BE GAY
CRIMES DO

THE
VIOLET
TANGERINE
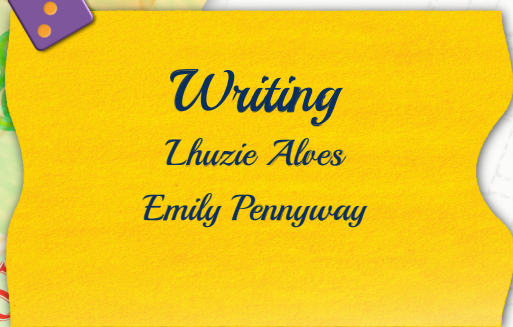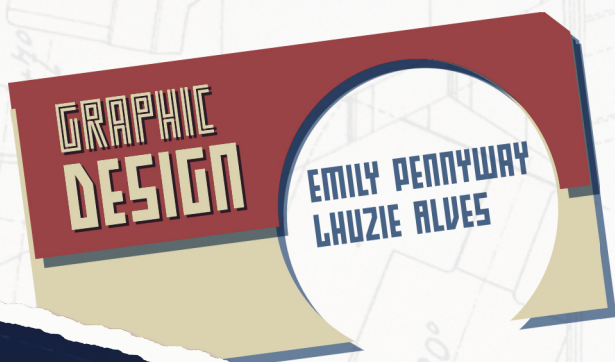
A GAME OF ROGUES
AND THEIR HEISTS

VIOLET
TANGERINE

A Cybernetic Coven Game

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Introduction

VIOLET TANGERINE IS a roleplaying game about the 2e edition of the Italian Job TTRPG, a more streamlined version of the original TTRPG from the 60s; it is lost media, found only reprinted in the last pages of the d20 Italian Job released under the OGL in 2003.

It is also a game about heists. The tempo of a heist, the gathering of a Crew, the montage of a plan coming together, and when everything falls apart.

In this game you gather a Crew of talented and determined individuals and have them try to beat a heist-like scenario. One of you will play the opposition, the House protecting its prizes. Every action counts, so plan carefully and try to squeeze as many advantages for later, but beware, the House creates new threats as your options decrease.

Can you make it to the end of the scenario and escape with a big payout?

Influences

Italian Job (1969)

Atomic Blonde

Tangerine

White Collar

Key Terminology

The following terms are used throughout the rules. Certain scenarios may alter the way these terms function or replace them with new ones to fit the scenario's themes and premise.

Crew: A collective of Rogues working together to complete the heist and make something better for themselves and their community.

Rogue: A member of the Crew. Most players take control of Rogues.

House: The oppositional force trying to stop the Crew and end the Rogues' careers. One player takes on the role of the House.

Scenario: A predefined narrative arc that provides structure to the heist. The scenario also limits how many actions the Crew can take and may introduce changes to the rules to suit the scenario's premise.

Crimes: Illegal things the Crew has done that can be used to protect the Crew or advance in the scenario. A Crime is created by a Rogue out of a set of matching dice as part of their Action. The House will try to destroy Crimes in order to create Threats.

Action: A set of steps taken by a Rogue in an effort to create one or more Crimes. Each Rogue begins the scenario with a pool of six dice to roll whenever they use an Action, which they then use to create Crimes. After a Rogue has taken an Action, the House takes its turn.

House Turn: The House attempts to destroy Crimes using their own dice pool and any dice that the Rogue did not use in their last Action. Destroying a Crime also creates a Threat.

Threat: The House's equivalent of a Crime. Threats always act on the House's turn. A Threat can put the entire scenario at risk or even kill a Rogue.

Flash: A special Action that does not provoke a turn from the House, but reduces the size of the Rogue's dice pool by one.

Trait: A special characteristic unique to either a Rogue or to the scenario itself. Each Trait is attached to a specific dice pool size; when the Rogue Flashes, they also activate the Trait that matches their new dice pool size.

Payout: Determines the final outcome of the scenario. Increased by creating Crimes.

Game Basics

L*IKE ANY GOOD* state, *Violet Tangerine* follows a straight-forward paradigm of Action and Reaction: the Rogues do crimes; the House then does the responsible thing by destroying the Crimes, creating Threats, putting the Rogues under Pressure, and finally killing them dead. Nobody ever said crime was easy.

But it has to be done, because the House isn't just going to give you what you want. In order to achieve your goals in the scenario, you need a good Payout; in order to get a good Payout, you have to create Crimes and then survive long enough to Bail with your hard-won goods and drive off into the sunset.

There's no fixed turn order; Rogues take Action when they're ready. This does mean that you can burn through all your actions before anyone else uses theirs. The only limitation is that you can only take the actions that are available to you and your Crew as described in the scenario. When you run out, you run out.

Luckily, you have some tricks up your sleeve...

Rogues

Rogues are the drivers of the action in *Violet Tangerine*, and everything they do is a crime. Or at least, that's the goal.

Actions

An action is anything you do in the narrative with the intent of advancing your progress in the heist.

When you take an Action, you roll your dice pool, assemble crimes, and then wait for the House to respond. Every Action you take will cause a response from the House.

Remember, scenarios have a limited number of Actions.

> You can do all kinds of things in *Violet Tangerine* without spending an Action: repair a car, do petty larceny, go on a date, etc. However, it never helps in other ways than its own narrative.
>
> On the other hand, if you start on a date and then decide you want to use this as an opportunity to get some dirt on your enemies, you can turn what you're already doing into an Action to try and create some Crimes.
>
> Who doesn't love to mix a little business with pleasure?

Rolling Dice

Once you decide to take an Action, assemble your dice pool and roll it. *At the start of every scenario, each Rogue has a dice pool of six dice.*

Rerolling

You can reroll any number of dice any number of times. This represents putting more effort into your Actions. *Each time you reroll a die, the House adds an extra die to its pool.*

> The number of dice you roll—the dice themselves, in fact—correlate thematically with the passing of time. Rolling dice advances time; the more dice you roll, the more time you take in your action.
>
> Rerolling a die means putting in more effort—and more time—to complete your action. But when you take extra time to get things just right, the House also has more time—and, as a result, more dice—to plan their next move against you.

Crimes

It wouldn't be a heist without crimes! In *Violet Tangerine*, a capital C Crime is a representation of plans, tools, resources and achievements that allow you to proceed through the scenario. You can make Crimes any time you roll your dice pool, once you're done rerolling.

Crimes also help keep you alive: as long as a Rogue has at least one Crime to their name, they cannot be killed.

To make a Crime, make a set of dice with a matching value. A set must have at least one die, and cannot have more than six dice. You can make any number of Crimes during an Action, as long as you have enough dice. Give your Crime a name and write it down, like so:

> Fake ID 2x⚁

You cannot split sets of the same number of pips within the same Action or Flash. If you have more than six matching dice for any reason, you can choose to instead create a six-dice set of *any* value.

> A Crime's quality is defined by the number of dice in the set, as well as the number of pips. Low-quality Crimes can be easily destroyed, giving an opening for the House to stick its goons on you. High-quality Crimes are highly desirable, offering more options and safety. Even so, any Crime is better than having no Crime; and remember, Crimes open every door in *Violet Tangerine*.

Once you are happy with your Crimes, leave your unused dice on the table: any dice you didn't use to create Crimes, the House can use against you on its turn.

Henrietta, a down-on-her-luck mechanic, is planning a classic bank heist. She has an Action available to her. As a Rogue, she starts with six dice.

She rolls the dice.

Henrietta may now create Crimes that will help her during the heist. For this she assembles two sets.

Maintenance Job

City Hall Blueprints

Each set can be used for a different Crime. Henrietta annotates each Crime with the number of dice times the number of pips.

4 dice
x2 sides
4x2

2 dice
x4 sides
2x4

Maintenance Job 4x2
City Hall Blueprints 2x4

Try it out!

Roll Henrietta's dice and see what crimes you come up with.

Did you have any dice left over? If you did, the House will be able to use them in its next move.

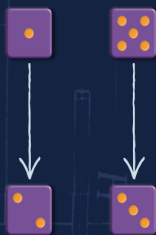Think it over: Why might you want to leave those dice behind?

Maggie, one of Henrietta's partners, joins in as a Rogue and takes an Action. She rolls.

Rogues can reroll any of their dice; however, any time a Rogue rerolls a die, the House gets a die to roll in their response.

Maggie rerolls the 1 and 5. This gives the House two dice.

Maggie rerolls two dice...

...so the House gains two dice.

...but rerolls the 3...

...so the House gains another die, for a total of three.

After three rerolls, Maggie can make two sets, each corresponding to a Crime.

Seduced Bank Teller ———————→ Seduced Bank Teller 3x2

Realistic Gun Prop ————————→ Realistic Gun Prop 3x4

At this point, the House has three dice.

House

The House is the conceptual "bad guy", handling all the opposition. It represents all the actors moving against you, as they discover your sabotage and interfere with your plans, denying resources and creating a stream of Threats.

There is one saving grace, which is that the House only takes its turn *after* a Rogue has finished taking an Action. Small blessings.

Rolling the House's Dice

The House has its own dice pool, which increases as Rogues reroll dice during Actions.

Once the Rogue has finished their Action, the House rolls all the dice in its pool and assembles its own sets to destroy the Rogues' crimes.

Destroying a Crime

In order to destroy a Crime, the House must assemble a set that matches or beats an existing Crime in both its value and the size of the set: a 2x⚁ can destroy a 2x⚃, for instance, and a 5x⚀ can destroy a 4x⚀, etc.

If the House matches or beats a Crime with its own set, that Crime is destroyed.

A single set can destroy only a single Crime.

After Rogues use an Action, the House gets to use its dice. If the House has less dice than the number of Rogues (2 for Maggie and Henrietta), the House rolls a number of dice equal to the Rogues.

The House then rolls its House Dice. The House cannot reroll, and must assemble sets with what it has.

The House must assemble the 2s together; a set cannot be split apart.

The House then compares each of its sets against all Crimes. If a set has at least as many dice with at least as many pips as a Crime, the House can Destroy that Crime.

Compare the set...

...with the Crime...
Seduced Bank Teller 3x2

...and check the following statements:
the House's set has at least as many dice: *False.*
the House's set has at least as many pips: *False.*
If both of these are true, the House can destroy the Crime. If either one of them isn't true, the House cannot destroy the Crime.

If the House cannot destroy any Crime, it gains dice equal to the number of Rogues — in this case, still with just Henrietta and Maggie, the House gains two dice.

The House started with three dice...
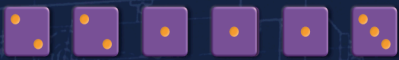
...destroyed no Crimes....

...and gains two more dice.

At this point, the House has five dice.

Henrietta takes another Action. She rolls her dice.

She then creates Crimes, leaving one die as remainder.

Busted Camera 2x2

Remainder

Sewer Access 3x1

House rolls its dice, and then adds the remainder from Henrietta's Action.

This time it can destroy the Busted Camera.

Compare the set with each Crime to see which ones can be destroyed

Henrietta's Crimes
Maintenance Job 4x2
City Hall Blueprints 2x4
Busted Camera 2x2
Sewer Access 3x1

Maggie's Crimes
Seduced Bank Teller 3x2
Realistic Gun Prop 3x4

…the circled Crimes match the following statements
and can be destroyed:

the House's set has at least as many dice: True.
the House's set has at least as many pips: True.

The House chooses to destroy Busted Camera (2x2).

Maintenance Job 4x2
City Hall Blueprints 2x4
Busted Camera 2x2
Sewer Access 3x1

Because the House destroyed a Crime, it loses one die—
unless it decides to create a Threat, too…

Creating Threats

The immediate *narrative* consequence of destroying a Crime is that whatever the Crime was doing in the narrative is no longer happening— and anything it was preventing from happening, happens. Suddenly, surprisingly, catastrophically.

After destroying Crimes, the House uses any remaining dice—with the addition of any unused dice from the Rogue's Action—to assemble sets and create Threats.

The House can only create as many Threats on its turn as the number of Crimes they destroyed that turn.

Each time the House creates a Threat, its dice pool is reduced by one for every die in the newly created Threat's set.

When the House is done creating Threats, its dice pool is further reduced by one for each Crime that was destroyed that turn without creating a Threat.

You've Been Compromised.

If your Rogue has no Crimes when the House makes a set (which can be a single die), you become compromised. While the House cannot kill you, they get your number and know exactly how to push you, where to hurt, and what may take to have you betray people or people betray you.

When the House compromises a Rogue, it adds dice to its dice pool as many dice as are in the Rogue's current dice pool.

When the House destroys a Crime, it can create Threats.

The House can create Threats from sets of dice that were not used to create or destroy Crimes.

The House used the 2x6 set to destroy Busted Camera 2x2, so those dice are not available.

Leaving the House with these dice:

Only one Threat can be created for each destroyed Crime. The remainder dice sets cannot be used to destroy more Crimes or create more Threats.

The House uses the 2x1 set to create a new Threat:

Threats
Jeff, Security Guard 2x1

When the House creates a Threat from a destroyed Crime, instead of one die, the House loses as many dice as the Threat's set has.

The House started with five dice...

...created a Threat with two dice....

...and loses two dice.

At this point, the House has three dice.

The House Always Wins

The House always rolls at least as many dice as the number of Rogues, even if its dice pool has fewer dice than that.

Additionally, if at the end of its turn the House was not able to destroy at least one Crime, the House adds dice equal to the number of Rogues in the Crew.

Finally, the House can never roll more than eleven dice. If the House has dice it cannot roll, the House can spend them the following way:

- Spend two dice to set one dice from the House's dice pool, just before rolling.

- Spend five dice to create a bonus Objective. Instead of destroying Crimes and creating Threats, toll the House's dice pool and assemble sets to define the parameters of the new Objective: Any set of at least two dice defines which number of pips can be used to fulfill the new Objective, and the number of dice in the highest-valued set defines how many dice must be assigned to fulfill the Objective.

> For example, the House ends up with sixteen dice in its dice pool, so it spends five dice to create a bonus Objective, and out of its remaining dice pool it manages to assemble two sets: a set of 5x⚅ and a set of 3x⚀ .
>
> This indicates the resulting bonus Objective will require sets of either ⚀ or ⚅, with a total of at least five dice.

The House has 16 dice, which allow extra options. The House can only roll up to 11 dice.

The House can roll 11 dice.

These five dice cannot be rolled.

The House can lose 2 extra dice to set one of the dice in the dice pool to a number of pips. It uses 4 dice to set two 6s.

The House loses four of the extra dice...

To set two rollable dice as 6s before rolling.

The House now rolls its other nine dice...

And uses them together with the fixed dice...

2x6   3x1   3x5   1x4   1x2   1x3

To destroy Crimes...

Sewer Access 3x1

Realistic Gun Prop 3x4

...and create more Threats.

Triggered Alarm 2x6

The one extra die is left out.

The House has 16 dice, so it can choose to create a Bonus Objective instead of rolling. It loses five dice and then rolls all dice.

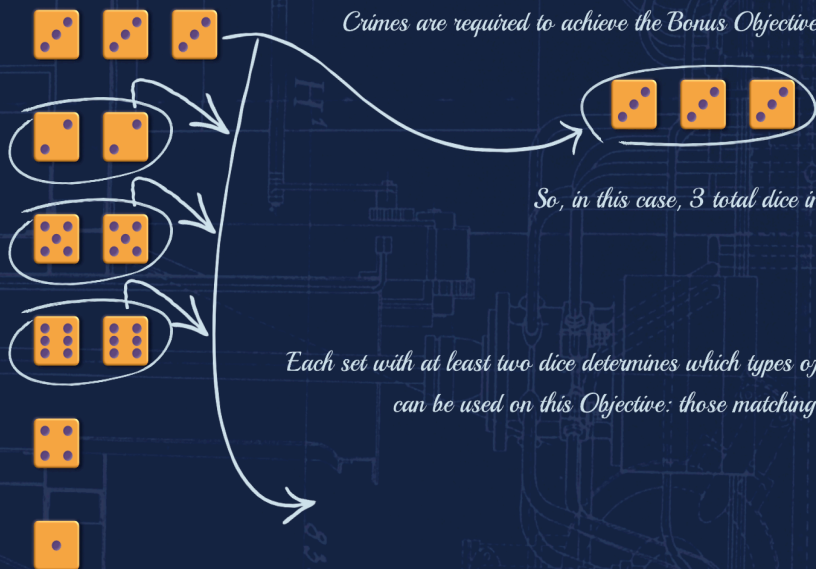The House spends five dice to create a Bonus Objective.

The House rolls 11 dice to create the Bonus Objective.

The House assembles the dice in sets...

The set wit the highest number of dice determines how many Crimes are required to achieve the Bonus Objective...

So, in this case, 3 total dice in Crimes

Each set with at least two dice determines which types of Crimes can be used on this Objective: those matching its pips.

So we end up with a Bonus Objective of "False Alarm", where you need to allocate at least three dice of Crimes, with 2,3,5 or 6 pips.

100 Crimes

Violet Tangerine

Feign False Alarm 3

2,3,5,6

100

Flash

Flash is a special type of Action that takes no time. It represents timed arrangements, actions happening in parallel, flashbacks, etc.

You can call for a Flash at any time, even if you would be compromised or if a Crime was going to be destroyed. It happens as a reaction and is resolved before anything else.

Flash, however, has a heavy cost: *you permanently reduce your dice pool by one.*

Flash functions as a normal Action, except:

- Sets assembled during a Flash do not add to Payout.
- The House and Threats do not roll dice or take a turn.
- The Flash does not count as an Action for the scenario's action limit.

Burning your dice for a Flash also activates your Trait Loadout, activating an additional ability. It often modifies the rules of Actions even further.

Time your Flashes right. You only get five.

Flashes are special types of Actions that can be used at any time.

When you Flash, you reduce your dice pool by 1 permanently.

You also benefit from the Trait tied to your new dice pool.

Maggie decides to Flash, reducing her dice pool

She rolls the dice

... Maggie rerolls twice

... The House gains two dice

She can use the dice, as usual, to create Crimes as usual.

Maintenance Job 4x2
City Hall Blueprints 2x4
Busted Camera 2x2
Sewer Access 3x1
Getaway Driver 2x3
Safecracking 3x4

However, the House and the Threats cannot do anything during a Flash.

Hot Flash!

Maggies gets a Trait bonus, depending on which Trait she had equipped to Pool 5. For example, if she was Flashing into "Calm", she could clear Pressure.

How would it be different if she had equipped "Dependable on Pool 5?

And what if she had equipped "Sneaky" to Pool 5?

Threats

A Threat is created by the House after it destroys a Crime, and represents the catastrophe that the Crime was meant to prevent. Threats are dangerous things: the House can compromise a Rogue, but a Threat can take them out of the game entirely.

Rolling the Threat's Dice

Each Threat is comprised of a set of dice assembled by the House, and the number of dice in this set also determines the size of the Threat's dice pool.

After the House's turn, every Threat can roll their dice and assemble sets to destroy Crimes, just like the House. A Threat cannot create more Threats.

While their dice pools are smaller, and they act last, Threats can cause serious issues:

- If a Threat makes a set and a character has no Crimes, *they can take one character out*. They are dead or wish they were dead and out of the game.

- If a Threat destroys a Crime, it interrupts the progress of the caper and escalates the action, barging into the scene. They apply Pressure to the Rogue.

Managing and Destroying a Threat

A Rogue can reduce the Threat's dice pool by one by destroying a Crime that matches the Threat's set value. For example, destroying a Crime of 2x⚁ will reduce a Threat of 4x⚁ to 3x⚁. If you reduce the Threat's dice pool to zero in this way, the Threat is destroyed.

You can also destroy a Threat outright by spending a set or destroying a Crime that matches or beats the set that was used to create the Threat in the first place. So for the above example, a Rogue could sacrifice a 4x⚁ Crime and destroy the Threat in one blow, instead of sacrificing multiple smaller Crimes.

You cannot destroy or manage Threats while the House and Threats are taking their turn; however, you *can* destroy or manage a Threat as part of a Flash.

Threats act after the House's turn. Each threat rolls a number of dice equal to the number of dice in their respective sets.

Threats

Jeff, Security Guard 2x1

Triggered Alarm 3x6

We have at this point in the heist, two Threats

The House has just played, so it is their turn to roll...

... Jeff rolls two dice

... The Alarm rolls three dice

After rolling, Threats can assemble sets, which they can use to destroy Crimes.

... The Alarm rolls a 3x4 set

...But Jeff only gets sets of 1x1 and 1x4

Such Crimes meet the following requirements:

the Alarm's set has at least as many dice: *True.*
the Alarm's set has at least as many pips: *True.*

Maintenance Job 4x2
City Hall Blueprints 2x4
Busted Camera 2x2
Sewer Access 3x1
Getaway Driver 2x3
Safecracking 3x4

The Alarm goes off, leaving no time to crack the safe...

Maintenance Job 4x2
City Hall Blueprints 2x4
Busted Camera 2x2
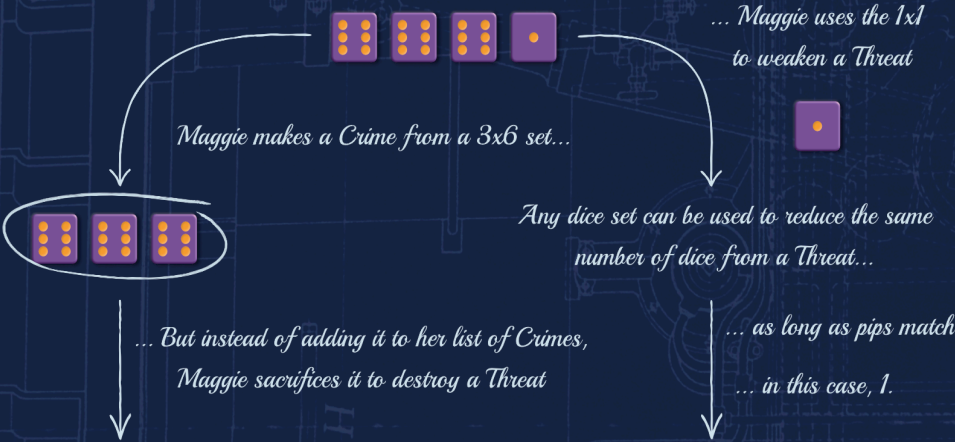Sewer Access 3x1
Getaway Driver 2x3
Safecracking 3x4

Under Pressure!

Threats don't just destroy a Crime! After that, the Rogue whose Crime was destroyed is put under "Pressure".

The effect of "Pressure" changes each scenario, but it always reduces dice pools during Actions (not Flashes).

Maddie took an Action, and has taken an Action, and has some sets. She could use those sets to make Crimes, but she decides instead to use them against the existing Threats.

... Maggie uses the 1x1 to weaken a Threat

Maggie makes a Crime from a 3x6 set...

Any dice set can be used to reduce the same number of dice from a Threat...

... as long as pips match

... in this case, 1.

... But instead of adding it to her list of Crimes, Maggie sacrifices it to destroy a Threat

Maggie spends that dice to weaken Jeff

Maggie's set has at least as many dice: *True.*
Maggie's set has at least as many pips: *True.*

Threats

Jeff, Security Guard 1x1

Triggered Alarm 3x6

Threats

Jeff, Security Guard 2x1

Triggered Alarm 3x6

Both Threats are valid targets...

... so Maggie disables the Alarm.

Threats

Jeff, Security Guard 2x1

~~Triggered Alarm 3x6~~

Threats

Jeff, Security Guard 1x1

~~Triggered Alarm 3x6~~

Pressure

A Rogue that has a Threat applying Pressure on them has *their dice pool reduced by the Threat's dice* on Actions. It does not affect Flashes.

Furthermore, no Rogue can assign Crimes to Objectives while any Rogue is under Pressure.

A Threat that is applying Pressure no longer rolls dice; instead, they perform devastating Pressure Actions, depending on the scenario rules.

Pressure remains until the Threat is destroyed.

You don't want to be on the receiving end of a Pressure Action.

Maddie is being Pressured by the Triggered Alarm Threat.

Threats

Jeff, Security Guard 2x1

Triggered Alarm (MAGGIE) 3x6

Maddie's current dice poll is five dice. She rolls less dice during Actions because of Pressure.

Maggi loses a number of dice equal to the number of drice of the Presssuring Threat

... Alarm has 3 dice

Threats

Jeff, Security Guard 2x1

Triggered Alarm (MAGGIE) 3x6

Maddie has no Criems left, which allows her to be Taken Out by the House or a Threat.

~~Maintenance Job 4x2~~
~~City Hall Blueprints 2x4~~
~~Busted Camera 2x2~~
~~Sewer Access 3x1~~
~~Getaway Driver 2x3~~
~~Safecracking 3x4~~

If you have no Crimes, any set will take you out...

... Yes, even just a 1x1

If the House Takes Out Maggie, the House gains dice equal to her current dice pool.

Due to Pressure, her current dice poll is 2.

So the House gets two dice.

If a Threat takes out Maggie, she is dead.

Narrative Loop

Each group of players will find their own way to communicate and collaborate during the game. Here are some practices that have worked with different groups of players to get the best out of *Violet Tangerine*:

- Narrate together the fiction, until something someone did seems to be helpful. If everyone agrees into making that an Action, do so and interpret sets into Crimes and Threats from the circumstances that prompted that Action.

- Do an Action or a Flash, name Crimes after the House performed their turn and name lasting threats.

- Choose to do an Action or Flash, resolve the entire process and before someone else takes an Action or Flash negotiate the fiction based on what was just created and destroyed.

- Treat fragile Crimes (⚀ or ⚁) dice as attempts and temporary benefits rather than concrete assets, as they are unlikely to last more than a couple of the House's turns.

- Crimes and Threats represent their potential to impact the scenario as it wanes and rises, not necessarily the destruction or creation of something.

- When the House rolls, each Rogue informs which Crimes of theirs are in danger. The House should ask the Rogues if they want to Flash at any point in response to their actions.

- When creating a Crime or Threat, aim for clarity. Check with every player and communicate what you mean with that addition and how do you see it relating to the ongoing narrative you are working on together.

- Give each player veto power over their narrative and mechanical decisions related to their additions. The Crew has final say over all Crimes, a Rogue has final say over their Crimes, the House has final say over Threats.

- Whenever you want to develop the narrative, use an Action or a Flash, look at the existing state of the game: the Crimes, the Threats, the dice pool and Rogue's traits. Ponder together what that means for the Crew. Then, look at the current and following Objectives and act on how you move from your current situation to accomplish those goals.

- Be transparent with the assumptions, rules and Objectives of a scenario.

Key Concepts

- Everything in this game is either part of the **Crew** (our heroes) or the **House** (the opposition).

- Most players play **Rogue**s that are on the side of the Crew, except **one that plays the House**.

- You have a **limited number of Actions** during a scenario. Each Rogue starts with **six** six-faced **dice**, which they use during actions.

- Rogues use Actions to assemble sets of dice, creating **Crimes**. Dice not used to make sets empower the House.

- Crimes can be used to **advance in a scenario** or **protect yourself**.

- After a Rogue takes an Action, the House takes its turn. The House makes sets from their own dice pool and Rogue's remainder to destroy Crimes.

- When the House destroys a Crime, it can create a **Threat**: the House's equivalent to a Crime.

- Each Threat acts on its turn, acting as a mini-House. Threats can apply **Pressure,** putting the entire scenario at risk or even **killing Rogues**.

- If you need to take an extra Action which the House cannot react to, you can use a **Flash** at the cost of **losing a dice** from your Rogue's dice pool.

- Each Rogue has **Traits** related to their **dice pool size**. When you Flash, you also activate the Trait ability of your new dice pool.

- As you make Crimes or Threats, you increase the **Payout**. This determines the outcome of the scenario when you finish it or **Bail**.

These rules are just as important as the basic rules, however, they don't come into play as part of the regular gameplay loop.

Traits

Rogues have three traits, selected at creation.

Between scenarios, you can change your Rogue's traits.

Additionally, scenarios give the Rogues two extra traits.

Traits Loadouts

Traits are triggered in order automatically and cannot be triggered more than once during a scenario. You assign your traits to your loadout before the scenario begins, in the order in which they will be triggered:

- ⚅ Character Trait
- ⚄ Character Trait
- ⚃ Scenario Trait #1
- ⚁ Character Trait
- ⚀ Scenario Trait #2

Character Traits

Aggressive

Convert your dice pool for this Flash into "bullet dice". Assign any number of "bullet dice" across any number of Threats. On a result of 6, remove that Threat.

Calm

When you Flash into this trait, clear Pressure from all Rogues.

Cautious

Get one burnt dice back. Next Flash requires you to burn two dice.

Creative

During this Flash you can make sets of Odds and Evens.

Competitive
Add to this Flash a number of dice equal to the number of dice of the strongest Threat in play.

Cordial
During this Flash you can use the dice pool of another crew mate in lieu of yours.

Deceitful
You may destroy any number of Crimes and add their dice values to this Flash's pool.

Determined
Instead of matching sets as default , this Flash you can cash in all dice as a set of any of your rolled results and width equal to your dice pool.

Dependable
During this Flash you may stack Crimes to a previously failed optional Objective. If you Complete this Objective, create a Crime of value equal to the required dice number and set to any of the valid number of pips for the Objective in addition to any other benefits that may apply.

Expert
Before you roll this Flash, declare a number. You can only create sets with dice showing that number of pips this Flash. Add six dice to your dice pool. You may ignore the rule preventing making more than one set of the same number per roll.

Greedy
If you Flash after the Payout value just increased, you can add how much the Payout just increased to your dice pool.

Idealist
After you are done rerolling this Flash, you may exchange your largest set with the Payout.

Innocent
If you have no Crimes when you Flash, and if every Crime created this Flash would save you but be destroyed by House or Treat, you are protected and lose that Crime. Then, you get a second Flash, in which you add six to the pool.

Facets
This Flash, the number loadout attached to this trait be matched with any other dice as if it was its value.

Laid-Back

After this Flash, reduce the number of House dice to half, rounded down.

Kindly

If you Flash and sacrifice a Crime to help another Rogue, you may use that Rogue's dice pool value until you Flash again.

Meticulous

Rerolling dice this Flash does not give the House extra dice.

Optimist

If you Flash as a Threat is destroyed, you add the number of Threat dice to your dice pool this Flash.

Planner

During this Flash you cannot make new Crimes, but instead you may add any sets you make to the width of existing Crimes of the same dice value.

Pessimist

If you Flash after a Threat destroys a Crime, add the number of Threat dice to your dice pool this Flash.

Proud

Your base dice pool for this Flash is equal to six minus number of crew mates.

Romantic

You may Flash when a crew mate Flashes. You may assemble sets from both dice pools.

Restless

During this Flash you stake Crimes to complete Objectives from later in the scenario.

Ruthless

When you destroy a Threat this Flash, you may create a Crime that has the same set value.

Selfish

If you Flash and complete an Objective with only your Crimes, create a bonus Payout equal to the value of dice total required and set to any of the number of pips that counted for the Objective.

Smartass
Whenever you create a Crime this Flash, create a Crime of the same width and value. The House and Threats get a turn this Flash.

Sneaky
During this Flash, Crimes you sacrifice to reduce Threat's dice (even if they were not created this Flash), reduce each Threat's set by the number of the sacrificed Crime dice rather than by one.

Specialist
When you Flash, create a Crime of dice equal to the number of Rogues in the Crew, set to the value of this trait loadout or the one immediately above/below.

Speedy
After this Flash, take another Flash with the dice pool equal to the biggest width of sets assembled this Flash.

Treacherous
You may give the House up to six dice. Add the same number of dice to your dice pool for this Flash.

Thrill-Seeker
Add to this Flash a number of dice equal to the number of Threats with more dice than your pool.

Vengeful
If you use a set created by this Flash to destroy a Threat, attempt to destroy every other Threat with the same set.

Witty
Instead of rolling this Flash, you may create a Crime of set value equal to the Payout.

Maddie is at risk of being Taken Out and has a small dice poll due to Pressure. However, Rogues always have an ace up their sleeve: Flashes.

Flash is an option always available.

DRIVER LICENSE

MAGGIE PEACH

~~Dependable~~
Calm
Lead to Gold
Sneaky
Getaway Driver

Maggie can Flash into Calm…

… but her dice poll will become four.

Dice pools during Flashes are not reduced by Pressure.

Maggie Flashes into "Calm"…

DRIVER LICENSE

MAGGIE PEACH

~~Dependable~~
~~Calm~~
Lead to Gold
Sneaky
Getaway Driver

…Maggie rolls 4 dice.

…She makes a Crime with the 2x4 set.

The Trait benefit of "Calm" clears all Pressure

Short-Circuit 2x4
~~Maintenance Job 4x2~~
~~City Hall Blueprints 2x4~~
~~Busted Camera 2x2~~
~~Sewer Access 3x1~~
~~Getaway Driver 2x3~~
~~Safecracking 3x4~~

Threats

Jeff, Security Guard 2x1

Triggered Alarm 3x6

Payout

Whenever a Crime or a Threat is created, if it is better than the current , replace it with a set equal to that Crime or Threat.

Each scenario has different outcomes based on the Payout.

Bail

At any point you are not able or willing to proceed with a scenario or you have accomplished the scenario, you need to Bail.

When you announce you are to Bail, the House automatically creates a Threat equal to the Payout.

However, to successfully Bail you must

- Have no Crimes in play.
- Have no Threats in play.

You can keep making Actions and Flashes as normal, however, Rogues have additional options to spend dice while trying to Bail:

- Spend a dice with a result of ▦ to destroy one of your Crimes
- Spend a dice with a result of ▪ to protect one of your Crime from being destroyed by Threats or the House during Action.

Additionally, if you have successfully completed the scenario before deciding to Bail, whenever a Rogues destroys a Crime or Threat, add a Bonus of similar value to the Payout.

If you would be taken out (even lethally) during Bail, you can choose to remove a dice from the Payout or discard a Bonus set.

Once you Bail out, it is time to move to new adventures.

Adding Rogues and Other Characters

You can always add more Rogues, even if a player would want to have the stewardship of more than one of them or to replace a Rogue that is in a pickle or has been killed.

Not everyone in a heist crew has to be a Rogue. A lot of those can be represented by Crimes.

A good way to add a Rogue is to promote a character that was a Crime to Rogue status.

You cannot add Rogues after Bail.

Imagine we have been tracking Payout through examples.

When Henrietta creates City Hall Blueprints, we track Payout.
   Payout becomes a matching set...

City Hall Blueprints 2x4

... so now Payout is 2x4.

When Henrietta creates Maintenance Job, compare it with Payout.
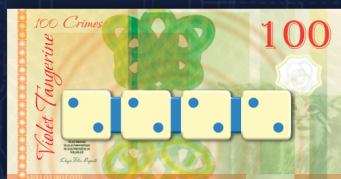
City Hall Blueprints 2x4
Maintenance Job 4x2

Set has at least as many dice: *True*.
Set has at least as many pips: *False*.

OR

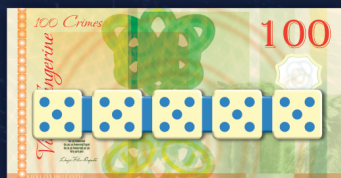Set has more dice: *True*.

... 4x2 is a better set.

... so Payout is now 4x2.

All latter sets have been of worse quality than the Payout.

Sets from Rogues, House and Threats can increase Payout.

The House rolls and creates sets.

... 5x5 is a better set than 4x2.

... So Payout is now 5x5.

The Crew cannot make further progress, so it is time to Bail.

Henrietta's Crimes
~~Maintenance Job 4x2~~
~~City Hall Blueprints 2x4~~
~~Busted Camera 2x2~~
~~Sewer Access 3x1~~
~~Getaway Driver 2x3~~
~~Safecracking 3x4~~

Maggie's Crimes
Seduced Bank Teller 3x2
Realistic Gun Prop 3x4
Short-Circuit 2x4

Threats
Jeff, Security Guard 1x1
~~Triggered Alarm 3x6~~

As they decided to Bail, the House gives chase…

… creating a Threat equal to the Payout.
Police Chase 5x5.

Rogues can still Flash and use any Actions left.

Maggie rolls her last Action.

Threats
Jeff, Security Guard 1x1
~~Triggered Alarm 3x6~~
Police Chase 5x5

She uses the other 1x1 to destroy Jeff.

She uses the first 1 to protect Crimes.

Maggie's Crimes
Seduced Bank Teller 3x2
Realistic Gun Prop 3x4
Short-Circuit 2x4

She uses the 6 to destroy one of her Crimes…

… because, as she succeeded in the heist,
the Crime's set is added as bonus Payout.

Maggie picks Short-Circuit.
House and Threats cannot destroy it.

So she destroys "Realistic Gun Prop"…

.. for 3x4 bonus Payout

Maggie's Crimes
Seduced Bank Teller 3x2
~~Realistic Gun Prop 3x4~~
Short-Circuit 2x4

Introduction

A short introduction to what this scenario is all about.

Assumptions

Details that the write-up of the scenario assumes are true. Most frameworks are flexible, but if you are challenging these assumptions, you may enjoy playing the scenario if you modify it slightly.

Themed Sets

Each scenario has a theme to its dice results, what the number of pips in the dice represents within its framework for a heist.

Sets of 1s should be something fragile as they are useful, while 6s should be things universally helpful and safer to use; always keep in mind that the highest the number, the more likely sets created from them are to stick around.

Themed sets also serve as guidelines for what scenario objectives, Threats and Crimes should be. However, they should be seen as an invitation rather than a restriction.

Opening Moves

The initial steps of a scenario, three to five simple phases to set tone, set stakes, and let us introduce our Rogues as well as show what they are good at. They are usually low key.

Threats created during the opening scenes should not get in the way of the scenario, but rather pushing Rogues into committing to the scenario premise. Landlords and creditors are always a reliable Threat no matter how many Crimes you throw at them..

Do not bother tracking Payout while on the Opening Moves.

Scheming

During Scheming, you generate many Crimes for later use. Challenges would be complicated enough to guide towards choices but still avoid being dangerous enough to overwhelm the Rogues with Threats.

This phase should be dominated by early Flashes, but Scenario Traits should not come into play.

Most objectives should be optional, as it is more important to make the Rogue's life more complicated rather than stop them altogether in their tracks.

The Threats at the end of the Scheming phase should be treated as the challenges the Crew needs to overcome; new Threats need to be subordinate to or evolved from those Threats.

Caper

During the Caper phase, the actual climax of the scenario happens. This is when there are plenty of Actions and hard Objectives that must be handled with what you got from Scheming. Threats and the House should have opportunities to chip away at the Crew, making it clear they may need to Bail out at any point.

There should be few to no optional Objectives. Decisions made during Scheming should have an impact on the Caper.

Ultimately, the purpose of the Caper is to drive to a Bail, job successful or not. A scenario should find its own way, fitting to its tones and themes to still make the Bail fun and interesting: do not let it become just one last thing to mark on the checklist.

Scenario Traits

Each scenario has two traits; each Rogues gets them when they are part of the scenario.

The first Scenario Trait triggers when you burn down to a three dice pool. The second Scenario Trait triggers when you burn to your last die.

Scenario Traits set tone, tempo and prevent games from slowing down as dice pools grow smaller.

Actions

Each phase of a scenario has a limited number of allowed Actions. Actions can be annotated as a number(1-9), one Action per Crew member (C) or a total number of actions equal to the number of Rogues (R).

Objectives

Each phase of a scenario has a set of objectives. While some objectives are mandatory to progress, those in italic are optional.

Each objective has a quantity of Crimes dice (that is, dice that are part of a Crime set) that are required to clear it. Not all dice can be used; they need to have an acceptable number of pips, depending on their themes.

Objective	Acceptable Dice	Dice to Clear
Disable the cybersecurity	⚀,⚁,⚂	3
Ensure the safety of the tourists	any	4
Evade capture by paramilitary goons	⚂,⚃,⚄	5
Take the cash	⚃,⚄,⚅	6

It is unlikely you will be able to complete an objective in a single Action. For that, you need to Stack your Crimes.

The Crimes of someone under Pressure do not count for Objectives.

Stacks

You can put your Crimes on Objective stacks. Only the dice from Crimes in its stacks count for the fulfillment of Objectives.

> So for example, you take action to put sleeping gas in the air ducts that vent out into the paramilitary break room. You manage to roll two ⚂'s, forming a 2x⚂ Crime "Cover Story". If the House can't beat that heist, the 2x⚂ gets added to a stack against the objective *Evade capture by paramilitary goons*.
>
> On your next action, you roll a whopping four ⚃'s, forming a 4x⚃ Crime "Forged Invitation". You also roll a single ⚄, which you use to form an additional 1x⚄ Crime "Parked Under A Window". The House can't beat either Crime; you add the 4x⚃ to your stack against *Evade capture by paramilitary goons*, and then your solitary ⚄ goes to knocking out the guards.

Clearing Objectives

Once all obligatory Objectives are complete, you can proceed. If you run out of Actions, unless you Flash, you have to proceed.

You don't need to complete optional objectives. However, create for each of them a Threat of a fitting number of pips and the number of dice by which you were short.

A Scenario has the current Objective.

Feign False Alarm

It needs 6 or more dice from one or more Crimes.

But you can only use Crimes of 2,3,5 or 6 Pips

Feign False Alarm 6
2,3,5,6

The circled Crimes meet the requirements.

Henrietta's Crimes
Maintenance Job 4x2
City Hall Blueprints 2x4
Busted Camera 2x2
Sewer Access 3x1

Maggie's Crimes
Seduced Bank Teller 3x2
Realistic Gun Prop 3x4

Henrietta has a total of 6 dice in Crimes, Maggie has 3…

… however, Henrietta is under Pressure from a Threat.

Threats
Snitch (HENRIETTA) 3x3

Since Pressure prevents you from staking Crimes on Objectives…

Maggie may continue with only staking "Seduced Bank Teller"…

Maggie's Crimes
Seduced Bank Teller 3x2
Realistic Gun Prop 3x4

Maggie destroys Threat, ending Pressure with "Realistic Prop Gun".

Maggie's Crimes
Seduced Bank Teller 3x2
Realistic Gun Prop 3x4

Objective is optional…

Objective is mandatory…

… cannot progress in the Scenario.

… House creates a Threat equal to the difference.

Threats
Snitch (HENRIETTA) 3x3
Triggered Alarm 3x6

Objective is optional…

… House cannot create a Threat

Objective is mandatory…

… Objective is completed and the Scenario can progress

Rogues Gallery

Below are the Rogues we created for the purposes of playtesting scenario. They are presented here for your reference, and ours.

Charlie
Smartass, Deceitful, Witty

Lorna
Planner, Cautious, Cordial

Henrietta
Romantic, Creative, Laid-Back

Nimue
Determined, Specialist, Innocent

Rosa Beckerfrau
Aggressive, Vengeful, Proud

Butch Bill
Competitive, Speedy, Pessimist

Coco
Thrill-Seeker, Optimist, Restless

Maggie Peach
Calm, Sneaky, Dependable

Dice
Facets, Ruthless, Idealist

Vicky Stacks
Meticulous, Expert, Kindly

Camp Freda
Treacherous, Greedy, Selfish

Leaded Gasoline

At the end of the 60s, laid-off and precarized auto workers get wind of a massive deal being orchestrated between the states who allegedly defend their interests and their exploited employees; the never-ending grid of the owner classes provides the opportunity for the perfect caper to get back at them. But they must navigate established criminal syndicates that would not look kindly on a bunch of upstart Rogues dabbling in their territory.

Assumptions

The scenario has the following assumptions built within:

- There are two nations at play: a host nation where the caper takes place and one where most of our Rogues are from.

- Rogues are going to be from the working class from either of those nations.

- There are one or two established criminal syndicates that take issue with the caper.

- The Rogues need a patron (criminal syndicate, intelligence agencies, government, etc.) to pull the caper.

- Rogues may be affiliated to various organizations, trade unions, communities, etc. However, unaffiliated with authorities.

- The patron and/or competing criminal syndicates have upper middle class or above affectation, and have ideals and wants that are at odds with the Rogue's .

- Computers are being widely implemented but are basically magic.

- Even a partial success in the heist is life-changing for every Rogue and their communities.

Themed Sets

- 🎲 Contacts
- 🎲 Locations
- 🎲 Deception & Infiltration
- 🎲 Cars & Gadgets
- 🎲 Computers & Security
- 🎲 Driving & Scouting

Opening Moves

Life, Such As It Is

Actions: 1

Threats: Small town troubles, police, other criminals, old enemies.

> This is an example of an opening scene. Players introduce their characters, their initial state and maybe what their whole deal is. There is one Action on this scenario step for pacing reasons: players can take turns setting the scene, and signal they are ready to move on by taking an Action.

Life has been hard ever since the plant closed down, half the union leadership was taken to jail and everyone that had the money to leave, has left. You're making do the best you can and it is far from enough. Things need to change and they need to have changed yesterday. What's the daily life of the Crew?

The Job

Actions: R

Threats: Calling old favors, tangled alliances, frenemies, skeletons in the closet.

> The purpose of this stage is to let each Rogue of the Crew show what they are good at by letting every player create Crimes in reaction to learning about the job.

The Crew is made aware of a once in a generation opportunity: the government of a neighboring country that is undergoing similar class warfare is helping their auto industry to move overseas by facilitating the discreet buying of a massive new industrial complex with a truckload of gold. Three things allow the heist of the century:

- The convoy is lightly guarded as this is being kept on the down low.
- The move is going to happen during a football match between both nations.

- A massive computer now controls the traffic, and it has a vulnerability that can put the entire city in lockdown.

Securing a Patron
Actions: C

Threats: Rival crew, suspicious criminal syndicate, poverty.

> A strong finisher to the opening is to let players tackle a simple series of objectives to let them get a feel of their capacities.

You know you cannot do this on your own, and the loot from this caper would be a fine feather in anyone's cap. However, the plan is going to be risky and expensive; you need to convince people to invest in you – and not just do the job on their own.

Objective	Acceptable Dice	Dice to Clear
Secure Patronage	Any, no two repeated numbers	4
Keep the Plan Secret	⚁,⚁	3

Scheming

Assembling the Heist
Actions: RR

Threats: Police and government agents, rivals sabotage, host nation takes notice, patron loses patience

> The purpose of this phase is to overwhelm the Crew with multiple angles of attack; they cannot cover all of them with Actions and must either accept more Threats are in play, add extra Rogues or burn dice into Flashes.

After the Crew secures a Patron, it is time to hit every known problem with the plan and try to address them: whatever is that they do not prepare in time is sure to bite them in the ass later.

Objective	Acceptable Dice	Dice to Clear
Obtain Foreign Contacts	⚀	6
Secure a Foreign Safehouse	⚁	6
Infiltrate Football Supporters	⚂	6
Prepare the Getaway Cars	⚃	6
Prepare Traffic Disruption	⚄	6
Map the Escape Route	⚅	6

Border Crossing

Actions: C

Threats: Border patrol, ambushes, accidents, sudden malfunctions, getting lost, delays.

> This is supposed to be a simple challenge, giving each Rogue an Action where they describe how they use their Crimes to get into the neighboring country. The House gets to flex their new Threats, and the goal here is to see if the Rogues are able to make it to the other end with enough Crimes to do the job. By the end of this section, the Threats they are going to need to overcome during the scenario.

The troubles start already at the border. As you move all the tools you need for the job, your enemies get the jump on you, requiring quick thinking and improvisation on your part so that your journey does not end right here .

Objective	Acceptable Dice	Dice to Clear
Cross The Border	All	RRRR

Caper

The Job

Actions: 3+CC

Threats: Caught in traffic, criminals and cops give chase, unexpected obstacles, impatient patrons.

> This is where everything the Crew has accomplished so far pays off and they try to move on to a successful Bail. There is a complicated series of Objectives to fulfill, however, in brackets there is an alternative requirement: this is meant to represent the preparation on Assembling the Heist working flawlessly and requires only a token acknowledgment that the Crew still has access to its tools.

It is the day the cash is being moved in. Ready or not, you have to accomplish every goal, get the loot and get out. You have a series of Objectives you need to accomplish in sequence, or the job is a bust and you need to Bail unsuccessfully.

When you accomplish the last Objective, you start a successful Bail.

Each Objective has an easier target number of dice if you accomplished an optional Objective in the Scheming phase.

1. Lockdown Traffic: First, you need to freeze all traffic in the city. If you completed *Prepare Traffic Disruption,* this objective only requires 2 dice to clear.

2. Intercept Convoy: Second, you need to track the convoy carrying the convoy. If you completed Obtain Foreign Contacts, this objective only requires 2 dice to clear.

3. Handle Security: Third, you need to somehow deal with the police and army security forces. If you completed Infiltrate Football Supporters, this objective only requires 2 dice to clear.

4. Fourth, you need to drive the seized convoy trucks into a safe place where you withstand siege while moving loot across getaway cars. Execute Transfer only requires 2 dice if you completed Secure a Foreign Safehouse.

5. Fifth, you need to actually have enough getaway cars capable of doing the job. Engine Check only requires 2 dice if you completed Prepare the Getaway Cars.

6. Sixth, you need to get the hell out of the country. Pedal to the Metal only requires 2 dice if you completed Map the Escape Route.

Objective	Acceptable Dice	Dice to Clear
Lockdown Traffic	⚃	RR (2)
Intercept Convoy	⚁	RR (2)
Handle Security	⚄	RR (2)
Execute Transfer	⚂	RR (2)
Engine Check	⚃	RR (2)
Pedal to the Metal	⚅	RR (2)

Once you complete Pedal to the Metal, you can Bail in glory.

Time to Bail out!

Play us Out
Actions: R

Threats: Traffic accidents, road trouble, patronage betrayal, cliffhangers.

> This phase is an additional victory lap after a successful job so that the Crew has an opportunity to destroy any Crimes they may have left, or maybe increase the Payout, or if they just want to play a bit longer. The intention of this step of the scenario is to let them take their time and be quite permissive.

You drive back home in glory, despite your national team losing the match. You have a life-changing amount of wealth in the back of your car; what can go wrong as you steer towards the sunset?

Scenario Traits

Lead to Gold [Scenario ⚅]

During the Flash, any roll of 6 explodes into an additional temporary die. You keep the original 6. If the temporary die is also a 6, that die explodes as well.

> Example: Charlie rolls 3 dice: ⚅,⚅,⚃. Each of her two ⚅ rolls explodes, granting her two temporary dice to roll. She rolls the additional dice: ⚅,⚀. The new ⚅ explodes, granting her an additional temporary die. She rolls that as well, with a result of ⚃.
>
> Her pool for the Flash is now ⚅,⚅,⚅,⚃,⚃,⚀.

Getaway Drive [Scenario ⚀]

During the Flash, you add the House's dice pool to your own. This does not clear the House's dice pool. However, you must use all the dice to Create Crimes.

> Example: Charlie has one die left in her dice pool. The House has four dice. Charlie "borrows" the House's dice, for a total pool of five dice. She rolls them: ⚄,⚄,⚅,⚄,⚃.

Pressure

Hot Pursuit [Pressure]

The Threat is chasing the Rogues, and they are closing in fast. While any Rogue is under Pressure, at the end of each Action compare the highest set created by the Rogue against the highest set assembled by the Threats+House this Action; if the opposition ever created a stronger set than the Rogue, they get closer to corner them: put yet another Rogue under Pressure. Then destroy the lowest Crime of each Pressured Rogue.

If you cannot put any more rogues under Pressure, destroy the highest Crimes of each Rogue instead.

Payout

In this scenario, the amount of loot is always meant to be life-changing for your community. As such, this is probably much more permissive than your average heist. The cliffhanger mechanic is an obvious reference.

For better or for worse, you managed to Bail and go back to your country. What does it look like? Your Payout decides the game's epilogue.

This job is an absurd amount of wealth; as long as your Payout has more dice than the number of Rogues in the Crew, you have succeeded the heist. However, if you failed to complete the Objectives of the Caper phase, you got much less than promised and need to repay your patron first: reduce a number of dice from the Payout equal to the largest dice pool among rogues in the Crew.

Once you calculate the Payout value, each Rogue narrates:

- If the Payout dice are greater than the number of Rogue, narrate how your community and your life have improved their material circumstances with this boon.

- If the Payout dice match the number of Rogues, narrate how your life is still very much the same and you are pretty much back at your initial circumstances .

- If the Payout dice are lower than the number of Rogues, narrate how you are still indebted to your patron and how they seek revenge against you for wasting their time and money.

After this round, score the Bonuses. Each Rogue rolls a number of dice equal to the sum of all the bonuses and creates a final set of Crimes about what they have been up to ever since. And that is it.

THE END

THE END?

The House rolls a number of dice equal to the Payout and tries to make sets. If they make a set with at least as many dice as the number of surviving Rogues, the House gets to cut to a twist or cliffhanger setting up the next adventure.

Opening Moves

Life, Such As It Is

Charlie is our Rogue. She is seen leaving the prison, where she served two years for refusing to snitch on who performed an expensive act of industrial sabotage. Her long-term girlfriend, Lorna, picks her up and takes Charlie around town to see what of her life she can piece back together. Charlie rolls ⚀,⚁,⚂,⚃,⚄,⚅. Charlie decides to create a simple Driving Crime from the single 5 and another from the 6: **In The System 1x⚄** and **Way Around Town 1x⚅** for protection, representing growing re-acquaintance with the town. Since this is the first Action of the game, and Charlie did not reroll any dice, the House has no dice and rolls a single die — equal to the number of Rogues. The House did not destroy a Crime, so it gains one dice.

Charlie's Crimes
*In The System 1x5*
Way Around Town 1x6
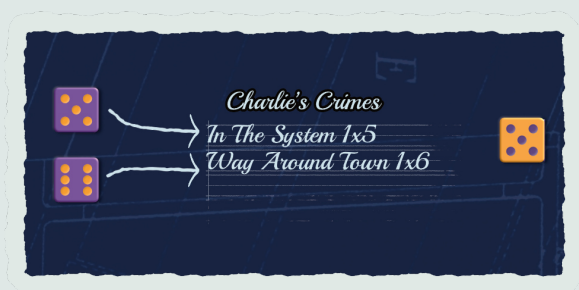
Job

After partying with Charlie and other members of their old crew, Lorna informs Charlie that her former mentor, Beckerfrau, wants to meet her for one hell of a caper. Arriving at the meeting point, Charlie meets Rosa Beckerrfau — wife, now widow: Beckerfrau was caught while planning the heist and killed. She wanted Charlie to finish the job. Charlie meets with Lorna and decides the two of them could take over the caper; Lorna joins the Crew as a Rogue, giving two Actions this phase. Lorna goes first, using an Action and rolls ⚄,⚄,⚄,⚃,⚂,⚂. **False Identity 2x⚄, Bentley S2 2x⚃, Software Reel 2x⚂**.

Lorna's Crimes
False Identity 2x3
Bentley S2 2x4
Software Reel 2x5
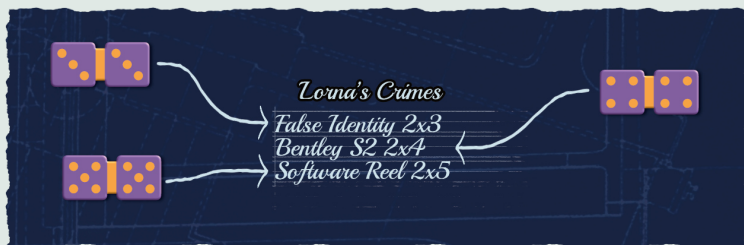
The House rolls two dice, as there are now two Rogues. A 6 and a 1. The House destroys **Way Around Town 1x⚃**, and creates a **Suspicious Townies 1x⚀** Threat. The townies roll a 2. Since the House destroyed a Crime, the House gets no extra dice and since it created a Threat for single die, must lose a die going back to one.

Charlie's Crimes
In The System 1x5
~~Way Around Town 1x6~~

Threats
Suspicious Townie 1x1
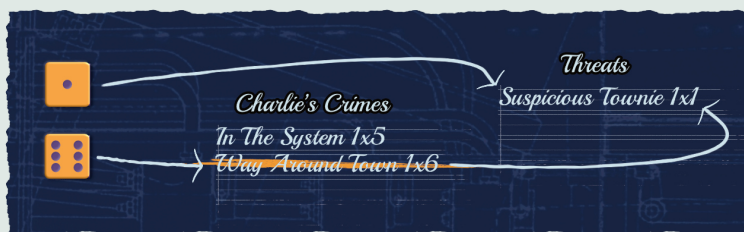
Charlie realizes they really don't know this place anymore and tries to get support from her old union buddies: rolling ⚀,⚀,⚀,⚄,⚄,⚃. They reroll the ⚀, and get a ⚄. The House gets one die. Charlie creates **Abandoned Factory 2x⚀** and **Student Programmer 2x⚄** and uses the remainder ⚃ to destroy the Suspicious Townies 1. The House rolls ⚄,⚀ and is not able to destroy any Crimes. The House did not destroy any Crimes, so gets one die from the reroll and two dice from the number of Rogues in the Crew.

Charlie's Crimes
In The System 1x5
Abandoned Factory 2x2
Student Programmer 2x5

Threats
~~Suspicious Townie 1x1~~
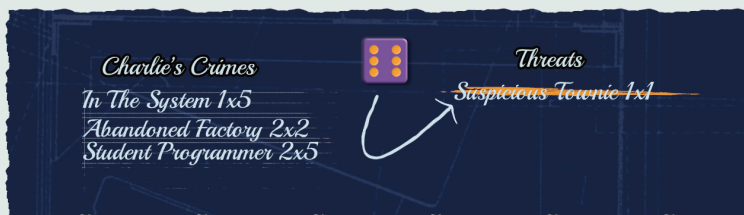
Securing a Patron

Charlie and Lorna realize they have to work with the crime barons that are tight with the government, appealing to their pride and nationalistic desire to embarrass their foreign competition. Charlie assigns **Student Programmer 2x⚅**, **Abandoned Factory 2x⚀**, and Lorna's **False Identity 2x⚁** and **Bentley S2 2x⚄** to *Secure Patronage*.

This lets them focus on *Keep the Plan Secret*. Lorna rolls ⚄,⚁,⚁,⚀,⚅,⚅. Not wanting to risk much, she creates **Planning the Road 2x⚅** and **Black Market Access 2x⚁**. The House has four dice. The House rolls ⚀,⚁,⚁,⚁,⚄. They destroy **Abandoned Factory 2x⚁** and get to create a Threat using the ⚀,⚄ of their pool and ⚀,⚁ from Lorna's remainder to create a Threat. They also use the ⚄ to destroy **In The System 1x⚄** and the last ⚃ to create yet another Threat. **Insurance Investigator 2x⚀** and **Bugged Hideout 1x⚁** join the House as a Threat and the House loses three dice, going back to two. Someone reported activity in the old auto plant and the Crew was forced to relocate. The House does not get dice at the end of this Action.

Secure Patronage now needs one more Crime. Lorna stakes **Planning the Road 2x⚅** on it. She then puts **Black Market Access 2x⚁** on *Keep the Plan Secret*. Charlie tries her luck in keeping things quiet and hopefully deflect the attention from the insurance companies. ⚅,⚅,⚁,⚁,⚀,⚄. She uses a 2x⚅ to beat the 2x⚀, eliminates the Insurance Investigator and creates the Crime **Importer Cover-Up 2x⚁**, stacked to *Keep the Plan Secret*. She also uses the ⚄ to eliminate the **Bugged Hideout**

1x🎲. The House rolls two dice, equal to the Crew, since it only has a single die. 🎲,🎲 and is not able to destroy any Crime. The House gains two dice at the end of the Action, going back to three dice.

Without more Actions, Lorna and Charlie have managed to fulfill all Objectives.

Charlie's Crimes	Lorna's Crimes	Threats
Student Programmer 2x5	False Identity 2x3	
	Bentley S2 2x4	
	Software Reel 2x5	
	Planning the Road 2x6	
	Black Market Access 2x3	
	Importer Cover-up 2x3	

Assembling the Heist

Charlie and Lorna have managed to get the patronage of the biggest national syndicate and secured a loan of money, cars and manpower. They assemble their own team of Henrietta, Nimue, Rosa Beckerfrau, Butch Bill, Coco, Maggie Peach, Dice, Vicky Stacks and Camp Freda. Because of the important role played by computers in this scenario, Nimue is elevated to Rogue.

With three Rogues, RR is a total of six actions, divided among them as they wish. Nimue starts, because they have no Crimes to protect themselves. Rolling a 🎲,🎲, 🎲,🎲, 🎲,🎲, they reroll once and they make the **Crimes College Dorm 2x**🎲 and **Old Opel 2x**🎲. The House now has four dice and rolls a pair of 🎲s and a pair of 🎲s. They destroy the College Dorm and with the remainder create a Threat **Student Council 3x**🎲. The Student Council rolls a 🎲,🎲,🎲. The House loses three dice, going back to one. Nimue's activities end up with her losing their dorm, and the student council is investigating what the student is doing to protect the university's reputation. Nimue is down to a single Crime, so takes yet another Action to not be one-shot during the House's turn. 🎲,🎲,🎲,🎲,🎲,🎲. She rerolls the 🎲 four times, for a 🎲. The House now has five dice. Nimue creates the Crimes **Foreign Exchange Student 3x**🎲 and **Nice Truck 3x**🎲. House rolls 🎲,🎲,🎲,🎲,🎲 and destroys Nice Truck and creates **Obsessed Traffic Cop 2x**🎲. Nimue tries to use a stolen truck for a mobile

base of operations but found out it was too hot and had to abandon it. The Student Council rolls 🎲,🎲,🎲. The OTC rolls

Nimue's Crimes
Old Opel 2x4
Foreign Exchange Student 3x1

Threats
Student Council 3x1
Obsessed Traffic Cop 2x3

Nimue feels she has been holding the game too much and passes to Lorna. 🎲,🎲,🎲,🎲,🎲,🎲. She is unlucky and rerolls six times, getting 🎲,🎲,🎲,🎲,🎲,🎲. **Rented Milan Room 2x🎲, Black Hat Network 2x🎲, Mini Cooper 2x🎲**. House rolls 🎲,🎲,🎲,🎲,🎲,🎲,🎲,🎲. The House goes on a rampage, destroying Foreign Exchange Student with the three 🎲s and creating a massive Threat: **White Hat Hacker 5x🎲**. The White Hat Hacker rolls 🎲,🎲,🎲,🎲,🎲 and takes out Student Programmer by scaring them away and doxxing the Rented Milan Room. The Hacker is on to them and is applying **Pressure** on Lorna and Charlie! The Student Council rolls 🎲,🎲,🎲 and destroys the Software Reel 55, so they too are Pressuring Lorna. The OTC rolls 3,6. House dice go down to three dice.

Charlie's Crimes

Lorna's Crimes
False Identity 2x3
Bentley S2 2x4
Black Hat Network2x5
Planning the Road 2x6
Black Market Access 2x3
Importer Cover-up 2x3
Mini Cooper 2x4

Nimue's Crimes
Old Opel 2x4

Threats
Student Council (LORNA) 3x1
Obsessed Traffic Cop 2x3
White Hat Hacker (LORNA,CHARLIE) 5x5

This scenario's Pressure, **Hot Pursuit**, quickly chains and destroys many Crimes, so it cannot be allowed to fire off. Lorna decides to Flash; her dice pool burns one dice down to five, and **Cautious** triggers, delaying the burn out and returning her pool to six. She goes on how she has been slowly preparing for a heist like this ever since Charlie has been arrested. ⚃,⚃,⚄,⚄,⚃,⚀. She rerolls the ⚄ five times and gets another two, destroying the Student Council. The House dice go up to nine.

DRIVER LICENSE
LORNA
~~Cautious~~
Cordial
Lead to Gold
Planner
Getaway Driver

Threats
~~Student Council (LORNA) 3x1~~
Obsessed Traffic Cop 2x3
White Hat Hacker (LORNA,CHARLIE) 5x5

The White Hat Hacker remains a problem and things can spiral out of control. Nimue Flashes, burning her dice pool down to 5 dice, which she rolls 6,6,6,5,1. She can make a 66666 set with **Determined**, which she uses to destroy the White Hat Hacker. Lorna is now free from Pressure.

DRIVER LICENSE
NIMUE
~~Determined~~
Specialist
Lead to Gold
Innocent
Getaway Driver

Threats
~~Student Council (LORNA) 3x1~~
Obsessed Traffic Cop 2x3
~~White Hat Hacker (LORNA,CHARLIE) 5x5~~

Having not Flashed, it is safer for Charlie to make more Crimes. ⚃,⚃,⚄,⚃,⚃,⚀. While they are doing well on Deception and Infiltration, it is better to have a big set to counter the House's Threats, so they reroll five times to get a **Lord Croker 5x**⚃ and a remainder of ⚀. The House now has fourteen dice. The House has

hit its cap of eleven, so now it rolls eleven dice and may set a single die by lowering their dice pool to twelve. Hoping to take away the Lord Croker Crime, the House sets this lone die to ⚁.

⚀,⚀,⚁,⚁,⚁,⚁,⚃,⚃,⚄,⚄. The House destroys Planning the Road, The Black Hat Network and creates a **Disciplinary Action 3x⚀** Threat which rolls poorly. The Crew still has two actions left. Charlie goes for it again, ⚁,⚁,⚁,⚄,⚄,⚄ after rerolling eight times. Charlie destroys Disciplinary Action threat, and creates **Countermeasures 3x⚄**. The House now has sixteen dice. It spends four of them to set two dice at 2x⚁. The House rolls

⚀⚀,⚀⚁,⚁,⚄,⚄,⚃⚃. They destroy Old Opel and create **Police Investigation 2x⚀** and **Neighborhood Watch 2x⚁**, both of which roll poorly. The House goes down to eight dice.

Charlie's Crimes
Lord Croker 5x3
Countermeasures 3x5

Lorna's Crimes
False Identity 2x3
Bentley S2 2x4
Importer Cover-up 2x3
Mini Cooper 2x4

Ninue's Crimes

Threats
Obsessed Traffic Cop 2x3
Police Investigation 2x1
Neighborhood Watch 2x2

Last action, the group decides to go with Lorna, so she can benefit from the relief brought up by Cautious. After rerolling three times, she gets **Aston Martin 3x⚄** and **Trustworthy Mechanic 3x⚀**. The House has exactly eleven dice, maxing their dice pool. 4x⚁, ⚀, 3x⚄, 3x⚃. House has the Trustworthy Mechanic inadvertently contact the **REAL Lord Croker 4x⚁** and with this identity not as safe as before, they lose their Countermeasures. Theats roll poorly. This costs the House four dice, going back to seven.

The Crew has no more Actions left.

As of this moment, the House would get four free Threats: a 6x⚀, a 6x⚁, a 6x⚄ and a 6x⚃. This would be devastating. Because Flashes dont give opportunities for the House and Threats to roll,

Charlie and Lorna decide to each do at least a Flash to improve their odds.

Lorna goes down to four, activating **Cordial** and letting her use another Rogue's dice pool this Flash. She picks Charlie, who still has all her dice. ⚁⚁, ⚄⚄, ⚅⚅ with a single reroll. **Abandoned Mansion 2x⚁, Make-Shift Program 2x⚄** and **Alternative Road 2x⚅**. The House goes up to eight dice. Charlie burns down to five, triggering **Deceitful**. She sacrifices False Identity, Black Market Access and Importer Cover-up for six extra dice. ⚄⚀⚄⚄, ⚅⚅, ⚀⚁⚀, ⚁, ⚄. Setting the two higher sets aside, rerolling two times, **Pakistani Ambassador 5x⚄** and **Auto Workers Union 5x⚀**. The House goes up to ten dice.

In the end we have the following Crimes staked:

Obtain Foreign Contacts: **Auto Workers Union 5x⚀**

Secure a Foreign Safehouse: **Abandoned Mansion 2x⚁**

Infiltrate Football Supporters: **Lord Croker 5x⚄, Pakistani Ambassador 5x⚄**

Prepare the Getaway Cars: **Bentley S2 2x⚄, Mini Cooper 2x⚄, Aston Martin 3x⚄**

Prepare Traffic Disruption: **Make-Shift Program 2x⚄**

Map the Escape Route: **Alternative Road 2x⚅**

Without any more Action and unwilling to Flash further, the Crew proceeds to the next phase. They complete *Infiltrate Football Supporters* and *Getaway Cars*; those will not give them problems during the rest of the scenario. However, the House gets free Threats: **Scab Informant 1x[1], Property Manager 4x[2], Firewall 4x[5], Traffic Police 4x[6].** In addition to the **REAL Lord Croker 4x[3]**.

Charlie's Crimes
Lord Croker 5x3
Auto Workers Union 5x1
Pakistani Ambassador 5x3

Lorna's Crimes
Alternative Road 2x6
Bentley S2 2x4
Abandoned Mansion 2x2
Mini Cooper 2x4
Aston Martin 3x4

Nimue's Crimes

Threats
REAL Lord Croker 4x3
Scab Informant 1x1
Property Manager 4x2
Firewall 4x5
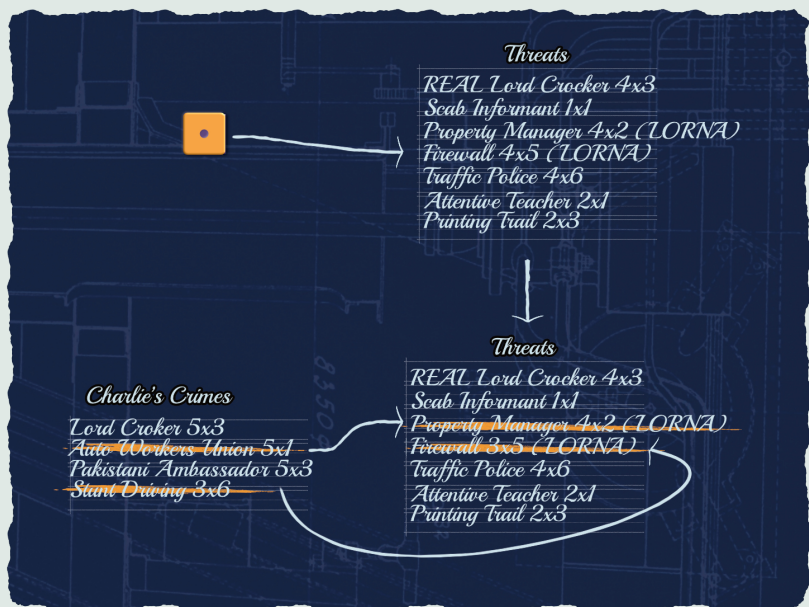Traffic Police 4x6

100 Crimes — 100 — Tangerine

Border Crossing

Nimue goes first, for she is the most vulnerable. [6][6],[3][2],[2][5] after a single reroll: **Taking the Long Way 2x[6]**, **School Bus 2x[5]**, and **Borrowed Computer 2x[2]** as she tries to mingle among teens coming back from a school trip. The House rolls its eleven dice, for [2][5], [6][6][6], [1][1], [3][2], [5],[1]. The House uses the 3x[6] to destroy Taking the Long Way (it turns out to be not that helpful), and create the Threat **Attentive Teacher 2x[1]**, and the owners of the Borrowed Computer notices what has been done to it **Printing Trail 2x[2]**. The House goes down to seven dice. Time for the Threats to go: Traffic Police gets nothing useful, The Firewall has a 2x[1] which it uses to trace the location of the Abandoned Mansion, Pressuring Lorna. The Property Manager is alerted, finds the Make-Shift Program in the site, destroying that with a 2x[5], also Pressuring Lorna. The RLC has a 22, which cannot do anything. Attentive Teacher and Scab Informant also fail to do anything.
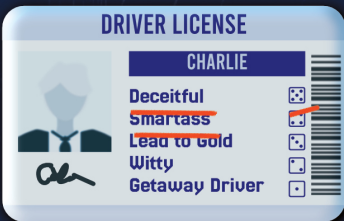
Second action. Nimue has **School Bus 2x⚁**. Charlie has **Auto Workers Union 5x⚀**, **Lord Croker 5x⚂**, **Pakistani Ambassador 5x⚂**. Lorna has **Alternative Road 2x⚅**, **Bentley S2 2x⚅**, **Aston Martin 3x⚅** and **Mini Cooper 2x⚅**. Lorna is Pressured by Firewall and Property Manager. Her dice pool is zero from Pressure, so Charlie takes her turn.

After a reroll, Charlie has **Stunt Driving 3x⚅** and ⚅, ⚀. ⚀ destroys the Scab, the ⚅ is used to reduce the Firewall to **Firewall 3x⚄**. The House rolls seven dice, and cannot do anything with it. Things are pretty bad, so Charlie also uses Auto Workers Union to take down a Threat (as the local workers manage to sabotage the life of the Property Manager and remove them from the job), and Stunt Driving to force the Firewall to lose their movements.

However, the driving around catches the attention of the Traffic Police, which with a 2x⚅ takes out the **Bentley S2 2x⚅** (and, as is tradition, Pressure Lorna). Cut to the REAL Lord Croker, who with a 2x⚀ is seen frustrated at the border as there seem to be problems with his passport. Since the House's side took at least a Crime, the House does not get any dice.

Threats

REAL Lord Croker 4x3
Scab Informant 1x1
Property Manager 4x2 (LORNA)
Firewall 4x5 (LORNA)
Traffic Police 4x6
Attentive Teacher 2x1
Printing Trail 2x3

Threats

REAL Lord Croker 4x3
Scab Informant 1x1
~~Property Manager 4x2 (LORNA)~~
~~Firewall 3x5 (LORNA)~~
Traffic Police 4x6
Attentive Teacher 2x1
Printing Trail 2x3

Charlie's Crimes

Lord Croker 5x3
~~Auto Workers Union 5x1~~
Pakistani Ambassador 5x3
~~Stunt Driving 3x6~~

Nimue has **School Bus 2x**🎲. Charlie has **Lord Croker 5x**🎲. **Pakistani Ambassador 5x**🎲. Lorna has **Alternative Road 2x**🎲, **Aston Martin 3x**🎲 and **Mini Cooper 2x**🎲. Before Lorna takes her Action turn (the last of the Crew), Charlie decides to Flash down to four dice. She triggers **Smartass**. Smartass doubles created Crimes but lets the House take its turn. After three rerolls, Charlie creates two Crimes at 3x🎲 and two at 🎲. Charlie uses the two 6s to lower Traffic Cops to 2x🎲 and then uses one of the 3x🎲s to destroy it, naming the second **Traffic Chaos 3x**🎲. The House rolls 🎲🎲, 🎲🎲, 🎲🎲, 🎲, 🎲, 🎲🎲. The House destroys Alternative Road and creates a Threat **Mistaken Identity 2x**🎲. Houses goes down to eight dice. None of the remaining Threats accomplishes anything.

DRIVER LICENSE	Charlie's Crimes
CHARLIE	Lord Croker 5x3
Deceitful	Pakistani Ambassador 5x3
Smartass	Traffic Chaos 5x3
Lead to Gold	
Witty	*Threats*
Getaway Driver	REAL Lord Crocker 4x3
	Scab Informant 1x1
	Attentive Teacher 2x1
	Printing Trail 2x3
	Mistaken Identity 2x3

Lorna then takes the final Action. After two rerolls, Lorna gets 3x🎲 and a 🎲. She uses the 🎲 to reduce the Threat of the REAL Lord Croker to 3x🎲 and create **Backroads Expert 3x**🎲. The House gets 3x🎲, 🎲🎲, 🎲🎲, 🎲, 🎲 🎲. The House destroys Backroad Expert and the School Bus as it gets stuck somewhere, and there is the threat of **Lookouts 2x**🎲. RLC recognizes his **Bentley S2 2x**🎲 and is, again, pressuring Lorna with a 2x🎲, 🎲. The other Threats cannot do anything else.

Nimue has no crimes, Charlie has **Lord Croker 5x**🎲, **Pakistani Ambassador 5x**🎲, **Traffic Chaos 3x**🎲. Lorna has **Aston Martin 3x**🎲 and **Mini Cooper 2x**🎲. Lorna is under Pressure, so her Crimes cannot be used. However, Nimue and Charlie have

way more dice among their Crimes to cover the 12 dice requirement of *Cross The Border*.

The Job

The Crew has nine actions for this phase of the scenario, which any Rogue must take at least two. Lorna is under pressure by the **REAL Lord Croker 3x⚅**. Nimue tells the Crew she has an idea. She burns down to four dice to take a Flash, activating **Specialist**. Nimue can pick between ⚄, ⚄ or ⚀ and create a Crime equal to the number of Rogues: **I'm In 3x⚄**. With a reroll Nimue gets 2x⚄,2x⚏, which she uses to take out **Lookouts 2x⚅** and create **Anarchist Squat 2x⚄**.

Nimue assigns **Traffic Chaos 3x⚄**, **I'm In 3x⚄** and **Anarchist Squat 2x⚄** to the Objective *Lockdown Traffic*. Nimue burns I'm In to hack REAL Lord Croker out of going after Lorna: without Pressure, they can now once again assign Crimes to Objectives.

DRIVER LICENSE
NIMUE
~~Determined~~
~~Specialist~~
Lead to Gold
Innocent
Getaway Driver
Nimue

Nimue's Crimes
~~Anarchist Squat 2x5~~
~~I'm in 3x5~~

Threats
~~REAL Lord Croker 3x3~~
Scab Informant 1x1
Attentive Teacher 2x1
Printing Trail 2x3
Mistaken Identity 2x3
~~Lookouts 2x3~~

With *Lockdown Traffic* cleared, the next Objective is *Intercept Convoy*. The Crew has no contacts at all, so getting some resistant 1s Crimes is a priority. Charlie goes first, describing how she tried to stay back to deal with Mistaken Identity and other emerging Threats. She actually lucked out and got **Bridge Overview 4x2** with three rerolls, which, while not useful now, is gonna be useful later. The House has twelve dice and rolls ⚅, 4x⚅, 2x⚄, 2x⚄, 2x⚏. The House destroys the Anarchist Squat with a 2x6, as **Police Squad 4x⚅** chases the Crew away, 2x⚄ destroys Lorna's Mini Cooper as they have to abandon the car

due to **Cut-Off Roads 2x**⚅. The Anarchist Squat was Nimue's last Crime! As she is defenseless, the House attacks Nimue directly with the ⚁!

Nimue has to Flash to say how she managed to avoid becoming a pawn of the House. Because she is burning down to three, this is always a Scenario Trait, in this case, **Lead to Gold**. Nimue rolls a 2x⚄,⚅, which becomes a 3x⚄,⚅ after the explosion. She uses the ⚅ to lower **Cut-Off Roads 1x**⚅ and protects herself with a **Mini Golf 3x**⚄ as she reveals she had another car planted before. The House continues the Action that was interrupted by the Flash, goes down to six dice. The Police Squad gives chase to Nimue, and Mistaken Identity and Cut-Off Roads do not cause immediate trouble.

DRIVER LICENSE

NIMUE

~~Determined~~ ☑
~~Specialist~~ ⚄
Lead to Gold ⚁
Innocent ⚁
Getaway Driver ⚀

Nimue

Nimue's Crimes
~~Anarchist Squat 2x5~~
~~I'm in 3x5~~

Threats
~~REAL Lord Crocker 3x3~~
~~Scab Informant 1x1~~
~~Attentive Teacher 2x1~~
Printing Trail 2x3
Mistaken Identity 2x3
~~Lookouts 2x3~~

Lorna takes the second Action of the Crew, Getting a ⚁,3x⚀. She harassed the Police Squad down to 333 with help from **Street Urchins 3x**⚀ and that floating ⚁. The House gets a 4x⚄,⚅,⚁ which it uses to destroy Bridge Overview, and Charlie decides that since Nimue is in trouble, she has to get into a car and help her escape. The House makes a Threat **Engine Noises** ⚄ and goes down to five dice. The Threats do nothing. Okay, we are making some progress! Charlie goes again, Two rerolls and Charlie gets 2x⚁, taking out Mistaken Identity and creating **Friendly Customs 2x**⚀. Determined to protect that Crime from the Cops, Charlie describes how she uses Traffic Chaos to have the cops have mixed messages on radio and get themselves stuck somewhere. The House rolls ⚁,2x⚄,⚅,⚄,2x⚁. Turns out those Friendly Customs

did all they could… or did they? The Crew was so close, they needed just a bit more, just a meager extra die at 🎲.

So Charlie Flashes down to 3 and triggers **Lead to Gold**. 🎲,🎲,🎲. Rerolling that 🎲, getting a 🎲 which then explodes into a 🎲. 🎲,🎲,🎲,🎲. Charlie destroys Engine Noises and Cut-Off Roads and creates *Timely Courier 2x*🎲. 7 dice! The three Crimes are stacked on *Intercept Convoy* and complete it! The Crew narrates how they manage to get to the convoy before it resumes. The House continues its Turn, and destroys Friendly Customs and creates **Relentless Soldier 2x**🎲 and goes down to five dice.

Charlie's Crimes
Lord Croker 5x3
Pakistani Ambassador 5x3
Traffic Chaos 5x3
Timely Courier 2x1

Intercept Convoy 6
1

Lorna's Crimes
Street Urchins 3x1
Friendly Customs 2x1
Aston Martin 3x4

Since the Crew completed *Infiltrate Football Supporters*, they easily hand-wave how they overpower the security forces and move on from *Handle Security*. However, the Crew has no place where they can transfer the loot to the getaway cars.

Lorna has the highest pool of the Crew, so she takes the lead on the fourth Action of the Crew. She rerolls once and has 3x🎲,🎲. She reduces the Relentless Soldier to 1x🎲 and reveals the Crew still controls the computer system with **My City Now 3x**🎲. House has a 3x🎲,2x🎲,🎲 which it uses to destroy the Mini Golf and once again leave Nimue vulnerable, creating **Spike Trap 2x**🎲. Nimue is once again in danger, the House attacking Nimue with that 🎲. The tires blow up, the Mini Golf fails to meet at the rendezvous site; Nimue Flashes down to two dice and triggers **Innocent**. Nimue rolls a 🎲,🎲; however none of those would make a Crime that the House's 1 could destroy. Nimue rerolls four times, getting a 🎲,🎲. She is tempted to get that useful 🎲, but for Innocent to trigger, it would need to be destroyed anyway, so she makes an **When In Rome 1x**🎲 Crime. The cops stop Nimue, and she is

the angelic figure of innocence, and the police are quite apologetic; this blind spot lets her Flash again: 4x⚅,2x⚃,⚀,⚃ after three rerolls. Nimue gets a **Police Blind Spot 4x⚅**, **They Already Checked Here 2x⚃** and destroys Relentless Soldier.

Lorna takes the fifth Action. 4x⚃ after four rerolls, creating the Crime **Church Crypt 4x⚃**. *Execute Transfer* achieved! As does *Engine Check*, since the Aston Martin is enough due to having completed *Prepare the Getaway Cars*! However, there is still the House action and all these rerolls have given the House 18 dice! The House is rubbing their hands, but wait, Nimue Flashes into 1, triggering the second Scenario Trait, **Getaway Drive**!

DRIVER LICENSE

NIMUE

~~Determined~~
~~Specialist~~
~~Lead to Gold~~
~~Innocent~~
~~Getaway Driver~~

Nimue

Nimue's Crimes
Mini Golf 3x5
When In Rome 1x1
Police Blind Spot 4x6
They Already Checked Here 2x4

Threats
Police Squad 4x3
Scab Informant 1x1
Attentive Teacher 2x1
Printing Trail 2x3
Spike Trap 2x2

Before anyone is aware, Nimue drives out with the gold behind Lorna and Aston Martin, as she rolls 1x⚃,2x⚅,10x⚄,6x⚅. With a set of seven, Nimue creates **Lovelace Reborn 6x⚄** (which is now the Payout) and **Master Hacker 4x⚄**, **I Been Having Lessons 2x⚅**, **Destination: Switzerland 2x⚄**, **New Girlfriend 1x⚃**. *Pedal to the Metal* is complete!

Time to Bail out!

Play Us Out

For a Bail to be complete, all Threats and Crimes must be destroyed. The Crew is racing to the mountains of Switzerland.

Nimue has **Lovelace Reborn 6x🎲**, **Master Hacker 4x🎲**, **I Been Having Lessons 2x🎲**, **Destination: Switzerland 2x🎲**, **New Girlfriend 1x🎲**, **Police Blind Spot 4x🎲**, **They Already Checked Here 2x🎲**, Charlie has **Lord Croker 5x🎲**, **Pakistani Ambassador 5x🎲**, Lorna has **Aston Martin 3x🎲**, **My City Now 3x🎲**. There are no Threats in Play. The House creates a **Military Police 6x🎲**, matching the Payout.

There are still four Actions from the previous phase left over, for a total of a maximum of seven. However, Nimue still needs to spend her second Action from The Job phase. She rolls a 🎲 after three rerolls, so she gives up trying to get a 🎲. Instead, Nimue uses Lovelace Reborn to destroy Military Police. The House has 21 dice. It spends ten dice to set five dice to 5x🎲 and rolls 4x🎲,2x🎲,🎲. The House takes down Pakistani Ambassador, Destination: Switzerland and I Have Been Having Lessons. Midway through their escape, they learn that Switzerland is not safe as they know the Pakistani Ambassador could not be the one that got that private jet. The House goes down to eight dice. Charlie still wants to cash in the bonus so she Flashes down to two, triggering **Witty**; she creates a **Backup Plans 6x🎲** Crime, then Flashes to one and triggers Getaway Drive, 3x🎲, 2x🎲, 2x🎲, 2x🎲. Charlie uses both sixes to destroy Backup Plans and Lord Croker before the House gets the opportunity to do so, for a lot of bonus Payout. Then, she has to create **Helicopter Pilot 3x🎲, Aerodrome 2x🎲, Lord Croker's Entourage 2x🎲**.

Charlie's Crimes
Helicopter Pilot 3x1
Aerodrome 2x2
Lord Croker's Entourage 2x3

Lorna rolls ⚁,⚅,⚄,⚀ protects My City Now with the ⚀ and destroys the Aston Martin with the ⚄. The House goes and gets 4x⚄, 2x⚁, 2x⚀ and destroys the Aerodrome and Police Blind Spot. Oh no, the police are waiting for them at the aerodrome, time to turn back! The House goes down to six dice. Lorna takes the third Action, rerolls three times, gets ⚁,⚅,⚄,⚀; she destroys My City Now and protects Master Hacker. The House rolls 5x⚁,2x⚅,2x⚅; They Already Checked there and Lord Crooker's Entourage are destroyed.

Lorna takes the fourth Action, and rerolls three times to ⚀⚀,⚄⚄. Lorna destroys Master Hacker and Helicopter Pilot. Just to drive it home, Lorna Flashes down to three dice and triggers **Lead to Gold**. ⚀,⚁,⚅,⚄ and destroying New Girlfriend. With no Threats or Crimes left, they decide what is to happen. Nimue produces new identities for them, Charlie flies alone with the pilot, just in case.

Driving the Aston Martin towards the sunset, Nimue and Lorna lean in for a kiss.

Payout

Credits start rolling, and this is the Crew's track record.

Payout: 6x⚄

Nimue's Bonuses: 6x⚄

Charlie's Bonuses: 6x⚄, 5x⚁

Lorna's Bonuses: 3x⚄, 3x⚄, 5x⚄, 3x⚀

The heist was successful, so we won't need to reduce Payout. If the Crew had been forced to Bail before, they would have it reduced by Lorna's dice pool of three. Since six dice is greater than the number of Rogues left standing, three, everyone gets a good epilogue. Charlie rolls her bonus dice, creating the Crimes **Professor Croker 4x⚄**, **Academic Credentials 2x⚁**, **Muscle Car 2x⚄**, **Expat Community 1x⚀**, **Tiny Apartment 1x⚁ For The Fun Of It 1x⚏**. Charlie is living a quiet life as a college professor in a small town in America. She is seen getting home to a lot of letters from her fellow auto workers back home telling how things are going. The last one is a postcard sent by Nimue and Lorna. Nimue rolls **Tourists in the Bahamas 3x⚁, Doctorate Thesis 1x⚄**, **Driver's License 1x⚏, Moving Out From My Parents 1x⚁**, and wrote in the postcard how she is set to get her schooling done and start her own life and finally do some real help for real people. Lorna gets **Public Transport Coop 3x⚀, Sexy Accountant 2x⚁, Studio Apartment 1x⚁, Mercedes-Benz 3x⚄, Programmer Socks 3x⚄, Car Show Aficionado 2x⚏**. Lorna has financed a small coop of laid off auto workers that seek to fabricate public transport solutions for the neglected parts of the country, hiding among them as their accountant. She is living a modest life with Nimue, but they are happy and she is even picking a side hobby and still has enough money for some creature pleasures.

The House rolls 2x⚄,2x⚏,2x⚁. A good effort, but not enough. It seems it is the end for our criminals for now.

Violet Tangerine

Condensed Rules

A player plays the **House**, the opposition during the heist. The others play **Rogues**, part of a **Crew** attempting the heist. The House needs eleven dice (11d6), and each other player needs six dice (6d6). You need somewhere to write down Objectives, Threats and Crimes.

Gameplay Loop

There is a **limited number of Actions** that the Crew can take. During an Action, **Rogue players roll their dice pool and create Crimes**. Afterwards, the **House counters existing Crimes and/or introduces new Threats**. Rogue players can reduce their dice pool permanently to unlock powerful Flash reactions, in which the House cannot act. As the Crew executes the heist, they will accumulate Payout that determines their success once they Bail Out.

Actions

Creating new Crimes must be done as part of an Action. Actions are resolved through the following steps.

Rolling Dice

Gather all your dice in a pool (staring at six dice, decreasing as you use Flashes). Roll your dice pool. You may reroll any number of dice any number of times. For each dice rerolled, the House adds an extra die to their dice pool.

Crimes

Rogues assemble Crimes from sets of dice. Rogues can make any number of Crimes during an Action. No single set can have less than one die or more than six. Rogues cannot make more than one set of the same number of pips with the same Action or Flash. If you would create a set with more than six dice, you can instead create a dice set of any pip value. Dice not used to make Crimes remain at the table and can be used by the House.

House Crimes

The House acts every Action after Crimes are created. The House has its own dice pool, starting at zero dice. Each reroll by other players increases the dice pool of the House. The House rolls its dice pool, up to a maximum of eleven dice, then creates Crimes with the same rules as Rogues. If the House has less dice, the House rolls as many dice as there are Rogues in the Crew. The Crimes created by the House must be used immediately to destroy Rogue's Crimes. A Crime can destroy any Crime it matches or beats in number of dice and number of pips.

House Threats

After destroying Crimes, the House can create Threats. The House can create as many Threats as Crimes it destroys this Action. A Threat is created as a Crime and remains until destroyed. The House may use Rogue's remainder dice to assemble sets for Threats. After the House is finished creating Threats, all Threats get to act.

Adjust House Dice

After Threats act, adjust the House dice. First, reduce the House dice pool by one for each dice used as part of the set of a Threat. Then, lose one die for each Crime destroyed without creating a Threat. If the House did not destroy at least a Crime, it gains dice equal to the number of Rogues in the Crew.

Other Uses of House Dice

Since you can never roll more than eleven dice as the House, you can use extra dice other ways.

Fudge Dice

Spend two dice to set a dice from the rolled dice pool at the number of pips of your choice instead of rolling.

Bonus Objective

Spend five dice to create a bonus Objective instead of the usual Roll. Any set of at least two dice define which number of pips can be used to fulfill the new Objective and the number of the dice in the highest set define how many dice must be assigned to fulfill the Objective.

Threats

Threats are House Crimes. Threats can be destroyed by a Rogue's Crime matching or beating their set. You may weaken a Crime matching the number of pips of a Threat to weaken it; every dice removed from such a Crime reduces the dice threat set by one. Unless it is during a Flash, you cannot destroy or weaken Threats while the House and Threats are taking their turn.

Threat Actions

Threats act like mini-Houses, whose dice pool is equal to the number of dice on its set. It can destroy Crimes like the House. If a Rogue has a Crime destroyed by a Threat, that Threat applies Pressure.

Taken Out

You cannot be taken out as long as you have at least one Crime. If you have to Crimes to protect you from any Crime the House or Threat would create, you're Taken out. If you have your last Crime destroyed by a Threat, you're Taken Out.

If you are Taken Out by the House, the House gains a number of dice equal to your current dice pool.

If you are Taken Out by a Threat, you're dead.

Flash

You may choose to Flash at any moment, interrupting any ongoing Action while you resolve the Flash. Flash works like an Action, except the House and Threats do not get to act, no sets add to Payout and it does not count to the Action limit. Triggering a Flash permanently reduces your dice pool by one. When you reduce your dice pool, you also activate one of your Traits Loadout.

Pressure

A Rogue under Pressure on them has their dice pool reduced by Threat's dice on Actions. Flashes are unaffected. A Threat applying

Pressure no longer rolls dice on their turn, instead doing a Pressure action described by the heist scenario. Crimes cannot be added to Objectives while any Rogue is under Pressure.

Payout

Whenever a Crime or a Threat is created, if it is better than the current one, replace it with a set equal to that Crime or Threat. Each scenario has different outcomes based on the Payout.

Objectives

Each phase of a scenario has a set of objectives. Some are mandatory, others are optional. Each objective has a quantity of Crime dice that are needed to beat it, and which number of pips are accepted for any given objective. you need to clear primary objectives to progress in the scenario. Bonus objectives are optional, however, if you do not clear one, create a Threat set with a number of dice equal to by how much you failed to meet the objective's target number of dice.

Bail

When you run out of Actions and/or have accomplished the goals of a scenario, you must Bail. When you Bail, the House creates a Threat equal to the Payout. To successfully Bail, you need to have no Crimes or Threats in Play. Rogues have the following extra options during Actions during Bail.

Destroy Crimes

Spend a dice with a result of six to destroy one of your Crimes.

Protect Crimes

Spend a dice with a result of one to protect one of your Crimes from being destroyed by Threats or the House.

Traits

Rogues have three traits, selected at character creation. Scenarios give you two extra traits. At the beginning of a scenario, you equip your traits in a Trait Loadout. You assign each trait to a number of dice, and trigger its effects when you decrease your dice pool to that value through Flash.

Aggressive

Convert your dice pool for this Flash into "bullet dice". Assign any number of "bullet dice" across any number of Threats. On a result of 6, remove that Threat.

Calm

When you Flash into this trait, clear Pressure from all Rogues.

Cautious

Get one burnt dice back. Next Flash requires you to burn two dice.

Creative

During this Flash you can make sets of Odds and Evens.

Competitive

Add to this Flash a number of dice equal to the number of dice of the strongest Threat in play.

Cordial

During this Flash you can use the dice pool of another crew mate in lieu of yours

Deceitful

You may destroy any number of Crimes and add their dice values to this Flash's pool

Determined

Instead of matching sets as default, this Flash you can cash in all dice as a set of any of your rolled results and width equal to your dice pool.

Dependable

During this Flash you may stack Crimes to a previously failed optional Objective. If you Complete this Objective, create a Crime of value equal to the required dice number and set to any of the valid number of pips for the Objective in addition to any other benefits that may apply.

Expert

Before you roll this Flash, declare a number. You can only create sets with dice showing that number of pips this Flash. Add six dice to your dice pool. You may ignore the rule preventing making more than one set of the same number per roll.

Greedy

If you Flash after the Payout value just increased, you can add how much the Payout just increased to your dice pool.

Idealist

After you are done rerolling this Flash, you may exchange your largest set with the Payout.

Innocent

If you have no Crimes when you Flash, and if every Crime created this Flash would save you but be destroyed by House or Treat, you are protected and lose that Crime. Then, you get a second Flash, in which you add six to the pool.

Facets

This Flash, the number loadout attached to this trait be matched with any other dice as if it was its value

Laid-Back

After this Flash, reduce the number of House dice to half rounded down.

Kindly

If you Flash and sacrifice a Crime to help another Rogue, you may use that Rogue's dice pool value until you Flash again.

Meticulous

Rerolling dice this Flash does not give the House extra dice

Optimist

If you Flash as a Threat is destroyed, you add the number of Threat dice to your dice pool this Flash.

Planner

During this Flash you cannot make new Crimes, but instead you may add

any sets you make to the width of existing Crimes of the same dice value

Pessimist

If you Flash after a Threat destroys a Crime, add the number of Threat dice to your dice pool this Flash.

Proud

Your base dice pool for this Flash is equal to six minus number of crew mates

Romantic

You may Flash when a crew mate Flashes. You may assemble sets from both dice pools.

Restless

During this Flash you stake Crimes to complete Objectives from later in the scenario.

Ruthless

When you destroy a Threat this Flash, you may create a Crime that has the same set value.

Selfish

If you Flash and complete an Objective with only your Crimes, create a bonus payout equal to the value of dice total required and set to any of the number of pips that counted for the Objective.

Smartass

Whenever you create a Crime this Flash, create a Crime of the same width and value. The House and Threats get a turn this Flash.

Sneaky

During this Flash you may sacrifice a Crime (even if not created during the Flash) to reduce all Threats by the number of dice of the sacrificed Crime.

Specialist

When you Flash, create a Crime of dice equal to the number of Rogues in the Crew, set to the value of this trait loadout or the one immediately above/below.

Speedy

After this Flash, take another Flash with the dice pool equal to the biggest width of sets assembled this Flash

Treacherous

You may give the House up to six dice. Add the same number of dice to your dice pool for this Flash.

Thrill-Seeker

Add to this Flash a number of dice equal to the number of Threats with more dice than your pool

Vengeful

If you use a set created by this Flash to destroy a Threat, attempt to destroy every other Threat with the same set.

Witty

Instead of rolling this Flash, you may

create a Crime of set value equal to
the Payout.