RULEBOOK

SONS OF ANARCHY™



MEN OF MAYHEM

A GAME OF MONEY, GUNS AND VIOLENT CONSEQUENCES

SONS OF ANARCHY: MEN OF MAYHEM

"On the fringe, blood and bullets are the rule of law, and if you're a man with convictions, violence is inevitable." *– John Teller*
Founding Member SAMCRO

In *Sons of Anarchy: Men of Mayhem,* players control rival Gangs, competing to be the most successful outlaw club. Each turn, players choose what Sites of interest to fight for and what territories to yield. Negotiate, threaten and ally with rival Gangs when it serves your needs, but be wary of the inevitable knife in the back. The Gang with the most cash at the end wins.

GAME CONTENTS

Game Includes
4 Clubhouse Cards
4 Player Blinds
24 Site Tiles
36 Anarchy Cards
4 Hardcore Anarchy Cards
1 Reaper Patch
4 Dice


20 Members,
5 of each color


20 Prospects,
5 of each color


24 Contraband


24 Guns


16 Heat Tokens


34 Order Tokens


136 Cash

Clubhouse Cards & Blinds

Each Gang has a Clubhouse Card that serves as their base of operations and details all the Set Up and special rules for the Gang. Each Gang also has a matching screen to stash their Cash, Contraband and Guns behind.



SAMCRO's Unleaded Clubhouse Card

Each Clubhouse Card is two sided. One side is "Unleaded": all the Gangs' Unleaded sides are the same. On the back is the "High Octane" side. Each Gang's High Octane side has different starting assets, unique rules and abilities.



SAMCRO's High Octane Side

Heat Tracker

Every Clubhouse Card has a Heat Tracker on the right hand side. As you play the game and commit crimes, you'll inevitably draw the attention of law enforcement. The Heat Tracker marks how much police attention you've got. Place your first Heat Token on the "1st Heat" spot of your Heat Tracker. As you gain more Heat, your Heat rises up your card.



Heat Tracker

Starting Amounts

The bottom of each Clubhouse Card lists the amounts of Cash, Guns, Contraband, Heat, Gang Members and Prospects you'll begin the game with. Each Gang's Unleaded versions are the same. They vary on the High Octane sides.

High Octane Special Rules

The High Octane Side of every Clubhouse Card has two special rules that are unique to that Gang. For full details on playing with the High Octane Rules, see pg. 3.

Site Tiles

There are two types of Site Tiles: Starting Sites and Random Sites. Starting Sites are used in every game and always begin on the table. Starting Sites are printed the same, front and back.

Random Sites are placed face down during Set Up and will vary from game to game. Random Sites have a Reaper symbol on the back.



Random Site Back

Starting Sites



Starting Site

The five Starting Sites are always set up at the beginning of every game. The five Starting Sites are the ***Charming Police Station, St. Thomas Hospital, Emergency Room, Cut & Bag Op*** and ***Gun Factory***.

Guns are Prohibited at two Starting Sites, the Hospital and Police Station. Guns may not be used at these Site.



Random Sites

The game includes 20 Random Sites, 6 of which are used in each game. Each Site has a special rule or two that may be Exploited if you Control the Site. Some Random Sites have a "Boost": an additional action you can take when you Control the Site.



A Selling Boost

Dudes


Mayan Dudes

The game includes two types of Dudes for each Gang: Members, on motorcycles, and Prospects, on foot. When only one Gang has Dudes on a Site, they have Control of that Site.

Anarchy Cards

The Anarchy Deck is a mix of four types of cards: Obstacles, Hassles, Opportunities and Last Calls. Together, these represent the unforeseen hazards and situations the Gangs may encounter.


Anarchy Card Back



Reaper Patch

The Reaper Patch determines turn order. The player holding the Reaper Patch goes first and play passes to their left. The Gang with the Patch wins ties in a fight. If you beat the Patch Holder in a fight, you'll claim the Patch from them.


SAMCRO

GAME SET UP



Play Area
Set up the play area by placing the 5 Starting Sites. Next, shuffle the Random Sites and place 6 face down on the table. The Random Sites will be revealed as the game progresses. The remaining Sites are set aside.

Anarchy Deck
Remove the red-striped Hardcore Anarchy Cards from the deck. Shuffle the Anarchy Deck and place 15 Cards face down in a pile on the table. Set the remaining Anarchy Cards aside; they won't be used this game. The 15 cards serve as a game timer: when you reveal the last 3 Anarchy Cards, it means it's the last turn of the game.

Note: For details on Hardcore options, see pg. 14

Unleaded Vs. High Octane
As a group, decide whether you're playing an Unleaded or High Octane game. In Unleaded games, you must use the Unleaded side of your Clubhouse, without special rules. In High Octane games, you may choose either side of your Clubhouse.

Note: Unleaded games are best for new players!

Choosing Gangs
To start the game, each player rolls a dice. The player with the highest result picks which Gang they want to play and takes their Clubhouse Card. Proceeding to their left, the other players each pick a Clubhouse Card. The last player to pick also receives the Reaper Patch and will start play the first Round.

Starting Amounts
All players receive the amount of Cash, Guns, Contraband, Members, Prospects and Heat pictured along the bottom edge of their Clubhouse Card.

Note: Unused Members and Prospects should be set aside for now. They form the Recruit Pool of Dudes you may add to your Gang later.

Hidden Assets
Hide your Cash, Guns and Contraband from the other players behind your stand-up Blind. Keeping your Cash, Guns and Contraband hidden from the other players is important; you don't want them to know how much you're holding.

Public Info
Your Clubhouse Card should be fully visible to all the other players. Members and Prospects in your Gang are placed on your Clubhouse Card. Place the Heat Tokens you start with on your Heat Tracker, starting at the bottom of the Tracker. Later, Order Tokens will also be placed in front of your Clubhouse Card. How many Dudes, Heat and Orders you have are always Public Info!

You are now ready to begin!

KEY GAME CONCEPTS

The Reaper Patch

Holding the Patch means your Gang has a tactical advantage over your rivals. The player currently holding the Reaper Patch is called the Patch Holder and has two advantages:

The Edge

The Patch Holder's Gang wins ties in Throwdowns (for full details on Throwdowns, see pg. 11).

At the end of the game, if the Patch Holder is tied for victory, the Patch Holder wins (for full details on winning the game, see pg. 10).

Patch Order

The Patch Holder goes first in every Game Round. Play then passes to their left.

Patch Order also applies in other situations, such as certain Anarchy Cards and Calling for Backup during Throwdowns. Anytime the order of play is important, Patch Order applies.

Having first turn advantage in a critical moment, or the Edge in Throwdowns, can make all the difference.

Claiming the Patch

The Reaper Patch can change hands in two ways:

- If you Control and Exploit the Charming Police Station Site, claim the Patch.
- If you defeat the current Patch Holder in a Throwdown, claim the Patch.

Heat



Heat is an indication of how much attention your Gang has drawn from law enforcement. The more Heat you have, the harder it is to conduct business. Gain too much Heat and one of your Gang Members will be arrested, Taking the Fall for your Gang.

Taking the Fall

Any Gang that exceeds 4 Heat Tokens must immediately have one of their Members Take the Fall: return a Member to their Recruit Pool and discard all but 1 Heat Token. You may choose a Member in the ***Emergency Room*** to Take the Fall.

Note: Taking the Fall always drops your Heat down to 1, regardless of how much Heat you gained with your lawless action.

Right to Remain Silent

If you must Take the Fall but have zero Members in your Gang, there's no one left to blame, your Gang has been disbanded, you're out of the Game.



Chibs, Bobby and Jax Roll Out

TIP **Members are the core of your Gang: protect them and make sure you always have at least 1 Member available, should you need a scapegoat!**

Art of the Deal

You may trade Cash, Guns and Contraband with other players at any time for any reason. Trying to manipulate the other Gangs for your personal advantage is part of the game. Be warned! Talk is cheap; no deals are binding. Just because a rival said they would do something doesn't mean they are required to stick to their word. Let the player beware…

Note: Orders, Heat and Dudes may not be traded to other players

Sportsmanship

Don't be an ass. We play games to have a good time. If you're being an ass, your friends aren't having fun. Remember, it's only a game. Blood feuds end when the game does!

GAME RULES

Each game of *Sons of Anarchy: Men of Mayhem* is divided into six Game Rounds. Each Round has six steps.

ROUND SUMMARY

1: Claim Order Tokens
Each player takes their Order Tokens for the turn.

2: Reveal New Cards
Flip over 2 more Random Sites, if necessary. Reveal new Anarchy Cards.

3: Issue Orders
In Patch Order, players take turns choosing and Issuing an Order, until all the players have Issued all their Orders.

4: Black Market
Simultaneously, players reveal the amount of Contraband they'd like to move in the Black Market

5: Last Calls
Resolve any "Last Call" Anarchy Cards.

6: Clean Up
Prepare for the next turn: clear Order Tokens off Locations and discard the face up Anarchy Cards. Roll to see if Injured Dudes in the Emergency Room live or die.



1 CLAIM ORDER TOKENS

At the beginning of every Round, each player receives a number of Order Tokens equal to the number of Members in their Gang, plus the number of Base Orders provided by their Clubhouse. Prospects do not add Orders to your total.



Base Orders are Listed on the Clubhouse

Example: John is playing as SAMCRO, with 3 Base Orders. At the start of a new Game Round, John has 3 Members. Adding the number of Members to his Base Orders, he then takes 6 Orders and lines them up above his Clubhouse Card.

Place your Order Tokens in front of your Clubhouse Card, in full view of the other players. It's important that everyone is able to easily see how many Orders their rivals have left.

Note: "Dudes" refers to all the people in your Gang. "Members" are on bikes, "Prospects" are on foot. Only Members contribute to your Orders.

TIP **When playing with the High Octane sides of the Clubhouse Cards, everyone starts with 5 Orders on the first turn, but Gangs have different numbers of Base Orders. The Mayans have the lowest Base Orders but start with the biggest Gang. The Lin Syndicate has the highest Base Orders, but only starts the game with 1 Member.**



Orders are Placed in Front of the Clubhouse

2 REVEAL NEW CARDS

New Turf
First, reveal two face down Random Sites, if there are any face down Sites remaining.

Escalation
At the start of the first Round reveal 1 Anarchy Card. At the start of the second Round reveal 2 Anarchy Cards. For the third Round, and every Round after that, reveal 3 Anarchy Cards.

Anarchy Cards affect play in a variety of ways, both positive and negative. There are 4 types of Anarchy Cards:

Obstacle
Obstacles affect all players. They represent conditions and occurrences that can have wide ranging consequences for all Gangs. Obstacles are one-time events that take effect immediately when revealed.



Hassle
Hassles introduce new, persistent rules that affect the entire Game Round. Hassles may limit your ability to buy or sell items, change how Heat works that Round or other effects.

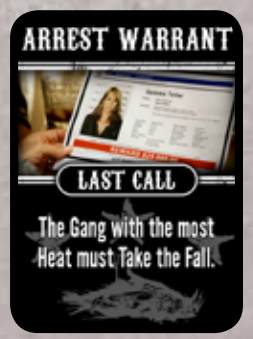



SAMCRO and the One-Niners Cut a Deal

Opportunity
Opportunities are temporary Locations Gangs may try to seize. They function like ordinary Sites except that they will be discarded at the end of the Round. Any Dudes on an Opportunity when it's discarded at the end of the Game Round are returned to their Clubhouse.



Last Calls
Last Calls resolve at the end of the Round, after Black Market. You have the entire Game Round to attempt to avoid, or capitalize on, the effects of Last Calls.



Note: Some Obstacle and Last Call Cards affect Gangs with the most, or least of something, often Heat. If more than one Gang is tied for the highest/lowest/etc of something, the card affects all the tied Gangs.

3 ISSUE ORDERS

In Patch Order, players take turns Issuing a single Order. There are six things a player may Issue an Order to do.

If a player has no Order Tokens in front of their Clubhouse and no other action to take, their turn is skipped, and play passes to their left. Once skipped, a player may not Issue any further Orders. Play continues in this fashion until everyone has Issued all their Orders.

Note: Remember the "Art of the Deal" (pg 4): you can talk, bribe or threaten your rivals while Issuing Orders.

TIP **To avoid confusion, place your spent Order Tokens in the box's bin, unless you're Exploiting a Site.**

RIDE

Issue a Ride Order to move any number of your Dudes from one Location to one other Location. You may not move your Dudes to or from multiple Locations with a single Ride Order. You may not move your Dudes to a rival Gang's Clubhouse.

Example: Liz chooses to Issue a Ride Order, so she places an Order Token in the bin, then moves 3 of her 4 Dudes from a Site to an Opportunity Card, leaving 1 Prospect behind to Contest the Site.

Note: A Location is any place to which you can move Dudes. Opportunity, Site and Clubhouse Cards are all considered Locations. The Emergency Room is not a Location, you may not move there.

ORDER SUMMARY

Each turn, Choose an Order to Issue:

RIDE: Move Dudes from a Location to another
EXPLOIT: Use a Location you Control
THROW DOWN: Fight at a Location you Contest
RECRUIT: Add a new Prospect to your Clubhouse
PATCH IN: Pay 1 Cash and 1 Gun to Promote a Prospect to a Member.
SIT TIGHT: Do nothing; play passes to the left

EXPLOIT

Issue an Exploit Order to take advantage of a Location you Control. Place your Order Token in the upper right corner of the Site you're Exploiting to mark the Site as used. Sites may only be Exploited once per Game Round.



An Exploited Site

When you Exploit a Site, you may immediately use any rules or Transactions on that Site. Transactions include SELL, SPEND, SWAP, STEAL, SKIM, GAIN and DROP (for full details on Transactions, see pg. 13).

Note: To Control a Site, you must be the only Gang to have Dudes at the Site. If there are no Dudes at a Site it is Uncontrolled. If more than one Gang has Dudes at a Site, it is Contested.

Boost a Site


A Boost's Activation Cost

Some Sites have an additional ability you may opt to use. These are called Boosts. In addition to using the main ability of a Site, you may also use the Boost by discarding an additional Order Token.

Example: As his turn, Pete Exploits a Site which has a Boost Action and decides he also wants to the use the Boost. He spends another Order Token to use the Boost's ability too.

Note: You may choose to Exploit a Site and not use the main rule, in order to access the Boost. You still have to pay the cost to Boost the Site.

"Hot" Locations

Exploiting some Sites and Opportunity Cards will increase your Heat. If there is a Heat Token pictured above the Location's rules, your Heat immediately increases when you Exploit that Site, by the number of Heat Tokens pictured on the card.



Exploiting this Site Gives you 1 Heat

THROW DOWN

Issue a Throw Down Order to fight a rival Gang for Control of a Location. The more Dudes and Guns you commit to a Throwdown, the more likely you are to seize Control of the Contested Location.

You may Throw Down at any Location that contains at least 1 of your Members and at least 1 of a rival Gang's Dudes. You may not Throw Down at a Location where you only have Prospects.

Note: You must have a Member at a Location to initiate a Throwdown! Prospects haven't earned their Patch.

Resolving a Throwdown

There are three steps to resolving a Throwdown: Call for Backup, Pull Guns, then Get Bloody.

For the complete rules of resolving a Throwdown, see pg. 11.

Winning a Throwdown

The winning Gang in a Throwdown benefits from the following advantages.

1. The losing rival Gang's Dudes in the Throwdown are sent back to their Clubhouse, clearing the Location.

2. If you Ordered the Throwdown on your turn and the Location has not been Exploited yet this Round, you may Exploit it immediately. Spend an additional Order Token as normal.

3. If you defeat the Patch Holder in a Throwdown, claim the Patch.

RECRUIT



Issue a Recruit Order to add a Prospect to your Gang. Take a Prospect from your Recruit Pool and place the new Prospect in your Clubhouse. You may not have more than 5 Prospects in your Gang at one time.

PATCH IN



Issue a Patch In Order to promote a Prospect to full Member status. Spend 1 Cash and 1 Gun, in addition to your Order Token. Return one of your Prospects to your Recruit Pool and replace that Prospect with a new Member. You may not have more than 5 Members in your Gang at one time.

SIT TIGHT

Issue a Sit Tight Order to do nothing. You must still spend an Order Token. Sometimes you may want to wait and see what the other Gangs are going to do.

Club Orders

Some Gangs have Club Orders on the High Octane side of their Clubhouse Card. These are additional Orders you may Issue, instead of choosing one of the six standard Orders.

Note: Like any other Order, you may choose to Issue a Club Order multiple times in a Game Round.



Tig, Man of Mayhem

4 BLACK MARKET

After everyone has finished Issuing all their Orders, all Gangs have the opportunity to Traffic Contraband on the Black Market. How much Contraband you are able to Traffic is limited by how much Heat you've gained, as indicated by the numbers on the right on your Heat Track.

USING THE HEAT TRACKER



With 3 Heat, This Gang is limited to Trafficking only 1 Contraband.

Heat starts at the bottom of the Clubhouse Card and is stacked up.

Example: John has 3 Heat, so can only Traffic 1 Contraband. Liz and Pete both have 2 Heat, so can Traffic 2 Contraband. With zero Heat, Sally is running Legit, so has no limits on how much Contraband she can Traffic.

Players Trafficking any Contraband Gain 1 Heat at the end of Black Market. You only ever gain 1 Heat, no matter how much Contraband you've Trafficked. Add the Heat Token to the Heat Track on your Clubhouse Card. See page 4 for full details on Heat.

Supply and Demand

The more Contraband Trafficked, the lower the street value. Secretly place the Contraband you're Trafficking in your fist, then extend your fist over the tabletop to indicate you've made your decision. Once everyone's fist is extended over the table, reveal the amount of Contraband simultaneously.

The selling price for every player's Contraband is determined by the total amount of Contraband Trafficked in the Round and varies depending on the number of players.



Black Market Prices for a 4 player game. In a 3 player game, use the other side.

Once the street value is determined, players receive the appropriate amount of Cash and all the Trafficked Contraband is returned to the box.

Example, continued: Sally has a pile of 6 Contraband behind her Blind and can Traffic as much Contraband as she'd like. However, she doesn't want to push the total amount Trafficked above 8. Looking at everyone else's Clubhouse Cards, Sally calculates 5 Contraband is the most her combined rivals could Traffic. She decides to play it safe and only places 3 Contraband in her hand, to insure that her Contraband will sell for at least 2 Cash each.

5 LAST CALLS

After the Black Market is over and everyone has stashed their ill-gotten Cash behind their Blinds, resolve any Last Call Anarchy Cards. Last Calls may have either a positive or negative effect.

Some Last Call Cards affect the Gang with the most (or least) of something, often Heat. If more than one Gang is tied for the highest/lowest of something, the card affects all the tied Gangs.



*Example: The Last Call Card **Arrest Warrant** above is in play. It states, "The Gang with the most Heat must Take the Fall". When it's time to resolve the card, Pete and Liz are tied at 3 Heat, John has 2 Heat and Sally has 1 Heat. Pete and Liz would both have to take the fall, losing a Member from their Gang. If **Arrest Warrant** came up when everyone has zero Heat, everyone would have to Take the Fall.*

6 CLEAN UP

At the end of every Game Round, there's a few things to do to get the game ready for the next Round:

- Clear all Order Tokens off Exploited Sites and Opportunities
- Dudes on Opportunity Cards are returned to their Clubhouse
- Discard all Anarchy Cards used this Round
- Each player rolls a dice for each of the their Injured Dudes in the Emergency Room to see whether they live or die.

The Emergency Room

Any Dudes that die in the Emergency Room are returned to their Recruit Pool.

At the start of each new Game Round, the ER should be empty.

The Emergency Room is not a Location; you may not move Dudes to or from the ER with a Ride Order.

Note: Dudes on Sites stay where they are at the end of a Game Round. Only Dudes on Opportunity Cards are returned to their Clubhouse. Moving your Dudes into a good position to begin the next Round is key!



The Emergency Room Card

WINNING THE GAME

The game ends after the sixth Round. Once you've revealed the last of the 15 Anarchy Cards, you know you're in the final Game Round. At the end of the final Game Round, all the players lift their Blinds and reveal their hidden assets.

The player with the most Cash is the winner!

In the event of a Cash tie, if one of the tied players is the Patch Holder, they win. If not, the player with the most Guns wins. If the Guns are also tied, the tied Gangs Throw Down. Each player rolls a dice and adds the Throwdown bonuses for all their Members and Prospects, regardless of where their Dudes are. The winner of that final Throwdown wins the game.



SAMCRO Gathers in the Chapel

RESOLVING THROWDOWNS

Some Throwdowns are no more than bar fights with a few punches thrown. Others are bloody affairs with bullets flying and body counts rising.

You may Issue a Throw Down Order at any Location that contains at least 1 of your Members and at least 1 of a rival Gang's Dudes. You may not Issue a Throw Down Order at a Location where you only have Prospects.

There are three steps to resolving a Throwdown:

1. **Call for Backup**
2. **Pull Guns**
3. **Get Bloody**

1: Call for Backup

In Patch Order, each participating Gang must decide whether or not to Call for Backup, bringing reinforcements to the Location of the Throwdown.

To Call for Backup, spend an Order Token and move Dudes from one other Location to the Throwdown. You may spend additional Order Tokens to move Dudes from additional Locations. You must make all your reinforcement moves at one time. Play then passes to the next participating player to your left.

Note: You may not retreat from a Throwdown when Calling for Backup.

Example: John spends an Order Token to Issue a Throwdown Order at a Location he contests with Sally. Sally is closer to the Patch, so she has to decide whether to call for reinforcements first. She decides she really wants to hold the Location and spends 2 Order Tokens to move Dudes from 2 different Locations to the Throwdown. John then spends an Order Token to move Dudes from a Location to the Throwdown.

2: Pull Guns

After all the players have decided whether or not to send reinforcements, everyone in the Throwdown must decide how many Guns they're bringing to the fight.

Participating players secretly select how many Guns they want to Pull in the Throwdown, conceal them in their fists, then place their fists over the tabletop. You may not use more Guns then you have Dudes in the fight. You may choose not to pull Guns. When all players have extended their closed fists over the table, reveal the Guns simultaneously.

Example, continued: Sally decides to Pull 2 Guns in this Throwdown: she REALLY wants to Control this Site. John only has 1 Gun, and feels like he needs to use it to have a chance. They both put the Guns they're using in their hands, then extend their hands, with the Guns inside their fists, over the table. Bang!

Note: All Guns used in the fight are discarded after the Throwdown is resolved.

TIP **Bluffing is sometimes the best strategy. Even if you're not bringing Guns to the fight, you usually don't want your rivals to know you're coming empty-handed!**



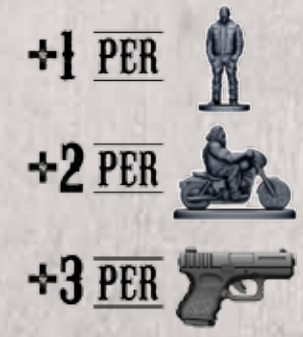
Players using any Guns in a Throwdown Gain 1 Heat at the end of the Throwdown. You only ever gain 1 Heat for using Guns, no matter how many Guns you've used. Add the Heat Token to the Heat Track on your Clubhouse Card. See page 4 for full details on Heat.

Example, continued: Since Sally and John both used Guns in the Throwdown, they will both Gain a Heat after the Throwdown is resolved. Sally currently has 4 Heat; after the Throwdown, one of her Members is Taking the Fall, headed to the big house!


Henry Lin

Get Bloody!

After revealing how many Guns are being used, all players in the Throwdown roll a dice and add the following Bonuses, based on what they have present in the Throwdown:



Throwdown Bonuses

The player with the highest total is the winner. All other players' Dudes are moved back to their Clubhouses. In the event of a tie, all Dudes present must fall back to their Clubhouses and the Site becomes Uncontrolled. If the Patch Holder is tied for the win, the Patch Holder wins the tie.

Example, continued: Sally and John have both Called for Backup and Pulled Guns; now it's time to roll a dice and see who wins Control of the Site. Sally has 3 Prospects (+3), 2 Members (+4) and used 2 Guns (+6). Her total Throwdown Bonus is +13. John has 4 Prospects (+4), 2 Members (+4) and used 1 Gun (+3). His total Throwdown Bonus is +11.

Sally and John now each roll a dice and add their Throwdown Bonus. Sally rolls a 3 and adds +13, for a total of 16. John rolls a 4 and adds +11, for a total of 15. Sally wins the Throwdown and now Controls the Location. All of John's Dudes (who survive) go back to the Clubhouse.

Injuries

Win, lose or tie, every Gun used in a Throwdown Injures a rival Dude. Each player must choose which of their Dudes are Injured, then place the Injured Dudes on the ***Emergency Room*** Dudes placed on the ER should be laid on their side (for full rules on the ER, see pg. 10).

Example, continued: Since Sally used 2 Guns, John must choose 2 of his Dudes to send to the ER. John used 1 Gun, so Sally has to choose 1 of her Dudes to send to the ER.

Note: Dudes are sent to the ER after the dice are rolled, Bonuses are totaled and the Throwdown is resolved.

If the winner of a Throwdown receives enough Injuries to send all their Dudes to the ER, the loser still must retreat, moving all their surviving Dudes back to their Clubhouse, leaving the Site Uncontrolled (empty).

Pile-Up Throwdowns

Sometimes a Throwdown involves more than two Gangs; this is called a Pile-Up Throwdown. In a Pile-Up, all the Gangs at the Location will Call for Backup, Pull Guns and Get Bloody (rolling dice and adding bonuses as normal). The player with the highest result wins the Throwdown. All the losing Gangs must return to their Clubhouses.

If two or more Gangs' results are tied for the highest, all the Gangs in the Pile-Up retreat to their Clubhouses and the Location is left Uncontrolled.

As in 2-sided Throwdowns, if the Patch Holder is tied for the win, the Patch Holder wins ties.

Injuries in Pile-Ups

Players using Guns in a Pile-Up get to decide which rival Gangs take the Injuries. Players who have used the Guns may choose to give all the hurt to a single rival or spread the pain around. In Pile-Ups, players decide how to allocate their Injuries in Patch Order.



If you commit more Guns to a Throwdown than your rival has Prospects, you can be sure their Members will be heading to the ER!

Winning a Throwdown

The winning Gang in a Throwdown benefits from the following advantages:

- All rival Gangs' Uninjured Dudes on the Location retreat to their Clubhouses, clearing the Location.
- If you Ordered the Throwdown on your turn and the Location has not been Exploited yet this Round, you may Exploit it immediately. Spend an additional Order Token as normal (see pg. 7 for rules on Exploiting Sites).
- If you defeat the Patch Holder in a Throwdown, claim the Patch.



TRANSACTIONS

Transactions allow you to buy and sell various things and manage your Heat. On the cards, these Transactions are presented graphically. If the Transaction has an arrow, the items you're giving up are to the left of the arrow and the items you're receiving are to the right of the arrow.

Max Limits

Sell, Spend, and Swap Transactions have a "**MAX**" number. This indicates how many times you may do that Transaction when you Exploit the Location. For example, if a Transaction allows you to Sell Guns for 3 Cash each, "Max 3", you could Sell up to 3 Guns at that price, for a total of 9 Cash. Boosts' Transactions may only be done once per turn.

Note: Skim, Gain and Drop Transactions may only ever be done once per Exploit.

Modifying Transactions

Some Anarchy Cards and Clubhouse rules affect specific types of Transactions. For example, the High Octane side of SAMCRO's Clubhouse states "Take an extra Cash each time you **SELL** Guns". For SAMCRO, each time you use a "**SELL**" Transaction that involves exchanging one or more Guns for Cash, you would take an additional Cash.

Other Anarchy Cards may prohibit a specific type of Transaction, such as Selling Guns. In that case, you may not use any Sell Transaction that involves any Guns at all.

SELL

Sell Transactions allow you to Sell either Guns or Contraband for Cash. The number of Cash pictured to the right of the arrow is the amount of Cash you'll receive per item sold.



This Sell Transaction allows you to Sell up to 2 Guns, for 2 Cash per Gun

SPEND

Spend Transactions allow you to buy Guns or Contraband with Cash. The number of Cash pictured to the left of the arrow is how much you'll need to pay per item to the right of the arrow.



This Spend Transaction allows you to buy up to 6 Contraband, for 1 Cash each

SWAP

Swap Transactions allow you to trade Guns for Contraband, or vice versa. Swap Transactions do not use Cash.



This Swap Transaction allows you to trade up to 3 Guns for 2 Contraband per Gun

SKIM

Skim Transactions allow you to take Cash, Contraband or Guns for free. There's no cost to Skim items.



Take 2 Guns, for free

STEAL

Steal Transactions allow you to take Cash, Contraband or Guns from a rival Gang. If the Gang you're trying to Steal from doesn't have enough of the items you're Stealing, you (and only you!) may look behind their Blind at their hidden assets, assessing their strengths.



Steal 3 Cash from a Rival

GAIN & DROP

Gain & Drop Transactions have you take or lose something, usually Heat (but not always).



Add/Remove 1 Heat from your Clubhouse Card's Heat Tracker

APPENDIX

HARDCORE OPTIONS

If you've got a few games under your belt and are ready for another challenge, try mixing a few of these hardcore rules into your next game.

Feel free to use any, all, or none of these!

Hollow Point Rounds

When setting up the game, don't use the ***St. Thomas Hospital*** Site.

Long Haul Ride

For a longer game, add 3 Anarchy Cards per extra Round you want to play. You may run out of Cash and need to come up with something to use as larger Cash denominations (or buy a second copy of the game!)

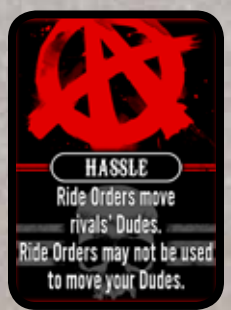
Under the Radar

Order Tokens are Hidden Assets, secreted behind your Blinds.

Slim Pickings

After Set Up, remove any Prospects that are not part of your starting amount from the game. Each Gang will be limited to never having more Prospects than they started with.

Hardcore Cards



Hardcore Anarchy Cards have a red stripe above the rules. Hardcore Anarchy Cards introduce more difficult Obstacles, Hassles and Last Calls. Add these to your Anarchy Deck when you're ready for a challenge!

GLOSSARY OF TERMS

Contraband: Illegal goods other than Guns

The Edge: The Patch Holder wins ties in Throwdowns.

Heat: Token representing attention from law enforcement

Locations: A Location is any card a Dude might occupy. There are 3 types of Locations; Sites, Opportunities, and Clubhouses. The ***Emergency Room*** is NOT a Location.

Patch In: Promoting a Prospect to full Member

Patch Order: Play begins with the Patch Holder and proceeds to their left.

Pile Up: A Throwdown involving 3 or more Gangs

Round: A full Game Round in which all players have multiple turns to use all available Orders. A full game is 6 Rounds long.

Running Legit: Playing with 0 Heat

Take the Fall: A Member is arrested and returned to their Recruit Pool. Their Gang's Heat drops to 1

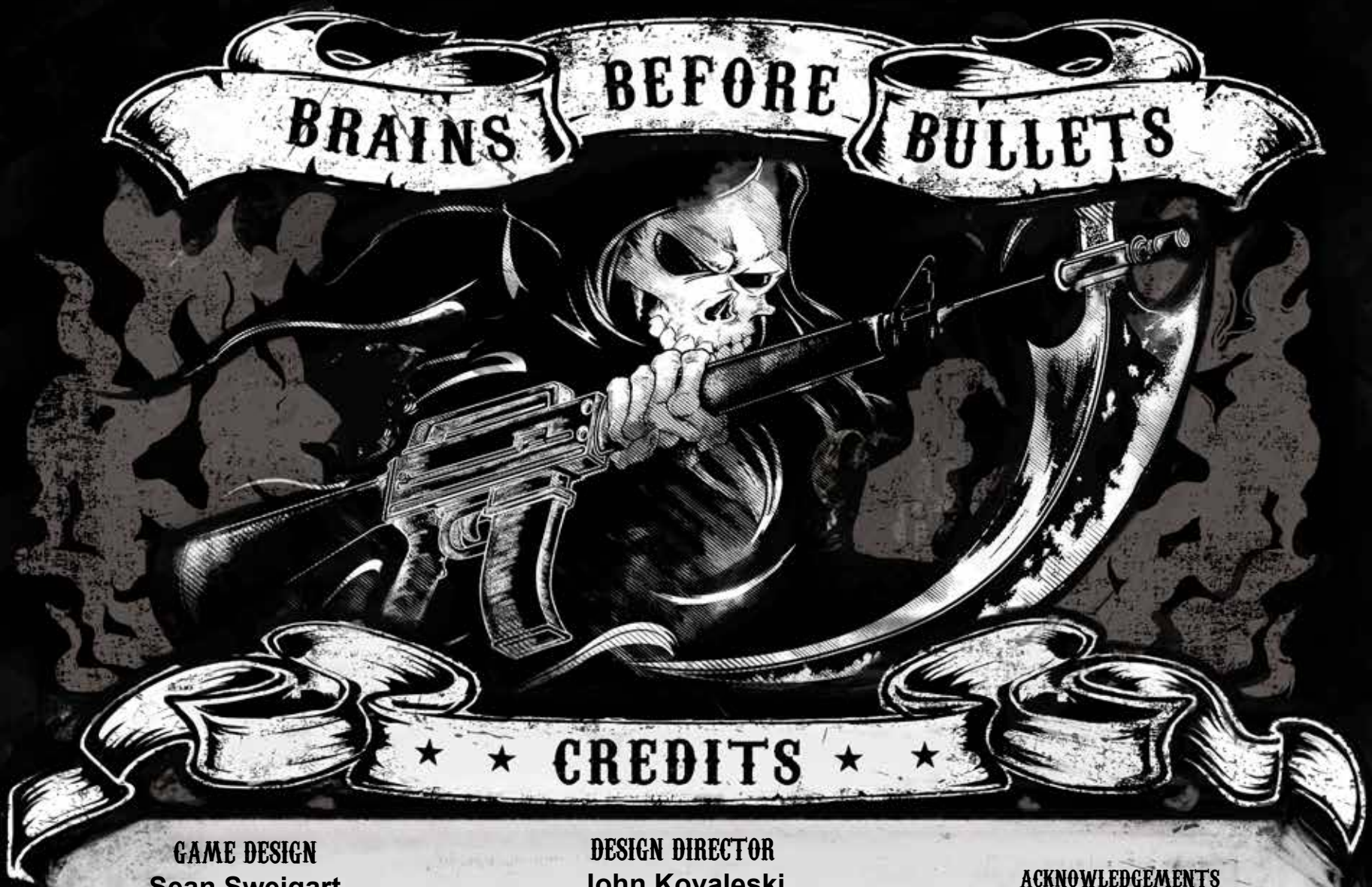
Throwdown: A fight between Gangs

Trafficking: Selling Contraband on the Black Market

Turn: A single player's opportunity to use an Order. i.e. the "player's turn".



Alvarez, Mayan Club President



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