

RASCAL

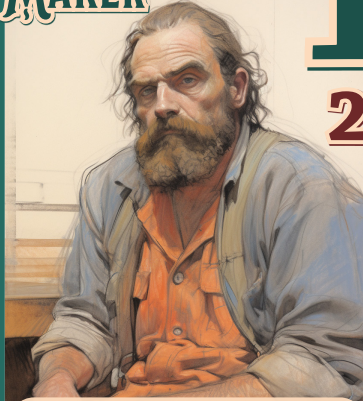
1
1



Gain 1 point.
Take another turn.

MAKER

1
2



Hit another player
for 2 points.

OPERATOR

1
3



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

GREASER

1
4



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

CLEANER

1
5



Each player must
discard one card.

TRAITOR

1
6



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

WAIF

2
1



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

DRIVER

2
2



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

SCOUNDREL

2
3



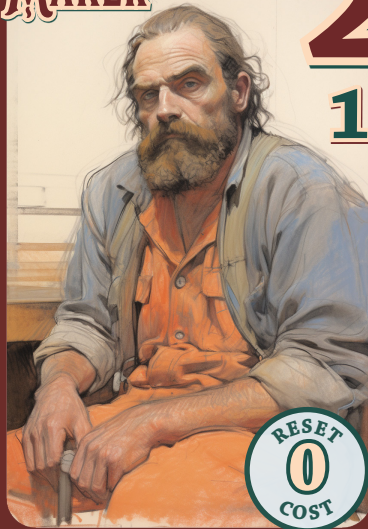
Flip another card of
value 3 or less.

OPERATOR 3
1



RESET 1
COST

MAKER 2
1



RESET 0
COST

RASCAL 1
1



RESET 0
COST

TRAITOR 6
1



RESET 1
COST

CLEANER 5
1



RESET 0
COST

GREASER 4
1



RESET 1
COST

SCOUNDREL 3
2



RESET 1
COST

DRIVER 2
2



RESET 1
COST

WAIF 1
2



RESET 0
COST

ELDER 2
4



Put the top card of the deck into the Street.

BUTCHER 2
5



Pay 2 points.
Hit another player for 4 points.

SLUGGER 2
6



Discard a card.
Hit another player for 3 points.

FIXER 3
1



Draw one card of the lowest value from the Street.

IMPOSTER 3
2



Follow the instructions on another card in your hand.

PARAMOUR 3
3



Swap two cards in play of the same value.

BOOKKEEPER 3
4



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

UNDERBOSS 3
5



Discard a card from the Street.
Take another turn.


REBEL 3
6



Discard a card.
Gain its value in points.

SLUGGER **6**
2

RESET 1 COST

BUTCHER **5**
2

RESET 0 COST

ELDER **4**
2

RESET 0 COST

PARAMOUR **3**
3

RESET 1 COST

IMPOSTER **2**
3

RESET 0 COST

FIXER **1**
3

RESET 2 COST

REBEL **6**
3

RESET 2 COST

UNDERBOSS **5**
3

RESET 2 COST

BOOKKEEPER **4**
3

RESET 1 COST

FISHERMAN

4

1



Draw a card from the discard pile.

REPORTER

4

2



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

GOVERNESS

4

3



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

BANKER

4

4



Flip the lowest valued card(s) in play.

GAMBLER

4

5



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

ARTIST

4

6



Flip a card of value 4 or more.

RAINMAKER

5

1



Flip every card in your hand.

COMPANION

5

2



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

INSIDER

5

3



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

GOVERNESS 3
4


RESET 2 COST

REPORTER 2
4

RESET 2 COST

FISHERMAN 1
4

RESET 2 COST

ARTIST 6
4

RESET 2 COST

GAMBLER 5
4

RESET 1 COST

BANKER 4
4

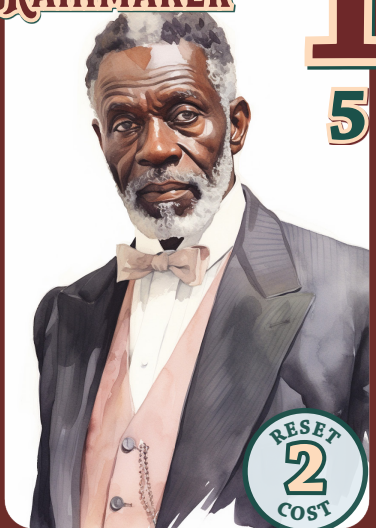
RESET 1 COST

INSIDER 3
5

RESET 1 COST

COMPANION 2
5

RESET 1 COST

RAINMAKER 1
5

RESET 2 COST

SUPERVISOR

5

4



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

DIRECTOR

5

5

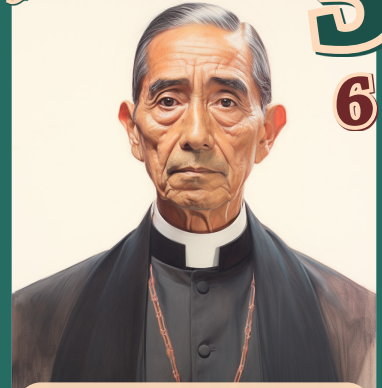


Flip every card in the Street.

PASTOR

5

6

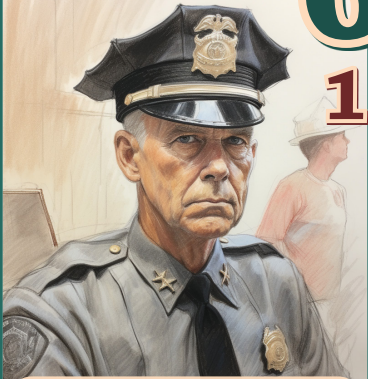


Flip up all facedown cards in the Street. Take another turn.

CHIEF

6

1



Draw a card from the Street.

PADRÓN

6

2



Flip up all facedown cards in your hand.

DEALER

6

3



Make an attack with the top card of the deck.

TRAINER

6

4



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

HITMAN

6

5



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

MAYOR

6

6



Draw a facedown card from the Street.

PASTOR **6**
5



RESET 1 COST

DIRECTOR **5**
5



RESET 2 COST

SUPERVISOR **4**
5



RESET 1 COST

DEALER **3**
6



RESET 2 COST

PADRÓN **2**
6



RESET 2 COST

CHIEF **1**
6



RESET 2 COST

MAYOR **6**
6



RESET 3 COST

HITMAN **5**
6



RESET 3 COST

TRAINER **4**
6



RESET 1 COST

Cutting Guide (Optional)

A

B

C

D

E

F

G

H

I