

GOOD COP BAD COP

**BOMBERS
AND
TRAITORS**

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THE STORY

A handful of Traitors and Suicide Bombers have taken advantage of the confusion and distrust in your district to further their own treacherous agendas. Before you eliminate the opposing leader, you must eliminate the Traitors and keep the Suicide Bombers alive.

COMPONENTS

**INTEGRITY
CARDS**



24

**EQUIPMENT
CARDS**



5

SETUP

To play using the Bombers and Traitors expansion, replace the original Integrity deck with the expansion Integrity deck and add the expansion Equipment cards to the regular Expansion deck. All rules will be the same with the exception of the additional two roles described in these rules.

For a three player game, include all Equipment cards and Guns from the base game that you would include in a four player game.

NEW ROLES

YOU ARE A BOMBER

If you have three Integrity cards with a bomb icon in the top left corner.



GET
SHOT OR
ELIMINATE A
LEADER!

You and all other Suicide Bombers win if you are shot or if you eliminate the Agent or Kingpin by shooting them with a Gun. If you eliminate the Agent or the Kingpin, and there is at least one surviving Traitor, all Traitors also win. All other players lose, regardless of their teams or roles.

YOU ARE A TRAITOR

If you have three Integrity cards with a knife icon in the top left corner.



SURVIVE UNTIL A
LEADER IS
ELIMINATED!

You and all other Traitors win if you are alive when the Agent or Kingpin is eliminated. If the Agent or Kingpin was eliminated by being shot by a Gun held by a Suicide Bomber, all Suicide Bombers also win. All other players lose, regardless of their teams or roles.