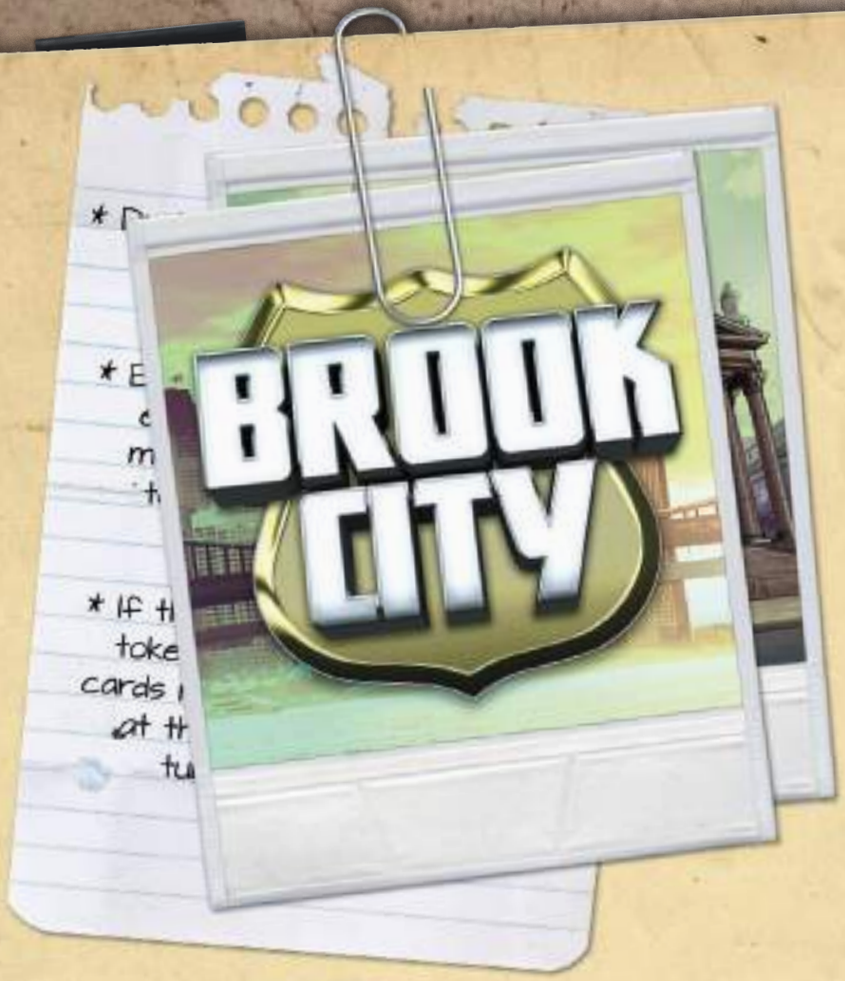


BROOK CITY RULES

CONFIDENTIAL

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BROOK CITY POLICE DEPARTMENT
1983 Laramie Park Blvd.
Brook City, Vincia
Tel: (203) 555-4000 • Fax: (203) 555-4010

Clara Murray
Brook City Police Chief

Welcome to Brook City, officer. You've been transferred here during a particularly difficult time. Crime has been on the rise, thanks to the mysterious arrival of the Syndicate. We haven't verified a formal organization behind the admittedly cliched moniker, but it's what we at the department have taken to calling it. Something foul has taken root in what was once a peaceful and thriving city. We're tucked away in the valley here, and The Jersey has never been considered a prime trade route. Given that, we are somewhat baffled by the proliferation of just about every type of criminal activity plaguing the city.

That's why you're here.

You come with shining recommendations. Your methods have caused a stir, but maybe that's what we need here. Just don't let yourselves get too reckless. We play things by the book here.

However, given the Syndicate's growing reach, and a swelling number of up-and-coming crooks crawling out of the woodwork, your "whatever means necessary" attitude may actually get some work done.

That's all today, officer. Hit the streets and bring down the Syndicate before the mayor decides to make this a federal matter.

Best regards,

Clara Murray

OVERVIEW AND OBJECTIVE

Brook City is a cooperative board game in which each player assumes the role of a heroic cop faced with the task of bringing a prolific criminal to justice for committing a major crime.

The object of the game is defined by the chosen decks, but typically the cops must solve the case before the criminal achieves their ultimate goal, or a cop is fired.

GAME COMPONENTS



1 GAME BOARD



6 DICE



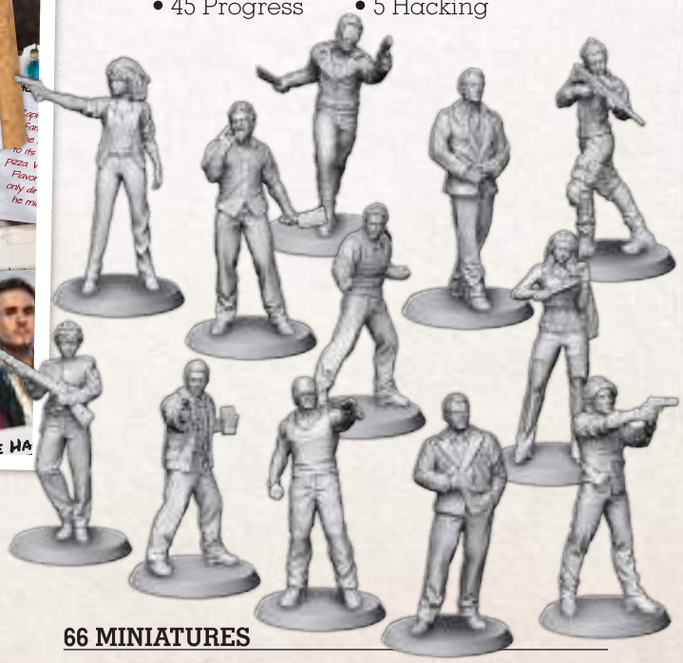
190 TOKENS

- 31 Stress
- 55 Hunch
- 45 Progress
- 40 Influence
- 8 Asset
- 5 Hacking
- 5 Clue
- 1 Lead



403 CARDS AND 17 CARD DIVIDERS

- 201 Cop Cards
  (8 Decks, 25 Cards per Deck +1 Renae Rule Card)
- 66 Criminal Cards
  (3 Decks, 22 Cards per Deck)
- 63 Case Cards
  (3 Decks, 21 Cards per Deck)
- 40 Lead Cards
- 18 Vehicle Cards
- 4 Turn Cards
- 11 Ally/Rival Cards



66 MINIATURES

- 8 Cop Miniatures
- 3 Suspect Miniatures
- 36 Crew Miniatures
  (x12 of 3 Different Sculpts)
- 19 Vehicle Miniatures

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CARD BREAKDOWNS

1 OF 3

Photo for ID @ 2:30p.m.

— COP CARDS —



COP ID CARD

NAME OF COP
This identifies the name of the cop deck.

STRESS VALUE
The maximum number of stress a cop can suffer; if a cop suffers stress up to their stress value, that cop is fired and the cops lose.

APPROACH ICONS
These icons determine the approach of the encounter action provided by the card.

Three types:

Reckless Normal Cautious



CARD TRAITS
Most cards have at least 1 trait, to indicate their card type. Aside from card type, additional traits are mainly referenced by and interact with other cards.

CARD NAME

CARD TEXT
Special rules and abilities that the card provides.

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CARD BREAKDOWNS

2 OF 3

— CRIMINAL CARDS —



— CASE CARDS —



1. **CARD NAME**

2. **BUST THRESHOLD**
The number of progress a card can have placed on it until it is busted.

3. **RESISTANCES**
These icons appear on all cards that can be encountered (known as targets). The value next to each icon indicates how difficult the encounter is for each approach.

4. **LOCATION**
This indicates where the corresponding game element (miniature, token, etc.) is placed when the card enters play.

- ★ For *Crime* cards, a crew figure is placed in the indicated location.
- ★ For *Clue* cards, the corresponding clue token is placed in the indicated location.

5. **CARD TRAITS** Most cards have at least 1 trait, to indicate their card type. Aside from card type, additional traits are mainly referenced by and interact with other cards.

6. **CARD TEXT**
Special rules and abilities that the card provides.

"Per Cop" Value

Some cards feature a number value followed by a "P" (for example, a *Suspect* card's threshold might be "3P"). Any time a value contains a "P" that value should be multiplied by the number of cops in the game. As an example, if there were 3 cops in the game, then 3P would equal 9.

NOTE: *Per cop is not the same as per player; a game in which a single player is controlling 2 cops means there are 2 cops in the game.*

CARD BREAKDOWNS

3 OF 3

— LEAD CARDS —

LOCATION
This indicates where the corresponding game element (miniature, token, etc.) is placed when the card enters play. For lead cards, the lead token is placed in the indicated location.

CARD NAME AND EFFECT
Special rules and abilities that the card provides.

FLAVOR TEXT



— VEHICLE CARDS —

CARD NAME

CARD TRAITS
Most cards have at least 1 trait, to indicate their card type. Aside from card type, additional traits are mainly referenced by and interact with other cards.

CARD TEXT
Special rules and abilities that the card provides.



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GAME SETUP

1. PLACE GAME BOARD: Unfold the game board and place it in the center of the table

2. CHOOSE COPS: Each player chooses a cop to play by selecting an available cop deck and claiming the corresponding miniature. Each player finds their chosen cop's ID card and places it faceup to the left of their cop play area. Then, each player shuffles their cop deck and places it facedown to the left to their ID card, leaving space for a discard pile. Finally, each cop draws a starting hand of 4 cards and places their cop's miniature in any space in the B.C.P.D. location on the board.

3. CHOOSE CRIMINAL DECK: The players mutually choose a criminal deck to play against and gather the miniatures that correspond to that deck. Players find the ***Suspect*** card(s) from the chosen criminal deck (usually just 1) and place them faceup in the criminal play area. Then, players find the double-sided ***Operation*** card in the criminal deck, place it to the right of the ***Suspect*** card, and follow the instructions on its ***Setup*** side. Finally, place the criminal deck to the left of the suspect, leaving room for a discard pile.

4. CHOOSE CASE DECK: The players mutually choose a case deck to use. Then, players find the double-sided ***Setup/Case Rules*** card in the case deck, put it in the case play area, and follow the instructions on the Setup side.

5. PREPARE VEHICLES: The players gather all vehicle cards. Each player takes a copy of ***B.C.P.D. Cruiser*** and places it faceup in their play area. Each player places their ***B.C.P.D. Cruiser's*** miniature in a street next to the B.C.P.D. location on the board. Then, set aside all other ***Special*** vehicle cards faceup near the game board, along with their miniatures. Finally, shuffle together the remaining vehicle cards and place the deck facedown near the game board, along with the remaining vehicle miniatures.

6. PREPARE LEAD CARDS: The players collect all lead cards and shuffle them together, placing them facedown near the game board. Then, flip the top card over and place it near the board faceup, making it the active lead card. Finally, place the lead token on the game board in the space indicated on the active lead card.

7. PREPARE TOKENS AND DICE: Separate tokens by type to create a supply of each token type. Finally, place the cop dice near the game board.

8. DEAL TURN CARDS: Each cop takes 1 turn card, placing it near their play area so the "Cop Turn" side is faceup.



STREETS, SPACES, AND LOCATIONS

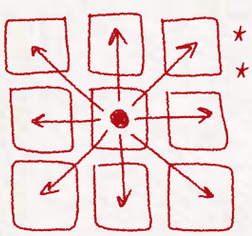
1 OF 2

The entire ***Brook City*** game board is broken up into spaces, which figures use to move. Additionally, spaces are often grouped together to form streets and locations. These three types of areas affect movement in different ways. Water areas are a unique type of area, defined below.



SPACES

When figures move, they may move into any adjacent empty space (including diagonals). Figures can freely move through locations and streets, using each space within those areas to measure their movement. Each space can only be occupied by 1 figure/vehicle at any given time.



* 1 x 1 squares
* move any direction



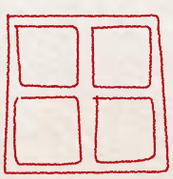
STREETS

Each street area is a group of 4 spaces that vehicles use for movement. Each time a vehicle moves, it may move into any street adjacent to its current street. Vehicles may only move orthogonally via streets (vehicles that use spaces may move as if they were figures). Each street, at any time, can be occupied by a maximum of 2 regular vehicles, 4 small vehicles/figures, or a combination of 1 regular vehicle and 2 small vehicles/figures. Vehicles cannot move through streets they cannot normally occupy.



INTERSECTIONS

Some streets are unique and connect to two or more other streets. These are known as intersections and can be identified on the board as shown here.



Streets
* 2 x 2 squares
* black border

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STREETS, SPACES, AND LOCATIONS

2 OF 2

Named points of interest around Brook City are considered locations, and may usually only be moved into by figures. Some vehicles may move into locations, as indicated by their card. Locations do not otherwise restrict movement.



LOCATIONS



WATER

The Jersey is a unique collection of spaces that may not be moved into by figures or any non-***Aquatic*** vehicles. ***Aquatic*** vehicles may be specially acquired via the South Glen Docks and the Sagamore Yacht Club, as indicated by the associated ***Special*** vehicle cards. Each water area is a group of several spaces that ***Aquatic*** vehicles use for movement. Each time a cop moves while driving an ***Aquatic*** vehicle, that cop may move their vehicle from their current water area to any eligible spaces in an adjacent water area. Adjacent water areas are separated by a blue line, as shown here.

Adjacency is always based on spaces. Spaces that share an edge or corner are considered adjacent. Street areas are only adjacent to other orthogonally adjacent streets. Vehicles in street areas still determine adjacency to location elements using spaces (meaning you can't encounter a target in a location from a position in the closest street area that is not also within a space adjacent to that target).



Looks like B.C.P.D. is encountering a suspect!

ADJACENCY

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GAMEPLAY OVERVIEW

Brook City is played over a series of rounds, with each round consisting of the following turns completed in order:

1. Cop Turns: Each cop takes a turn.

2. Criminal Turn: After each cop takes a turn, the players resolve the criminal turn.

3. Case Turn: The players resolve the case turn.

WINNING AND LOSING

The players win the game by solving the case, as described on the Case Rules case card. The players lose if a cop is fired or if a card effect causes them to lose.

DETAILED GAMEPLAY

1. COP TURNS

During a single round, each cop individually takes a cop turn. The cop currently taking a cop turn is referred to as the "active cop." A cop turn must be fully resolved by the active cop before the next cop begins their cop turn. Cops may take turns in any order. Turn cards track which players have already taken a turn that round. A cop turn consists of the following phases, resolved in order:

A. Dispatch Phase: The active cop refreshes each exhausted card in their cop play area and then draws and resolves 1 criminal card. The active cop does not refresh exhausted cards in their crime area during this phase.

B. Act Phase: In any order, the active cop may perform a move step, a card step, and an action step; these are optional steps, described in more detail on the following pages.

C. Crime Phase: From left to right, the active cop activates each card in their crime area.

D. Draw Phase: The active cop draws 1 card from their cop deck and then flips the turn card so that the "Cop Turn" side is facedown, indicating that the active cop has completed their turn for the round.

Exhausted Cards

Some effects cause cards to become exhausted. While a card is exhausted, it cannot be exhausted again until it is readied. An exhausted card retains all of its card text, but its **Activate** effects cannot be triggered while exhausted. When such a card would activate, it instead readies and does not resolve its **Activate** effect.

NOTE

NOTE: Once during each of step of the act phase, the active cop may enter or exit a vehicle that they are near (adjacent to) and that they control. When a figure enters a vehicle, its figure is placed on that vehicle's corresponding card to represent they are driving that vehicle. When a figure exits a vehicle, the figure must be placed in an available space adjacent to the exited vehicle.

Near/Nearby

A figure is near or nearby a game element if they are in a space adjacent to that element or in the same space.

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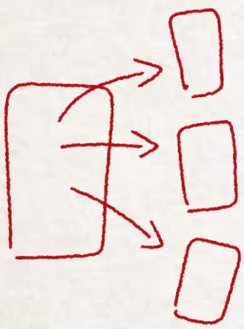
A DISPATCH PHASE

At the start of the dispatch phase, the active cop readies each exhausted card in their cop play area. Then, the active cop draws and resolves a criminal card. When a criminal card is drawn, that card's type determines how that card is resolved:

- If a ***Crime*** card is drawn, the active cop places that card in their crime area (to the right of the rightmost card) and places a crew figure on the game board in the space listed on the crime card. If the space the crew figure would be placed is occupied, the figure currently occupying that space is displaced.
- If an ***Asset*** card is drawn, it is placed in the criminal play area, unless otherwise specified.
- If an ***Event*** card is drawn, the active cop refers to the card text to resolve the card's effect. Typically, ***Event*** cards are discarded after the effect is resolved, unless otherwise specified.

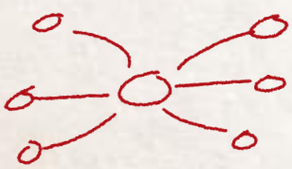
— LECTURE NOTES —

NOTES



Playing and Resolving Cards

When cards are played (or drawn from the criminal or case deck) and resolved, the player resolving the card resolves each effect on the card (if able) from top to bottom. Some card effects contradict the game rules presented in this rulebook; in these cases, card effects take precedence. If two cards contradict each other, players choose which effect takes priority.



Displaced Figures

When a figure is displaced, it is moved from its current space to the nearest empty space. If a figure is displaced from a space in a location or street, those figures should be displaced into a space in the same location or street, if able.



Crime Area

Each cop has their own personal crime area (located directly above their cop play area), where criminal and case cards are typically placed. When a card enters a cop's crime area, that card is always placed so that it is the rightmost card in the threat area. This order is important to keep track of which cards came into play in which order.

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— IMPORTANT CRIMINAL CARD INFORMATION —

In addition to the ***Operation*** card, there are 4 main types of criminal cards: ***Suspect***, ***Crime***, ***Asset***, and ***Event*** cards.

Operation cards and ***Suspect*** cards can never be discarded, even if busted. ***Operation*** cards are double-sided, with 1 side containing the criminal setup information and the other side providing special gameplay rules that govern the criminal deck.

Typically, ***Suspect***, ***Crime***, and ***Asset*** cards are targets and can be busted. If such a card has a **Bust** effect, it is resolved immediately when there are progress tokens on it equaling or exceeding its threshold. Unless a **Bust** effect says otherwise, busted cards are always discarded, except for ***Suspect*** cards, which are only discarded if a specific game effect allows it. When a ***Crime*** card is busted, the crew figure is also discarded from the board. When a ***Suspect*** card is busted, remove all progress from that card after resolving its **Bust** effect.

B. ACT PHASE

During the act phase, the active cop may perform each of the following steps in any order:

• Move Step • Card Step • Action Step

The active cop must fully resolve each step before beginning a different step. (e.g., a cop cannot move 1 space during its move step, perform its action step, and then continue its move step.) Each step is optional.

MOVE STEP

During this step, the active cop may move up to 3 spaces or streets, depending on if they are on foot or in a vehicle, respectively. Unless otherwise specified, all figures and vehicles have a move of 3. If a figure enters or exits a vehicle during its movement, they may continue moving using any remaining movement.

If a cop does not move during their move step, they may instead discard 1 stress.

Move X

Some game effects provide cops with additional movement through Move X effects, where "X" is a certain value. For example, some cop cards may allow cops to "Move 3." The value followed by a move effect is either 3 spaces or 3 streets (or 3 water spaces), depending on where that figure is.
Some game effects will specify a certain type of movement (such as spaces). When these are specifically indicated, the figure may only move in the method as indicated.
A cop resolving a Move X effect, may move up to the provided value, but is not required to move at all.

Empty Spaces & Blocked Streets

An empty space is a space that contains no figure or vehicle. Spaces with other tokens or game elements in them are still considered empty spaces.
A blocked street is a street that is currently occupied by the maximum number of miniatures allowed in that street. Each street, at any time, can be occupied by a maximum of 2 regular vehicles, 4 small vehicles/figures, or a combination of 1 regular vehicle and 2 small vehicles/figures. Vehicles cannot move through blocked streets.
When counting spaces to measure distance for game effects, players can count through blocked streets and any other game element (including water spaces).

CARD STEP

The active cop may play 1 card during the card step. ***Encounter*** and ***Ability*** cards are played, resolved, and then discarded. ***Tactic*** cards are played into the cop play area and remain in play. When a card is played into a play area, it is always placed to the right of the card most recently played into that play area (i.e., the cards go oldest to newest, left to right). Some effects allow the active cop to play additional cards. These effects occur outside of the normal card step, unless a card effect specifies otherwise. If a cop does not play a card during their card step, they may instead draw 1 card.

NOTE

NOTE: Only **one** copy of each ***Tactic*** card may be in play at any given time.

ACTION STEP

During the action step of the active cop's turn, they may perform 1 of the following actions:

- **Hunch Action:** The active cop gains 1 hunch token.
- **Card Action:** The active cop may perform the **Action** effect on 1 of the cards in their cop play area. Each action on a card can only be performed once per turn, even if an effect would allow the cop to perform additional actions.
- **Move Action:** This action allows the active cop to move 3 in addition to their normal move step.
- **Interact Action:** The active cop may resolve the **Interact** effect of a card corresponding to a game component they are near.

CARD KEYWORDS:

Memorize for the test!

Some cards have 1 or more keywords, each one followed by a text effect. While there are some special keywords that are unique to specific decks, below are the standard keywords that may appear on various cards:

★**Action:** This effect can be resolved by the active cop using the card action during the act step. Cops may only resolve the **Action** keyword on cards that they personally control.

★**Activate:** This effect instructs how a game element activates. When a player activates a card, that player resolves the text effect that follows that card's **Activate** keyword. If a card has the Activate (X) keyword (where "X" would be a card's current play area), that effect will only be resolved if the card is currently in the specified play area; otherwise, it is ignored.

★**Ditch:** While a card with a **Ditch** effect is controlled by a cop, that cop can choose to discard that card at any point during their turn to resolve its **Ditch** effect. *Note: Cops do not resolve a card's **Ditch** effect if it is discarded from hand or a different game effect causes the card to be discarded.*

★**Exhaust:** This effect can be used at any point by the controlling cop exhausting the card. Exhausting a card means to tilt it sideways, horizontally, to remind the players that it has been exhausted. A card that is exhausted cannot be exhausted again until it is readied. While an **Exhaust** effect can be used outside of a cop's normal turn, it cannot be used to interrupt another card effect that has not fully resolved (unless an effect specifically says so). For example, a cop cannot use an **Exhaust** effect after (but before completing) a criminal card's **Activation** effect. Exhaust effects can be used before or after resolving another card's effect. When another effect exhausts a card with an **Exhaust** effect, do not trigger its **Exhaust** effect.

★**Prepared:** This effect can be resolved when a cop would play a ***Tactic*** card that matches one already in their play area. The played card is discarded and the **Prepared** effect is resolved. As noted earlier, only **one** copy of each ***Tactic*** card may be in play at any given time.

★**Bust:** This effect is resolved when a card would be busted. Unless otherwise specified, the busted card is still discarded after resolving its **Bust** effect; exception: ***Suspect*** cards are not discarded when busted unless an effect specifically says so.

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ENCOUNTERS AND PROGRESS

During the act phase, cops will typically encounter cards and place progress towards busting those cards. Cops can place progress on cards by performing encounters, as listed in the effect text of various cards. Encounters are resolved by rolling a number of cop dice indicated by the encounter (appearing on cards). Each encounter has an assigned approach, as listed on the corresponding card. Here are the three different encounter approaches:


RECKLESS


NORMAL


CAUTIOUS

A cop can only encounter a card with resistances on it and, unless a card effect specifies otherwise, must be near the corresponding miniature or token (known as a target) to do so. After rolling dice for the encounter, any applicable progress is placed on the card.

Play Areas

There are 3 distinct types of play areas in the game: cop play areas, the criminal play area, and the case play area. A figure is considered to control each card in its play area.

Cards are kept in a row in each play area so that the leftmost card is the "oldest" card in that play area, and the rightmost card is the "newest." Any card that enters a play area is placed to the right of the rightmost card in that play area.

— ENCOUNTER PROCEDURE —

For each encounter they perform, the active cop resolves these steps in the following order:

1. **Choose Target:** The active cop chooses a nearby target to encounter. Some cards may allow cops to encounter targets they aren't near.
2. **Gather Dice:** The active cop gathers a number of dice indicated by the encounter. If a game effect would add or subtract dice from the encounter, resolve those effects now.
3. **Roll Dice:** The active cop rolls the gathered cop dice.
4. **Resolve Criticals:** For each critical result, it explodes and the active cop rolls an additional cop die. If the new die produces another critical, it explodes again until no critical results are rolled. All critical results are treated as successes.
5. **Convert Hunches:** For each hunch result, the active cop may discard 1 hunch to convert that hunch result to a success for this encounter.
6. **Apply Successes:** The active cop counts up all successes (including criticals) and subtracts the target's resistance matching this encounter's approach. The result is the number of progress placed on the target. If the number of progress on the target equal or exceeds its threshold, the target is busted.
7. **Resolve Bust Effect:** If the target is busted and has a **Bust** effect listed on the card, the active cop resolves the **Bust** effect now.
8. **Gain Hunch Tokens:** After all progress has been placed, the active cop gains 1 hunch token for each hunch result that **was not** converted to a success.

After resolving each step of the encounter procedure, resolve any "after an encounter" effects that may apply.

DICE FACES


SUCCESS


HUNCH


SUCCESS / HUNCH


CRITICAL

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— SUCCESSFUL ENCOUNTERS —

Many effects refer to "successful encounters" or "successfully encountering" a target. Both of these terms mean an encounter in which a cop's successes equal or exceed the target's resistance. Progress does not need to be placed on a card to consider that encounter successful, as long as the resistance is met by the number of successes.

C. CRIME PHASE

During their crime phase, the active cop activates each card in their crime area, from left to right, by resolving its Activate effect. When an exhausted card in the active cop's crime area would be activated, the active cop readies that card instead of activating it; exhausted cards do not activate during a crime phase in which they readied.

D. DRAW PHASE

The final phase of a cop's turn consists of the active cop drawing 1 card from their cop deck and then flipping their turn card to signify that they have taken a turn this round.

2. CRIMINAL TURN

The Criminal turn consists of the players collectively activating each card in the criminal play area by resolving the **Activate** effect of each card (from left to right). Remember that the ***Suspect*** and/or ***Setup/Operation*** card begins play in the criminal play area, so be sure to note their **Activate** effects.

Influence

Influence is a resource used primarily by criminal cards. Typically, cops lose if the suspect gains too much influence. When a suspect gains influence, players place the appropriate number of influence tokens on the criminal ***Operation*** card. If a suspect gains influence from another card, remove the required number of influence tokens from that card and place them on the suspect's ***Operation*** card.

If a suspect ever loses influence, players remove the required number of influence tokens from the suspect's ***Operation*** card.

BCPD

MEMO FOR IMMEDIATE RELEAS

TO: NEW RECRUITS / RE: KNOWN SUSPECTS

Be on the lookout for these known suspects:



SLADE HARPER

We can't seem to touch this guy—he's always surrounded by financial backers. But let's follow the money, and see what kind of cut is going to the Syndicate.



MICKY SCOTT

Metalheads worship this kid. He fronts the band Alter Stone, and has legions of young punks under his thrall. We believe the Syndicate is taking 20% of his ticket sales. Let's find out why.



GUS FERGUSON

The Syndicate's main narcotics distribution network (known better by its street name "Flavortown") is run by this mad man. His front is Raphael's Bistro, and he's got enough suits on the take to stay in business. Find out what's on the menu today.

3. CASE TURN

The case turn consists of the players collectively resolving each of the following phases in order:

A. Case Activation Phase: The players resolve the **Activate** ability of each card in the case play area, from left to right.

B. Case Draw Phase: The players draw and resolve 1 card from the case deck.

C. Case End Phase: Each player flips their turn card so that the "Cop Turn" side is faceup, and then play continues to the next round.

CLUE TOKENS AND CLUE CARDS

Each case deck contains 1 or more ***Clue*** cards. Each ***Clue*** card corresponds to a clue token. Clue tokens have 2 sides (active and inactive) and a unique symbol on them that match the symbol on the corresponding ***Clue*** card.



When a ***Clue*** card is drawn from the case deck (or otherwise put into play), the players place the ***Clue*** card in the case play area (unless otherwise instructed) and place the matching clue token (active side up) in the space listed on the ***Clue*** card; if that clue token is already in play and inactive, it is flipped to its active side. Unless a case effect specifies, a ***Clue*** card cannot be discarded.

Clues can represent various things, such as evidence, witnesses, or points of interest.



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ADDITIONAL RULES

1 OF 4

STRESS

Several game effects will cause cops to suffer or discard stress. For each stress a cop suffers, place 1 stress token on the cop's ID card. If a game effect allows a cop to discard 1 or more stress, the cop removes that number of stress tokens from their ID card and returns them to the supply. If a cop ever suffers stress equal to or greater than their stress value, that cop is fired and the players lose.

HUNCHES

Several game effects allow a cop to gain or discard hunches. For each hunch a cop gains, place 1 hunch token on the cop's ID card. If a game effect allows a cop to discard 1 or more hunches, the cop removes that number of hunch tokens from their ID card and returns them to the supply. A cop cannot choose to trigger a game effect that requires them to discard a hunch if they do not have any hunch tokens on their ID card to discard.

LEADS

Lead cards represent various things happening throughout the city. The game starts with one lead in play marked by the faceup lead card near the board and the lead token on the game board. This is known as the active lead. A cop near the active lead token during their turn may take control of the active lead card. Other game effects may also allow a cop to gain the active lead, which also means the cop takes control of the active lead card. After taking control of the active lead card, the next lead card is revealed to become the new active lead. When a new active lead is revealed, move the lead token to the new location listed on the active lead card.

Each lead has a **Ditch** effect effect that the controlling cop may resolve at any point during their turn. Each cop may only control one lead at a time. If a cop takes control of a lead card and already controls one, that cop must choose one of those lead cards to discard. If a game effect allows a cop to draw a lead, the player draws the top card of the lead deck and takes control of it.

RESISTANCES

Targets may not have their resistances reduced below zero.

ATTACHING CARDS AND CARD CONTROL

Some cards attach to other cards. When a card attaches to another card, place the card being attached underneath the card it is attached to, so the player can still either see the title of the card or the textbox (whichever is easier for the players to reference). When a card is removed from play, all cards attached to that card are also removed (unless otherwise specified); all cards are discarded to their respective discard piles.

Some card effects target cards controlled by cops, the criminal, or the case. A cop controls each card in their cop play area. The criminal deck controls each card attached to a criminal card and each card in the criminal play area.

Busting Cards, cont.

Some effects prevent cards from being busted. In those cases, if progress would ever equal or exceed a card's bust value, the card is not busted but retains all its progress. If a game effect would ever allow a card to be busted while it has sufficient progress on it, that card is immediately busted.

Double-sided Cards and Flipping Cards:

Unless otherwise stated, when a double-sided card is flipped, it retains all tokens currently on it. In addition, a single card may only be activated once per turn, even if flipping it reveals a new **Activation** effect.

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ADDITIONAL RULES

2 OF 4

VEHICLES

Cops can move around Brook City either on foot or in a vehicle. While a cop figure is on the board, it is considered to be on foot, and uses spaces to move. When a cop enters a vehicle, their figure is placed on that vehicle's card in their cop play area and they are now considered to be driving. While driving, cops use streets to move (or water spaces, in the case of Aquatic vehicles).

Each cop can only enter or exit nearby vehicles that they control, and each cop may only ever control 1 vehicle at a time. When a cop loses control of a vehicle, they exit the vehicle, discard the lost vehicle to the vehicle discard pile (unless it is a Special vehicle, in which case it is set faceup near the game board), and discard the vehicle miniature from the board. If a cop would gain control of a vehicle while they already control one, they must choose 1 of those vehicles to discard.



A cop may enter or exit a nearby vehicle once during each step of their act phase, including during their movement. For example, a cop may enter a vehicle during their move step, exit the vehicle during their card step, and enter the vehicle again during their action step.

Unless otherwise stated, vehicle effects only affect figures that are driving the car.

COMMANDEERING VEHICLES

Each cop begins the game in control of a vehicle, but may commandeer a new vehicle during the game. Any time a cop on foot moves into a street, they may choose to commandeer a vehicle. When a cop commandeers a vehicle, they draw a card from the vehicle deck and take control of it, placing the vehicle card in their cop play area and placing the corresponding vehicle miniature in the nearest street (or water area if commandeering an *Aquatic* vehicle). After commandeering a new vehicle, a cop may enter it immediately (this is in addition to the normal one enter/exit per act step limitation). The active cop may can only commandeer a vehicle once during their turn. ***Special*** vehicle cards can be commandeered at specific locations as listed on the vehicle's card.

APPLICATION FOR B.C.P.D. VEHICLE USAGE

Officer's Name

Officer's Mailing Address

State

Zip Code

City

Desk Telephone Number

personal Telephone Number

Have you read the terms below?

Yes

No

Social Security Number

The applicant, under penalties of law and as Operator of the vehicle described on this application, declares that the information set forth on this application is true and correct

Signature

Date

For Office Use Only

Primary VIN or Serial Number

Make / MODEL

Vehicle Code

Year

Odometer Reading

Supervisor

Approved?

Yes

No

Date

Signature

1. DRIVER POLICY OVERVIEW.

THE B.C.P.D. VEHICLE POLICY GIVES OFFICER GUIDELINES FOR OBTAINING, QUALIFYING FOR, AND USING A B.C.P.D. POLICE CRUSIER VEHICLE. A "B.C.P.D. VEHICLE" IS ANY VEHICLE B.C.P.D. ASSIGNS TO OFFICERS. THIS POLICY APPLIES TO ALL OFFICERS WHO USE A B.C.P.D. VEHICLE, AND APPLIES DURING AND OUTSIDE OF WORKING HOURS.

2. QUALIFYING FOR A COMPANY VEHICLE.

OFFICERS MAY QUALIFY FOR A B.C.P.D. VEHICLE IF THEY ARE AN ACTIVE OFFICER THAT REQUIRES USE OF TRANSPORTATION FOR THEIR DAILY WORK, OR ARE SUPPOSED

OFFICERS MAY QUALIFY FOR A B.C.P.D. VEHICLE IF THEY ARE AN ACTIVE OFFICER THAT REQUIRES USE OF TRANSPORTATION FOR THEIR DAILY WORK, OR ARE SUPPOSED TO USE OF A VEHICLE AS A BENEFIT.

PLETE THIS FORM AND SUBMIT A COPY OF THEIR DRIVER'S LICENSE AND PROOF OF INSURANCE. OFFICERS E AND A CLEAN DRIVING RECORD FOR AT LEAST 3 YEARS.

VEHICLE AND TRAFFIC

ADDITIONAL RULES

3 OF 4

RUNNING OUT OF CARDS IN A DECK

At any time, if a player must draw a card from any deck and no cards remain, shuffle that deck's discard pile to create a new deck and draw the required card.

TIES

Whenever there is a conflict that results in a tie, players should always mutually resolve the tie as the group sees fit.

DOUBLE-SIDED CARDS AND FLIPPING CARDS

Unless otherwise stated, when a double-sided card is flipped, it retains all tokens currently on it. Each card is only activated once per turn, even when flipped.

FORCED EFFECTS AND UNFULFILLED DEMAND

Some forced effects give players a choice of more than 1 negative effect. In these cases, players must choose an effect they can fully perform, if able. If unable to perform any effect, players must choose the one they can come closest to fulfilling.

For example, if a player has 1 card in their hand and an effect forces them to either discard 2 cards or suffer 1 stress, they would have to choose to suffer 1 stress.

RANDOM LOCATION

Any time an effect targets a random location, the players reveal the top card of the lead deck to determine the random location and target space, then discard the revealed lead card. When determining a random location, players ignore all text on the revealed lead card except for the location.

REVEAL

Any time an effect reveals a card from a deck, the players reveal the top card of that deck. Unless otherwise specified, this card is then returned to the top of its respective deck, facedown. When a card is revealed from a player's hand, that card is shown to all players, and then, unless otherwise specified, that card is returned to its owner's hand.

Players do not resolve the card text of revealed cards unless a specific effect instructs them to.

It is important to note that while a card is revealed from a player's hand, it is not part of that player's hand. This is an important distinction. Additionally, a card that is already in play cannot be revealed.

TOKEN KEY:



Stress


Hunch


Influence


Hacking



Progress


Asset



Lead

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ADDITIONAL RULES

4 OF 4

RIVALS AND ALLIES

Rivals and allies are optional cards that players may choose to use to adjust the difficulty of the game. Allies will make the game easier and rivals will make the game more difficult. Both cards will add a bit more complexity to the game because players will have more cards to resolve. Usually these cards are double-sided, with the rival version on one side and the ally version on the other. Players should decide at the start of the game whether or not they wish to use an ally or rival. The players can choose to use as many allies or rivals as they wish.





ALLIES

Allies are placed in a cop's play area with the *Ally* side faceup. If an ally has a corresponding figure or token, it starts the game near the controlling cop. The text on the ally card will explain how the ally functions. When a cop would suffer stress, that cop may assign the stress to an ally they control if that ally has a stress value listed. If an ally is assigned stress equal to its stress value, no more stress may be assigned to that ally, and both its card and corresponding figure/token are removed from the game.

RIVALS

Rivals are placed in a cop's crime area with the *Rival* side faceup. If a rival has a corresponding figure or token, it starts the game in the space listed on the rival's card. Rival cards can be encountered by cops and have resistances listed just like other targets. If a rival is busted, both its card and corresponding figure/token are removed from the game.

Remote Cards

Some cards may have the **Remote** trait. Remote cards do not have a corresponding figure or token on the board. If these cards can be encountered, the card text will explain how cops can encounter them.

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CLOCK SOME OVERTIME!

EXPANSIONS AVAILABLE FOR BROOK CITY





DELTA KEYS

Just off the coast of Brook City is the gorgeous vacation destination island chain of the Delta Keys. With its scenic splendor and temperate climate, there's all sorts of reasons tourists flock to its shores. Crime is not one of those reasons, but it has taken root in the Keys and now threatens to turn the paradise into a cesspool...all thanks to the Syndicate.

Delta Keys expands Brook City in several exciting ways:

- 15 Miniatures
- 2 New Cops
- 2 New Cases
- 1 New Criminal Deck
- Island Sideboard
- Smuggling Cards
- New Vehicle Cards





VELOCITY

A mad bomber has caused mayhem all over town, blowing up landmarks and government institutions. While she has yet to harm anyone in the process, the damage she's causing to the city is nigh catastrophic.

Expansion includes:

- 27 Miniatures
- 1 New Cop
- 1 New Case
- 1 New Criminal Deck
- Wreck Cards



THE SIXTH CYCLE

On the backstreets of Brook City evil is brewing: an artist who sculpts not in clay but in the flesh of murdered victims. The police of Brook City will have to play a dangerous game of cat and mouse to decipher the killer's clues and save its citizens. But will they bring this deranged perp to justice or end up as just another layer in the killer's ultimate masterpiece?

Expansion includes:

- 14 Miniatures
- 1 New Cop
- 1 New Case
- 1 New Criminal Deck



BLACK LIST

BLACKLISTGAMESLLC.COM



STREET MASTERS



Street Masters: Rise of the Kingdom is a 1-4 player miniatures, board game that includes over 65 highly detailed miniature figures! The game combines the concept of a tactical combat board game with the flexibility of an intricate card game. Acclaimed designers **Adam and Brady Sadler** have developed a streamlined system that focuses on modularity and action, with fighters, bosses, rivals, allies, and stages forming a "sandbox" for players to mix-and-match, creating their own epic showdowns.

The game offers both an action-packed "Arcade Mode" where players completely customize their experience with any combination of fighters, bosses, and stages, as well as a narrative campaign "Story Mode," where the fighters' victories, defeats, and choices help unravel the lore of the game. In "Story Mode," victory means helpful perks, while defeat inflicts dangerous penalties.

14+ | 45-120 | 1-4

BOX CONTENTS

- 64 MINIATURES
- 4 DOUBLE-SIDED MAP TILES
- 6 FIGHTER DECKS
- 8 STAGE DECKS
- 4 ENEMY DECKS
- 108 STORY CARDS
- 22 CARD DIVIDERS
- 12 ALLY/RIVAL CARDS
- 30 LOOT CARDS
- 243 TOKENS
- 8 CUSTOM DICE
- 13 SNAP-ON BASES
- 4 TURN CARDS

EXPANSIONS





- 3 NEW ALLY/RIVALS FROM BATTLECON!



6 NEW PLAYABLE FIGHTERS

PLAY BOSSES AS FIGHTERS!

REDEMPTION

TWIN TIGER

- 2 NEW FIGHTERS
- 2 NEW STAGES
- 1 NEW ENEMY
- 3 NEW STORIES
- 1 NEW MAP TILE
- TOKENS
- SNAP-ON BASES
- CARD DIVIDERS

AVAILABLE NOW AT BLACKLISTGAMESLLC.COM

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CREDITS

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Producer:
Max Lei

Graphic Design:
Chris Doughman

Board Art:
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Art Director:
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Art:
The Creation Studio

Sculptors:
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Game Development:
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Playtesters: Allyssa Perry, David Schneider, Scott McFall, Marianne Osborne, Andre Brynkus, Bogdan Tudose

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DICE FACES



SUCCESS



HUNCH



SUCCESS / HUNCH



CRITICAL

— ENCOUNTER PROCEDURE —

For each encounter they perform, the active cop resolves these steps in the following order:

1. **Choose Target:** The active cop chooses a nearby target to encounter. Some cards may allow cops to encounter targets they aren't near.
2. **Gather Dice:** The active cop gathers a number of dice indicated by the encounter. If a game effect would add or subtract dice from the encounter, resolve those effects now.
3. **Roll Dice:** The active cop rolls the gathered cop dice.
4. **Resolve Criticals:** For each critical result, it explodes and the active cop rolls an additional cop die. If the new die produces another critical, it explodes again until no critical results are rolled. All critical results are treated as successes.
5. **Convert Hunches:** For each hunch result, the active cop may discard 1 hunch to convert that hunch result to a success for this encounter.
6. **Apply Successes:** The active cop counts up all successes (including criticals) and subtracts the target's resistance matching this encounter's approach. The result is the number of progress placed on the target. If the number of progress on the target equal or exceeds its threshold, the target is busted.
7. **Resolve Bust Effect:** If the target is busted and has a **Bust** effect listed on the card, the active cop resolves the **Bust** effect now.
8. **Gain Hunch Tokens:** After all progress has been placed, the active cop gains 1 hunch token for each hunch result that **was not** converted to a success.

After resolving each step of the encounter procedure, resolve any "after an encounter" effects that may apply.

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