

MOB

BIG APPLE



Rulebook



Big Apple News

April 26, 1926

LITTLE ITALY, SIX SHOT DEAD: \$2,500 REWARD

Elvin DeSilva

NYPD responded to gunfire in Little Italy Saturday night, and arrived at a gruesome scene. The sidewalk was slick with the blood of six dead bodies, and the front window of a beloved restaurant, Maricelli's Cucina, was destroyed. The dead men are members of the notorious Mencina crime family, and suspected of producing, transporting, and selling liquor in violation of the National Prohibition Act of 1919. Prohibition Agents have been watching these six men for months, and NYC is offering \$2,500 for information leading to the arrest of the gunmen who killed them.

Later that night in Brooklyn, Tony "The Cat" Larciano reports to his capodecina, Gino "Lefty" Castellonni.

"We sent a message to those Mencinas, boss. I sent six of their best to sleep with the fishes. And those crates over there? It's almost their whole stash from Maricelli's!"

This was business as usual for the Castellonnis since the Mencinas had moved in on their local hooch dealers. They'd make their next move soon,



and Lefty thought he knew where.

"Call your stool pigeon friend, tell him to rat-just before our Hell's Kitchen shipment arrives next Sunday. I'll call it off at the last minute, and the D.A. can throw those worthless Mencinas in the Big House."

"Sure thing, boss. Soon, Lefty, eh? You'll be the Capi dei capo of all New York, and we'll be rolling in booze, clams, and dames."

Note: This game is themed around a violent, dark, and largely immoral period of New York City's history. Although we find this period fascinating, nobody involved in the development of this game wishes to glorify or promote violence in any way.

COMPONENTS

1 Locations Board



1 Action and District Attorney Board



50 Small Henchmen Meeples

(25 of each player color) (Small = 1 Henchman)



12 Large Henchmen Meeples

(6 of each player color) (Large = 3 Henchmen)



30 Contraband Crates



2 Dice (1 black, 1 white)



12 Mole Tokens (6 per player color, each with values 1,1,2,2,3,3)

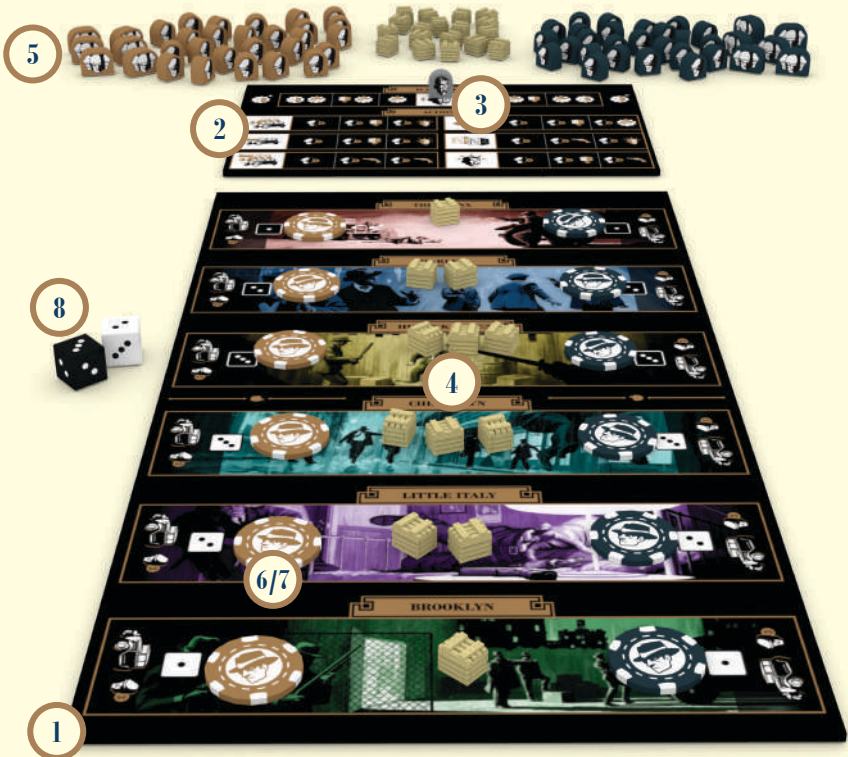


1 District Attorney (D.A.) Pawn



SETUP

1. Place the Locations Board between both players.
2. Place the Actions/D.A. Board to the side of the Locations Board.
3. Place the D.A. pawn on the center area of the D.A. track where his icon is shown.
4. Place Contraband Crates onto each Location on the board. The die face value shown at each Location determines how many Crates to place there. For example, place 3 Crates on both Locations with a "3 pip" die icon. Set the remaining Contraband Crates to the side to form a supply.
5. Place all of the Henchmen (for both players) into the supply.
6. Each player chooses a color and takes the Mole Tokens of that color.
7. Each player places 1 Mole Token numbered-side down on each of the six Locations, choosing which numbers go to each.
8. Each player rolls the 2 dice, and the player with the highest sum becomes the Starting Player.



GAME PLAY

MOB: Big Apple is played over 3 rounds. At the start of each round, each player takes 20 Henchmen of their chosen color from the supply and places them in an area in front of themselves known as their "Warehouse". (The Large Henchmen are worth 3, and players may "make change" as needed during the game.

Each round, players take turns rolling dice and using the Henchmen available in their Warehouses. Henchmen have two main purposes: some are put into cars to drive to Locations so that they may compete for crates of contraband, and others are sent to the Action Board to perform special actions.

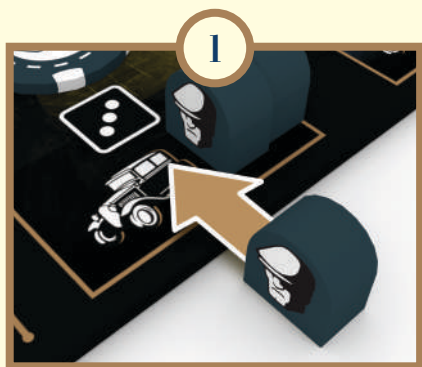
Each round ends once both players have used all 20 of their Henchmen. If one player's Warehouse Henchmen are exhausted, then the other player continues to take turns until all of their Henchmen have been used.

Turn Summary

Each player will perform the following two steps on their turn, in this order:

1. Load Henchmen into Cars
2. Perform Henchmen Actions

Players will alternate turns performing these two steps until neither player has Henchmen remaining in their Warehouse, which will then end the round.

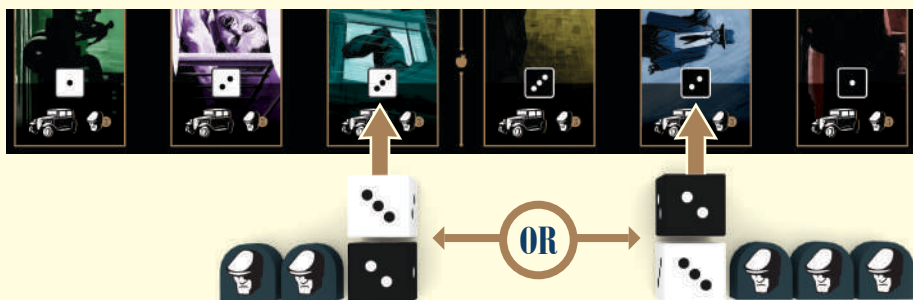


Step 1: Load Henchmen into Cars (Optional)

Roll both dice, and use the result to place Henchmen from your Warehouse into a car on your side of the Location Board, according to the following rules:

- Choose 1 die for the Location.
 - The Location Board is split into 6 Locations, divided into 3 Black Die Locations and 3 White Die Locations. Choosing a die for the Location means matching the die color and value to the same Board Location.
- The remaining die determines the number of Henchmen you will load into the Car at the chosen Location on your side of the board.
 - The number of Henchmen equals the number of pips on the remaining die.
 - The Henchmen are placed into the Car, NOT on the Location itself!

Example: Jeff rolls the dice for step 1 of his turn. The Black die shows 2 pips and the White die shows 3 pips. He then has two options: He may place 2 Henchmen in the Car at the White 3 Location, OR he may place 3 Henchmen into the Car at the Black 2 Location.



Important: Henchmen in Cars are not considered "in the Location", but are in the Cars preparing to drive to the Location at the end of the round. However, Henchmen may shift cars, be eliminated, or move to locations through special actions. (See Step 2: Perform Henchmen Actions)

These additional rules must be followed for Step 1:

- Each Car only holds a maximum of 3 Henchmen. If placement results in more than 3 Henchmen in a Car, return any excess Henchmen to the supply.
- You must place the number of Henchmen as shown on the chosen die, unless you do not have enough Henchmen remaining in your Warehouse. In this case, place as many as possible.
- If your Warehouse runs out of available Henchmen during Step 1, then skip step 2 and await the end of the round (when your opponent runs out of Henchmen).
- Step 1 is optional. You may skip this step if you desire and proceed directly to Step 2.

Step 2: Perform Henchmen Actions (Mandatory)

Place one or more Henchmen onto an open action space (i.e., a space without Henchmen already present) on the Action Board, then perform the action of that space. This step is mandatory; it must be performed if able.

- Each Action Space requires a certain number of Henchmen to be placed onto it. This requirement is shown on the space itself.
- You may choose any open Action Space that doesn't already contain Henchmen (i.e., no particular order is required).
- If you do not have enough available Henchmen in your Warehouse to perform an action, return all remaining Henchmen in your Warehouse to the supply and await the end of the round.
- All Henchmen placed on the Action Board will remain on their spaces until the round ends, when they will be returned to the supply.

Action Board

The Action Board consists of 6 rows, each with 3 Action Spaces. Each row has a primary action that is represented by an icon to the left of its row of Action Spaces. Some of the Action Spaces contain an additional smaller icon, which represents an available secondary action for that space. All actions, primary and secondary, are optional. You may perform both, either, or none of the actions, but must always send at least one Henchman to the Action Board on your turn, if possible.



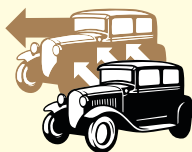
Primary Actions



CHANGE CARS: Move 1 or more Henchmen from one Car to one other Car, provided the move does not lead to more than 3 Henchmen in a Car.



DRIVE: Move 1 or more Henchmen from one Car to its Location (i.e., from the Car to the center of the board without changing Locations).



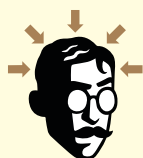
CHANGE CARS & DRIVE: Perform both actions (change cars and drive) in that order. This is considered a single action, so both parts must be performed if this action is chosen.



REDEPLOY MOLE: Move one of your own Mole Tokens from any Location to another Location. As the Mole Token represents a hidden number of Henchmen at its Location, keep it face down, so that the value remains a secret. There is no limit to Mole Tokens at a Location.



MOVE CRATE: Choose a Crate at any Location and move it to any other Location. There is no limit to Crates at a Location.



INFLUENCE D.A.: Advance the D.A. pawn on the track one space toward your opponent. At the start of the game, the D.A. pawn is placed in the center area of the D.A. Track. This center area is not considered a space on the track. Once the D.A. is moved, it will not return to this center area for the remainder of the game. If the D.A. pawn were to be moved onto this center area, instead skip it and move the pawn to the next available space on the track. If a player influences the D.A. and the pawn cannot be moved, (i.e., it is in the final space), the player then takes a Crate from any Location as a bonus and stores it in their Warehouse to be scored at the end of the game.

Secondary Actions



ADD 1 CRATE: Take a Crate from the supply and add it to any Location.



EXPOSE MOLE: Choose an opponent's Mole Token at any Location and reveal the number shown on its face. Then, add that many of your opponents Henchmen from the supply to the same Location, and remove the Mole Token from the game.



SHOOT: Choose either the black or the white die and roll it. If the opponent has Henchmen in the Car at the Location shown on the die roll, the opponent's Henchmen in that Car are returned to the supply.



INFLUENCE D.A.: Same as Primary Action.

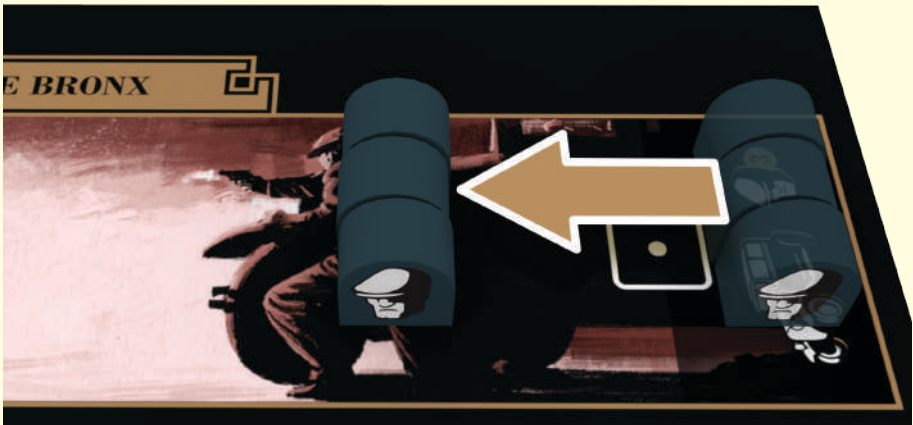
Ending the Round

Once neither player has any Henchmen left in their Warehouse, the round ends. Then, perform the following steps in this order:

- A. Cars Drive to Their Locations
- B. Resolve D.A. Track
- C. Shootout
- D. Prepare for Next Round/ End Game

A: Cars Drive to Their Locations

Both players move all Henchmen in Cars to the corresponding Locations.



B: Resolve D.A. Track

Whichever player is farthest from the D.A. Pawn takes the action of the D.A. Track. The player who has the D.A. Pawn on their side of the board is under investigation, and the other player gains 1 or more bonus actions. These bonus actions are determined by the icons on the space that the D.A. is located.



The “Reveal Mole” and “Add 1 Crate” actions are the same as previously described.



The “Steal 1 Crate” action allows a player to choose a Crate from any Location (not from the supply) and add it to their Warehouse.

C: Shootout

At each Location, the Henchmen fight each other. Remove equal numbers of Henchmen from both players and return them to the supply (i.e. remove pairs of Henchmen, one from each player, until there are no pairs left to remove). Make change as needed. Mole Tokens are not involved in Shootouts. Any remaining Henchmen on Locations will stay for the following round.



D: Prepare for Next Round/ End Game

If players have completed 3 rounds, go to "Game End". Otherwise, prepare for a new round by performing these actions in this order:

- Return all Henchmen from the Action Board to the supply.
- Each player moves 20 Henchmen from the supply to their Warehouse.
- The player who was investigated by the D.A. decides the Starting Player for the following round.

Game End

After the Shootout at the end of Round 3, players determine their score.

- Each player reveals their Mole Tokens at each Location. Mole Tokens represent a number of Henchmen equal to the number shown on their face. Add this number to your total number of Henchmen at a Location.
- All of the Crates at a Location are awarded to the player with the most Henchmen at that location. That player adds those Crates to their Warehouse. If there is a tie, nobody is awarded the Crates.

The player with the most Contraband Crates wins! If tied, the player without the D.A. on their side of the board wins the game.

ICON KEY



Henchmen (p.4)



Car (p.5)



Change Cars (p.7)



Drive (p.7)



Change Cars
and Drive (p.7)



Redeploy Mole (p.7)



Move Crate (p.7)



Influence D.A. (p.7)



Add 1 Crate (p.8)



Expose Mole (p.8)



Shoot (p.8)



Steal 1 Crate (p.9)

CREDITS

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