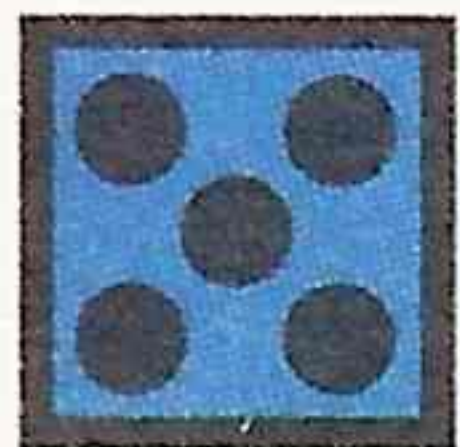


## THE DICE:

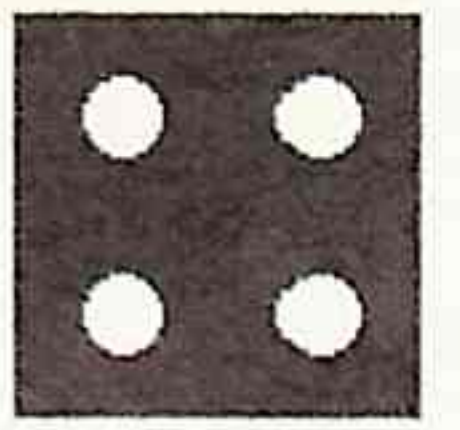


**Cops**



**Racketeers**

Wheels: \$1000



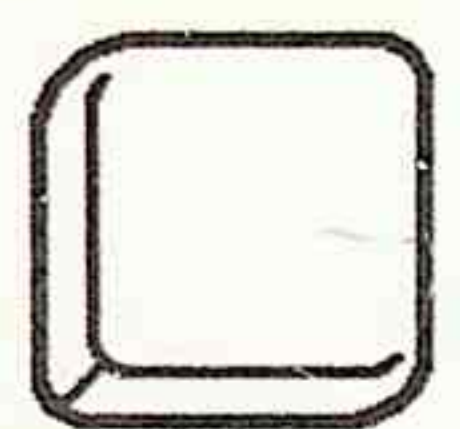
**Thugs**

Heaters: \$1000



**Vamps**

Siren: \$300



**Public**

## JOINTS:



- Attacks twice for each level; hits on "4-6".

- Loses one level for each hit sustained, if attacker is not eliminated.
- Will not oppose Cops. Loses one level to Police Raids on Organized Crime.

### JOINT VALUES:

#	Color	Type	Value
4	Red	Bootleggers	\$600
5	Violet	Speakeasy	\$500
6	Blue	Gambling	\$400
7	Green	Floozies	\$300
8	Yellow	Rackets	\$200
9	Brown	Protection	\$100

## PIECE CHARACTERISTICS:



Allows Gang moves equal to half of Racketeer strength.

Buys/improves Joint in current Location.

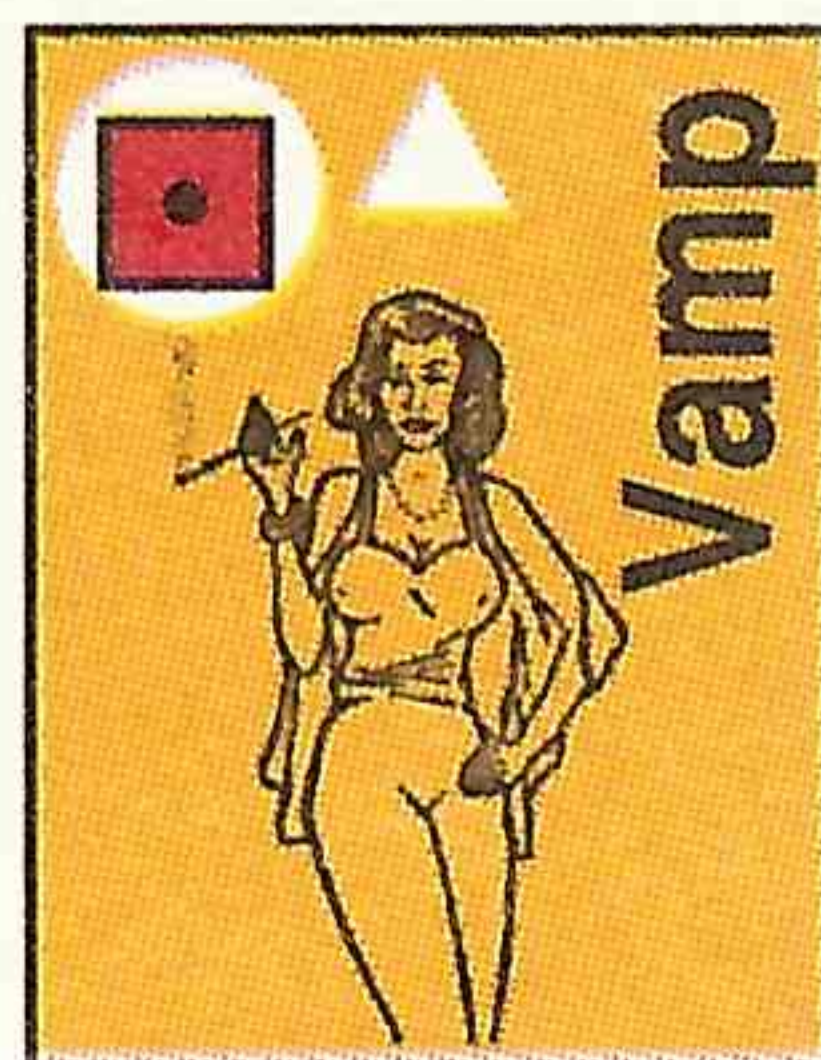
Cannot extort.

Hits on die roll of "6".



Extorts \$100 × black die roll if white-side up in unowned building.

Hits on die rolls of "5" or "6"; cannot attack Vamp.



Seduces any Racketeer/Thug, reducing that Gang by one and increasing her own Gang by one.

Extorts \$100 × red die roll if white-side up in unowned building.

Cannot attack; can enter any Joint without attacking.



Attacks any white piece. Starts from same Subway as blue die roll.

May not enter Joint unless crime in progress there.

Bribe or Move one each turn using blue Move die roll.

Replace with newly drawn patrol when leaving Subway.



Pays Joint value × its multiplier each Player Turn in a Joint.

Starts from same Subway as white die roll.

May not enter Subway, unowned Property, or move through any Property.

May not stack with other Public. May move multiple Publics, each costing one "move".

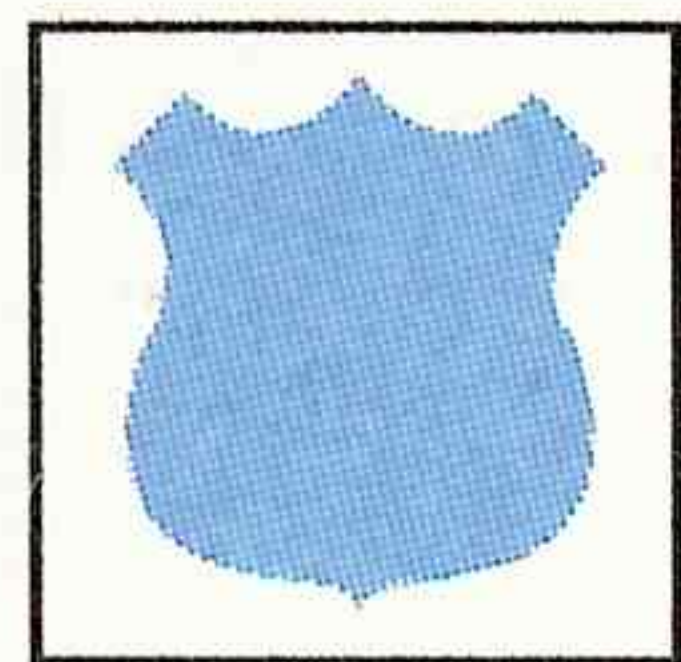
## SEQUENCE OF PLAY:



1. Buy Phase



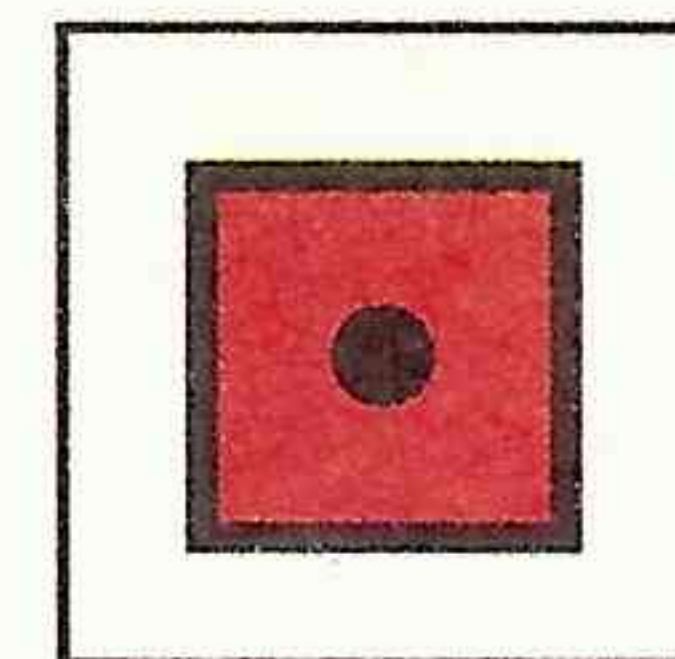
2. Roll five dice. Clock begins.



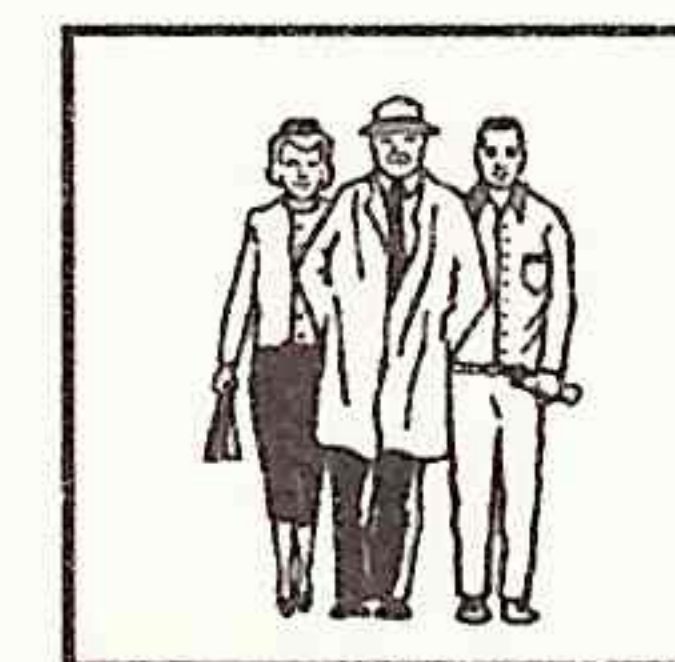
3. Bribe or Move Cops. Resolve Raids.



4. Move or recruit pieces.



5. Pay for recruits.



6. Payoffs: collect Extortion & Organized Crime.



7. Declare and resolve Shootouts. Remove Public in same space with criminals.

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