

41

Pay Your Dues

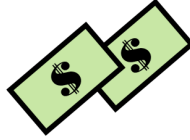


Pay \$1 before deploying any Mobster(s) adjacent to this site.

\$2!

28

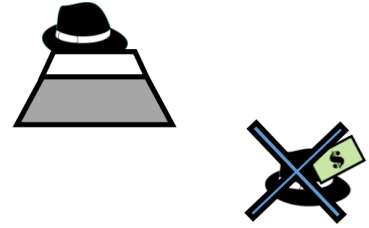
Quick Buck



Immediately take +\$2 from the bank

96

Taxes

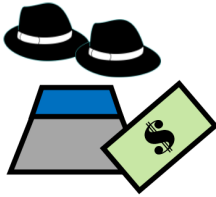


If any of your Mobsters are here during the Revenue step, pay \$1 to the Bank for every other Mobster deployed

\$!

25

Early Bird

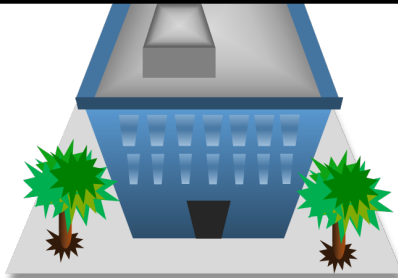


Immediately take revenue for your Mobsters on one site.

\$ 6

6

Gambling Den



Gain \$6 in the Revenue Step

\$ 3

5

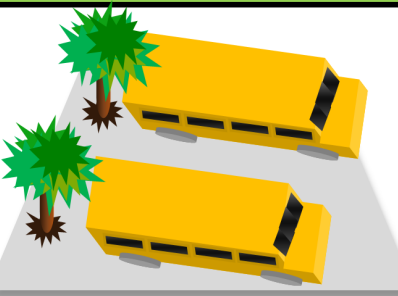
Pizzeria



Gain \$3 in the Revenue Step.

68

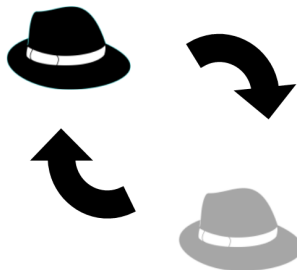
Mass Move



Move all Mobsters of one colour from one site to another.

61

Harlem Shuffle

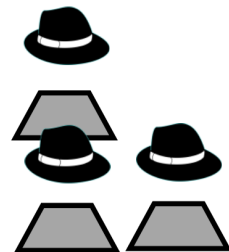


Swap the positions of one of your Mobsters with a rival's Mobster

\$5?

9

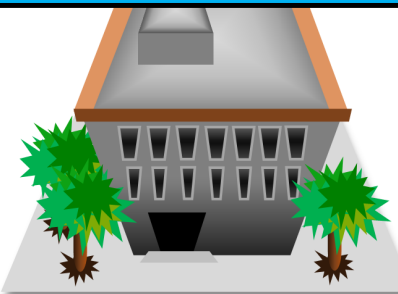
Work Together



Gain +\$5 if all your Mobsters are on sites which are orthogonally adjacent to each other.

\$? 14

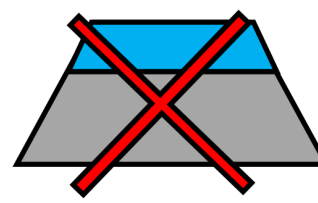
Band Wagon



Gain revenue equal to the site generating the most revenue in the city

73

Demolition



Remove one site from the city. Displaced Mobsters return to their Hideout.

67


Forced Retreat



Move all Mobsters of one colour from one site to another. You may start a Mob War on that site.

\$! 26

Early Collection



Immediately take revenue for your Mobsters on one site, then remove one of your Mobsters from that site.

\$ 1 1

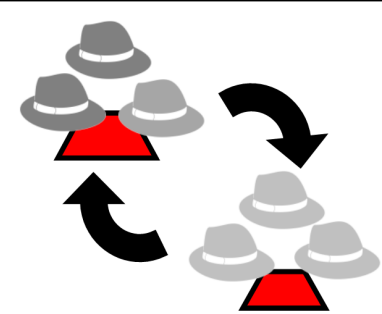
Chinese Laundry



Gain \$1 in the Revenue Step.

64

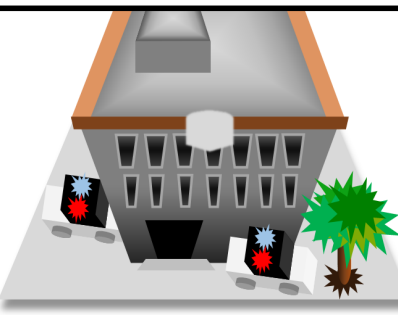
Shake Things Up



Swap all Mobsters on one site with all Mobsters on another. You may declare a Mob War on either site.

-\$3 93

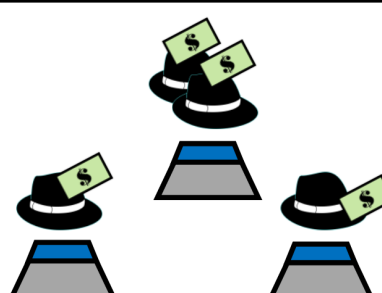
Police Precinct



If you have any Mobsters on this site during the Revenue step pay \$3 to the supply.

\$2x 16

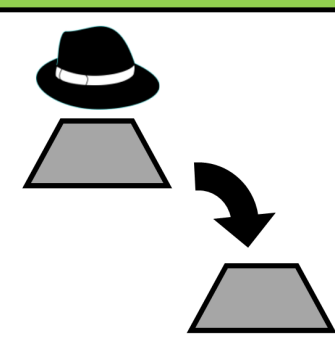
Scoop From the Top




Gain +\$2 for of your Mobsters on a revenue site

53


Move My Guy



Move one of your Mobsters to another protection site

\$1x!  24

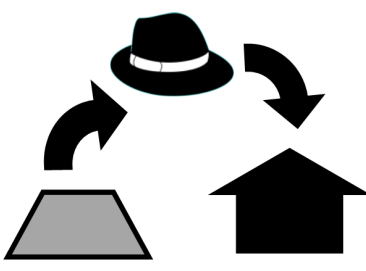
Inflation




Immediately take +\$1 from the bank for each Mobster (from any gang) deployed on this site

55

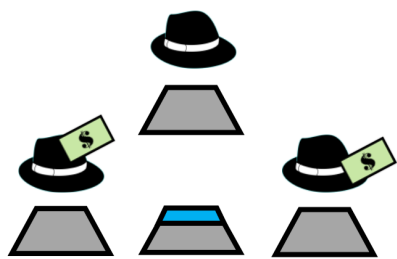
Buying Time



Send one of your Mobsters to your Hideout.

\$1x  10

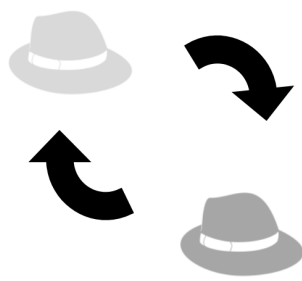
Work Close



Gain +\$1 revenue for each of your Mobster(s) adjacent to this site

60

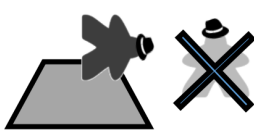
Fair Exchange



Swap the positions of any 2 Mobsters in the city.

52

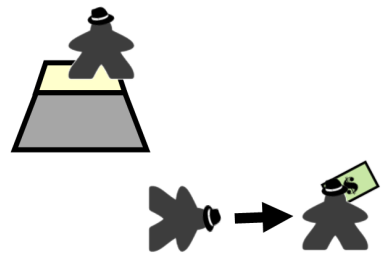
Lie Low



Declare a Mob War on any site. Do not remove any of your Mobsters that are lost, but lie them down.

46

All Stand Together



If you control this site, any of your Mobsters that are lying down stand up at the end of the round, before the revenue step.

\$ 2 3

Mom & Pop shop



Gain \$2 in the Revenue Step.

\$1x  15

Skim From the Top



Gain +\$1 for each of your Mobsters on a revenue site

76

Disaster Area



Send all Mobsters on one site to the Supply

75

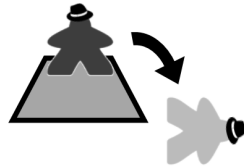
Road Closure



Turn one card 90°. No more Mobsters may be deployed there.

48

Muscle Aside



Replace any Mobster on their back with one of your deployed Mobsters. The Mobster replaced is sent to the supply.

2

\$ 4

Running the Numbers

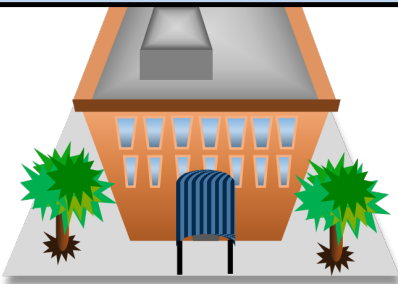


Gain \$4 in the Revenue Step

\$ 5

4

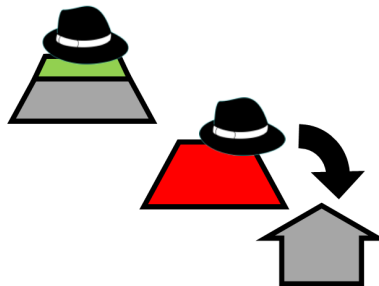
Speakeasy



Gain \$5 in the Revenue Step

70

Hard to Kill



If you control this site then if you lose any Mobsters in a Mob War they are returned to your hideout.

\$1x

19

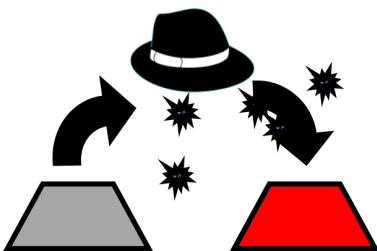
Not About the \$



Gain +\$1 for each non-Revenue (non-blue) site you control

35

Reinforcements

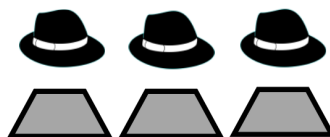


If you control this site then if a Mob War is declared you may add Mobster(s) from any one site.

\$4?

7

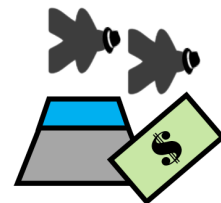
Line Up



Gain +\$4 if you have Mobsters deployed on 3 sites in a line (vertical, horizontal or diagonal). You do not need to control those sites.

50

Early Advantage




Immediately claim revenue from one site you control, then lie your Mobsters down. Mobsters lying down do not collect Revenue at the end of the round.

27

\$!

Growing the Gang




Immediately take \$1 from the supply for each Mobster (from any gang) deployed on this site.

2

\$ 4

Running the Numbers

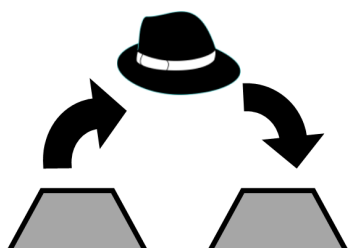


Gain \$4 in the Revenue Step

DUPLICATE CARD

65

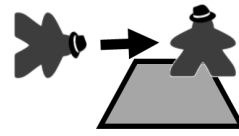
Move Aside



Move one Mobster from one site to an adjacent site.

47

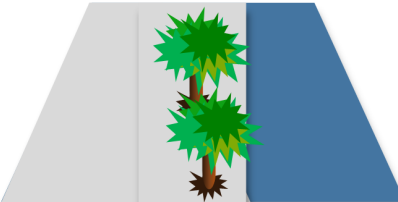
Stand & Fall



Stand up any number of Mobsters on a single site. You may declare a Mob War on that site.


78

The Accountant

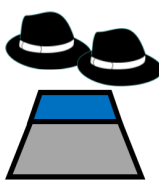


If the Accountant controls any site alone, then any revenue earned from that site is doubled.

18

\$2x 

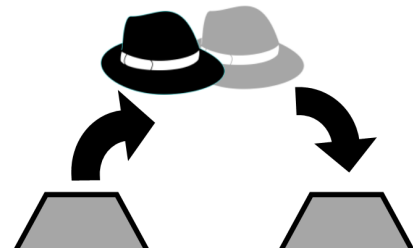
Bonus Earnings



Gain +\$2 for each Revenue site you control


66

Move Over

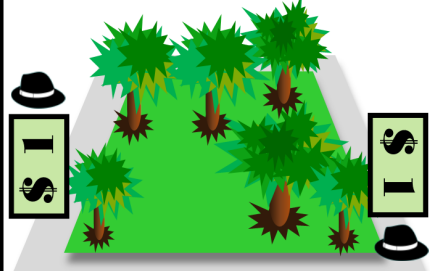


Move any Mobster(s) from one site to an adjacent site.


37

\$ 1 


Good Neighbourhood



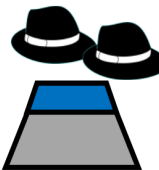
Mobsters deployed adjacent to this site gain +\$1

\$ 1 

17

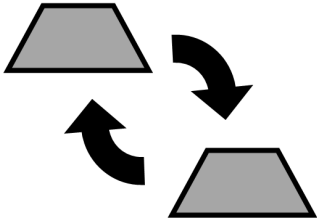
\$1x 

Additional Earnings



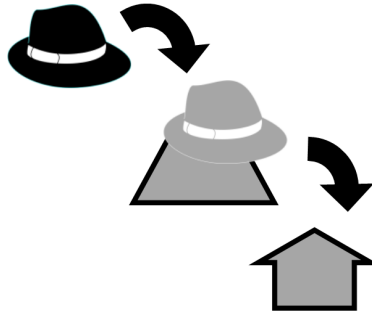
Gain +\$1 for each Revenue site you control

72

There Goes the 'hood

Swap the position of any 2 sites in the city. Any deployed Mobsters remain in the same position.

69

Muscle Aside

Send an opponents Mobsters to their Hideout.

\$ 1

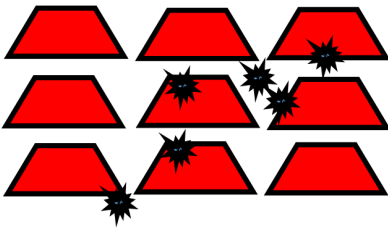
1

Chinese Laundry

Gain \$1 in the Revenue Step.

DUPLICATE CARD

31

All Out War

Start a war (if possible) on any site(s) you choose.

\$ 5

4

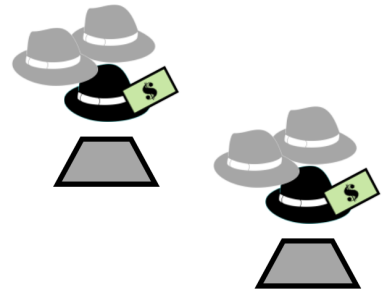
Speakeasy

Gain \$5 in the Revenue Step

DUPLICATE CARD

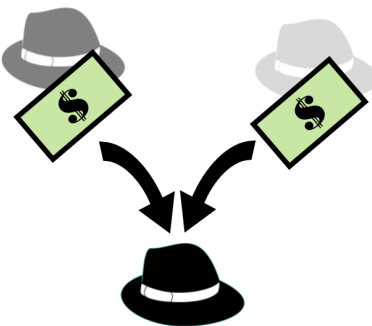
\$1x!

29

Opportune Earnings

Immediately take +\$1 for each of your Mobsters deployed on sites they do not control

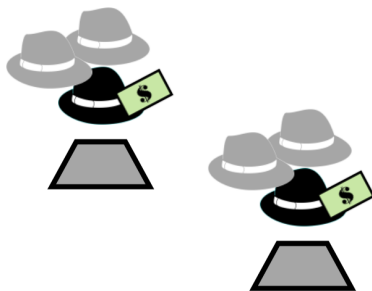
92

Daylight Robbery

Immediately take \$1 from each rival

\$1x!

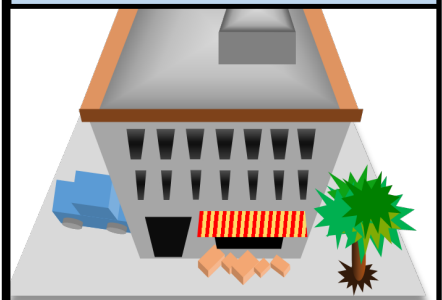
20

Don't Mind Us

Gain +\$1 for each Mobster you have on a site that you do not control


\$ 2

3

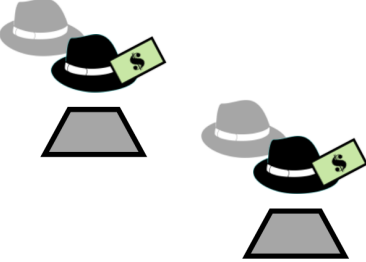
Mom & Pop shop

Gain \$2 in the Revenue Step.

DUPLICATE CARD

\$1x  8

Hide in the Shadows



Gain +\$1 revenue for each Mobster located on a site with Mobsters from a rival gang

\$1x  13

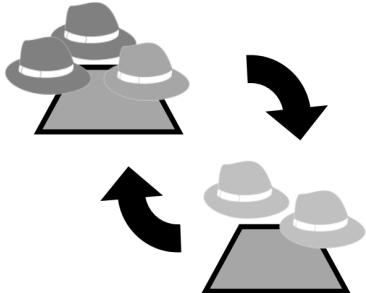
My City My Rules



Gain +\$1 revenue for every revenue generating site in the city

71

Redevelop



Swap the position of any 2 sites in the city. Any deployed Mobsters, are also moved.

\$ 6 6

Gambling Den

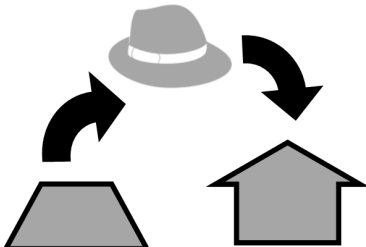


Gain \$6 in the Revenue Step


DUPLICATE CARD

56

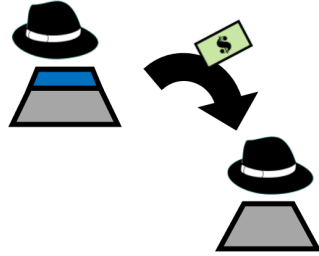
This town ain't big enough



Send an opponents Mobsters to their Hideout.

\$1!  23

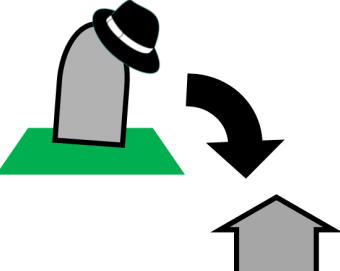
Increasing Returns




Take +\$1 from the bank every time you deploy a Mobster (if you control this site)

87

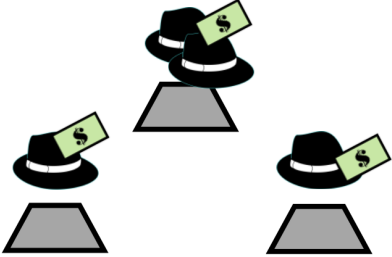
Made Man



Return 1 Mobster from the Supply to your Hideout

\$1x!  30

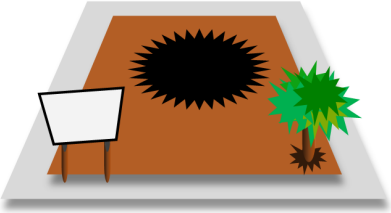
Spread Thin



Immediately take +\$1 for each site you have Mobsters on

88

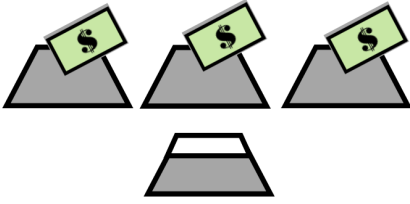
Whack-a-mole



Send a deployed Mobster to the supply.

83

Northern Exposure



Any of your Mobsters placed north of here, earn +\$1

34

St Valentines



Start a war on any site and remove all Mobsters involved.

45

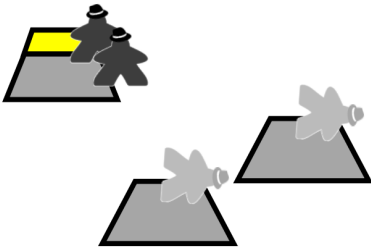
Stand Up Man



If you control this site, you may stand up Mobster(s) instead of deploying Mobster(s).

51

All Fall Down



Lie down as many Mobsters as you have deployed on this site.

22

\$1x



All Friends Here



Gain +\$1 for each rival Mobster on 1 site you control

5

\$ 3

Pizzeria



Gain \$3 in the Revenue Step.

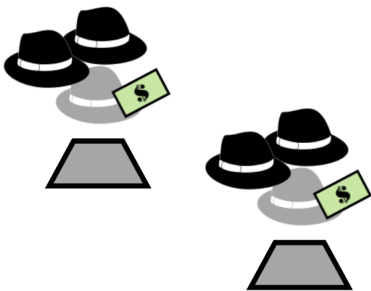
DUPLICATE CARD

21

\$1x



Stick Around



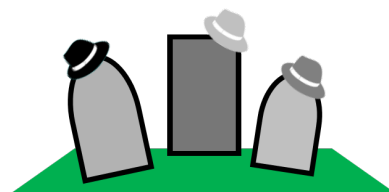
Gain +\$1 for each rival Mobster on any site you control

11

\$1x



Blood Money



Gain +\$1 for each Mobster in the supply (killed)

2

\$ 4

Running the Numbers



Gain \$4 in the Revenue Step

DUPLICATE CARD


\$ 6 6

Gambling Den

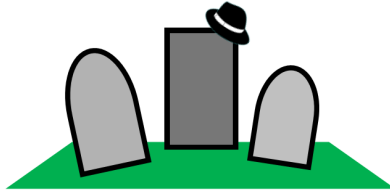


Gain \$6 in the Revenue Step

DUPLICATE CARD

\$2x  12

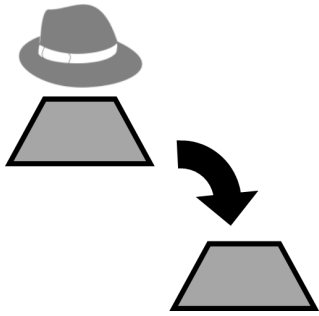
Blood Donors



Gain +\$2 for each of your Mobsters in the supply (killed)

54

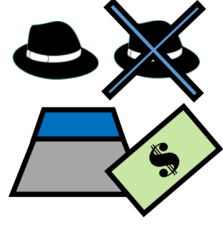
Move Your Guy



Move an opponents Mobsters to another site

\$! 26

Early Collection





Immediately take revenue for your Mobsters on one site, then remove one of your Mobsters from that site.

DUPLICATE CARD

84

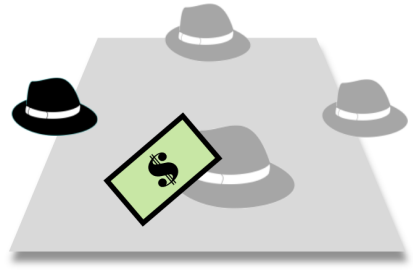
Exert Influence

Any of your Mobsters adjacent to this space earn +\$1

43

Numerical Advantage



When deploying Mobsters adjacent to this site, pay \$1 to the player(s) with the most Mobsters adjacent to this site

\$1x  22

All Friends Here

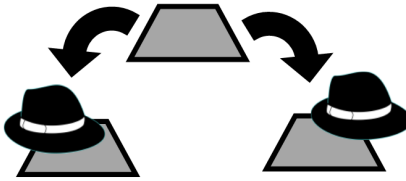


Gain +\$1 for each rival Mobster on 1 site you control

DUPLICATE CARD

58

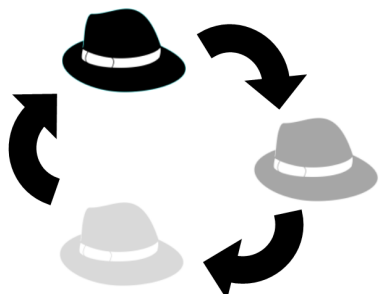
Relocate Assets



Move 1 or 2 of your Mobsters from one site. They must move to different sites.

62

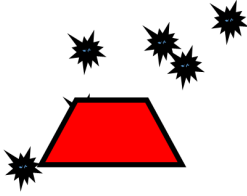
Triple Cross



Swap positions of three Mobsters

32

Mob War



Start a war on any site whether your Mobsters are involved or not.

\$ 3

5

Pizzeria



Gain \$3 in the Revenue Step.

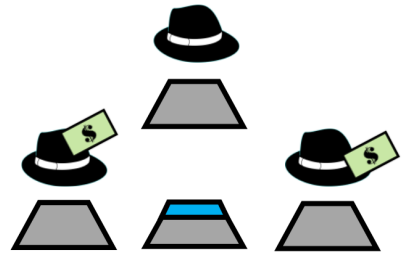
DUPLICATE CARD

\$1x



10

Work Close



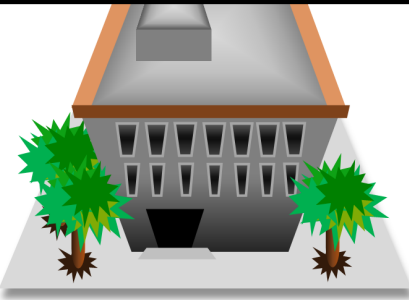
Gain +\$1 revenue for each of your Mobster(s) adjacent to this site

DUPLICATE CARD

\$?

14

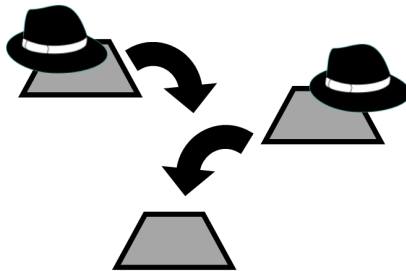
Band Wagon



Gain revenue equal to the site generating the most revenue in the city

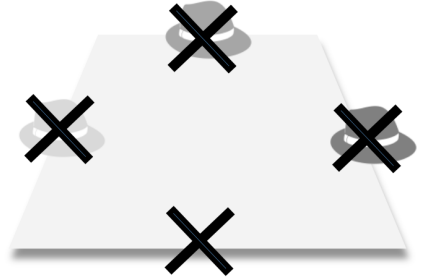
DUPLICATE CARD

Merge Assets



Move 1 or 2 of your Mobsters to another site. They can come from different sites.

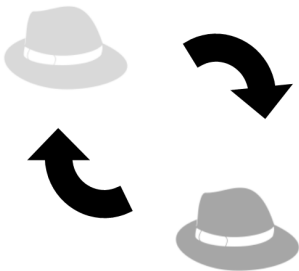
Out of Control



Your rivals may not deploy their next Mobster(s) adjacent to this site

59

Unfair Exchange



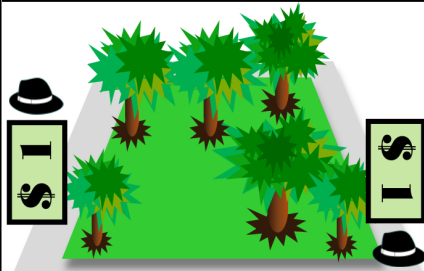
Swap the positions of any 2 Mobsters in the city. You may declare a war on either or both sites.

\$ 1



37

Good Neighbourhood



Mobsters deployed adjacent to this site gain +\$1

\$ 1



\$ 2

3

Mom & Pop shop



Gain \$2 in the Revenue Step.

DUPLICATE CARD

33

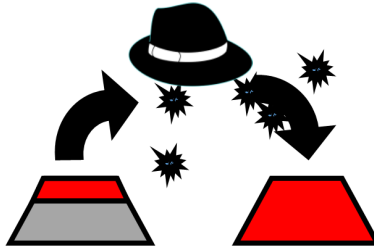
Pick Your Battles



Start a war on a site. After the war replace all your Mobsters that were lost.

36

Flying Squad

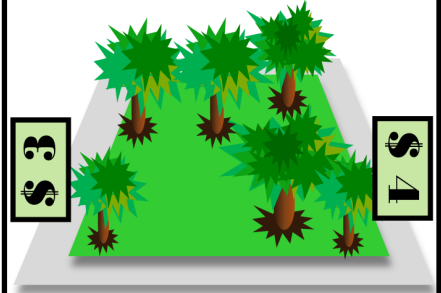


If a Mob War is declared you may add Mobster(s) from this site.

38

\$ 1

Central Park



Sites adjacent to this site yields additional revenue as shown on the card

\$ 2

39

No Go Area



No Mobsters may be deployed adjacent to this site alone. You must deploy at least 2 Mobsters.

\$ 0

40

Vacant Lot

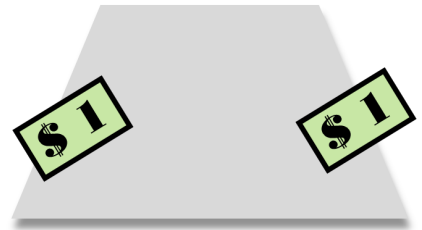


Mobsters deployed adjacent to this site alone earn no revenue

\$ 0

42

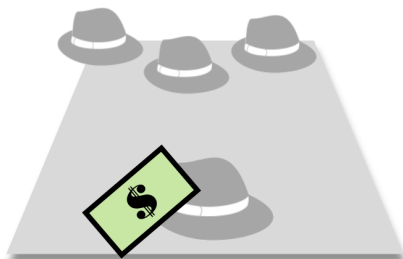
Costly Expense



Pay \$1 before deploying your first Mobster on any site adjacent to this site.

44

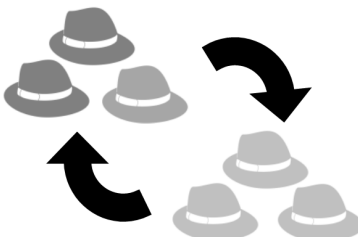
Early Worm



When deploying Mobsters adjacent to this site, pay \$1 to each player with at least 3 Mobsters adjacent to this site.

63

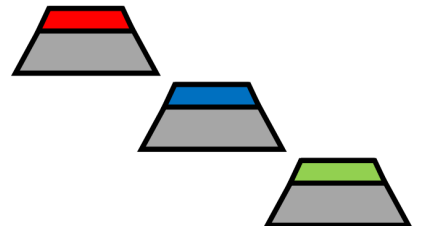
Switcheroo



Swap all Mobsters on one site with all Mobsters on another.

74

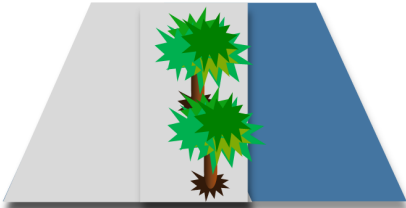
Construction Project



Shuffle the deck of city cards. Replace one unoccupied site in the city with one of the top 3 cards.

77

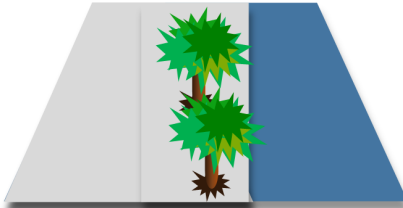
The Loner



No further Mobsters of any colour can be deployed directly to a site upon which the Loner has been deployed.

79

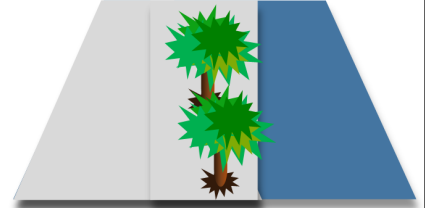
The Hitman



The Hitman counts for 2 Mobsters when assessing control of a site. Other players must remove one Mobster before a Mob War begins.

80

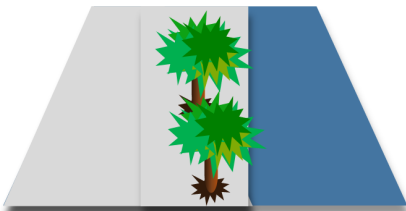
The Cleaner



The Cleaner counts for 2 Mobsters. The Cleaner cannot be deployed with allied Mobsters, and allied Mobsters cannot be deployed with the Cleaner.

81

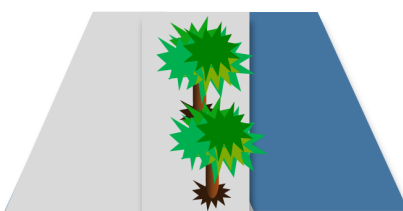
The Hired Gun



The Hired Gun may join a Mob War on an adjacent site, and may retreat to an adjacent site, if a Mob War breaks out on a site where it is deployed.

82

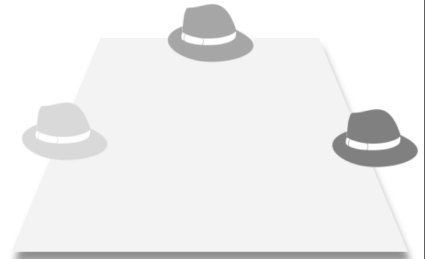
The Survivor



If a Mob War including the Survivor removes all Mobsters from a site, then the Survivor is immediately returned to the site.

86

Control Turf



Your rivals must deploy their next Mobster(s) adjacent to this site

89

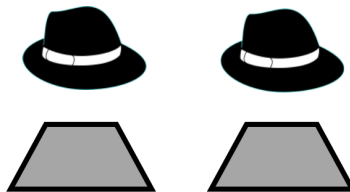
Double Duty



Next time you deploy Mobster(s) you may take the associated action twice

90

Mob Handed



When you next deploy Mobster(s) you may deploy to a second site. If you control those sites you may take both actions.

91

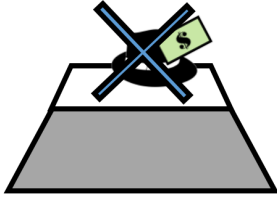
\$2!

Steal



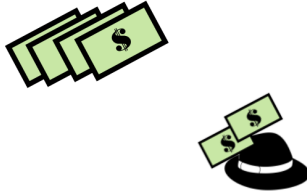
Immediately take \$2 from any rival

Bail Money



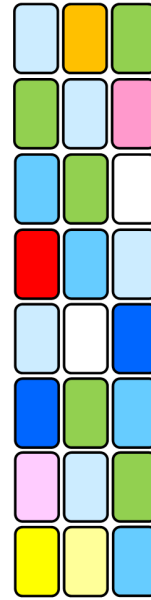
During the Revenue step, pay \$1 to the bank for every one of your Mobsters on this site

Corrupt Mayor



If you control this site during the revenue step, pay \$4 to the Bank. All your other deployed Mobsters earn +\$2

Protection Racket City Building



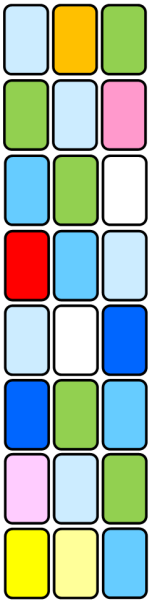
2 player

Choose 3 different rows shown on this table, and take the corresponding coloured cards from the deck. Shuffle and deal out in a 3x3 grid.

3 or 4 player

In the case of a 3 or 4-player game, take 4 rows of 3 to make a grid of 4 x 3 (12) cards.

Protection Racket City Building



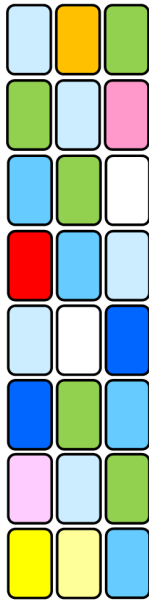
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Protection Racket City Building



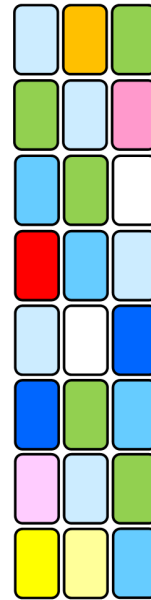
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Protection Racket Player Aid

	Colour	#	Card Affect
A	lightblue	6	Revenue at end of round
B	blue	16	Conditional revenue at end of round
C	darkblue	8	Immediate revenue
D	red	6	Starts a Mob War
E	orange	8	Cannot deploy to this site - affects adjacent sites
F	lightyellow	4	Stands up Mobsters
G	yellow	4	Lies down Mobsters
H	green	18	Move Mobsters
J	lightpink	6	Affects site placement
K	pink	6	Recruit Hired Muscle
L	white	14	Others (more player interaction)
	TOTAL	96	

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