



The CrowTM

Fire it Up!TM

RULE BOOK



How to Play The Crow™: Fire It Up!

It's Devil's Night in the Motor City...

It's a night of fire and mayhem. Exactly one year ago, a group of cold-hearted gangsters murdered an innocent couple the night before their wedding day. They've continued to live their carefree lives of evil, but little do they know an avenging angel has arrived in the city. This Devil's Night, as they terrorize and burn the city, they are being hunted down, one at a time, by a force of righteous vengeance.

Components

- 2 Player Boards
- 4 Double-sided Neighborhood Boards
- 10 Custom Combat Dice (5 for both the Crow player and the Motor City Gang players)
- 13 Full-color Standees and stands
- 2 Attack Power Reference Boards
- 46 Custom Tokens
- 98 Game Cards
- Rulebook

Game Overview

The Crow™: Fire It Up! is a board game with two very different sides:

The Motor City Gang player(s) use their gang of Street Demons (Funboy, Tin Tin, T-Bird and Skank) and Lieutenants (Grange and Myca) to burn buildings and cause havoc around the City as they work to achieve a secret Objective. Their boss, Top Dollar, waits patiently in his home/office/bar/club – the Pit – until he is needed. The Crow player uses Eric Draven, The Crow, Officer Albrecht and Sarah to move around the city, protecting buildings and hunting down the four Street Demons who murdered Eric and his fiancée. But Eric is compelled to kill them in a particular order, and only then can he confront the architect of his misery: Top Dollar.

In this rulebook and in the game, the man is always referred to as Eric, Eric Draven, or Draven. The bird is always referred to as The Crow. Also Motor City Gang players and Motor City Gang characters are referred to as Gangster players and Gangsters respectively.

Let's take a look at a character card.

Character Card



Move Skill: This is how far the character can move when taking a Move action.

Fire Skill: This is how many dice the character rolls when taking a Set Fire action.

Attack Skill: This is how many dice the character rolls when taking an Attack action.

Defense Skill: This is how many dice the character rolls when defending an attack.

Name: The name of the character.

Ability: These are the character's abilities. T-Bird makes the other Street Demons faster.

Card Type: The type of the character. Not every character has a type. T-Bird is a Street Demon.

The back of most characters shows that the character is dead. (But Top Dollar has a back much like his front, just with different skill values and a different ability.)

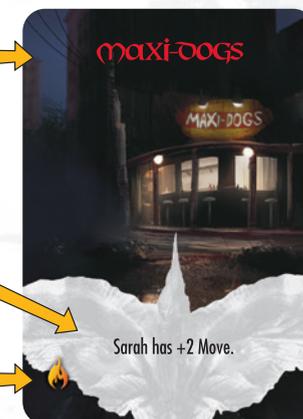
Some character backs also have reminder text about what to do when they are killed. These are not abilities. Now let's see a typical building card and its matching token.



Title: The name of the building.

Ability: What the building does. Sarah moves faster because she eats a lot of hot dogs at Maxi-Dogs.

Strength: The amount of fire tokens it requires to burn.



Title: The name of the building.

Strength: The amount of fire tokens it requires to burn.





When a building is burned, turn its card and token over. Its abilities are now turned off.



- Place Gideon lying down in the Pawn Shop and Top Dollar (unwounded) lying down in the Pit.



Gideon



Top Dollar

Setup

Choose Sides

- Choose one player to be the Crow player. The other player(s) will be the Motor City Gang players.
- If there is 1 Gangster player, they control all the gangsters.
- If there are 2 Gangster players, each one controls Grange or Myca and two Street Demons.
- If there are 3 Gangster players, each one controls any two gangsters.
- Either way, once they hit the streets, the players will control Top Dollar and Gideon together.

Build the City

- Take the 4 neighborhood boards (they are double-sided) and form them randomly into a large square. The boards can be on either side and in any orientation.
- Note that any buildings connecting from multiple boards are considered separate buildings.
- Place the Pit, the Pawn Shop, the Graveyard, and Arcade Games tokens on their marked spots on the board, burning side down. Place the other 7 building tokens randomly on the spots marked with a circle, burning side down.

Devil's Night Planning

- The Motor City Gang players place their player board, Attack Power Reference Board, 5 dice, the 8 Gangster Character cards, and the Pawn Shop and Pit building cards in front of them (place the Gideon and Top Dollar cards on those building cards respectively). Place the cards face up.
- The Gangster players place the Fire tokens, Burning Building tokens, and the Time Bomb token on their player board.



Fire



Burning Building



Time Bomb



- The Gangster players shuffle the Objective cards, draw one secretly and read it to themselves.
- The Gangster players place their gangsters in the city:
 - Myca and Funboy on street spaces next to the Pit.
 - T-Bird and Skank on street spaces next to Arcade Games.
 - Grange and Tin Tin on street spaces next to the Pawn Shop.
 - "Next to" includes diagonally.



Funboy



Tin Tin



T-Bird



Skank



Myca



Grange

The Crow Arrives

- The Crow player places their player board, Attack Power Reference board, 5 dice, the 4 Crow player Character cards, and the 9 Building cards in front of them. Place the cards face up.
- The Crow Player places the 5 health tokens (healthy side up); the Myca, Grange, and flaming Crow token; and the Action Marker on their player board (Put the Action Marker on the space marked "4 Actions").



Myca Token



Grange Token



Flaming Crow Token



Action Marker



Health Token

- The Crow player shuffles the 4 Street Demon tokens without looking at them and places them in a stack on the Death List spot on the player board, Flaming Crow side up. The Crow player looks at the top Street Demon. This is the first target for Eric to kill.

Funboy Token



Skank Token



T-Bird Token



Tin Tin Token



- The Crow player places The Crow and Eric in the Graveyard, Sarah on a street space next to Darla's Place, and Officer Albrecht on a street space next to the Police Station.
- "Next to" includes diagonally.



The Crow



Eric Draven



Sarah



Officer Albrecht

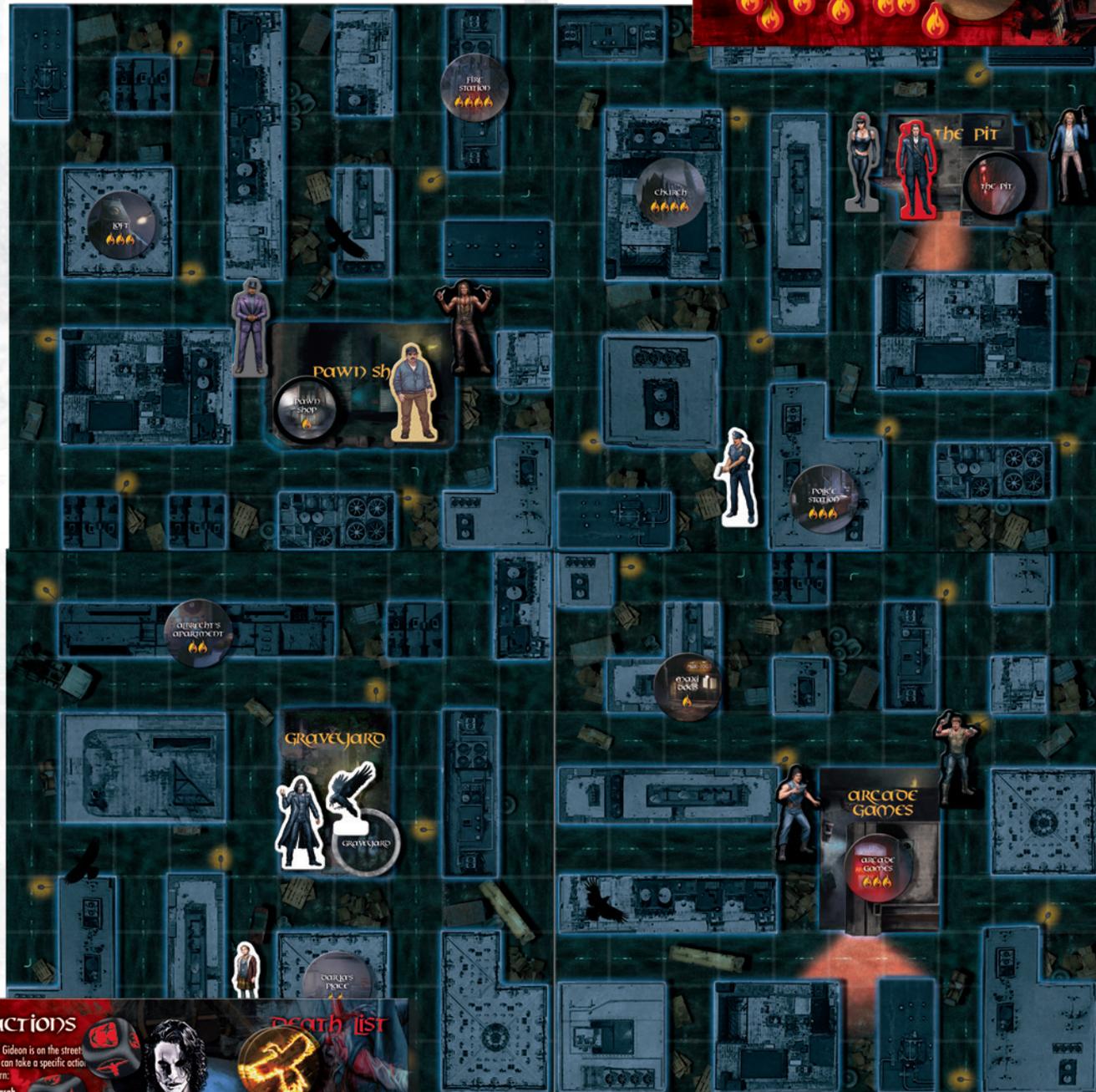
The Plot Thickens

- Both teams shuffle their decks of Plot Cards and place them face down.
- The Gangster players take the first turn.

MOTOR CITY GANG ACTIONS

On your turn, each gangster has two actions. They must finish all their actions before another gangster can take any actions. Gangster actions are:

- **Attack** a building with dice equal to the gangster's Attack skill. If it's a Long Street building, gangsters can be in a straight or diagonal line of spaces away from the building.
- **Set Fire** to an adjacent building with dice equal to the gangster's Fire skill. If the building is already on fire, the fire spreads to adjacent buildings.
- **Move** a number of spaces equal to the gangster's Move skill. Gangsters can move through each other, Albrecht, and Eric, but must stop and end their move if they move onto a flame.



THE CROW ACTIONS

On your turn, you have three actions (five if Gideon is on the street). You can take actions in any order. The actions are:

- **Move the Crow** any number of buildings in a straight line.
- **Move Eric** up to a building on a street. He can move to a building adjacent to the street.
- **Attack** a building with Eric. Eric rolls dice equal to his Attack skill with Eric. Eric can attack buildings on the Pawn Shop.

Death List

Object of the Game

Crow: Kill the 4 Street Demons (Funboy, Tin Tin, T-Bird, Skank) in the order that their tokens are in the Death List, and then kill Top Dollar.

Motor City Gang: Complete their Objective or kill Eric Draven.

Objectives

The Motor City Gang players start the game with a secret Objective – the marching orders from their boss, Top Dollar. The Objective has three parts:

- **Restriction**
 - Something you can't do in the beginning of the game because it's being saved for the climax of the game.
 - *Example: You can't set fire to the Church until this is revealed.*
- **Basic Objective**
 - A general amount of havoc the Gangster players need to achieve.
 - *Example: Burn at least 8 total strength of other named buildings.*
 - Once the Basic Objective is completed, the Gangster players must reveal the card and announce the title of the Objective.
 - *Example: When you do, reveal this and announce, "I've Been Meaning to Go to Church."*
- **Showdown**
 - Next comes the last part of the Gangsters' Objective. Top Dollar has a flare for the dramatic and now he wants to let Draven know his last target.
 - If this happens, then the Gangster player wins the game. The Crow player must stop this at all costs.
 - *Example: Now burn the Church to win the game.*

Objective Card



Gameplay

The game is played in a series of turns.

- On the Motor City Gang players' turn, each gangster on the streets can take two actions.
- On the Crow player's turn, that player can take up to four total actions (five if Gideon is on the streets).

There are several different actions available. Eric and the gangsters can do whichever ones they like in any order, and can repeat the same action more than once per turn.

A lot of cards and effects say "next to." In this game, "next to" includes diagonally. So characters can attack characters diagonally and set fire to buildings diagonally.

However, characters can't move diagonally.

The Motor City Gang Players' Actions

Each gangster on the streets has two actions each turn and will use their actions to attempt to complete their Objective and slow down Draven and company. Each gangster must finish their actions before another gangster can start taking theirs.

At the start of your turn, take each living gangster's card (including Gideon and Top Dollar if they are on the streets) into your hand. When you choose a gangster to take actions, play that card from your hand to the table. This tracks which gangsters have gone and which you still have to use. The main actions gangsters will take are Move, Attack and Set Fire.

Top Dollar



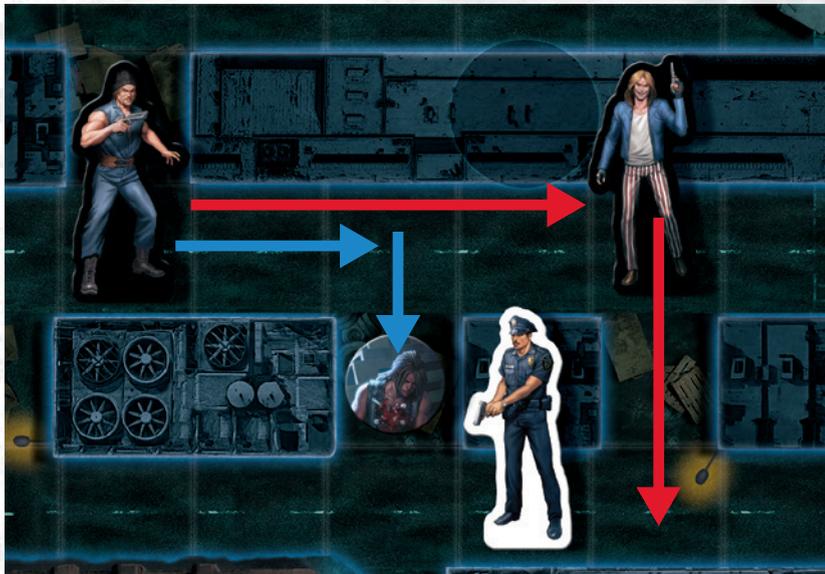
Top Dollar is the boss. He is your most powerful gangster as well. But he doesn't come out of the Pit for just any problem. Once all the Street Demons or either Lieutenant (Myca or Grange) is killed, Top Dollar takes notice and hits the streets. Place him next to the Pit. He is now active. (If

somehow he hits the streets on your turn, put his card into your hand. You can use him on that turn.) Top Dollar has great stats and must be wounded twice to be killed. So do your worst with him. He's a bad man. But beware! Once Draven has finished off the Street Demons, he's coming for Top Dollar next. And if Draven kills him, then Draven leaves the land of the living in peace and wins the game.

Move

A gangster taking the Move action can move as far as they want down one street for each Move skill. *For example, T-Bird has 3 Move. He can move up to three streets.*

- Note that at the start of the game (and until T-Bird is killed) the other Street Demons can move an additional street because of T-Bird's power.
- Gangsters can move through each other, Albrecht and Sarah.
- Gangsters must end each Move action on an empty street space, but they can make a turn at an intersection occupied by another character.
- Gangsters must end any Move action if they enter a space with a Crow token because it terrifies them.
- If they have another action that turn, then they can take another Move action to move off the Crow token.



In this example, Skank wants to get next to Albrecht to attack him. Characters can attack diagonally, so he could follow either the blue or red path. Note that if he takes the red path, he can move through Funboy at the intersection. But if he takes the blue path, he must end his move on the Tin Tin flaming Crow token (the site of Tin Tin's death).

Attack

A gangster taking the Attack action generates different results depending on who they are attacking:

Attacking Draven

- A gangster can attack Draven if they're next to his building.
- If The Crow is in Draven's neighborhood, Draven has defense equal to his current health. (Draven has zero Defense if The Crow isn't in his neighborhood.)
- For each hit Draven fails to defend, he takes a wound (flip a health token over).
- If Eric Draven ever has zero health:
 - If Top Dollar is still in the Pit, Eric Draven can't die. (Top Dollar hasn't figured him out yet.)
 - Place Eric Draven in the Graveyard incapacitated (lying down). The Crow player can spend an action on their turn to recover him (stand him back up). He can't leave the Graveyard until he has at least one health (but normally the Graveyard will heal all his wounds at the start of his next turn).
 - If Top Dollar has hit the streets, Eric Draven dies and the Gangster players win the game.



Attacking Albrecht

- A gangster can attack Albrecht if they are on a street space next to him.
- Albrecht has +2 Defense unless the Police Station is burning.
- If Albrecht takes at least one wound from the attack, place him incapacitated (lying down) in his apartment and turn his card face down.
 - The Crow player can spend an action on their turn to recover Albrecht (stand him back up on a street space next to his apartment and turn his card face up).
 - If his apartment is burning or starts burning while he is in it, then he is killed..
 - Remove him and his card from the game.

Attacking The Crow

- Gangsters can attack The Crow if they are next to The Crow's building.
- The Crow has +3 Defense unless the Church is burning.
- If The Crow takes at least one wound from the attack, place The Crow incapacitated (lying down) in the Graveyard and turn his card face down.
 - The Crow player can spend an action on their turn to recover The Crow (stand him back up in the Graveyard and turn his card face up).

Attacking Sarah

- A gangster can attack Sarah if they are on a street space next to her.
- Gangsters can't use Long-Range attacks to attack Sarah.
- Sarah can't be attacked if she is in the same neighborhood as Darla's Place (unless Darla's Place is burning).
 - If Sarah takes at least one wound from the attack, then she is kidnapped!
 - Place the gangster who kidnapped her next to the Church.
 - Place Sarah incapacitated (lying down) in the Church and turn her card face down.
 - If the Church is burning or the Church starts burning while she is in it, then Sarah is killed.
 - Remove her and her card from the game.
 - **Eric can't attack any gangsters until he rescues Sarah.**
 - See Miscellaneous Actions in The Crow Player's Actions section on page 10 for more details on rescuing.

To learn how to make an attack, see The Combat System on page 10.

Set Fire

A gangster taking the Set Fire action can attempt to set fire to a named Building they are next to. They can't set fire to the Pawn Shop or the Pit.

When taking a Set Fire action, the gangster must roll dice equal to their Fire skill.

- For each  the gangster rolls, add a fire token to the building.
 - **If there are ever fire tokens equal to or greater than a building's strength, then it is now burning.**
 - Remove its fire tokens.
 - Flip its card and token over (its text is now turned off).
 - Draw a Plot card.
 - Buildings next to Albrecht require two additional fire tokens before they burn.
- **You can't set fire to a building with Draven on it.**
 - You **can** set fire to a building with The Crow on it (it's a bird).
- Whenever The Crow or Draven moves onto a burning building or the building they are on begins to burn, the Gangster players roll dice equal to the strength of that building.
 - For The Crow, if at least one  is rolled, move The Crow to the Graveyard incapacitated.
 - For Draven, for each  rolled, Draven takes a wound.

Miscellaneous Actions

- A gangster may spend an action to bail out an arrested gangster while they are next to the Police Station. Recover the bailed out gangster and place them on a street space next to the Police Station.
- If they are next to each other, Top Dollar or Gideon may spend an action to kill Gideon (Gideon isn't the sharpest knife in the Pawn Shop).

The Crow Player's Actions

When the Crow player chooses an action, they should move their Action Marker, and then take the action. If the Crow player loses or gains actions, they should adjust the Action Marker to reflect it.

Move Albrecht or Sarah

These characters move in the same way. They move down the streets, one street at a time, up to their Move skill.

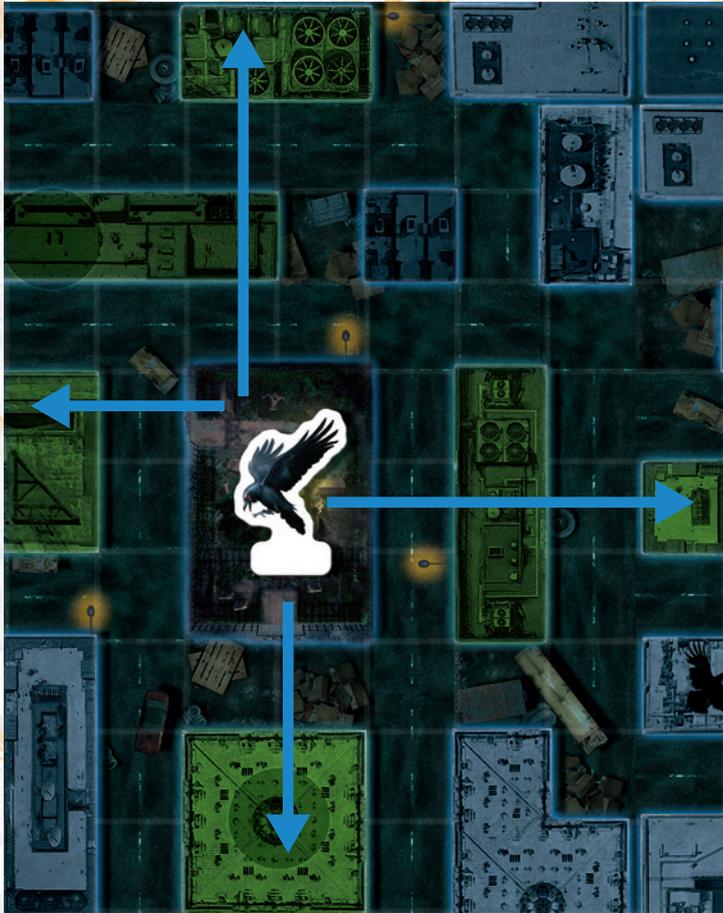
They can move through each other but not through gangsters. The main actions the Crow player will take are Moves for different characters and Attacks.

Things to remember when moving Albrecht and Sarah:

- Albrecht makes it harder for gangsters to burn buildings he is next to.
- While Sarah is on the streets, you can place Eric on a building next to her when he takes a Move action.
- Sometimes you'll want to move Sarah so she doesn't get kidnapped.

Move The Crow

- The Crow will always be on a building, but never on a specific space on that building.
- The Crow moves "as the crow flies." This means The Crow can move from The Crow's current building in a straight line to any other building (not diagonally). The Crow can't change direction in the middle of the action. See the example on the next page.

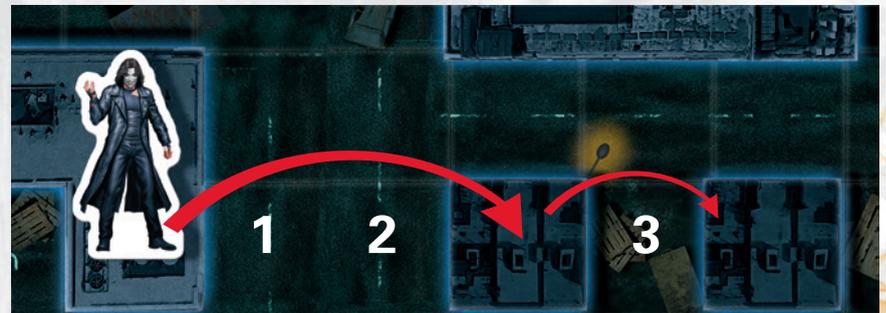
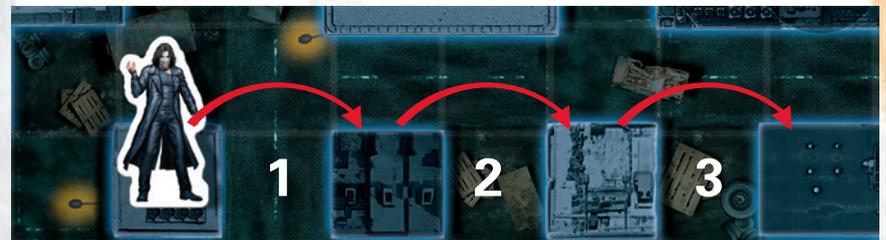


The Crow can, for one Move action, fly in any cardinal direction and for any distance. In this example, The Crow could end his Move action on any of the green buildings.

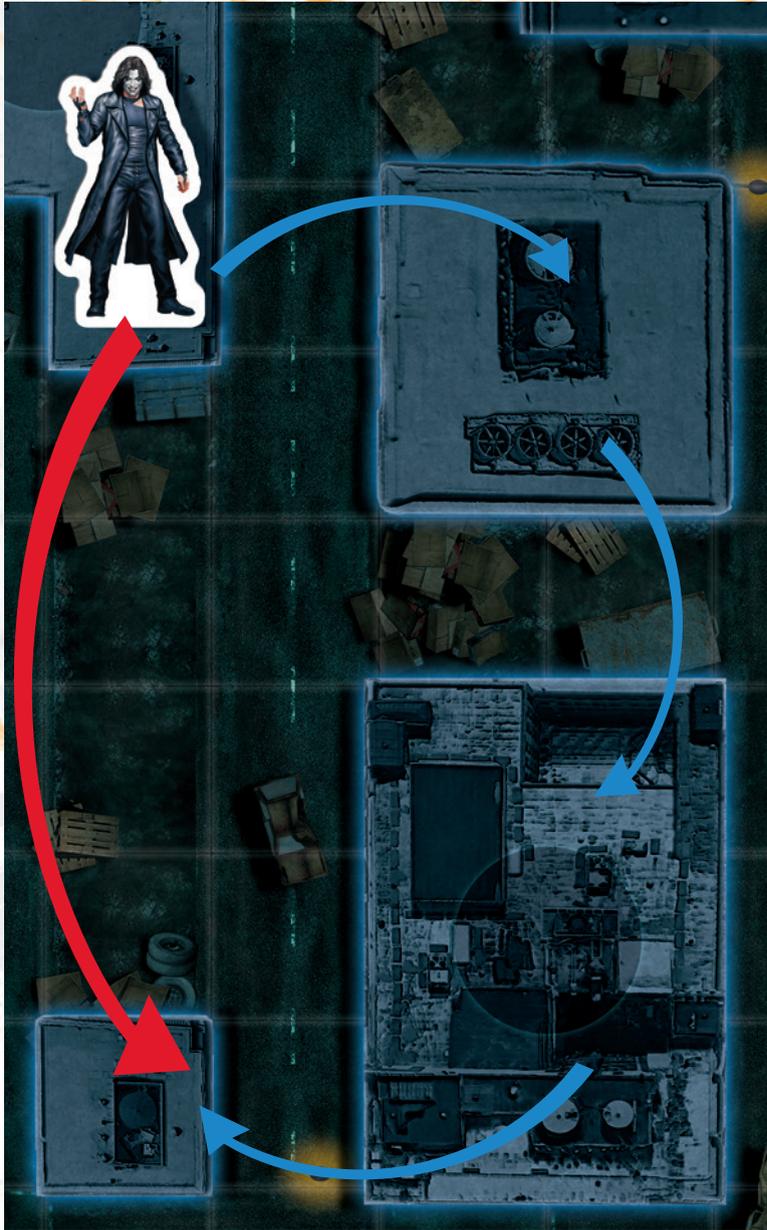
- The Crow can fly over burning buildings.
- The Crow can land on burning buildings.
- **When The Crow moves onto a burning building or the building The Crow is on begins to burn, the Gangster players must roll dice equal to the strength of that building.**
- If the Gangster player rolls at least one , move The Crow to the Graveyard incapacitated. Crispy.
- Remember, Eric has defense equal to his current health in a neighborhood that The Crow is in. (So Eric is really tough to hurt as long as The Crow is in his neighborhood.)

Move Eric

- Eric will always be on a building, but never on a specific space on that building.
- When taking a Move action, Eric can leap from building to building over a total of three street spaces (not diagonally).
- The three streets can be split up however the Crow player prefers and Eric can change direction after each leap.
- While taking a Move action, Eric can move across any buildings with no streets between them for free.



For one Move action, Eric could make any of the above leaps.



In this example, for one Move action, Eric could make the three consecutive leaps represented by the blue arrows but couldn't make the leap represented by the red arrow because it would be a leap of four streets.

- Eric likes to look in on Sarah and make sure she's OK. So while Sarah is on the streets, instead of moving normally, you can place Eric on a building next to her for a Move action.
- When Eric moves onto a burning building or the building he is on begins to burn, the Gangster players must roll dice equal to the strength of that building. Eric takes a wound for each  rolled.

Attack a Gangster

Eric can attack a gangster next to his current building with dice equal to his current health.

- He can only attack a Street Demon if that Street Demon is the top token on the Death List.
 - When Eric attacks a Street Demon, the Crow player must first reveal the top token of the Death List (to show it's a legal attack).
- He can always attack Myca or Grange (unless somehow they are in the Death List).
- He can only attack Top Dollar when he's out of the Pit and all the Street Demons are dead.
- Albrecht, the Crow and Sarah can't normally attack.

For more about attacking, see The Combat System on page 10.

Set Fire to the Pawn Shop

If Eric is on the Pawn Shop, he can set fire to it using his Fire skill (rolling dice equal to his current health). He can't set fire to any other building. This works just like gangsters setting fires to buildings with the following exceptions:

- If Eric succeeds at burning the Pawn Shop:
 - Don't draw a Plot card. That's a gangster thing.
 - The Gangster player gets to roll to see if Eric is damaged by a newly burning building. (Gasoline is dangerous stuff.)
- If Gideon was in the now-burning Pawn Shop, the Crow player places him on any street space next to it.
 - Starting with the Crow player's next turn, while Gideon is alive and on the streets, the Crow player has an additional action each turn. Gideon has made Eric's job easier by squealing.
 - Gideon is a gangster, so the Gangster players can use him on each of their turns. However:
 - He only has one action each turn.
 - He can only take a move action.
 - When Gideon is next to Top Dollar (or the Pit if Top Dollar is in it), the Gangster player can spend either a Top Dollar or Gideon action to kill Gideon.
 - Turn his card face down.
 - Remove him from the game.
 - Don't draw a Plot card. That's a Draven thing.

Miscellaneous Actions

The Crow player can spend an action on their turn to recover Albrecht (stand him back up) on a street space next to his apartment.

The Crow player can spend an action on their turn to recover The Crow or Eric (stand them back up) in the Graveyard.

The Crow player can spend an action on their turn to rescue Sarah from the Church if Eric is on the Church.

- Place Sarah on a street next to Darla's Place.
- It doesn't matter if Darla's Place is burning.

The Combat System

Combat works as follows:

- The attacker rolls dice equal to their Attack skill, hoping to roll pairs of the same symbol, called "hits."
 - For each hit they roll, they read the attack power on their Attack Power Reference Card for that symbol out loud. Some attack powers happen right away. Some only happen if the attack deals damage or if the attack is defended.
 - If the attacker rolls more than one hit, they get to use the attack power for both hits.
 - So if the attacker rolls the same hit more than once (four of the same symbol), they get that attack power twice.
 - The attacker applies any attack powers that apply before the defense roll.
 - The defender then rolls dice equal to their Defense skill.
 - For each hit the attacker rolled, the defender must roll ONE (not a pair) of that symbol to defend that hit.
 - If they roll at least one symbol matching each hit, then the attack is defended and the attack is over.
 - For each hit that is not defended, the defender takes a wound.
 - If a Street Demon or Lieutenant takes one wound, then they are killed.
- Then do the following in order:
- Resolve the attack power(s) for the hits that killed them, if any.
 - Remove the dead character from the board and turn their card face down.
 - Place the Crow token for that character on the space on which they were killed.
 - The Crow tokens represent Eric's calling cards he leaves after exacting his revenge. (It can be placed either side up.)
 - Draw a Plot card.
 - If the gangster was the last Street Demon alive or a Lieutenant, and Top Dollar is still in the Pit, then the Gangster player places Top Dollar on a street space next to the Pit.

- The Crow player looks at the new top token of the Death List if there are any left.
- Top Dollar has two health.
 - When he takes his first wound, turn his card over and replace his standee with his wounded version.
 - If Top Dollar ever takes a second wound, then he is killed and the Crow player wins the game.
 - It's possible for Top Dollar to take more than one wound from a single attack.
- For more information on what happens to Albrecht, The Crow, Draven and Sarah when they take wounds, see pages 6-7.
- If the attacker doesn't roll any pairs, then the attack misses, and the action is over.

Here's an example of a combat. Eric is attacking Funboy and rolls the following:



*Eric rolls two hits!
Funboy needs to roll at least one of each hit symbol to defend, or he'll be killed!*



Funboy failed to defend either hit. He's dead. The Crow player uses his Fairy Godfather and Death is Coming For Them attack powers. Funboy is removed from the game. His card is turned face down, his Crow token is placed where he died, and the Crow player draws a Plot card. Let's back up and see what a better defense roll would have looked like:



Better! He defended one of the hits. But Draven still kills him. The only difference here is that the Crow player only uses the Death is Coming For Them attack power (because the Fairy Godfather hit was defended).

What if Funboy had done even better?



Great! You did it, Funboy! You don't die! Your reward?
Well, Draven won't rest until he's hunted you to the ends
of the Earth. Good luck!

THE CROW
ATTACK POWERS

Playing With Knives
You may reroll up to two other attack dice for this attack before the enemy defends.

Fairy Godfather
If this hit deals damage, you may move or recover Albrecht, The Crow or Sarah.

Someone Gently Rapping
If this hit is defended, the attacker may make an immediate free attack on the same enemy.

Playing Guitar in the Rain
If this hit deals damage, draw a Plot card.

Death is Coming For Them
If this hit deals damage, incapacitate a gangster.

Putting Out the Flames
If this hit deals damage, remove a fire token from any building.

MOTOR CITY GANG
ATTACK POWERS

We Never Miss
The defender has -2 Defense this attack.

Creature of the Night
If this hit deals damage, any gangster may take an immediate free move action.

Pour It On
If this hit deals damage, any gangster may take an immediate free attack action.

Power You Can Take From Him
If this hit deals damage, the Crow player discards a random Plot card.

Destroy the Man
If this hit deals damage, the Crow player loses his next action.

Collateral Damage
If this hit deals damage, burn a regular building next to the defender.

Frequently Asked Questions Game Rules

What are named and regular buildings?

Named buildings are buildings with a token on them that have a name. All other buildings are regular buildings.

What does Incapacitated mean exactly?

Incapacitated characters are represented by laying the character down.

- Some characters, like Gideon and Top Dollar, start the game incapacitated.

Incapacitated characters have their abilities and skills **turned off** and can't take actions until they recover.

It costs an action to recover them (stand them back up).

- Gangsters spend one of their own actions to recover.
 - Only gangsters in the streets can recover.
 - Top Dollar in the Pit, Gideon in the Pawn Shop, and arrested gangsters can't recover normally. They hit the streets in other ways.
- The Crow player spends one of their actions to recover Albrecht, Eric or The Crow.
- Eric must be on the Church to rescue (and recover) Sarah.

Can incapacitated characters be attacked?

Incapacitated characters can't normally be attacked, except for two cases:

- An arrested gangster can be attacked.
- An incapacitated gangster can be attacked if they are in the streets.

I'm playing the gangsters with another player. What happens if my gangsters are killed?

All the players on the gangster side share control of the gangsters. You're a team. So just give control of gangsters to players each turn so it's as even as possible. The player giving gangsters to their teammates chooses which gangster to give away.

If a character doesn't have a stat in a skill, can he or she still use that skill?

Not normally. But some plot cards, for example, allow characters who normally can't attack to make attacks.

Can a character ever have more than 5 Attack?

Yes. There are a few instances in which a character can have more than 5 Attack. In those cases, borrow the extra dice from your opponent.

Can a character attack between diagonal buildings that are touching at the corners?

No. See the example below. Tin Tin and Albrecht can't attack each other.



How do Long-Range attacks work in detail?

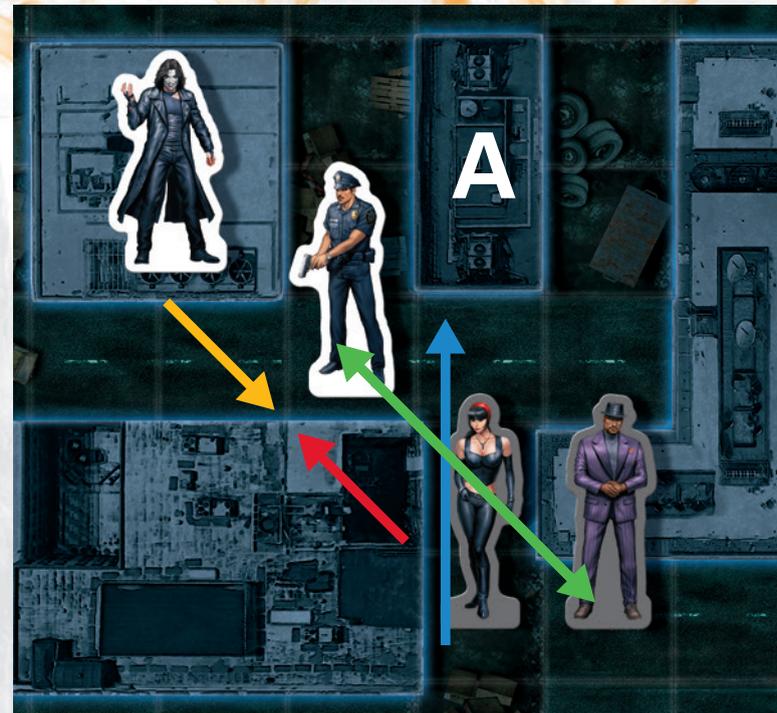
First, let's talk about who can make them and when.

- Gangsters can only make Long-Range attacks if they are making the attack from Grange's neighborhood. (So, Grange can always make them.)
- Albrecht and Eric can only make Long-Range attacks with the use of a Plot card effect.
- The Crow can't make Long-Range attacks (it's a bird), and Sarah can't attack at all.

Long-Range attacks can be made in a straight line (orthogonal or diagonal) from any distance and can be made from one neighborhood to another. Long-Range attacks can always be made through Crow tokens.

Diagonal Long-Range attacks are measured from the corner of the attacker's space and orthogonal Long-Range attacks are measured from the middle of the side of the attacker's space.

There are three kinds of Long-Range attacks: street to street, street to building and building to street. Let's take a look at them all:

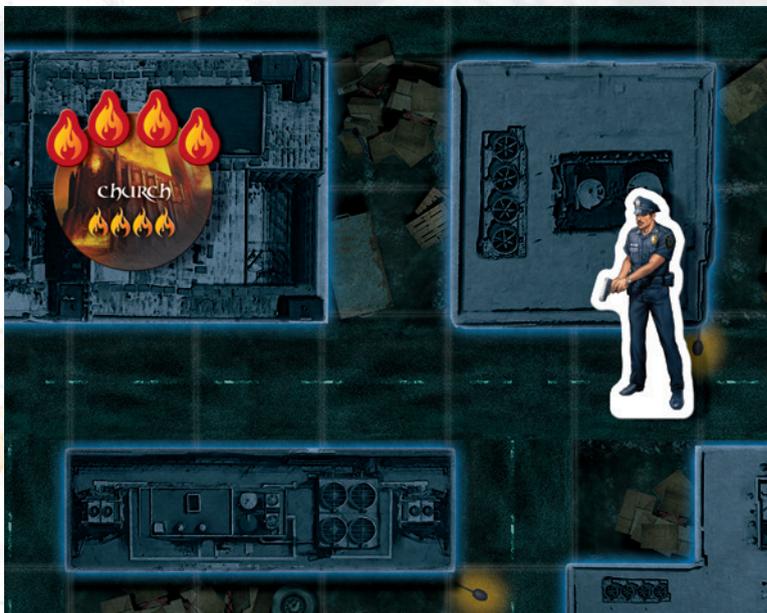
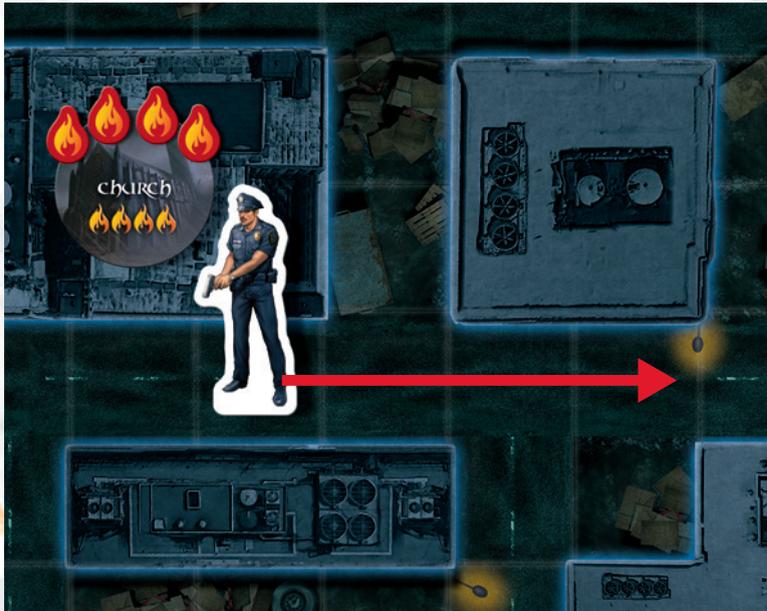


- **Street to street:** If a character wants to make a Long-Range attack from the streets to another character on the streets, the attacker must be able to see the defender in a straight line, and there can't be any other characters between the two characters. *In the above example, Grange and Albrecht can make Long-Range attacks on each other (green line). But Myca and Albrecht can't make Long-Range attacks on each other because they aren't a straight line apart.*
- **Street to building:** If a gangster wants to attack Eric or The Crow on a building, they must be able to see that building in a straight line, and there can't be any buildings in between the attacker and the target building. (Remember, Eric and The Crow are considered to be on buildings, not exact spaces.) There can be other characters in between them (the gangster is shooting at an upward angle), just not other buildings. *In the above example, Grange can shoot Eric (green line), but Myca can't (red line). However, Myca could make a Long-Range attack on Building A (blue line).*
- **Building to street:** If Eric wants to make a Long-Range attack on a gangster, there must be at least one space on the building he is on that can draw a straight line to the defender, and there can't be any buildings in between his building and the defender. *In the above example, Eric can make a Long-Range attack on Grange (he can draw a straight diagonal line to Grange from the SE corner of his building – green line), but not on Myca (there is a building in the way of the straight diagonal line from the SW space of his building – yellow line).*

Characters

What happens if Albrecht moves away from a building that has fire tokens on it equal to or greater than its strength?

The building starts burning immediately after he moves away. Let's look at an example.



In this example, the Church has 4 fire tokens on it and would usually be burning. But if Albrecht is next to it (top image), then it needs 6 fire tokens to start burning. But if he moves away (bottom image), then the Church immediately starts burning without his protection.

Can other gangsters and/or Eric attack Gideon?

Eric can attack Gideon. Normally, you won't want to because he gives you an extra action each turn. But Eric **can** attack him, and if he kills him, the Crow player will draw a Plot card. Gangsters can't make attacks on Gideon. But Top Dollar can kill him (using either Top Dollar's own action or Gideon uses his own action on himself – he's not the brightest ring in the Pawn Shop).

How does Myca's power work exactly?

The Gangster player can choose to make the Crow player reroll Draven's defense one time per attack. The first roll is canceled, and the second roll resolves.

Plot Cards

General Plot Card Questions

How many Plot cards can I have?

You may have any number of Plot cards.

Do Plot cards cost actions?

No. Plot cards don't cost actions; they are free.

When can I play Plot cards?

Unless stated otherwise, Plot cards can be played only on your turn. But they can be played at any time on your turn between actions – including before taking any actions and after taking all your actions.

What if I can't do everything on a Plot card? Can I still play it?

Yes. Just resolve as much as you can.

Can you define "next to"?

Buildings are next to each street space surrounding them – including diagonally.

Street spaces are next to each building and street space surrounding them – including diagonally.

Buildings are next to other buildings within one street space - **not** diagonally.

Specific Plot Card Questions

Crow Plot Cards

30 Hours of Pain

Which token do I use for this one?

Use the flaming Crow token - it's the only one with the flaming Crow on both sides.

Boo.

How far can I move them?

Any number of streets up to their Move skill, as if they took a Move action.

Can't Rain All the Time

If a gangster is in a neighborhood other than Eric's, could they take the action on a building in his neighborhood?
That's sneaky, but yes.

Don't Move!

How does this card work?

Place the arrested gangster incapacitated in the Police Station. They can be attacked there (normally incapacitated characters can't be attacked. Eric and the Crow can only attack an arrested character if they are on the Police Station.). Then, place Albrecht next to the Police Station. Another gangster can spend an action while they are next to the Police Station to bail out the arrested gangster (place them next to the Station).

Let's See You Enforce It

If a gangster is in a neighborhood other than Eric's, could they take an action to move into his neighborhood and finish that entire action?

Yes. They could do the move and finish the action. But once they stopped there, they couldn't take another Move action that turn.

Night Watchman

If a gangster is in a neighborhood other than Eric's, could they take the action on a character in his neighborhood?
Sneaky again. But yes.

Rapping at My Chamber Door

Do the Gangster players get to -?

Yes, yes. Anytime Eric moves to a burning building, the Gangster players roll dice to try to wound him.

Sky Oughta Be Red

What if the Gangster players have already revealed their Objective and this card puts them below their needed strength of burning buildings?

It doesn't matter. Once an Objective is revealed (the Basic Objective is achieved), it's done. The Showdown is now active.

Motor City Gang Plot Cards

A Slight Case of Death

Does the Crow player still draw a Plot card and place a flaming Crow token?

Yes and yes.

Abashed the Devil Stood

Can I play this card when Top Dollar takes just one wound?

Yes. This checks for whether or not the defender is alive after combat. If yes, the defender has "survived". Other gangsters must successfully defend each hit to survive a combat, but Top Dollar can fail to defend a single hit and still "survive".

City Oughta Be in Flames

Can I add a fire token to a building I'm restricted from setting fire to by my Objective?

No. The building must be able to be set on fire.

Disorder, Chaos, Anarchy

Can I choose an incapacitated gangster?

No.

Seeing is Believing

Does the Crow player get to see where I placed it?

Yes. Seeing is Believing.

They've Taken Sarah

Does the gangster still make an attack?

Nope. You don't need to attack. Just follow the rules as if you successfully attacked.

Time Bomb

Do I draw a Plot card if this burns a building? Can I play that Plot card the turn I draw it?

Yes, you draw a Plot card. No, you can't play it that turn (you got it at the end of your turn).

Optional Rules

Here are some rules that you might want to try out. Keep in mind that they will make the game a touch harder for one side or the other.

Fire Pit

Eric can burn the Pit (give it 1 strength). When he does, Top Dollar hits the streets, but he is wounded.

Traffic Jam

Gangsters can't move through Albrecht and Sarah.

Early Demise

If Draven ever has zero health, even if Top Dollar is still in the Pit, he is killed.

Ganging Up

During Set Up, the Gangster players may place any two gangsters at Arcade Game, the Pawn Shop and the Pit.



Credits

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