



# PINCHED MOBSTER



*When a friendly model takes damage from an attack, place an Event marker in contact with it. A model may Manipulate the marker to move it 4".*

Score when the marker is inside your Deployment Zone.

*When scored, gain \$100 Black Money.*



A friendly model with the Criminal trait immediately recovers from KO.



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*Before removing an enemy model as a Casualty, the opponent must place 2 of their friendly Suspects within 4" ignoring the minimum distance between markers.*

Score when both of these Suspects are no longer in play.

*When scored, gain \$100 Black Money.*



When revealing an enemy Suspect, choose another enemy Suspect or friendly marker, and move it 4".

SPRING CLEANING

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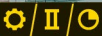
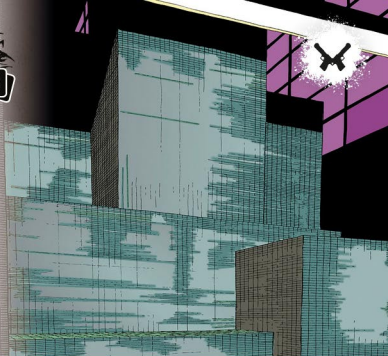


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SPRING CLEANING



# RECOVERING THE JUICE



*Target a friendly model (may not be the Boss).*

That model reveals an enemy Suspect and is still in the gaming area.

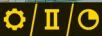
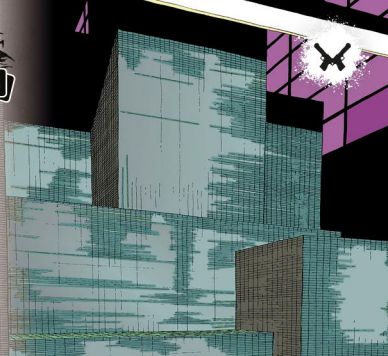
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When placing a friendly Suspect you may instead choose to place it in contact with another friendly model.



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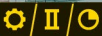
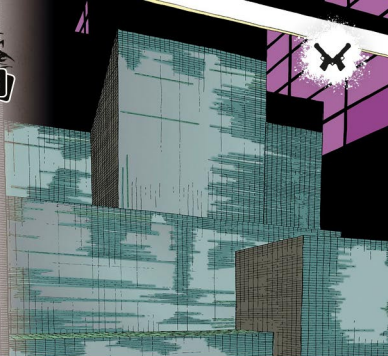


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When placing a friendly Suspect you may instead choose to place it in contact with another friendly model.




*Play when a friendly model reveals an enemy Suspect.*

Score when that friendly model places a Suspect within 4" of a friendly Boss.

*When scored, gain \$100 Black Money.*



When an active friendly model (not the Boss) stays within 4" of the friendly Boss, remove up to 4 friendly Suspects within 6" of that friendly Boss to either remove Damage markers or add  markers equal to the friendly Suspects removed.

# PAYING TRIBUTE




*Play when a friendly model reveals an enemy Suspect.*

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# PAYING TRIBUTE



## MESSAGE JOB



An enemy model is removed as a Casualty.

*When scored, gain \$100 Black Money.*



Target enemy model suffers -1 Defense this attack action.



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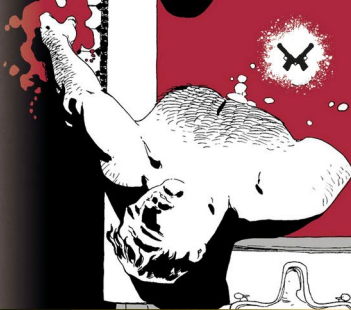


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Target enemy model suffers -1 Defense this attack action.



# KILLING THE RAT



*Play when an enemy model places a Suspect. Until the end of the Round, that Suspect is also a Rat marker.*

You have more friendly models than enemy models (not KO) within 6" of the Rat, or your opponent has removed this marker.

*When scored, gain \$100 Black Money.*



Immediately when a friendly model suffers damage, another friendly model within 4" suffers that damage instead.



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# THE PROGRAM



**!** **III** **◇** *When an enemy model reveals a Suspect, mark it in some way.*

Score when that model is removed as a Casualty.

*When scored, gain \$100 Black Money.*

**⚡ 2** During a friendly model's activation, remove a friendly Suspect and move an enemy model 4".

# THE PROGRAM



*When an enemy model reveals a Suspect, mark it in some way.*

Score when that model is removed as a Casualty.

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**2** During a friendly model's activation, remove a friendly Suspect and move an enemy model 4".

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## SHAKEDOWN



An enemy model suffers KO and is within 6" of 3 Suspects.

*When scored, gain \$100 Black Money.*



When an enemy model suffers damage, another enemy model within 6" of it suffers the Scared effect.

2

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*When scored, gain \$100 Black Money.*



When an enemy model suffers damage, another enemy model within 6" of it suffers the Scared effect.

# Black Market




The Organized Crime Objective cards give you **Black Money** when scored. During a friendly model's activation that is affected by the Inspire rule, you can spend **Black Money** from your scored pile to purchase **Black Market Equipment** for it (to track it, simply place the "spent" **Black Money** Objective cards in a different pile, they are still considered scored).

You can only have up to 1 of each of these Equipment options at the same time in play, and each model may have up to 1.

# Black Market Equipment



- 1. Legal Protection \$200:** This model ignores the Arrest trait.
- 2. Night Nurse \$100:** At the end of this model's activation remove 1 damage marker.
- 3. Extra Magazine \$200:** Gain 1 extra Ammo magazine.
- 4. Blackmail \$100:** When this model activates, an enemy model within 8" and LoS suffers Enervating 1.
- 5. I'm not paying you to sit around \$200:** At the start of this model's activation it gain a  2 and 1 free effort.
- 6. Street Protection \$200:** When this model is targeted by a Ranged attack, reduce the attack dice by 1.
- 7. I'll Double It \$200:** If this model does not have Audacity, it may perform an additional action. It may not be an action it has already performed this turn.
- 8. Priorities \$100:** During this model's activation, you may discard an Objective card.