

RASCAL **1**
1



Gain 1 point.
Take another turn.

MAKER **1**
2



Hit another player
for 2 points.

OPERATOR **1**
3



Each player must pass
one card in their hand to
the player on their left.

GREASER **1**
4



Swap a card in your
hand with the top
card of the deck.

CLEANER **1**
5



Each player must
discard one card.

TRAITOR **1**
6



Choose an opponent,
who may draw a card
from the Street.

WAIF **2**
1



The player with the
lowest valued hand
may draw a card.

DRIVER **2**
2



Deal a new Street of three
cards, then shuffle the
old Street into the deck.

SCOUNDREL **2**
3

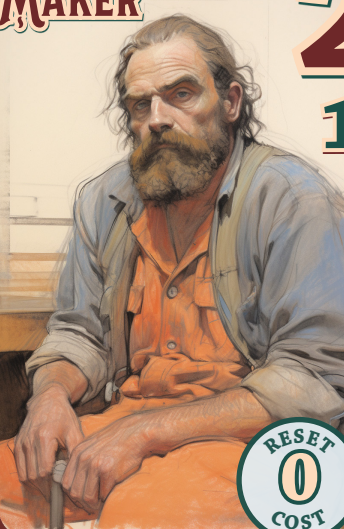


Flip another card of
value 3 or less.

RASCAL 1
1
RESET 0 COST



MAKER 2
1
RESET 0 COST



OPERATOR 3
1
RESET 1 COST



GREASER 4
1
RESET 1 COST



CLEANER 5
1
RESET 0 COST



TRAITOR 6
1
RESET 1 COST



WAIF 1
2
RESET 0 COST



DRIVER 2
2
RESET 1 COST



SCOUNDREL 3
2
RESET 1 COST



ELDER 2
4



Put the top card of the deck into the Street.

BUTCHER 2
5



Pay 2 points.
Hit another player for 4 points.

SLUGGER 2
6



Discard a card.
Hit another player for 3 points.

FIXER 3
1



Draw one card of the lowest value from the Street.

IMPOSTER 3
2



Follow the instructions on another card in your hand.

PARAMOUR 3
3



Swap two cards in play of the same value.

BOOKKEEPER 3
4



Discard the highest valued card(s) in the Street.
Gain 1 point for each.

UNDERBOSS 3
5



Discard a card from the Street.
Take another turn.

REBEL 3
6




Discard a card.
Gain its value in points.

ELDER **4**
2
RESET 0 COST



BUTCHER **5**
2
RESET 0 COST



SLUGGER **6**
2
RESET 1 COST



FIXER **1**
3
RESET 2 COST



IMPOSTER **2**
3
RESET 0 COST



PARAMOUR **3**
3
RESET 1 COST



BOOKKEEPER **4**
3
RESET 1 COST



UNDERBOSS **5**
3
RESET 2 COST



REBEL **6**
3
RESET 2 COST



FISHERMAN

4

1



Draw a card from the discard pile.

REPORTER

4

2



Swap a card in your hand for a card in the discard pile, and turn it faceup.

GOVERNESS

4

3



Hit another player for the number of cards in their hand.

BANKER

4

4



Flip the lowest valued card(s) in play.

GAMBLER

4

5



Shuffle the deck, then follow the instructions on the top card.

ARTIST

4

6



Flip a card of value 4 or more.

RAINMAKER

5

1



Flip every card in your hand.

COMPANION

5

2



Starting with you, each player may draw one card from the Street.

INSIDER


5

3



Follow the instructions on a card in another player's hand.

FISHERMAN **1**
4
RESET 2 COST



REPORTER **2**
4
RESET 2 COST



GOVERNESS **3**
4
RESET 2 COST



BANKER **4**
4
RESET 1 COST



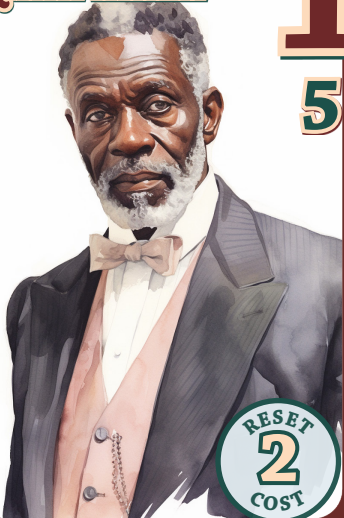
GAMBLER **5**
4
RESET 1 COST



ARTIST **6**
4
RESET 2 COST



RAINMAKER **1**
5
RESET 2 COST



COMPANION **2**
5
RESET 1 COST



INSIDER **3**
5
RESET 1 COST



SUPERVISOR

5

4



Discard the lowest valued card(s) in the Street. Gain 1 point for each.

DIRECTOR

5

5

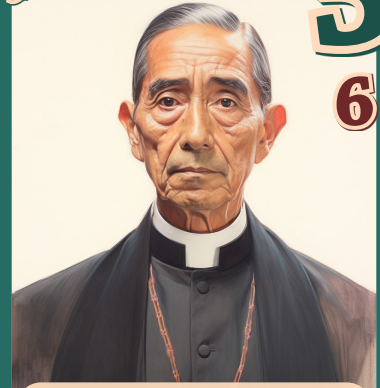


Flip every card in the Street.

PASTOR

5

6

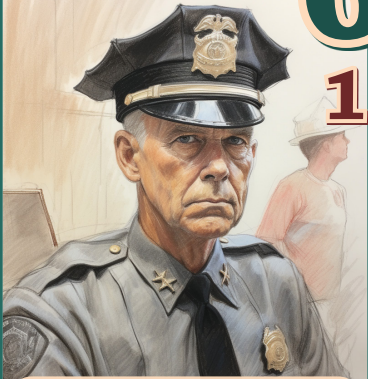


Flip up all facedown cards in the Street. Take another turn.

CHIEF

6

1



Draw a card from the Street.

PADRÓN

6

2



Flip up all facedown cards in your hand.

DEALER

6

3



Make an attack with the top card of the deck.

TRAINER

6

4



Flip all cards in the Street of value 3 or lower. Gain 1 point for each.

HITMAN

6

5



Hit another player for the value of the lowest card in their hand.

MAYOR

6

6



Draw a facedown card from the Street.

SUPERVISOR 4
5



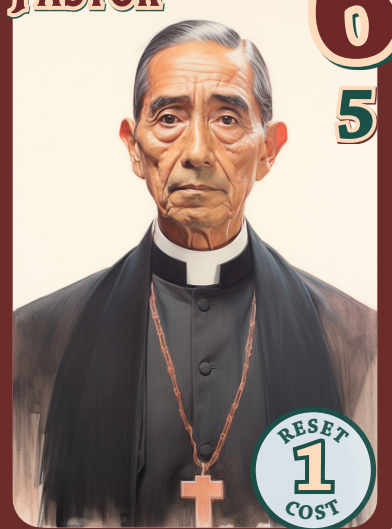
RESET 1 COST

DIRECTOR 5
5



RESET 2 COST

PASTOR 6
5



RESET 1 COST

CHIEF 1
6



RESET 2 COST

PADRÓN 2
6



RESET 2 COST

DEALER 3
6



RESET 2 COST

TRAINER 4
6



RESET 1 COST

HITMAN 5
6



RESET 3 COST

MAYOR 6
6



RESET 3 COST

Cutting Guide (Optional)

A

B

C

D

E

F

G

H

I