

# HEIST MASTERMINDS

**A Card Game of Criminal Intent**  
**for 2-6 players**  
by *Jamie Lindemann*

*Your rivals issued a challenge: Who among you is the biggest name in international thievery? You have to gather a crew, get moving, and make a name for yourself. Without risk, there can be no reward. Keep in mind: "Honor among thieves" is really more of a suggestion.*

## OVERVIEW

Players assume the role of a criminal mastermind, evaluating the heist opportunities presented to them and collecting a team of fellow ne'er-do-wells to help them achieve their goals.

Potential jobs are revealed to all players. On your turn, decide if you are going to gather resources, do some legwork on a job, or jump in and steal something. If successful, you gain resources and prestige for accomplishing your task! If you come up short, you gain Heat and run the risk of losing team members to the authorities. Botch enough jobs and you may find your whole crew in jail!

Once someone has enough prestige, it's a race to the finish to see who can score that last-minute glory and put themselves over the top. Don't get too cocky: Your rivals may have some surprises in their hand that complicates your happy ending...

## STARTING THE GAME

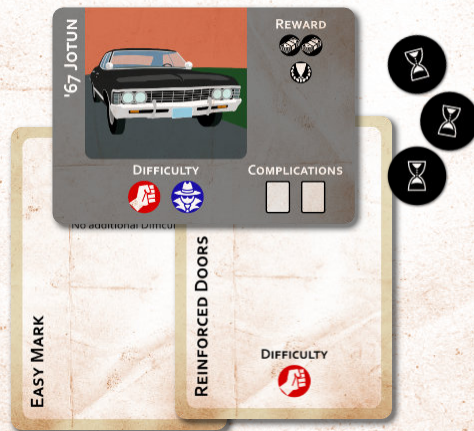
Game setup for **Tabletopia** is simple: once all players have picked a seat, flip [F] your Mastermind over. The game setup randomized Masterminds with each new game. This begins your crew.

Deal 5 Resource cards to each player. If you have drawn a black-bordered Play Immediately card for your opening hand, discard it and draw a new card to replace it. If your initial hand has no green-bordered Crew or red-bordered Mercenary cards, you may discard and redraw your starting hand.

The game setup has also drawn 4 Jobs and a Complication for each of them in the middle of the table. In a two-player game, each player is responsible for 2 Jobs each, but for 3 or 4 players they only need one Job each. As a result, discard the unused Job and Complication cards for a 3-player game.

Flip [F] the Job card in front of you. More information on Jobs is on p. 7, but for now you need to complete the Complications for each Job: Each ■ is a face-down Complication, and each □ is face-up. Draw and flip [F] as many Complications as you need for your initial Job.

Each Job starts with 3 Time tokens and each player's Prestige counter should start at 0.



*A complete Job card. Note it calls for 2 face-up Complications.*

## FIRST TURN

The player who committed a crime most recently (and is willing to confess to it) goes first. Failing that, the player in the blue player seat goes first. Play proceeds to the left, clockwise.

## PLAYING THE GAME

Play is split into turns. During your turn, you may do any TWO actions:

- **Gather Resources:** Draw two Resource cards from the deck or the top one from the discard pile. You cannot draw from the discard pile if you have discarded this turn.
- **Hire Up:** Play Gear, Crew, or Mercenary cards from your hand. Pay for Gear and Crew now.
- **Legwork:** \*Look at a face-down Complication and return it to its Job. Do not reveal it to the other players.
- **Lay Low:** Discard up to two Heat tokens from your crew.
- **Heist:** Attempt a Job.

**You cannot perform the same action twice in a turn.**

Event cards, Crew or Mastermind abilities, Mercenary maneuvers, and Gear can be used any time during your turn to affect your actions.

A *Reference Card* in the corner of your play area has these Action summaries. The other side of the card contains useful rules about some core elements of the game, including the End of your Turn, Heat and jail time (p. 10), and Ending the Game (p. 10).

### \*Legwork on Tabletopia

To keep a Complication secret, take the face-down Complication (or Complications if using VOODOO's maneuver) into your hand and look at them there. Flip them [F] in your hand before putting them back on the table face-down where they started.

## RESOURCE CARDS

Prestige, Gear, Crew members, Mercenaries, and Events are available in the *Resource deck*.

There is no limit to the number of Resource cards you can have in your hand at one time.

### Paying for Cards

When you pay for something, discard a total value of cards from your hand equal to what you need to spend. Ignore rules text on cards spent as cash.

Every Resource card has a cost/cash value in the top corner. If you overspend, you cannot “make change”; any remaining value is lost. You cannot “sell” Gear or crew members on the table to afford something else.

### Crew Members

*Crew members* (green border) have one or two skill icons, or a skill icon and an ability.

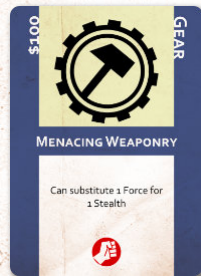
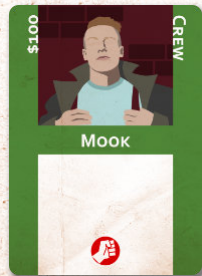
### Gear

*Gear cards* (blue border) are permanent or single-use items that grant a skill or ability. Gear doesn't count as a member of your crew, but must be assigned to one when purchased.

If they leave your team or are jailed, their gear is discarded. A crew member can only have one piece of Gear and it can't be transferred once played.

### Prestige

Keep *Prestige* cards (purple border) in your hand. They count towards victory at the end of the game, but they can be spent as cash during the game if you need \$500 before then.



## Mercenaries

*Mercenaries* (red border) have two skill icons and a special maneuver, but must be paid regularly or they will quit. You do not pay for the initial hiring of a Mercenary.

Instead, you must pay their cost every Job they help with or when they use their maneuver. You can pay either from your hand or from the Resource cards you earn from the heist they are helping with. They do not have to be paid if their icons or maneuver are not used during your turn.

If you can't or won't pay their fee, discard them and gain 1 Heat.

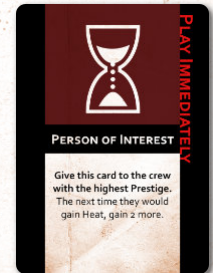
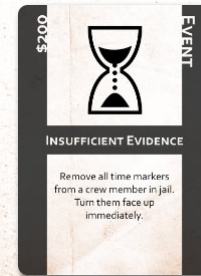
A Mercenary's maneuver can be used at any time in play: announce the maneuver, pay their fee, and resolve it. Then, flip the Mercenary face down. They can't use their maneuver again OR contribute their skills to a heist while face down. At the end of your turn, flip any face-down Mercenaries in your crew back up.

## Events

Some cards are a lucky turn of events. Announce and discard an *Event* to use it. You do not pay to use an Event; the printed value is used when it is spent as cash. Event cards interrupt the flow of play and must be resolved before moving on.

## Play Immediately

These black-bordered cards change the state of the game. When drawn, a *Play Immediately* card must be resolved right then. If you draw a Play Immediately during your initial hand, discard it without resolving it and draw a new card.



## CREW & SKILLS

Each player has their *Mastermind*, who has 3 skill icons and an ability. You can only have 1 Mastermind. They count as a member of your crew for all rule purposes (Events, using Gear cards, etc.) unless specifically noted.

A crew is limited to 4 members, including the Mastermind, Mercenaries, and any jailed crew. If you are at your crew limit of 4 members total, you can dismiss a crew member to make space for a new one. You can't "sell" the dismissed crew member or their Gear to help pay for their replacement.

When a card or rule references "crew members", they refer to any member of your current crew, not just the green-bordered Crew cards.

## Skills

Jobs are completed with a combination of *Force*, *Stealth*, and *Tech*. Force jobs feature violence, intimidation, and the breaking part of breaking-and-entering. Stealth jobs include social engineering, sleight of hand, and impersonation. Tech is technology: safe crackers, hackers, and lock pickers all employ tech.

## Abilities

Some crew members have abilities that make jobs easier. *Example*: A Getaway Driver lowers any Heat gained on a Job by 1, to a minimum of 1.



*The skill and difficulty icons: Force, Stealth, and Tech.*



## JOBS

Jobs are defined in terms of Difficulty (skill icons needed to complete them), Complications (seen and unseen elements that make the job harder), and Reward. The Reward consists of Resource icons (how many Resource cards you get for completing the job) and Prestige (how much others admire your work if successful). Some may also have Heat acquired by completing them or special restrictions on how they can be completed.

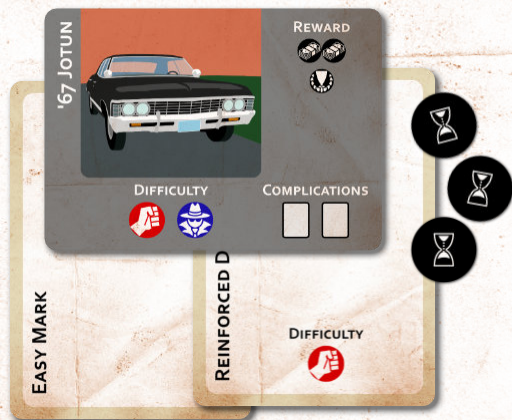
All Jobs start with 3 Time markers on them. At the end of a player's turn, they remove one Time token from the Job(s) in front of them. If a Job loses its last Time token, it is removed from play and its Complications are discarded. Replace it with a new Job with 3 Time tokens and fresh Complications.



## Complications

Every Job has at least one Complication. The icon indicates how many are known (face up, ) and how many remain unknown (face down, ) .

Complications are dealt when the Job is put into play. If a Complication cards calls for more cards to be drawn, draw them face up when the Complication is revealed to everyone.



## Attempting a Job

A player may attempt any Job on the table during their turn. When a crew attempts a Job, reveal all the face-down Complications.

If the crew has the correct number AND type of skills, they complete the Job without additional problems. Put the Job card into their collection face-up in front of them, gain a Prestige token for each Prestige on a Complication card, and collect the indicated reward in Resource cards. Discard all the Complication cards.

If the crew has the right number of skills but NOT the correct types, they gain a Heat token for each skill substituted. They still complete the Job: gain the Prestige and Reward along with the Heat.

If they don't have enough skill icons, regardless of type, they take a point of Heat for every icon they are short AND the Job remains in play. Add a new Complication face down to reflect security added after the failed attempt, leaving the original Complications face up.

When a Job has been completed or discarded, draw a new one from the Job deck. Place a number of Complication cards face-up or face-down as indicated on the card. It begins with 3 Time tokens.

**EXAMPLE:** *Donovan O'Toole's crew attempts to steal the Mona Lisa. The Job already has a difficulty of 2 Stealth, 1 Tech. He flips the Complications and discovers that they add a Laser Grid (1 Stealth), a Timelock Vault (2 Tech), and Tight Quarters, a special Complication that forces you to draw another card. That results in Security Cameras (1 more Stealth). The total difficulty is 4 Stealth, 3 Tech, maximum crew size of 3.*

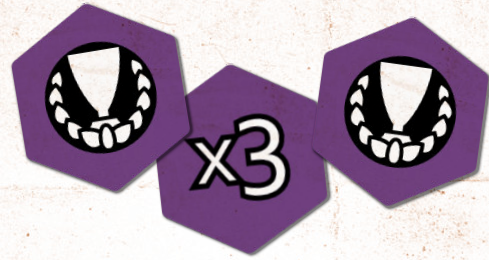
*Donovan (2 Force, 1 Stealth) has a Hacker (2 Tech), a Pickpocket (1 Stealth), and a Getaway Driver (1 Force, plus an ability) on his team. However, due to Tight Quarters he can only send a team of 3. No combination of three crew members has the 7 total skill icons needed to complete the Job. They fail. Coming up 1 icon short, they gain 1 Heat and head home to nurse their pride. The original Complications*



remain, and the museum adds an additional face-down Complication against future attempts to steal their masterpiece. The crew gains nothing for the failed heist.

If they had just drawn the Security Cameras without Tight Quarters, it's a different story: The entire crew has 7 skill icons, just not the ones the Job calls for. The Hacker makes short work of the Timelock Vault (2 Tech), Donovan does the laser grid (1 Stealth), and the Pickpocket handles the cameras (1 Stealth). The Driver and Donovan will have to smash and grab the difficulty of the Job itself, substituting 3 Force for 2 Stealth and a Tech. It works but it draws attention (3 Heat). They pile into the getaway car and shake the police (Getaway Driver reduces Heat gained by 1) but Interpol will eventually piece something together from the broken security measures around the painting (2 Heat remaining).

In this version of events, Donovan's crew would gain 2 Heat, collect the Mona Lisa Job card (4 Prestige), a Prestige token for the Timelock Vault (1 Prestige), and draw 2 Resource cards as their reward. Not bad for a night's work.



### **Prestige Tokens on Tabletopia**

Two options are provided to track Prestige gained from Complications on the digital tabletop: a counter next to your Collection area, or a stack of tokens in the middle of the table. You may either collect tokens (flipping [F] them to reveal the x3 side if needed) or you may advance the counter.

## HEAT & JAIL TIME

Whenever a Job goes wrong (or even when some Jobs go right!), your crew gains Heat. Heat is gained by your crew as a group as the authorities build a case against their ongoing crimes.

When a crew has 3 or more Heat, a specific crew member must take the fall and go to jail: They get turned face down and discard any Gear they are carrying. Flip 3 Heat tokens to become Time tokens counting down to their release. Their skills, abilities, and maneuvers can not be used in jail.

At the end of your turn, remove one Time token from each crew member in jail when you remove Time from your Job(s). When you remove the last one, flip them face-up.

Jailed crew members still count against your crew size. If you dismiss a jailed crew member, they snitch on you and their Time remaining comes back to your crew as Heat.



## ENDING THE GAME

The end of the game is triggered when a player has a specified amount of Prestige points in their Collection on the table. Their game is over. Remove one Time token from all Jobs and jailed crew. The other players get one more turn.

When everyone has taken their final turn, all players reveal any Prestige cards in their hands and add them to their Collection on the table. The player with the most Prestige wins. In the case of a tie, the player with the least amount of Heat or jail Time remaining on their crew wins. If still tied, the game ends in a shared victory.

**2 Players: 15 Prestige | 3-4 Players: 12 Prestige**

## FAQ

- **Does Donovan O'Toole's ability apply any time he draws Resource cards?** No, just during the Gathering Resources action.
- **Do crew members of The Fox get out of jail faster?** No, they can't help once someone gets nicked. They affect Heat, not Time.
- **Do I have to use a Mercenary for every Job?** No. You can decide to take Heat and sub other skills or even fail to complete the Job if you are unwilling to pay your Mercenary.
- **When using the Demolition ability, do I have to discard the crew member that's carrying the gear?** No. Any crew member other than your Mastermind can be the victim.
- **When attempting a Rival's Stash Job, do I count the entire rival crew or just the Mastermind?** Just the Mastermind's base three skills. Do not include any Gear they are carrying.

## CREDITS

**Game Design:** Jamie Lindemann

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**Special Thanks:** game-icons.net, texturelabs.org, & Will Jones and Brandi Fox



## ACTION SUMMARY

On your turn, do any two actions:

- **Gather Resources:** Draw two Resource cards from the deck or the top one from the discard.
- **Hire Up:** Play Gear, Crew, or Mercenary cards from your hand. Pay for Gear and Crew now.
- **Legwork:** Look at a face-down Complication on a Job.
- **Lay Low:** Discard up to two Heat tokens from your crew.
- **Heist:** Attempt a Job.

**You cannot perform the same action twice in a turn.**

*Playing an Event card or using a Mercenary's maneuver are not actions.*

## REFERENCE

**END OF YOUR TURN:** After your two actions, remove a Time token from the Job(s) in front of you and your jailed crew, if any. Flip over face-down Mercenaries.

**HEAT:** When your crew has 3+ Heat tokens, pick a crew member to go to jail. Discard their Gear, turn them face down, and flip 3 Heat tokens to Time onto their card.

**ENDING THE GAME:** When a player has reached the Prestige limit, their game is over. Remove a Time token from all cards. All other players get one more turn, then count scores.

**2 Players: 15 Prestige | 3-4 Players: 12 Prestige**