

OMERTÀ

THE FIVE FAMILIES

CORE RULEBOOK



A GAME BY
GEORGE MANIOS



OMERTÀ: THE FIVE FAMILIES



Derived from the Italian word for humility, omertà is a Southern Italian code of honor that prizes silence – saying nothing when questioned; refusing to cooperate with the government, especially during criminal investigations; and willfully ignoring and generally avoiding interference with the illegal activities of others.


The code requires members of the “family” to be submissive to its interests.

In addition to Italy, the code of omertà also exists in some Italian-American neighborhoods in the United States, especially in neighborhoods where the Italian-American Mafia has a strong presence. It was the main reason the five dominant Mafia families managed to grow their businesses while staying untouchable by the authorities.



Game Overview

You are the Boss of one of the five crime families that emerged at the start of 20th century in New York City (Genovese, Bonanno, Gambino, Colombo and Lucchese). You raise money from illegal activities to recruit capos, expand your turf and invest in lucrative legal ventures. The cash also enables you to bribe cops and acquire the weapons and assets you need to shape the course of events – and to pay off newspapers to burnish your reputation, because the more respect you command, the better your chances are of prevailing. All the while you have to manage your relationships with the other crime families, taking out hostile family leaders while avoiding wars with your allies. Whenever you meet the other bosses, will you dare to make an offer they can't refuse?



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Warning: Choking Hazard! Not for use by children under 3 years of age.

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Please make sure to include photos of your game and your full shipping information in case we need to send you a missing/damaged component.

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Code of Conduct

**Rules on cards, unless otherwise stated,
always override rules in any rulebook.**



**Scenario rules override rules
in this rulebook.**



**If players disagree about how to interpret
a rule, the family with the highest Respect
decides.**

In case of a tie use turn order.

**"The Mafia is like the grass,
the more you cut it, the more it grows"**

Antonio Nicaso

(writer of 17 books about mafia)

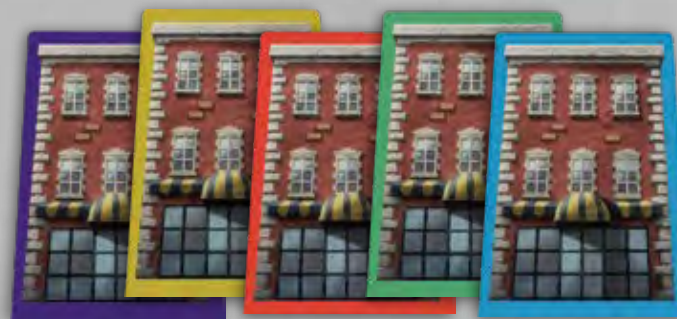
COMPONENTS



5X Godfather Standees



5X Street Boss Standees



25X Business Buildings Standees



150X Capos Tokens



25X Local Associate Tokens



5X Cop Tokens



1X Game Board



5X Family Screens



5X Turn Order Tokens



1X Special Assistant Token



5X Storyline Tokens



6X Lockdown Tokens



9X Strength Tokens



30X Action Tokens



100X Money Tokens



50X Marker Tokens



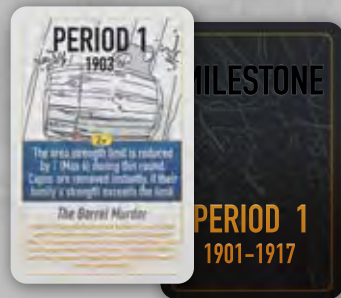
10X Family Relation Tokens



1X Capos Price Marker



1X Action Card Placeholder



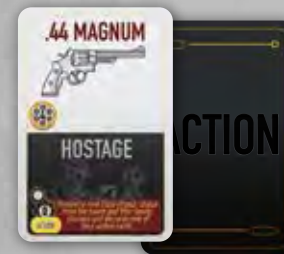
15X Milestone Cards



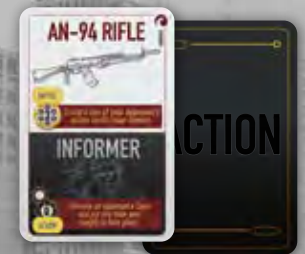
10X Early Storyline Cards



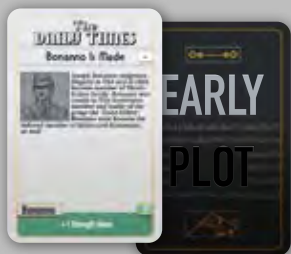
12X Late Storyline Cards



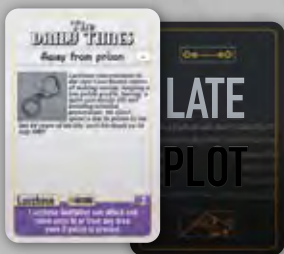
36X Simple Action Cards



36X Advanced Action Cards



10X Early Family Plot Cards



15X Late Family Plot Cards



28X Early Mafia Plot Cards



45X Late Mafia Plot Cards



25X Legacy Cards

GAME BOARD

The board represents New York City divided in 5 sectors. Each sector contains 3 areas (apart from Manhattan, which contains 4 areas). Lay it out in the middle of the table

FAMILY PREPARATION

Unless otherwise stated in the Scenario, the Families that are available to play, depend on the number of players. In a two player game, only Genovese and Bonanno are available. In three players, you add Gambino. In four players you add Colombo and in five you add Lucchese.

1. Each player chooses a family and takes their family's Godfather and Street boss standees, 30 Capos Tokens, 5 Local Associates Tokens, 5 Businesses Buildings Standees, 1 Cop token and the Family screen.

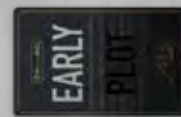
2. Unless otherwise stated in the Scenario, each family starts the game controlling a specific sector on the board, called the **home sector**: Genovese in Manhattan, Bonanno in Brooklyn, Gambino in Queens, Colombo in the Bronx and Lucchese in New Jersey. Each player places 2 Capos in each area within their family's home sector. In one of those areas, they also place their Godfather and in another their Street Boss.

3. Each player takes the turn order token that corresponds to their family: Genovese takes the 1, Bonanno takes the 2, Gambino takes the 3, Colombo takes the 4, and Lucchese takes the 5. These tokens show who goes first, second, and so on.

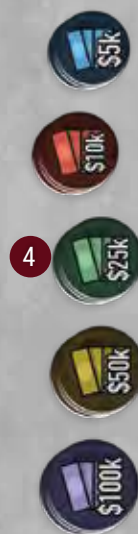
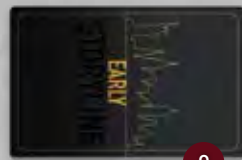
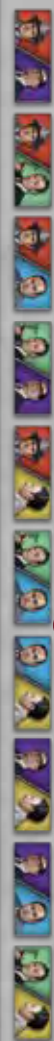
4. Genovese gets \$150K, Bonanno gets \$140K, Gambino gets \$130K, and the remaining families get \$120K. The rest of the money tokens, along with the Action Point/Strength/Event/Lockdown Tokens are placed in the Supply (an area next to the game board).

5. Place your family's tokens on the following tracks:

- a. **Respect** on spot (0)
- b. **Legacy** on spot (0)
- c. **Racketeers** on spot (0-5)
- d. **Illegal Activities** on spot (0)
- e. **Legal Investments** on spot (0)
- f. **Police** on random spots filling from left to right



{ You should try and hide your money behind your Family Screen. It is best if your total amount is not known by the other players. }



6. Place the Capos Price Marker (red cylinder) at the "0" position on the Capos track.

7. Shuffle Simple and Advanced Action Cards separately and form 2 draw piles. Place the piles face down next to the board using the Action Card Placeholder to distinguish them. Unless the scenario dictates otherwise, each family draws 2 Simple and 1 Advanced Action Cards.

SCENARIO PREPARATION

8. Players decide which scenario they are going to play. Each Scenario has additional setup and Gameplay rules, which prevail when conflicting with general rules. Open the Scenario rulebook and follow the additional setup rules specified in the chosen scenario.

While Mafia emerged in Sicily (Palermo and Corleone), it spread upon New York at the end of the 19th century. Each round represents about 2 decades in Mafia history.

The changes in each family's orientation in the areas of New York as well as in its activities are realistic to that time.

Storyline Cards, Family Plot Cards, Mafia Plot Cards and Milestone cards are based on real events regarding one or more families.

2. BASIC CONCEPTS

In this section we will go through some basic concepts that are required to be explained before we go deeper into the game's rules.

FAMILY RELATIONS

Relations between families changed as the wind blew. However, there were times when stronger bonds were formed between leading members' relatives through marriage.

There are five types of family relations: Ally, Friendly, Neutral, Hostile and War. Use the Family Relation Tokens on the Family Relations table on the board to mark the relationship between families. At the start of the game, place the Family Relation Tokens according to the scenario's setup instructions.

If a family attacks another family, then they immediately lose an amount of Respect points (shown on the game board) and the relationship with that family moves to War. For example if the relationship was Friendly they would lose 2 Respect, if it was Ally they would lose 3, if it was Hostile they wouldn't lose any.

Family relations are discussed and adjusted during the Commission Phase, each turn. Relations may also be changed by Plot, Action, Storyline and Milestone cards.

At the end of each round, automatically, Family Relation Tokens in the Hostile space move to Neutral, and the ones in War are moved to Hostile



RACKETEERING

Racketeering reflects the family's criminal activity in areas on the board. To calculate the Racketeering points the families have, you need to go through all the areas of the board that have at least one unit. The family with the highest strength in the area gets 2 Racketeering points from that area. The family with the second highest (if any exists) gets 1 Racketeering point. The rest do not get any points. Ties are resolved first using Respect and then Player Turn Order.

Smart deployment of a family's units can increase their Racketeering points, resulting to higher revenues!

Every family tried to extend its racketeers to increase its influence and profits in various areas. Whenever there was a conflict over a racketeer, it could end up to a battle between families. Certain areas were more desirable because they provided extra benefits to the family that controlled them.

0-5	6	7	8	9	10	11	12	13	14	15	16	17	18+
\$100k	\$120k	\$130k	\$140k	\$160k	\$180k	\$200k	\$220k	\$240k	\$270k	\$300k	\$330k	\$360k	\$400k

RESPECT

A family's Respect value helps determine the order in which players take certain actions, and also acts as a tie-braker in most cases. Each player's Respect starts at zero (0) and increases or decreases based on actions taken by the families (bribes, battles, events etc). Each Scenario may set a different maximum or minimum Respect value. If at any time a family's Respect value reaches the maximum during a turn, this family wins the game instantly. If the Respect of a family is -5 or lower, that family cannot win the game (even if another winning condition is met) until it increases its Respect to -4 or higher.

Principled behavior was very important to Mafia families. That's why a common name given to high ranked family members was "Men of honor." The most respected Godfather, even if he had fewer profits, was always the most powerful one. He had the most connections and political influence; as a consequence, respect mattered the most. Respect is priceless. It is the strength that evokes fear as well as the principles that Mafia members followed. That's why building up respect is the main goal of each family.



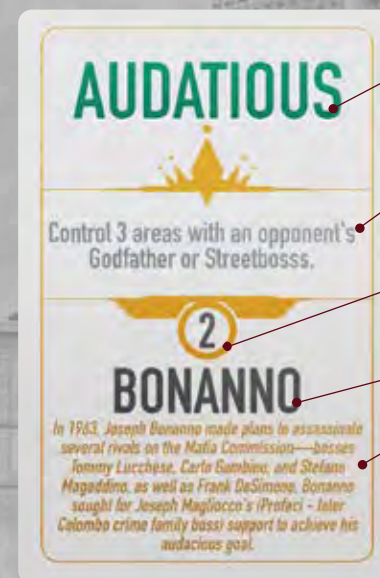
LEGACY

Crime families are known for certain traits, such as their "job" ethics and fields of interest, that reflected the Godfather's character and temperament. The Godfather used his special abilities to lead the family accordingly and guarantee its continuity even after his death, promoting the family's Legacy.

Each player's Legacy starts at zero (0) and rises when they meet the conditions specified on their family's Legacy cards, or play certain plot cards. All Legacy cards are available to their corresponding families from the beginning of the game, and players may each fulfill one or more of them during a round. Unless otherwise stated, if a family reaches 10 Legacy, they immediately win the game.

Please note that the Legacy track is not used in all scenarios.

The organization of a family into ranks (Godfather with Consigliere -> Underboss -> Streetboss -> Capo regimes -> Soldiers -> Associates) was the main difference between Sicilian and Neapolitan Mafia. It was one of the reasons the Sicilian Mafia managed to stay untouchable from authorities for many decades.



Title

Requirements

Legacy Points

Related Family

Lore

Each Legacy card describes some conditions that need to be met so that it is fulfilled. Whenever (during any round's phase) those conditions are all met, the family immediately fulfills that Legacy by increasing their Legacy by the Legacy Points on the card and discarding the card and any tokens on it.

FAMILY UNITS

Each family has three types of units: Capos, Streetboss and Godfather, which have 1, 3 and 5 base strength, respectively. Rules affecting a unit apply to all three types.

Players can recruit units adding up to no more than 7 base strength in an area (bonus strength from tokens/cards/etc does not apply to this limit). If at any point (e.g. after a movement or an action card) a family's base strength in an area exceeds 7, they must immediately remove from that area enough Capos to drop to 7.

Whenever units are recruited, they are taken from the family's reserve and placed either in an area in the family's home sector or in an area where the family already has units or a Local Associate. Whenever units are removed, they are placed in the family's reserve. If you have no Capos in your reserve and you need to recruit one, then you simply can not.

Unless otherwise stated, if you lose your Godfather you lose 2 Respect, and if you lose your Streetboss you lose 1 Respect.



LOCAL ASSOCIATES

Families can place Local Associates in areas of either their home sector or where they have units, and also where no other Local Associate exists (theirs or opponent's). Local Associates cannot be eliminated or moved, and they provide 1 strength bonus for battles and racketeering. They also recruit 1 Capo at the end of each round's Income Phase **for free**.



Families built connections in various areas with local mobsters, called Local Associates.

The families assigned these associates various tasks and could call on them for help when necessary.

GLOSSARY

Below you will find some common terms used throughout this rulebook and a quick explanation of their usage:

Tie Brakers: Unless otherwise stated to break a tie you first use the Respect value of players (highest wins ties). If the ties persists, use the Turn Order Tokens (lowest number wins ties).

Base Strength: The Strength a family gains in an area from only the Units that are present.

Bonus Strength: The Strength a family gains in an area from anything other than the units present (for example a Local Associate, an Action Card, an Event, Police, Strength Tokens etc).

Total Strength: The total strength a family has in an area is calculated by adding all Base Strength and any Bonus Strength they have.

Control Area: To control an area, a family needs to have at least one unit present in the area and have the highest total strength in it. In case of a tie, the family with the highest Respect controls the area. In case of another tie, the family with the lowest turn order token controls it.

Home Sector: The areas that a family controls at the beginning of the game.

Action Points (AP) vs Action Tokens: Each Action Token corresponds to 1 Action Point. Whenever a player gains an Action Point (AP), they get one Action Token from the supply and place it in their reserve. When they spend an Action Point, they should return an Action Token from their reserve to the supply.

Supply: An area next to the game board where all unused general Tokens are placed.

Reserve: An area next to each family's screen where all the family tokens and money are placed.

Presence: A family has presence in an area when they have at least 1 unit or a Local Associate in it.

Contentious Area: An area controlled by a family with who your relation is neither Ally nor Friendly.

3. ROUND SEQUENCE SUMMARY

The game is played in a number of rounds defined by the selected Scenario. Each round is divided in five Phases which are executed in order: Storyline, Commission, Bribing, Recruiting, Plots & Actions, Income & Turn Order.

A. STORYLINE PHASE

Read aloud the Storyline card for the current round and resolve its effect. If the card requires players to take actions, those are executed in the order described on the card.

B. COMMISSION PHASE

Unless otherwise stated in the scenario, you perform the following in order:

- 1) Starting with the player with the highest Respect and moving on to the next in line (to break ties use turn order), players may move their Family Relation Tokens to other positions on the board.
- 2) If applicable, players vote in Respect order to resolve the round's Milestone event.

C. BRIBING PHASE

Players bid secretly and simultaneously for the favor of newspapers and police. Then they reveal their bids, which are resolved in the following order:

- 1) **Newspapers:** The highest bidders gain Respect, the lowest bidders lose Respect.
- 2) **Police:** Highest bidder places their Cop Token to an area of their choice. Markers on the Police track are adjusted based on the bid value of each player.

D. RECRUITING PHASE

In **reverse** turn order (starting with the last player), players spend money to purchase Capos, Simple and Advanced Action Cards.

E. PLOTS & ACTIONS PHASE

1. Plot phase: Simultaneously, players pick one of their Family or Mafia Plot cards and place it face down. Then players reveal their cards and resolve their events in turn order, gaining the corresponding Action Points (AP). If the event relates to their family, they gain AP equal to the number in the panel matching their family's color (bottom right). If not, they gain AP equal to the generic number (top right, white background).

2. Action Phase: After every player has played a Plot card, players carry out actions in turn order, one action at a time, spending the number of Action Tokens (and in some cases, money) required to carry it out.

F. INCOME & TURN ORDER PHASE

Every player in turn order receives income based on their position on the Racketeers track and the Legal Investments track. Bonuses from Storyline tokens are delivered. Finally, each Local Associates recruits a Capo for their family. The new turn order will be set according to each family's total income from Racketeers & Legal Investments.

The player with the most income gains token 1, the second gains token 2, and so on. In case of a tie, the tied players' positions relative to each other remains the same.

Remove the Storyline tokens, the Cop Token, and the Marker Token from Illegal Activities spots from the board. Move the Capos marker back to the 0 spot on its track.

4. ROUND SEQUENCE IN DETAIL

A. STORYLINE PHASE

Storyline events are significant events with consequences usually for all the crime families. Each event is based on real incidents, names, and dates, starting from 1880 and extending to 1980.

Flip and reveal the next (from left to right) Storyline card. Read it aloud and resolve its effect.

Each Storyline card has a yellow panel showing the minimum number of players required for it to be in play, a green panel with the text describing its effect and a lore text about the actual historical events at the bottom.

Some cards have effects that apply to specific areas on the board. Place a Storyline Token on each of these areas as a reminder. Those tokens will be removed during clean up at the end of the round.

If the card requires players to take certain actions, then the card will also specify the order these actions are resolved.



B. COMMISSION PHASE

Please note that the Commission phase doesn't happen in all scenarios.

When it does happen, you perform the following in order: first the Relations Adjustment and then (if applicable) the Milestone Events.

I. Relations Adjustment

During this phase players negotiate relations with one another and move their Family Relation tokens on the board accordingly. Starting with the player with the highest Respect and following Respect order, each player negotiates relations separately with each of the other family.

After the most respected family settles all its relations with the other families, the second most respected family negotiates all but the relationship with the first player, which was already settled, and so on. The least respected family does not take a turn as all their relationships will have already been negotiated by then.

During the negotiations, the active player has three options:

- Option 1: decide on their own to keep the relation with a family the same .
- Option 2: decide on their own to worsen the relation by 1 step (e.g. if it is currently Friendly move the Family Relation token that corresponds to those two families to Neutral)
- Option 3: by mutual agreement with the other family (players must both agree) they can improve it by 1 step (e.g. if it is currently Friendly move the Family Relation token that corresponds to those two families to Ally).

Players may negotiate by making promises (or threats) about playing Plot cards or offering to perform certain movements/advances, but they cannot exchange money or cards. These promises are not binding.

Relationship changes during the Commission phase do not affect any player's respect. In the first round, relations are established according to the scenario's Setup instructions.



Example: Players' Respect values are Bonanno 4, Gambino 4, Colombo 1, Genovese 0, and Lucchese -2, while their turn order is Lucchese 1st, Colombo 2nd, Gambino 3rd, Genovese 4th, and Bonanno 5th. Since Bonanno and Gambino are tied in Respect, the turn order is used to break the tie. As such Gambino will be the first one to start negotiations.



Gambino discusses relations with every other family. They first agree with Lucchese to improve their relations to Friendly, then agree with Genovese to improve their relations to Neutral.

Next, Gambino decides to worsen their relations with Bonanno to Neutral and keep their relation with Colombo hostile.

Then Bonanno starts negotiating relations. They decide to worsen their relations with Colombo to friendly, then agree with Genovese to improve their relations to neutral. Finally, they decide to preserve their relations with Lucchese as hostile. They can not do anything about the relation with Gambino, as this has already been decided.

Afterwards, it is Colombo's turn. They agree with Lucchese to improve their relations to Friendly, and they also agree with Genovese to improve their relations to Allies.

Finally, Lucchese decides to preserve their relations with Genovese as allies. All relations are now settled, there is nothing left for Genovese to negotiate.

II. Milestone Events (only in Scenario 9, Omerta: The Five Families)

Shuffle the Milestone events that their period matches the round number, draw and reveal 2 and discard the third one. In Respect order, players vote to find which one will be resolved by playing 0, 1 or 2 Action cards face down next to the event they prefer. After every player has voted, the Action cards are revealed and the Milestone event with the most strength points is resolved and the other one is discarded. If there is a tie, the most respected family's choice prevails. The Action cards used for the vote are also discarded.

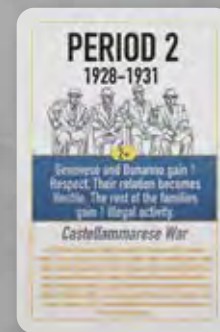
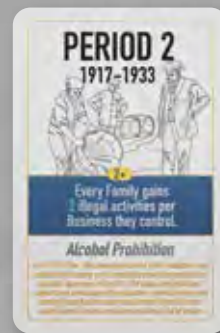
Example: The following two Milestone cards are revealed:

Alcohol Prohibition (1917-1933): Every Family gains 2 illegal activity per Business that it controls.

Castellammarese war (1928-1931): Genovese and Bonanno gain 1 Respect. Their relation becomes Hostile. The rest of the families gain 1 Illegal activity.

In Respect order, Gambino plays 1 Action card face down for Alcohol Prohibition, Bonanno plays 2 Action cards for Castellammarese war, Colombo plays 2 Action cards for Alcohol Prohibition, Lucchese does not play any action cards and Genovese plays 1 Action card for Castellammarese war.

Players reveal the cards played. The three cards on Alcohol Prohibition have a total strength value 11 (4+3+4), and the three cards on Castellammarese war have a total of 12 (6+3+3). As a result, Castellammarese war takes place, and its effect is immediately resolved.



The Commission was founded in 1931, composed of the five families of New York along with the Chicago Outfit and smaller families, such as Buffalo, Philadelphia, Detroit, and others. Commission meetings took place about once every 15 years and lasted for a day or an evening as reflected in the game, where each round represents about two decades.

The commission's role was to resolve delicate matters between families and to decide about crucial directions for the Mafia's future. During these meetings families discussed their differences and rearranged their alliances. First to speak were always the most respected families, while less respected ones were marginalized.

At the same time, the most respected players secretly conspired to assign missions to others, trying to stay one step ahead in organizing plots to murder, frame, or deceive. "Keep your friends close, but your enemies closer" was a common strategy.

Finally, during Commission meetings, families made all kinds of decisions regarding important events in the news and the actions that the Mafia should take in response.

C. BRIBING PHASE

During this phase, each player decides in secret the amount they want to use to bribe **both** Newspapers and Police. Then each gets the money from their reserve and hide it inside their hands using left hand for the Newspaper bribe and the right hand for the Police bribe.

After all players have selected their bids, they reveal first the Newspaper bid (by opening their left hand) and resolve it, and then the Police bid (by opening their right hand) and resolve it. Unless otherwise stated, players have to decide **both** bids in advance before starting the reveals.

Read below how to resolve each of the two different bribes.

I. Bribing Newspapers

The highest bidder, or bidders in a tie, gain(s) 1 Respect while the lowest bidder or bidders lose(s) 1 Respect. The highest bidder or bidders pay all the money bid, the lowest bidder pays nothing, while every other player pays half the money they bid, rounded up. In the odd case that everybody bids nothing, each player loses 1 Respect, while in case all players bid the same amount of money, all players gain 1 respect.

Through bribing the newspapers, families seek to get coverage for their activities and have a good public image. At the same time the press must put the blame on somebody for the crime in New York, and it pays to have a saying on who that is...

Example: Players reveal simultaneously their bids for Newspapers and Police. The bids for Newspapers are: Lucchese \$45K, Colombo \$60K, Gambino \$25K, Genovese \$30K and Bonanno \$50K. Colombo wins the bribe and gains 1 Respect, while Gambino loses 1 Respect. Colombo spends \$60K (all the money they bid), Gambino keeps their \$25k, while the rest of the players spend half of the money they bid rounded up (Lucchese \$25K, Genovese \$15K and Bonanno \$25K).

II. Bribing Police

Players arrange their tokens on the Police track according to the amount they bid. The highest bidder places their Marker token on the first spot, the second-highest bidder on the second spot, and so on. In case of a tie, both tokens are placed on the same spot. Each family has a Strength bonus of +1 during this round for all battles against families whose Markers are on higher numbers on the Police track.

Also, the highest bidder places their Cop token in any area they choose. In that area, only the highest bidder can add Capos, move in or through, remove units, place a Local Associate or Business Buildings, or initiate a battle. In case of a tie for highest bidder, no Cop token is placed. The highest bidder or bidders pay all the money they bid, the lowest pays nothing, and every other player spends half the money they bid, rounded up.

By bribing the police, families seek to get protection for their crime activities. Corrupt cops turned a blind eye to crime activities, such as prostitution, drugs, racketeering, and even murder attempts. A family could also pay the police to interfere with another family.



Example: The players reveal their bids for the Police Bribes and are: Lucchese \$30K, Colombo \$0K, Gambino \$55K, Genovese \$40K and Bonanno \$30K. Gambino wins the bidding, places their Cop token in any area and their Marker token on the first spot of the Police track. The rest of the Police track is filled out with Genovese on the second spot, Bonanno and Lucchese on the third spot (one on top of the other) and Colombo on the last spot. Gambino spends \$55K (all the money bid), Colombo spends \$0K, while the rest of the players spend half the money they bid rounded up (Lucchese spends \$15k, Genovese spends \$20k and Bonanno spends \$15k).

D. RECRUITING PHASE

In the recruiting phase, players can obtain Capos and Action cards in reverse turn order (the first player to make purchases is the player with the highest turn order token, and so on). Players can spend as much or as little of their money as they wish. Once a player finishes **all** their purchases (Capos and/or Actions cards) then the next one goes.

I. Capos (\$10K / \$20K - max 7/round)

You may recruit Capos for free using card effects, but during this phase and only, the cost to recruit a Capo depends on the demand and the number of players. Each time a player recruits a Capo, they move the Capos Price Marker one step to the left on the Capos Track. Families can buy up to 7 Capos per round, provided that there are still Capo tokens available in their reserve. The recruitment cost of one Capo starts at \$10K, then jumps to \$20K once the Capos Price Marker reaches a certain number. In a 2-player game the cost goes up after the 6th Capo is purchased in a round. In a 3-, 4- or 5-player game, it's after the 11th, 14th or 16th Capo purchased in a round, respectively. Once/if the Capos Price Marker reaches position 16 it doesn't move further until the round's clean up phase, when it resets from whichever position it was back to 0.

Recruited Capos can be placed in areas on the board with no Cop Token of a rival family and the area is either of the family's Home Sector or the family already has units and/or a Local Associate in it. Also, remember, you cannot place a Capo in an area if your other units there have a combined base strength of 7.

If a player has no Capos in their reserve and need to recruit Capos because of a card they played or an action they took, they can instead move the same number of capos from any area(s) to any valid area(s) they have presence (e.g. areas with no Cop Token belonging to another family).

If at any time a player ends up with more than 7 base strength in an area, they have to remove Capos until they have only 7 strength in the area.

Capo or Caporegime is a middle rank in a family organization. They oversees a few soldiers and are in charge of various activities. The recruitment of Capos was limited as they were tested for their abilities and their loyalty. Initiates into the Mafia had to follow a specific ritual: They let their own blood drop onto a picture of a saint and then swore an oath as the image was set on fire.

Example: Continuing our example, players' turn order is still Lucchese 1st, Colombo 2nd, Gambino 3rd, Genovese 4th, and Bonanno 5th. In this phase since we are going in reverse player order, the first one to purchase will be Bonanno.

The Capos Price Marker is at zero. Bonanno decides to buy 7 Capos. He pays a total of \$70K, pushes the Price Marker to position 7, and places their capos on the board. He also buys 1 Simple (\$10K) and 1 Advanced Action (\$25K) cards. Next Genovese decides to do the same thing, paying \$70K for Capos (pushing the marker to position 14) and \$35K for Action Cards.

Now it is time for Gambino to decide. Since there are 5 players in the game, and the price marker is already at 14, they can buy only one more Capo at \$10K. If they decide to buy more, they will cost \$20K each. Gambino decides to buy 3 Capos paying a total of \$50K and 3 Advanced Action Cards paying \$75K.

From now on the rest of the families in order of Gambino, then Colombo and finally Lucchese, purchase up to 7 Capos each at \$20K per Capo.



II. Action Cards (\$10K / \$25K - max 7 in hand)

There are 2 types of actions cards, Simple and Advanced. Advanced action cards have the word “Advanced” on the upper right side. Action cards can be used for the following, depending on their text:

- During Battle (max 2 per Battle) you can use Action cards to increase your strength by adding the Strength Bonus of the card. Some cards also offer a special Battle ability which can also be applied during the battle.

- As Battle Reactions, Reactions or Actions, depending on the card:

- If its type is “Battle Reaction”, you can play it before the battle begins.
- If its type is “Reaction”, you can play it at the time corresponding to its effect. For example, you could play the “Inside Job” card immediately after your Godfather is killed.
- If its type is “Action”, as shown on the right, you can play it during your Actions Phase by spending 1 Action Point.

- To gain an an additional Action Point during the Plots phase. Please note that not all Action cards can be used like that. Some cards have a value of 0 for Action Points, those cards can not be used in that way. You can only play **maximum 1 card** in this way per round, and you can never have more than 6 Action Points. This means that if you play a plot card that gives you 6 Action Points, you can not play an Action Card to gain an extra one.

- (Only in Scenario 9) To gain Influence Points equal to the card’s Strength Bonus when voting for the Milestone event (max 2 per round).

You have a chance to buy extra Action Cards during the Actions Phase, but it will cost you 1 Action Point in addition to the card’s cost!

Once a card is played for any reason, it is discarded. When a deck becomes exhausted, reshuffle its discard pile and form a new draw deck.

Hand Limit: You can never have more than 7 Action Cards in your hand. If at any time you do, you need to choose immediately and discard enough cards to drop down to 7.



Weapons used by mafia didn't differ significantly between families. However, weapons or muscle power was not the only factor that determined the outcome of battles or family wars. Actions, influence, determination and foresight were the keys to prevail.

E. PLOTS & ACTIONS PHASE

In this phase players will first play Plot cards to gain Action Points, and then they will spend those action points to perform actions.

Family and Mafia Plot cards are based on real incidents, names, and dates involving one or more of the five families, starting in 1890 and extending to the late 20th century. The families' actions had consequences in favor or against other families as well!

I. Plots

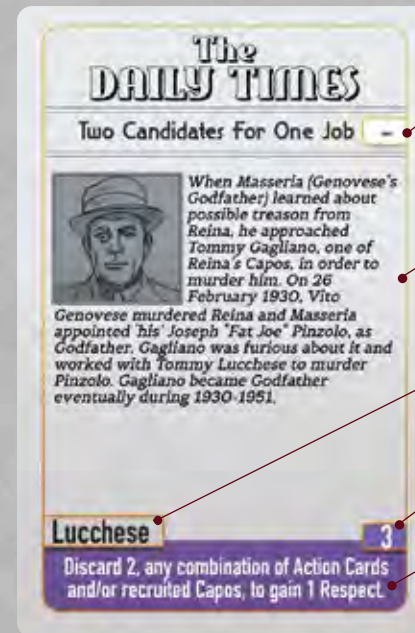
Players simultaneously pick one Family or Mafia Plot card from their hand and place it face down in front of them. Then, in turn order, they reveal one card at a time, resolving its effects. If there are multiple effects on a card, they are resolved one after another from top to bottom.

Unless otherwise stated, each individual effect affects only the family they relate to. For example, if the effect says "Gain 1 Respect", only the family that the event relates to gains that Respect. If a plot card requires you to spend/discard tokens or cards to gain an effect, then if you do not have enough to spend/discard you can not gain the effect.

Some Plot cards have a permanent ("Ongoing") effect; place them face up next to the related family's board. As long as they are not discarded, their effect is active.

After a player resolves all card's effects, they gain an amount of Action Points. If present, players must gain the amount displayed in their family's color. Only if there is none matching their family, they gain the Generic amount. The other amounts on the card are ignored. At this point, unless otherwise stated, they may also discard one Action card from their hand to gain the Action Points displayed on it.

Family Plot cards do not have Generic Action Points. They have "-" as a value.



Generic Action Points
Family Plot cards do not have a value.

Lore Text

Event's Related Family

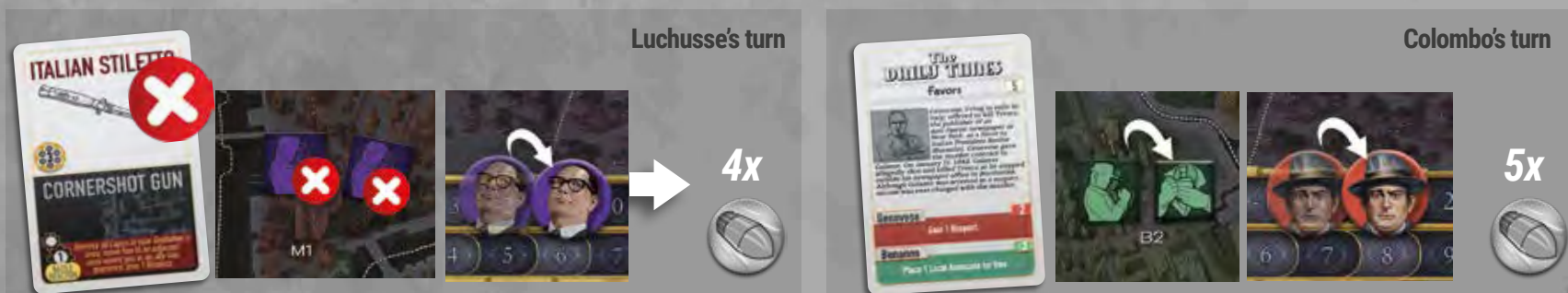
Family Action Points

Event Effect

Example: Continuing our example, after all players reveal their selected Plot cards, Lucchese resolves theirs first.

They have picked the Family Plot card: "Two Candidates For One Job". Lucchese chooses to remove two of their Capos from the board to gain 1 Respect. Then they discard the Simple Action card "Italian Stiletto" for one extra Action Point, gaining a total of 4 Action Points for this turn.

Next Colombo resolves their chosen Mafia Plot card: "Favors". As such, first Genovese gains 1 Respect and then Bonanno places 1 Local Associate for free. Because there is no Family Action Point amount specifically for Colombo, they use the Generic amount which is 5. They do not want to discard an action card, as such they get a total of 5 Action Points for this turn.



Family activities are encapsulated by their possible actions. These included moving and battling for racketeering; plotting, bribing and arming; reorganizing after the death of a prominent member of the family; accomplishing missions; establishing local associates and connections; and making all kinds of investments.

Sometimes family leaders maneuvered to protect family members, to extend racketeers into an area or even to provoke battles and assassinations.

Friendly relations used to be honored by the respective families. It would be disrespectful if a family betrayed another family's friendship through an attack. Between families with neutral relations it was common to compete for racketeers, but it was still not respectful to make an attack without a clear warning. And even hostile relations didn't mean constant battles with the opposing family. You had to wait for the right moment...

II. Actions

After all Plot cards have been resolved, players take turns (in turn order) executing one action at a time. If a player can take an action, they must. You can not choose to pass (do nothing). You are forced to pass only if you can not execute any action. To execute an action the player must pay the associated cost as shown in the table below. Play continues until all players pass. In the unlikely event of a player having unused Action Tokens at the end of this phase, these are lost and returned to the Supply.

COST	ACTION
FREE	Reorganize (Mandatory)
1AP	Move and/or Battle
2AP	Relocate (up to 3 moves)
1AP	Operate (play an action card)
1AP+\$10K/\$25K	Smuggle (buy action cards)
1AP+\$25K	Place a Local Associate
1AP+\$25K	Establish a Business
1AP	Collect from Illegal Activities
1AP+\$50K	Increase Legal Investments

IMPORTANT:

Actions may be executed outside this phase, e.g. when resolving Plot cards, Storyline Events etc. When you do so, you do not pay the Action Point nor the money cost shown in the table on the left.

Reorganize (FREE) – MANDATORY

In your action turn, if your Streetboss and/or your Godfather is not in play (on the game board) you MUST execute the "Reorganize" action. When you do, your Godfather and/or your Streetboss, each replace one of your recruited Capos in different areas (as you can not place the Godfather and the Streetboss in the same area). If you have no Capos to be replaced, you place the relevant unit in one of the areas of your Home Sector. If at the end of this action your base strength in an area exceeds 7, you must remove Capos from that area until your total base strength is 7.

Move and/or Battle (1AP)

You may choose any number of your units in one area and keep moving them to adjacent areas one step at a time until you either choose to end your movement or you are forced to.

Unless otherwise stated, the following rules apply during your movement:

- you may move freely in any area controlled by you or a family whose relation with you is either Ally or Friendly
- if your units move in a Contentious area, you must end your movement immediately, dropping your units in that area
- you can not move in an area with another family's Cop token (no matter what the relation with that family is)
- you may pick up units you have from any area you move out from, but you can never move units exceeding a total base strength of 7
- at the end of the movement, if your base strength in the destination area exceeds 7 you must immediately discard Capos to drop down to 7

After you finish your movement, if in the destination area you have your Godfather or your Streetboss, you can **declare an attack** against another family with units there. In case you did not perform a move, simply declare an area you want to battle where your Streetboss or Godfather is present. See Battle (page 23) for more details on how to resolve a Battle between two families.

If the relation with the target family is neither Hostile nor at War, you lose 1 (if Neutral), 2 (if Friendly) or 3 (if Ally) Respect, before the battle begins, and the relation moves to War immediately. You also lose 1 extra Respect per family already at War with your target. For example, if you attack an Ally already at War with three other families, you will lose a total of 6 Respect (3 from the Ally status and 3 from the other families already at war with your target).

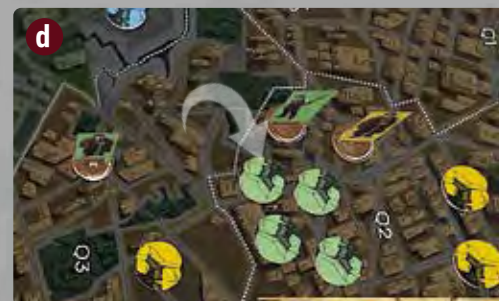
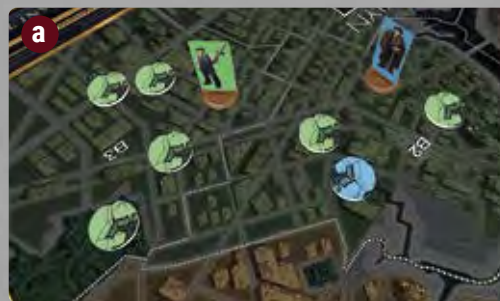
Movement Example

a Bonanno spends 1 Action Point to move and attack with their Streetboss.

b They pick the Streetboss from area B3 along with 1 of their Capos and move them first in area B2. This area is controlled by an Ally (Colombo), so they can keep on moving.

c They pick 2 more Capos before moving out from area B2 and they move into area Q3. This area is controlled by them, so they can keep on moving.

d They pick 1 more Capo before moving out of area Q3 and they move into area Q2. This area is controlled by Gambino who is Hostile towards Bonanno. Bonanno must end their movement here, dropping all 5 units in the area, and declaring an attack against Gambino.



Relocate (2AP)

You can perform up to 3 moves, following the same movement rules as the “Move and/or Battle” action. Unless otherwise stated, you can not declare an attack at the end of those moves as part of this action.

Operate (1AP)

Choose one Action card from your hand that has the type “Action”, reveal it, resolve its Action Effect and discard it.

Smuggle (1AP plus \$10K/\$25K per card)

Buy as many Action cards as you wish by paying \$10K per Simple Action card and \$25K per Advanced Action card. Remember that you can never have more than 7 Action Cards in your hand. If at any time you do, you need to choose and discard enough cards to drop down to 7.

Place a Local Associate (1AP plus \$25K)

Place a Local Associate from your reserve in an area of either your Home Sector or where you have units. You may not place them in an area where any other Local Associate exists (of any family).

Establish a Business (1AP plus \$25K)

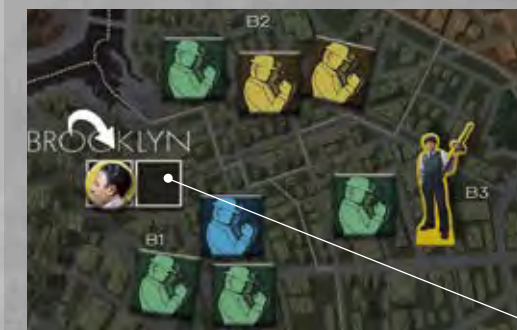
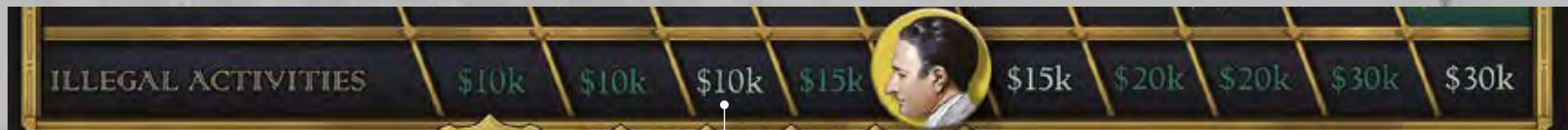
Place one of your Business Buildings in an area where no other Business Building exists (of any family) and you have units and/or a Local Associate. In addition, gain 1 Respect. When an area has a Business Building in it, the family controlling the area gains 3 Racketeers (during the Racketeers phase) instead of the usual 2.

Collect from Illegal Activities (1AP)

Advance your marker on the Illegal Activities track to the next (right) spot. Markers on this track can also be advanced through Plot and/or Storyline cards.

Every time a player's marker advances for the first time into a milestone position (marked with white font on the board: \$10K, \$15K, \$30K), the player either places one Local Associate for free or gets one Simple and one Advanced Action card. If for any reason a player needs to reduce their Illegal Activities, they do not move their marker if it is on a milestone spot.

After moving their marker on the Illegal Activities track, players pick a sector that has a free Illegal Activities spot, place one of their markers there and gain an amount of money equal to their current Illegal Activities amount on the track multiplied by the number of areas they control in the specific sector.



Milestone Position

Free Illegal Activity Spot

Example: Gambino decides to spend 1AP to execute a Collect Illegal Activities from Brooklyn. He discards one Action Token and then places the family marker in one of the free illegal activity spots in the sector.

Gambino has an Illegal Activity of \$15K, and the family controls 2 areas in Brooklyn (B2 & B3). As such Gambino gains a total of \$30K (\$15K x 2) from this action.

Besides racketeering, families invested in criminal activities that guaranteed them a decent profit. Through illegal activities such as gambling, unlicensed clubs, prostitution, and drugs, families also acquired control of associates – otherwise ordinary people living or working in particular areas. These associates could give them the edge when trying to control an area or win a battle.

But families always tried to invest in legal businesses as well, so they could launder money from their illegal activities. As Mafia evolved, legal activities became more and more important despite their higher cost.

Increase Legal Investments (1AP plus \$50K)

Advance your marker to the next (on the right) spot on the Legal Investments track. Markers can also be advanced through Plot or Storyline cards.

Every time your marker moves into a milestone position (marked with white font on the board: \$50K, \$130K, \$170K, \$200K) on the Legal Investments track, you can either gain 1 Respect or place one of your Business Buildings in an area where no other Business Building exists (of any family) and you have units and/or a Local Associate.

If for any reason a player needs to reduce their Legal Investments, they do not move their marker if it is on a milestone spot.



F. INCOME & TURN ORDER PHASE

Racketeers were the main income source when crime families emerged. As the years passed, other financial endeavors became more profitable in comparison. Certain areas were usually claimed by more than one family, and conflict for domination was usually inevitable. Sometimes this competition resulted in even heavier fees for protection. Casinos and lucrative Businesses upgraded the commercial value of some areas, making them even more profitable.

During this Phase, each family first calculates the number of Racketeers they have. Then they receive Income based on their Racketeers and Legal Investments while the Local Associates recruit Capos. Finally the turn order for the next round is decided and some clean up is performed.

I. Racketeers

Each family's position on the Racketeers track is determined by how strong of a presence they have in the different areas on the board. To find the total strength of a family in an area you add first the base strength of all their units and/or Special Assistant in the area. Then add +1 if they have a Local Associate there.

The family with the highest total strength in an area gains either 2 Racketeers or 3 if any Business Building is present in the area (no matter the owner). The family with the second highest strength (if one exists) gains 1 Racketeer. Ties are resolved using first Respect and then Turn Order.

Some Event cards or Ongoing Action Cards may also provide bonuses to the Racketeers players gain from an area. These are also applied now. Once all areas have been processed and the total number of Racketeers per family has been calculated, move the Markers of each family on the appropriate spots on the Racketeers track.

II. Income

Each family receives an amount of money from the Supply equal to the sum of the amount shown on the Racketeers track and on the Legal Investments track. The total income may also be adjusted at this time from Events or other Ongoing effects. Remember the total income for each family (you can keep the money tokens aside for a while) because you will need it in a later phase.

At this point, if any family has Local Associates in play, they each allow the recruitment of one Capo for free. Each family in turn order recruits those new Capos.

III. New Turn Order

Redistribute the Turn Order tokens by giving the lowest number to the family with the highest total income (they will be playing first next round). Then the next number goes to the family with the second highest income and so on. In case of a tie, the players keep the relative order they already have. For example, currently Gambino is 3rd and Genovese is 4th, but they both had the same highest income this round so they are tied for 1st place. They will keep their relative positions and Gambino will be 1st next round and Genovese 2nd.

IV. Clean Up

Return all Storyline tokens in the Supply. Return, from the board, all Cop tokens, markers on Illegal Activities spots and markers on the Police track back to their family's reserve. Place the Capos Price Marker on the spot 0 of its track.

5. BATTLE

Battle always happens between two families: the Attacker and the Defender, in a specific area, the battleground. A battle lasts four phases which are executed one at a time in the following order: Preparation, Conflict, Assessment and Casualties. Below you can see each phase in detail:

I. Preparation

First the attacker and then the defender, each may play maximum one Action card of the "Battle Reaction" type from their hand, resolving **only** its action effect immediately and discarding it. They may also play up to 1 Strength Token from their reserve placing it in the battleground area.

II. Conflict

Starting with the attacker, players now take turns playing one action card at a time from their hand, face down in front of them, one next to the other from left to right (so that you can remember which card was played first and which one second). They keep playing cards until both players have passed successively, or until they each have played 2 action cards.

The attacker reveals their first card from the left. If the card has a "Battle Ability" then you resolve it immediately. Then the defender does the same, and so on, until all Action Cards are revealed and their Battle Abilities (if any) resolved.

III. Assessment

Now its the time to see how much damage was dealt and how many casualties have been incurred from each side. To do so, each player first sums up the base strength of each of their units still present in the battleground, this gives them their initial Attack Strength.

Then they increase it by the Strength Bonus of the their Action Cards played during battle and are still in play (there are battle abilities that allow you to discard the opponents action cards during the battle).

The family with the lowest number on the Police track gains 1 extra Attack Strength point. Finally add any bonuses from Events, Strength Tokens and Ongoing effects.

IV. Casualties

Casualties depend on the total Attack Strength of each family, as well as the difference between them. Each family inflicts to their opponent 1 casualty for every 10 points of Attack Strength they have (rounded down). Additionally, the family with the smaller Attack Strength incurs casualties equal to the difference between its Attack Strength and its opponent's.

Finally each player needs to apply the casualties they incurred to their units in the battleground. To do so, you go through each of steps below until you have applied all the casualties you incurred:

Step 1: If you have 5 or more casualties and your Godfather is in the battleground, you must remove your Godfather, reduce the number of casualties by 5.

Step 2: If you have 3 or more casualties and your Streetboss is in the battleground, you must remove your Streetboss and reduce the number of casualties by 3.

Step 3: If you still have casualties left, remove that many of your Capos from the battleground. if you do not have enough Capos, the excess is ignored.

Remember that if you lose your Godfather or your Streetboss in a fight, you also lose the relevant amount of Respect. At the end of battle all Action Cards and Strength Tokens played are discarded.

Battle Example



II. Conflict: Bonanno (as the attacker) plays one Action card face down. Gambino plays one as well. Then Bonanno plays a second Action card from their hand face down, and Gambino does the same. Now that both players have played two cards, Bonanno reveals their first card, it's a Gatling Gun. Gambino reveals theirs and it is a Scorpion! Bonanno reveals their second card, it's an AK47 Launcher, while Gambino's second card is a .44 Magnum.



IV. Casualties: Bonanno incurs 1 Casualty from the 19 total points of Gambino's strength, and removes one Capo from the area.

Gambino incurs 4 Casualties, 2 from the 21 total points of Bonanno's strength, and 2 from the difference between 21 and 19. Since 4 casualties are not enough to kill the Gambino's Godfather, the casualties are applied to Capos. There are only 2, which are removed. The excess 2 points of damage are ignored.

I. Preparation: Bonanno is attacking Gambino in area Q2. During the battle's preparation phase, Bonanno plays 1 Strength Token from their reserve.

None of the players play any Battle Reactions, moving on to the next phase.



III. Assessment: Bonanno's strength is 7 from the units, 1 from the Strength Token and 13 from the Action cards. Total 21 points.

Gambino's strength is 7 from the units, 1 from the Police superiority and 11 from the action cards. Total 19 points.



6. GAME END

Each scenario has its own winning conditions and tie breakers. Unless otherwise stated once a family reaches one of the available winning conditions, immediately they win the game!

Each scenario specifies how many rounds the game lasts. If at the end of the last round no family has managed to accomplish one of the winning conditions, then the scenario will state some tie breakers.

If there is still a tie at the end, then players share victory.