

FAMILY BUSINESS

Action Cards

Contract- This card is the basic card in the game. When you play a Contract on another player, they must either counter the card or add one of their mobsters to the wall in the first available slot closest to the wall (Hit slot 1). This is the “Hit List”. This card can be countered with either a *Family Influence* or *Mob Power* card.

Priority Contract - Works the same way as a Contract, except that the targeted mobster goes to Hit Slot 1, i.e. the front of the line.

Double Contract - Has the same effect as playing two contract cards, and effect one target player. Either *Family Influence* or *Mob Power* can be played to counter, but only the 1st mobster is saved and the other must go to the wall.

Hit- Allows you to immediately send a mobster to the graveyard. No counter.

St. Valentine's Day Massacre -Immediately eliminate all mobsters on the hit list. End Mob war.

Double Cross - Allows you to collect one mobster from each opponent and add them to the Hit List in any order you choose.

Ambush – Starts the mob war with TWO mobsters killed at the beginning of each turn. (Double elimination).

Vendetta – Allows you to select two mobsters from each opponent and add them to the Hit List in any order, Then start the Mob War.

Safe house - will counter (so you don't add mobsters to the hit list) but Mob War still starts.

Turncoat – lets you switch a mobster on the Hit List with a mobster still in a gang.

Take It On The Lam - Lets you remove any one mobster from the Hit List, returning him to his gang. This is the only rescue card that can be countered with the Finger card.

Police Protection – allows you to remove any one mobster from the Hit List.

Substitution – lets you replace one mobster on the Hit List with any other mobster in play, including one on the Hit List.

Intrigue – allows you to rearrange the order of the Hit List. No mobsters are added or removed.

Truce – stops a Mob War. Note that if the conditions exist to trigger a Mob War, it would immediately restart.

Payoff – lets you remove all of one player's mobsters from the Hit List.

Federal Crackdown – returns all mobsters on the Hit List back to their gangs.