



## Undercover Cop

**GOAL** - You win two takes if no cops are caught.

**ABILITY** - You cannot use your action to discard the Undercover Cop unless your other card is also an Undercover Cop.

3+



## Undercover Cop

**GOAL** - You win two takes if no cops are caught.

**ABILITY** - You cannot use your action to discard the Undercover Cop unless your other card is also an Undercover Cop.

4+



## Undercover Cop

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## Undercover Cop

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**ABILITY** - You cannot use your action to discard the Undercover Cop unless your other card is also an Undercover Cop.

3+



## Scapegoat

**GOAL** - You win three takes and all other players lose if you get caught.

**ABILITY** - If holding this while asked an Interrogator's question, you can answer in any way that you choose.

3+



## Snitch

**GOAL** - You win two takes if there are cops remaining and none of them are caught.

**ACTION** -  
1. Reveal the Snitch.  
2. Privately reveal your remaining card to a player of your choice.

6+



## Interrogator

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ACTION** -  
1. Reveal the Interrogator.  
2. Ask a player a yes/no question, they must answer privately and truthfully.

3+



## Interrogator

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ACTION** -  
1. Reveal the Interrogator.  
2. Ask a player a yes/no question, they must answer privately and truthfully.

3+



## Interrogator

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ACTION** -  
1. Reveal the Interrogator.  
2. Ask a player a yes/no question, they must answer privately and truthfully.

6+



## Interrogator

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ACTION** -

1. Reveal the Interrogator.
2. Ask a player a yes/no question, they must answer privately and truthfully.



## Criminally Insane

**GOAL** - You win two takes if no guns are pointed at you.

**ABILITY** - If holding this while asked an Interrogator's question, you must give the opposite answer.



## Twin

**GOAL** - You win a take if your gun is pointed at the other Twin.

8+



## Twin

**GOAL** - You win a take if your gun is pointed at the other Twin.



## Mastermind

**GOAL** - You win a take if no guns are pointed at you.

**ACTION** -

1. Choose a player with more than one card and they choose a card.
2. Reveal the Mastermind.
3. Privately look at their chosen card.



## Getaway Driver

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ACTION** -

1. Choose a player with more than one card and they choose a card.
2. Reveal the Getaway Driver.
3. Choose another player with more than one card to choose a card to swap with the first.

3+

5+



## Explosives Expert

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ABILITY** - If you are caught, your target is caught too.

**ACTION** -

1. Choose a player with more than one card and they choose a card.
2. Reveal the Explosives Expert.
3. They reveal and discard their chosen card and then get a random one of the missing cards.

4+



## Bodyguard

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ACTION** -

1. Reveal the Bodyguard and place it in front of a player.
2. Move each discarded card in front of that player to another player.
3. No further discards may be placed in front of that player.

4+



## Hitman

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ABILITY** -

1. Discard the Hitman face-down in front of a player. When all discards are revealed, each Hitman counts as an extra gun pointed at that player.

3+



## Hitman

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ABILITY** -

1. Discard the Hitman face-down in front of a player. When all discards are revealed, each Hitman counts as an extra gun pointed at that player.

3+



## Hitman

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ABILITY** -

1. Discard the Hitman face-down in front of a player. When all discards are revealed, each Hitman counts as an extra gun pointed at that player.

5+



## Hitman

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ABILITY** -

1. Discard the Hitman face-down in front of a player. When all discards are revealed, each Hitman counts as an extra gun pointed at that player.

7+



## Hitman

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ABILITY** -

1. Discard the Hitman face-down in front of a player. When all discards are revealed, each Hitman counts as an extra gun pointed at that player.



## Inside Man

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ACTION** -

1. Reveal the Inside Man.  
2. Privately look at one of the two missing cards.

7+



## Con Man

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ACTION** -

1. Choose a player with more than one card and they choose a card.  
2. Reveal the Con Man.  
3. If they can use the action on the chosen card, they must do so now. Otherwise, they keep the card.

8+



## Pickpocket

**GOAL** - You win two takes if any cop is caught OR there are no cops remaining and you are not caught.

**ACTION** -

1. Reveal the Pickpocket.  
2. Choose a player and take a random score card from that player.  
3. Give the chosen player one of your score cards.



## Backer

**GOAL** - You win two takes if you use the Backer's action and your chosen player wins this round.

**ACTION** -

1. Reveal the Backer.  
2. Give your remaining card to a player of your choice that has only one card.  
3. You can no longer point your gun and guns cannot be pointed at you.  
4. You win if your chosen player wins.



## Nemesis

**GOAL** - You win two takes if you use the Nemesis action and your chosen player loses this round.

**ACTION** -

1. Reveal the Nemesis.  
2. Give your remaining card to a player of your choice that has only one card.  
3. You can no longer point your gun and guns cannot be pointed at you.  
4. You win if your chosen player loses.



## Gambler

**GOAL** - You win a take if any cop is caught OR there are no cops remaining and you are not caught.

**ACTION** -

1. Reveal the Gambler.
2. Discard one of your score cards.
3. Take a random one of the missing cards. You cannot use any actions for the remainder of the round. You may accomplish either or both of the goals of the cards in your hand.

# Yes

# No

# Action!

### 3 Player

- 1x Undercover Cop
- 1x Scapegoat
- 2x Hitman
- 2x Interrogator
- 1x Mastermind

### 4 Player

- 2x Undercover Cop
- 1x Scapegoat
- 2x Hitman
- 2x Interrogator
- 1x Bodyguard
- 1x Mastermind
- 1x Explosives Expert

### 5 Player

- 2x Undercover Cop
- 1x Scapegoat
- 3x Hitman
- 2x Interrogator
- 1x Bodyguard
- 1x Mastermind
- 1x Getaway Driver
- 1x Explosives Expert

### 6 Player

- 2x Undercover Cop
- 1x Snitch
- 1x Scapegoat
- 3x Hitman
- 3x Interrogator
- 1x Bodyguard
- 1x Mastermind
- 1x Getaway Driver
- 1x Explosives Expert

### 7 Player

- 2x Undercover Cop
- 1x Snitch
- 1x Scapegoat
- 4x Hitman
- 3x Interrogator
- 1x Bodyguard
- 1x Inside Man
- 1x Mastermind
- 1x Getaway Driver
- 1x Explosives Expert

### 8 Player

- 2x Undercover Cop
- 1x Snitch
- 1x Scapegoat
- 1x Criminally Insane
- 4x Hitman
- 3x Interrogator
- 1x Bodyguard
- 1x Inside Man
- 1x Mastermind
- 1x Getaway Driver
- 1x Explosives Expert
- 1x Con Man

### No cops are caught

- Undercover Cop (*cannot discard*)
- Snitch

### Any cop is caught

- Hitman
- Interrogator
- Bodyguard
- Getaway Driver
- Explosives Expert
- Inside Man
- Con Man

### No guns pointed at them

- Mastermind
- Criminally Insane (*must lie*)

### Wants to be caught

- Scapegoat (*may lie*)