

Nothing Personal

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For 3- 5 players

The Mafia business is thriving, but there are whispers that the Capo appears old and tired. Time to make your move! Of the five families competing for control of the business, you know that YOUR family is the one that is best suited for leadership. As you use every gangster under your control to gain the most respect, others are sure to stand in your way, but it's "nothing personal", right?

Goal

Gain the most respect for your family by controlling key mafia Gangsters in the different organizational positions over the course of five turns.

Components

Board (featuring a Respect Track for scoring and card layout for the various organizational positions)

140 Influence Markers (25 for each player, 15 neutral)

5 Scoring Meeples/Markers (1 per player)

Money chips [in denominations of \$1, \$5, and \$10]

Gangster cards (50)

Influence cards (94)

Capo Card/Marker (says "Breaks Ties")

Calendar Markers (5 Black Chips)

Blackmail tokens (8 Black Chips)

Negate Marker (2 Black Chips) - for **Second Guy**

1 six-sided die:

Setup

Place the board within easy reach of all players.

Each player chooses a family and receives:

- A scoring Marker
- All 25 Influence Markers and the family sheet for that family
- \$5
- Four Influence cards randomly from the Influence deck.

Amount of money, Influence Markers and Influence cards are public knowledge during the game.

Board

- Place the Gangster card (**name of starting Capo**) face-up in the Capo position.
- Draw eleven random Gangster cards and place them face-up in the eight other active positions on the board, as well as the three “Soci” positions.
Note: The three Soci positions are not considered active positions – but can have Influence placed on them during the game. Soci are associates doing low-level jobs, ready to take an open position. Players need to keep an eye on them, to see who will eventually hold open spots on the board.
- The remaining Gangster cards are shuffled and placed face-down where indicated on the board.
- There must be at least one Gangster of each type in positions 4-8. If any of the four types (Thug, Hitman, Conman, Gambler) is not present, then discard all cards in positions 4-8 and deal out new cards. Continue to do this until all four types are present.
- All Blackmail tokens, neutral Influence Markers, and money chips not belonging to any players are placed near the board so that they are easily available to all players. The remainder of the Influence cards are shuffled together to form the Influence deck, and placed face-down where indicated on the board.
- The five calendar Markers are placed near the phase track, and one is placed on the “A” space.
- The player who most convincingly looks like a mobster takes the Capo token and is the starting player. If players cannot agree, the first player to say an accurate quote from a gangster movie goes first.
- Starting with the player with the Capo token and continuing clockwise, each player places one Influence Marker on any Gangster on the board. This is repeated two more times, so that each player should have a total of three Influence Markers on the board.
- Each player places their scoring token on the “O” spot on the Respect track

Overview

Nothing Personal consists of five rounds (each round represents a couple of years) in which players will try to gain the most respect by controlling key Mafia members. Each round is made up of 6 phases.

- Play begins with phase A (Influence). Players will take and resolve all the actions for phase A before moving the Calendar Marker to phase B (Business). In phase B, players will take other actions and resolve all of them before moving the Calendar Marker to phase C (the Fence), and so on until all the actions have been resolved at the end of phase F (Calendar), which marks the end of the current round. Leave the Calendar Marker in phase F of the track so that everyone knows what round it is. (*e.g. if there are two Markers on phase F and one on phase B, it is phase B of round 3*). Play continues until phase F which is the end of the round. The calendar Marker is left on the last space so that players can keep track of how many rounds have been played.
- **Turn Order** is clockwise, with the player having the Capo marker going first.
- **The Gangsters** - Each Gangster has two values, a Respect value and a Monetary value. These values can be positive, zero or negative. Every Gangster has one or two colored icons that indicate what type of Gangster they are. The starting Capo, Barney Michaels, is a Gangster that is considered to be all types. This means that Influence cards of any color can be used to place Influence Markers on him. (see Playing Influence Cards, page...)

Phase Summary:

Phase A: Influence

- Play Influence cards and place Influence Markers

Phase B: Business

- Determine control of gangsters
- Gain or lose money and respect for controlling gangsters
- Perform actions with the gangsters

Phase C: The Fence

- Draw Influence cards
- Spend money to buy Influence cards and actions

Phase D: The Feds

- Determine if a gangster has attracted the attention of the law
- Refresh gangsters who were involved with "Make a Move" actions

Phase E: The Family

- Starting with the Capo, fill empty positions

Phase F: The Calendar

- Leave the Calendar Marker in phase F and place a new Marker in phase A
- Begin a new round or, if there are five Markers in phase F, end the game

Phase A: Influence

Overview

In the Influence phase, players use Influence Markers to gain control of a Gangster.

1. Play an Influence card to place Influence Markers.
2. Option to pay Ante to play an Influence card. (After all players have had the chance to play one card)

Playing an Influence Card

Players select one of these actions during the Influence phase.

- Play an Influence card to place the indicated number of Influence Markers on the selected Gangster(s).
- Discard an Influence card to take the action on that card.
- Discard an Influence card to place one Influence Marker on any Gangster, ignoring everything else on the card.
- Pass and do not play an Influence card. The player may take no more actions in the Influence phase.

Beginning with the start player and continuing clockwise, all players take turns doing one action until all players have passed.

Influence cards allow players to add Influence Markers to a specific type of Gangster that is a specific type (Thug, Hit man, Gambler, Conman). The top of each Influence card has one or two colored icons with a number. Playing an Influence card allows players to place that number of Influence Markers on ONE Gangster that matches the color(s) on their played Influence card. For each icon on the Influence card, they cannot divide Influence Markers among multiple Gangsters. Some icons show all four colors – these allow players to place the Influence on any ONE Gangster.

If there are no Gangsters on the board that belong to the same family (or families) that is on the Influence card, players cannot place any Influence Markers of that color. They do, however, still get to take the special action of the card or discard it to place an Influence Marker on any Gangster. Players are limited by the twenty-five Influence Markers of their family. If Player cannot play at least enough icons to ONE of the icons on the card, they cannot play the card to place influence.

For example, the Chief has an Influence card with a purple (Conman) “3”, but only has two Influence Markers. He cannot play the card to place purple Influence. Meanwhile, Eric has an Influence card with a green(Thug) 3 and a yellow (Gambler) 1. He puts all three Influence Markers on one Thug and one Influence Marker on one Gambler. He cannot place two influence on one Thug and one on another Thug, since the card only allows him to place three influence on ONE Thug. If Eric only has two Influence

Markers remaining, he cannot place any influence on a Thug, and can only place one Influence Marker on a Gambler.

Some cards show a gray icon, with a position listed instead. That means the Influence is placed on the Gangster in that position, regardless of type.

For example, Sam has an Influence card with a gray "3" that says "Third Guy". He places three Influence markers on the Gangster in the Third Guy position, regardless of who or what type of Gangster card it is.

If you discard an influence card, you may place an influence marker on any Gangster on the board. However, you cannot perform any other instructions or privileges that are shown on that influence card.

Second Round of Playing Influence Cards

- Once each player has taken one of the available actions, a new option becomes available. Now a player may pay money to the bank in addition to playing an Influence card to add a cost to playing any further Influence cards. This amount becomes the "Ante". Any subsequent player who wants to play or discard an Influence card must pay an amount of money that is equal to or greater than the Ante. If the player pays a greater sum, then that sum becomes the new Ante.

Note: Players do NOT pay the extra amount of money when they are playing an Influence card that has a **Play at any time action**.

(For example, after all the other players have played an Influence card, Tom plays an Influence card along with \$4 – which goes to the bank. The Ante is now \$4. If Bob, the next player, wants to play an Influence card he must pay \$4 to the bank or pass. Bob decides to pay \$4, and adds \$2 more, then plays his Influence card. Steve, the next player, throws his cards down in disgust as he only has \$5 and needs to have at least \$6 to play more Influence cards.)

In turn order, players continue playing Influence cards or passing. *Remember, players can discard an Influence card at any time to take \$8.* Once a player passes, they cannot play any additional Influence cards that round. When all players pass, the round ends, and the Calendar token is moved to space "B: The Crew"

Influence Cards - Other Effects

Some Influence cards have other effects – these effects always take place after the Influence Markers have been placed.

*Example: Jim has a purple 3 Influence card, with the special ability, "After placing, must allow one other player to place one Influence on any gangster." Jim first places the three Influence markers and **then** chooses another player who can place one of their Influence markers on any Gangster. Tom tries to give Jim \$5 for this privilege, Jeff offers Jim \$4 plus a future promise of a free Influence card the following turn, and Mike threatens to wage vendetta against Jim for the remainder of the game. Thinking quickly, Jim allows Jeff to place the influence, taking the money and card. Jeff places the influence on a Gangster*

that he and Jim were contesting, taking control away from Jim. Everyone glowers at each other. No promise is sacred in Nothing Personal!

“OR” Special Abilities

Influence cards with this keyword may use their special ability **instead** of placing Influence markers.

“Play at Any Time”

These Influence cards can be played at any point in the game, not just during phase A. If these cards are played outside Phase A, a player must pay \$5 to the bank in order to play the card. This may result in a change of control of the Gangster (see Controlling the Gangster – Phase B).

Blackmail

Some Influence cards allow players to place Blackmail tokens. Blackmail is explained on page xx

Phase B: “Business”

Overview

In the Business phase, the following steps occur.

- From Capo downwards, determine who controls each Gangster, with that player receiving and/or losing money and respect for the position.
- From Third Guy upwards, the controlling player of each Gangster chooses an action for that Gangster.

Controlling the Gangster

On the board, each Gangster position is numbered in the top left corner, from #1 to #9. Starting with the **Capo Gangster (#9)**, determine which player controls the Gangster. **The player with the most Influence Markers on a Gangster is the controlling player for that Gangster. The controlling player will collect money and/or Respect for that Gangster.**

Gangsters do not have a controlling player in the following situations:

- There are no Influence Markers on the Gangster.
- The most Influence Markers on a Gangster are the neutral Influence Markers.

If there is a tie between two or more players, then the player with the Capo token decides which player controls that Gangster. Players may use any methods of their choice to influence this decision.

Players can use a **Play at any time** card (even in Phase B), to add Influence Markers to a Gangster to gain control of him. Multiple players can use these cards on the same Gangster during the Influence phase. If there are disputes when using **Play at any time** cards, the cards are resolved by order of the cards

played. The first player to play their card places their Influence first, etc. If there is a question over timing, then the player with the Capo token plays their card first, or whichever player is closest clockwise to the player with the Capo token.

Controlling the Capo

The player that controls the Capo immediately takes the Capo (starting player) token. If no one controls the Capo, the starting player retains the Capo token. The Capo token moves as soon as a new player has the most Influence Markers on the Capo – even if it is in the middle of a phase!

Calculating Money and Respect

Starting with the **Capo Gangster (#9)**, calculate how much money and respect the controlling player receives from the Gangster. It is possible to lose respect and/or money for controlling a Gangster! Both the Gangster position on the board and each Gangster card have separate modifiers for money and respect. Combine these modifiers to calculate the total money and respect for the Gangster.

For example, Gangster A is in the Racketeer Position. The player controlling him gets 4 respect points (2+2) and \$3 (1+2). Or, if Gangster B is in the Underboss Position, the player controlling him loses 4 respect (2 x -2) and gains \$5 (2+3).

Note: A player can never be forced to go below zero on the Respect track, or lose money they do not have.

Playing a Snitch Card

Players may play a Snitch card at any time to immediately send a single Gangster with ten or more Influence Markers to Prison. The Snitch card can be used to prevent a controlling player from collecting money and respect, and from doing a Gangster action.

Taking a Gangster Action

After each Gangster has had their money and respect calculated, the Gangsters may each take one action.

Note: This is done in the reverse position order from when calculating respect and money.

Starting with the **Third Guy Gangster (#1)**, the controlling player decides what action to do with the Gangster. The controlling player can do ONE of the following actions:

- Use the special ability for the position (printed on the board)
- Use the special ability for the Gangster, if available (printed on the card)
- Make a move against another Gangster
- Eat a cannoli and do nothing (Pass)

Note: Special abilities marked with an * are always in effect. They are applied in addition to the Gangster action.

Special abilities are explained in detail at the end of the rules.

The controlling player of the next highest ranking Gangster, Second Guy (#2), continues and decides the action of that Gangster. This continues until the Capo takes an action, at which point Phase B ends.

Making a Move

Gangsters can attempt to move to a different position in the organization by "Making a Move." The controlling player can only make a move on an adjacent position, as indicated by the arrows on the board. To Make a Move, the player rolls the six-sided die and adds the number to the Respect printed on the card of the Gangster making the move. If the total numbers is greater than the POSITION number of the target's position, the player succeeds. Otherwise it is considered a failure. A roll of "6" always succeeds, and a roll of a switchblade is always a failure, and also kills the Gangster attempting to make the move. Remember, whenever a Gangster dies, all Influence on that Gangster is returned to the players, and they are placed on the "Sleeping with the Fishes" space.

Note: You cannot Make a Move to an empty Gangster space.
The Capo token moves as soon as a new Gangster is in the Capo position.

For example, Bob wishes use Billy Malone (on the Second Guy Position) to make a move on the Racketeer position. The Racketeer position is number 5 so Bob needs 6 or more to be successful. Billy Malone's card has a respect value of 2 so Bob must roll a 4 or higher (2+4=6). Bob rolls a 3, which gives him total of 5 (2+3=5), so he fails (5<6).

Adding a Neutral Influence Marker

After making a move, a neutral Influence Marker is added to the Gangster card that attempted to make the move. The neutral Influence is added regardless of the outcome of the make a move action, unless the Gangster is dead.

Make a Move Results

- **Success** - The Gangster making the move swaps places with the target Gangster.
 - Turn both Gangsters sideways in their new positions to indicate that they can no longer take actions this turn. (The Gangsters cannot use special powers or attempt another move.)
 - The player controlling the successfully moved Gangster steals four respect from the player controlling the target Gangster. They move their respect token up four spaces, while the target Gangster's controller loses four respect.
- **Failure** - The make a move action failed.
 - The controlling player loses four respect as a result of the humiliation.
- **Death** - The active Gangster was caught and killed while trying to make a move.
 - All Influence Markers on the active Gangster are lost.

Second Chance Die Roll

Players are allowed to pay \$10 to re-roll the die. Any player can pay the \$10 to re-roll the die for all of the results of the make a move action. This may be done multiple times, by any player. Some Gangsters have special abilities which also allow for the re-rolling of dice.

Ryan attempts to make a move on Geoff. He rolls a "4", although he needed a "5" for success. Ryan pays \$10 to the bank for a re-roll and gets a success – a "6"! Tom, who is still angry from an earlier betrayal, then pays \$10 to force a re-roll, and Ryan now rolls a "1". Ryan pays \$10 for another re-roll – a failed "3", and yet another \$10, for a success of "5"! Ryan is content in his victory, until Geoff produces \$10 to force yet another re-roll!

Blackmail

Players can use Blackmail tokens to prevent actions of a Gangster that they do not control. These are the rules for placing a Blackmail Influence token:

- The Blackmail Marker is placed with an Influence Marker when played. The Blackmail Marker itself does NOT count as an Influence Marker.
- Each Gangster may only have ONE Blackmail token on them at any given time. More Blackmail tokens may NOT be added.
- If an Influence Marker on the Blackmail token is removed, the Blackmail token is also removed.
- If a player uses an ability to switch two influence markers, they may switch control of the Blackmail Marker.

Blackmailing the Controlling Player

After the controlling player receives respect and money, if there is a Blackmail token on the active Gangster, the controlling player can only choose an action with the permission of the player controlling the Blackmail token. If the blackmailer and controlling player of the Gangster cannot come to an agreement, the controlling player must use the Pass action with that Gangster. Blackmail tokens have no other effect (i.e. they do not affect position advancement, innate Gangster abilities, etc.)

Phase C. "The Fence"

Overview

In the Fence phase, players gain more Influence cards.

Drawing Influence Cards

Starting with the Capo and continuing clockwise, each player draws Influence cards based on how many gangsters they currently control:

- 0 gangsters = 4 cards
- 1 gangster = 3 cards
- 2 or more gangsters = 2 cards

Ties are NOT broken during this phase, so each Gangster with a tie for controlling player count towards no player.

Buying from the Fence

After drawing cards, players may buy up to two more Influence cards for \$10 each.

Note: There is no hand size limit for Influence.

Phase D. “The Feds”

Each Gangster is checked to see if they have attracted the attention of the government. If any Gangster has reached their Influence Maximum, they are arrested by the police and removed from play to the Prison spot. All the Influence Markers are returned to the players.

The amount of Influence Markers needed to send a Gangster is determined by number of players.

3 Players – 9 Influence Markers

4 Players – 10 Influence Markers

5 Players – 11 Influence Markers

Any sideways Gangsters from the ‘making a move’ action are now rotated back into their original positions.

Phase E. “The Family”

All empty Gangster positions on the board, are filled with Gangster cards.

Remember: Blackmail has no effect during this phase.

Filling the Capo position

The Capo is the first empty position that is filled. The highest ranked active Gangster (upper left number) moves to the Capo spot and the controlling player takes the Capo token.

Filling in the rest of the Positions

Start with the highest open position, then proceed downwards, from Underboss to Third Guy. Each position has an arrow on it that indicates which Gangster position decides how to fill the empty position.

They must first choose a Gangster from a space with a lower ranking number that is directly connected to the empty space with an arrow. If those spaces are empty, they may choose any Gangster with a lower ranking number. If there are no lower ranking Gangsters, they may choose a Soci. If there are no Soci, they must draw the top Gangster from the deck to fill the position.

For example, if the Underboss is empty, the player controlling the Capo decides who fills the position. If the First Guy is empty, the Enforcer decides who fills the position.

After all positions are full, any empty Soci positions are replaced by Gangsters drawn randomly from the deck.

No Gangster can be “promoted” to more than one new position. Once a Gangster is advanced, they can no longer be promoted to another position.

Phase F. “Calendar”

The Calendar Marker is left in this space, so that players can see how many rounds have occurred. If there are less than five calendar Markers in this spot, a new calendar Marker is put into the Phase A box and another round begins.

GAME END

After five complete rounds, when the fifth calendar token reaches Phase F, the game ends. Players calculate and award respect for each Gangster one final time (money is not awarded, and no actions are allowed for each Gangster). Players cash in all of their cards for money (\$8 each), and players then trade in their money for Respect. Each \$10 (rounded down) gets a player one Respect each. Players then compare total respect, and the player with the most respect is the winner!

If there is a tie, the tied player with the Capo token wins. If neither player has the Capo token, then the tied player who controls the highest (upper left number) active Gangster wins. If neither player has any active Gangsters, the tied player with the most money wins. If the tied players have the same amount of money, the player with the most Influence Markers on the board wins. If they players have the same amount of Influence Markers on the board, the player with the most Influence cards in hand wins. If the players have the same number of Influence cards, the player who rolls higher on the die wins (best out of seven). If this also is tied, then the first player to physically throw the game off the roof wins.

Notes:

Whacking a Gangster

When a Gangster is targeted to be whacked, roll the die. On a three through six the hit is successful. Discard the targeted Gangster – moving them to the “Sleeping with the Fishes” space - and return all Influence Markers on him to the players. The player who controlled the hit Gangster also loses four respect, while the player doing the whacking gains the same amount of respect.

For example, if Tom controls Peter Aversa in the Capo position and is whacked by Bob, then Tom loses four respect and Bob gains four respect.

If a switchblade is rolled then the Gangster attempting to make the hit is killed instead. In this case, the player taking the Whack action loses four respect.

Negative Respect

If a player Whacks or Makes a Move on a Gangster that has zero or negative Respect, then no Respect is transferred between the players.

Negotiation

Players are encouraged to negotiate with others at all times.

- Players can trade money, Influence cards, promises, threats, or whatever it takes.
- Players CANNOT trade respect.
- Players can give control of a blackmail Influence token to another player by swapping their respective Influence Markers on the Blackmail token.

Future deals are NOT binding. For example, if Joe talks Tom into not making a move on him by promising him money next turn, he may claim next turn that he really was delirious and had changed his mind. Of course, Tom will never trust Joe again.

Summary of the Position Powers

1. **Third Guy** – The third guy can spend \$10 to attempt to Whack a Gangster. His power cannot be canceled.
2. **Second Guy** – The second guy may place the Negate Action token on any Gangster on the board.
 - The player controlling the Gangster receiving the Negate token may not take an action with that Gangster during the Resolve Gangsters phase.
 - If the Negate token is placed on the Capo, the “Cost \$10 extra to Whack ability may be negated.
 - Since the tie breaking power is tied to the Capo token, not the position, it cannot be canceled
 - Innate abilities, such as “Requires 12 Influence Tokens to be sent to prison” are NOT canceled.
 - After the Gangster with the Negate token is resolved during the Resolve Gangsters phase, the Negate token is removed.
3. **First Guy** – The first guy may remove one Influence Marker from any Gangster on the board.
 - If this Influence Marker comes from a Blackmail token, the Blackmail token is removed.
 - A neutral Influence Marker may be removed.
4. **Bean Counter** – The player controlling the Bean Counter may steal \$3 from any other player. If a player has less than \$3, they simply give all their money to the player controlling the Bean Counter. The Bean Counter may not steal from the bank.
5. **Racketeer** – The player controlling the racketeer may switch one Influence Marker on the board **with** one other Influence Marker.
 - The two Markers may be of any color, including neutral, and one or both may be on top of a Blackmail token.
 - This ability can switch control of Gangsters, including the Racketeer, and also may change the ownership of a Blackmail Influence token.
6. **Enforcer** – The player controlling the enforcer may place one Influence Marker on any Gangster on the board.
 - He may NOT place it on top of a blackmail token, and he may only place an Influence Marker of HIS own color.
7. **Counselor** – The player controlling the counselor may place three Neutral Influence Markers on the board.
 - The Neutral Influence Markers can be put on the same Gangster, or split between two or three Gangsters. When determining control of a gangster, if Neutral Influence Markers are the majority or tied for the majority, then no player controls the Gangster.
 - Neutral Influence Markers are also counted when determining if a Gangster is to be thrown into Prison.
8. **Underboss** – The player controlling the Underboss may draw an Influence card and add it to his hand.
9. **Capo** – The Capo has no special power, but holds the Capo token, which allows him to go first in turn order, and break ties. It also costs an additional \$10 to Whack the Capo.

Influence Cards

4 Purple	AND must allow one other player to place two Influence on any Gangster.
3 Purple	AND must allow one other player to place one Influence on any Gangster.
3 Purple	
3 Purple	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
3 Purple	OR may remove two of your Influence tokens to remove any four other Influence tokens
2 Purple	AND take \$5 from the bank
2 Purple	OR pay \$5 at any time to attempt to whack a Gangster. Upon failure, lose 4 respect
2 Purple	AND draw two Influence cards – give one to another player.
4 Green	AND must allow one other player to place two Influence on any one Gangster.
3 Green	AND must allow one other player to place one Influence on any Gangster.
3 Green	
3 Green	AND may pay \$5 to add an additional Influence
3 Green	OR Replace any Gangster you control with one in Prison
2 Green	OR may be discarded during the Resolve Gangster phase to take the money and respect from any Gangster rather than the controlling player.
2 Green	OR take \$7 and force all other players to lose \$2 each
2 Green	AND place three neutral Influence Markers on the board, may split between Gangsters
3 Yellow	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
3 Purple	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
3 Red	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
3 Green	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
2 Yellow	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
2 Purple	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
2 Green	May play during any phase, if played outside

	Phase A, must pay \$5 to the bank.
3 Capo	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
3 Wild	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
2 Wild	
2 Wild	OR may be played when a whacking occurs to move all of your Influence on the target Gangster to another Gangster.
2 Purple	OR may be played when one of your Gangsters is whacked by another player. Take \$16.
2 Green	OR may be played at any time to stage a jailbreak. Remove one Gangster from prison and place on any empty space on the board, placing two of your influence markers are on it. Costs \$5 to play.
2 Red	OR may be played at any time to stage a jailbreak. Remove one Gangster from prison and place on any empty space on the board, placing two of your influence markers are on it. Costs \$5 to play.
2 Yellow	OR may be played at any time to stage a jailbreak. Remove one Gangster from prison and place on any empty space on the board, placing two of your influence markers are on it. Costs \$5 to play.
2 Purple, 1 Red	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
2 Green, 1 Purple	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
2 Yellow, 1 green	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
2 Red, 1 Yellow	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
2 Purple, 2 Green	
2 Green, 2 Yellow	
2 Yellow, 2 Red	
2 Red, 2 Purple	
3 First Gangster	AND must allow one other player to place one Influence on any position.
3 Second Gangster	AND must allow one other player to place one Influence on any position.
3 Third Gangster	AND must allow one other player to place one Influence on any position.
3 Enforcer	AND must allow one other player to place one Influence on any position.

3 Racketeer	AND must allow one other player to place one Influence on any position.
3 Bean Counter	AND must allow one other player to place one Influence on any position.
3 Underboss	AND must allow one other player to place one Influence on any position.
3 Counselor	AND must allow one other player to place one Influence on any position.
1 First Gangster	AND place one blackmail token underneath your Influence token.
1 Second Gangster	AND place one blackmail token underneath your Influence token.
1 Third Gangster	AND place one blackmail token underneath your Influence token.
1 Enforcer	AND place one blackmail token underneath your Influence token.
1 Racketeer	AND place one blackmail token underneath your Influence token.
1 Bean Counter	AND place one blackmail token underneath your Influence token.
1 Underboss	AND place one blackmail token underneath your Influence token.
1 Counselor	AND place one blackmail token underneath your Influence token.
4 Red	AND must allow one other player to place two Influence on any Gangster.
3 Red	AND must allow one other player to place one Influence on any Gangster.
3 Red	
3 Red	AND may pay \$5 to add an additional Influence
3 Red	OR Replace any Gangster you control with one in Prison
2 Red	OR swap positions of any two Gangsters in the same row
2 Red	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
2 Red	OR gain 4 Respect. Allow another player to gain 1 respect
1 Red	AND draw two Influence cards – give one to another player
2 Wild	OR may be discarded to allow other players to pay you \$4 to draw an Influence card. (maximum of one per player)
2 Wild	OR remove one blackmail token
2 Wild	OR replace an Influence Marker on a blackmail

	token with your own
2 Wild	OR may be played at any time to change the target of a whacking
3 Wild	AND must allow one other player to place two Influence on any Gangster.
3 Wild	AND must remove one Influence from a different Gangster.
2 Wild	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
2 Wild	May play during any phase, if played outside Phase A, must pay \$5 to the bank.
4 Yellow	AND must allow one other player to place two Influence on any Gangster.
3 Yellow	AND must allow one other player to place one Influence on any Gangster.
3 Yellow	
3 Yellow	AND may pay \$5 to add an additional Influence
3 Yellow	OR move all Influence of one player (including you) from one Gangster to another
2 Yellow	OR steal 3 Respect from another player.
2 Yellow	OR remove all Influence from one player off of any Gangster
2 Yellow	OR place 1 yellow Influence and draw an Influence card
2 Red	OR place 1 red Influence and draw an Influence card
2 Purple	OR place 1 purple Influence and draw an Influence card
2 Green	OR place 1 green Influence and draw an Influence card
2 Yellow, 2 Counselor	OR Snitch and send a Gangster with ten or more Influence tokens on him to prison immediately.
2 Red, 2 Capo	OR Snitch and send a Gangster with ten or more Influence tokens on him to prison immediately.
2 Purple, 2 Underboss	OR Snitch and send a Gangster with ten or more Influence tokens on him to prison immediately.
2 Green, 2 Racketeer	
2 Yellow, 2 First Guy	
2 Red, 2 Second Guy	
2 Purple, 2 Third Guy	
2 Green, 2 Bean Counter	
2 Yellow, 2 Enforcer	
2 Red, 2 Purple	OR may discard to take \$12
2 Green, 2 Yellow	OR may discard to take \$12