



# Card Aid



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## Attack Cards

- Contract: Place an opponent's mobster on Hit List
- Priority Contract: Place an opponent's mobster *first* on Hit List
- Double Contract: Place two of any one opponent's mobsters on Hit List  
*Unless Contract says otherwise, Contracts are blocked by:*
  - Family Influence: prevent one mobster from being added*
  - Mob Power: Player of Contract places a mobster on the Hit List in place of Mob Power player*
- Hit: Execute any mobster; place one of your mobsters on Hit List
- St. Valentine's Day Massacre: Execute *all* Hit List mobsters
- Double Cross: Place one mobster from each opponent on Hit List
- Mob War: Starts a Mob War
- Ambush: Starts a Mob War (*two* executed each turn)
- Vendetta: Place two mobsters from all opponents on Hit List; starts Mob War (*two* executed each turn)  
*Blocked by Safe House (one player)*
- Turncoat: Switch a discarded mobster (*player with least mobsters*) with one in play (*player with most*)



## Rescue Cards

- Take it on the Lam:  
Remove one mobster from Hit List  
*Blocked by Finger*
- Police Protection: Remove one mobster from Hit List
- Substitution: Replace one Hit List mobster with another mobster
- Intrigue: Rearrange Hit List
- Truce: Stops Mob War
- Pay Off: Remove all of one player's mobsters from Hit List
- Federal Crackdown: Remove *all* mobsters from Hit List



## Counter Cards

- Family Influence:
  - stops *Contract (except as noted), Priority Contract, Double Contract (one mobster)*
- Mob Power:
  - stops *Contract (except as noted), Priority Contract, Double Contract (one mobster)*
- Finger:
  - stops *Take It On The Lam*
- Safe House:
  - stops *Vendetta*