



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**



Drug

(\$500)

**Cocaine**



Drug

(\$500)

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Drug

(\$500)

**Cocaine**



Drug

(\$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

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**Meth**



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(\$800)

**Meth**



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**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 (\$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)

**Pistol**

Weapon

(\$400)

**Grenade**

Weapon

(\$600)

**Grenade**

Weapon

(\$600)

**Grenade**

Weapon

(\$600)

**Grenade**

Weapon

(\$600)

**Grenade**

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**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.

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**Pusher**

Crew (\$100)

It can sell as many drugs as its level.

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

**Pusher**

Crew (\$200)

It can sell as many drugs as its level.

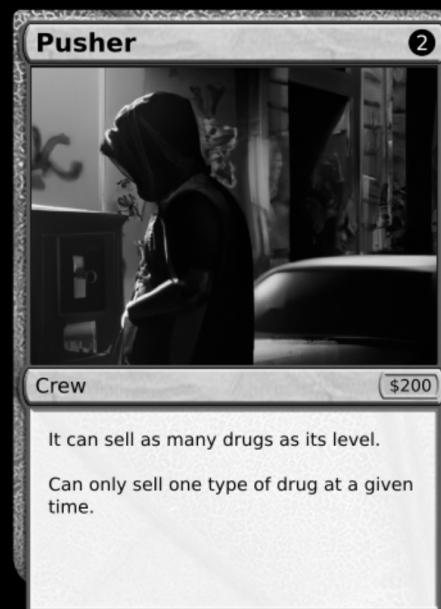
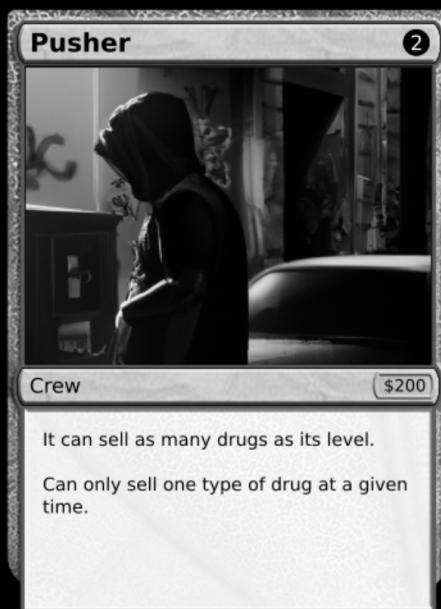
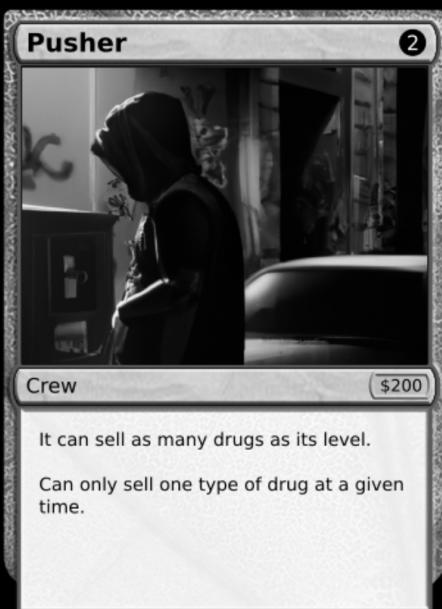
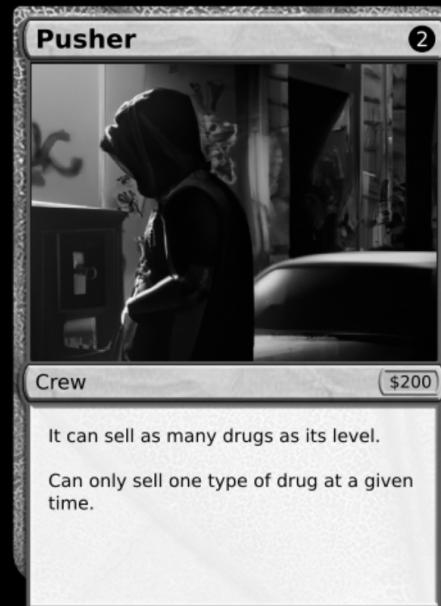
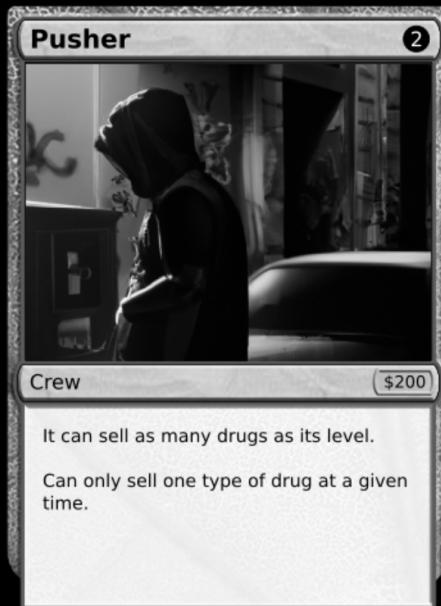
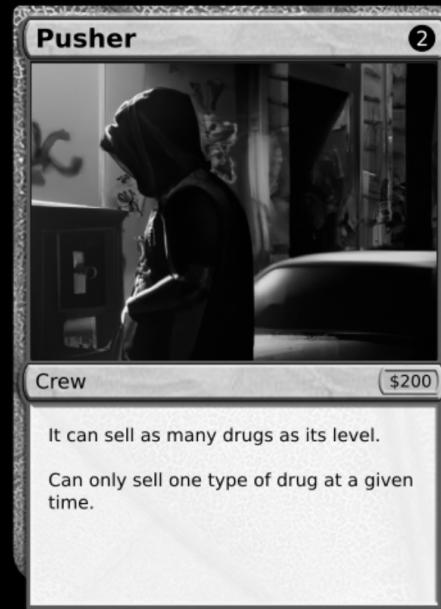
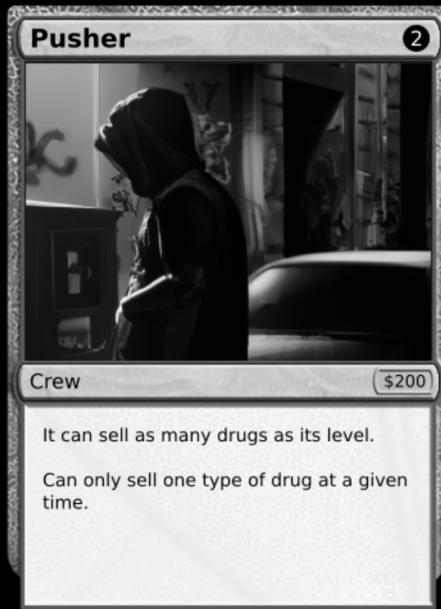
Can only sell one type of drug at a given time.

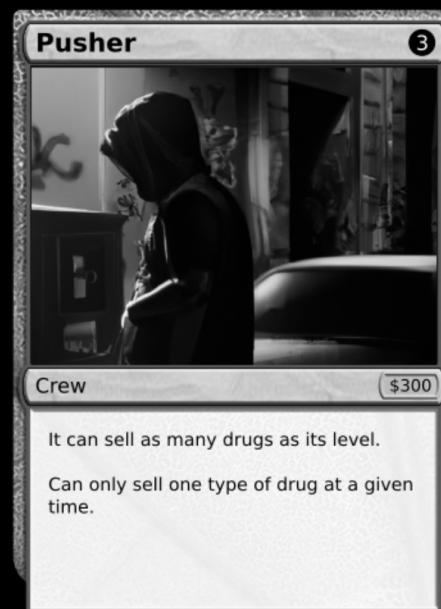
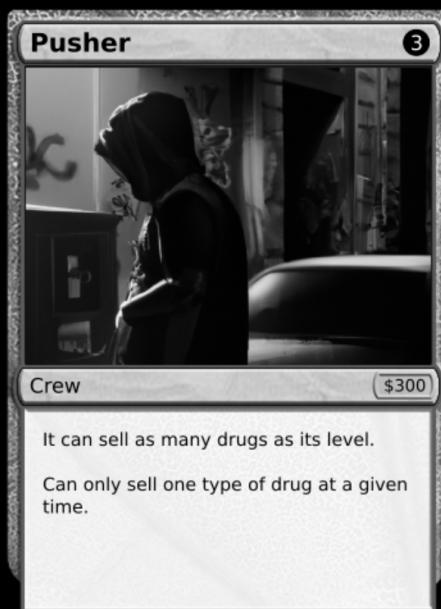
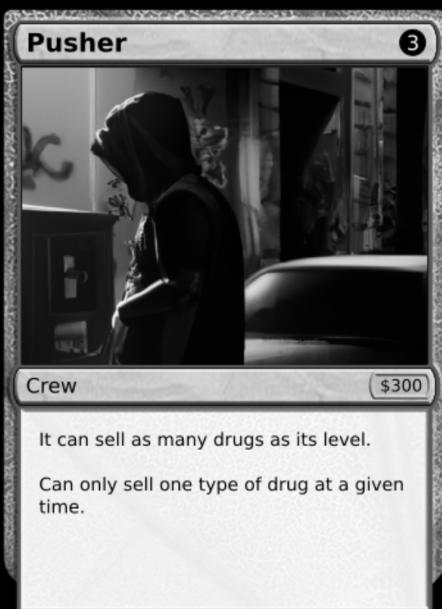
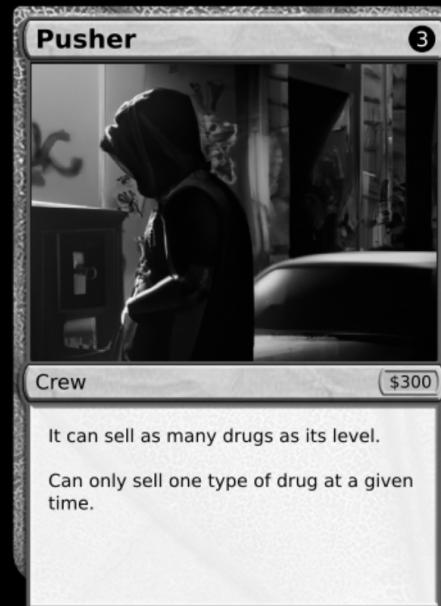
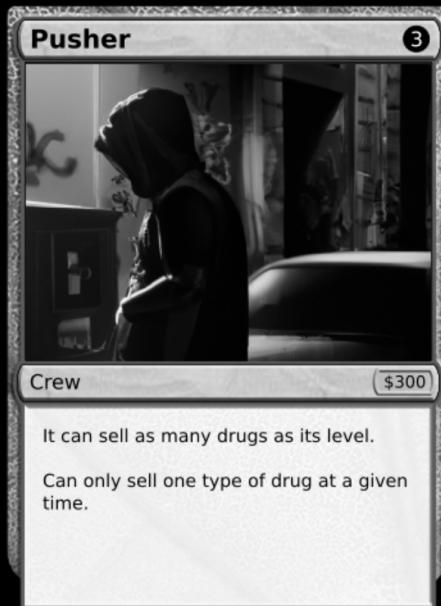
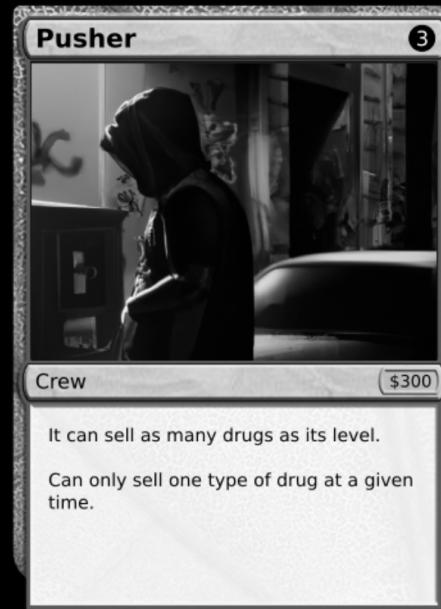
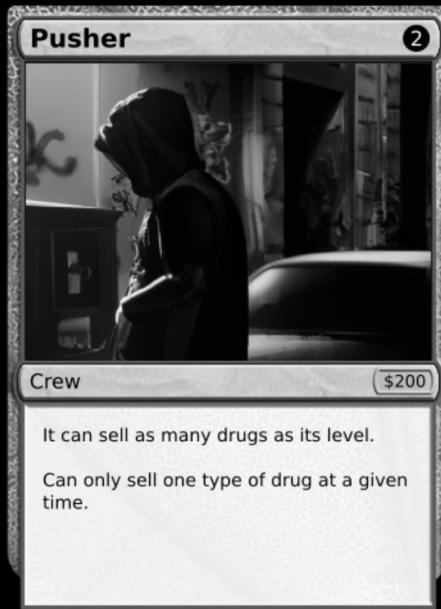
**Pusher**

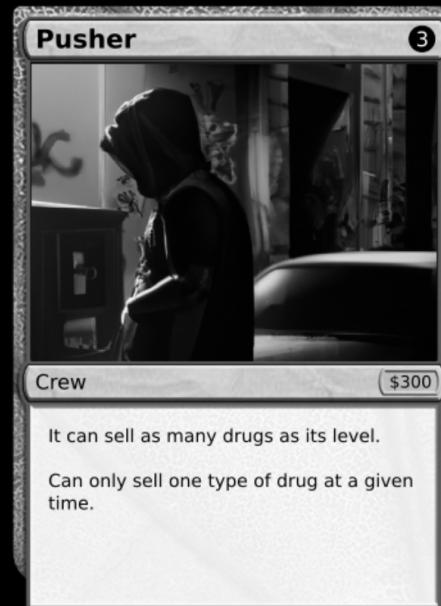
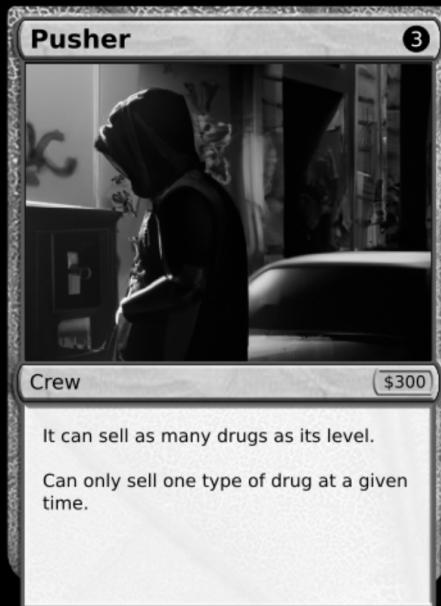
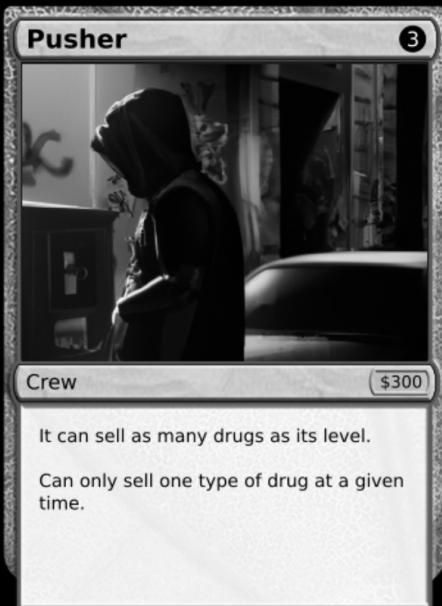
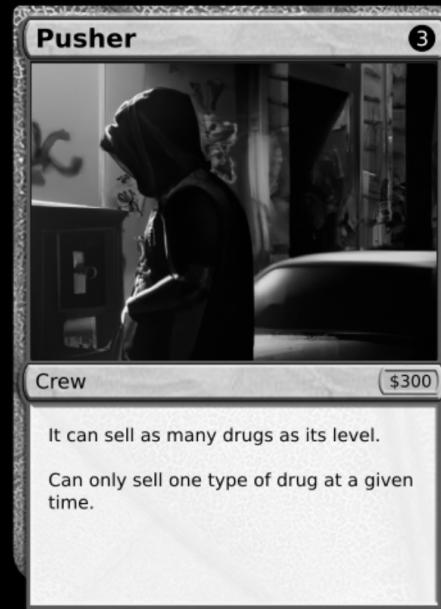
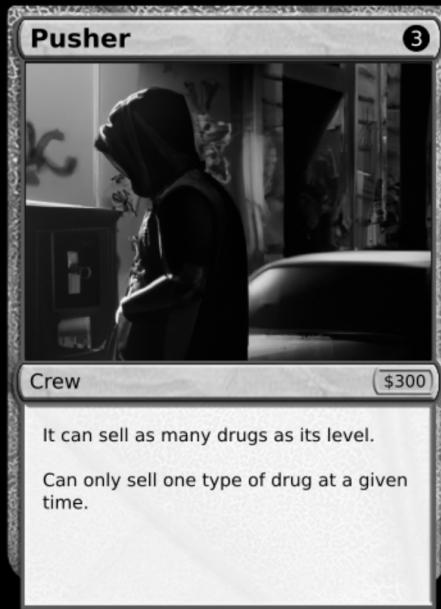
Crew (\$200)

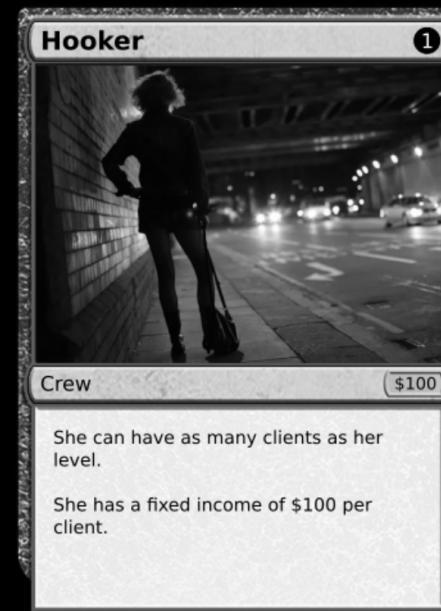
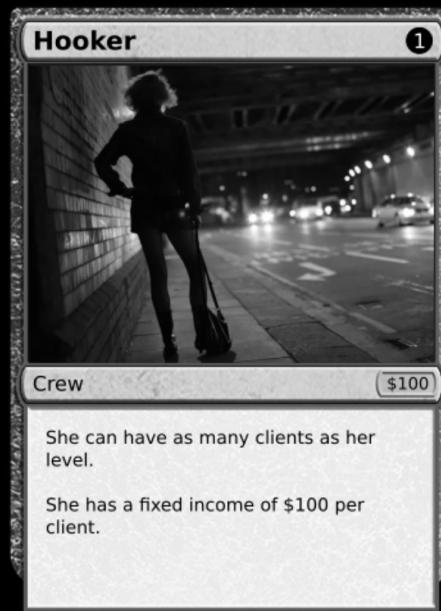
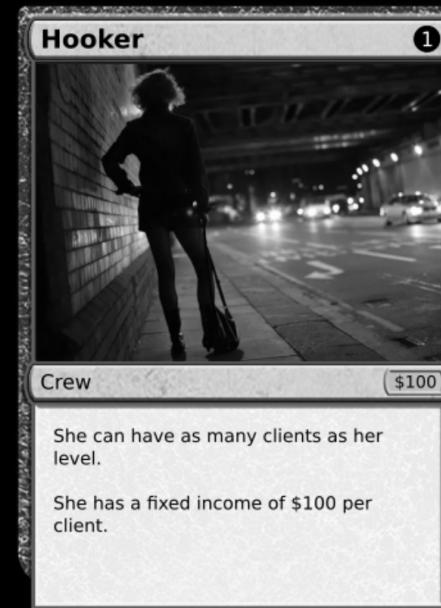
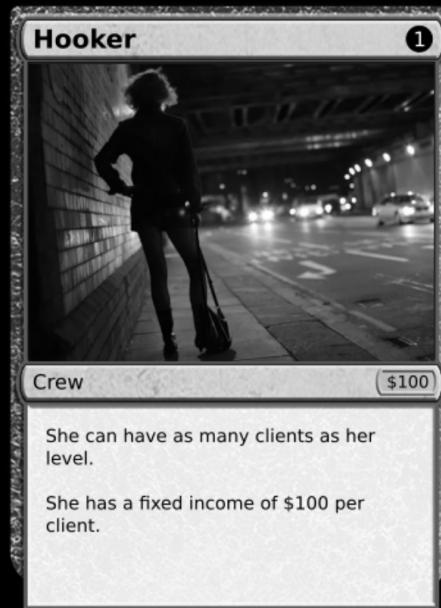
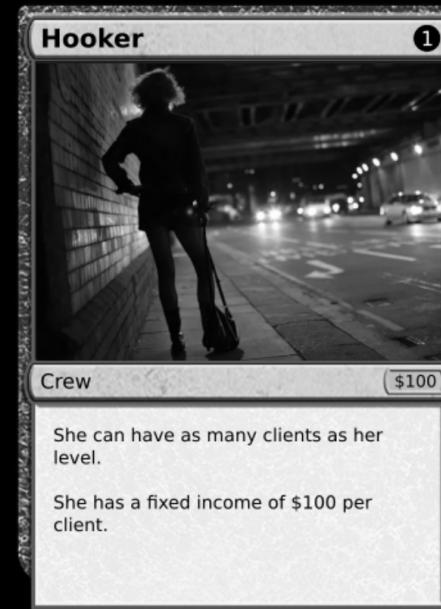
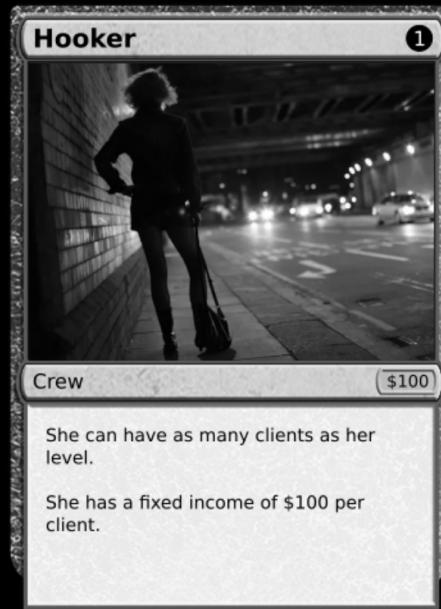
It can sell as many drugs as its level.

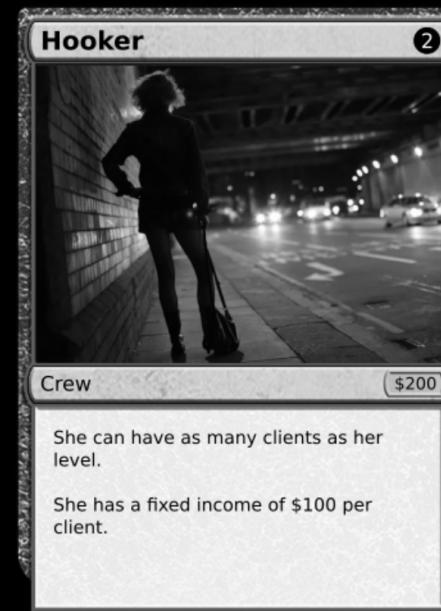
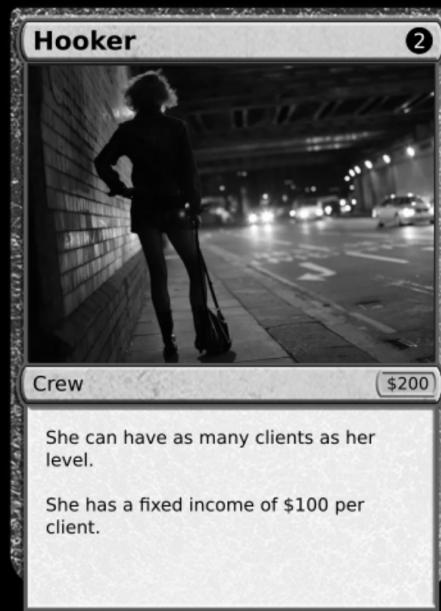
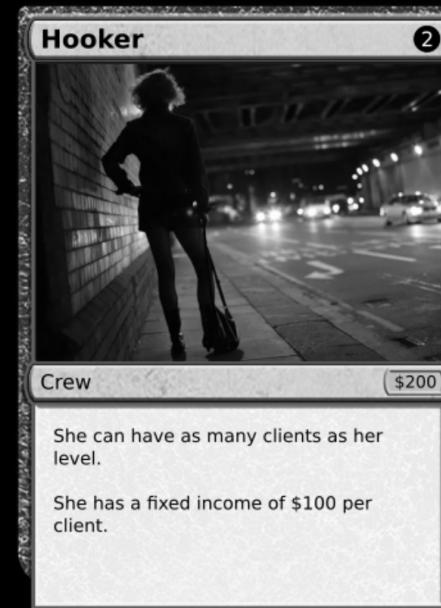
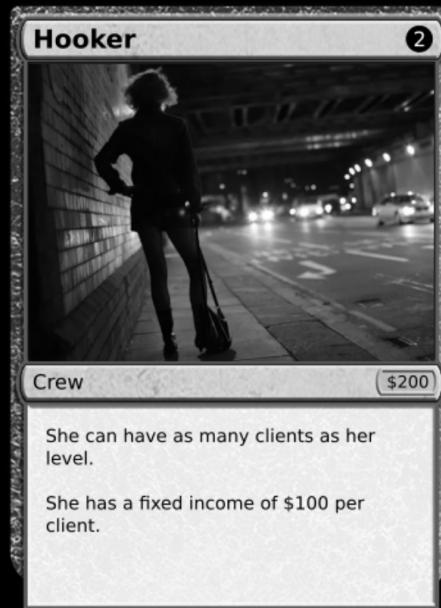
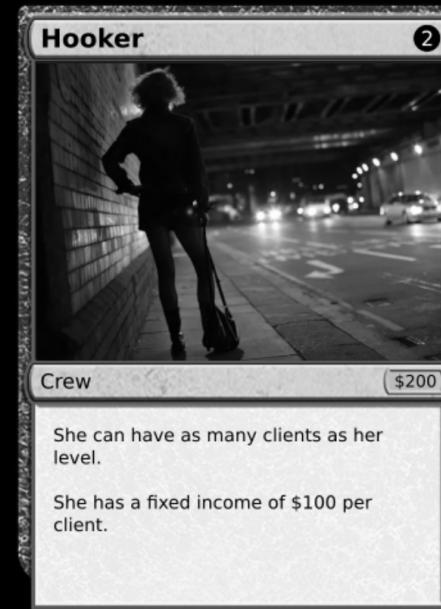
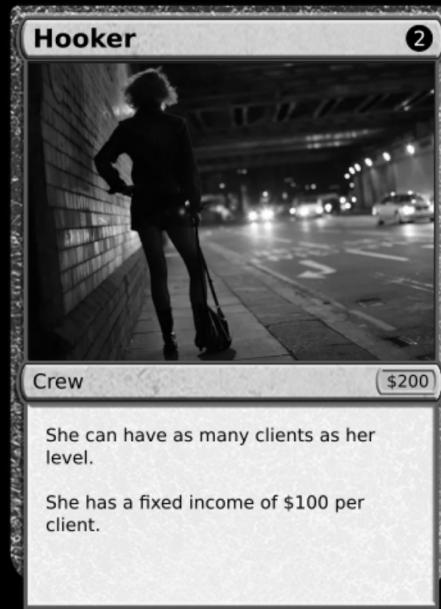
Can only sell one type of drug at a given time.











**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)

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

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**Hooker**

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**Crew** (\$200)

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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.

