type of drug at a given time.











Hooker

②

**Crew** (\$200)

She can have as many clients as her level.

She has a fixed income of \$100 per client.

Hooker

②

**Crew** (\$200)

She can have as many clients as her level.

She has a fixed income of \$100 per client.

Hooker

②

**Crew** (\$200)

She can have as many clients as her level.

She has a fixed income of \$100 per client.

Hooker

②

**Crew** (\$200)

She can have as many clients as her level.

She has a fixed income of \$100 per client.

Hooker

②

**Crew** (\$200)

She can have as many clients as her level.

She has a fixed income of \$100 per client.

Hooker

③

**Crew** (\$300)

She can have as many clients as her level.

She has a fixed income of \$100 per client.

Hooker

③

**Crew** (\$300)

She can have as many clients as her level.

She has a fixed income of \$100 per client.

Hooker

③

**Crew** (\$300)

She can have as many clients as her level.

She has a fixed income of \$100 per client.

Hooker

③

**Crew** (\$300)

She can have as many clients as her level.

She has a fixed income of \$100 per client.