

EMERGENCY REPORT

BURGLARS

LOCATION

At a random warehouse
(roll a die)

BLOCK

?



DIFFICULTY

5

If an attempt to handle fails, the active player is sent to the hospital (discard two cards).

FILING CODE

BL-0290

If successful, take:



AND



EMERGENCY REPORT

SMUGGLERS

LOCATION

At a random warehouse
(roll a die)

BLOCK

?

DIFFICULTY

5



If an attempt to handle fails, the active player is sent to the hospital (discard two cards).

FILING CODE

BL-0291

If successful, take:



AND



2

EMERGENCY REPORT

AGGRESSIVE DRUNK

LOCATION

At Duffy's Bar

BLOCK

3

DIFFICULTY

5



If an attempt to handle fails, the active player is sent to the hospital (discard two cards).

FILING CODE

BL-0293

If successful, take:



AND



EMERGENCY REPORT

COUNTERFEITER

LOCATION
At a random warehouse
(roll a die)

REPORTED BY

BLOCK
?

DIFFICULTY
3




Watch Out -

UNKNOWN CIRCUMSTANCES

PUNKS

FILING CODE
BL-0296

If successful, take:

 **OR**  

+1

EMERGENCY REPORT

SUICIDAL EMPLOYEE

LOCATION

At Booth Tower

BLOCK

CPD

REPORTED BY

DIFFICULTY

4

Watch Out -
**UNKNOWN
CIRCUMSTANCES**

FILING CODE

BL-0297

If successful, take:



OR



EMERGENCY REPORT

VIOLENT CUSTOMER

LOCATION
At the Cafe

BLOCK
CPD

REPORTED BY

DIFFICULTY
3

Watch Out -

UNKNOWN CIRCUMSTANCES

PUNKS

FILING CODE
BL-0298

If successful, take:

 OR  2

+1

EMERGENCY REPORT

THIEF

LOCATION

At Snyder's Liquors

BLOCK

CPD

REPORTED BY

DIFFICULTY

4

Watch Out -

**UNKNOWN
CIRCUMSTANCES**

FILING CODE

YE-0256

If successful, take:



OR



EMERGENCY REPORT

SHOPLIFTER

LOCATION At Patsouras Grocers **BLOCK** 2

REPORTED BY **DIFFICULTY** 3

Watch Out -

UNKNOWN CIRCUMSTANCES

PUNKS

FILING CODE YE-0302

If successful, take:

 OR  

+1

EMERGENCY REPORT

PICKPOCKET

LOCATION
At Ole's Donut Shop

BLOCK
3

REPORTED BY

DIFFICULTY
3


Watch Out -


UNKNOWN CIRCUMSTANCES

PUNKS

FILING CODE
YE-0304

If successful, take:

 **OR** 



EMERGENCY REPORT

HARASSING GUEST

LOCATION

At Sitz Coffee Shop

BLOCK

6

REPORTED BY

DIFFICULTY

4

Watch Out -

**UNKNOWN
CIRCUMSTANCES**

FILING CODE

YE-0305

If successful, take:



OR



EMERGENCY REPORT

KIDNAPPERS

LOCATION

At Jake's Pawnshop

BLOCK

2



DIFFICULTY

5

If an attempt to handle fails, the active player is sent to the hospital (discard two cards).

FILING CODE

YE-0307

If successful, take:



AND



2

EMERGENCY REPORT

BANK ROBBERS

LOCATION

At Stone Bank & Trust

BLOCK

5

REPORTED BY

DIFFICULTY



6

If an attempt to handle fails, the active player is sent to the hospital (discard two cards).

FILING CODE

YE-0308

If successful, take:



AND



EMERGENCY REPORT

VANDALS

LOCATION At the Commonville Hotel **BLOCK** CPD

REPORTED BY **DIFFICULTY** 3


Watch Out -

UNKNOWN CIRCUMSTANCES

PUNKS

FILING CODE RE-0282

If successful, take:

 **OR**  **2**

+1

EMERGENCY REPORT

ARSONIST

LOCATION
At a random apartment
(roll a die)

REPORTED BY

BLOCK
?

DIFFICULTY
3




Watch Out -

UNKNOWN CIRCUMSTANCES

PUNKS

FILING CODE
RE-0284

If successful, take:

 **OR**  

+1

EMERGENCY REPORT

INTERNET HACKER

LOCATION

At a random apartment
(roll a die)

BLOCK

?

REPORTED BY

DIFFICULTY

4

Watch Out -

**UNKNOWN
CIRCUMSTANCES**

FILING CODE

RE-0286

If successful, take:



OR



2

EMERGENCY REPORT

ESCAPED CONVICT

LOCATION

At a random apartment
(roll a die)

BLOCK

?

DIFFICULTY

5

*Considered Armed
and
Dangerous!*



If an attempt to handle fails, the active player is sent to the hospital (discard two cards).

FILING CODE

RE-0288

If successful, take:



AND



2

EMERGENCY REPORT

VIOLENT SPOUSE

LOCATION

At a random apartment
(roll a die)

BLOCK

?

REPORTED BY

L. Simons

DIFFICULTY

5



If an attempt to handle fails, the active player is sent to the hospital (discard two cards).

FILING CODE

RE-0289

If successful, take:



AND



EMERGENCY REPORT

BURGLARS

LOCATION

At a random apartment
(roll a die)

BLOCK

?

REPORTED BY

DIFFICULTY

4

Watch Out -

**UNKNOWN
CIRCUMSTANCES**

FILING CODE

RE-0258

If successful, take:



OR



EMERGENCY REPORT



TRAFFIC ACCIDENT

LOCATION

At the intersection of
4th & Luna

BLOCK

Int.

REPORTED BY

DIFFICULTY



4

PUNKS

Blocks player passage.
Solve/Handle & Assist from
adjacent Street-Space(s).

FILING CODE

GR-0270

If successful, take:



OR



EMERGENCY REPORT



TRAFFIC ACCIDENT

LOCATION

At the intersection of
1st & Vassel

BLOCK

Int.

REPORTED BY

DIFFICULTY

4



PUNKS

Blocks player passage.
Solve/Handle & Assist from
adjacent Street-Space(s).

FILING CODE

GR-0271

If successful, take:



OR



EMERGENCY REPORT



TRAFFIC ACCIDENT

LOCATION

At the intersection of
4th & Calhoun

BLOCK

Int.

REPORTED BY

DIFFICULTY

4



PUNKS

Blocks player passage.
Solve/Handle & Assist from
adjacent Street-Space(s).

FILING CODE

GR-0272

If successful, take:



OR



EMERGENCY REPORT



TRAFFIC ACCIDENT

LOCATION

At the intersection of
1st & Stickel

BLOCK

Int.

REPORTED BY

DIFFICULTY

4



PUNKS

Blocks player passage.
Solve/Handle & Assist from
adjacent Street-Space(s).

FILING CODE

GR-0273

If successful, take:



OR



EMERGENCY REPORT



TRAFFIC ACCIDENT

LOCATION

At the intersection of
3rd & Vasel

BLOCK

Int.

REPORTED BY

DIFFICULTY



4

PUNKS

Blocks player passage.
Solve/Handle & Assist from
adjacent Street-Space(s).

FILING CODE

GR-0274

If successful, take:



OR



EMERGENCY REPORT

TRAFFIC ACCIDENT

LOCATION

At the intersection of
2nd & Vassel

BLOCK

Int.

REPORTED BY

DIFFICULTY

4



PUNKS

Blocks player passage.
Solve/Handle & Assist from
adjacent Street-Space(s).

FILING CODE

GR-0275

If successful, take:



OR



+2

INTERNAL MEMORANDUM
(CONFIDENTIAL - INTERNAL DISTRIBUTION ONLY)



OPTIONAL TRAINING

FROM: Capt. Brandon Nichols

TO: All Officers

All players may choose to immediately move their cars to the Police Station (regardless of distance) to participate in a short training course.

Each participating player gets to draw **one Police Card** immediately.



INTERNAL MEMORANDUM
(CONFIDENTIAL - INTERNAL DISTRIBUTION ONLY)



INTERNAL AFFAIRS INVESTIGATION

FROM: Lt. Robert Searing

TO: All Officers

Apply the effects of this card ONLY if the loyalty of any cops in the game remains unknown.

If it is known that all possible Dirty Cops are already revealed (or there were no Dirty Cops in the game to begin with), then **discard this card and draw a new Event Card**. This also applies if this deck is being viewed based on a Character ability or a reward like this one...



HERE'S HOW THE INVESTIGATION WORKS:

Each player secretly bids any number of Police Cards with a simultaneous reveal of bids. High bidder discards cards and may accuse another player of being Dirty (see p. 19 for details). That player must reveal their Loyalty Card to all. In case of a tie, all players keep their cards and the investigation is called off (the card has no effect).

INTERNAL MEMORANDUM
(CONFIDENTIAL - INTERNAL DISTRIBUTION ONLY)



ESCORT VAN

FROM: Lt. Jim V.

TO: All Officers

Place the van in the street in front of the entrance to the Pawn Shop. The van must be escorted to Luna Ave. Players may only move the van together with their own car, on their turn.

The same player does not have to escort the van all the way. When the van arrives at Luna Avenue, discard this card.



Until then, no players may draw Police Cards for any reason.

INTERNAL MEMORANDUM
(CONFIDENTIAL - INTERNAL DISTRIBUTION ONLY)



DEDICATED OFFICER

From: Commander Maurice Fitzgerald

To: All Officers

Current player chooses:

Pick one Patrol Officer from stockpile or the board, and remove it from the game (may not use Officer Down). Then also roll a die and remove ALL Street Punks from the Bad Hood rolled.

OR

Discard this card and end your turn.



INTERNAL MEMORANDUM
(CONFIDENTIAL - INTERNAL DISTRIBUTION ONLY)



PROBLEMS IN THE HOOD

From: Capt. Stephen Eckman

To: All Officers

Current player chooses:

Roll three dice and place three Street Punks in the corresponding Bad Hood(s).

OR

Take one Street Punk from the stockpile (not the board) and put it back in the box (take it out of play for the rest of this game).



INTERNAL MEMORANDUM
(CONFIDENTIAL - INTERNAL DISTRIBUTION ONLY)



PROBLEMS IN THE HOOD

FROM: Lt. R. Hicks, T.i.B.G.

TO: All Officers

Current player chooses:

Roll three dice and place three Street Punks in the corresponding Bad Hood(s).

OR

Take one Street Punk from the stockpile (not the board) and put it back in the box (take it out of play for the rest of this game).



INTERNAL MEMORANDUM
(CONFIDENTIAL - INTERNAL DISTRIBUTION ONLY)



PROBLEMS IN THE HOOD

FROM: Capt. Katrina Clubb

TO: All Officers

Current player chooses:

Roll three dice and place three Street Punks in the corresponding Bad Hood(s).

OR

Take one Street Punk from the stockpile (not the board) and put it back in the box (take it out of play for the rest of this game).



INTERNAL MEMORANDUM
(CONFIDENTIAL - INTERNAL DISTRIBUTION ONLY)



OVERBURDENED

From: Commander D. King, G.B.G.

To: All Officers

Current Player chooses:

Take two Patrol Officers from anywhere (stockpile or board) and remove them from the game (can not use Officer Down).

OR

Roll two dice and place two Street Punks in the corresponding Bad Hood(s).



If neither option is possible, Increase City Crime by one.

INCIDENT REPORT

CRIME WAVE

LOCATION

Least Bad of the Bad Hoods

BLOCK

?

DESCRIPTION

Add **three** Street Punks to the Bad Hood with the lowest number of Punks.

(in case of a tie, current / active player chooses between the tied Bad Hoods)



CLERK

D. Briel

REPORTED BY

E. Sais

INCIDENT REPORT

JAIL BREAK

LOCATION

3rd Street North

BLOCK

St.

DESCRIPTION

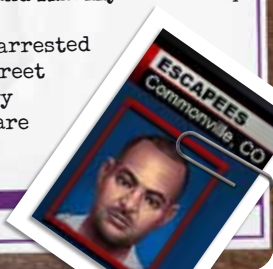
Place 3 Street Punks from the stockpile on 3rd Street North (on the actual Street Space).

From now on, right after an Event Card is actually drawn move them one space (Street Space) closer to West Colfax, and finally off the map.

They must be arrested like other Street Punks. If they escape, they are removed from the game.

CLERK

G. Lim



INCIDENT REPORT

OFFICER DOWN

LOCATION

Bad Hood with 2-plus Punks

BLOCK

?

DESCRIPTION

Take one Patrol Officer from the stockpile or board, and place it "Officer Down" side-up in a Bad Hood of your choice with two or more Street Punks (if not possible, discard this card and draw a new one).

Until the Street Punks are removed from this Bad Hood, players may not draw Police Cards.

CLERK

D. Gilles



INCIDENT REPORT

STREET RIOT

LOCATION

Stickel Ave. (in the Street)

BLOCK

St.

DESCRIPTION

Place 3 Street Punks on Stickel Avenue (the Street Space itself, NOT the Bad Hood). They must be removed like regular Street Punks. No cars may leave or pass through the space until the riot is successfully handled. In addition, for every future Emergency drawn, add a Street Punk to this riot until this card is removed.

(Any Punks in the Bad Hood have NO impact on this)



CLERK

D. LaVigne

REPORTED BY

J.B. Brown

INCIDENT REPORT

GAS LEAK

LOCATION

West Calhoun Ave. (in the Street)

BLOCK

St.

DESCRIPTION

Until Resolved, immediately after an Event Card is actually drawn, roll a die.

If 6 is rolled, the gas explodes causing:

1. City Crime to increase by one.
2. A player to be sent to the hospital (but only if they were present on West Calhoun at the time).
3. This card to be discarded right away.

Two players must be on the exact Street Space (West Calhoun) to resolve the issue.

If successful, each player on the Street Space gets a Donut.

CLERK

V. Polenzani



INCIDENT REPORT

DETAINEES RUN AMOK

LOCATION

Inside the Police Station

BLOCK

CPD

DESCRIPTION

Take two Street Punks from the stockpile and place them in the Police Station. The police must gain control of them before they're allowed to draw Police Cards again.

This is accomplished in the same way as is the case for typical Punks out on the streets (via the Arrest action).

CLERK

Malte Kühle

The Ringleader!



INCIDENT REPORT

CAR THEFT

LOCATION

West Colfax (in the Street)

BLOCK

St.

DESCRIPTION

Place the red car on Colfax in the Street Space in front of The Morgue (block 1). From now on, right after an Event Card is actually drawn, move the car one Street Space east. The car is removed when at least **2 players** are on the same Street Space as the car AND the active player **discards a Police Card** as their **action**.

All players on that specific Street Space **receive a Donut** (Being on other Street Spaces on Colfax Avenue does NOT count for this benefit, nor do they help with the apprehension of the thieves). If the car is not stopped before it leaves East Colfax (and the board), advance City Crime by 1 and remove the car.

CLERK

J. Edwards

