

POLICE PRECINCT

CROOKED



LAWYERS



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EMERGENCY REPORT	
PET GATOR RELEASED	
LOCATION	BLOCK
At the intersection of 3rd & Colfax	Int.
	DIFFICULTY
	4
<p>PUNKS</p> <p>Resulting commotion blocks vehicle passage (this includes the stolen car, BUT not officers from being sent to the hospital nor foot traffic).</p>	
FILING CODE	If successful, take:
GR - 277	The right to move to the Police Station now!
	








EMERGENCY REPORT	
NAKED MAN	
LOCATION At the intersection of 4th & Colfax	BLOCK Int.
	DIFFICULTY 4
	PUNKS Resulting commotion blocks vehicle passage (this includes the stolen car, BUT not officers from being sent to the hospital nor foot traffic).
FILING CODE GR - 276	If successful, take: The right to move to the Police Station now! OR 





EMERGENCY REPORT	
SABOTAGE	
LOCATION	BLOCK
Inside the Police Station	CPD
	DIFFICULTY
	Roll die to determine (see below)
RESULT: If you roll a 1 or 2 then discard this card with NO negative effect, but do take a free Donut if you roll a ONE! If you roll a 3, 4, 5, or 6, place the card at the station, and the die on top of the card to mark the difficulty.	
Reminder: If an Event location is already occupied, discard and draw again.	
FILING CODE	If successful, take:
YE - 303	 2 OR 





EMERGENCY REPORT	
VIOLENT ADDICT	
LOCATION	BLOCK
At the Commonville General Hospital	CPD
REPORTED BY	DIFFICULTY
	4
NURSE GOES BERSERK!	
If an attempt to handle fails, the situation complicates! Add an Unknown Circumstance token to this card each time this happens.	
FILING CODE	If successful, take:
RE - 281	The right to move to the Police Station now! OR 





EMERGENCY REPORT	
GANG OUTREACH	
LOCATION	BLOCK
At random warehouse (roll die)	?
DIFFICULTY	
Place die here to mark difficulty	
<i>If Level-Zero is selected add 4 Random Punks, discard this card, and take NO rewards!</i>	
Using the list below, choose the Difficulty Level & some combination adding up to at least 11 Challenge Points :	
Difficulty Level-0 = 0 Points/no rewards	
Difficulty Level-3 = 3 Challenge Points	
Difficulty Level-4 = 4 Challenge Points	
Difficulty Level-5 = 10 Challenge Points	
Difficulty Level-6 = 13 Challenge Points	
Unknown Circ Token = 2 Points each	
Random Punk (roll die) = 3 Points each	
FILING CODE	<i>If successful, take:</i>
BL - 295	



INCIDENT REPORT

SYSTEM CRASH

LOCATION

Random Bad Hoods

BLOCK

?

DESCRIPTION

The computer systems that controls the traffic lights, communications, and critical officer dispatch have crashed:

If the Urgent Token is on the board add 4 random Punks. If it's not on the board, for security reasons all Patrol Officers (but NOT Officer Down) must go to the Bad Hood with the most Punks (if tie, active player picks one).



S. Schwark



INTERNAL MEMORANDUM
(CONFIDENTIAL - INTERNAL DISTRIBUTION ONLY)



ANNUAL BUDGET

From: R. Launius, City Manager

To: Lt. S. Brunow, CPD

The Mayor and I have decided to allocate tax revenue to your department on a performance basis as follows:

If the Urgent Token is NOT currently on the board each officer may take a free Donut or draw two Police Cards, keep one and put the other on the bottom of the deck.



If it is on the board, then discard this card with no effect.

INTERNAL MEMO
(CONFIDENTIAL - INTERNAL DISTRIBUTION)

CROOKED LAWYERS

FROM: Ole S., Mayor

TO: Lt. Greg Dickson

The GBG was paid off by a gang to create falsified evidence which supports allegations of excessive force!

After the next successful arrest attempt:

1. Immediately place all arrested Punks on arresting officer's vehicle, then later...
2. Drop off the Punks at the Bank for a pay-off.
3. After the pay-off, during future turn(s), pick up the Punks from the Bank, then drop them off at the Station to sign paperwork (and return them to the general supply).

Punk tokens may be swapped freely between Police in the same Street Space including DURING movement. Swaps, pick-ups, and drop-offs are NOT considered an action.



PUNKS STAY IN CAR IF HOSPITALIZED



INTERNAL MEMORANDUM
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From: _____

To: _____







LOCATION

BLOCK

DESCRIPTION

CLERK

REPORTED BY



INTERNAL MEMORANDUM
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TYPICAL DAY IN THE HOOD

From: Sergeant C. Dickinson

To: All Officers

Current Player chooses:

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

OR

Take one Street Punk from the stockpile and put it back in the box (take it out of play for the rest of this game).



#1 of 3:
This card is
part of a group
that can be used
to replace the three
"Problems in the Hood"
cards.

For variety!

INTERNAL MEMORANDUM
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ESCALATIONS IN THE HOOD

From: Lieutenant J. Jones

To: All Officers

Current Player chooses:

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

OR

Take three Street Punks and place them in the Bad Hoods of your choice (no more than one per Bad Hood).



#2 of 3:
This card is
part of a group
that can be used
to replace the three
"Problems in the Hood"
cards.

For variety!

INTERNAL MEMORANDUM
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MAJOR PROBLEMS IN THE HOOD

From: Captain J. Vinci

To: All Officers

Current Player chooses:

Take four Street Punks and place them in the Bad Hoods of your choice (no more than 1 / Bad Hood).
OR

Take two Street Punks from the stockpile and put them back in the box (taking them out of play for the rest of this game).



#3 of 3:
This card is
part of a group
that can be used
to replace the three
"Problems in the Hood"
cards.

For variety!