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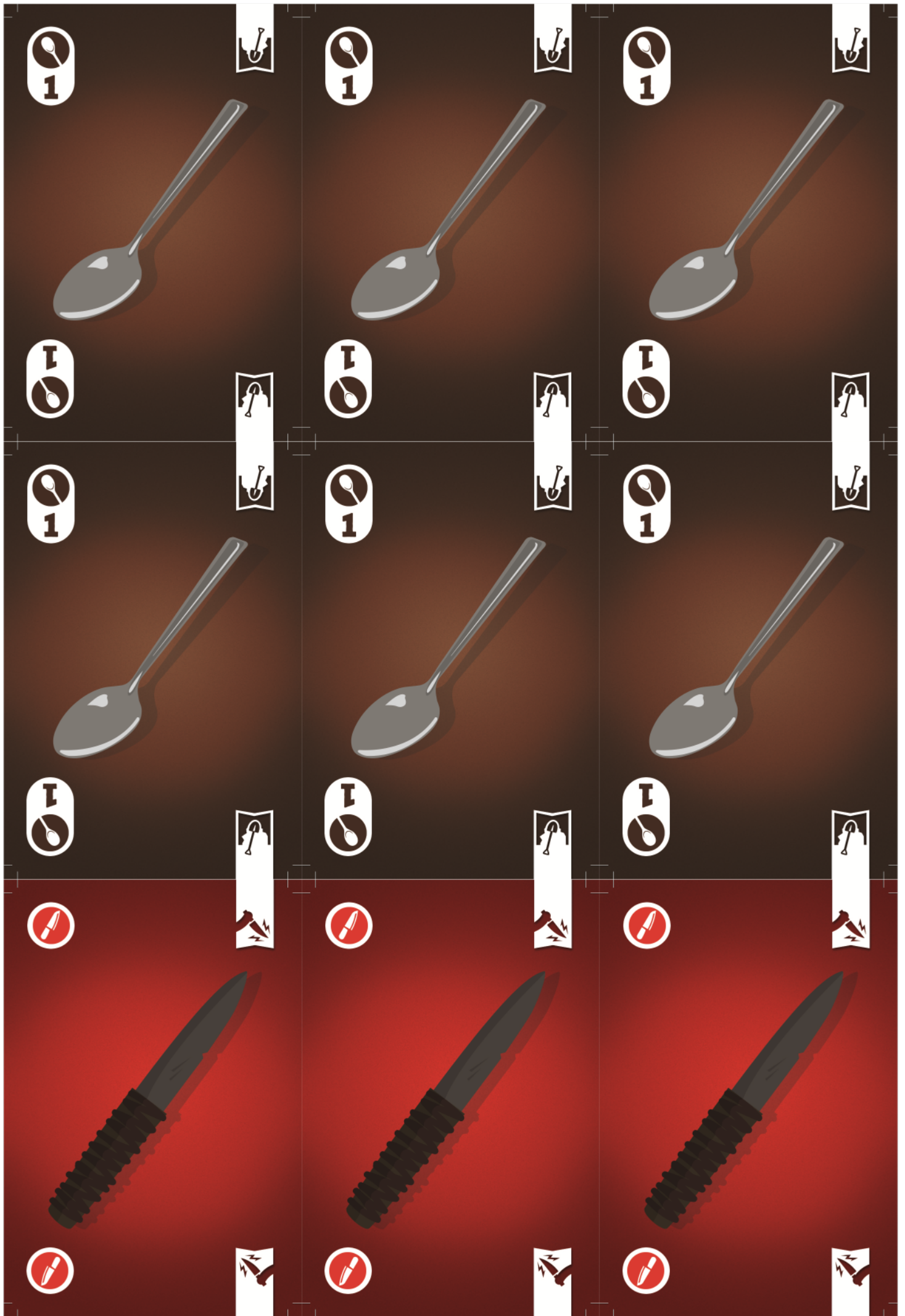
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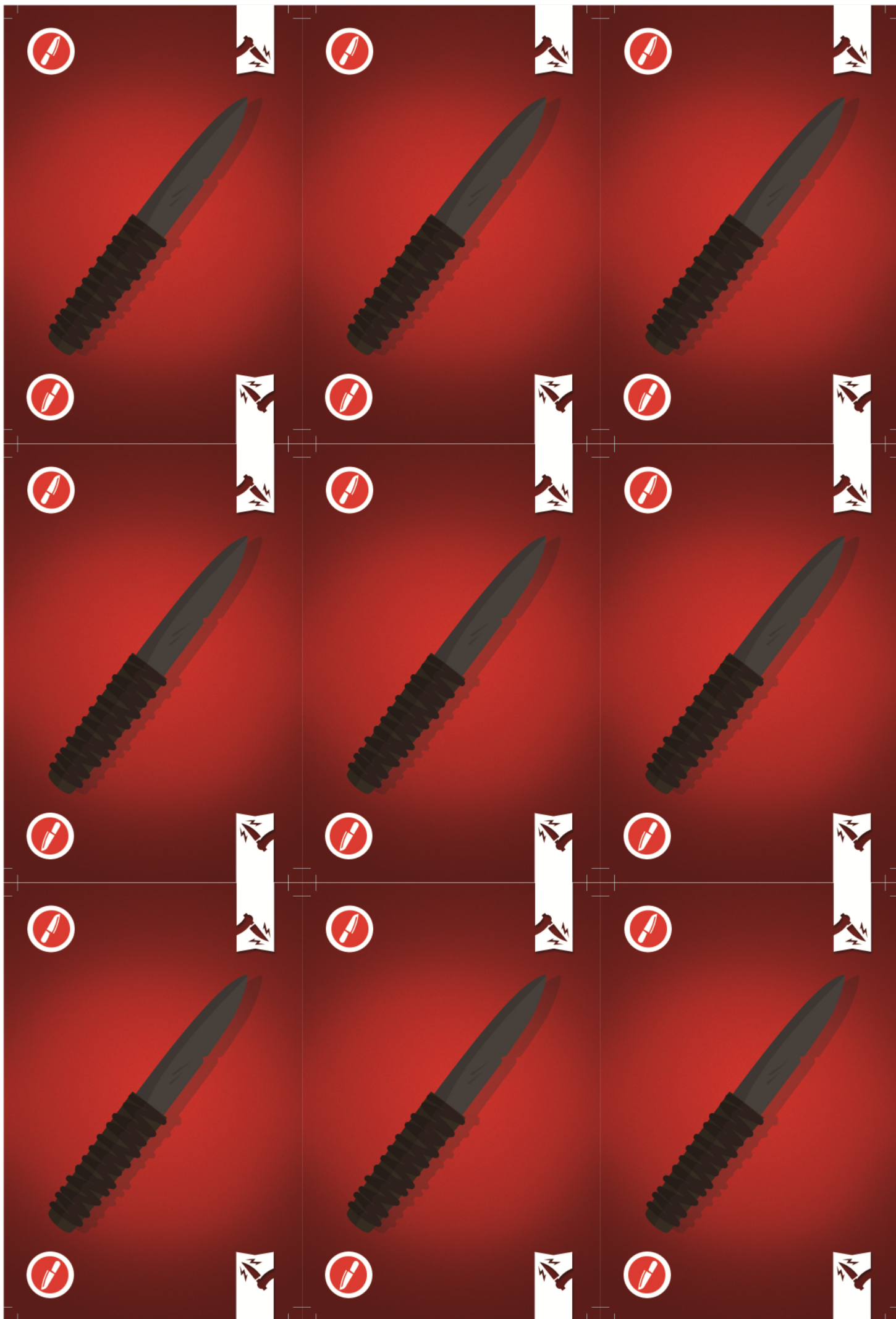
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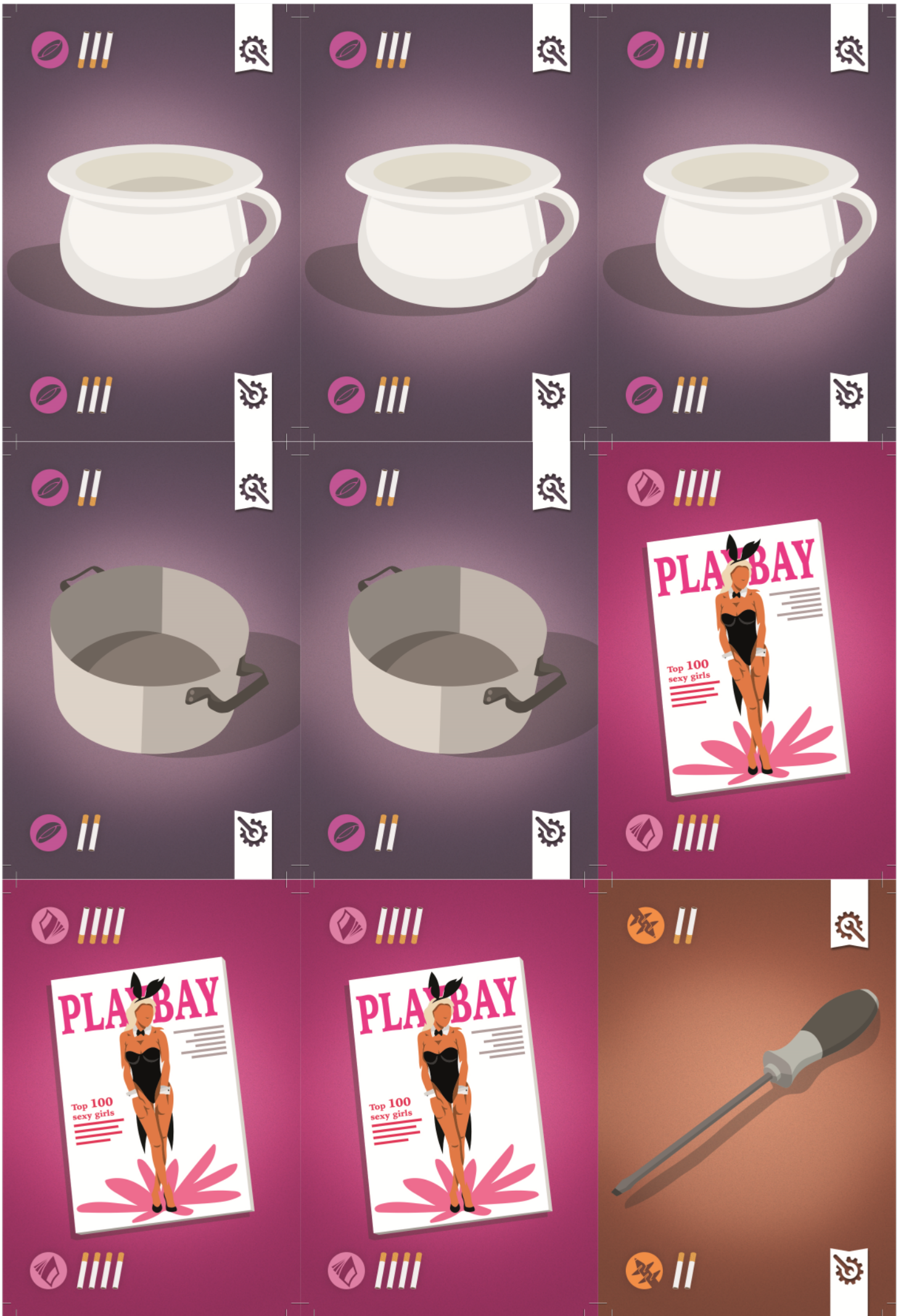
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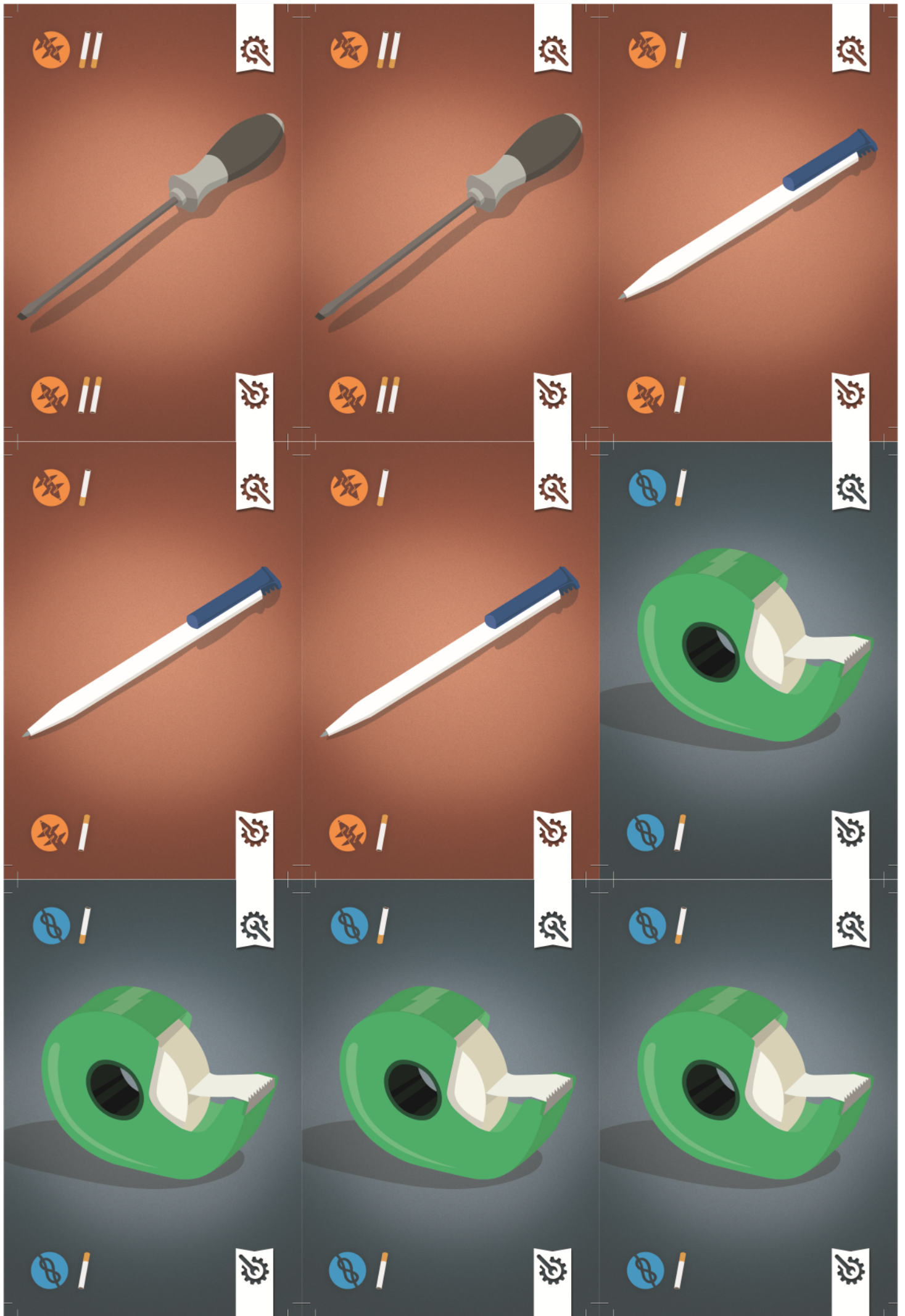
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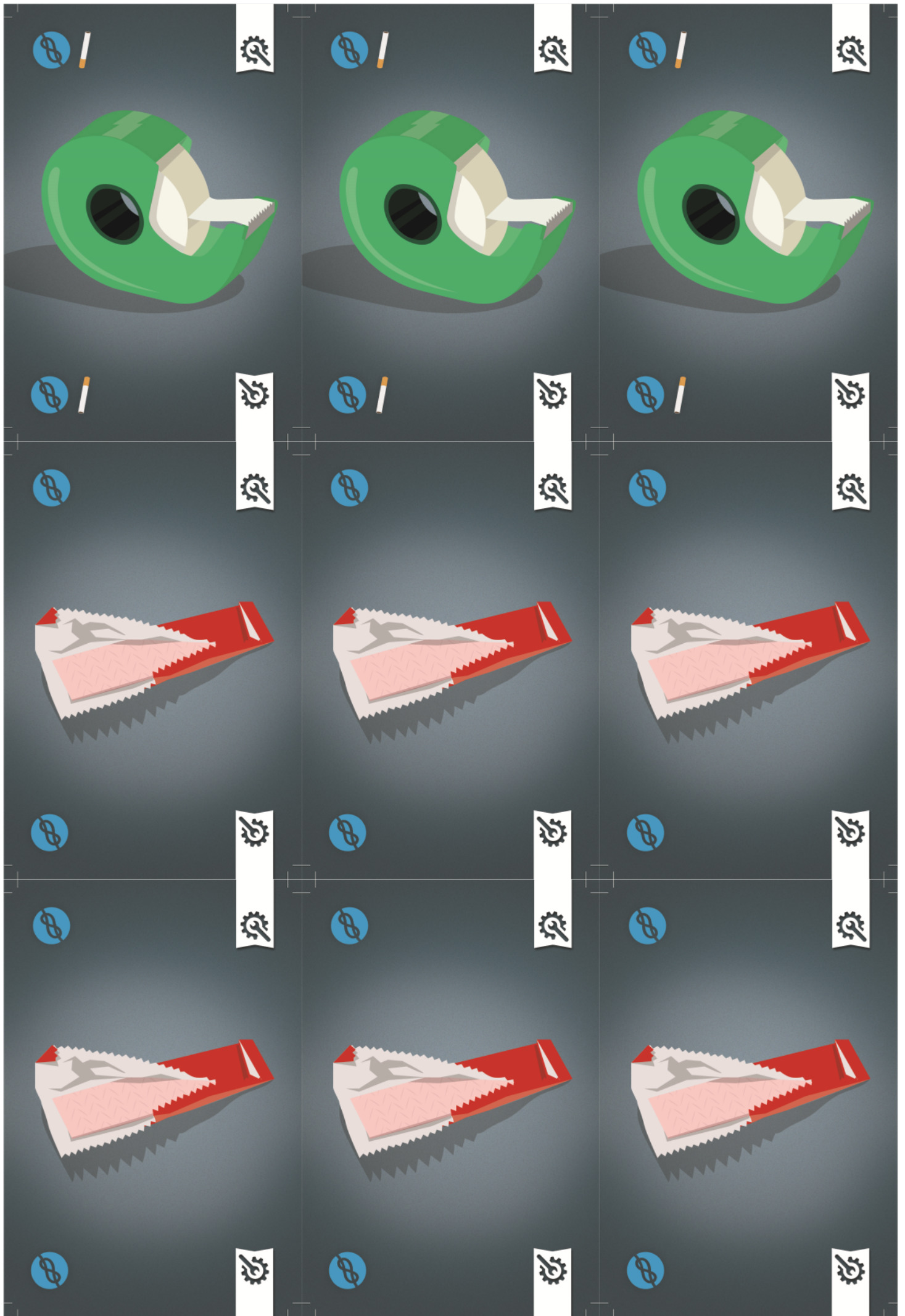
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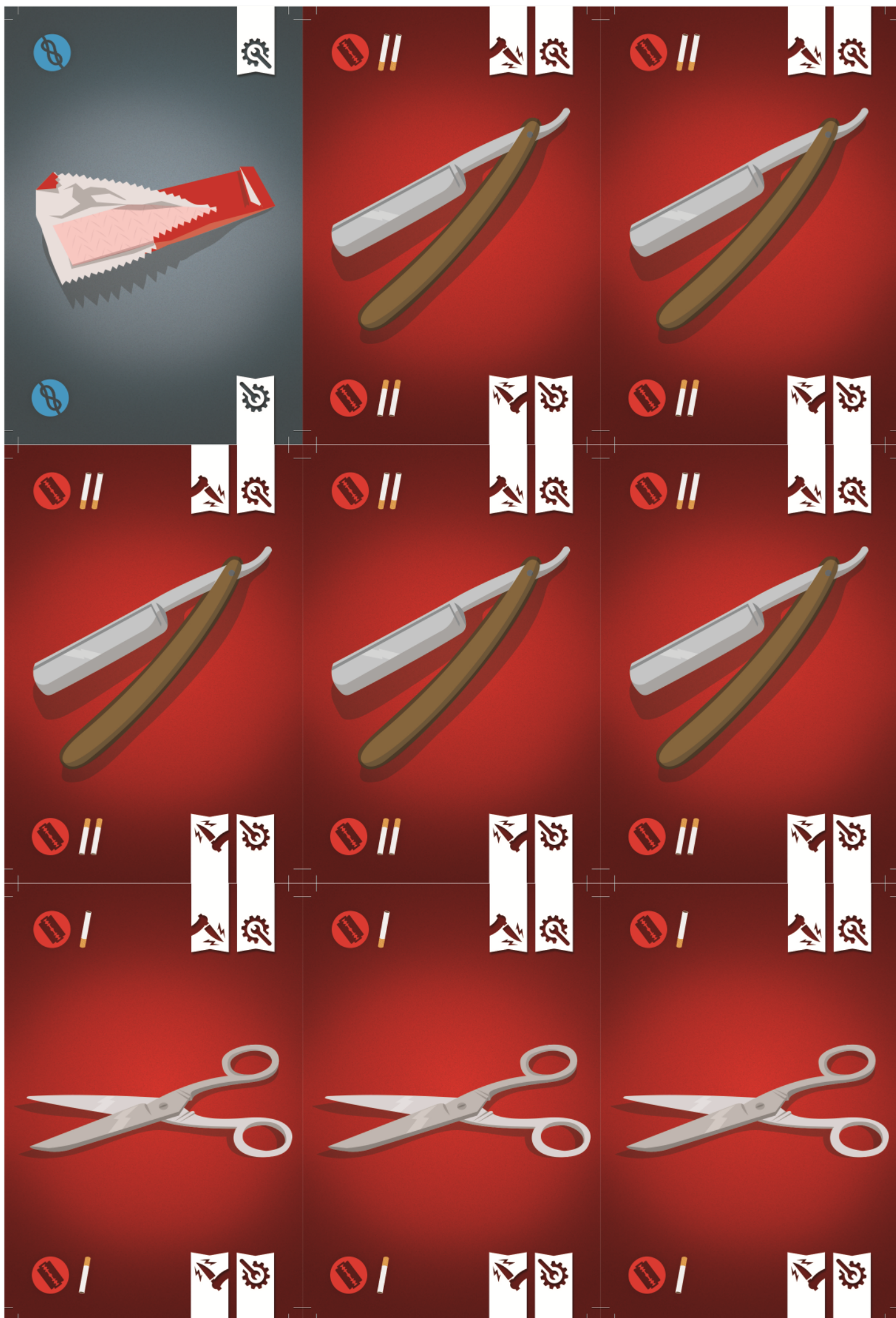
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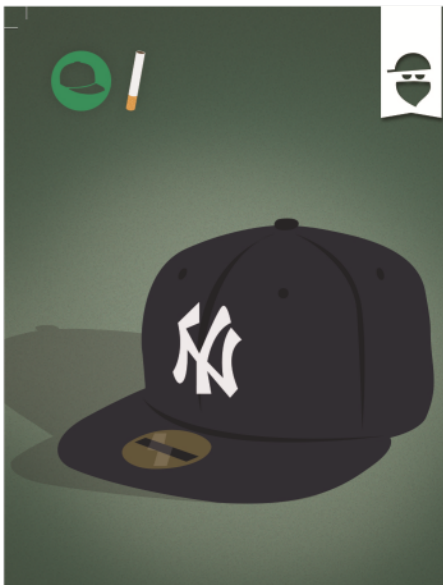
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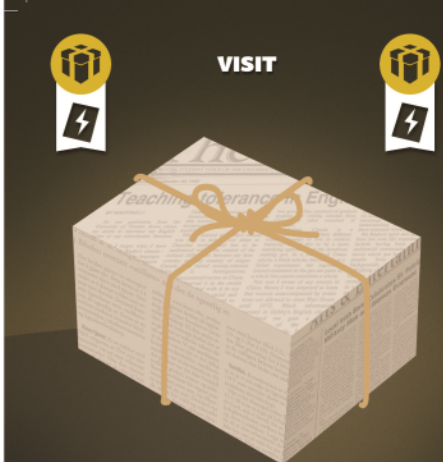
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 + 
Draw 3 Search cards and gain 3 Cigarette tokens.



Exchange 2 standees' location on the board.

 + 
Draw 3 Search cards and gain 3 Cigarette tokens.

 + 
Draw 3 Search cards and gain 3 Cigarette tokens.

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TRANSFER



Exchange 2 standees' location on the board.



BODY SEARCH



Randomly pick then discard 2 cards from the hand of a player of your choice.



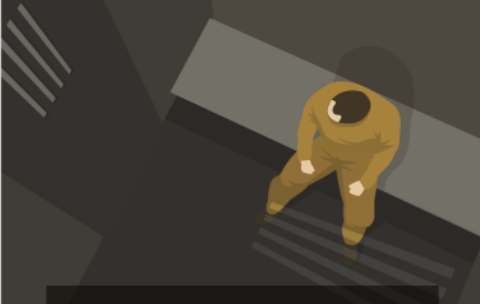
BODY SEARCH



Randomly pick then discard 2 cards from the hand of a player of your choice.



SOLITARY CONFINEMENT

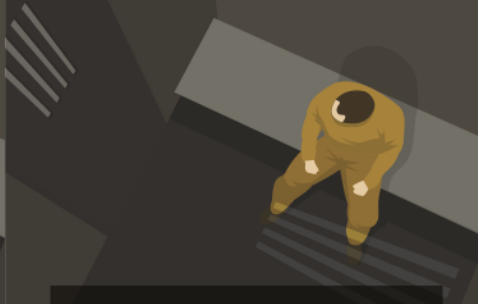


Move target player's standee to the **Solitary confinement Place**.

A player beginning their turn in the Solitary confinement can only perform one action.



SOLITARY CONFINEMENT



Move target player's standee to the **Solitary confinement Place**.

A player beginning their turn in the Solitary confinement can only perform one action.



KEYS



Move to a **Place** of your choice on the board.



KEYS



Move to a **Place** of your choice on the board.

"GET OUT OF HERE!"

At your turn,
move each standee (except your own) to the **Place** of your choice (but not to the **Solitary confinement**).

BIKERS

Move also your own standee to the **Place** of your choice.

They always said you have a sharp tongue. Anyway, your threats always managed to make people move.

"TOO FAST FOR YOU?"

At your turn,
play a 3rd action.

BIKERS

Play a 4th action.

You worked as a professional driver during heists. Always ready to get out, chases didn't last long when you were behind the wheel.

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CREW 2/○○○

CREW 2/○○○

CREW 2/○○○

At the end of your turn,

if you don't have any **Cigarettes**,
gain 2 **Cigarettes**, otherwise gain 1.

When you sell,

every card sold yields
an additional **Cigarette**.

When you move,

if the die's score is even,
gain 2 **Cigarettes**.

Cartel 2/○○○

Cartel 2/○○○

Cartel 2/○○○

When you win a combat,

the defeated player receives
2 **Beatings**.

When you extort a player,

you can target a player on another
Place adjacent to yours.

During any extortion,

once per extortion,
you can use any one card in your
hand as a **Weapon** card.

БЯДТВД 2/○○○

БЯДТВД 2/○○○

БЯДТВД 2/○○○

During other players' turn,

you can't be targeted
by **Action** cards.

When you loose a combat,

draw 2  **Knife** cards
after the **combat**.

When a player extorts you,

they must play 2 **Weapon** cards
instead of 1 to **intimidate** you.

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BIKERS 2/



BIKERS 2/



BIKERS 2/



During your turn, as 1 Action :

you can spend 2 Cigarettes to move to the Place of your choice without rolling the die.

When you move,

you can reroll the die once ; the second result must be apply.

During your turn, as 1 Action :

you can move to an adjacent Place without rolling the die.

" DON'T THINK ABOUT SAYING NO TO ME. "

When you extort a Pick,

the targeted player must cooperate if they have a Pick in hand.

" IT'S MINE NOW, THANK YOU VERY MUCH. "

When another player buy,

take the Cigarette tokens spent.

" THIS IS MY SHARE. "

When another player sell,

you win as much Cigarettes as the sold cards total value.

Cartel

If you extort a Shovel, they must also cooperate if they have a Shovel in hand.

CREW

Instead of the Cigarettes, you can take the purchased items.

CREW

The player selling only gains one Cigarette per card sold.

When you were running an entire cartel, you learned to inspire dread. You can intimidate anybody with only one glance.

You never liked to work. In the corner, you always preferred to live on somebody else profits.

In the street, you had a part in every businesses. You used to gratefully offer your "protection" to any promising venture in the neighborhood.

" YOU REALLY BELIEVE IT WILL DO? "

Before a combat,

draw 2 Knife cards.

" IT'S EVERYTHING YOU'VE GOT? "

After loosing a combat,

you don't receive any Beating.

" I WILL CUT YOU WITH YOUR OWN BLADE! "

Before a combat in which

you are the defender,

the attacker must give you a Weapon card from their hand, or loose the combat.

Cartel

Draw 2 additional Knife cards.

БЯДТВД

The winner doesn't take a card from your hand.

БЯДТВД

If you win the combat, draw 3 Knife cards.

You always had many enemies. If you survived this long, it's because you're keeping yourself always loaded.

Underground fighting champion, you practiced sustaining crowbar's hits. Nobody ever managed to knock you out.

One day your father threatened you with a knife. Minutes later, he was lying at your feet, his own blade in his guts.

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