



# POLICE CARDS





## Allocate Resources

*Must be at the Police Station.* Draw **four** Police Cards. Keep **one**, and give **one** to a player of your choice. Place the other **two** at the bottom of the deck.





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## Fresh Perspective

Look at the top **three** cards of any Investigation Stack. Put these cards back on **top** of that stack in any order you like. Reshuffle this stack if you wish.





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## Donut Run

*Must be at the Donut Shop.*  
If there is no Emergency here, you may spend your turn to take **two** Donuts from supply, and give them to **any** other player(s).



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## Air Support

*May be played at any time.*  
Play this card after **any** player's die roll (even your own) to re-roll up to **three** of the dice (your choice).





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## Redirect Traffic

*Must be in a Marked Patrol Car.* Play this card **before** rolling dice to reduce the difficulty of a Traffic Accident by **one**.





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## Request Assistance

Play this card to move **any** number of Police Cars (within one Street) to your location—**OR**—move **one** Police Car **two** Streets to your location.





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## Stakeout

*Must be in a non-moving Unmarked Car. Play this card while you are on a Street with a Bad Hood to remove **one** Street Punk Token from that Hood.*



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## Fast Response

Play this card during your movement to move up to **two** extra Streets (regardless of car type).



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## Officer Assistance

*Must be at the Police Station. Take **any** number of Patrol Officers from the board and/or supply, and distribute them to **any** location(s) of your choice.*





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## Surveillance

Play this card to look at the top **two** cards of the Event Deck. Return one to the top and one to the bottom of the deck.



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