







Fast Food Chain

8 1



Steal 1 coin from the player who rolled the dice.

Michelin Restaurant

7 1



Steal 1 coin from the player who rolled the dice.

Drive-by

9-10 3



Steal 2 coins from the player who rolled the dice.

Turf War

5 3



If player who rolled the dice has 2+ landmarks, steal 5 coins from them.

Pickpockets

3 3



Steal 1 coin from the player who rolled the dice.

Arms Dealer

6-7 3



Steal 1 coin from all players for each  card they have, up to 2 coins.

Casino

1 4



Steal 1 coin from every player, unless they roll 4 or higher.

The Last Breath

1 4



If player who rolled the dice has 3+ landmarks, steal all their coins.

Saboteurs

 6-7  8



If the player who rolled the dice cannot pay the police, steal what the police takes.

Arson

 4  7



Choose two  cards to disable for the players' next turn, they may choose one of yours to be disabled.

Rich-get-richer

 8  10



Steal the same amount of coins as you currently have.

Counterfeiting

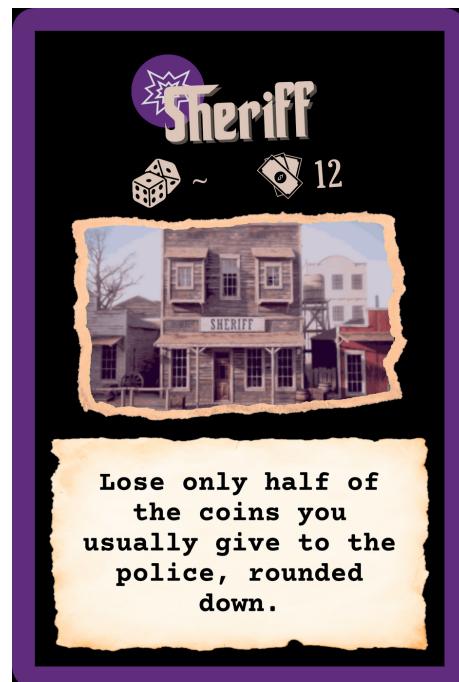
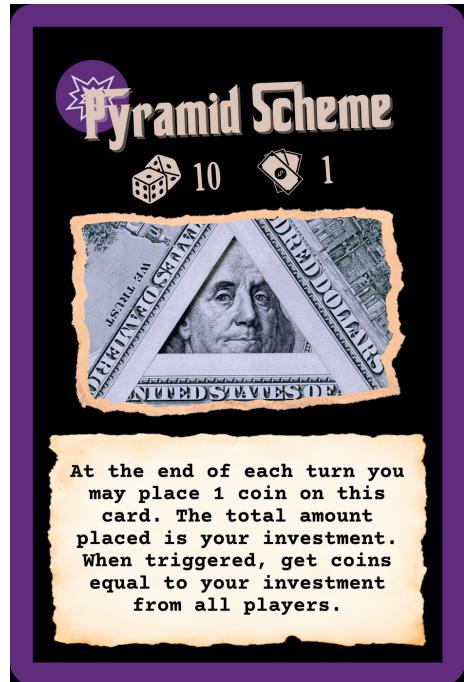
 9  6



Everyone, other than the person who rolled the dice, pays 3 to the police.









Police Station

▲ Tier 4 ⚡ 22



Obtain half the coins paid to the police, rounded down. If there are multiple police stations, all players split the coins.

Airship

▲ Tier 5 ⚡ 30



You may build up to 2 buildings per turn.

Cargo Fleet

▲ Tier 3 ⚡ 16



If you roll doubles, get 1 free blue card.

Dry Dock

▲ Tier 2 ⚡ 10



Choose to double your dice roll value.

The Backstreets

▲ Tier 1 ⚡ 4



On your turn, you may make every player pay police tax. This may only be activated every other turn.



