

Types of Defense:

Boosted Ability Attacks and Complex Attacks may be defended against if the targeted Ability die belongs to a Linked Ability. When choosing to defend, the defender adds 1/2 the value (rounded down) of one or more Linked Ability dice to the value of the targeted die. These dice are now assisting in the attack.

Special Abilities:

Each character has a unique Special Ability. Special Abilities come into play at various times in the Sequence of Play as is either specifically stated or made obvious by the description. For example, Special Abilities that take the place of an attack are used instead of the normal attack actions. Special Abilities that key off of winning or losing or attack take place after the attack has occurred. Because each Special Ability is unique, players need to allow their opponent the appropriate opportunities to use their Special Ability. For example, it may be important to first declare your attack before you pick up your dice to roll for the attack. Finally, unless specifically stated on the character board, you have the opportunity to use your Special Ability until Step 8 in the Sequence of Play. Therefore, there is still time to use your Special Ability after your attack has been completed, but before Victory Conditions are determined.

Bosses and Minions:

A boss is a leader of a gang and a minion is any member of a boss's gang. A character's membership and position in a gang is signified on the character boards by keywords that are in parenthesis. If there are no keywords, the character is a freelance combatant and may choose to be a minion of any gang.

Gangs are a grouping of two characters, one Boss and one Minion. Each player controls one gang.

While playing in gangs the following rules apply:

- The Minion's Special Ability can stack with the Boss's Special Ability, and the Minion can use the Boss's Special Ability. However, the Boss cannot use the Minion's Special Ability.
- All Linked Abilities are shared between the Boss and the Minion.
- Boss and Minion Abilities are not considered adjacent.

Examples of Game Play:

Ability Attack: Michael declares an Ability Attack from his Conniving to Karen's Conniving. He has a 6-sided die on his Conniving Ability and Karen has an 8-sided die on her Conniving Ability that is currently showing a "4". No defense is allowed on Ability Attacks and Michael rolls his die resulting in a "4." Since he needed to equal or beat her standing value, he wins the attack. Karen discards her Conniving Ability die and Michael places his die back on that Ability showing the "4" that he rolled.

Boosted Ability Attack: Curt declares a Boosted Ability Attack against Justin using his Strength Ability (which is a 6-sided die) boosted by his Luck Ability (which is a 4-sided die currently showing a "1"). He targets Justin's Smarts Ability (which is a 6-sided die currently showing a "4", but is Linked to his Agility Ability which is a 8-sided die showing a "3". They are Linked because both Ability boxes are red.) Justin chooses to use his Agility die to defend, which adds "1" to the "4" on his Smarts die, making it a total of "5" that Curt needs to beat in order to win. Curt rolls his Strength die and gets a "3." He adds "2" for the boost from his "Luck" die for a total of "5." He needed to beat Justin's "5" for a Boosted Ability Attack, not just equal it, so Curt loses the attack. He places his Strength die back on the Strength Ability showing the "3" that he rolled, and re-rolls his Luck die because it assisted in the attack (which means he got the chance to improve on the "1" that was showing on that die). Justin leaves his Smarts die with its "4" value where it is, but he re-rolls his Agility die because it assisted in the defense of the attack.

Complex Attack: Bob has three red Ability boxes and chooses to roll all three dice from those boxes in a Complex Attack against the "12" that Jane has showing on a single Ability. He rolls a "3," a "3," and a "5." His total is "11" which does not win the attack. Bob will have to discard ALL THREE of his attacking dice. One for losing the attack, plus the double "3s." Sorry, Bob!

