

## WANTED LEVEL

Anything you do might be witnessed, and there's always evidence left behind. To reflect this, your crew acquires wanted levels as they commit crimes. After a score or conflict with an opponent, your crew takes wanted levels according to the nature of the operation:

- 0 stars: You're a ghost; no exposure.
- 1 star: Smooth sailing; low exposure.
- 2 stars: Keepin' it together; standard exposure.
- 3 stars: Necessary evil; high exposure.
- 4 stars: A little loud in here; critical exposure.
- 5+ stars: Brace yourselves; completely exposed.

The higher your wanted level, the more serious the response when rival gangs take action against you (they'll send a force of higher quality and scale).

Also, your wanted level contributes to the severity of the entanglements that your crew faces after a score. See Entanglements for details.

### Star Triggers:

- Add +1 star if the crew is discovered on hostile turf.
- Add +1 star if you're at war with another faction.
- Add +2 stars for killing a high-profile or well-connected target.

You mark stars on the wanted level tracker on the crew sheet.

### All-Out-Brawl:

When you gain 5 stars, you are forced into an All-Out-Brawl. If successful in the battle, you recover with 0 stars and reset your rep with the rival gang. If you lose the battle, you are forced into a traumatic situation and gain 1 trauma, and return to 0 stars and reset your rep with the rival gang.

### Hot Pursuit:

If you gain over 5 stars in a single mission, you are in Hot Pursuit. The All-Out-Brawl still occurs, but you reset with the amount of stars you went over.

*After losing the All-Out-Brawl, David and the rest of his crew still find themselves looking behind their backs at every turn. The mission they went through was a hell of an exposing one, and after gaining 9 stars in one mission, they reset, with a new trauma and their wanted level still at 4 stars.*

David and his crew gained 9 stars in one mission, causing their stars to roll over. To calculate this, subtract 5 from the amount of stars gained.

### Reduction:

The only way to reduce your crew's wanted level to 0 early is declaring All-Out-Brawl early or by initiating a Bargain. You can reduce your wanted level as a downtime activity.