



EMPIRE  
CITY

A MOBSTER BOARD GAME  
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**Prohibition is the law of the land. Yet, in the speakeasies, casinos and bordellos the appetite for sin cannot be quenched. Cloaked under the secrecy of *omerta*, the six families of Empire City vie for control of these lucrative rackets. This metropolis is ruled by money. Cash is king. Cops and judges can be bribed. Power and influence are sold to the highest bidder. However, corruption must be kept in check, lest the city come under the unwavering eye of the feds. Through coercion, muscle and money, only one can rise to become the godfather of Empire City.**

Thank you for playing our game. For comments and suggestions, please email us directly at [empirecityboardgame@gmail.com](mailto:empirecityboardgame@gmail.com).

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Dice



Money



Family/Vendetta Token



Cop Figures

Elliot Ness Figure



Cop Cards



Gangster Figures

Consigliere Figure



Capo Shield



Start Cards



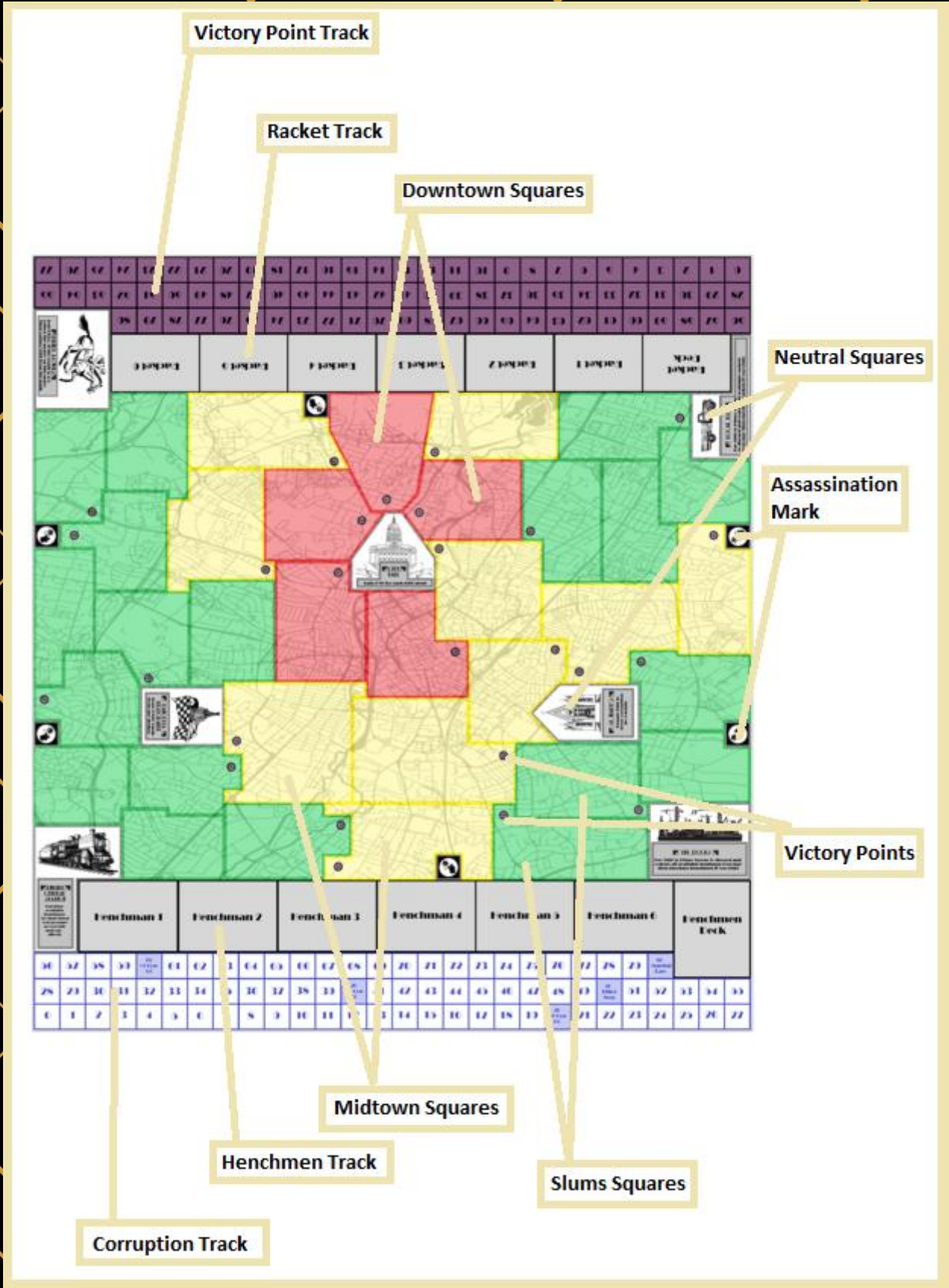
Corruption Cards



Racket Cards



City Cards



**Victory Point Track:** Capos track their progress toward victory on this track.

**Racket Track:** Shows the rackets available for purchase.

**Henchmen Track:** Shows the henchmen available for hire.

**Corruption Track:** Tracks corruption of all capos as well as displaying when corruption cards are given and when cops are added to the city.

**Assassination Mark:** To perform an “hit” against another capo, place a gangster figure on the mark in front of that capo.

**Victory Points:** The amount of victory points received for controlling a space.

**Downtown Squares:** Shaded and bordered in red. Generally downtown squares are worth the most victory points. City cards from this deck have a wide variety of effects.

**Midtown Squares:** Shaded and bordered in yellow, midtown squares are worth more victory points than slums squares, but less than downtown squares. City cards from this deck generally affect income.

**Slums Squares:** Shaded and bordered in green, slums squares are worth the least victory points. City cards from this deck generally affect combat.

**Neutral Squares:** Bordered in grey. Capos may place a gangster figure on them to utilize the square. Multiple gangster figures may be placed on these squares. No gang can control these squares.

**City Hall:** Place a gangster figure on city hall and “donate” money to increase your victory points. Each \$500 spent scores 2 victory points.

**Pitney Downs:** Place a gangster figure on Pitney Downs and roll 2 dice. If the result is a 7, collect the money from the space. After winning the pot, replace \$300 on Pitney Downs from the bank.

**Pancetta Ristorante:** Place a gangster figure here to draw 2 city cards from any deck(s).

**Empire Central Station:** Place a gangster figure here to hire henchmen from the 6 available on the henchmen track. The capo may hire as many henchmen as he can afford. Afterward, redraw henchmen from the deck to refill the track.

**The Docks:** Place a gangster figure here and pay \$200 to Pitney Downs. Move all available henchmen to the discard pile. Redraw 6 available henchmen. The capo may then hire as many available henchmen as he can afford. Afterward, redraw henchmen to fill the track.

**St Mary’s:** Place a gangster figure here and donate \$500 to lower your corruption by 5 points.

**Local 162:** Place a gangster figure here and pay \$200 to Pitney Downs. Discard all available Rackets. Redraw 6 Racket Cards. The capo may then purchase and place as many rackets as he can afford. Afterward, redraw rackets to fill the track.



### City Cards

Downtown

Slums

Hustling the Johns

Upkeep Phase - Collect  
Take half of another Capo's total Bordello revenue (rounded down)

Midtown

Kiss of Death

Declaration Phase  
Give to a rival Capo. The first player to attack this Capo earns \$500

Drive By

Pre-Combat  
Roll 1 die for each enemy Henchman; on a 1, 2 or 3 they die before the fight starts.

Indicates when card may be played

Indicates effect of card

Type of Racket

Income value

Where racket may be played

Cost of racket

### Racket Cards

Racket

The Foyal

Casino

Racket Income

Slums/Midtown	
1	\$0
2	\$200
3	\$300
4	\$400
5	\$500
6	\$1000

\$ 500

The Weekender

Bordello

Racket Income:

Midtown	
1 Token	\$100
2 Tokens	\$400
3 Tokens	\$700

\$ 400

The Orchid

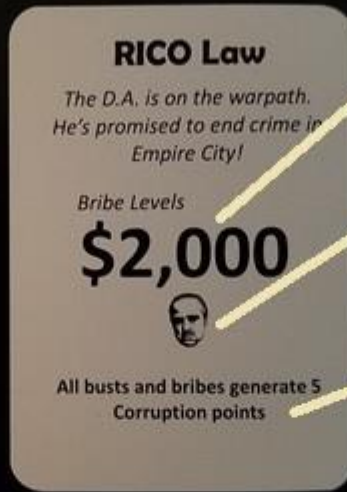
Speakeasy

Racket Income:

Slums	\$100
Midtown	\$200
Downtown	\$100

\$ 100

### Cop Card



Bribe Cost

Godfather indicator

Turn effect

Corruption Cost

### Henchman Card

Faction affiliation

Special ability

Combat value

Hire/Refresh cost





In Empire City, each player (known as a Capo) has two different hands of cards as well as an amount of money. Capos should keep their money and cards concealed from each other. One hand of cards is composed of all the city cards that a Capo currently has. The other hand of cards is made up of their henchmen.

**Capo Shield:** Each capo has a capo shield that outlines the special abilities of that family. The shield should be used to keep money and cards concealed from other capos.

**City Card Hand:** City cards are kept concealed from other capos in your city card hand until they are played. After they are played and resolved, city cards are discarded. City cards have a wide variety of effects as described on each card. In general, slums city cards affect combat while midtown city cards affect income. Downtown city cards can affect victory point and corruption gain.

**Henchmen Hand:** Similarly, a capo's henchmen hand should be kept secret from other capos. Henchmen may be used in several different ways. Henchmen may be used in combat, assassination, defense or to utilize a special ability. In order to use a henchman, a capo reveals them from his hand, placing the henchman face up in his play area. After resolving the effects of the reveal, the henchman then becomes exhausted and must remain face up in the play area for all to see. Exhausted henchmen cannot be revealed again until they are refreshed during the upkeep phase.

The 4 henchman actions are:

- **Combat:** Henchmen may be revealed to add their combat score in combat.
- **Assassination:** Henchmen may be revealed to attempt an assassination, utilizing their combat score in the assassination attempt.
- **Defense:** Henchmen may be revealed to use their combat score in the defense of an attack from another capo. A henchman must be revealed to utilize their combat score in defense of an assassination attempt from another capo.
- **Special Ability:** A henchman may be revealed to use a special ability printed on their card

Henchmen may only be revealed in one of these four ways once per turn, after which they remain face up in the play area for all to see. This henchman is then exhausted. Exhausted henchmen cannot be revealed again until the capo refreshes them by paying their cost (including corruption cost, if any) during the upkeep phase and replacing the henchman into their hand.

Some henchmen special abilities require that the henchman be revealed to utilize their special ability and some do not. Pay special attention to these, as henchmen may only be revealed once per round. For example, the henchman "Sergei Gavrikov" has the special ability "reveal during pre-combat to destroy the racket in the contested space." Therefore, if a capo reveals Sergei to use this ability, he may not also reveal him to use in combat, defense or assassination. However, the capo may reveal Sergei to use this ability, and then reveal another henchman to use in combat, defense, or assassination.

In contrast, some henchmen have special abilities that do not require them to be revealed to use. For example, the henchman "Pavel the Butcher" has an ability that states "when victorious, Pavel automatically kills 1 enemy henchman." This ability takes effect anytime Pavel is in combat and is victorious. The capo does not need to use a reveal action with Pavel to use this ability.

**Special Henchmen:** There are 5 henchmen in the deck with the faction affiliation of “special.” These henchmen represent powerful and influential people of Empire City. Any capo that manages to hold these 5 special henchmen in their hand immediately wins the game. Normally, when a henchman is killed in combat or assassinated, their card is placed back in the box (rather than going to the discard pile) removing them permanently from play. Special henchmen are never killed in this way. Instead, if a special henchman would be killed in combat or assassinated, they are *abducted* by the victorious capo. Their card is taken and placed face up in the victorious capo’s play area. They are considered exhausted, but may be refreshed as normal during upkeep.

**Cop Cards:** A cop card is drawn once per round at the beginning of the cops phase. Cop cards have a special effect that applies to that round as explained on each card. Each cop card also establishes the bribe cost for that round. If a cop card has the godfather indicator on it, this card also denotes that the godfather phase will occur this turn.

**Start Cards:** Start cards give each capo a boost at the beginning of the game. Once this has been taken, the start card may be placed back in the box. However, the capo that receives the “You are the Godfather” start card should keep it face up in his play area to indicate to all capos that he is the current godfather. If the godfather should change during play, the “You are Godfather” start card passes to the new godfather.

**Corruption Cards:** A corruption card is drawn by the first capo to reach 20, 40 and 60 points on the corruption track, respectively. The capo immediately gains the ability listed on the card for the rest of the game.

**Racket Cards:** Racket cards represent the lucrative enterprises undertaken by the families of Empire City. Racket cards may never be held in a hand. Any racket purchased must be immediately placed on a territory you control.

Each type of racket has placement restrictions and pays income in a particular way:

- **Speakeasy:** In general, speakeasies have the lowest cost and the lowest income of any racket type; however, speakeasies may be placed in all the neighborhoods of the board. Speakeasies pay a set amount of income according to what neighborhood they are established in. To collect income, consult the racket card for the neighborhood in which it is placed.
- **Casino:** In general, casinos have higher cost and higher income than speakeasies. Casinos require a die roll to determine the amount of income they generate each turn. In addition, casinos may only be placed on two of the three neighborhoods (as indicated on their card). To collect income each turn, roll one die for each casino and consult their racket card.
- **Bordello:** In general, bordellos have the highest cost, but may generate the highest income of any racket type. Bordellos may only be placed in a single neighborhood (as indicated on their card). Bordellos become more profitable the longer they are allowed to operate. To collect income each turn, count the number of family tokens on the space (1-3) and consult the racket card. Then place another family token on the space (up to 3 family tokens).

- Each player chooses a crime family to play, becoming the capo of that family. Take one set of colored tokens (family/vendetta tokens and gangster figures) and the capo shield for that family.
- Create a start card deck by randomly selecting start cards equal to the number of capos in play. The “You are the Godfather” start card must be included in this deck. Distribute a start card to each capo.
- Each capo receives \$500 in starting money plus any other special resources listed on their capo shield and start card. Capos may then place their start cards back in the box. The capo with the “You are the Godfather” start card should keep it face up in his play area to indicate that he is current godfather.
- Each capo places a family token on the 0 space of the victory point and corruption tracks.
- Shuffle the corruption card deck and the cop card deck and place them near the side of the board.
- For a game with 3-4 players, place 1 cop figure on the city hall space. For a game with 5-6 players, place 2 cops on the city hall board space.
- Put \$500 on the Pitney Downs space.
- Shuffle the racket and henchmen decks. Then draw 6 cards from each deck and place them face up on the racket and henchmen tracks. These are the current available henchmen and rackets.
- Starting with the godfather and proceeding in clockwise order, each capo selects a starting racket from the track and places it on an unoccupied board space along with one of their family tokens. After each selection is made, draw another racket to bring the available rackets up to 6.
- Starting with the godfather and proceeding in clockwise order, each capo selects 2 henchmen from the henchmen available on the track and places them in his henchmen hand. After each capo selects their 2 henchmen, draw 2 more henchmen and place them on the track to bring the available henchmen back up to 6.
- During the first turn, skip the first 2 phases of play and begin on 3<sup>rd</sup> phase: Declarations.



**Victory Conditions:** In Empire City, capos seek to control the city with money, influence and intimidation. To be victorious, a capo may either accumulate 80 victory points or hold all 5 special henchmen. However, the game may also come to an end if any capo's corruption reaches 80 points. When this occurs, martial law is declared and the feds move in to stomp out the unsavory elements of the city. If this should occur, the capo with the lowest corruption is declared the victor.



### Round Sequence:

Each round of Empire City is played in phases, beginning with the current godfather and proceeding in clockwise order.

1. **Cops Phase (skipped on 1<sup>st</sup> round)**
2. **Godfather Phase (when indicated; skipped on 1<sup>st</sup> round)**
3. **Declarations Phase**
4. **Combat Phase**
5. **Upkeep Phase**

**Cops Phase:** Beginning on round 2, and every round thereafter, play begins with the cops phase.

1. **Determine Police Chief:** The current godfather examines the corruption track to determine the police chief. The capo with the lowest corruption is the police chief for this round. If there is a tie, the godfather determines who is the acting police chief for this round.
2. **Determine Number of Cops:** The police chief then consults the corruption track to determine the number of cops in play. The capo with the highest corruption on the corruption track determines the number of cops in play. Cops are added at the 20, 40 and 60 marks on the corruption track. For example, in a 5 player game, if the highest corruption is 56, there would be 4 cops in play (2 starting, plus 2 cops for the 20 and 40 marks). These cops are added to the city hall board space. If corruption drops below these levels, then the police chief selects a cop(s) to remove from the board accordingly.
3. **Draw Cop Card:** The police chief then draws a cop card from the deck and reads it aloud, placing it face up on the cop card deck for all to see. The cop card sets bribe levels, indicates if the godfather phase will take place this round, and has an effect that stays in play until the next round.
4. **Move Cops:** The police chief then moves cops. Cops must move (normally 1 square). Cops may not occupy the same square as another cop. Cops may not occupy neutral squares. Capos may not use the control territory or attack a rival's territory declaration on any space occupied by a cop (see declarations phase).
5. **Resolve Busts:** If a cop moves into a square controlled by a capo the square is considered busted. The capo must pay the bribe amount listed on the current cop card or remove his family token and discard any rackets on the square. The square becomes unoccupied again. If the bribe is paid, the cop simply remains in the square and no further action is taken.
6. **Elliot Ness:** Elliot Ness is a special cop figure that is added to the board at corruption level 50. Elliot Ness has unlimited movement and may be moved to any board square. Elliot Ness may not be bribed and automatically busts any space he is moved to. Elliot Ness may also occupy a neutral square, rendering that square unusable by capos for the turn. However, Elliot Ness must move each turn and may not occupy the same square that he occupied last turn.

**Godfather Phase:** Beginning on round 2, play then continues to the godfather phase. The godfather phase only occurs if current cop card has a godfather indicator (shown below). Certain city cards or henchmen special abilities may also activate the godfather phase. This phase may only occur once per round, regardless of the number of times it is activated. If the godfather phase is activated by one of these events, then proceed to the bid for godfather step. If none of these events activates this phase, then play proceeds to the declarations phase and the current godfather remains the godfather for this round.

1. **Bid for Godfather:** Simultaneously, each capo may place an amount of money behind his capo shield to bid for becoming the godfather. Capos may not bid more money than they currently possess. Once all capos have secretly placed their bid, then the capo shields are removed and the winner is the capo who bid the most money. In the case of a tie, the current godfather decides the winner. Capos may abstain from bidding. The winning capo takes the "You are the Godfather" start card and places it face up in his play area to indicate to all capos who is the current godfather. The winning bid is placed on the Pitney Downs square. All losing bids are kept by their respective capos. If no one bids, the current godfather remains the godfather until another bid occurs.

**Table Politics:** Table politics are encouraged in Empire City. Capos may form non-aggression pacts with other capos (although capos may break these types of alliances at any time). Capos may give city or henchmen cards to other capos to curry favor. Cards given in this way may not be currently in use or exhausted (ie, they must be in your hand). Capos may also freely give money to other capos. In the case of a godfather bid tie, a capo may seek to "sweeten the pot" with the current godfather by giving him cards and/or money to win the tiebreaker.

**Godfather Abilities:** The godfather receives the following abilities:

1. Use of the consigliere figure during the declarations phase. This figure acts as a gangster figure and essentially gives the current godfather one more declaration than all other capos.
2. Breaks all ties (combat, bidding, determining police chief, etc...)
3. Receives \$250 extra per turn during the upkeep phase in tribute
4. Receives 5 victory points per turn during the upkeep phase
5. Receives 5 corruption points per turn during the upkeep phase



*"Friends in Empire City? Who can tell? The whole place is steeped in betrayal and treachery. Alliances often end with an ice pick in the brain. A handshake can be met with pistol. Friends? Money. Power. Fear. That's what you can count on in this city."*

**Vendetta:** The crime families of Empire City hold grudges for any attack or slight against them. This is represented in game by the vendetta token. Anytime a capo receives an attack a rival declaration or assassination declaration against them (both explained below), the attacking capo gives them a family token. This token, in the hands of a rival, then becomes known as a vendetta token, and signals your family's desire for revenge. Vendetta tokens keep track of grudges and spur capos to carry out retributive strikes against those that wronged them. If you have a vendetta token from a rival family, then anytime you make an attack a rival or assassination declaration, you may “cash in” the token to draw a single city card from any deck (regardless of success or failure). Capos may also “cash in” a vendetta token by playing a city card against the rival capo. Multiple vendetta tokens may be cashed in at once. Capos may also abstain from cashing in their vendetta tokens.

**Declarations Phase:** During the declarations phase, capos place their gangster figures on the board to take actions. Each capo resolves one declaration at a time starting with the current godfather and proceeding around the table. Declarations continue in this fashion until no gangster figures remain to be placed. As part of their privilege, the current godfather gains a bonus gangster figure, the consigliere.

The declarations that a capo may take are:

- **Use a Neutral Space:** Placing a gangster figure on a neutral space allows the capo to execute the action printed on that location. A capo may place multiple gangster figures on the same neutral space if he wishes to use it more than once. For example, if a capo has already placed a gangster figure on pancetta to draw city cards, on his next declaration, he may place another gangster there to draw more city cards if he wishes. Neutral spaces can never be occupied by capos, and multiple capos may place gangster figures on them to utilize the space. However, capos may not place a gangster figure on neutral space if Elliot Ness currently occupies it.
- **Control Territory:** Capos use the control territory declaration to occupy a single board space and/or add a racket to controlled spaces. To claim new territory, select an unoccupied, non-neutral board space and place one of your family tokens there along with a gangster figure. During this declaration, the capo may also purchase a racket from the racket track and place them on space that he occupies. To do this, pay the racket cost listed on the racket card and place it on the desired occupied space. Capos may place multiple rackets on other spaces they control with the same declaration but can only claim 1 new space per declaration. For example, a capo may place a gangster figure to occupy a slums square and purchase 3 rackets to place with this single declaration (one for the space he just occupied, and 2 for other spaces he already controlled). He may not, however occupy 3 new spaces with this single declaration. Capos are not required to place a racket during a control territory declaration but must place a gangster figure either in a new space or on a space they control. Capos may not use the control territory declaration on any space currently occupied by a cop figure or Elliot Ness. Capos must refresh the racket track by drawing new cards to fill any empty slots after each declaration.



- **Attack a Rival:** Capos use the attack a rival declaration to attempt to take control of territory occupied by another capo. To make this declaration, place a gangster figure on the board space that is currently occupied by a rival capo. The attacking capo immediately receives 3 corruption points and the defending capo receives a vendetta token. If the attacking capo holds any vendetta tokens from the defending capo, he may cash them in for 1 city card from any deck of his choice (per vendetta token). Multiple capos may make an attack a rival declaration on the same space. If this occurs, all other capos involved in the contested space receive a vendetta token from the capo that placed the most recent declaration. This capo also receives 3 corruption points and may cash in any vendetta tokens he has against the other capos involved. The attack a rival declaration is the only declaration that is not immediately resolved. Instead, the resolutions of these declarations are held until the next phase, the combat phase (see combat phase).



- **Assassination:** Capos may attempt to assassinate a rival capo's henchmen. To do this, place a gangster figure on the assassination mark (shown to the left) in front of the rival capo. To resolve an assassination declaration, follow the steps below.
  1. **Corruption and Vendetta:** The capo initiating the assassination receives 5 corruption points. The target capo receives a vendetta token from the attacking capo. If the attacking capo has any vendetta tokens from the target, he may redeem them for a city card from any deck per token. Multiple vendetta tokens may be cashed in.

- **Assassination (cont.):**
  2. **Select Target:** The capo initiating the assassination may either select an exhausted henchman, or may randomly draw a henchman from the rival capo's hand. When attacking an exhausted henchman, the assassin knows their target. If they are attacking a randomly drawn henchman, they will not get to see who it is until step 3 of the assassination attempt. The attacking capo selects a henchman to carry out the attempt and places him face up behind his family shield. Both capos may then select city cards to use in the attempt. Note, only city cards affecting assassination may be used (ie, cards affecting combat may not be used in assassinations).
  3. **Reveal and Resolve:** Simultaneously, both capos reveal their cards used in the assassination. The henchman with the highest total combat score is the victor. The losing henchman is killed, and their card is returned to the game box (not the discard pile). If the henchman killed is a special henchman (see page 7), instead of being killed, they are abducted and placed directly into the victor's henchmen hand.
  4. **Score Points:** If the assassination attempt succeeds, the attacking capo receives 2 victory points. Defenders receive no victory points for thwarting assassination attempts.
- **"Negate" Ability:** Several city cards and henchmen have an ability to "negate" an assassination attempt. When this ability is used, the assassination is neither a win, nor failure. Simply nothing happens. Both henchmen that were revealed are considered exhausted and the attacker receives no victory points for the attempt.

**Combat Phase:** During the combat phase capos resolve their *attack a rival* declarations. In turn order (ie, beginning with the godfather and proceeding clockwise around the table) each capo that placed an *attack a rival* declaration selects one of his attack declarations to resolve. Then complete the following steps:

**1. Select Henchmen and City Cards:** Capos select henchmen from their henchmen hand that they wish to use in this combat (if they wish). All capos involved in the combat may *reveal* as many henchmen to bring to the battle as they desire. All capos place these henchmen face up behind their family shield. Capos may not use *exhausted* henchmen in combat. Then, each capo may select any city cards he wishes to use in this combat and places them face up behind his shield as well.

- Please note: Weapon cards can only be brought into combat if they are carried by a henchman. Each henchman may only carry one weapon at a time.

**2. Pre-Combat Effects:** If any city cards or special abilities have pre-combat effects, these are revealed to all capos and resolved. All pre-combat effects are considered to take place simultaneously.

**3. Reveal and Resolve:** All capos involved in the combat remove their family shields and resolve the combat. The capo with the highest combat score is the victor. The following factors contribute to each capo's combat score:

- The combat value of all henchmen used in combat
- The combat value of any weapon city cards brought into battle
- Any special effects contributed by a city card or henchman ability
- +2 combat score for each adjacent controlled territory

After determining the victor, all city cards used in combat are discarded. All henchmen that were *revealed* are now *exhausted*. They remain face up in the play area where all capos may see them. The losing capo(s) must then roll 1 die for each henchman that they used in combat. On a result of 1 or 2, that henchman has been killed and is returned to the game box (not the discard pile). As with assassination, if any special henchmen (see page 7) is killed, they are *abducted* instead, and placed directly into the winning capo's henchmen hand.

**4. Score Points:** The victor of the combat gains control of the contested territory (including any rackets there) and places a family token on the square. The victor then gains victory points in the following way:

- +5 victory points for winning the combat
- +1 victory point per henchmen killed in the combat



**Upkeep Phase:** The upkeep phase has two steps—*refresh* and *collect*. It is important that capos follow these steps individually in turn order. For example, at the beginning of the upkeep phase the godfather begins by refreshing all the henchmen he wishes. Then, the next capo in turn order (clockwise around the table) refreshes his henchmen. Once all capos have finished the refresh step, the godfather then continues to the collect step. At the end of the upkeep phase, all capos remove their gangster figures from the board and return them to their pool for placement for the next turn.

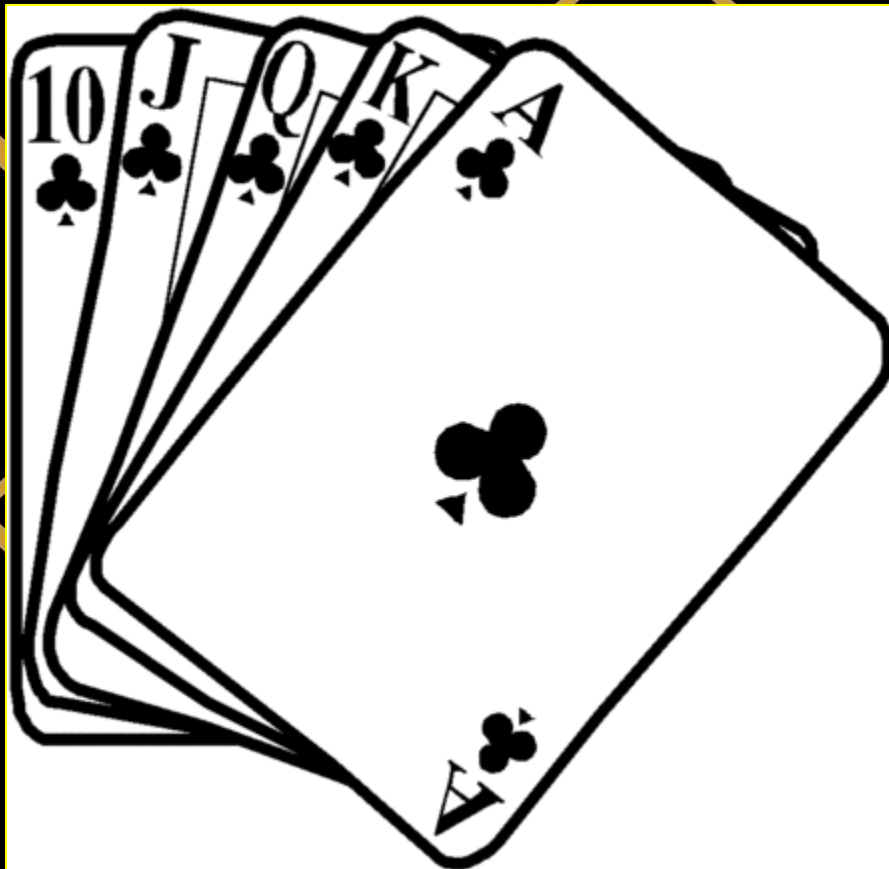
**1. Refresh Step:** In turn order, each capo may pay the listed cost of an *exhausted* henchman to *refresh* them and place them back in their hand. Capos do not have to *refresh* henchmen. Henchmen that are not *refreshed* remain *exhausted* and may not be *revealed* again until they are *refreshed* during the next upkeep phase.

**2. Collect Step:** In turn order, each capo collects income and victory points in the following way:

- A free \$250 from random street crimes + the Income value of any rackets controlled
- Victory points (indicated on each space) for each controlled board space
- In addition to these, the current godfather also receives the following bonuses:
  - +\$250 of tribute money
  - + 5 victory points
  - +5 corruption points

**Victory:** The game ends immediately if any of these victory conditions are met:

- A capo reaches 80 victory points and is declared the winner
- A capo holds all 5 special henchmen cards in their hand (not Exhausted)
- The corruption track reaches 80 and martial law is declared. If this occurs, the capo with the lowest corruption total becomes the winner





# Empire City: Quick Play Guide

## Round Sequence:

1. Cops Phase (skipped 1<sup>st</sup> round)
2. Godfather Phase (if activated, skipped 1<sup>st</sup> round)
3. Declarations Phase
4. Combat Phase
5. Upkeep Phase
  - a. Refresh Step
  - b. Collect Step

## Assassination:

1. Take 5 corruption
2. Defender receives vendetta token
3. Attacker may cash in vendetta tokens
4. Select Target
5. Reveal and Resolve
6. If successful, attacker receives 2 victory points

## Combat Phase:

1. Attacker receives 5 corruption and gives other capo(s) a vendetta token (done during declaration)
2. Attacker may cash in vendetta tokens (done during declaration)
3. Select henchmen and city cards
4. Pre-Combat effects
5. Reveal and resolve—combat score is total of:
  - All henchmen combat values
  - Any weapons cards
  - Any other city cards or special abilities
  - +2 per adjacent controlled space
5. Score points—winner of combat gains space (including any rackets) and:
  - +5 victory points
  - +1 victory point per henchman killed

## Victory:

- Any capo reaches 80 victory points
- Any capo holds all 5 special henchmen
- Any capo reaches 80 corruption, at which point martial law is declared and the capo with the lowest corruption total is the winner

## Henchmen Reveal Actions:

- Combat
- Assassination
- Defense (must be revealed in defense of assassination)
- Special ability

## Declarations:

- Use a neutral space
- Control Territory
- Assassination
- Attack a rival

## Cops Phase:

1. Determine police chief
2. Determine # of cops
3. Draw cop card
4. Move cops
5. Resolve busts

## Godfather Abilities:

- Consigliere figure during declarations
- Breaks all ties
- +\$250 extra during upkeep
- +5 victory points during upkeep
- +5 corruption during upkeep

## Upkeep Phase:

1. Refresh Step
  2. Collect Step
    - +\$250
    - Income from rackets
    - Victory points (per occupied board spaces)
- Godfather also receives:
- +\$250 more
  - +5 corruption
  - +5 victory points