

Print & Play
Edition

An aerial night photograph of a city, likely Tokyo, showing a dense urban landscape with numerous illuminated buildings and a prominent elevated train track system in the foreground. The scene is captured in black and white, with the city lights providing the primary illumination.

Wired: Black Ops

designed by Joe Veen

*ARTWORK
COMING SOON*

Wired: Black Ops

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Welcome to Neo Tokyo!

The shadows of Neo Tokyo are full of exciting and profitable opportunities for those willing to risk life and limb. You're here because you've got the skill, guts and leadership needed to play our little game.

You will have a limited amount of time to gather a crew of experienced Aces and common street Thugs. Use this crew to build your Reputation and bank account by completing various black ops missions (jobs) around the metropolis.

Each of you has been given a name of a specific corporation. This is your primary target, but feel free to take down any job that comes over the wire. Denying the other players opportunities is always a good idea.

It should be noted that recent changes in the law have allowed local corporations to hire militarized security forces. They play by their own rules and will not hesitate to shoot to sight. Encounter them and you'll likely find yourself in the Emergency Room or rotting in Jail. It's really best to not get caught.

Due to high turnover and mortality rates, these security forces are always looking for cannon fodder. A savvy crew might send a couple Thugs to join up and case the joint. Of course, nothing is stopping the other players from sending in their own Thugs to get in your way. Just saying...

The Mafia and Yakuza control Uptown and Downtown with an iron fist. If they catch you taking down jobs in their neighborhoods, well, let's just say they play for keeps and there's always room at the Morgue.

If that wasn't bad enough, the Police and Military will step in and try to maintain order if crime starts spiralling out of control and from the looks of you maniacs. It will.

Take a look around. There's a lot more to Neo Tokyo than tourist attractions and cheap thrills, if you know where to look and who to talk to.

Good luck and try not to get killed.

Object of the Game:

Earn the most victory points by building the highest reputation and accumulating the most resources -- such as guns, equipment, heavy weapons and money.

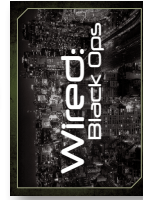
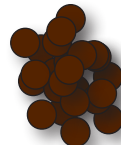
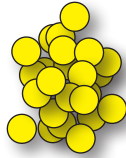
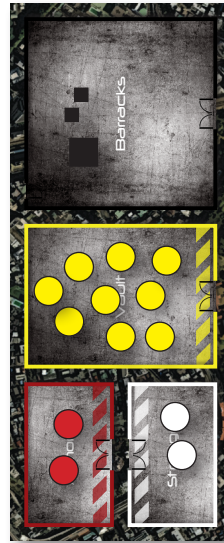
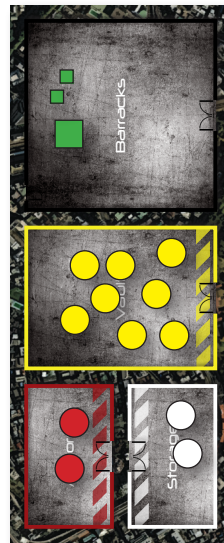
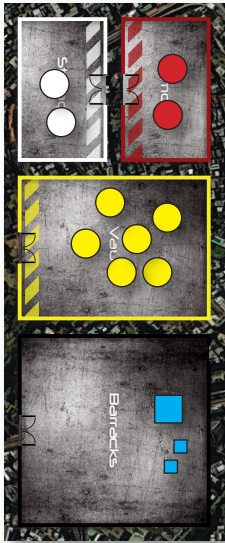
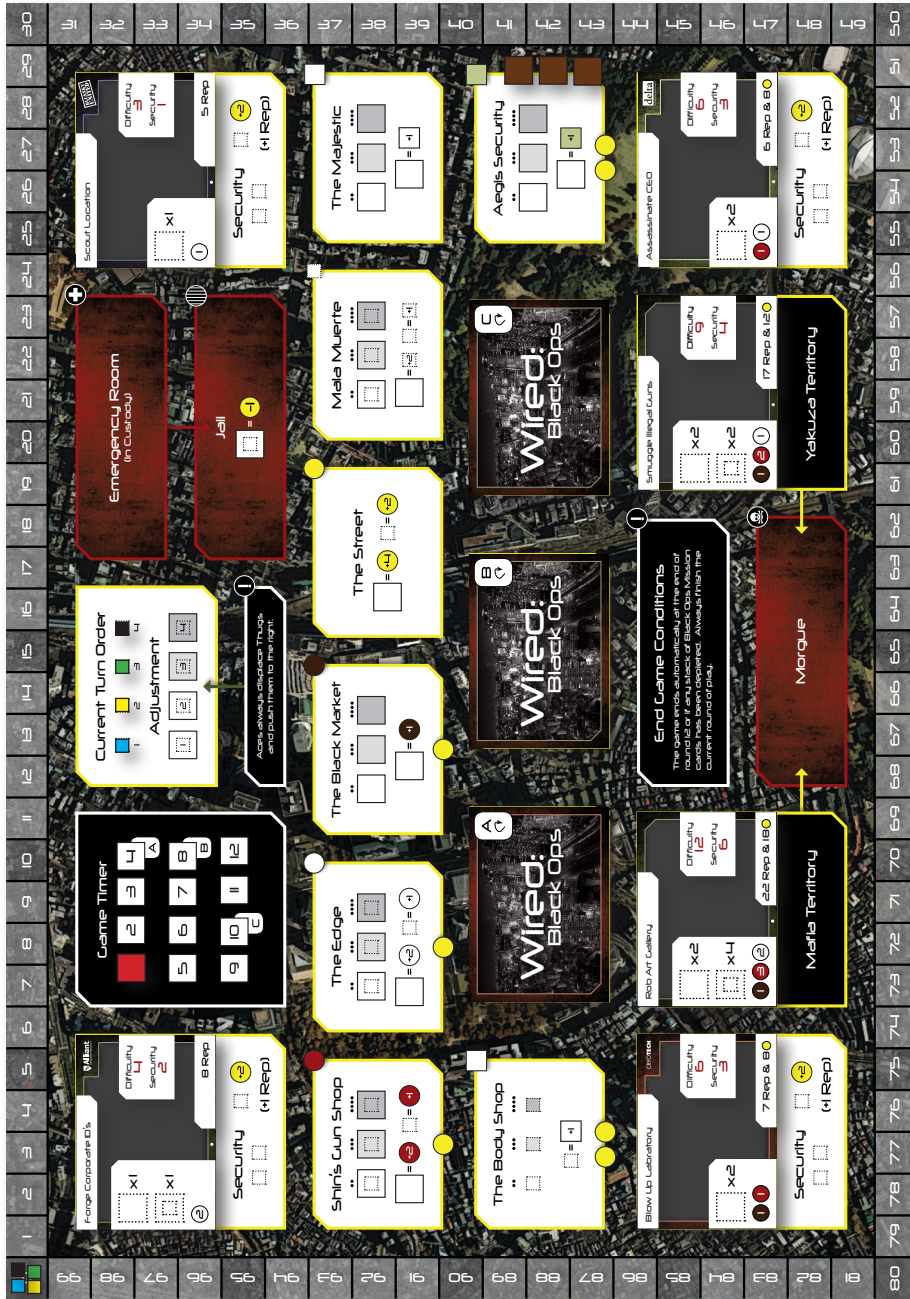
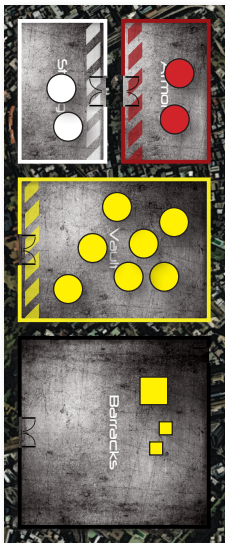
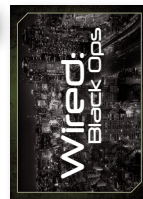
Setting Up the Game:

1. Place the game board in the center of the table within easy reach of all the players.
2. Place the dice and resource tokens (guns, equipment, heavy weapons and money) next to the game board within easy reach of all the players.
It's helpful to separate the money tokens into two piles -- one for each side of the board.
3. Each player should take all the cubes of one color (yellow, green, black or blue), a player board, 6 money (yellow tokens), 2 gun tokens (red), 2 equipment tokens (white) and a player board to start. Each player should put his money, guns and equipment tokens into the area marked "Armory, Storage Area and Vault" on his player board.
4. Randomly determine the starting player order. Putting one cube from each player into a closed fist and dropping them one at a time ONTO THE BOARD works well for this. After it drops, place each cube into the Current Turn Order. The first cube to drop goes into the Player 1 slot, the second into Player 2, etc.
5. Based on the starting turn order, each player receives the following bonus resources.
Player 1: No additional resources
Player 2: +1 Money token
Player 3: +2 Money tokens
Player 4: +3 Money tokens
6. Each player starts the game with one Ace (large cube of his color) and two Thugs (small cubes of his color). These belong in the Barracks area of the player board.
7. Place one small cube from each player's available pool on the 0 space of the Reputation track that surrounds the board.
Experienced players may wish to give new Wired: Black Ops players a small reputation bonus at the start of the game to balance things out. If you wish to do this, start new players with 5 reputation.

8. Separate the corporate black ops mission cards into four 5 stacks (Alliant Consumer Products, Blue Sky United, CryoTech, and Delta Research & Development). Then shuffle each stack and place it face down onto the matching locations on the board.
9. The remaining unmarked black ops mission cards are for the Yakuza and Mafia territories. Shuffle these 10 cards together and create two different 5-card stacks. Place one stack face down on the Mafia Territory location and the other face down on the Yakuza Territory location.
10. Place the three Events cards (A,B and C) face down on the game board where marked.
It's helpful to show new players what events will be coming and what's needed to defeat them at the start of the game.

Components:

- 20 Aces (5 large cubes of each color: yellow, green, blue and black)
- 68 Thugs (17 small cubes of each color: yellow, green, blue and black)
- 3 Aegis Security Mercenaries (large brown cubes)
- 1 Time Marker (large red cube)
- 2 Security Dice (black)
- 2 Mercenary Dice (brown)
- 2 Ace Dice (yellow)
- 2 Thug Dice (white)
- 50 Money Tokens (yellow)
- 25 Gun Tokens (red)
- 25 Equipment Tokens (white)
- 25 Heavy Weapons Tokens (brown)
- 4 Corporate Target Cards
- 10 Yakuza/Mafia Black Ops Mission Cards
- 5 Alliant Consumer Products Black Ops Mission Cards
- 5 Blue Sky United Black Ops Mission Cards
- 5 CryoTech Black Ops Mission Cards
- 5 Delta Research & Development Black Ops Mission Cards
- 3 Event Cards
- 1 Game Board
- 4 Player Boards



- Shuffle the Corporate Target cards together and hand one to each player. Players should not reveal which corporation they have targeted. Place any remaining Corporate Target cards back into the game box without looking at them.

Players should try to complete as many Corporate Target missions as possible during the game. These provide big bonuses at the end of the game.

- Place the Time Marker (large red cube) on the Game Timer at 1.
- Reveal the top card in each black ops mission stack.

You are now ready to begin the game.

Play Overview:

Each round of Wired: Black Ops is broken down into a number of phases. Each phase is completed before the next one can begin. The phases and locations are described in more detail below.

- Place Crew
- Collect Guns, Equipment and Money
- Hire Additional Crew
- Upgrade Thugs
- Beef Up Security
- Hire Mercenaries
- Resolve Black Ops Missions
- Make Bail
- Pay Crew
- Deal with Events
- Adjust Players' Turn Order
- Rest and Regroup

A Game Round:

Each round you'll send out your crew to recruit new members, collect weapons and equipment, case joints and pull off jobs that will earn you reputation and money...

1. Place Crew

Each location on the board has a number of boxes where crew members can be placed. A large box with a solid border can only be filled by an Ace. The smaller box with the dotted border can only be filled by a Thug. If a large box with a solid border contains a smaller box with a dotted border, it can be filled by either an Ace or a Thug. It is possible to block other players from collecting resources by filling all available boxes in a location.

The Street can contain any number of crew members.

Starting with the first player in the turn order, each player takes a turn placing one or more crew members into one location that still has boxes available. Any location fees and/or equipment requirements must be paid as the crew members are placed. Repeat this process until all crew members have been placed.

Crew members may also be placed on the black ops mission cards, event cards and corporate security locations.

Turn Order Adjustments are resolved during Adjust Players' Turn Order (Phase 11).

2 or 3 Player Games:

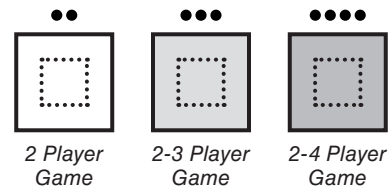
Wired: Black Ops plays the same with 2 or 3 players, but there is one small change to the location rules.

Most locations have 4 boxes where crew members can be placed. Above each box you will notice 0, 2, 3 or 4 dots.

If you are playing a 2 player game -- only boxes with 0 or 2 dots may be used for crew placement.

If you are playing a 3 player game -- only boxes with 0, 2 or 3 dots may be used for crew placement.

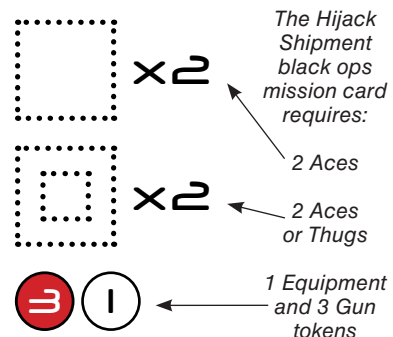
If you are playing a 4 player game -- all boxes are available for crew placement.



Location fees:

When you place a crew member on a box, you are sending that crew member out to collect resources, provide additional security or do jobs around Neo Tokyo.

Most locations and black ops missions require money or resources be spent to complete these tasks. These resources are always spent when you place your crew.



Casing the Joint Example:

Black has the crew and re-resources needed to compete the "Hijack Shipment" black ops mission (3 guns, 1 equipment), but the security rating (9) is a bit harsh, so he chooses to case the joint by sending 2 Thugs to provide security for the corporation. On Black's following turn, he places two Aces and two Thugs on the mission card and spends the resources needed for the job. During the beef up security phase, Black moves his Thugs providing security onto the mission card and they join up with his team. The Thugs collect no money for the work they've done, but will provide extra dice for the missions difficulty roll.

Beefing Up Security Example:

Yellow notices that Blue is about to try and complete the "Scout Location" black ops mission, so he sends in two Thugs to provide extra security for the corporation. During the beef up security phase, he has them stay late and beefs up the difficulty and security ratings by 2. Blue rolls one yellow die for his Ace against a difficulty of 5 and fails the roll, so yellow collects 2 money and 1 reputation from each of his Thugs. Blue now rolls 3 black dice to see if his Ace was captured during the mission and rolls 2 X's, so he has failed the job and his Ace is moved to the Emergency Room. All in all, it was a pretty good day for Yellow.

2. Collect Resources

Crew members placed in Shins Gun Shop, The Edge: Goods & Equipment, The Black Market and the Street are returned to their player's barracks. Players add any resources (guns, equipment, heavy weapons and money) gathered to their player board.

Players can complete this phases simultaneously, or one player can hand out the resources gathered.

3. Hire Additional Crew

Crew members sent to the Majestic or Mala Muerte are hiring additional crew. Return the placed crew members to the player's barracks and add any newly hired crew members from the player's available pool to their barracks as well.

The size of your crew is limited by the number of Aces and Thugs in your available pool. If you try to hire an Ace or a Thug and don't have any left, that action is wasted.

4. Upgrade Thugs

Thugs sent to the Body Shop are getting upgraded with bioware, DNA modification -- all the stuff necessary to do jobs with the expertise of an Ace. Return the placed Thug to the player's available pool of cubes, and add an Ace from the same pool to their barracks.

The action is wasted if you don't have any more Aces to upgrade to. Return the Thug to your barracks and learn a harsh lesson.

5. Beef Up Security

Players can place Thugs in Security locations either to increase the chances of success of their own black ops missions or to foil the missions of others.

If a player has placed Thugs in a Security location connected to a black ops mission they are trying to complete, they are casing the joint. In this phase, each Thug can either collect two money for security services provided during the day and return to their barracks, or they can join up with the rest of their team and help with the black ops mission.

If a player has placed Thugs in a Security location connected to a black ops mission that another player is trying to complete, they can help foil another team's black ops mission by providing extra security for the corporation. Each Thug can either collect 2 money for security services provided during the day and return to their barracks or can stay late and provide extra security during the black ops mission.

Each Thug that stays late and provides extra security raises the black ops mission difficulty by 1 (Max+2). If the mission is failed, each Thug providing extra security also adds 1 additional Security Die. They also return to their barracks with 2 Money and 1 Reputation point.

If the mission is successful, any Thugs providing extra security are returned to their barracks and they collect nothing.

6. Hire Mercenaries

Mercenaries are expensive, but can give you a much needed edge in a black ops mission.

Aces placed at the Aegis Security location are hiring mercenaries. Return the placed Ace to your barracks and take a Mercenary (brown cube). This merce-

nary may be added to any active team trying to complete a black ops mission at this time. Unused mercenaries are returned to the Aegis Security location.

7. Execute Black Ops Missions

Starting with the first player in the turn order, each player resolves one job on which they've already placed crew members. Repeat this process until all black ops missions have been resolved.

To resolve a black ops mission, the active player rolls a specific colored die for each crew member trying to complete the mission, plus an additional die for each mercenary added to the team.

Ace: +1 Yellow die

Thug: +1 White die

Aegis Security Mercenary: + 1 Brown die

Add up the total value of the dice rolled and compare that to the difficulty listed for the black ops mission. Add +1 to the difficulty rating for each Thug providing extra security (to a maximum of +2). If the sum of the dice equals or exceeds the total difficulty, the job was completed successfully.

Success: If you complete the mission, collect the black ops mission card, as well as any reputation bonus and money. Your crew then returns to your barracks.

Each Thug providing extra security during a successful mission is returned to their barracks. They do not collect any bonuses or money for their work.

Black Ops mission cards for your target corporation give you a reputation bonus at the end of the game. Opponents are allowed to know the number of mission cards you have collected, but not which cards have been collected.

Failure: If a black ops mission in a corporate location was not successful, there is a good chance that all or part of your crew have been captured. Roll a number of black dice equal to the security rating listed on the black ops mission card and add an additional black die for each opponent's Thug that provided extra security for the corporation (up to a maximum of two dice).

For each "X" rolled, one of your crew members was shot or captured, and should now be placed in the Emergency Room for treatment. Any remaining crew slipped away in the night, and should be returned to your barracks. The player collects nothing, and the failed black ops mission card is placed on the bottom of its stack.

Players choose which crew members are captured. Hang on to those Aces.

If a black ops mission in Yakuza or Mafia territory was not successful, there is a good chance that all or part of your crew has been killed. Roll a number of black dice equal to the security rating listed on the black ops mission card.

For each "X" rolled, one of your crew members was killed, and should now be placed in the Morgue. Any remaining crew slipped away in the night and should return to your barracks. The player collects nothing, and the failed black ops mission card is placed on the bottom of its stack.

Players take negative reputation penalties for crew members in the Morgue at the end of the game.

Each Thug providing extra security against an opponent's failed mission receives a +1 Reputation bonus and 2 Money. They return to their barracks.

Black Ops Mission Example:

Green has sent 2 Aces and spent the resources needed (1 gun and 1 equipment) to complete the "Assassinate CEO" black ops mission. He also hired and added a mercenary to his team, which should give him the edge. During the execute black ops missions phase he rolls two yellow dice and one brown die against the mission's difficulty of 6. He rolls a 2, 1 and a 3 which equals or exceeds the difficulty rating, so he has successfully completed the black ops mission. Green collects 6 money and 8 reputation for completing the job, as well as the mission card, which is added to his collection. The corporate mission card matches his target corporation, so he will also collect bonus points at the end of the game.

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Adjust Players' Turn Order Example:

During the current round, Green is player 1 (and so is going first), Black is player 2 (and goes second), Blue is player 3 and Yellow is player 4. During the Place Crew phase, Blue places a Thug on 1, which means he should go first next turn. But Yellow then places an Ace on 2, which displaces Blue. Yellow is now on 1, and Blue is on 2. Green and Black didn't place anything on the adjustment track, so at the end of the round they will be moved to the 3rd and 4th positions. Because Green was player 1 during the current round and Black was player 2, Green will go before Black. Final adjustment: Yellow is player 1, Blue is player 2, Green is player 3 and Black is player 4.



8. Make Bail

Each player has the option of bailing out any crew members that are currently in jail. Bail costs 1 money per crew member, and the newly freed crew members return to their barracks.

Bailed out crew members will still expect to be paid for their work in the next phase, so make sure you have enough money to go around.

At the end of the game, any crew members in jail will cost you reputation.

9. Pay Crew

Players must pay each crew member in their barracks 1 Money for their services. If a player doesn't have enough money to pay their crew, they may pawn resources tokens (guns, equipment and heavy weapons). Each token is worth 1 Money.

Each crew member that isn't paid walks away and returns to his respective pool of cubes. Players receive a -1 Reputation penalty for each crew member that walks away.

Players may never pawn resources to stockpile money.

10. Deal with Events

Events will cause your crew members to walk off the job (no reputation penalty), go to jail or even end up in the Morgue. Plan ahead, and these events can be defeated just like a black ops mission.

If one or more Events are active, resolve the text listed on the card starting at the left and proceeding to the right. A player may ignore the Event if they cannot do what it is asking.

11. Adjust Players' Turn Order

Any player that placed a crew member on the adjustment track during the Place Crew phase will be moved up in the turn order. Any players that did not place crew here will be dropped in the turn order, but respective to each other.

To adjust the Players' Turn Order, start at the left of the adjustment track and look for any Aces. They always displace Thugs by pushing them to the right and taking their space on the track. It's possible for an Ace to move up several positions on the track, but they will never displace another Ace.

Once all the Aces have moved to the front of the pack, replace those Aces with the matching player's cube on the current turn order track. The Aces should now return to their barracks.

Replace the Thugs remaining on the track with the matching player's cube on the current turn order track. The Thugs should now return to their barracks.

Any cubes remaining on the current turn order track should be moved to the end of the adjustment track, but remain respective to each other.

Now move the adjusted player's turn order to the current turn order track.

A player may only place one crew member on the turn order adjustment track per round.

12. Rest and Regroup

Move any crew members in the Emergency Room to the Jail. They can be bailed out during the next round.

Replace any black ops mission cards that were completed or failed during the round.

Move the Gamer Timer marker one space forward. On rounds 4, 8 and 10, flip over an Event card. The conditions listed on it will be active during the next round.

Game End and Final Scoring:

The game ends once any stack of black op mission cards is depleted, or if it's the end of round 12. Once a stack is depleted, play out the rest of that round, including all of its phases.

At the end of the game, apply the following bonuses and penalties to each player's Reputation score (up to a maximum of +25 reputation):

- +1 Reputation/Heavy Weapon token
- +1 Reputation/2 Equipment tokens
- +1 Reputation/2 Gun tokens
- +1 Reputation /5 Money tokens
- 2 Reputation/Ace in Jail or Morgue
- 1 Reputation/Thug in Jail or Morgue

Players should refer to the target corporation card they received at the beginning of the game. Each player should count up the number of black ops missions cards they've collected during the game that match the symbol on the target corporation card. Apply the bonus listed below.

- 1 card = +1 Reputation
- 2 cards = +4 Reputation
- 3 cards = +9 Reputation
- 4 cards = +16 Reputation
- 5 cards = +25 Reputation

Tie Breaker:

In the unlikely event that two or more players are tied for first place, the Turn Order Marker may be used to break the tie. Whoever would act first in the following round would gain the edge and win the game.

Final Scoring Example:

Yellow starts with 54 reputation points, which he has collected during the game by completing black ops missions and beefing up security. He has also stockpiled 2 heavy weapon tokens (+2 reputation), 3 equipment tokens (+1 reputation), 2 gun tokens (+1 reputation) and 15 money tokens (+3 reputation). With these bonuses his reputation score is now 61, but he currently has 1 Ace in the morgue, so he loses 2 reputation points, which brings him to 59 reputation. During the game, he completed a number of black ops missions and one event, but only 4 mission cards match his target corporation. The other cards are ignored and he collects another 16 reputation points for the target corporation mission cards, bringing his final reputation score to 75.



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Corporate Location

Locations:

Alliant Consumer Products Corporate Headquarters

Alliant produces a wide variety of consumer grade home and personal defense products, ranging from armor-piercing ammunition to remotely controlled firing platforms.

2 Security positions available for Thugs each round.

Blue Sky United Corporate Headquarters

Blue Sky is global security firm that specializes in bodyguard services and extractions. They also dabble in military contracts and have had boots on the ground during every major conflict over the last decade. The majority of their soldiers are genetically modified clones, whom are enhanced with high grade cyberware.

2 Security positions available for Thugs each round.

CryoTech Corporate Headquarters

CyroTech is known for their cutting edge cryogenic techniques, but they also grow replacement and bioengineered organs.

2 Security positions available for Thugs each round.

Delta Research & Development Headquarters

Delta develops and produces a wide variety of consumer and military grade cyberware, ranging from synthetic limbs to cybereyes.

2 Security positions available for Thugs each round.



Organized Crime Location

Yakuza and Mafia Territory

The Yakuza has have been in control of Downtown for as long as anyone can remember. They used to control Uptown as well, but that all changed when the Mafia moved in about a decade ago. A bloody and violent war over territory finally ended two years ago, when a peace treaty was signed. Things between the two organizations have remained tense, but calm for the most part. These two crime syndicates don't take kindly to outsiders taking down jobs on their turf. Higher risk jobs can be found here, but the risk is higher as well.

Event Locations

During the game, events will take place and have lasting effects on all players until they are dealt with. The local gangs will see an opportunity to rise up (Round 5) and get a slice of the pie. The police will try to crack down on crime (Round 9) and the military will move in to keep the peace (Round 11).

Emergency Room

If one of more of your crew is injured on the job and captured by the police, this is where they end up. The doctors will do a nice job patching up your crew before they're hauled off to Jail.

Jail

Your incarcerated crew members will be scanned, processed and put into a 8'x10' maximum security cell. It's easy enough to post bail and to get them out, but it costs money that could be better spent on things that go boom. You can let them rot, but it will negatively effect your Reputation in the long run.

-1 Money/Crew Member

Morgue

If your crew gets caught doing jobs in the Yakuza or Mafia territory, they may find themselves taking a nice long nap in very cold room. Permanently. The Yakuza and Mafia play for keeps and have lots of bullets.

Shin's Gun Shop

Shin has the best guns in town, but he's known to give Thugs the shaft. Send your Aces if you want better deals.

Pay 1 Money for each crew member sent to this location.

+1 Gun/Thug

+2 Gun/Ace

Red Tokens

The Edge: Goods & Equipment

The Edge has all the toys you'll need to takes down jobs. Grappling hooks, night vision goggles and tactical armor are just some of the products available for the right price. Once again, send your Aces if you want better deals.

Pay 1 money for each crew member sent to this location.

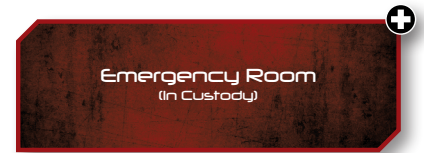
+1 Equipment/Thug

+2 Equipment/Ace

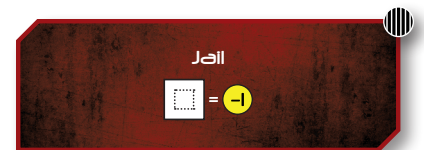
White Tokens



Event Location



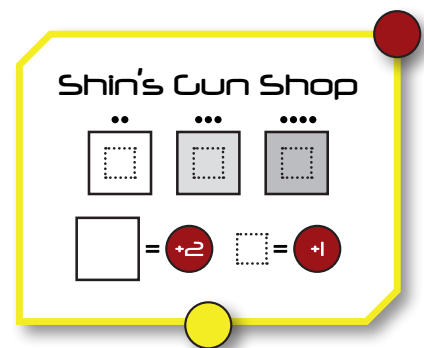
Emergency Room



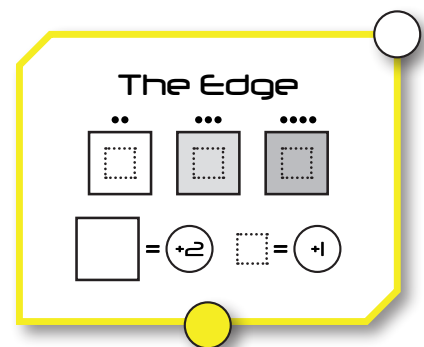
Jail



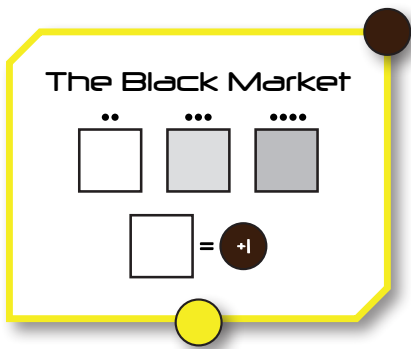
Morgue



Shin's Gun Shop



The Edge: Goods & Equipment

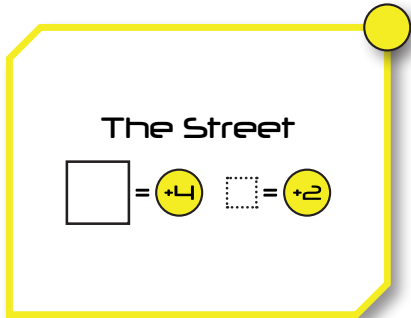


The Black Market

The Black Market

If you want the really big guns or things that go boom, you talk to the military -- specifically the patriots that run the black market. They only talk to Aces, so don't bother sending the street Thugs.

Pay 1 Money for each Ace sent to this location.
+1 Heavy Weapon/Ace
Brown Tokens

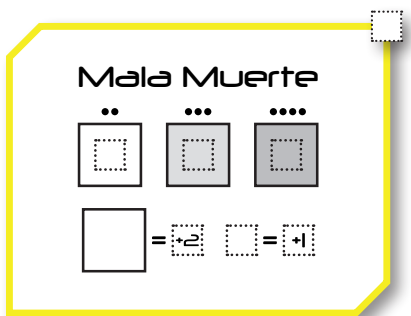


The Street

The Street

Need a little spare cash? Have your crew hit the Streets. There's always easy money to be made selling dope, robbing old ladies or jacking nice cars. It's easy money, and the cops are financially strapped these days, so the risk is low.

+2 Money/Thug
+4 Money/Ace
Yellow Tokens

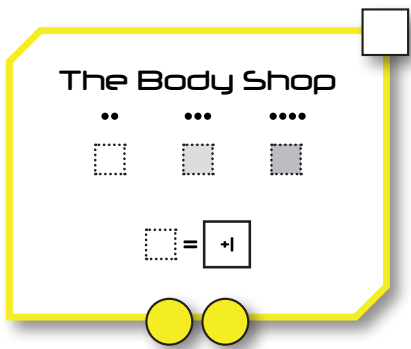


Mala Muerte

Mala Muerte

This low class bar is a great place to hire Thugs. The booze is watered down, so I wouldn't spend a lot of time here. And for all that is holy, don't order the Mala Muerte, which is their signature drink. Nasty stuff.

+1 Thug/Thug
+2 Thugs/Ace

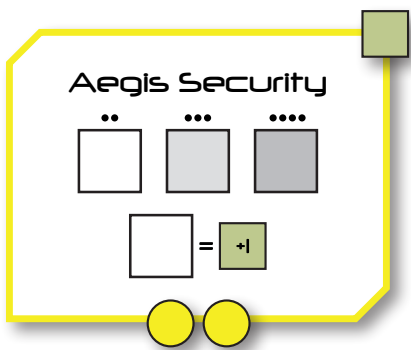


The Body Shop

The Majestic

This is high class bar is where Aces hang out. Excellent food and drink, if you have the money to pay for it. Security is tight, so don't even think about causing trouble.

+1 Ace/Ace



Aegis Security

The Body Shop

Hard to find, but worth the effort. It's not completely legal, but if you're looking for biomechanical upgrades or performance enhancers for your hired Thugs, this is the place. Adding a little chrome can give you the edge on the streets.

Pay 2 Money for each Thug sent to this location.
Convert one Thug into an Ace.

Aegis Security

Mercenaries of the finest order. Expensive and they only talk to Aces, but they're worth every penny. If you don't think your crew can't handle a job or you want a little muscle. Hire these guys.

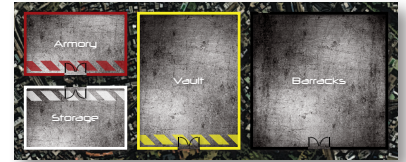
Pay 2 Money for each Ace sent to this location.
1 Mercenary Die/Ace
Brown Dice

Current Turn Order / Adjustment

Want to move ahead in the Turn Order? Place your crew here during the worker placement phase. Aces always displace thugs and push them to the right.

Player HQ Boards

The player board has space available to store your equipment, guns, heavy weapons, money and of course, your crew.

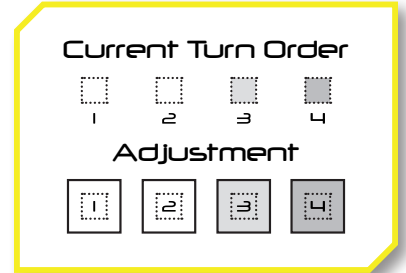


Player HQ Board

Game Timer:

Game Timer

This game has a time limit and after the 12th round, that's it. We'll look at your Reputation, how many Guns, Heavy Weapons and Money you've stock piled and name a winner. After the 4th, 8th and 10th rounds certain Events will become active and start to influence the game in a number of different ways. Usually bad.



Current Turn Order / Adjustment

Cards:

Black Ops Mission Cards

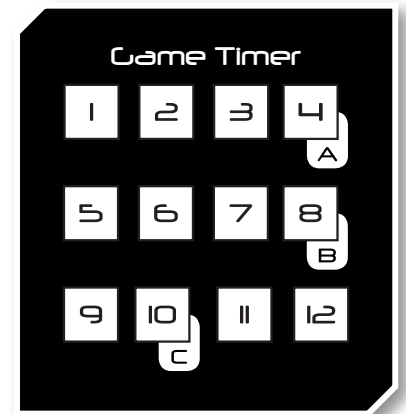
These are the various jobs you'll be completing during the course of the game. They all require resources, which must be sent with the crew trying to complete the job.

Event Cards

As the game progresses, these cards will be revealed. Three different events come with the basic game: Gang Uprising, Police Crackdown and Military Crackdown.

Corporate Target Card

Your target during the game. Complete missions against the target corporation to earn big bonuses at the end of the game.



Game Timer

Plastic Tokens:

Money tokens (Yellow)

The cash that your team generates through Jobs or petty crime. This is used to pay crew members, buy resources, hire mercenaries, etc...

Equipment tokens (White)

The equipment you collect from The Edge: Goods & Equipment used to pull off your Jobs.

Gun tokens (Red)

The weapons and ammo you collect from the Shin's Gun Shop used to pull off your Jobs.

Heavy weapon tokens (Brown)

The heavy weapons you collect from military contacts used to pull off your Jobs.



Black Ops Mission Card



Event Card



Corporate Target Card



Money Tokens



Equipment Tokens



Gun Tokens



Heavy Weapon Tokens



Mercenary Cubes



Ace and Thug Cubes



Turn Marker



Custom Dice

Wooden Cubes:

Mercenary Cubes (Brown)

Mercenaries can be hired from Aegis Security by Aces for 2 money each. You employ them for one round of play and can be used to augment any team working on a job.

Ace cubes

The large cubes of your color. These are the experienced guys on your team. They collect more stuff and fight better than your Thugs.

Thug cubes

The small cubes of your color. These are the backbone of your team. They collect the Money, Guns and Equipment tokens, as well as fight security forces. They can also work for one of corporate security teams.

Turn marker (Red)

This is used to mark the turn on the Game Timer.

Custom Dice:

Security Dice (Black)

If you fail a job, you will be rolling the black dice to see how many of your crew were killed or captured. Two sides are marked with an X. For each X you roll, one member of the crew participating in the job is either sent to the Morgue or the Emergency Room depending on the type of job you were trying to complete. Mercenaries cannot be sent to the Morgue or the Emergency Room.

Mercenary Dice (Brown)

You roll one brown die for each mercenary you have participating in a job. The brown dice have the following values: 1, 3 and 6.

Ace Dice (Yellow)

You roll one yellow die for each Ace you have participating in a job. The yellow dice have the following values: 1, 2 and 4.

Thug Dice (White)

You roll on white die for each Thug you have participating in a job. The white dice have the following values: 0 (blank), 1 and 2.

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