



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)



Drug (\$200)

Weed



Drug

(\$200)

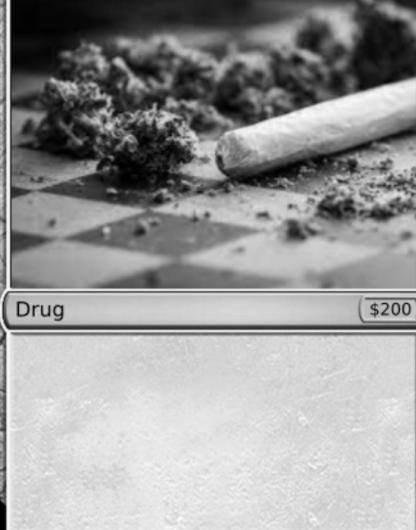
Weed



Drug

(\$200)

Weed



Drug

(\$200)

Weed



Drug

(\$200)

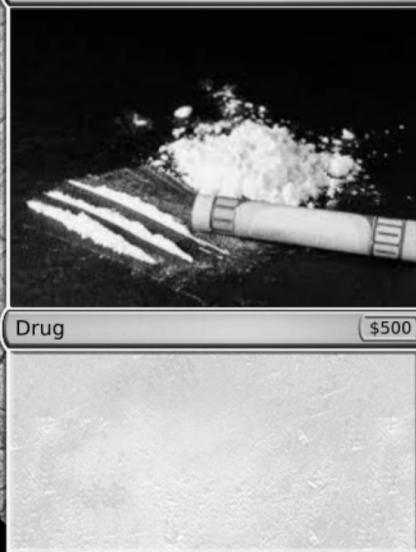
Cocaine



Drug

(\$500)

Cocaine



Drug

(\$500)

Cocaine



Drug

(\$500)

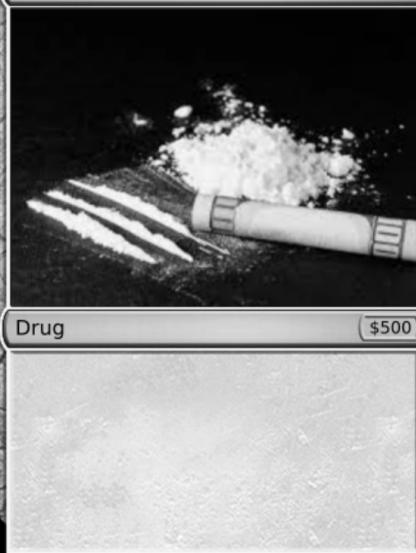
Cocaine



Drug

(\$500)

Cocaine



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(\$500)

Cocaine



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(\$500)

Cocaine



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(\$500)

Cocaine



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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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(\$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)

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

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Pistol



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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

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

①



Crew

(\$100)

Can sell as many drugs as its level.

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

Pusher

①



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Can sell as many drugs as its level.

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

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①



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①



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(\$100)

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

Pusher

②

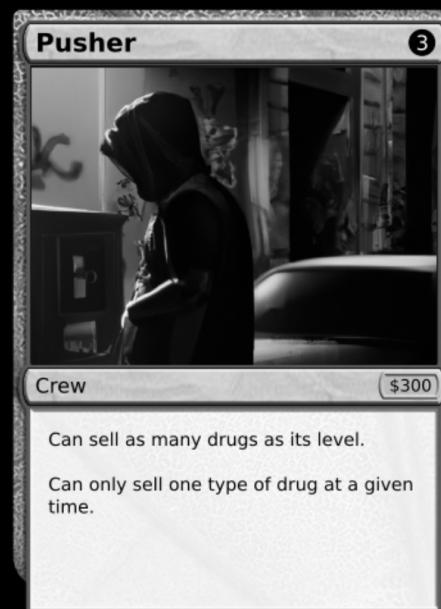
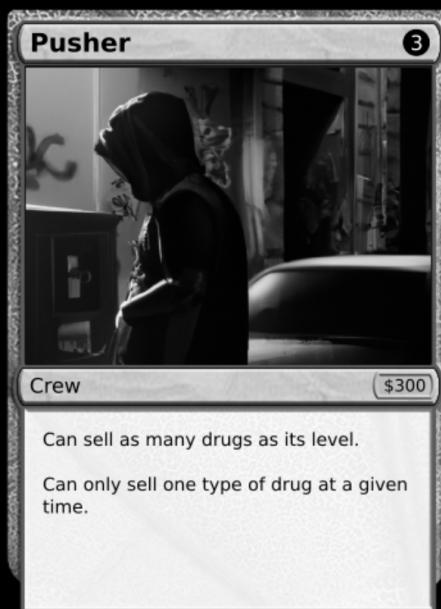
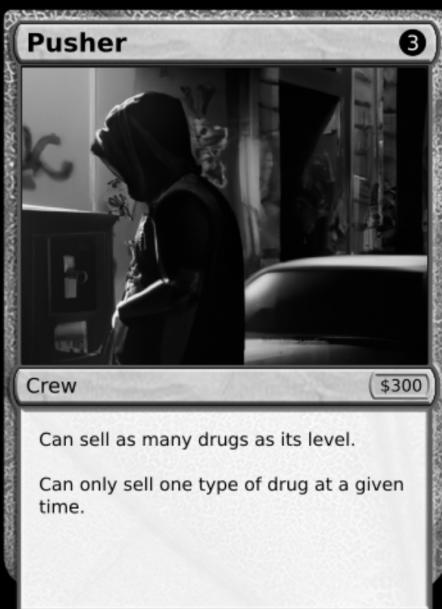
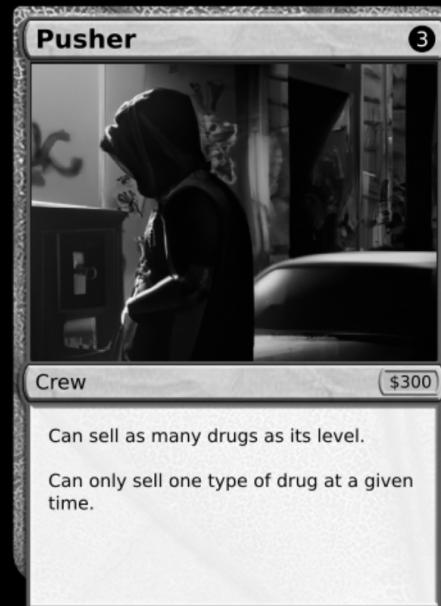
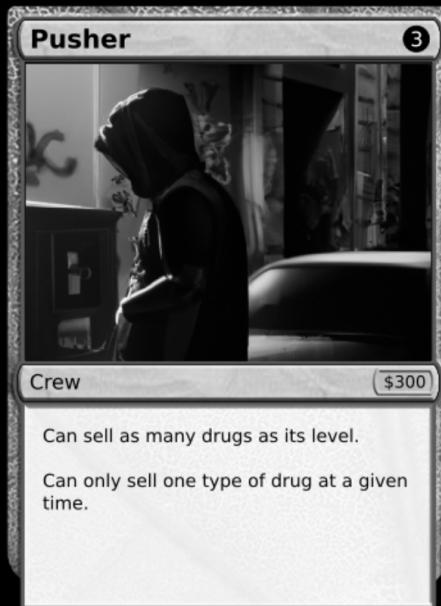
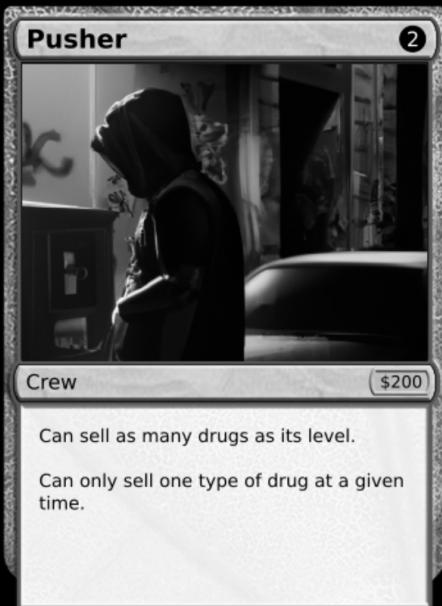
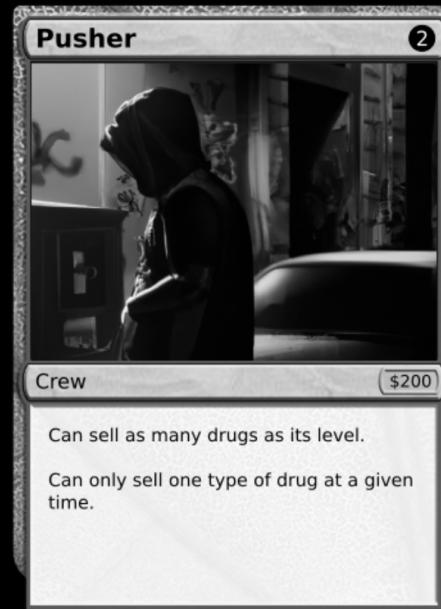
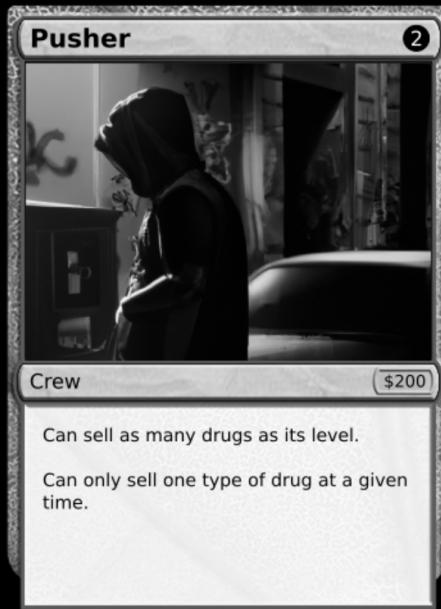
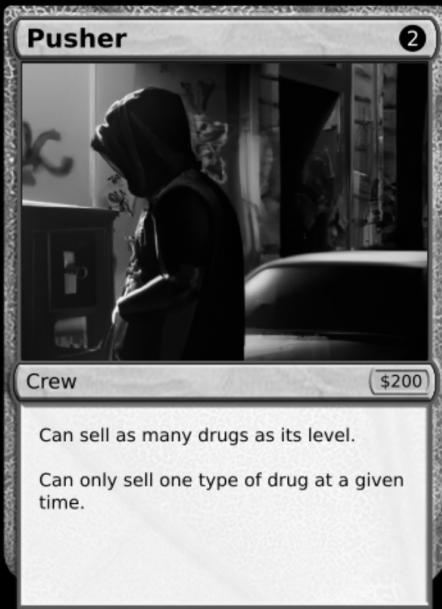


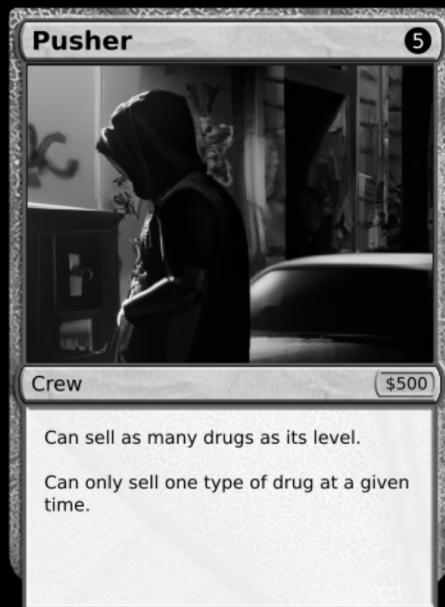
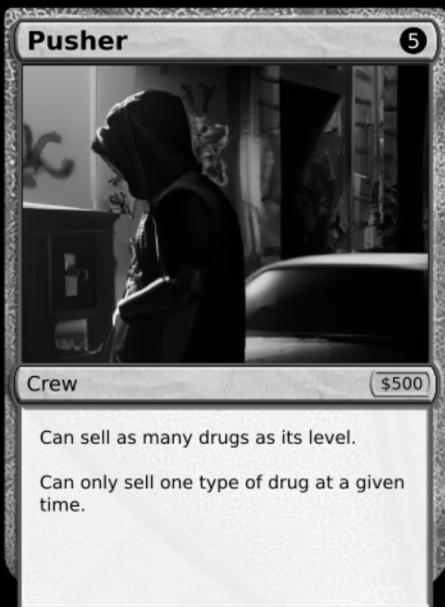
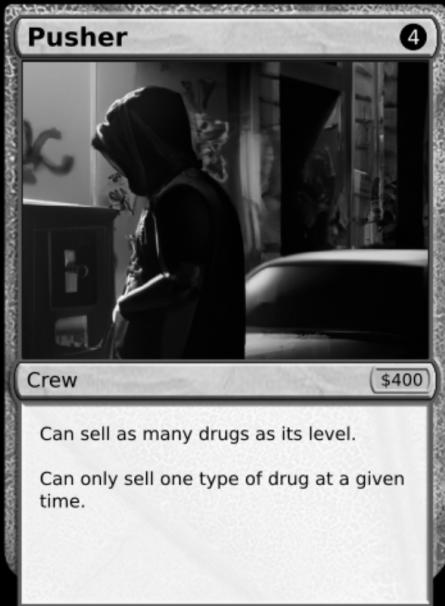
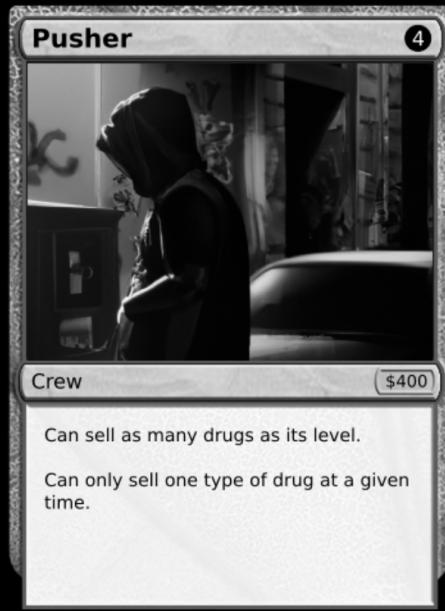
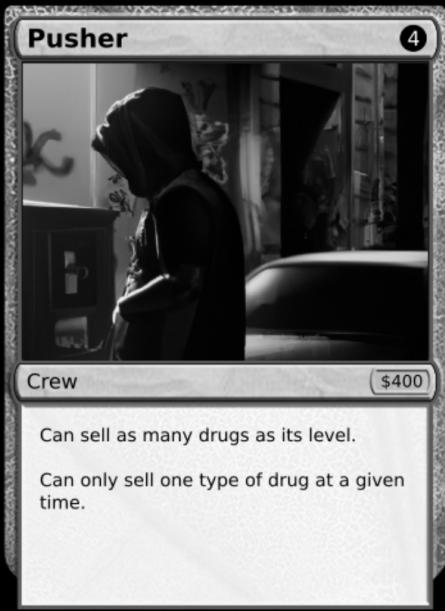
Crew

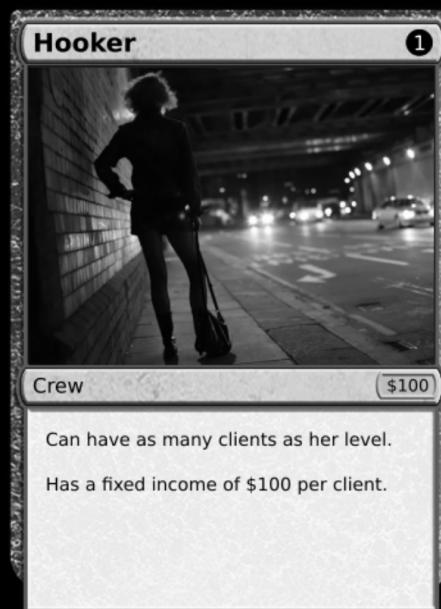
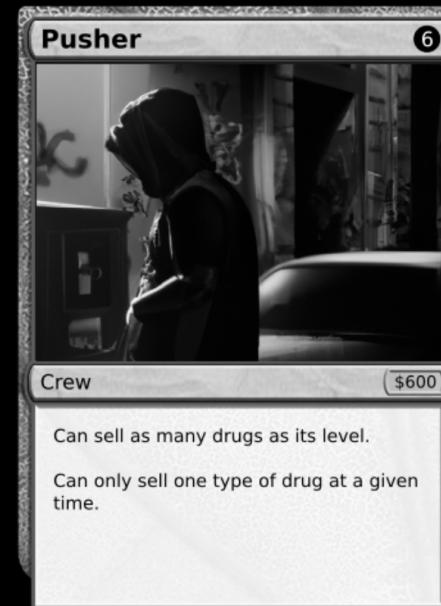
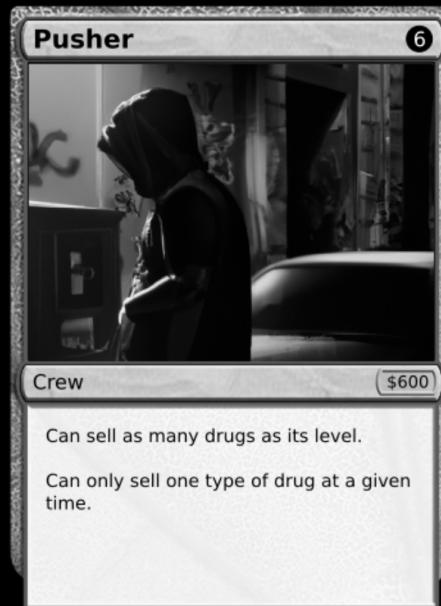
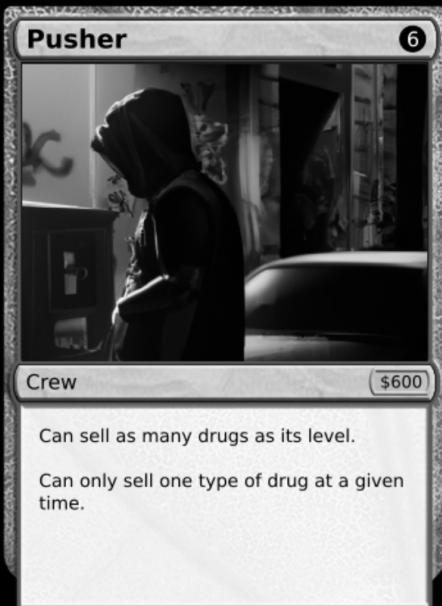
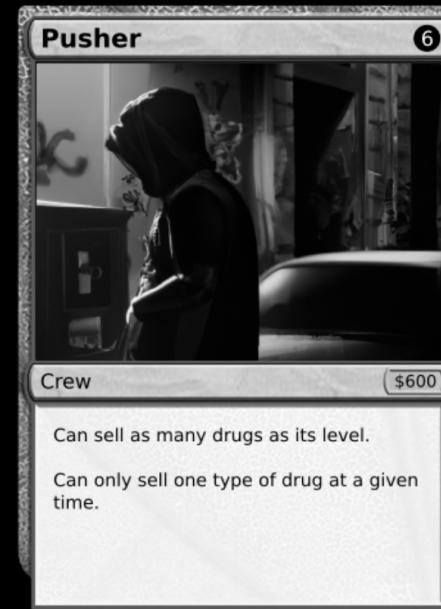
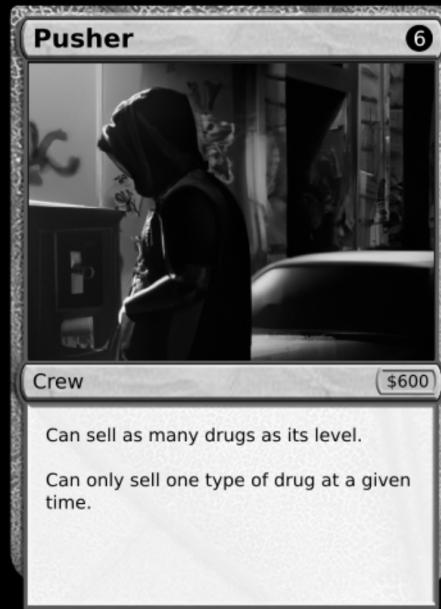
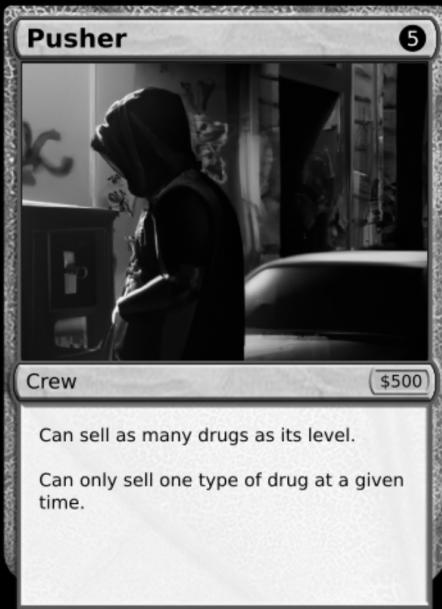
(\$200)

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

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**Crew** (\$600)

Can have as many clients as her level.

Has a fixed income of \$100 per client.

Hooker

6

**Crew** (\$600)

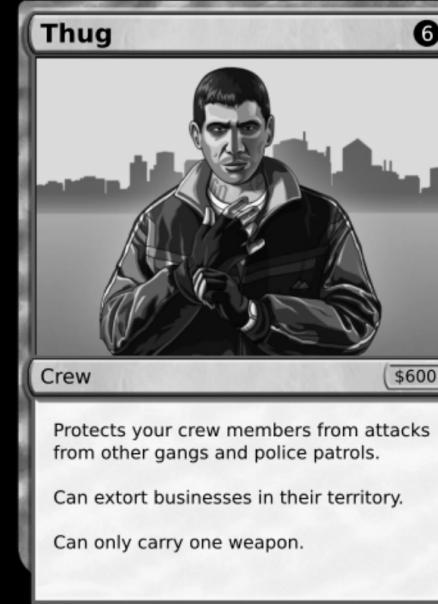
Can have as many clients as her level.

Has a fixed income of \$100 per client.









Drug Lab

Supplier

Each player can buy as much as 6 drug items.

Drug Lab

Supplier

Each player can buy as much as 6 drug items.

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Drug Lab

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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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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**

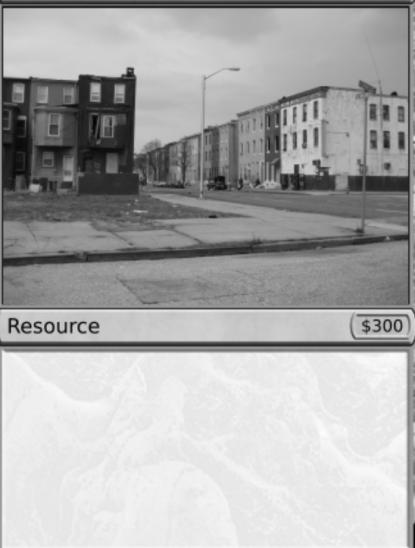
Each player can buy as much as 6 weapon items.

Arsenal Depot**Supplier**

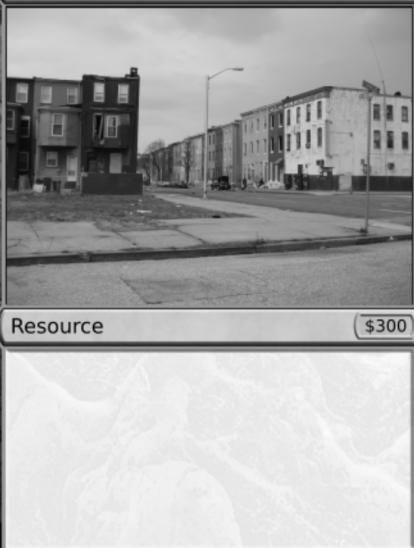
Each player can buy as much as 6 weapon items.

Arsenal Depot**Supplier**

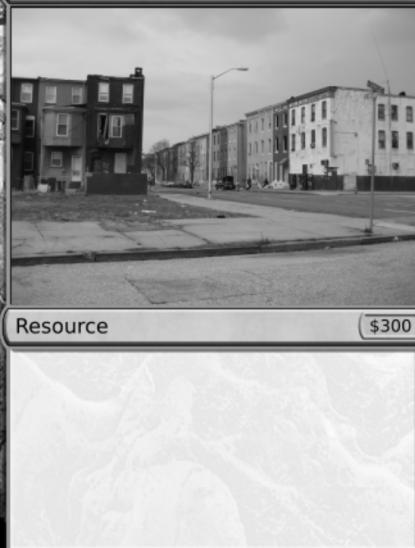
Each player can buy as much as 6 weapon items.

Territory**1****Resource**

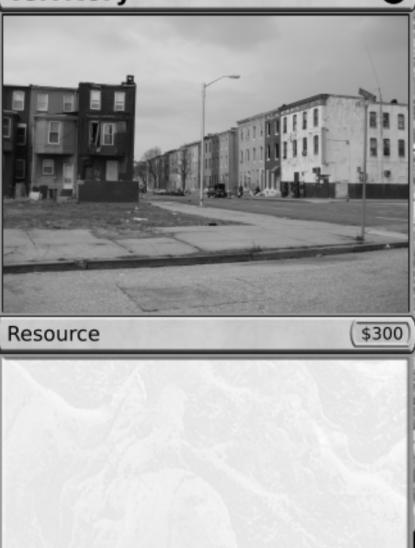
(\$300)

Territory**2****Resource**

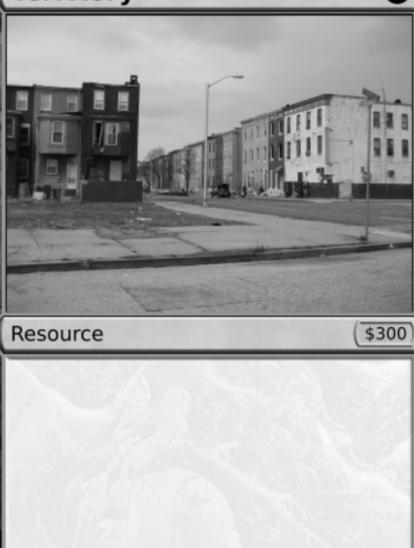
(\$300)

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



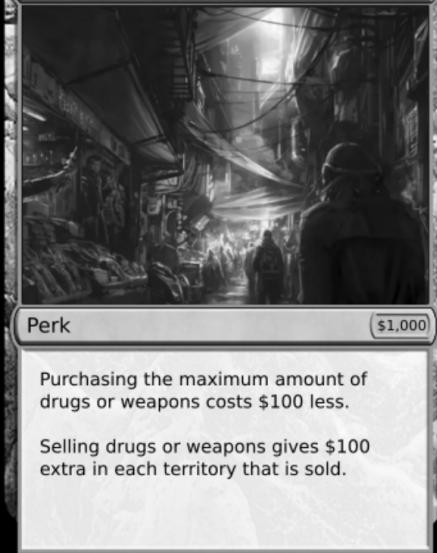
Perk

\$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



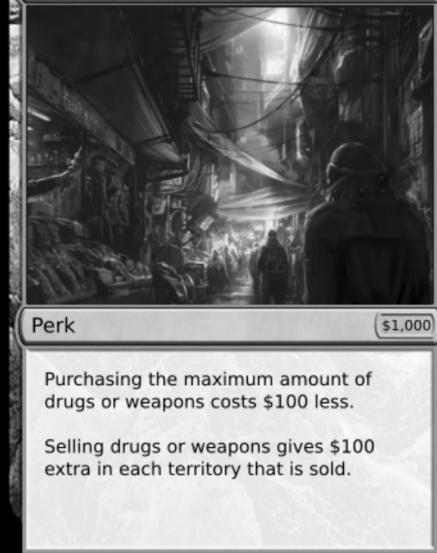
Perk

\$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**

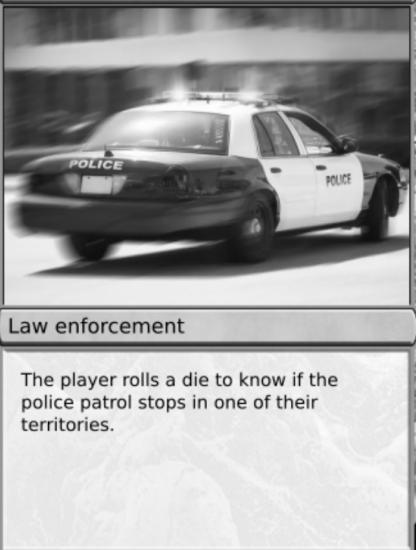
The player rolls a die to know if the police patrol stops in one of their territories.

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

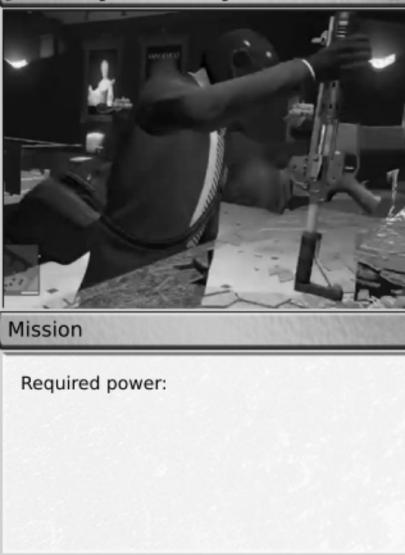


Mission

Required power:

Jewelry robbery

2



Mission

Required power:

Smuggling

2



Mission

Required power:

Art theft

3



Mission

Required power:

Cargo shipment heist

3



Mission

Required power:

Bank robbery

4



Mission

Required power:

Casino heist

4



Mission

Required power:

Kidnapping

4



Mission

Required power:

Armored truck assault

5



Mission

Required power:

Contract killing

5



Mission

Required power:

Weed

Drug

\$200



Drug

\$200

Weed

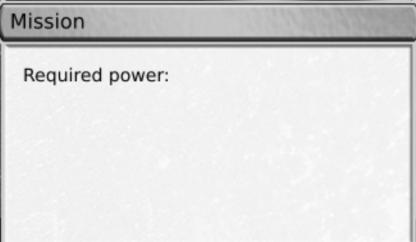
Drug

\$200

**Weed**

Drug

\$200

**Cocaine**

Drug

\$500

**Cocaine**

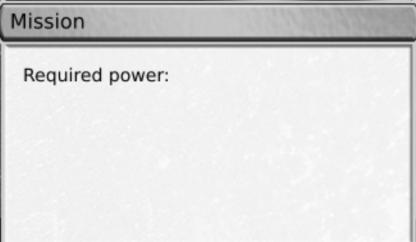
Drug

\$500

**Cocaine**

Drug

\$500

**Meth**

Drug

\$800

**Meth**

Drug

\$800

