



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)

**Weed**



Drug

(\$200)

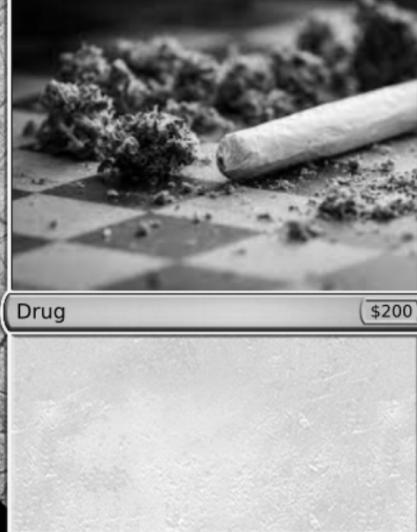
**Weed**



Drug

(\$200)

**Weed**



Drug

(\$200)

**Weed**



Drug

(\$200)

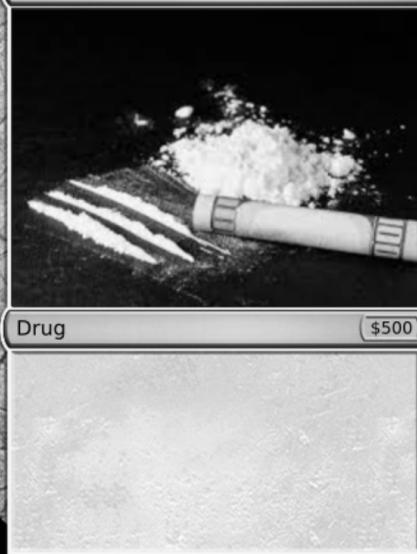
**Cocaine**



Drug

(\$500)

**Cocaine**



Drug

(\$500)

**Cocaine**



Drug

(\$500)

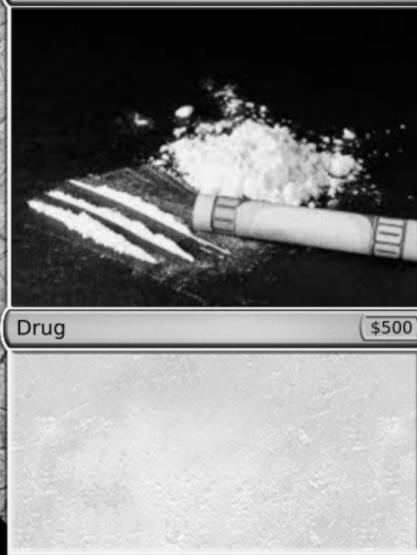
**Cocaine**



Drug

(\$500)

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(\$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)

**Meth**



Drug

(\$800)

**Meth**



Drug

(\$800)

**Meth**



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

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**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)

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**

Weapon

(\$600)

**Grenade**

Weapon

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Weapon

(\$600)

**Grenade**

Weapon

(\$600)

**Grenade**

Weapon

(\$600)

**Grenade**

Weapon

(\$600)

**Grenade**

Weapon

(\$600)

**Grenade**

Weapon

(\$600)

**Pusher**

①



Crew

(\$100)

Can sell as many drugs as its level.

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

**Pusher**

①



Crew

(\$100)

Can sell as many drugs as its level.

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

**Pusher**

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①



Crew

(\$100)

Can sell as many drugs as its level.

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

**Pusher**

②

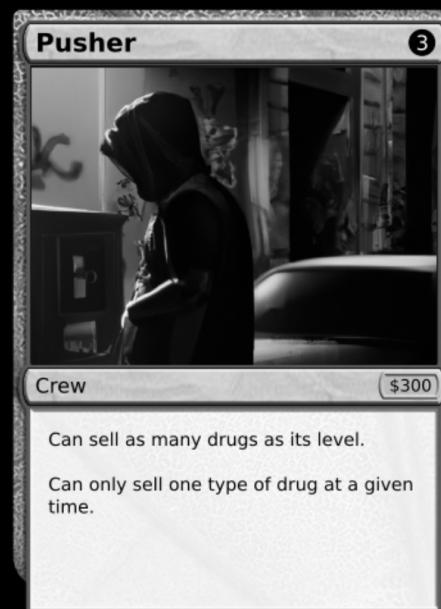
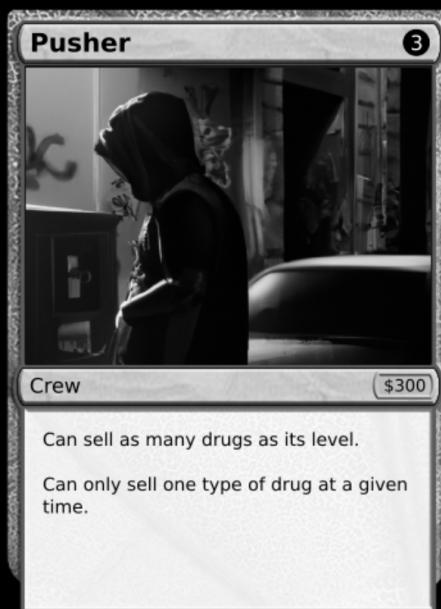
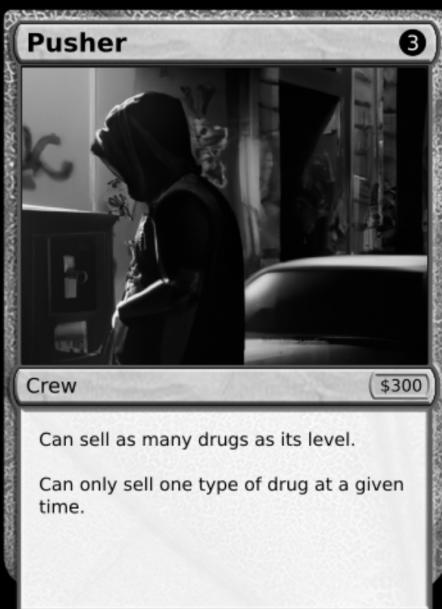
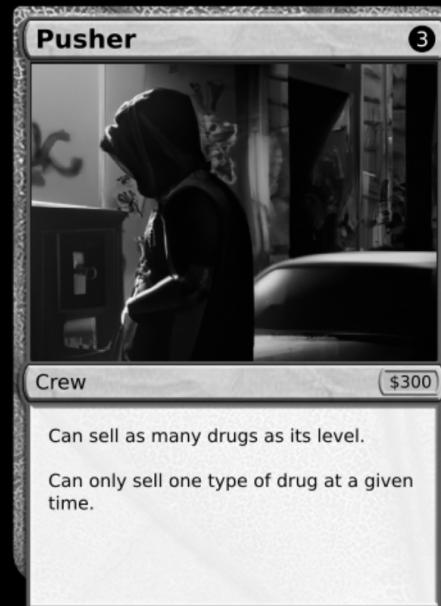
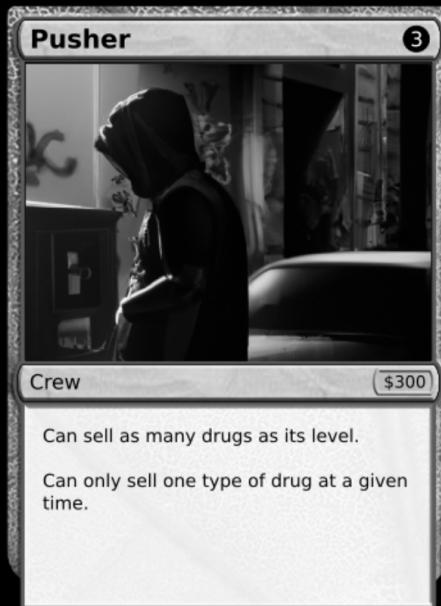
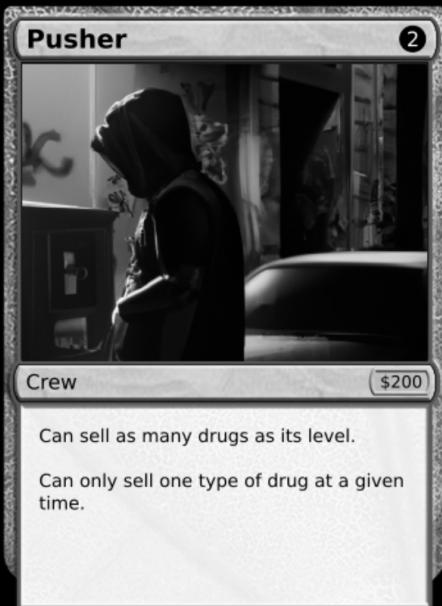
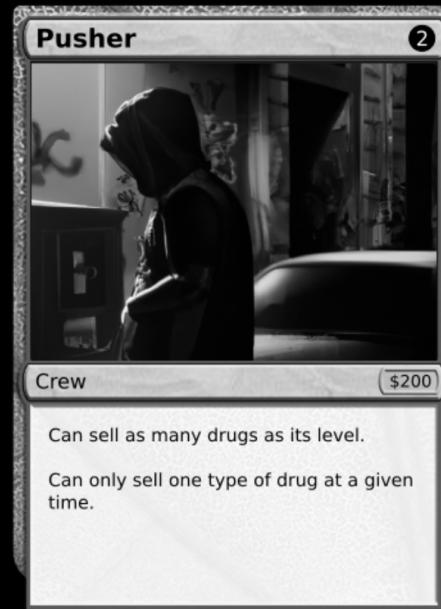
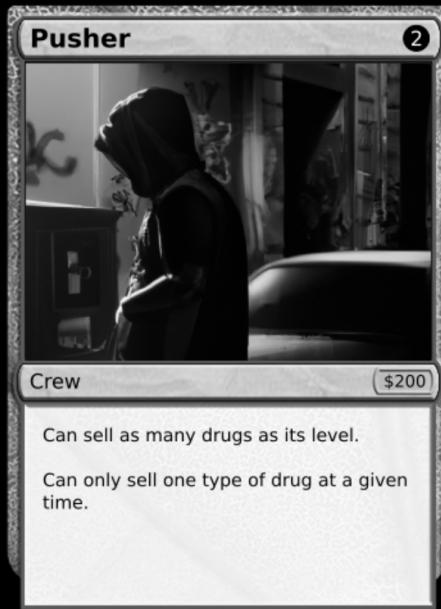
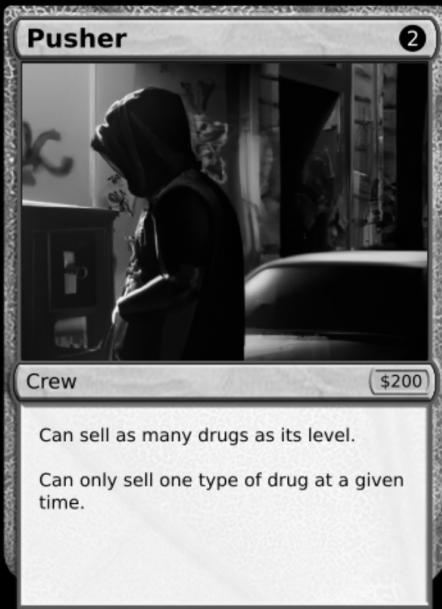


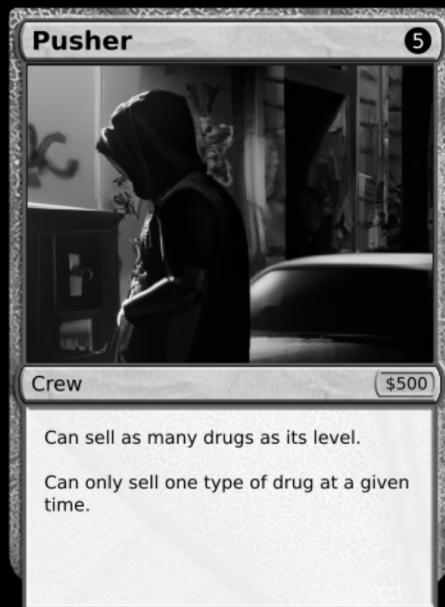
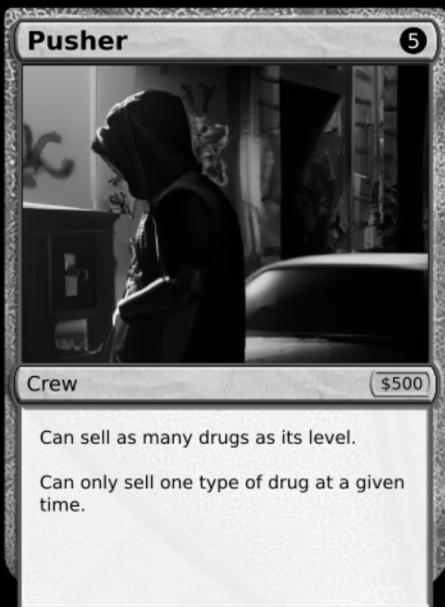
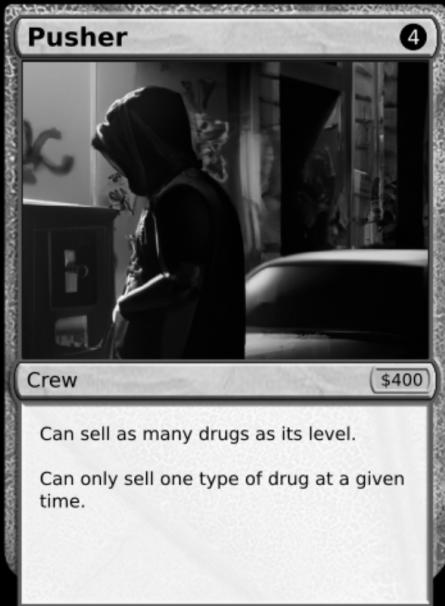
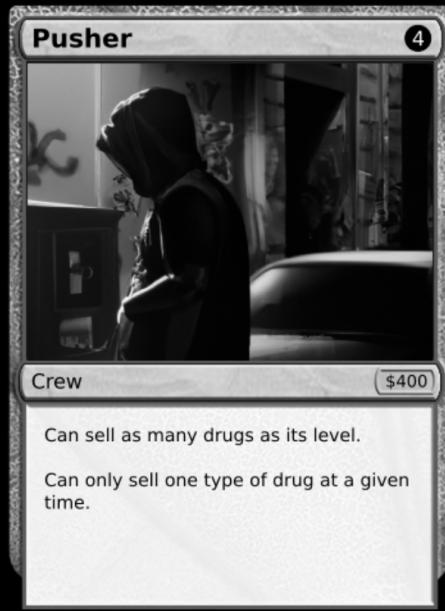
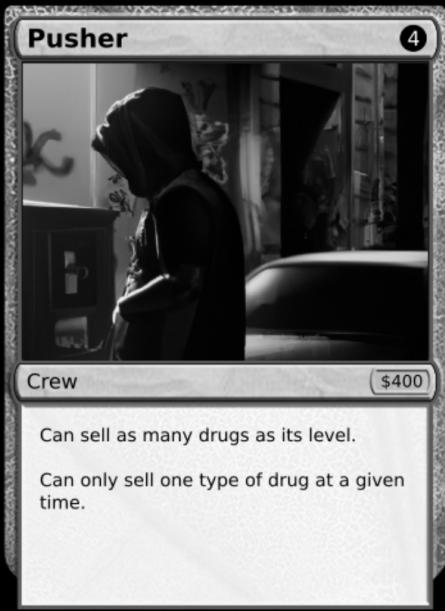
Crew

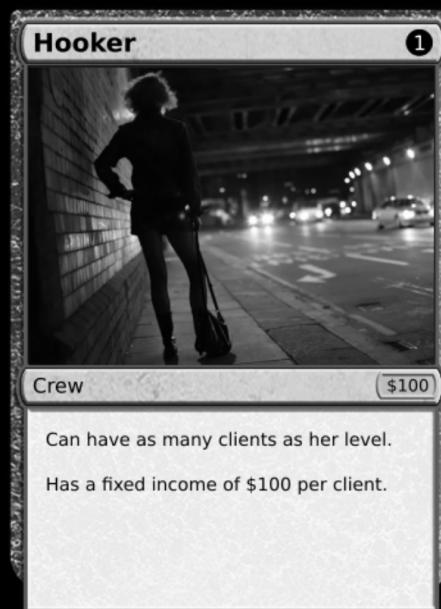
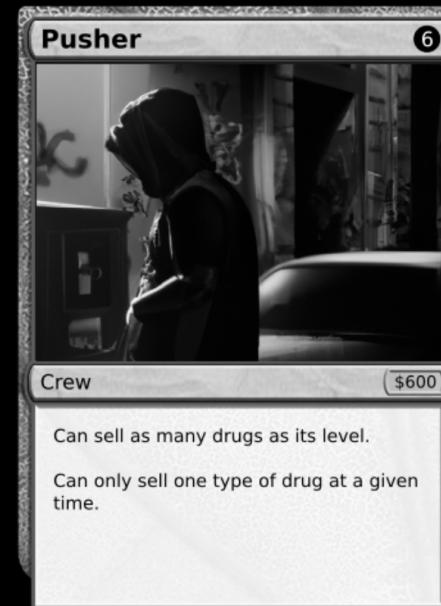
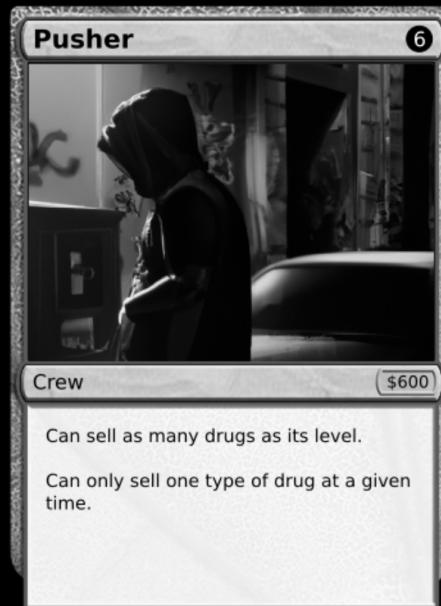
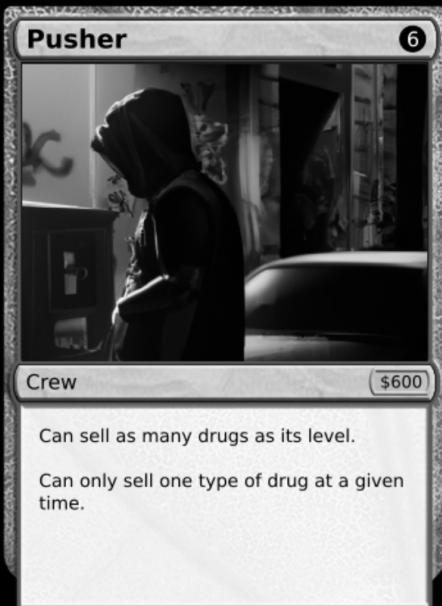
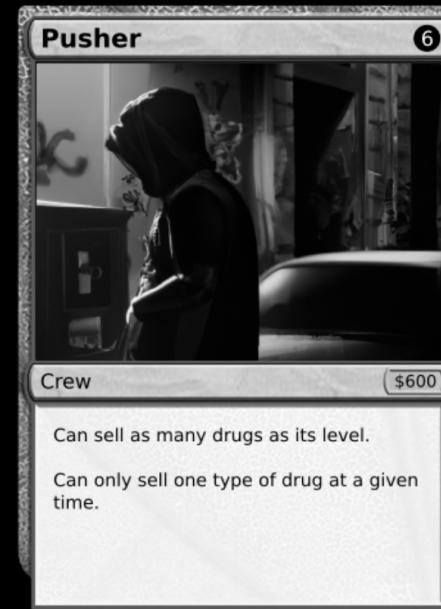
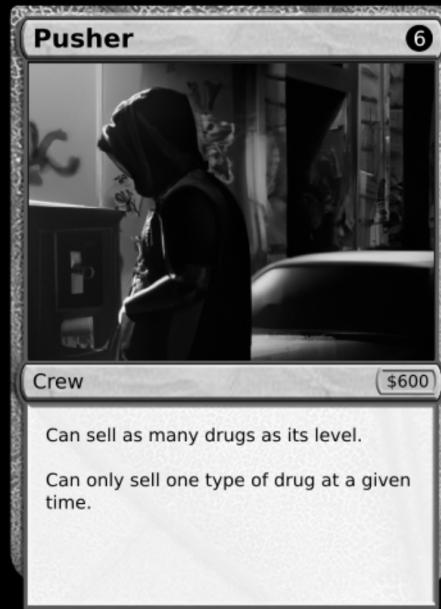
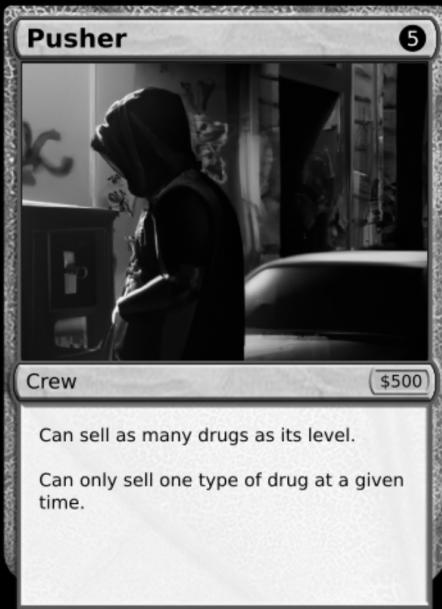
(\$200)

Can sell as many drugs as its level.

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







**Hooker**

1

**Crew** (\$100)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

1

**Crew** (\$100)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

2

**Crew** (\$200)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

2

**Crew** (\$200)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

2

**Crew** (\$200)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

2

**Crew** (\$200)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

2

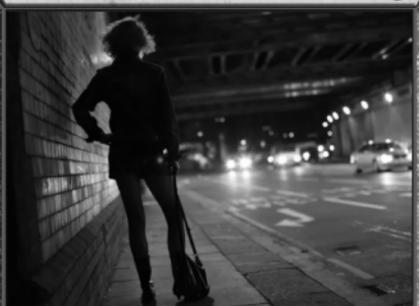
**Crew** (\$200)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

3

**Crew** (\$300)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

3

**Crew** (\$300)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

③

**Crew** (\$300)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

③

**Crew** (\$300)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

③

**Crew** (\$300)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

④

**Crew** (\$400)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

④

**Crew** (\$400)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

④

**Crew** (\$400)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

④

**Crew** (\$400)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

④

**Crew** (\$400)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

⑤

**Crew** (\$500)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

5

**Crew** (\$500)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

5

**Crew** (\$500)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

5

**Crew** (\$500)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

5

**Crew** (\$500)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

6

**Crew** (\$600)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

6

**Crew** (\$600)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

6

**Crew** (\$600)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

6

**Crew** (\$600)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

**Hooker**

6

**Crew** (\$600)

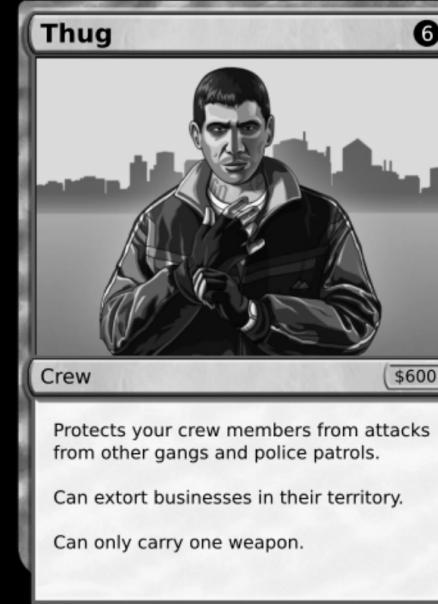
Can have as many clients as her level.

Has a fixed income of \$100 per client.









**Drug Lab**

Supplier

Each player can buy as much as 6 drug items.

**Drug Lab**

Supplier

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Supplier

Each player can buy as much as 6 drug items.

**Drug Lab**

Supplier

Each player can buy as much as 6 drug items.

**Arsenal Depot**

Supplier

Each player can buy as much as 6 weapon items.

**Arsenal Depot**

Supplier

Each player can buy as much as 6 weapon items.

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Each player can buy as much as 6 weapon items.

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**Arsenal Depot**

Supplier

Each player can buy as much as 6 weapon items.

**Arsenal Depot****Supplier**

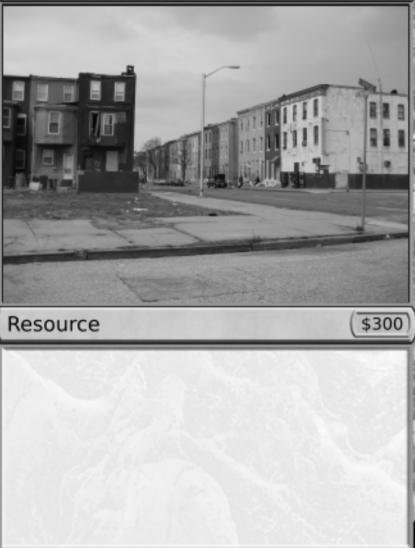
Each player can buy as much as 6 weapon items.

**Arsenal Depot****Supplier**

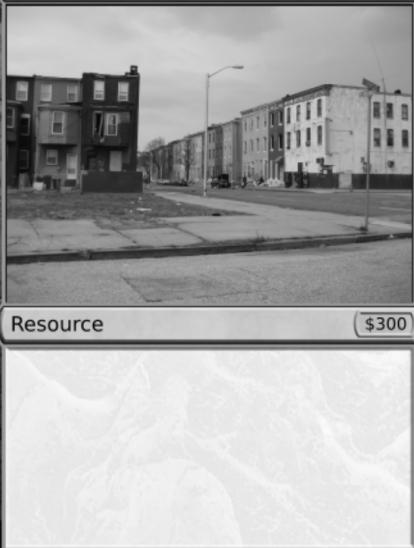
Each player can buy as much as 6 weapon items.

**Arsenal Depot****Supplier**

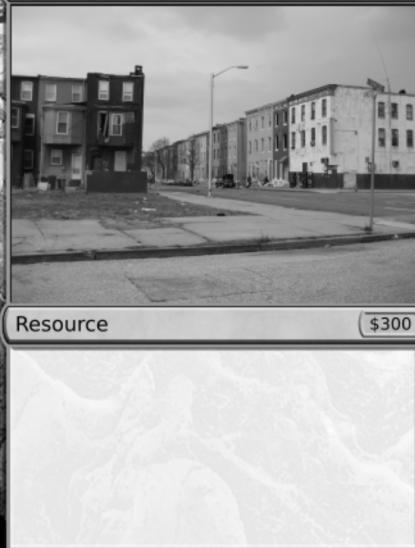
Each player can buy as much as 6 weapon items.

**Territory****1****Resource**

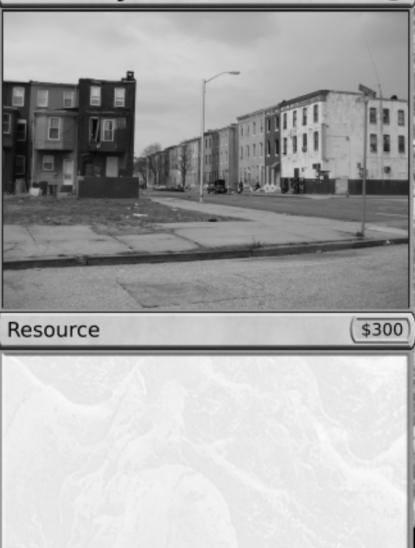
(\$300)

**Territory****2****Resource**

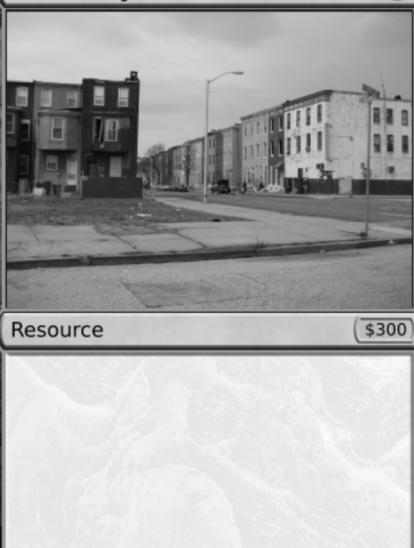
(\$300)

**Territory****3****Resource**

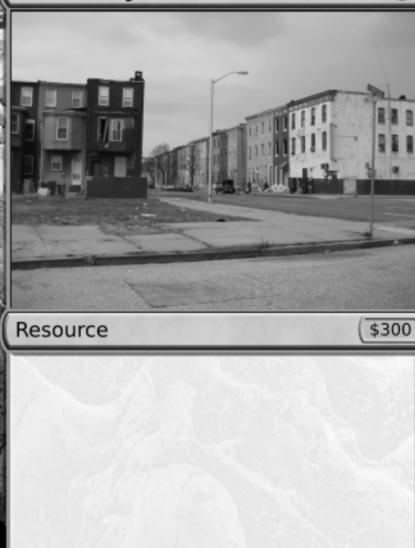
(\$300)

**Territory****4****Resource**

(\$300)

**Territory****5****Resource**

(\$300)

**Territory****6****Resource**

(\$300)





## Assault



### Attack

The player can attack another player's territory using their thugs.

If the attacker has more power than the defender, it takes all the money and drugs in that territory.

## Assault



### Attack

The player can attack another player's territory using their thugs.

If the attacker has more power than the defender, it takes all the money and drugs in that territory.

## Assault



### Attack

The player can attack another player's territory using their thugs.

If the attacker has more power than the defender, it takes all the money and drugs in that territory.

## Truck



### Perk

\$1,000

The player can buy +1 drug or weapon each time.

## Truck



### Perk

\$1,000

The player can buy +1 drug or weapon each time.

## Truck



### Perk

\$1,000

The player can buy +1 drug or weapon each time.

## Port



### Perk

\$3,000

The player can buy +2 drug or weapon each time.

## Port

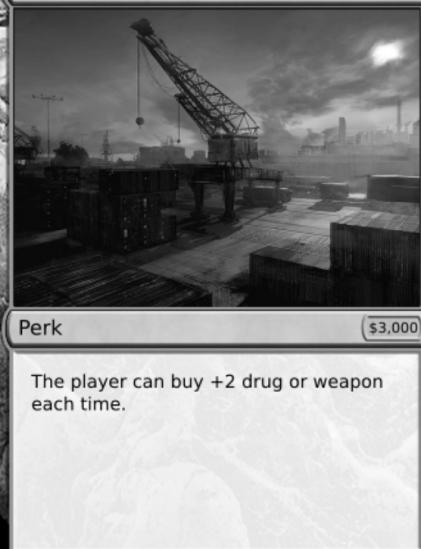


### Perk

\$3,000

The player can buy +2 drug or weapon each time.

## Port



### Perk

\$3,000

The player can buy +2 drug or weapon each time.

### Black Market



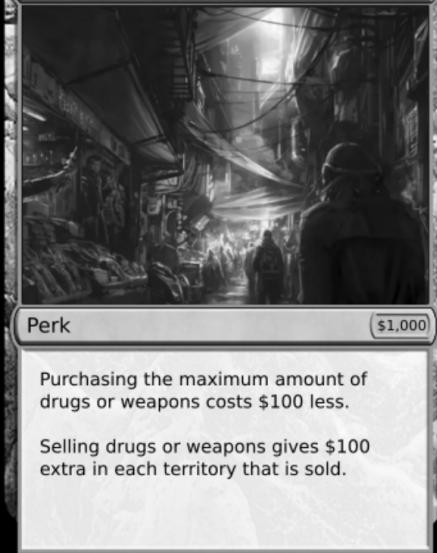
#### Perk

\$1,000

Purchasing the maximum amount of drugs or weapons costs \$100 less.

Selling drugs or weapons gives \$100 extra in each territory that is sold.

### Black Market



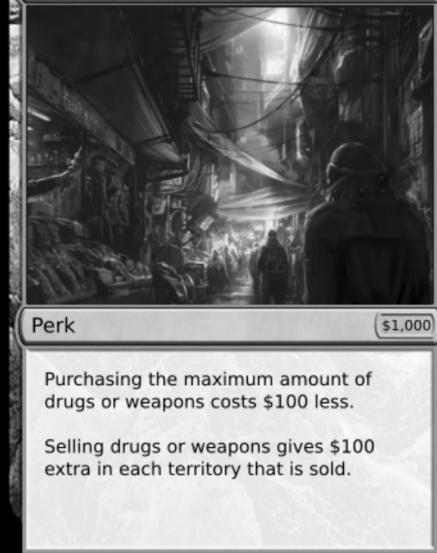
#### Perk

\$1,000

Purchasing the maximum amount of drugs or weapons costs \$100 less.

Selling drugs or weapons gives \$100 extra in each territory that is sold.

### Black Market



#### Perk

\$1,000

Purchasing the maximum amount of drugs or weapons costs \$100 less.

Selling drugs or weapons gives \$100 extra in each territory that is sold.

### Stash



#### Perk

The player receives \$500.

### Stash



#### Perk

The player receives \$1,000.

### Stash



#### Perk

The player receives \$1,500.

### Stash



#### Perk

The player receives 1 weed.

### Stash



#### Perk

The player receives 1 cocaine.

### Stash



#### Perk

The player receives 1 meth.

**Stash**

## Perk

The player receives 1 knife.

**Stash**

## Perk

The player receives 1 pistol.

**Stash**

## Perk

The player receives 1 grenade.

**Stash**

## Perk

The player receives \$1,500 and 1 weed.

**Stash**

## Perk

The player receives \$1,500 and 1 cocaine.

**Stash**

## Perk

The player receives \$1,500 and 1 meth.

**Police Patrol**

## Law enforcement

The player rolls a die to know if the police patrol stops in one of their territories.

**Police Patrol**

## Law enforcement

The player rolls a die to know if the police patrol stops in one of their territories.

**Police Patrol**

## Law enforcement

The player rolls a die to know if the police patrol stops in one of their territories.

**Police Patrol****Law enforcement**

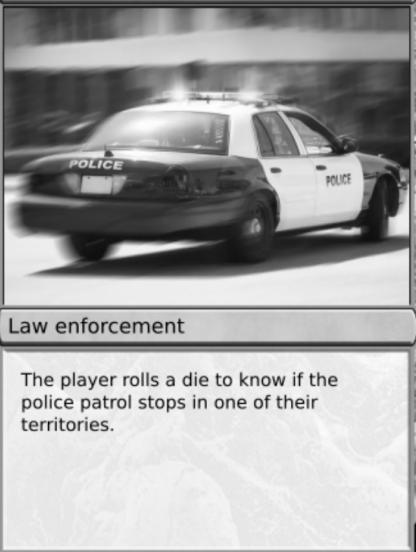
The player rolls a die to know if the police patrol stops in one of their territories.

**Police Patrol****Law enforcement**

The player rolls a die to know if the police patrol stops in one of their territories.

**Police Patrol****Law enforcement**

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**Police Patrol****Law enforcement**

The player rolls a die to know if the police patrol stops in one of their territories.

**Gang Raid**

1

**Event**

They attack the player's headquarters and if they have more power than the thugs, they take half of the money and drugs.

**Gang Raid**

2

**Event**

They attack the player's headquarters and if they have more power than the thugs, they take half of the money and drugs.

**Gang Raid**

3

**Event**

They attack the player's headquarters and if they have more power than the thugs, they take half of the money and drugs.

**Undercover Cop****Countermove**

\$1,000

The player can redirect the raid to another player.

The original player keeps the crew, drugs, weapons and territory.

The card is discarded once used.

**Undercover Cop****Countermove**

\$1,000

The player can redirect the raid to another player.

The original player keeps the crew, drugs, weapons and territory.

The card is discarded once used.

**Undercover Cop****Countermove**

\$1,000

The player can redirect the raid to another player.

The original player keeps the crew, drugs, weapons and territory.

The card is discarded once used.

**Sergeant****Countermove**

\$1,000

Police patrols don't affect the player.

The player must pay a fixed salary of \$100 at the beginning of each turn.

The player can get rid of the sergeant right after the last payment.

**Sergeant****Countermove**

\$1,000

Police patrols don't affect the player.

The player must pay a fixed salary of \$100 at the beginning of each turn.

The player can get rid of the sergeant right after the last payment.

**Sergeant****Countermove**

\$1,000

Police patrols don't affect the player.

The player must pay a fixed salary of \$100 at the beginning of each turn.

The player can get rid of the sergeant right after the last payment.



**Getaway Car**

Escape (\$500)

The player's crew escape with all the money, drugs and weapons but the player loses the territory.

It can be moved between territories.

The card is discarded once used.

**Getaway Car**

Escape (\$500)

The player's crew escape with all the money, drugs and weapons but the player loses the territory.

It can be moved between territories.

The card is discarded once used.

**Getaway Car**

Escape (\$500)

The player's crew escape with all the money, drugs and weapons but the player loses the territory.

It can be moved between territories.

The card is discarded once used.

**Bratva**

Faction

**Cosa Nostra**

Faction

**The Cartel**

Faction

**The Westies**

Faction

**Triads**

Faction

**Yakuza**

Faction

**Car theft**

2



Mission

**Jewelry robbery**

2



Mission

**Smuggling**

2



Mission

**Art theft**

3



Mission

**Cargo shipment heist**

3



Mission

**Bank robbery**

4



Mission

**Casino heist**

4



Mission

**Kidnapping**

4



Mission

**Armored truck assault**

5



Mission

**Contract killing**

5



Mission

**Weed**

Drug

\$200

**Weed**

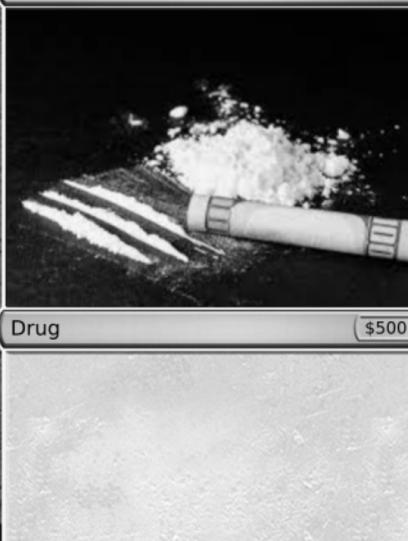
Drug

\$200

**Weed**

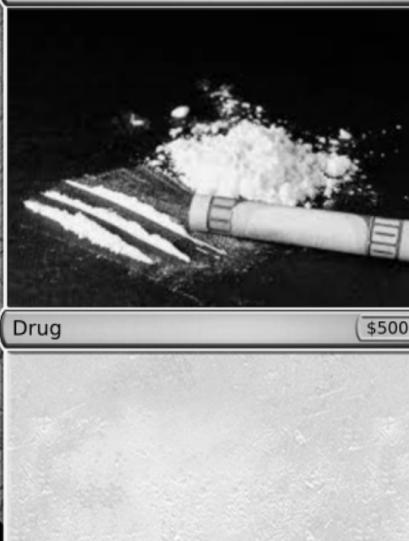
Drug

\$200

**Cocaine**

Drug

\$500

**Cocaine**

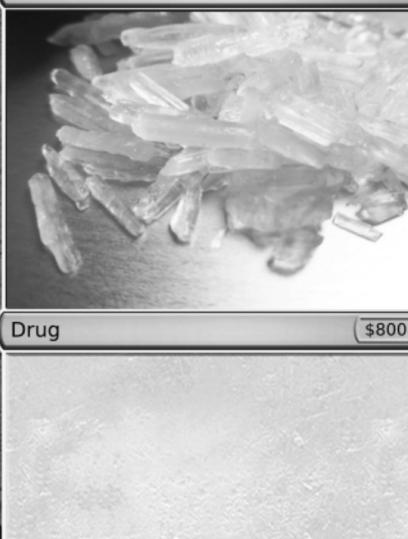
Drug

\$500

**Cocaine**

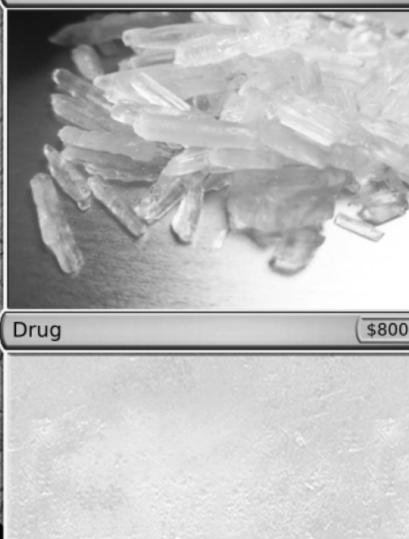
Drug

\$500

**Meth**

Drug

\$800

**Meth**

Drug

\$800