

OMERTÀ

THE FIVE FAMILIES

SCENARIO
RULEBOOK



A GAME BY
GEORGE MANIOS



OMERTÀ: THE FIVE FAMILIES



Scenario book

The nine scenarios in this volume follow the path of the five Mafia families in New York City from 1880s to 1980s. The majority of the scenarios revolve around Milestone events that took place during that period.

Each scenario has unique Game End and Victory conditions, and each applies or waives rules based on the needs of the story (see the Gameplay sections). They also have additional setup rules.



STORYLINE CARDS

The scenario rules indicate which Storyline cards (if any) to use when you have the maximum number of players. When fewer players are at the table, check each card to make sure it can still be played. The number in the center of the card indicates the minimum number of players required for the card to be deployed.

Once you know which Storyline events will be played in the specific scenario, place them face up by the game board so that all players can read them.



Title

Player Count

Event Description

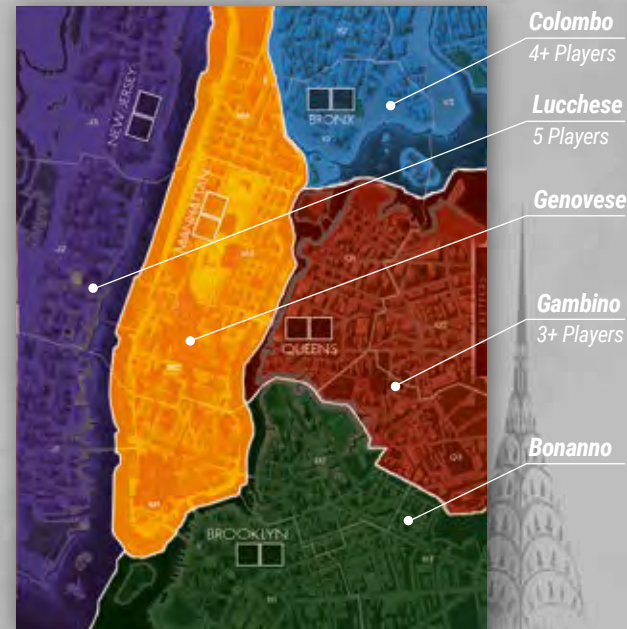
Lore

FAMILIES & ACTIVE AREAS

The number of players determines which families will be in play. Unless otherwise stated, for two players, it's always Genovese and Bonanno. For three, add Gambino. For four, add Colombo. For five, add Lucchese.

Once you have determined which families are available. Each family has a specific Home Sector which defines their starting areas. Unless otherwise stated, only those starting areas of the families in play are considered Active. Players may place units ONLY on Active areas. Place Lockdown Tokens to all inactive areas so that you remember that you can not interact with them during the game.

Remember, Genovese's Home Sector is Manhattan. Bonanno's is Brooklyn, Gambino is in Queens, Colombo's in the Bronx and Lucchese is in New Jersey.



INITIAL FAMILY RELATIONS

Some scenarios will define specific family relations for the beginning of the game. Use the relevant Family Relation tokens and place them to their correct spots on the Relations track. If a family is not present (because of the number of players) then do not place their Family Relation tokens on the board.

SCENARIO LIST

In this book you will find 9 different Scenarios. Each scenario corresponds follows the events of a different time in New York City and it is playable by a different number of players. Some scenarios require a specific number of players, others allow for a range of them. For example if a scenario says the number of players is 4, then you need to have exactly 4 players to play it. If it says 3-5, then you can play with 3, 4 or 5 players.

Page	Year	Scenario	Players	Time
4	1905-1929	Mafia Camorra War	2 - 5	60-90'
5	1888-1931	The Castellamere War	2	60'
6	1907-1957	The Commission	2 - 3	60-80'
7	1931-1965	Havana Conference	3 - 5	60-120'
8	1952-1980	RICO Act	3 - 5	60-120'
9	1963-1985	Second Mafia War	3 - 5	60-120'
10	-	The Black Hand	3 - 5	90-150'
11	1952-1971	Marriage Bonds	4	90-150'
12	-	The five families	3 - 5	90-150'

Scenario 1
(introductory):

MAFIA CAMORRA WAR

2-5
players

60' - 90'

The fight between Sicilian families and gangs originally from Naples over control of the New York rackets started after the killing of Giosue Gallucci, the undisputed King of Little Italy, and his son on May 17, 1915. The trials that followed in 1918 completely smashed the Camorra gangs, as the protection they enjoyed was demolished by the testimonies of their own men. It was the end of the Camorra and the rise of Sicilian Mafia.

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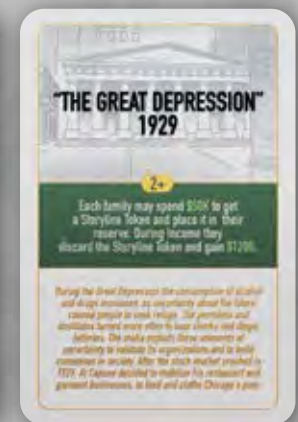
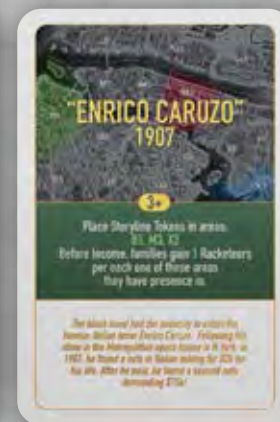
In this scenario, players assume the roles of Genovese, Bonanno, Gambino, Colombo and Lucchese and struggle to establish control in New York after Camorra's downfall.

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ACTIVE AREAS: In a 2 Player game, Queens is an active area. Read Additional Setup for more information.

ADDITIONAL SETUP:

1. Each player gets 2 Early Family Plot cards that correspond to their family, and places them in their hand.
2. From the deck of the Early Mafia Plot cards, remove all cards involving at least one of the families that are not in play. Shuffle the remaining Early Mafia Plot cards and give 4 to each player.
3. Place the following Storyline cards in that order face down by the game board:
 - A. Period 1: The Italian branch (1905)
 - B. Period 2: Enrico Caruzo (1907)
 - C. Period 2: The Great Depression (1929)
4. In a 2 player game, Queens is divided, with Genovese placing 1 Capo in area Q1 and Bonanno placing 1 Capo in area Q2 and 1 Capo in area Q3. Area Q1 is considered a starting area for Genovese, while areas Q2 and Q3 are starting areas for Bonanno.



GAMEPLAY:

- The scenario will last 3 rounds (periods).
- The Commission phase is skipped. All family relations are considered at War, place the relevant tokens in the War area on the board.
 - Legacy track is not available. When any player would gain Legacy, unless otherwise stated, they recruit 3 Capos instead.
 - Legal investments are not available. Whenever any player would gain 1 in Legal Investments, they instead increase their Illegal Activities by 2.

GAME END:

- In this scenario, the first family to achieve one of the following, immediately wins the game:
- Control of 4 opponents' starting areas.
 - 5 Respect.

At the end of the 3rd round, if no victory condition has been met:

- The family that controls the most areas wins the game.
- In case of a tie, the tied family with highest Respect wins the game.
- In case of a further tie, the tied player with the most units on the board wins the game.

Scenario 2

THE CASTELLAMERSE WAR

2
players



60'

The Castellammarese War was a bloody power struggle for control of the Italian-American Mafia from February, 1930, to April 15, 1931, between partisans of Joe “The Boss” Masseria (Genovese) and those of Salvatore Maranzano (Bonanno). It was so called because Maranzano was based in Castellammare del Golfo, Sicily.

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The battles between Genovese and Bonanno are legendary and mark the rise of Mafia Families in New York. In this scenario, players assume the roles of Genovese and Bonanno and try to conquer the territories of each other. The winner will be named *Capo di tutti Capi* (Boss of all Bosses).

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ACTIVE AREAS: Queens is an active area. Read Additional Setup for more information.

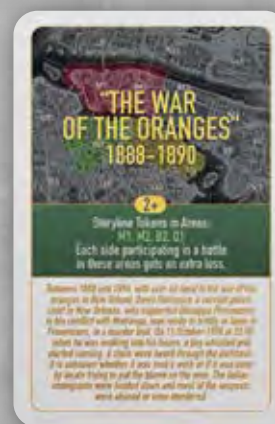
ADDITIONAL SETUP:

1. Each player gets 2 Early Family Plot cards that correspond to their family, and places them in their hand.
2. From the deck of the Early Mafia Plot cards, remove all cards involving at least one of the families that are not in play. Shuffle the remaining Early Mafia Plot cards and give 4 to each player.
3. Place the following Storyline cards in that order face down by the game board:
 - A. Period 1: The war of the oranges (1888-1890)
 - B. Period 2: The Italian branch (1905)
 - C. Period 3: Capo di tutti Capi (1931)
4. Place the Genovese-Bonanno relationship marker at War.
5. Genovese places 1 Capo in area Q1 and Bonanno places 1 Capo in area Q2 and 1 Capo in area Q3. Area Q1 is considered a starting area for Genovese, while areas Q2 and Q3 are starting areas for Bonanno.

GAMEPLAY:

The scenario will last 3 rounds (periods).

- The Commission phase is skipped. All family relations are considered at War, place the relevant tokens in the War area on the board.
- Legacy track is not available. When any player would gain Legacy, unless otherwise stated, they recruit 3 Capos instead.
- Legal investments are not available. Whenever any player would gain 1 in Legal Investments, they instead increase their Illegal Activities by 2.



GAME END:

In this scenario, the first family to achieve one of the following, immediately wins the game:

- Control at least 3 of its opponent's starting areas.
- Achieve 5 Respect.
- Its opponent Respect drops to -5.

At the end of the 3rd round, if no victory condition has been met:

- The family with highest Respect wins the game.
- In case of a tie, the family that controls the most areas wins the game.

Scenario 3

THE COMMISSION

2-3
players

60' - 80'

The last element of Maranzano's plan (Bonanno) for peace after the murder of Masseria (Genovese) was to become "Boss of all Bosses" himself. After his murder (in September 1931) by Luciano, Luciano became the most powerful Godfather in New York. But instead of becoming the ruler of all the families, Luciano maintained Maranzano's plan for peace by creating the Commission. Its role was to discuss and solve problems between families and to decide the Mafia's crucial matters.

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Families pursue different interests through the decades, but with the same goal: to control New York. In this scenario, players assume the roles of Genovese, Bonanno and Gambino and try to win the game by following a different path to Victory.

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ACTIVE AREAS: In a 2 Player game, Queens is an active area. Read Additional Setup for more information.

ADDITIONAL SETUP:

1. Each player gets 2 Early Family Plot cards that correspond to their family, and places them in their hand.
2. From the deck of the Early Mafia Plot cards, remove all cards involving at least one of the families that are not in play. Shuffle the remaining Early Mafia Plot cards and give 5 to each player.
3. Place the following Storyline cards in that order face down by the game board:

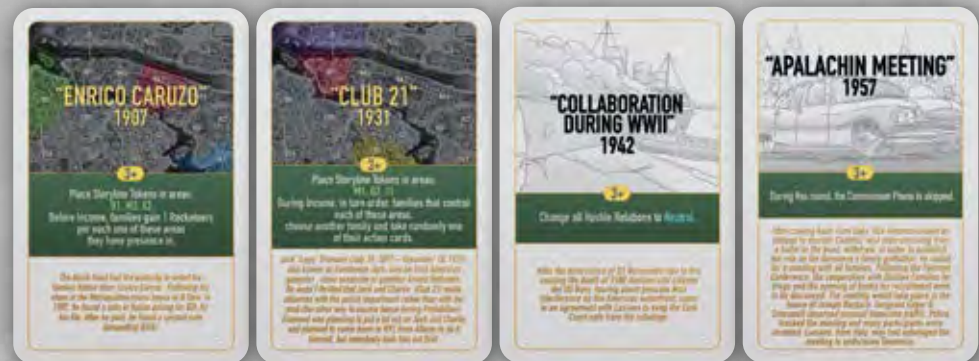
- A. Period 1: Enrico Caruzo (1907)
- B. Period 2: Club 21 (1931)
- C. Period 3: Collaboration during WWII (1942)
- D. Period 4: Apalachin meeting (1957)

4. Initial Family Relations: Genovese is Neutral with Bonanno and Gambino. Bonanno is Friendly with Gambino.
5. In a 2-player game, Genovese places 1 Capo in area Q1 and Bonanno places 1 Capo in areas Q2 and Q3. In a 3-player game, Bonanno places 1 Capo in area M1, and Gambino places 1 Capo in area B3.

GAMEPLAY:

The scenario will last 4 rounds (periods).

- Legacy track is not available. When any player would gain 1 Legacy, they increase instead their Legal investments by 1.
- The Family that wins the bidding when Bribing newspapers may gain 1 Respect or may force another family to lose 1 Respect.



GAME END:

In this scenario, each family wins the game by achieving a different goal:

- Genovese: Gain \$350k during an income phase.
- Bonanno: Reach 5 Respect.
- Gambino: Achieve 4 kills through battles with opponents' Godfathers or Streetbosses. After each kill, gain an achievement token.

At the end of the 4th round, if no victory condition has been met:

- The family that controls the most areas wins the game.
- In case of a tie, the tied family with the highest Respect wins the game.

Scenario 4

HAVANA CONFERENCE

3-5
players

60'-120'

This historical meeting was arranged by Luciano. His purpose was to present the families his plan for a global drug market. Representing the minority, Costello, who opposed Mafia's involvement with drugs, argued that drugs were a beacon that drew in the police and the media, while gambling didn't. The other side contended that drugs were more profitable, and if they didn't take action now, other gangs would grow stronger and threaten their existence in the future.

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Families were not always in sync regarding the way they would expand their business. One of the biggest dilemmas was Gambling vs Drugs. In this scenario, players assume the roles of Genovese, Bonanno, Gambino, Colombo and Lucchese and promote their family business through Gambling or Drugs.

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ADDITIONAL SETUP:

- Each player gets 2 Early Family Plot cards that correspond to their family, and places them in their hand.
- From the deck of the Early Mafia Plot cards, remove all cards involving at least one of the families that are not in play. Shuffle the remaining Early Mafia Plot cards and give 4 to each player.
- Place the following Storyline events face up next to the game board:
 - Period 1: Club 21 (1931)
 - Period 2: Collaboration during WWII (1942)
 - Period 3: Cuba's Casino (1952)
 - Period 4: Attempt against Fidel Castro (1960-1961)
 - Period 5: Pizza Connection (1965)
- Initial Family Relations: Genovese is Friendly with Colombo and Lucchese. Bonanno is Friendly with Gambino. The rest of the family relations are Neutral.

During Clean up of the 2nd Round

- Players discard all remaining Early Period Plot cards (Family and Mafia).
- Each player gets 3 Late Family Plot cards corresponding to their family.
- Then remove all Late Period Mafia Plot cards involving families that are not in play.
- Shuffle the remaining Late Mafia Plot cards and give 4 to each player.

GAMEPLAY:

The scenario will last 5 rounds (periods).

- Legacy track is not available. When any player would gain 1 Legacy, they increase instead their Respect by 1.

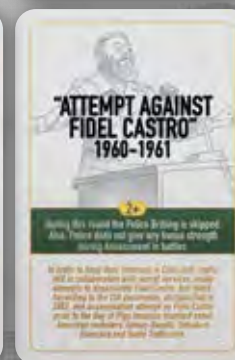
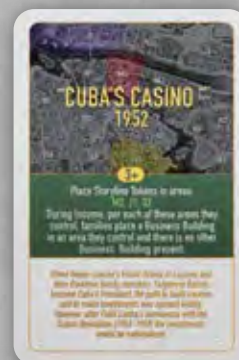
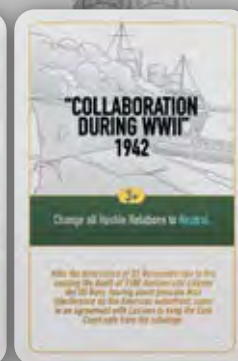
GAME END:

In this scenario the first family to achieve one of the following wins the game, as long as its Respect is higher than -5.

- Build and control 5 Businesses.
- Reach the last spot on the Illegal Activities track.

At the end of the 5th round, if no victory condition has been met:

- The family with highest sum of income from Legal Investments and Illegal Activities wins the game.
- In case of a tie, the tied family with the highest Respect wins the game.



Scenario 5

RICO ACT

3-5
players

60'-120'

The Racketeer Influenced and Corrupt Organizations Act was enacted in 1970, representing a major push against illegal Mafia activities. The law included strict penalties for mobsters. A decade later this law's results seem to be fruitful. From 1981 till 1992, 23 Godfathers, 13 Underbosses and 43 Capos were arrested.

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The Legacy of the family comes first when the family's existence is under threat! In this scenario, players assume the roles of Genovese, Bonnano, Gambino, Colombo and Lucchese as they struggle to promote the family vision and goals in New York. To achieve it, each must try to follow up the Legacy of their most iconic Godfather and become the most legendary family in the history of New York.

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ADDITIONAL SETUP:

1. Each player gets 3 Late Family Plot cards that correspond to their family, and places them in their hand.
2. From the deck of the Late Mafia Plot cards, remove all cards involving at least one of the families that are not in play. Shuffle the remaining Late Mafia Plot cards and give 5 to each player.
3. Place the following Storyline cards face up next to the game board:
 - A. Period 1: Cuba's Casino (1952)
 - B. Period 2: Attempt against Fidel Castro (1960 -1961)
 - C. Period 3: Valachi hearings (1963)
 - D. Period 4: Jimmy Hoffa (1950 - 1971)
 - E. Period 5: Greed is punished (1980)
4. Initial Family Relations: Genovese is Friendly with Colombo and Lucchese. Bonanno is Friendly with Colombo. The rest of the family relations are Neutral.
5. In a 3-player game, each family in turn order, chooses one area in Bronx and one in New Jersey and places 2 Capos in each. In a 4-player game, each family in turn order, chooses an area in New Jersey and places 2 Capos.
6. Each family gets their 5 Legacy Cards and places them face up next to their player board.

GAMEPLAY:

The scenario will last 5 rounds (periods).

- Legal Investments cost \$60K.
- The winner of Police Bribing chooses between Cop placement or gaining 1 Legacy. The 2nd highest Police bidder takes what's left between the two (for example if the first player chose to gain Legacy, the second player places the Cop Token). The player with the lowest Police bid removes 2 Capos. In case of a tie, all lowest bidders remove 2 Capos.

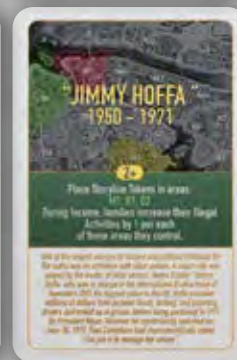
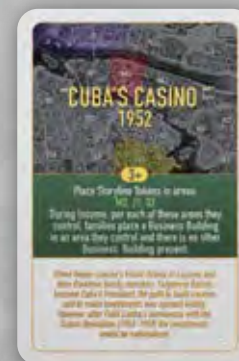
GAME END:

The first family to achieve the following wins the game, as long as its respect is higher than -5.

- Have 10 Legacy.

At the end of the 5th round, if no one has reached 10 Legacy points:

- The family with highest sum of Respect and Legacy points wins the game.
- In case of a tie, the tied family with the highest Respect wins.



Scenario 6

SECOND MAFIA WAR

3-5
players

60'-120'

The Second Sicilian Mafia war, also called the Mattanza, embroiled all Mafia in a bid to rearrange drug distribution to the USA. Salvatore "Totò" Riina, known as "The Beast" went to war with Stefano Bontade, Salvatore Inzerillo and Tano Badalamenti, bosses of various powerful Palermo Mafia families. Between 1981 and 1983, numerous members of all the families, as well as judges, district attorneys and politicians, were killed. There were up to a thousand killings during this period as Riina and the Corleonesi, together with their allies, wiped out their rivals. The ones who lost this war became informants, leading to one more strike against the Mafia.

Relationships between families are not always peaceful. In this era of war, families strive to survive and forge their future through blood and steel. Players assume the roles of Genovese, Bonnano, Gambino, Colombo and Lucchese, and their goal is to eliminate their rivals by killing their Godfathers.

ADDITIONAL SETUP:

1. Each player gets 3 Late Family Plot cards that correspond to their family, and places them in their hand.
2. From the deck of the Late Mafia Plot cards, remove all cards involving at least one of the families that are not in play. Shuffle the remaining Late Mafia Plot cards and give 4 to each player.
3. Place the following Storyline cards face up next to the game board:
 - A. Period 1: Valachi hearings (1963)
 - B. Period 2: Pizza Connection (1965)
 - C. Period 3: Speaking means death (1984)
 - D. Period 4: Case of Cases (1985)
4. Initial Family Relations: Gambino is Hostile to Colombo. Genovese is Hostile to Bonanno. All other relations are Neutral.

GAMEPLAY:

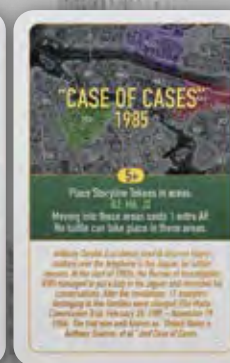
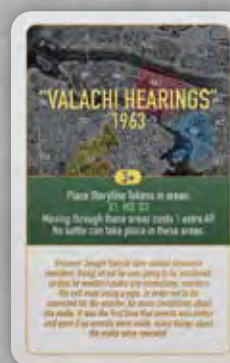
- The scenario will last 4 rounds (periods).
- Families cannot set any of their relations to ally.
 - Families that do not perform an attack during a round lose 1 Respect at the end of that round.
 - When killing another's Family Godfather, you gain 1 Respect and 1 Legacy instead of 2 Respect.
 - Although the Legacy track is used in the scenario, the Legacy cards are not.

GAME END:

- The first family to achieve one of the following, immediately wins the game:
- Have 5 Legacy.
 - Have 6 Respect.

At the end of the 4th round, if no victory condition has been met:

- The family with the most Legacy wins the game.
- In case of a tie, the family with the most Respect wins the game.
- In case of a further tie, the family with the most Racketeer's Income wins the game.



Scenario 7

THE BLACK HAND

3-5
players

90'-150'

The roots of the Black Hand can be traced to the Kingdom of Naples as early as the 1750s. The Black Hand refers to the organization established by Italian immigrants in the U.S. during the 1880s. A minority of the immigrants formed criminal syndicates, living alongside one another and victimizing mainly their fellow immigrants. By 1900, Black Hand operations were firmly established in the Italian communities of major cities, including Philadelphia, Chicago, New Orleans, Scranton, San Francisco, New York, and Detroit. The term "Black Hand" was readily adopted by the American press and generalized to the idea of an organized criminal conspiracy, which came to be known as "The Black Hand Society."

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In this scenario, players assume the role of Genovese, Bonnano, Gambino, Colombo and Lucchese and seek to establish control in New York in the early years mainly through extortion and racketeering. Gradually they try to build up Respect, Legacy and Illegal activities.

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ADDITIONAL SETUP:

1. Each player gets 2 Early Family Plot cards that correspond to their family, and places them in their hand.
2. From the deck of the Early Mafia Plot cards, remove all cards involving at least one of the families that are not in play. Shuffle the remaining Early Mafia Plot cards and give 4 to each player.
3. Shuffle the Early Period Storyline cards and draw 4. Place them face down near the game board one next to the other.
4. Initial Family Relations: All family relations are at War!
5. Each family gets their 5 Legacy Cards and places them face up next to their player board.

GAMEPLAY:

The scenario will last 4 rounds (periods).

- Relations rearrangement is skipped.
- At the end of each round, during Clean Up, the Family Relations do not change. They stay at War!
- Families gain 3 Racketeers for each area they control; being the second strongest in an area doesn't give you any Racketeers.
- Each time a family attacks and wins a battle versus a family that controls an area, they gain also \$30K.
- Attacking a Family that is already at War with another family does not make you lose extra Respect.

GAME END:

The first family to achieve one of the following, immediately wins the game:

- Reaching 18+ on the Racketeers track during the income phase.
- Have 5 Respect.
- Have 7 Legacy.

At the end of the 4th round, if no victory condition has been met:

- The family with highest sum of Respect, Legacy and Racketeers wins the game.
- In case of a tie, the tied family with the highest Racketeers Income wins the game.
- In case of a further tie, the tied family with the most Respect wins the game.
- In case of a further tie, the tied family with the most Legacy points wins the game.

Scenario 8

MARRIAGE BONDS

4
players



90' - 150'

During the late '50s and '60s while Vito Genovese was trying to run his family from prison, the other families created strong bonds through marriages. Bonanno becomes a very important member in the Commission as a side result of his close connection with Joe Profaci. In 1956, this connection gets even stronger with the marriage of Bonanno's son to Profaci's niece. A few years later, after Lucchese helped Genovese and Gambino become Godfathers in their families, he worked with Gambino to set up Genovese's arrest. He and Gambino obtained leading roles in the Commission. After the marriage of their children Thomas Gambino and Frances Lucchese, in 1962, the bonds between the two families became very strong.

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Players in this scenario assume the roles of Bonanno, Gambino, Colombo and Lucchese and vie to establish control in New York during the late '50s and '60s. Families have reasons to cooperate closely in pairs, being bonded to win or lose together!
Bonanno plays cooperatively with Colombo, and Gambino cooperates with Lucchese.

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ACTIVE AREAS: Manhattan is an active area. Read Additional Setup for more information.

ADDITIONAL SETUP:

1. Each player gets 3 Late Family Plot cards that correspond to their family, and places them in their hand.
2. From the deck of the Late Mafia Plot cards, remove all cards involving at least one of the families that are not in play. Shuffle the remaining Late Mafia Plot cards and give 3 to each player.
3. Place the following Storyline cards face up next to the game board:

- A. Cuba's Casino (1952)
- B. Squealer (1952)
- C. Attempt against Fidel Castro (1961)
- D. Jimmy Hoffa (1950-1971)

4. Initial Family Relations: Bonanno is Allies with Colombo. Gambino is Allies with Lucchese. All other relations are at War!
5. Bonanno places 2 Capos in area M1, Gambino in area M2, Lucchese in area M3 and Colombo in area M4.
6. Each family gets their 5 Legacy Cards and places them face up next to their player board.

GAMEPLAY:

The scenario will last 3 rounds (periods).

- The Commission phase is skipped. All family relations are locked in the state described in Additional Setup and cannot be changed by any means.
- Each area in Manhattan offers 2 Racketeers for the player that controls it and nothing for the 2nd family in control in the area.



GAME END:

In this scenario, Bonanno is in an alliance with Colombo, and Gambino with Lucchese. An Alliance wins the game when it achieves one of the following:

- Both families in the Alliance have at least 4 Respect.
- Both families in the Alliance have at least 6 Legacy.
- One of the families in an Alliance has at least 4 Respect while the other has at least 6 Legacy.
- One of the opposing families of the Alliance is eliminated. A family is eliminated if its Respect reaches -7 or if it has no units on the board.

At the end of 5th round, if no Alliance has achieved victory:

- The Alliance with the highest sum of its families' Respect wins the game.
- In case of a tie, the Alliance with the player who has the highest Respect wins the game.

Scenario 9
(full game):

OMERTA: THE FIVE FAMILIES

3 - 5
players 

90' - 150' 

Omertà is a Southern Italian code of honor that prizes silence -- saying nothing when questioned; refusing to cooperate with outsiders or the government, especially during criminal investigations; and willfully ignoring and generally avoiding interference with the illegal activities of others (i.e., not contacting the authorities when one is aware of, witness to, or even the victim of certain crimes).

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.

In this scenario, players assume the roles of Genovese, Bonnano, Gambino, Colombo and Lucchese and struggle to control New York through making investments, building Respect or forming their own Legacy. Murders, extortions, deals and street wars are tools that players must use in order to achieve their goal.

ADDITIONAL SETUP:

1. Each player gets 2 Early Family Plot cards that correspond to their family, and places them in their hand.
2. From the deck of the Early Mafia Plot cards, remove all cards involving at least one of the families that are not in play. Shuffle the remaining Early Mafia Plot cards and give 3 to each player.
3. Shuffle the Early Storyline cards, draw 2 and place them face down next to the board. Then, shuffle the Late Storyline cards, draw 3 and place them face down next to the Early Storyline cards.
4. Initial Family Relations: Bonanno is Friendly with Gambino and Genovese is Friendly with Colombo. All other relations are Neutral.
5. Each family gets their 5 Legacy Cards and places them face up next to their player board.

During Clean up of the 2nd Round

- Players discard all remaining Early Period Plot cards (Family and Mafia). Each player gets 3 Late Family Plot cards corresponding to their family.
- Then remove all Late Period Mafia Plot cards involving families that are not in play. Shuffle the remaining Late Mafia Plot cards and give 4 to each player.

GAMEPLAY:

The scenario will last 5 rounds (Periods).
- During the Commission Phase, you need to also perform the Milestone Events.

GAME END:

The first family to achieve one of the following, immediately wins the game:

- Have 10 Legacy.
- Have 7 Respect.
- Reach the last spot in Legal Investments (\$200k).

At the end of 5th round, if no family has achieved victory:

- The family with highest sum of Respect, Legacy and steps on the Legal Investments track wins the game.
- In case of tie, the player with the highest Respect wins the game.
- In case of a further tie, the player with the most Legacy points wins the game.