

## **CRIME LORDS** Sequence of Play

Play goes around the table in a counterclockwise manner. On your turn:

- 1. Collect income from your Rackets.**
- 2. Pay off the Crooks in your Mob.**
- 3. Draw card(s).** Keep any Special Cards, and place all other cards face-up in the uncontrolled area. Draw until there are 4 cards in the uncontrolled area.
- 4. Take as many “actions” as you wish and can pay for with Action Tokens.**
- 5. Place new Action Tokens.**

### **Actions**

**Regular Actions:** (All of these require spending an Action Token): Try to recruit a Crook; Try to take over a Racket; Try to hit a Crook; Move a Crook; Give a Crook away.

**Free Actions:** Drop a Crook.

**Passing:** A player may choose to take no actions of any sort and collect 10 Gs instead.

Giving away Gs, Rackets, or Special cards does not count as an Action; and can be done at any time. When it is not your turn you can give a Crook away (it costs his Action Token), but only to the player whose turn it is. You may not give away anything during an attack or a Gang War.

### **Unhappy Crooks**

Reaching 3 Unhappy markers makes a Crook leave immediately – to the uncontrolled area if unpaid, or to the discard pile if for other reasons.

**Add one Unhappy marker to a Crook if:**

- He doesn't get his full pay. (If he goes completely unpaid, he gets TWO markers.)
- He survives an attempted Hit that had at least a “2” chance of success.
- His superior, subordinate, or Boss is successfully Hit.
- He is demoted from Lieutenant.
- At the start of each turn when he has more Power than his superior.

**Remove one Unhappy marker from a Crook if:**

- He becomes a Lieutenant.
- He moves to another Mob.
- His Mob takes over a Racket that matches one of his Weaknesses.
- If you have a Racket that matches one of his Weaknesses, during your turn you can spend his Action Token to let him visit the Racket.

**Remove ALL Unhappy markers from a Crook if:**

He dies, is discarded, or goes uncontrolled.

He becomes Mob Boss.

### **Changing the Boss**

**Double-cross:** A Lieutenant makes an automatically successful Hit action on his Boss, and then himself becomes Boss. All other Mob members get an Unhappy marker.

**Retirement:** Pick a Lieutenant to become Boss and place the old Boss in the discard pile. The new Boss spends an Action to do this, and must pay 2 times the modified Power of the old Boss as a retirement present. Nobody gets an Unhappy marker.

### **Gang War**

If a Boss is Hit, whether successfully or unsuccessfully, a Gang War is triggered:

- The attacking player's turn ends and he retokens his Crooks (but not his Rackets).
- The attacked player retokens his Crooks (but not his Rackets).
- Starting with the attacked player, they alternate attempting one Hit at +5 Power, or declaring Pass. A player who has declared a Pass may still attempt a Hit later in the same Gang War. Attempting a Hit against a Boss does not trigger a new Gang War.
- Either involved player may bring an uninvolved player into the Gang War by making a Hit attempt against them. A player who is brought in may immediately retoken his Crooks (but not his Rackets).
- You may not claim victory during a Gang War.
- A Gang War ends if **all** involved players Pass in immediate succession. All players, whether involved or not, may now retoken their Crooks (but not Rackets). Normal play resumes with the next player after the one that triggered the Gang War.

### **Victory Conditions**

Control this number of Rackets at the end of any turn or Gang War:

	<i>Long game</i>	<i>Short game</i>
2 or 3 players . . . . .	14 . . . . .	11
4 players . . . . .	13 . . . . .	10
5 players . . . . .	12 . . . . .	9
6 players . . . . .	11 . . . . .	8
7 or 8 players . . . . .	9 . . . . .	7

If you have at least three Rackets of the same type and nobody else has any, then this counts as +1 to your total.

If you have at least four Rackets in the same district and no one else has more than one in that district, then this counts as +2 to your total.

# CRIME LORDS

## Attacks

Using two dice, the attacker must roll the final “success number” or less. **A roll of 11 or 12 is an automatic failure.**

### Try to Recruit a Crook:

- Announce the attacking Crook and target Crook. The attacking Crook must have greater Power than the target.
- Calculate basic chance – Target’s Resistance is subtracted from attacking Crook’s Power.
- Commit Gs – Players other than the attacker and defender may not commit more than 10 Gs.
- Showdown.
- Attacker can assist recruitment with the Power of **one** Crook below the attacking Crook.
- Defender can use the Power of the target Crook’s superior.
- Roll.
- Success: take the Crook and his subordinates.

Target is a Boss . . . Immune

Target is a Lieutenant . . . -10

Target is controlled by a Lieutenant . . . -5

Attacking Mob has more of the target Crook’s Weakness than defender . . . +4

Defending Mob has more of the target Crook’s Weakness than attacker . . . -4

Each Unhappy marker on the target . . . +2

Each G spent by attacker . . . +1

Each G spent by defender . . . -1

### Try to Take Over a Racket:

- Announce the attacking Crook and the target Racket.
- Defender can name a Crook as protector.
- Calculate basic chance – Target’s Resistance is subtracted from attacking Crook’s Power.
- Commit Gs – Players other than the attacker and defender may not commit more than 10 Gs.
- Showdown.
- Attacker can assist take over with the Power of **any** Crooks below the attacking Crook.
- Defender can use the Power of **any** Crooks below the protecting Crook.
- Roll.
- Success: take the Racket.

Each Racket attacker has of same *type* . . . +2

Each Racket attacker has in same *district* . . . +2

Each Racket defender has of same *type* . . . -2

Each Racket defender has in same *district* . . . -2

Each G spent by attacker . . . +1

Each G spent by defender . . . -1

### Try to Hit a Crook: (automatic success against a member of your own Mob)

- Announce the attacking Crook and the target Crook.
- Calculate basic chance – Target’s Power is subtracted from attacking Crook’s Power.
- Commit Gs – **The attacker only** may commit up to 5 Gs.
- Attacker can assist the hit with the Power of **one** subordinate Crook.
- Defender can spend his Action to “hide out.”
- Roll.
- Success: the target Crook goes to the discard pile, his superior and all his subordinates get 1 Unhappy marker, and his subordinates are reassigned. The Crook who led the attack gets +1 Power, or +2 if his Power was less than that of his victim (to a maximum of 6). If a Boss was successfully Hit, then **all** of his Crooks get 1 Unhappy marker.
- Failure: if the target Crook is part of a Mob, he gets 1 Unhappy marker if there was at least a final Hit chance of 2 or more.

If target is a Boss . . . -10

If target is not a Boss but does have at least one subordinate of his own . . . -5

For each Bodyguard the target has as a subordinate . . . -5

If target spends his Action to hide out . . . -3

Each G spent by attacker (maximum of 5 Gs) . . . +1

### Eliminating a Mob

If you make an opponent lose their last Crook, immediately take 1 of their Rackets, plus 1 extra for every Action token you spend. Any remaining Rackets go to the uncontrolled area.