REDZEN GAMES

BIG CHILD creatives

SCARFACE | 1920

RULEBOOK

WORK IN PROGRESS

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FAMILY. POWER. RESPECT

The wind was brushing against his face. The noise of the engine was giving him a certain peace of mind. He was at ease. For the first time in many years. And he suspected he wouldn't be able to enjoy this anytime soon. Wind: that's what they told him he would get in Chicago when he arrived from New York. But Alphonse Gabriel Capone, the son of a barber and a seamstress both born in Italy, knew for a fact that the wind was going to be the least of his worries.

He had arrived with Prohibition just around the corner, a law that was a blessing to many, a curse to some, and a chance to amass wealth and power to a few. That was all well and good. But he wanted more. He wanted to have the city at his feet. He wanted to go down in History.

He had brought along with him several years of experience with Manhattan's Five Points Gang, where he had familiarized with the ins and outs of racketeering. It had also earned him a nasty scar in the face that he would try his best to hide.

Life in Chicago during the 1920s was no easy thing. Much less if you were leading a criminal gang hoping to take over the city. Prohibition had also come knocking at the door of some others that, like him, were coveting the throne of Chicago. Such as Arnold "The Brain" Rothstein, a businessman with strong political connections and a penchant for gambling. Word was that he had even fixed the World Series. Or such as Dean O'Banion, that revolting Irishman who was in charge of most bootlegging upstate. Oh, how much he hated him. And how much he'd love to empty a Thompson drum mag into his stupid baby-face... Or such as Stephanie St. Clair, the Queen of Harlem —a force of nature that had managed to rule New York and now was setting her sights on Chicago. He wasn't afraid of them, of course, but he knew he had to surround himself with some trusted guys as a first step to build the most notorious gang in town.

No kid ever dreams of becoming a gangster. Not even him, as much as he had been raised among Brooklyn's street gangs. Throughout those years he had learnt to move in the shadows, to cultivate the art of intimidation, to respect the hierarchy and to understand the inner workings of a gang. And therefore, he knew perfectly well he had to rule on every corner of the underworld so that, little by little, bullet by bullet, he could forge a criminal empire.

But blood isn't everything. Booze matters too. Like the whiskey he'd never had back at his home in New York. Or the one brought —probably, through one of his men— to the most exclusive parties in the city. The battle for Chicago would also be waged away from gangland, in places where the blast of bombs was replaced by the clinking glasses and the opening click of a briefcase filled with blood money. Money could buy you anything these days. The silence of the police, the fellowship of politicians and, of course, the complicity of judges. Yet there was a name that was nagging him lately: Eliot Ness. This guy seemed incorruptible and willing to enforce the Volstead Act by any means necessary.

When Al Capone stepped down the car a flurry of journalists was waiting for him. He wasn't at odds with fame. As a matter of fact, he enjoyed the flashes of cameras, even if that meant he had to hide his wound. A wound that had earned him a nickname he loathed: Scarface.

GAME OVERVIEW

Scarface 1920 is played over several rounds. In each round, players will take turns clockwise until the end of the round is triggered. After the end of the round is resolved, the active player finishes their turn refilling their hand and game continues with the next player's turn. Once the final round ends, the game will be over, and players will total the money they obtained together with any final bonuses. The player with the most money will be the winner.

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GAME SETUP

1. Place the main board at the center of the table.

2. Put the money tokens next to the board to make the Bank.

3. Put the Family Ring, the business tokens, and the gun (🔫), and alcohol (🍾) pieces next to the board to make a general supply.

4. Shuffle the Federal cards face down and place the deck on its designated space in the main board.

5. Set aside all Alcohol Dealer and Gun Dealer cards.

6. Shuffle the Job cards face down and place the deck on its designated space in the main board.

7. Shuffle the 1-3★ Associate cards face down and place the deck on its designated space in the Market area. Draw the top 3 cards and place them face up in the 3 spaces to the right of the deck. Finally, reveal the top card and leave it on top of the deck.

8. Shuffle the 4-5★ Associate cards face down and place the deck on its designated space in the Market area. Draw the top card and place it face up on the rightmost space of the Market. Finally, reveal the top card and leave it on top of the deck.

9. Place the Eliot Ness figure on its Starting Level of the Crime Track (Level 0).

10. Place the time marker on the appropriate space of the Time Track (depending on the number of players).

11. Place the "US Is Voted Dry" News card on the active News space.

12. Place the "Prohibition Ends at Last!" News card face down on the News deck space. Then, shuffle the remaining News cards, put 2 on top of it face down and return the remaining cards to the box without looking at them.

13. Pick at random 2 Neighborhood tiles for the Central district and I tile for each other district and put them with the Nightclub side face down. Then, add I more tile to the Central district (in a 3-player game) or 1 more tile in Far South Side and Far North Side districts (in a 4-player game).

14. Pick at random one Speakeasy, Brothel or Casino token and put it with the Nightclub side face down on a Neighborhood tile. Repeat this process until all Neighborhoods on the board have one business token.

15. Put 1 police car (🚓) in Far South Side, Far North Side and Central districts.

16. The last person who has watched a gangster movie becomes the Starting Player.

PLAYER SETUP

Each player chooses a gang and takes the corresponding components (each gang has its associated color):

- 1 gang board
- 8 gang member cards
- 1 thug board
- 12 thugs (👤)
- 3 cars (🚗)
- 2 trucks (🚚)
- 12 gang upgrade cubes
- 7 control markers
- 1 Crime Rate (🐺) marker
- 1 boss figure
- 1 screen
- 1 Alcohol Dealer and 1 Gun Dealer (see Setup, step 5).

1. Put the gang board in front of you.
2. Place 1 Alcohol Dealer and 1 Gun Dealer from those set aside during Game Setup and place them next to your gang board. The Alcohol Dealers and Gun Dealers not used are put in the box.
3. Place the 12 upgrade cubes and your Boss figure on the Boss Track.
4. Put 4 thugs (👤) in the Headquarters space of your thug board.
5. Put 2 thugs (👤) in your Safehouses space.
6. Leave your 6 remaining thugs (👤) in your Recruits space.
7. Put all your control markers, cars (🚗), and trucks (🚚) beside your thug board.
8. Put your Crime Rate (🐺) marker on Level 1 of the Crime Track.
9. Leave your Right-hands cards (Underboss and Counselor) next to your gang board.
10. Shuffle the 6 remaining gang member cards and leave them face down. This is your gang deck.
11. Draw 3 cards from your gang deck and add them to your hand.
12. Draw 3 cards from the Jobs deck and keep them face down next to your gang board (you may look at them anytime).
13. Take 10 💵 from the Bank and put them behind your screen.
14. Beginning with the player sitting to the right of the Starting Player and following counterclockwise, every player chooses a district with no police cars (🚓) on it and puts one of their vehicles car(🚗) or truck (🚚) there. Then they put a control marker on a Neighborhood tile in that district. The tile may have no other control marker on it.
15. Take any 2 goods pieces alcohol (🍶) and/or guns (🔫) from the Supply and put 1 on each of your Dealers.

THE CHICAGO OUTFIT

Led by the visceral Al Capone, The Chicago Outfit embodies the corruption in Chicago. He easily controls the authorities and has an enormous ability to make the gang grow with all kinds of criminals. But Scarface doesn't want a gang, he wants an empire.

THE BLACK WOLVES

Arriving in Chicago from New York, Stephanie St. Clair is a hurricane over the city of Chicago. The Black Wolves control the streets with ease, they are the best when assaulting an enemy neighborhood and a pain in the ass for the other gangs that aspire to the throne of the city.

THE SEVEN GEMS

Led by Arnold 'The Brain' Rothstein, The Seven Gems are infallible when it comes to spreading their tentacles over Chicago and controlling the city's darkest businesses. They dominate banks and politicians, and they control sports betting to the point ... of fixing the World Series?

THE NORTH SIDE MOB

Behind the kid face of Dean O'Banion hides a cunning and cruel guy. The North Side Mob boss leads a gang capable of squeezing every last drop of alcohol out of every barrel in Chicago. If there is a bootlegger in town, he surely works for the Irish boss.
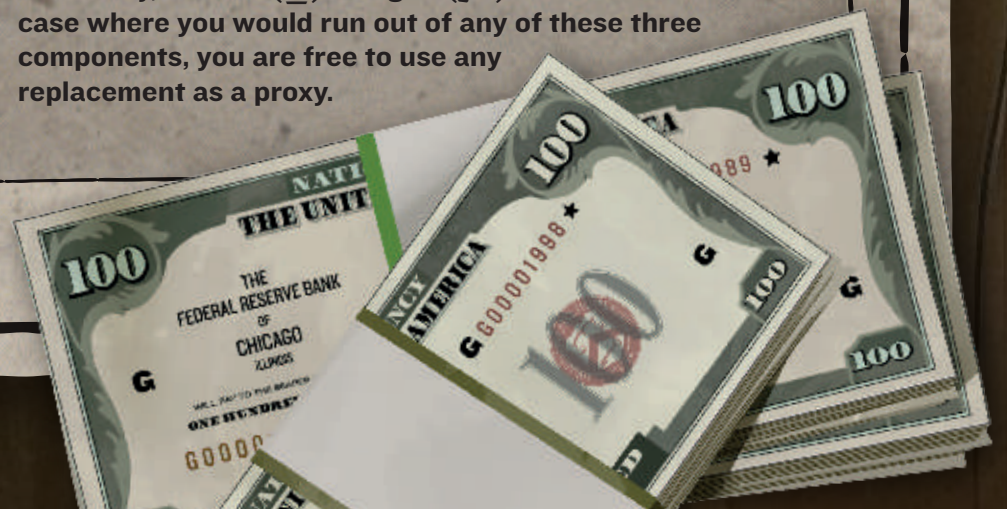
GAMEPLAY OVERVIEW

A game of Scarface 1920 lasts 3 rounds, regardless of the number of players. However, the Time Track that determines the duration of every round, will change depending on the number of players (2 players: 4 spaces; 3 players: 5 spaces; 4 players: 6 spaces).

Beginning with the Starting Player, players take turns clockwise. As long as a player has any cards left in their hand or deck, they must perform one of the 8 available actions. Only when a player has no cards left, they will have to Reorganize. When a player reorganizes, the time marker will advance into the next box of the Time Track, eventually reaching the Extra! Extra! space. If a player reorganizes and the time marker is in the Extra! Extra! space, the end of the round is triggered. When the last round ends, players will count the money they collected during the game and add any final bonuses.

The player with the most money will be the winner.

A FEW GOLDEN RULES

• Whenever the text of a card contradicts or changes the rules described here, the card takes precedence.
• If the effect of an action or skill cannot be carried out in full, you must try and fulfill as much of it as possible.
• Money must be kept behind the screen, hidden from the other players.
• The amount of all game components is limited except for money, alcohol (◼) and gun (📕) tokens. In the rare case where you would run out of any of these three components, you are free to use any replacement as a proxy.

GAMEPLAY OVERVIEW

YOUR GAME TURN

If you have any cards left in your hand and/or deck, you must take an action (see Taking an Action, p. 9).
If you have no cards left neither in your hand nor in your deck, you must reorganize (see Reorganizing, p. 18).
Once you have concluded the action or the reorganization, you will finish your turn (see End of the Turn, p. 18).

THE FAMILY RING

Anytime during your turn, even before carrying out any action/skill or reorganizing, if you hold the Family Ring you can gain some money from the Bank (based on the number of players).

If you forget to take this money during your turn, you cannot take it later once it has concluded.

Usually, you will get the Family Ring by hiring an Associate (see p. 13) but some other game effects may also give you the opportunity to get hold of it.

2 players — 1 [💵]

3 players — 2 [💵]

4 players — 3 [💵]

GAME ICONS

Throughout this rulebook and in the game components several icons are used to ease gameplay and readability:

[🍾] – Alcohol
[🔫] – Gun
[💵] – Money
[🧍] – Thug
[🚗] – Car
[🚚] – Truck
[🚔] – Police car
[🛡] – Crime Rate
[✊] – Influence
[✹] – Muscle
[🎩] – Right Hand

Crime types
These icons are specific to gang members and Associate cards.

[🍶] – Bootlegging
[💼] – Corruption
[♠] – Gambling
[💰] – Theft
[⊖] – Vice
[◎] – Violence

TAKING AN ACTION

When taking an action, you must follow these steps:
1. Lay out the Plan.
2. Carry out one of the available actions.

1. LAY OUT THE PLAN

First you **must** play any number of cards from your hand and lay them out in front of you. This set of cards is now known as your Plan.

Next increase your Crime Rate (🛡) by moving up your marker on the Crime Track as many levels as the number of cards you played -2 (e.g., if you lay out 3 cards you would increase your Crime Rate (🛡) by 1). Your Crime Rate (🛡) cannot decrease even if you play 1 card or no cards at all.

IMPORTANT:
If your marker reaches Level 11 of the Crime Track, a Federal Raid will take place immediately (see Raid!, p. 19). After resolving the Raid, you may continue with the rest of your game turn.

MUSCLE (✴) AND INFLUENCE (🤝)

The total amount of Muscle (✴) and Influence (🤝) in your Plan will determine your ability to perform certain actions. This value is obtained by adding up all Muscle (✴) and Influence (🤝) visible in the cards you laid out plus any bonuses and/or penalties you might have because of other cards or effects. Note that **your Boss card has no printed Muscle nor Influence**, since his values are dependent on the position of the Boss figure in your gang board (see The Boss Track, p. 16).

Example: You have laid out this Plan in your turn. Since you played 4 cards, you increase your Crime Rate (🛡) by 2. You will have 4 Influence (🤝) and 3 Muscle (✴) available to carry out your action.

2. CARRY OUT ONE ACTION

After you have laid out your Plan you must choose and perform one of the following actions:

a) Send 1 thug (🕴) to 1 Deal.
b) Send 1 thug (🕴) to the Underworld.
c) Send 1 thug (🕴) to the Authorities.
d) Send thugs (🕴) to 1 district.
e) Move any thugs (🕴) and/or vehicles from 1 district.
f) Seize 1 Neighborhood.
g) Upgrade your gang.
h) Remove some of your thugs (🕴).

Besides, before and after the action you may carry out any number of skills provided you meet their requirements (see Skills, p. 10).

ATTENTION:
If you have no cards in your hand but still have one or more cards in your deck, you will have to finish your turn instead (see End of the Turn, p. 18).

2 ✴ Muscle

2 🤝 Influence

SKILLS

Skills are effects included in the Associate and Gang member cards that can be carried out during your turn. You can carry out a skill anytime during your turn, either before or after your main action. However, you cannot interrupt an action/skill by carrying out an action/skill in the middle of it; a skill must be completed to its fullest before carrying out another action/skill.

There are two types of skills: standard skills and matching skills. They both provide an effect which is carried out **regardless of the ※/🤝 points you currently have in your Plan.**

However, matching skills have an additional restriction: they can only be activated if you have one of the crime types shown in the requirement among the other cards in your Plan.

Muscle
Influence

3 ※
1 🤝

🟦 **Crime type**

PUBLIC ENEMY N° 1

Standard Ski

Every rival gives you 1 🗃 / ⚑ / 3 💰 (your choice). You may put 1 of your 👤 in Prison to repeat this skill immediately.

Requirement

+ 👤: Carry out both skills from another Associate you have in your Plan. +1 🛡.

Matching skill

★★★★★

EXAMPLE: USING SKILLS

BODYGUARDS
THE CHICAGO OUTFIT

1 ※ 0
🟦

Send 1 🗃 / ⚑ to move 1 ⚙ OR Move 1 ⚙ for free if it is next to a Neighborhood you control.

★

WWI VETERAN

2 ※ 0
🎯

Take 1 ⚑ OR Take 2 ⚑ if your ⚙ is at Level 3 or higher.

+ ◈ / ♠ / 🏛: Send 1 👤 to any District.

★

STREET MUGGERS

1 ※ 0
🟦

Choose a rival to pay you 1 💰 to each 👤 you have next to one of their 👤.

+ 👤 / ♠ / 🏛: Gain 1 💰 for each 👤 you have on a District. You may move 1 ⚙

★

These are the cards you laid out in your Plan. During your turn you will be able to carry out all their standard skills. You will also be able to carry out the Street Muggers' matching skill, since you meet the requirement of having another Theft (💰) card in your Plan (the Bodyguards). The WWI Veteran, on the other hand, doesn't meet the requirement (having another Violence (◈), Gambling (♠)or Corruption (🏛)card in your Plan), and therefore you will not be able to carry out his matching skill.

SEND 1 THUG TO A DEAL

Storage limit

Requirements

Goods supplied

Put a thug (👤) **from your Headquarters on one of your Deals.** The Muscle (✵) and/or Influence (🤝) in your Plan must be **equal or higher** than the Muscle (✵) and/or Influence (🤝) required for that Deal, bearing in mind that the requirements for a Deal made up of 2 or more Dealer cards are equal to the sum of all visible requirements. You then **take the goods shown from the supply** (likewise, a Deal made up of two or more Dealers will provide you with the sum of all visible goods). Note that, depending on your Dealers supply level, **you may receive some extra goods** (see Gang stats, p. 17).

The goods received must be **stored on any of your Deals and/or Neighborhoods.**

STORAGE

When you obtain any goods (alcohol (📦) and/or guns (🔫)) you must put them on your Dealers and/or Neighborhoods.

However, whereas Neighborhoods can store (i.e., hold) any number of goods on it, Deals have a limited storage capacity, as shown in the upper right corner of the Dealer card. This figure indicates the maximum number of goods a Deal can store.

If you don't control any Neighborhoods and you would get more goods than you can store in your Deals, you are free to remove any previously stored goods to make room for the new goods. Return to the supply any goods that are not stored.

Example:
You have 1 Muscle (✵) in your Plan and you decide to send a thug (👤) to a Deal to get some goods. You cannot send your thug (👤) to the Irish Revolutionary because that would require 2 Muscle (✵). You send your thug to the Alcohol Dealer which only requires 1 Muscle (✵) and get 2 alcohol (📦) pieces. Then you store 1 of the pieces on the Gun Dealer and the other one on the Irish Revolutionary.
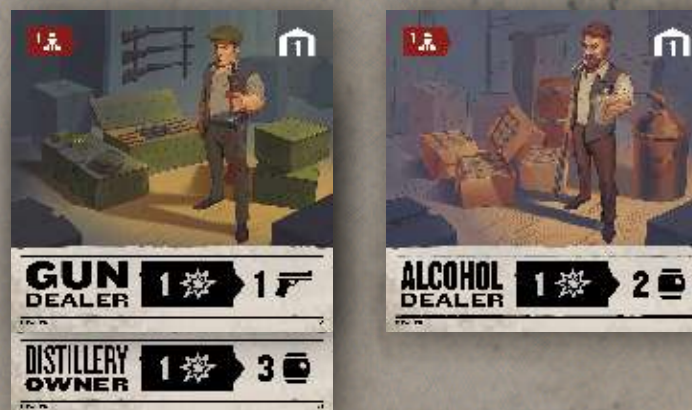
Example 2:
You have 2 Muscle (✵) in your Plan and want to send a thug (👤) to a Deal. At present you have 2 Deals: one made up of 2 Dealers (Gun Dealer + Distillery Owner) and another one with a single Dealer (Alcohol Dealer). You send your thug to the Deal made up of two Dealers since you have enough Muscle (✵) to meet their joint requirement. In exchange you obtain 3 alcohol (📦) and 1 gun (🔫). You store 1 alcohol (📦) and 1 gun (🔫) in your Deals, given that they both have a storage limit of 1 good. You store the 2 remaining alcohol (📦) in a Neighborhood you control.

ACTIONS

SEND 1 THUG TO THE UNDERWORLD

First you take a thug (👤) **from your Headquarters** and put it **on the Underworld** space on the main board. Then you **increase your Crime Rate** (🛡) as many levels as the number of thugs (👤) you have in the Underworld. This may trigger a Raid (see Raid!, p. 19), which would have to be resolved immediately after you completed the action. To complete this action you have to choose and perform one of the following options:

CHOOSE 1 JOB

Jobs are a special type of card that you can activate anytime as long as you meet its requirements. When you perform this action, draw as many cards from the Job deck as the Influence (🤝) in your Plan. After looking at them, choose one and keep it face down next to your other unfulfilled Jobs (if any). Finally, return the remaining cards face down to the bottom of the Jobs deck.

Job type

Effect

Requirements

During the setup you are dealt 3 Job cards. These cards must be kept face down in front of you and do not count as part of your hand. You can look at these unfulfilled jobs anytime and have as many of them as you want.
FULFILLING A JOB – Fulfilling a Job is not an action and can be performed at any time, **even during another player's turn** (unlike skills). In order to fulfil a Job you must meet its requirements and reveal it to the other players.
There are two **types of jobs**: instant jobs and permanent jobs. Instant jobs, once fulfilled, are resolved immediately and are then put back in the bottom of the Jobs deck. Permanent Jobs, on the other hand, are kept face up in front of you for the rest of the game. They have an ongoing effect that will be available to you from then on.
If you are ever required to **"unfulfill"** a job, you will have to flip that job card and put it back next to your other face down unfulfilled jobs (if any).

RECRUITING THUGS

This action will allow you to have more thugs (👤) in your Headquarters. When recruiting you may perform either of these steps:

» Take 1 of your thugs (👤) from the Recruits area in your thug board and put it in the Safehouses OR;
» Take 1 of your thugs (👤) from the Safehouses in your thug board and put it in your Headquarters.

You may repeat this as many times as the Influence (🤝) in your Plan.

Example: **This turn you have 4 Influence (🤝) in your Plan. You decide to transfer 3 thugs (👤) from the Recruits area to the Safehouses and then you use your fourth influence (🤝) point to move 1 of them onto your Headquarters.**

ACTIONS

SEND 1 THUG TO THE UNDERWORLD

CHOOSE 1 DEALER

Draw as many cards from the Dealers deck as the Influence (👐) in your Plan. After looking at them, **choose one** and return the remaining cards face down to the bottom of the Dealers deck.

Finally, you may put this new Dealer **next to your other Deals** (to create an independent Deal) or, alternatively, you may **tuck it beneath an existing Deal** so that only the lower part of the card is visible (to create a Deal made up of several Dealers). You cannot choose to put the new Dealer on top of an existing Deal.

By adding a Dealer card to an existing Deal you are actually foregoing the storage capacity of the new card. However, with one single thug (🧍) you will be supplied from different Dealers (see Send 1 thug (🧍) to 1 Deal, p. 11).

Once a Dealer is added to your playing area it becomes a Deal, regardless of the number of Dealer cards in it (whether one or more).

HIRE 1 ASSOCIATE

Take an **Associate card from the Market** with a Level equal or lower than the Influence (👐) in your Plan. You may then **spend 1 alcohol (🍾)** (for a 1-3★ Associate) or **2 alcohol (🍾)** (for a 4-5★ Associate) and add the card **to your hand.** This alcohol (🍾) can be taken from any of your Neighborhoods and/or Deals. **If you don't add the Associate to your hand, put it in your discard pile.**

Then, **refill the Market** by shifting the Associate cards left of the card you took one space to the right and adding the top card from the appropriate deck to the leftmost empty space. Next, reveal the top card and leave it on top of the deck.

Finally, **take the Family Ring** from whichever player has it (or from the Supply if no-one does). If you already had the Family Ring, simply ignore this effect.

MAKE SALES

Defense		Unlimited storage
Goods required	4🍾 + 0🔫 19💲	Profits

Choose a Neighborhood you control and **spend the number of goods** alcohol (🍾) and/or gun (🔫) shown on the tile to **obtain the money** indicated from the Bank. The goods may come from that Neighborhood tile and/or from any of your Deals. For each truck (🚚) you have in the Neighborhood's district, spend 1 good less (your choice). After the sale is made, you must spend 2 💲 for each police car (🚓) in that district. You may do this as many times as the Influence (👐) in your Plan. However, with a single action you cannot sell in the same Neighborhood more than once.

Example: You have 3 Influence (👐) in your Plan and you have sent a thug (🧍) to the Underworld to sell in your Neighborhoods. You spend 3 alcohol (🍾) you were storing in the first neighborhood to obtain 14 💲.
You then spend the alcohol (🍾) you were storing in the second Neighborhood and a gun (🔫) stored in a Dealer to obtain 18 💲 there. A truck (🚚) you had in this district enabled you to make the sale by spending one good less (in this instance, the second gun (🔫) that was required). All in all, you have received 32 💲. Given your Influence (👐), you could make a third sale, but since you only control 2 Neighborhoods you cannot sell anywhere else.

ACTIONS

SEND 1 THUG TO THE AUTHORITIES

Take a thug (🕵) from your Headquarters and put it on the Authorities space on the main board. Then, choose one of the following options:

ADD BUSINESS

Take 1 Speakeasy, Casino or Brothel token from the Supply (but not a Nightclub token) and put it on a Neighborhood you control bearing in mind the business restrictions. You may perform this as many times as the Influence (🤝) in your Plan.

BUSINESS RESTRICTIONS

- You can never have more than 4 business tokens in the same Neighborhood.
- Out of this 4, only one can be a Nightclub token (see Gang Stats, p. 17).
- The remaining 3 can be Speakeasies, Casinos or Brothels in any combination.

REMOVE CONTROL

Remove 1 control marker from a Neighborhood and put it back on their owner's Headquarters. You may do this once for every 5 Influence (🤝) points in your Plan.

RETRIEVE THUGS FROM PRISON

In order to carry out this action you must have at least 2 Influence (🤝) points in your Plan. If you do, retrieve all your thugs (🕵) from Prison and put them back in your Headquarters.

DECREASE YOUR CR

Decrease your Crime Rate (🛡) by moving down your Crime Rate (🛡) marker as many boxes (i.e., levels) as the Influence (🤝) in your Plan. Your Crime Rate (🛡) level must always be higher than Eliot Ness's. If your marker would end in the same level as Eliot Ness or lower, place your marker one level ahead of Eliot Ness.

SELL ⬛/🔫 FOR 6 DOLARS EACH

Spend 1 good to receive 6 💲 from the Bank. The goods may come from any of your Neighborhoods or Deals. You may do this as many times as the Influence (🤝) in your Plan.

Example: You have 3 Influence (🤝) in your Plan and you have sent a thug to the Authorities to decrease your Crime Rate (🛡). Your current level is 5 but you cannot go down to level 2 since Eliot Ness is there. Therefore, your marker moves down 2 levels only.

ACTIONS
STREET ACTIONS

SEND THUGS TO 1 DISTRICT

You can take as many thugs (👤) from your Headquarters as Muscle (💥) in your Plan and place them on a single district where you are present (i.e., you already had a thug (👤), vehicle and/or control marker on that district).
If there is any police car (🚓) on that district you must spend 2 💵 per police car (🚓) for each thug (👤) sent.

MOVE THUGS (👤) AND/OR VEHICLES FROM 1 DISTRICT

You may take from a single district as many thugs (👤) and/or vehicles as Muscle (💥) in your Plan and place them on any other district(s) with the following restrictions:
• Vehicles can move to any district.
• Thugs (👤) can only move to an adjacent district unless they move together with a vehicle.
• If there is any police car (🚓) on the destination district you must spend 2 💵 per police car (🚓) for each thug (👤) or vehicle you move there.

VEHICLES

There are two types of gangster vehicles in Scarface 1920: cars and trucks. They both can move to any district and carry thugs along with them. However, they also have different game effects:
• Cars: when seizing a Neighborhood you add +1 to your 💥 for each car you have in that district. Likewise, cars will protect your businesses by adding +1 to the defense of your Neighborhoods if an opponent is trying to take them away from you (see Seize a Neighborhood, p. 15).
• Trucks: when selling in your Neighborhoods (see Make Sales in Neighborhoods, p. 13) you will spend 1 good less (your choice) than required for each truck you have in that district. If you had enough trucks in one district, the number of goods required for the sale might drop down to 0 (but never less than 0, even if you had more trucks than necessary).

SEIZE A NEIGHBORHOOD

To perform this action, you must first choose a Neighborhood tile on a district where you are present (i.e., you already have a thug (👤), vehicle and/or control marker on that district). Obviously, you cannot choose to seize a Neighborhood that you already control.
To gain control of it, the Muscle (💥) in your Plan must be equal or higher than the Neighborhood's defense. The defense of a Neighborhood is the sum of:
• The defense value as printed in the Neighborhood tile.
• +2 if the Neighborhood is controlled by a rival.
• +1 for each police car (🚓) in that district.
• +1 for each thug (👤) and/or car (🚗) in that district that belongs to the rival controlling the Neighborhood.
• -1 for each car (🚗) and/or thug (👤) you have in that district.
After you seize the Neighborhood, remove any rival control markers from it (if any) and put a control marker from your Headquarters on the tile.

Example: The grey player wants to seize the Neighborhood controlled by the brown player. The current Neighborhood's defense is: 3 from the Neighborhood + 2 from the brown control marker + 1 from the brown thug (👤) + 1 from the police car (🚓) 1 -from the grey thug (👤) = 6. Therefore, the grey player must lay out enough cards in his Plan to have 6 Muscle (💥) and seize control of the Neighborhood.

ACTIONS
UPGRADE YOUR GANG

Upgrade cube

Boss muscle
and influence

Boss starting box

Boss skills

Stat level

Upgade requirements

Stat value

Crime rate increase

To improve the stats of your gang you will have to take an upgrade cube from the Boss Track and put it on the stat box you wish to upgrade (see Gang Stats, p. 16). To do so, follow these steps:

1. The Muscle (✴) and Influence (🤝) in your Plan must meet the requirements for the upgrade you want to make.
2. Spend the money required for that upgrade.
3. Remove the cube ahead of your boss figure in the Boss Track and get the bonus shown in the vacated space (if any) (see The Boss Track, below).
4. Put the cube in the stat you want to upgrade and increase your Crime Rate (🛡) accordingly (this may trigger a Raid; see Raid!, p. 19). The previous box for that stat must be occupied (in other words, you cannot put an upgrade cube in the Level 3 column unless you previously upgraded that stat to Level 2).
5. Advance your boss figure to the space that was just vacated in the Boss Track.

Once you have placed the upgrade cube on the stat, you have increased its level for the rest of the game.

On the left side of your gang board you have your Boss Track. Every time you upgrade your gang your boss figure will advance through the track, improving your Boss's stats while reaping some rewards along the way.
Whenever you upgrade your gang (as explained before) you will be removing the cube that is ahead of your boss figure in the Boss Track. If beneath that cube there is a bonus icon, you will receive the following reward:

– Take a Right-hand card and put it in your discard pile or spend 2 alcohol (🍶) to add it to your hand (see Right-hands, p. 17).

– Take the indicated amount of money from the Bank.

Furthermore, every time your Boss figure moves up to a higher row of the Track, his Muscle (✴) and Influence (🤝) stats improve. Whenever you play your Boss card, his Muscle (✴) and Influence (🤝) values will be the ones printed to the left of the row where the Boss figure stands. Also, bear in mind that the Boss skills are not printed in his card but below the Boss track instead (see Skills p. 10).

Example: You have 2 Muscle (✴) in your Plan that you want to use to upgrade your Recruitment stat to level 2. You spend 4 |💲| and put the next cube in the Boss track on level 2 of the Recruitment stat. As shown in the Upgrade box, you have to increase your Crime Rate (🛡) by one level. Finally, you advance your Boss figure to the space that was just vacated, effectively increasing his Muscle and/or Influence.

ACTIONS

GANG STATS

On the right side of your gang board you have six gang stats which have a different effect on the game. They all begin at Level 1 (left column), but through the Gang Upgrade action you will take cubes from the Boss Track and advance them to Level 2 (middle column) and eventually Level 3 (right column). If anytime you are forced to lose a level from a given stat, you must remove the rightmost cube for that stat (in other words, remove Level 3 before removing Level 2).

HAND SIZE
At the end of your turn, if you have less cards in your hand than the value shown here, draw as many cards as needed from your gang deck until you have the required number of cards. If there are less cards in your deck than required to refill your hand, do not shuffle your discard pile to create a new draw deck (this is only done when reorganizing, see p. 19).

LAWYERS
This value indicates the number of thugs (👤) you will retrieve from Prison when reorganizing (see Reorganizing, p. 19). This stat may also have an impact on the Crime Rate (🛡) reduction that takes place at the end of a Raid (see Raid!, p. 19).

RECRUITMENT
The value of this stat indicates how many recruitment steps you can perform when you reorganize (see Reorganizing, p. 18).

DEALER'S SUPPLY
This value indicates the amount of extra goods you collect (alcohol (🍾) and/or guns (🔫), your choice) whenever you send a thug (👤) to a Deal. You will receive this extra amount (0, 1 or 2) for each Dealer card in that Deal.

VEHICLES
When you upgrade this stat, you choose 1 of the cars (🚗) or trucks (🚚) that you have next to your gang board and put it on a district where you are present. If there are any police cars there, you will have to pay 2 💵 for each police car (see Cops, p. 20).

NIGHTCLUBS
This stat gives you the possibility to open 2 Nightclubs. At the beginning of the game you have no Nightclubs, but if you upgrade this stat you get to flip a Neighborhood you control to its Nightclub side. When you do, add a Nightclub marker on the tile. A Neighborhood with a Nightclub has a greater defense and gives greater profits than a normal Neighborhood. If you ever lose a Nightclub to a rival (see Seizing a Neighborhood, p 15), you will not get back your upgrade cube.

YOUR RIGHT HANDS

During the setup you have left aside 2 of your gang member cards (Underboss, and Counselor). These cards are known as your Right-hands and can be added to your deck when you upgrade your gang and see this icon (🎩) in the vacated box of the Boss Track. You must then choose one of the remaining Right-hands and add it to your discard pile. Just like recruiting an Associate (see p. 13), you may then spend 2 alcohol (🍾) to add it to your hand instead of leaving it on the discard pile.

Example: After removing a cube from the Boss track to upgrade your Lawyers level you see the Right-hand icon (🎩) in the vacated box. You look at the Right-hand cards you left aside and choose to add the Counselor to your gang. You then decide to spend 2 alcohol (🍾) to add it to your hand instead of putting it on your discard pile.

REMOVE THUGS

If you cannot or do not want to perform any of the previous actions, you will be forced to do this action. If this is the case, you must remove 1 thug (👤) for each card laid out in your Plan and put it back in the game box. These thugs (👤) can be removed from any game area (Recruits, Prison, Headquarters, districts...).

REORGANIZING

If you have no cards in your gang deck and in your hand, you must Reorganize. When reorganizing, take the following steps:

1. SELL IN YOUR NEIGHBORHOODS

For every Neighborhood you control you can spend the number of goods shown on the tile to get the amount of money indicated from the Bank. These goods may come from that Neighborhood tile and/or from any of your Deals. For each truck (🚚) you have in the Neighborhood's district, spend 1 good less (your choice). Once the sale has been made, for each police car (🚓) in the district you must spend 2 💲.
Attention: You don't have to send any of your thugs (👤) to make this sale.

2. GAIN (💲) FROM YOUR BUSINESSES

Get 2 💲 from the Bank for each Business Marker you control.

3. RETRIEVE YOUR THUGS

Take all your thugs (👤) in the Authorities and in your Deals and Jobs and put them back in your Headquarters. Next, take as many thugs (👤) from the Prison as your current Lawyers value (1, 2 or 3) and put them back in your Headquarters.

4. RECRUIT NEW THUGS

You may perform as many Recruitment steps as your current Recruitment value (see Gang Stats, p. 17). A Recruitment step can be either:
• Taking 1 of your thugs (👤) from the Recruits area in your thug board and put it in the Safehouses OR;
• Taking 1 of your thugs (👤) from your Safehouses and put it in your Headquarters.

5. RESHUFFLE YOUR DECK

Take all the cards in your discard pile and shuffle them face down to build your deck once more. Leave it face down next to your gang board.

6. ADVANCE THE TIME MARKER

Move the time marker one space to the right in the Time Track. If the time marker is already in the Extra! Extra! space, just leave it there (the time marker can never move beyond this space and it can never be placed left of its starting box, determined by the number of players).

7. END OF THE ROUND

If the time marker is in the Extra! Extra! space of the Time Track, the End of the Round is triggered. Otherwise, proceed to the End of the Turn.

END OF THE TURN

When you finish your turn, you must discard all the cards you laid out in your Plan (if any) and leave them face up in your discard pile. You are free to look at the cards in your discard pile, but you cannot rearrange them. However, you cannot look at another player's discard pile (other than its top face up card).

If you have fewer cards in your hand than your current Hand Size value (see Gang Stats, p. 17), draw as many cards as needed from your deck until you reach your Hand Size value. If you don't have enough cards in your deck to refill your hand, draw as many as you can but don't reshuffle your discard pile to build a new deck.

Once your turn concludes, the turn of the player to your left begins.

END OF THE ROUND

When a round ends, follow these steps:

1. Raid!
2. Increase Eliot Ness by one Level.
3. Refresh the Market.
4. Reveal another News card.
5. Put the time marker back.

1. RAID!

At the end of a round and after a player's Crime Rate marker reaches the last box of the Crime Track (Level 11) a Federal Raid is triggered. The Raid must be carried out as soon as the effect that triggered it has been completed. Once the Raid is over, play continues where it left (either with the active player resuming their turn or concluding the end of the round).

To carry out a Raid, follow these steps:

1. Put in Prison all thugs (👤) found in the Underworld space.
2. Reveal the top card of the Federal deck.
3. Resolve the overall effect shown in the Federal card.
4. Apply the appropriate color effect to each player based on their Crime Rate (🛡).
5. Each player decreases their Crime Rate (🛡) as indicated in the Crime Rate reduction space.

2. INCREASE ELIOT NESS

Move Eliot Ness's figure one Level up in the Crime Track unless it has already reached its maximum Level (Level 6).

IMPORTANT: A player's Crime Rate (🛡) marker can never be in the same box as Eliot Ness or below it. If this were to happen, put the player's marker one Level ahead of Eliot Ness.

3. REFRESH THE MARKET

Return the Associates in the 2 spaces marked with a trash can icon (🗑) back to the bottom of their respective decks. Next, shift the remaining Associates to the right to fill the vacated spaces. Finally, reveal the top card of each Associate deck and leave it on the top of the deck.

4. REVEAL ANOTHER NEWS CARD

Draw the top card from the News deck and put it face up on the active News space, covering any News cards there. The effect of this News card becomes active and any previous News effects are ignored.

If the "Prohibition Ends at Last!" card is drawn, the game ends immediately and players proceed to determine the winner (see Game End and Winner, p. 20).

5. RETURN THE TIME MARKER TO ITS STARTING SPACE

Take the time marker and put it back on the starting space (according to the number of players). The time marker can never be placed left of its original starting space.

Overall effect

Color effects

CR reduction

GAME END AND WINNER

As soon as the News card Prohibition Ends at Last! is revealed, the game concludes. Then each player receives some final rewards:

• 5 💵 for each Nightclub, Speakeasy, Casino or Brothel marker they control.
• 1 💵 for each level (⭐) in their Associate cards (in their hand, deck, or discard pile).

Players finally add up the money they gained during the game (behind their screen). Whoever has the most money is the winner. In the event of a tie, the player with the most money behind their screen is the winner. If the tie persists, tied players share the victory.

Example: A 4-player game has just finished and every player collects the money obtained through business markers and Associate levels, adding it to the money they had behind the screen. The results are as follows:

Example: A 4-player game has just finished and every player collects the money obtained through business markers and Associate levels, adding it to the money they had behind the screen. The results are as follows:

PLAYERS	Ed	Carol	David	Lynn
Money behind the screens	117 💵	149 💵	300 💵	303 💵
Business markers	25 💵	30 💵	25 💵	20 💵
Associate levels	10 💵	2 💵	12 💵	12 💵
TOTAL	152 💵	181 💵	337 💵	335 💵

David manages to pull off a narrow win by only 2 💵!

COPS

Even though the police are represented in the game through police cars, these figures are not considered a "vehicle" (unlike your cars and trucks). Rather, they represent an increased activity of the law enforcement officers on the streets of Chicago. Police cars are moved by players usually through card play and other game effects. If an effect lets you move a police car on the board, you can freely put it on any district (just like vehicles). Police cars have 3 different effects on the districts where they stand:

Bribery
Whenever one of your thugs or vehicles is placed on a district for whichever reason, you must spend 2 💵 for each police car on it. Attention: this bribery only takes place when your thugs or vehicles enter a district, but not if the police car is entering the district. This payment must be made even when your thugs or vehicles were placed on the district by a different player through some game effect. However, if your thugs or vehicles were placed by another player and you prove that you don't have enough money to pay for it, you must spend all your remaining money and leave your thugs and/or vehicles on their new district. Otherwise, if you want to place your thugs or vehicles on a district but don't have enough money to pay for the bribery, you cannot place them.

Graft
Whenever you are selling in a Neighborhood (see Making Sales in Neighborhoods, p. 13) you must spend 2 💵 for each police car in that district once the sale has been made. If you don't have enough money to pay the graft, you will have to prove it and spend everything you have.

Serve and protect
Whenever you are seizing a Neighborhood, each police car will add +1 to the defense of a Neighborhood in that district (see Seize a Neighborhood, p. 13).

OTHER MODES

JOB DRAFT VARIANT

You can try this variant if you want a greater control over your initial Jobs and therefore a greater chance to align them with your strategy. When setting up the gangs, deal 4 Job cards to each player instead of 3. Then, keep I card face down and hand over the remaining 3 to the player to your left.

Next, pick I of the 3 cards you received from the player to your right.

This process continues until no more cards are passed around and all players have put aside 4 Job cards. Finally, return I of these cards back to the bottom of the Job deck and keep the remaining 3 as your starting Jobs.

SOLO MODE

COMPONENTS

1 The Enforcer Token

7 District tokens

36 Enforcer cards

KEY CONCEPTS

POWER

The Enforcer has Power instead of Muscle and Influence. Power counts as both Muscle and Influence and therefore it can be used on any situation which requires one or the other.

VEHICLES

The Enforcer's vehicles are considered both cars and trucks at the same time. That is, they contribute to both attack and defense, and they provide a discount when making a sale in a district.

BOSS TRACK

The Boss's stats are not (🤝) and (✳), but PLAN and ACTIONS.

PLAN

Indicates the number of cards in The Enforcer's Plan.

ACTIONS

The maximum number of actions that the Enforcer can carry out during his turn with the cards in his Plan. The cubes from the third gang you set aside during setup should be used to mark the Enforcer's actions.

FAMILY RING

The Enforcer never forgets to receive his money from the Family ring. If he doesn't get his money in a given turn, it's not that he forgot: you did! So, pay him what's due once you realize YOUR mistake. And apologize to his too.

HAND, DECK, PLAN & DISCARD PILE

The Enforcer has no cards in hand. The Enforcer's cards are always either in his deck, in his Plan or in his discard pile. If an effect refers to the cards in his hand, the number of cards is considered to be 0. The Enforcer's play-deck is made up of cards from deck A at first, but later during the game cards B and C will be added to it. Associate cards are never added to his play-deck.

The Enforcer's Plan is laid out by drawing cards from his play-deck. Once his turn ends, the cards in his Plan are put on top of his discard pile.

ASSOCIATE CARDS

The Enforcer will be able to recruit Associates throughout the game. However, these Associates are not added to his hand but kept in a pile next to his board. These cards are considered "out of play" —if an effect would target the Enforcer's Associates, these cards are never in consideration. For all practical purposes, the Enforcer has no Associates.

THE ENFORCER'S PRESENCE

The Enforcer's presence in the districts is indicated by his token. However, this token doesn't contribute with any attack or defense bonus (unlike thugs (👤) and cars (🚗).

CHOOSING A DISTRICT

Whenever the Enforcer must take an action in a district and more than one district meets the criteria, the Enforcer will choose the district with the lower number first.

NOTE:
Even though your rival in a solo game is technically the Boss for whom the Enforcer is working, throughout these rules we will simply refer to your rival as the Enforcer.

SOLO MODE SETUP

SETUP

Set up the game just like you would for a 2-player game but with these changes to the following steps:

0. Return to the game box all cards (Jobs, Federals and News) that include the "Multiplayer only" icon.
1. Shuffle all District tokens and place one at random on each district of the main board.
5. Set aside 1 Gun Runner and 1 Distillery Owner.
16. The Enforcer is the Starting Player.

PLAYER SETUP

Choose the gang you want to confront and apply these changes to their setup:

Note: In Solo mode the rival Boss skills are ignored. Pick a rival gang based on your narrative preferences.

2. Put the rival gang board face down. As you can see, this side of the board is different from the standard gang board. The rival will use this side.
3. Place 1 Gun Runner and 1 Distillery Owner next to the rival board.
9. Leave their Gang Member and Right-hands cards in the box.
10. Take the Enforcer's Solo cards and separate them into decks A, B, and C. Shuffle each deck separately and leave it face down. Deck A is the Enforcer's starting play-deck —leave it next to the space you will be using to lay out the Enforcer's Plan each turn. Put decks B and C next to Enforcer's board; you will be drawing cards from them and adding them to his deck during the game.
Take a few cubes (4 should be enough) from a different gang and put them next to the Enforcer's vehicles and control markers. These cubes are his action cubes.
11. Ignore this step.
12. Ignore this step.
13. Since this is a solitaire game, there is no need to play with a screen.

14. Pick at random one district with no police cars (♙) on it and put the Enforcer's token there together with one of his vehicles (a car (🚙) or a truck (🚚)). Then put one of his control markers on the Neighborhood tile in that district.
15. If the Neighborhood controlled by the Enforcer requires both (▣) and (𝔽) , put 1 (▣) and 1 (𝔽) in the Enforcer's deals. If the Neighborhood only requires (▣), put 2 (▣) in the Enforcer's deals. If it only requires (𝔽), put 2 (𝔽) in his deals.

After you have finished the Enforcer's setup, set up your gang board with the following changes:
12. Draw 2 cards from the Jobs deck, choose 1 and add it to your hand. Put the other one next to the Enforcer's board. Repeat this twice. (This is roughly equivalent to the Draft Mode that couldn't otherwise be applied to a solo game).

THE ENFORCER'S TURN

Just like a human player, during his turn the Enforcer must either Take an action (p. 9) or Reorganize (p. 18) following the usual criteria. However, since he has no cards in hand you must only take into consideration the cards left in his play-deck when determining whether he'll be doing one thing or the other.

TAKING ACTIONS

1. Lay out the plan

Reveal one by one the top cards of his play-deck and create a Plan row by laying them out face up from left to right in his planning area. The Plan row must have as many cards as the value of the Plan stat as shown in his Boss Track or less if the play-deck is empty.
Add up the number of the Enforcer's moves shown in his Plan row and move the Enforcer's token on the board that many districts in ascending order (if he reaches district 7, continue to district 1).

2. Carry out the actions

Since the Enforcer has no Gang Member or Associate cards, he has no skills to carry out during his turn. Instead, he will be performing a series of actions, the amount being determined by the Action stat in his Boss Track. Each the Enforcer card has 4 actions, and each of these actions has an associated Power bonus (for instance, "P+1", "P", "P+3", ...).

1. Take as many action cubes as the current Action value in his Boss Track.
2. Read the top line action in the Enforcer's leftmost card and implement it if possible. If he can perform the action, put a cube on it. Otherwise, skip to the next action at the same line on the card to its right and check if it can be implemented, and so on. If this was the rightmost action, skip to the line below in the leftmost card instead and start over.
3. End of Turn step – Since the Enforcer has no cards in hand this step only matters whenever he is Taking an action, and not when he is Reorganizing.

Once he has carried out as many actions as the action cubes he had available for that turn or all the cards actions have been checked, The Enforcer's turn concludes. Put all his action cubes next to his gang board and place all his Plan cards on his discard pile (next to his deck).

TYPES OF ACTIONS

The Enforcer may perform two kinds of actions: Power actions or Free actions.

Power actions

These actions are identified by a "P" in the Individual Power Bonus box attached to the action. You will have to total the Enforcer's Power by adding up the following:

• The current value of his Power stat as shown in his gang board.
• The Overall Power Bonus as indicated by all the cards in his Plan.
• The Individual Power Bonus attached to the action (which could be subtracting).

Once you have totaled his Power for that action, it may be used in two different ways. In some instances, Power is used at face value to determine a given effect (for instance, in "The Enforcer gains 'P' ($\boxed{\$}$)" it indicates the number of dollars he gets) whereas in other it marks the minimum requirement he must meet to carry out that action (for instance, "The Enforcer seizes a Neighborhood in his district" would only happen if his total Power plus any thug(👤)or car(🚗)bonuses were enough to seize it). Remember that Power counts as both Muscle(✸)and Influence(🤝).

Free actions

Free actions are identified by an "X" in the Individual Power Bonus box. There is no need to total the Enforcer's Power for these actions: just read the text and determine whether the action can be implemented or not.

VOID ACTIONS (NO EFFECT)

If the effect of an action is null (in other words, if nothing would change by executing the action) then the Enforcer is not considered to have carried out that action and therefore you must not mark it with one of his action cubes.

CHANGES IN THE MAIN ACTIONS

The Enforcer's actions are either very similar or equal to players' actions. Following is a list of changes when the action is executed by the Enforcer.

1. SENT 1 (👤) TO A DEAL

When the Enforcer sends a thug (👤) to a Deal to collect goods (📦)/(🔫) the thug (👤) must be placed on any Deal with no thugs (👤). If all his Deals have one thug (👤), this action cannot be carried out.

Next, the Enforcer receives as many goods (📦)/(🔫) as the total number supplied by all his Deals plus any bonuses provided by the Dealers Supply stat in his board. The Enforcer will store these goods as indicated below (see "Goods management", p. 27).

2. RECRUIT THUGS

The Enforcer's recruitment steps are first used on the thugs (👤) he has in his Safehouses before using them on the Recruits area.

3. CHOOSE 1 JOB

As indicated in the action box, his Power value is only used to determine whether he carries out the action or not. However, The Enforcer does not draw a given number of Job cards and then chooses one; instead, if he meets the action requirement, he simply draws the top card from the Job deck and adds it to the rest of his Jobs (the 3 Jobs he got from you during setup plus any others he may have acquired throughout the game).

Fulfilled Jobs: The Enforcer's Jobs are always considered to be fulfilled.

4. CHOOSE 1 DEALER

This action works just like Choosing 1 Job: as long as the Enforcer's Power meets the card requirement, he draws the top Dealer card.

The Enforcer's Deals: The Enforcer never tucks his Dealers beneath an existing Deal. Therefore, all his Deals are always made up of 1 single Dealer.

5. HIRE 1 ASSOCIATE

Once his current Power has been determined, the Enforcer tries to hire the Associate with the highest level (⭐). In the event of a tie, The Enforcer recruits the leftmost tied Associate in the Market. Once the Associate he is hiring has been determined, follow these steps:

• Put the Associate next to his gang board (it will come into play at the end of the game).
• Refill the Market as usual.
• If it was a 1-3 (⭐) Associate, the Enforcer draws a card from deck B. If it was a 4-5 (⭐) Associate, he draws a card from deck C.
• If The Enforcer has at least 1 good (if the card was drawn from deck B) or 2 goods (if drawn from deck C) he spends the good(s) to put the card face down on top of his play-deck. Otherwise, the new card is put face up on top of his discard pile.

6. MAKE SALES

When making a sale by sending 1 thug (👤) to the Underworld, the Enforcer's Power will determine the maximum amount of sales allowed, just like a player's Influence (🤝) determines their limit.

The Enforcer will start by selling in the Neighborhood with the bigger profits and will continue in decreasing order of profits. In the event of a tie, he will choose the Neighborhood that requires less goods. If still tied, he will choose in ascending order of districts. If still tied, you get to choose the Neighborhood.

CHANGES IN THE MAIN ACTIONS

7. REMOVE CONTROL

If the Enforcer must remove one of your control markers, he will choose the Neighborhood with the bigger profits. If he had to remove more than one control marker, he would continue in descending order of profits.

8. ADD A BUSINESS MARKER

The Enforcer will always try to put as many Business markers as possible in the Neighborhood with the bigger profits. If he had to place more than one marker, he would continue in descending order of profits.

Pick at random the business marker that the Enforcer will place.

9. SELL (📦)/(🔫) FOR 6 (💵) EACH

When selling to the Authorities the Enforcer will follow the same criteria indicated in "Goods Management" (p. 27).

10. MOVE (🧍) AND/OR (🚗)

Instead of moving all thugs (🧍) and vehicles (🚗)/(🚙) from one single district, the Enforcer does the opposite: he moves his thugs and vehicles from different districts to the same district. He will make as many moves as indicated in the action box but prioritizing them as follows:

1st) Thugs that may move to the destination district without requiring a vehicle.
2nd) Thugs that may move to the destination district along with a vehicle.

Note: Bear in mind that moving the vehicle that carries one or more thugs also counts as another move.

3rd) Vehicles.

11. SEIZE A NEIGHBORHOOD

Just like the standard rules, the Enforcer must be present in a district (i.e., have a thug (🧍) or vehicle) to be able to seize a Neighborhood there. Remember that the Enforcer's token grants his presence on that district. If he could seize more than one Neighborhood, follow these criteria to break any ties:
1st) A Neighborhood controlled by the player;
2nd) The Neighborhood with the bigger profits;
3rd) The Neighborhood with the higher defense.

12. UPGRADE A GANG

When the Enforcer must upgrade his gang, he will choose the stat that matches the district number where his token is. To upgrade a stat to Level 2, the Enforcer must have at least 2 Power; to upgrade a stat to Level 3, he must have at least 4 Power. If the upgrade cannot be done, check the gang stats in ascending order until you find one that can be upgraded. If there is no stat that could be upgraded, this action cannot be carried out.

In the Enforcer's Boss Track there are "B", "C" and "B+C" letters instead of the Right-hand icons. Whenever The Enforcer upgrades his gang and in doing so removes a cube with any of these letters, he takes the indicated card(s) from the corresponding deck(s). If possible, he will spend 2 (📦) (even in the "B+C" case) to add these cards on top of his play-deck. Otherwise, the new card is put on his discard pile.

13. REMOVE THUGS

The Enforcer never performs this action, even if he could not take any of the actions laid out in his Plan.

REORGANIZING

If the Enforcer has no cards left in his play-deck at the beginning of his turn, he must Reorganize according to the usual rules but with the following changes:

1. SELL IN HIS NEIGBORHOODS

The Enforcer refers to the same criteria described in "Make Sales" to determine in which Neighborhood he will be selling.

2. GAIN (💵) FROM HIS BUSINESSES

Apart from getting 2 (💵) for each business marker he controls, the Enforcer will steal from you the money indicated by the following formula:
(# The Enforcer's Jobs) x (# News cards in the active News space)
Example: when Reorganizing the Enforcer has 4 Job cards and there are 2 cards in the active News space. He therefore steals 8 (💵) from you.

4. RECRUIT NEW THUGS

The Enforcer refers to the same recruitment criteria described in "Recruiting thugs".

OTHER KEY ASPECTS

GOODS MANAGEMENT

The Enforcer manages his goods differently depending on the circumstances.

Supplies from the Deals

When the Enforcer sends 1 thug to one of his Deals he gets the total amount of goods indicated by all his Deals plus any bonuses provided by his Dealers Supply stat and/or other sources. The Enforcer collects the specified alcohol (🍾) and guns (🔫) first and then collects the remaining goods where he can choose between (🍾) and (🔫) by getting first the good he received the least and alternating from then on. If he received the same amount of alcohol (🍾) and guns (🔫), he begins by taking an alcohol (🍾) first.

Goods storage

Whenever the Enforcer needs to store any goods he follows these steps:

1st) He stores in his Deals

He begins by storing the good he has the least in his Deals (beginning with (🍾) if tied). He then continues by alternating between the two types of goods until he reaches the storage limit of his Deals.

2nd) He stores in his Neighborhoods

The Enforcer chooses the Neighborhood with the bigger profits and stores as many (🍾) as required to make a sale there. If he still has any (🍾) left, he continues with the next Neighborhood in descending order of profits. If he still had any (🍾) left after storing these, he continues by storing I alcohol at a time in descending order of profits. When doing so he will try to balance the surplus (🍾) among Neighborhoods, thereby skipping any Neighborhood that already had a surplus until all other Neighborhoods have the same surplus amount. He then repeats this same procedure with (🔫).

Surplus

Goods stored in a Neighborhood that exceed that Neighborhood's requirement for a sale are considered a "surplus".

Truck bonus

If the Enforcer has any trucks in a district when making a sale, he gets the usual I-good discount per truck with the following criteria in mind:

1st) If the Neighborhood only requires one type of good, the discount is applied to that type of good.

2nd) If both goods are required, the discount is applied to the type of good that requires the greater amount (alcohol (🍾) if tied).

Spending goods when selling

The Enforcer will always spend goods stored in his Neighborhoods before spending any goods from his Deals.

Other goods expenditures

If the Enforcer had to spend any goods due to an action (e.g., "Sel (🍾)/(🔫) for 6 dollars each" or "Hire I Associate"), a card effect or a Federal raid, he applies the following criteria:

1st) He spends his surplus first (if any). In the event of a tie, he spends guns (🔫) first.

2nd) He spends goods from the Neighborhood with the lowest profits. If he still had to spend more goods, he spends them in ascending order of profits.

3rd) He spends goods from hel Deals.

OTHER KEY ASPECTS

THUG MANAGEMENT

Put in Prison, Hit or Kill

If the Enforcer is forced to Put in Prison, Hit or Kill one of his thugs he will use the following chart from top to bottom to determine the area where the thug is taken from.

	Put in Prison	Hit/Kill
	Underworld	Underworld
	Authorities	Prison
	Deals	Authorities
	Districts	Deals
	Headquarters	Districts
		Headquarters

Just like multiplayer games, The Enforcer may not Put in Prison, Hit nor Kill any thugs (👤) that are in the Safehouses or Recruits areas.

REMOVING GANG UPGRADES

If the Enforcer is forced to remove one of his gang upgrades (due to one of your effects or a Federal Raid) he will remove a Level 3 upgrade before removing any Level 2 upgrade. Just like the Upgrading action, he will begin with the stat that matches the district number where his token is and will continue in ascending order until the required upgrades have been removed.

GAME END AND WINNER

The end of the game is triggered just like in a multiplayer game. At this point the Enforcer retrieves all the Associate cards he has been keeping next to his board and adds up their value as usual (1($)/★). Whoever has more money is the winner.

KEYWORDS

These are some keywords used in the Enforcer's cards.

Next

It means the next Chicago district in ascending order as determined by the district tokens. For instance, "Move each (♠) to his next district" would mean that a cop (♠) in district 3 would move to district 4. If the action doesn't specifically refer to a district but to an element within a district, "next" would mean the following district in ascending order, starting from the district where the Enforcer is. For instance, "The Enforcer makes a sale in his next Casino" would mean that, if the Enforcer is in district 3 and has a Casino in each of districts 2 and 7, he would make a sale in district 7.

Supplied/Unsupplied

A Neighborhood is considered supplied if the Enforcer could make a sale in it when Reorganizing (considering all goods stored in his Deals and any truck discounts he might get). Otherwise, the Neighborhood is considered unsupplied.

ABOUT US

Scarface 1920 is our first board game. This means that, in addition to all the effort that a project of this size requires, all the miniatures, designs, illustrations, characters, texts or strategies that players will enjoy when playing, will be filled with all the love that we have put into it.

We don't have enough lines to thank everyone who has been part of this, one way or another, in the creation and launch of Scarface 1920. From its creators, Toni Serradesanferm and

Daniel Simón, to that guy who hasn't stopped giving "Like" or "RT" to all of our social media posts for the last two years. They have all been important and we are all very grateful.

Al Capone said that he can go far with a smile, but much further with a smile and a gun. Lets not make the king of Chicago angry, with these hidden lines, but we do not agree: you can go far with a smile, but much further with a smile and the entire Redzen Games team. See you soon!

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