A GAME BY:
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BAD COMPANY

Players: 1–6
Age: 8+
Playing Time: 30 minutes

COMPONENTS

2 GAME BOARDS



City board



Score board

1 REFERENCE SHEET



54 UPGRADE CARDS



Front (example) *Back*

30 LOOT CARDS



Front (example) *Back*

48 HEIST CARDS



Front (example) *Back (example)*

6 REFERENCE CARDS

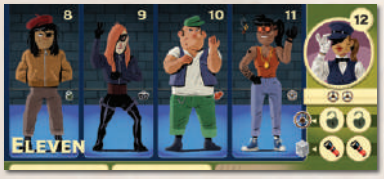


Heist Abilities (x 3) *Heist scoring/ Loot Effects (x 3)*

12 GANG BOARD PIECES



6 left pieces (example)



6 right pieces (example)

5 DICE



Police die



4 golden dice

6 RECRUITERS



6 SCORING DISCS



7 CARS



Police car



6 player cars

70 CHECK MARKERS



37 COINS ($)



17 x $1



20 x $2

4 NECKLACE TOKENS



GENERAL SETUP

Place the **city board** and the **score board** in the middle of the table.

Shuffle the **upgrade cards** and place them face down on the table.



Shuffle the **loot cards** and place them face down next to the **city board**.



Shuffle the **heist cards** (from now on called **heists**) and place them in a deck with the front side facing up. Draw 4 **heists** from the deck and place them face up next to the deck. These 4 **heists** plus the top **heist** of the deck are the *heist display*.

Place the **police car** on the *police start space* with a value equal to the number of players.

Place the **necklace tokens** (from now on called **necklaces**), **check markers** (from now on called **markers**) and **coins** in three separate *supplies* on the table. *If the supply of markers or coins is ever exhausted, use any other items as substitutes.*

The last player who vandalized something takes all 5 **dice** and becomes the first *boss*.

Deck



The heist display (including the top card of the deck).



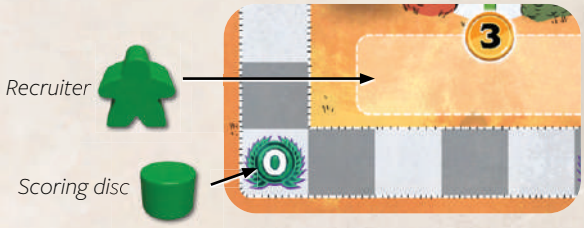
With 4 players, the police car begins on space "4".

PLAYER SETUP

Each player takes the following:

- One **scoring disc** of a chosen color. Place it on space 0 of the *point track* on the **score board**. *Whenever you receive points, advance your scoring disc accordingly.*
- One **recruiter** in your color. Place it on the first space of the *recruit track* on the **score board**.
- One **player car** in your color. Place it on the *start space* (blue space) on the **city board**.
- 2 random **gang board pieces** – one *left piece* and one *right piece* – and place them next to each other in your play area, so that your full gang name is shown. The two pieces complete your **gang board**.
- 3 **heists** from the deck. Draw cards in turn order, starting with the *boss* and continuing clockwise. Choose 2 to place face up above your **gang board**. These are your current *active heists*. Return the third **heist** to the bottom of the deck.
- **$2** from the *supply*. Place them next to your **gang board**.

Solo game: Read this rulebook, then review the additional solo rules described in the reference sheet.



Players place their cars on the start space.





Active heists



Each player begins with a random gang board (left and right piece), 2 active heists, and $2 in their play area.

OVERVIEW

In ***Bad Company***, players complete heists, grab loot, upgrade their gang members, and escape the police to score points. The player with the most points wins!

Each round, the boss uses dice to activate two of their gang members, while each of the other players activates one of the matching gang members on their own gang board. Activating gang members will help complete heists, complete tasks, provide coins, or advance your car on the road. The end of the game is triggered when a player completes their 6th heist or when any car (player or police) enters the red zone at the end of the road. After this turn, there is one final turn before final scoring takes place. During final scoring, players add points for completed heists, loot cards and upgrade cards. The player with the most points wins!

THE GANG BOARD

There are 11 gang members and 4 tasks on the gang board.



Gang members 2 through 7 (left piece) *Gang members 8 through 12 (right piece)*

Gang members 3 through 11 can be upgraded

PLAYING THE GAME

Bad Company is played over several turns. Each turn, one player is the *boss*. A turn is comprised of the following phases:

1. ROLL DICE
2. ACTIVATE GANG MEMBERS
3. END OF TURN

After phase 3, the boss passes all **dice** to the player to their left who becomes the *boss* for the next turn.

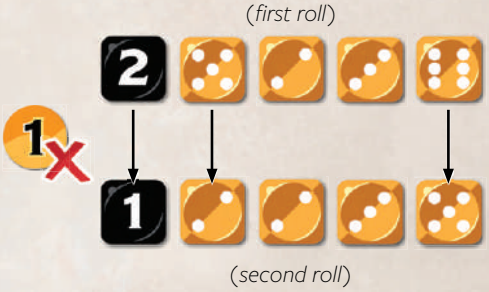
1. ROLL DICE

The *boss* rolls all five **dice**.
If you (as *boss*) do not like the die result, you may pay **$1** to reroll any number of **dice**. You may pay to reroll as many times as you can afford.

The *boss* uses the 4 **golden dice** to form any two pairs. Add the values of each pair of dice separately, and loudly announce the results to the *other players*.

Note: *The two pairs may have the same value.*

Clarice is boss and has rolled the dice. She pays $1 to reroll the police die and two of the golden dice.





Clarice forms two pairs. She loudly announces 5 and 7 to the other players.

2. ACTIVATE GANG MEMBERS

In this phase, players activate *gang members* to gain rewards. Then, they may RECRUIT, COMPLETE TASKS and COMPLETE HEISTS (all of which are described in the following pages).
Players may perform this phase simultaneously. However, if a player's decision depends on that of another player, they may insist that players carry out their actions in turn order starting with the boss and continuing clockwise.

The value of each pair of **dice** corresponds to one specific *gang member* (numbered 2–12) on your **gang board**.



In the order of their choice, the *boss* activates both *gang members* corresponding to the two pairs of **dice** they formed in phase 1.

Each of the other *players* activates a single gang member corresponding to *either* of the pairs of **dice** formed in phase 1.



As boss, Clarice activates gang members 5 and 7 while all other players choose to activate either 5 or 7 on their own gang boards.

Important: If the two pairs of **dice** have the same value, the *boss* activates the corresponding *gang member* twice.

When activating a *gang member*, take all the *rewards* shown on the *gang member*. When the game begins, each *gang member* has only one *reward symbol*. Gang members gain more reward symbols when you buy **upgrade cards** (see RECRUIT on page 5).

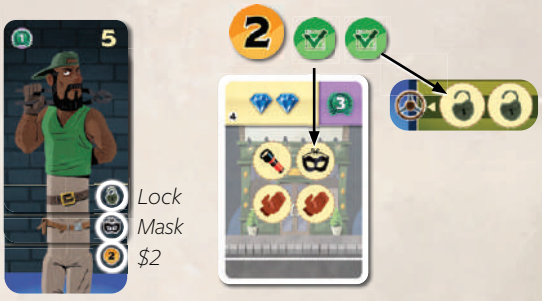
REWARDS FOR COMMON GANG MEMBERS (3-11):

Take **$2** from the *supply*.

Move your **car** one space on the road (see THE CAR CHASE on page 5).

Gain a **marker**.

General rule: Whenever you are instructed to gain a **marker**, take a **marker** from the *supply* and place it on a symbol on your **heists** or *tasks* that matches the symbol shown.



Adam activates gang member 5. He has two upgrade cards on this gang member and receives rewards for all 3 symbols: 2 markers (for lock and mask) and $2. He chooses to place one marker on a mask on one of his active heists, and the other marker on the lock task.

Note: *Points in the top left corner of the upgrade cards are scored at the end of the game.*

REWARDS FOR SPECIAL GANG MEMBERS (2 & 12):



THE FIXER (*2*): Choose one of the three symbols shown, and gain **markers** equal to the number of matching *reward symbols* on all your *gang members*. *Note that you must choose lock, hand or mask. You cannot choose flashlight.*



THE CHAFFEUR (*12*): Move your **car** two spaces on the road (see THE CAR CHASE on page 5).



Thomas activates THE FIXER (2). He chooses to activate all hand symbols. He takes 3 markers from the supply and places each of them on hand symbols on heists and/or tasks.

THE CAR CHASE:

Whenever your **car** passes a *checkpoint*, you receive the bonus shown if the police car has not already passed it.

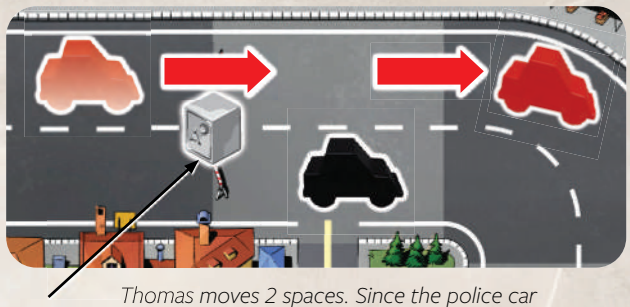
BONUSES FOR CHECKPOINTS:

Take **$2** from the *supply*.

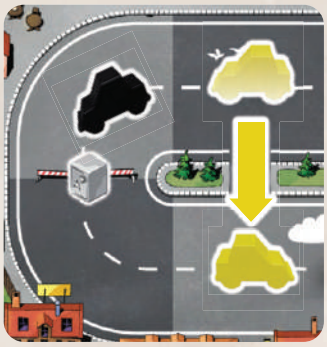
Draw a **loot card** from the deck, look at it, and place it face down in your play area (see ABILITIES AND EFFECTS on page 7).

Gain the number of points equal to the value shown.

Shortcuts: When moving your **car**, you may choose to take a *shortcut*. When taking a shortcut, move to the next space after the arrow. Since each *shortcut* bypasses a *checkpoint*, you lose the opportunity to gain that bonus.



Thomas moves 2 spaces. Since the police car has already passed this checkpoint, Thomas does not get the bonus.



Clarice moves 1 space and chooses to take a shortcut. She is now in front of the police car. However, she does not get the bonus from the checkpoint she bypassed.

After having activated gang members and gained rewards, players resolve any completed heists and tasks (see details on the next page). Players may also upgrade their gang members for the next turn (see RECRUIT below). Each player may recruit and resolve completed heists and tasks in the order of their choice.

RECRUIT

Pay the value shown in **coins** to advance your **recruiter** to the next space on the *recruit track* on the **score board**. You may pay to advance as many times as you can afford during the same turn.

Each time you advance your **recruiter** to the next space, draw the top 3 **upgrade cards** from the deck and choose one to keep. Place it on the *gang member* with the matching number on your **gang board**.

Place unused **upgrade cards** in a discard pile.

If any **upgrade cards** are already present on the matching *gang member*, place the new **upgrade card** on top of them so that all previous *reward symbols* remain visible.

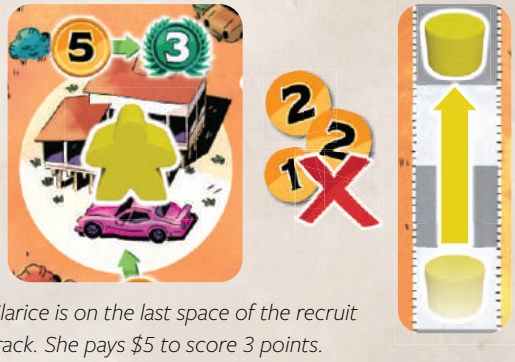
Notes:

- *If the deck is exhausted, shuffle the discarded cards to form a new deck.*
- *If you upgrade a gang member who holds a necklace (see COMPLETE HEISTS on page 6), place that necklace onto that gang member's topmost upgrade card.*
- *There is no limit to the number of upgrade cards a gang member can have*

Once you reach the end of the *recruit track*, you can no longer move your **recruiter** or take **upgrade cards**. Instead, you may spend $5 to get 3 points, as many times as you can afford.



Thomas pays $4 to advance on the recruit track. He draws 3 upgrade cards, looks at them and keeps the "9" card. This card is placed on gang member 9. The other two cards are discarded.



Clarice is on the last space of the recruit track. She pays $5 to score 3 points.

COMPLETE TASKS

Whenever you have two **markers** on any of the four *tasks* on your **gang board**, you may remove the **markers** and return them to the *supply* to gain the bonus shown.

BONUSES FOR TASKS:



Gain and place a **marker** on any symbol (even a task symbol).

Take **$2** from the *supply*.

Move your **car** one space.

Draw a **loot card** from the deck, look at it, and place it face down in your play area (see ABILITIES AND EFFECTS on page 7).



Adam has two markers on the "mask task". He removes the two markers to place a marker on a heist.

Note: *You may complete several tasks on the same turn, even the same task multiple times.*

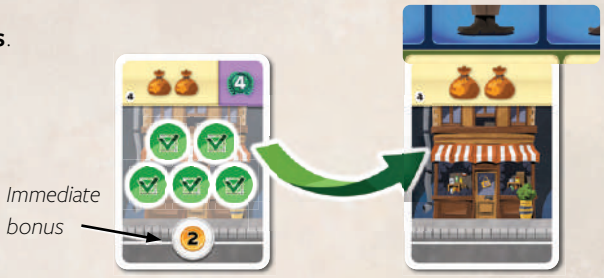
COMPLETE HEISTS

A **heist** is complete when all symbol spaces are covered with **markers**. After completing a **heist**, take any immediate bonus shown at the bottom of the heist, return all **markers** from the **heist** to the *supply*, flip the **heist** face down, and place it below your **gang board**.

IMMEDIATE BONUSES FOR HEISTS:

Gain **$2** from the *supply*.

Draw a **loot card** from the deck, look at it, and place it face down in your play area (see ABILITIES AND EFFECTS on page 7).



Thomas has completed a heist. He takes $2 for its immediate bonus, returns the markers to the supply, flips the heist, and places it below his gang board.

Important: Points from completed **heists** are scored during final scoring.

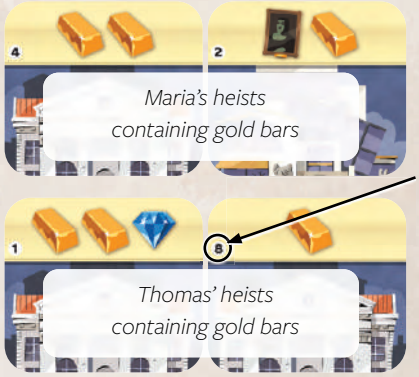
Note: *You may complete both active heists during the same turn.*

DISTRIBUTE NECKLACES:

The back of all completed **heists** shows one or more *mission symbols* (diamond, gold bar, art, or coin bag).

When all players have finished completing **heists** this turn, the player with the most *mission symbols* of a given type on all their completed **heists** takes the corresponding **necklace** (from the *supply* or the player who holds it) and places it onto one of their *gang members*. Each gang member can have only one **necklace**.
In case of a tie, the tied player with the highest single number on a completed **heist** with this type of mission symbol gains the **necklace**.

When you gain a **necklace** (from the *supply* or from *another player*), immediately score 1 point.
Each time you activate a *gang member* with a **necklace**, you also score 1 point.



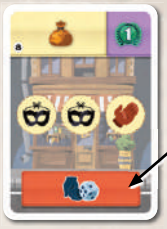
In case of a tie, compare the tiebreak numbers



Maria and Thomas both have 3 gold bars on completed heists. Since Thomas has the highest single number (8), he takes the gold bar necklace from Maria, placing it onto one of his gang members. This scores Thomas 1 point.

ABILITIES AND EFFECTS:

- ***Heist abilities:*** Some **heists** have abilities (red box). After you have completed the **heist**, you have this permanent ability for the remainder of the game. See the **reference sheet** for details.
- ***Heist scoring:*** Some **heists** have final scoring effects (purple box). See the **reference sheet** for details.
- ***Loot effects:*** You may discard **loot cards** at any time (unless indicated otherwise) in order to apply their one-time effect. See the **reference sheet** for details. *If the deck of **loot cards** is exhausted, shuffle the discarded cards to form a new draw deck.*



Card with a heist ability.



Card with heist scoring (final scoring).

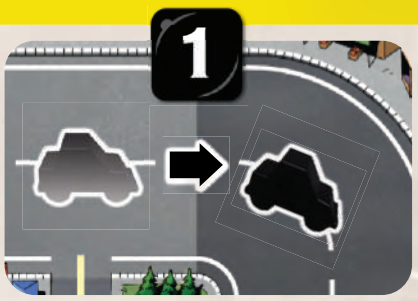
3. END OF TURN

When all players announce that they have completed phase 2, complete the END OF TURN steps in the order shown:

1 MOVE THE POLICE CAR:

The *boss* moves the **police car** a number of spaces equal to the value of the **police die** (0, 1 or 2 spaces) that was rolled in phase 1. The **police car** never takes *shortcuts*.

Tip: *To make sure you do not forget this step, place the police die onto the city board to indicate that you have advanced the police car.*



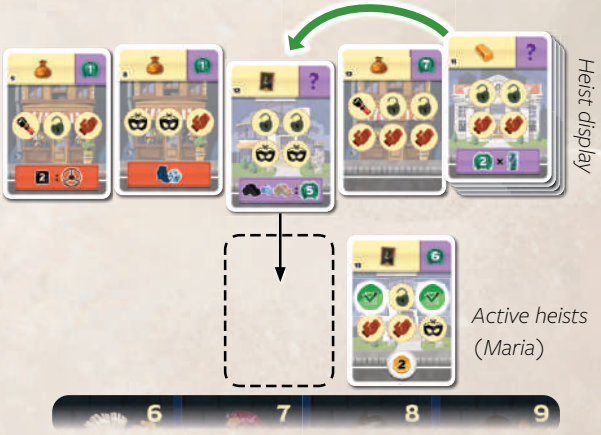
The police die shows 1, so Clarice (the boss) places the police die on the city board and advances the police car 1 space.

2 TAKE NEW HEISTS:

In turn order, starting with the *boss* and continuing clockwise, each player with fewer than 2 *active heists* takes new **heists** from the *heist display* until they have 2 *active heists*.

Any time the *heist display* has fewer than 5 **heists** showing, immediately replenish the *heist display* (there must always be 5 **heists** in the display, including the top card in the deck)

Rare case: *If there are not enough heists in the display and deck for each player to have two active heists, each player that completed heists this turn takes only one heist.*



Maria completed 1 heist this turn and has 1 remaining active heist. She chooses one new heist from the display and places it above her gang board. Then, she replenishes the heist display with one heist from the deck.

3 CHECK IF THE END OF THE GAME IS TRIGGERED:

The end of the game is triggered if any of the following has occured:

At least one player has completed 6 or more **heists**.
or
Any **car** (player or police) has entered the red zone on the road.

If the end of the game is triggered, the next turn will be the final turn of the game and follows the rules in THE END OF THE GAME on page 8. If the end of the game is not triggered, play continues normally with a new turn by passing all **dice** (including the **police die**) to the player to the left of the current *boss*.



Clarice moves her car into the red zone, triggering the end of the game. (She also scores 2 points for the checkpoint).

The order sequence of phases 2 and 3 does not always make a difference. Once all players know the game well, phases 2 and 3 may be handled simultaneously. This is ok as long as all players know what they are doing and handle things in the correct order when it matters.

THE END OF THE GAME

FINAL TURN:

The player to the left of the previous *boss* rolls the 4 **golden dice** (not the **police die**). For the final turn, the following rules apply:

- No **dice** can be rerolled.
- Each player uses the 4 **golden dice** to form two pairs, independently of each other.
- Each player activates two *gang members* based on the pairs of **dice** they have chosen.
- This final turn ends after phase 2.

FINAL SCORING AND DECLARING THE WINNER:

After the final turn, all players flip their completed **heists** face up and proceed to final scoring. Add the following points to your score:

- Any points on completed **heists**.
- Any points from *final scoring effects* on completed **heists** (see the **reference sheet**).
- Any points on collected **loot cards**.
- Visible points on **upgrade cards** (only the top card on each *gang member*).
- 2 points for each **necklace** you possess.
- 1 point for every **2 markers** (on *active heists/tasks/storage*), rounded down.
- Lose 3 points if your **car** is behind the **police car** (you don't lose points if your **car** is on the same space as the **police car**).

The player with the most points wins the game. In case of a tie, the tied player with the highest remaining value in **coins** wins. If this does not break the tie, players share the victory.

Note: *If your scoring disc advances beyond 49 points, add 50 points to your score.*

Take a photo of the winning gang and post it with the tag

#BADCOMPANY

Points from completed heist.



Final scoring effect on completed heist.



Visible points on upgrade cards. This gang member gives you 2 points (only for the top card).

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