

# PROHIBITION

*Designed by Andrew Stackhouse*

## OBJECT OF THE GAME

You are running a gang in New York in 1921 at the dawn of Prohibition competing to gain the most Prestige by 1926 to earn an invitation to shape the organization of crime in America at the Atlantic City Conference. You can gain Prestige by expanding your Turf, building a bootlegging empire, earning Headlines, and completing devious Schemes.

Success will require balancing running your gang like a business and being a ruthless criminal. You can earn **€**s with Buildings that produce and sell Booze, or you can collect Extortion from the hapless denizens of your Turf.

Alternately, you can generate Headlines by ordering your

Goons to attack your competition, Steal their resources, Torch their operations, or take over their Turf.

Crushing your foes is going to require that you choose between focusing on completing complex Schemes, or getting a Tactical advantage during Conflict.

However, everything you do will generate Heat. As Public Outrage grows, the more often, and more severely, the Feds will disrupt your operations. You can reduce the pressure by generating goodwill, or when you get busted choose whether to pay a Bribe, Face the Consequences, or Do a Bit in jail.

Good luck!

## GAME CONTENTS

- Rulebook (obviously)
- Map
- Year Board
- Action Board
- Open Action Overlay Board
- 1 Year Marker (resin barrel)
- 4 Player Mats
- 4 Booze counters (wood barrel)
- 4 Jailtime counters (black cubes)
- 4 Headline counters (white cubes)
- 50 Guard tokens (pink cubes)
- 24 Scheme Cards (white)
- 8 Fed Cards (blue)
- 12 Infamy Cards (green)
- 1 Starting Marker (resin crate)
- 8 6-sided dice
- 30 20 € tokens (gold coins)
- 40 5 € tokens (silver coins)
- 7 Still tiles (grey)
- 7 Brewery tiles (brown)
- 7 Speakeasy tiles (orange)
- 7 Nightclub tiles (purple)
- 7 Settlement House tiles (blue)
- 7 Ward Machine tiles (green)
- 4 HQ tiles (grey)
- One set each of red, blue, green and yellow pieces:
  - 5 Gangsters (meeples)
  - 24 Goon tokens (cubes)
  - 25 Turf markers (winks)
  - 1 Heat Counter (meeple)

## YEAR ORDER

### OPERATIONS PHASE:

- Collect Gangsters
- Defend Turf (add 3 Goons & recover Wiped Out Goons)
- Stock Buildings
- Warehouse Booze
- Add Heat
- Play Fed Cards

### ACTION PHASE:

- Take turns placing one Gangster either to Order an Action or to Order Goons to Attack

### PRODUCTION PHASE:

- Collect Extortion Production
- Collect Building Production & flip all Tiles to un-stocked side
- Advance Year Marker

## SETTING UP THE GAME

Place the Map, Action Board, and Year Board on the table in easy reach of all the players.

Each Gang (player) takes a Player Mat, which has a unique set of bonuses, three Gangsters, six Goons, and eight Turf Markers of their color, an HQ, one Guard, and three 5¢ tokens.

Each Gang places their Heat Marker on the '1' space on the Heat Scale on the Map. Each Gang places a Booze marker on the '3' space, and a Headline maker and Jailtime maker on the '0' spaces of the corresponding tracks on their Player Mats.

Place the Turf, HQ, Goons and Guards on the Map per the examples, below. If you are playing with two or three Gangs, you will not use the Neighborhoods marked with black disks (not included).

Stack each type of Building tile from highest to lowest Construction Cost.

Shuffle the Fed Cards and place the deck facedown.

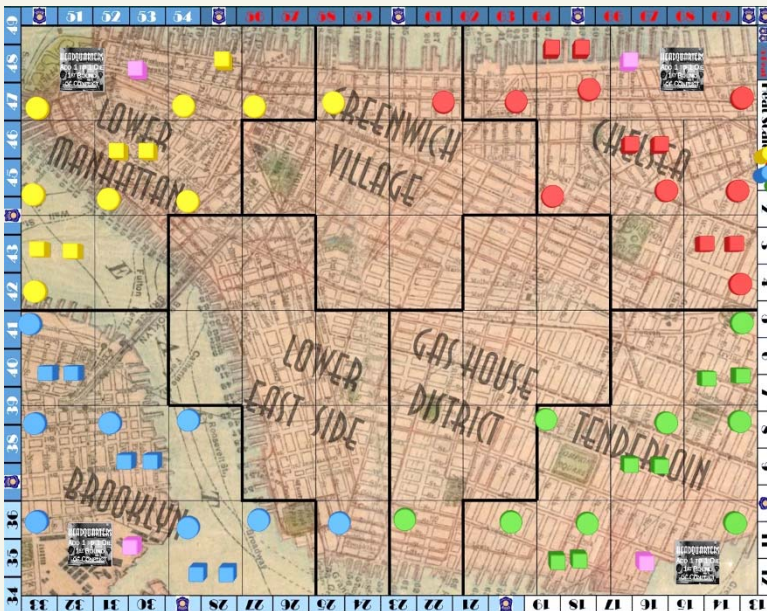
Put the Year Counter on 1921.

Deal four Scheme Cards to each Gang. Each Gang picks one card and passes the remainder clockwise until everyone has three cards in their hand. Players keep their finished hand secret. Shuffle the remaining cards into the deck, and set it facedown.

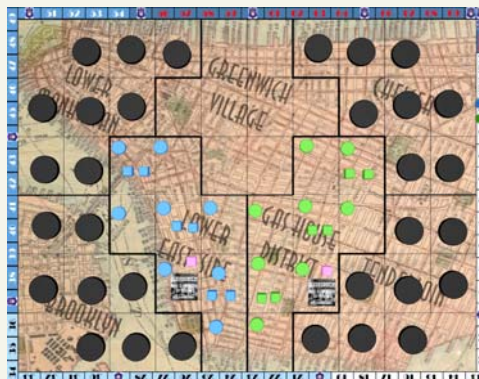
Deal two Infamy Cards to every Gang. Each Gang picks one, keeping it secret, and discards the other.

Give the person who has gone the longest without a drink the Starting Gang Token. They will go first.

Make shifty eyes at the other gangs, plan their downfall, and start the game!



THREE GANG SETUP



TWO GANG SETUP

## GAME CONCEPTS

### GANGSTERS:

- Each Gang starts with three Gangster tokens. You get a fourth token in 1923 and a fifth token in 1925.
- During the Action Phase, Gangs take turns placing one Gangster either to order an Action or to order an Attack on the Map.
- Gangsters do not add to your dice pool in Conflict and can never be wiped out.

### UNITS:

- **Goons** are used to Attack other Blocks. Each year you get 3 more, and you recover any that were wiped out during the prior year.
- **Guards** are added any time you Construct a Building. They can only be used to Defend and are permanently removed when they are Wiped Out in Conflict.
- You can never have more than 4 of your Goons and/or Guards in the same Block.

### TURF:

- The Map is divided into seven **Neighborhoods** defined by thick lines each containing eight **Blocks** defined by thin lines.
- Each Gang starts with eight Blocks in their **Turf**.
- You can **Attack ANY** Block – there are no movement restrictions.

### BUILDINGS:

- Only 1 **Building** can be in each Block
- You can never lose the HQ block from your Turf.
- Your HQ contains your **Vault** which contains all of your 5¢.

### RESOURCES:

- **Booze** is produced by Stills and Breweries and the Import action.
- Money 5¢ is produced by selling Booze in Speakeasies and Nightclubs, and the *Extortion* and *Take Charge* actions.

# OPERATION PHASE

## CARDS


### SCHEMES AND INFAMY:

- Scheme and Infamy Cards can earn you Prestige Points when you fulfill the requirements on the card.
- Place completed Scheme Cards face up in front of you where the other Gangs can see them.
- You cannot lose a completed Scheme.
- Infamy Cards are claimed at the end of the game during **Scoring**.

### TACTICS:

- During Conflict, after you roll you may use the Tactic side of one Scheme card in your hand—not a card that you have already completed.
- After playing the card you must discard it.

### FEDS:

- You must draw a Fed Card and suffer the consequences any time your Heat reaches or passes a badge  on the Heat Scale.
- If you draw a card during Conflict, do not resolved it until the Conflict is over.
- If you draw multiple Fed Cards, you may chose in what order and how to deal with them individually.

## GAMEPLAY

- The game consists of six Years from 1921 to 1926.
- Each Year is divided into three Phases: Operations, Action, and Profit.
- You skip the Operations Phase in the first Year, 1921.
- Scoring takes place after the Profit phase in 1926.

At the beginning of every year except 1921, organize your bootlegging:

### COLLECT your Gangsters

Collect your Gangsters played last year.

**Add one Gangster in 1923 and 1925.**

### DEFEND your Turf

**Add three Goons** from the supply and retrieve any of your Goons that were Wiped Out the prior year. Discard Guards in the Hospital. Freely move all of your Units around your Turf however you see fit, never placing more than four Units in any one Block.

### STOCK your Buildings (optional)

Pay the **is** or Booze indicated for each Building you wish to Stock, and flip the Building token(s) to its “Stocked” side.

You cannot partially stock or overstock a building.

### WAREHOUSE your Booze

If you have any Booze remaining in your Warehouse you must pay the amount indicated on your Player Mat. If you cannot pay the full amount, you lose any Booze that is not paid for.

### GENERATE Heat

Sum the Heat amount indicated on every building in your Turf, move your Heat Marker a corresponding number of spaces on the Heat Scale.

### DEAL with the Feds

If your Heat marker lands or passes a badge, draw a Fed Card (see *Dealing with the Feds*).

# ACTION PHASE

Now that you are done getting your ducks in a row and kicked your Goons into gear, it's time to do business.

During the Action Phase, Gangs take turns either placing one Gangster on an Action Space or using one Gangster to lead Goons in an Attack.

Whoever has the Starting Marker goes first, with play proceeding clockwise.

## ORDERING ACTIONS

The Action Board contains 13 different spaces (**see the back page**). To order an action on your turn, place a Gangster on an Action Space and follow the instructions on the board. You may only place one of your Gangsters on each space, meaning you can only take each Action once per year. The Action Spaces are grouped by their effect and whether more than one Gang can take the same action in a single year. That means if you do not get the drop and order the action first, you are plum out of luck, pal.

### BUILDING ACTIONS:

Only one Gang can take each Building Action each year. You can construct a **Building** by placing a Gangster on the *Brewery, Still, Speakeasy, Nightclub,*

*Settlement House, or Ward Machine* spaces. There is not a lot of talent going around to set up criminal operations, so only one Gangster can order each Building.

**To order a Building Action** (see *the example on the next page*):

- Place your Gangster on the Action Space for the Building you want (1);
- Pay the Construction Cost listed on the Building Tile—it increases as more are built (2);
- Increase your Heat by the amount listed on the tile (3);
- Place the Tile (4) **and a Guard** token (5) on any block in your Turf that does not already contain a building.
  - There can only be one *Settlement House* or *Ward Machine* built in each Neighborhood by any gang (6).
- You may immediately Stock a new building (see Operations Phase).
- You get output of a building during the Production Phase.

**You may replace an existing building** in your turf. When you order a new Building, take back the Stock from the old Building, you must still pay the Building Cost and add Heat for the new Building.

# ACTION PHASE – CONTINUED

## EXTORTION ACTIONS:

Each Gang may order only one of the four Extortion actions each year (7) AND you may not take an action already claimed by another Gang (8).

You immediately add, or, for the Charm Campaign, subtract Heat. You collect your **Gs** during the Production Phase, rounding to the nearest 5 **Gs**

## OPEN ACTIONS:

The *Take Charge*, *Contract Professional*, and *Import Booze* actions may be ordered by every gang each year. If there are no Scheme Cards remaining, shuffle the discards to form a new deck.

## LAST YEAR OPEN ACTION OVERLAY BOARD:

In 1926, place the Overlay Board which eliminates *Take Charge* and *Import Booze* actions and adds *Recruit Goons*, *Open Drug Store*, and *Sponsor Festival*. The *Contract Professional*, *Recruit Goons*, and *Sponsor Festival* Actions all cost 10 **Gs** as well.

There is a reference guide for all the Action Spaces on the back page of this rulebook.

## BUILDING EXAMPLE

**CONSTRUCT BUILDINGS:** Only one Gangster can Order each Action

<b>1</b> <b>STILL</b> Generate 1 Heat Stock 5 Gs Produce 2 Booze	<b>BUILD BREWERY</b> Generate 2 Heat Stock 5 Gs Produce 3 Booze	<b>ESTABLISH SPEAKEASY</b> Generate 1 Heat Stock 2 Booze Produce 15 Gs	<b>OPEN NIGHTCLUB</b> Generate 2 Heat Stock 3 Booze Produce 20 Gs	Max. 1/Neighborhood <b>INFILTRATE WARD MACHINE</b> Generate 1 Heat Stock 5 Gs Produce 1 Payoff
------------------------------------------------------------------------------	--------------------------------------------------------------------------	---------------------------------------------------------------------------------	----------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------

**EXTORTION:** Each Gang can only Order **8** of these Actions

<del><b>TAKE CHARGE</b></del> Generate 3 Heat	<b>PROTECTION MONEY</b> Generate 1 Heat Produce 2 Gs per Block in Turf	<del><b>RECRUIT GOONS</b></del> Generate 2 Heat Produce 3 Gs per Block in Turf	<b>OPEN DRUG STORE</b> Generate 4 Heat Produce 4 Gs per Block in Turf	Max. 1/Neighborhood <b>SPONSOR FESTIVAL</b> Generate 0 Heat Stock 5 Gs Produce -3 Heat
--------------------------------------------------	------------------------------------------------------------------------------	--------------------------------------------------------------------------------------	-----------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------

**OPEN ACTIONS:** All Gangs can Order each Action once

<b>TAKE CHARGE</b> Take Start Token & 15 Gs	<b>CONTRACT PROFESSIONAL</b> Draw One Scheme Card	<b>IMPORT BOOZE</b> Add 3 Booze to Warehouse
------------------------------------------------	------------------------------------------------------	-------------------------------------------------

**STILL 2**  
Build: 5 Gs  
Generate: 1  
Stock: 5 Gs  
Produce: 2

**3** **6** **7**

**4**  
**STILL 1**  
STOCKED 5 Gs

**5**

**6**  
**SETTLEMENT HOUSE**  
STOCKED 5 Gs  
3 IF STEAL OR TORCH

## EXPANSION EXAMPLE

## ORDERING ATTACKS

If you want to expand your Turf and keep the competition in check, you are going to have to get your hands dirty.

On your turn, you may use a Gangster to order your Goons to **Attack any Block** in order to **Expand** your Turf, **Steal** from another Gang, or **Torch** their building.

To order an Attack, take any number of Goons from one Block in your Turf, place them and a Gangster in any one other Block, then increase your Heat by one degree. If another Gang has Goons or Guards in that Block then **Conflict** ensues. After a Conflict, a Block will be crawling with Feds. **Each Block can only have one Conflict each year.**

Goons in the same Block as their Gangster are **Laying Low** and cannot Attack or respond to a Call for Help for the rest of the Year.

# ACTION PHASE – CONTINUED

## EXPANDING YOUR TURF

Expanding your Turf will help you gain **Prestige** as well as make room for additional buildings. If you attack a Block that is not part of any Gang's Turf (11—see *example on next page*) then you can immediately place a Turf marker (12). If the Block is in another Gang's Turf (13) without any Goons roll one die per Goon in the Attack. If you roll a four or higher with any of your dice you succeed (14), otherwise you must Retreat (15).

## CONFLICT

When you Attack a Block with another Gang's Goons or Guards there is Conflict. Conflict is divided into **Rounds**, as follows:

1. Like any other Attack add 1 degree of Heat (ex. 16)
2. The Defender then chooses whether to fight or to **Retreat** by moving their Goon(s) to another Block in their Turf. When Retreating, you cannot exceed the 4 unit limit—put excess Goons in your Hospital.
3. Both Gangs roll one die for each of their Units (17).
4. After rolling, first the Defender and then the Attacker may play a Tactic (18) to affect the Conflict.
5. For each die that rolls a (modified) four or higher, **Wipe Out** (19) one opposing unit (Goons before Guards) and put it in your **Hospital** for the rest of the Year, then discard any played Scheme Cards.
6. If both Gangs have Units remaining, the Attacker can either continue for another Round or have their Goons and Gangster Retreat. If the Attacker continues, return to step 1. (Examples 20, 21 & 22)

**The Defender wins** if the Attacker has no Goons even if the Defender also has no Goons.

- If the Defender loses the conflict and at least one unit, they get to **draw one Scheme Card**.

**The Attacker wins** only if it has at least one Goon and the Defender has no remaining units.

## STEALING STOCK, TORCHING BUILDINGS, AND SEIZING TURF

A victorious Attacker can either Steal any Stocked resources from a Building, Torch a Building, or attempt to Seize Control of the Turf.

- The Attacker can **Steal** the Stocked resources from a Defender's Building indicated on the tile (not the Building's output). Flip the Building tile to the unstocked side (23), add the stocked Resources to your Vault or Warehouse (24), then Retreat (25). The Attacker gains 1 **Headline** on their Player Mat (26).
- The Attacker can **Torch** a Defender's Building by discarding the tile, then Retreating. That building tile is no longer available. The Attacker gains 1 **Headline** and 1 **Heat**. The Defender returns any Stock to their Vault or Warehouse.
- The Attacker can also attempt to Expand their Turf, including **Seizing** a Building and its Stock. Follow the above process for Expanding Your Turf, rolling one die for each remaining Goon (they do not gain any Heat). If the Attacker succeeds they Seize the Block and **gain 1 Headline**. If there is a Building, they take it over without affecting its Stock. The Attacker must leave its Goons and Gangster in the seized block. **If they fail the roll they must Retreat in shame without earning a Headline.**

## ATTACKING A HEADQUARTERS

You can **Steal half of the Gs in the Defender's Vault**.

- Before the first round of the Conflict, if the Defender has fewer than four units, they can **Call for Help** and add Goons and Guards from any one other Block.
- In the first round the Defender adds one pip to one die.

If the Attacker wins, flip the HQ token to its "Robbed!" side and Retreat. A HQ can only be robbed once per game. You cannot Torch an HQ, or Seize the HQ block.

## CONFLICT EXAMPLE

# DEALING WITH THE FEDS

## GENERATING HEAT

Everything your Gang does — operating Buildings, collecting Extortion, Attacking, and Conflict — generates Heat 🔥. The more Heat you have, the more the Feds will focus on disrupting your operations.

You track Heat on the **Heat Scale** around the edge of the Map. The higher your Heat, the more often and more severely the **Feds** are going to come down on you. The first time your Heat token lands on or passes each badge icon 🚔 on the scale, you must draw and play a **Fed Card**. Place a Turf marker on each Badge you reach to remind you not to draw another card if your Heat drops later in the game.

If you draw a Fed card during Conflict, do not play it until the Conflict is over. Always draw cards in turn order. When the deck runs out, reshuffle the discards.

As your Heat increases, the growing public outrage will cause the Feds to work harder to stop you. The Heat Scale is divided into four color-coded **Outrage Thresholds**. Outrage Threshold I goes from one to 19 degrees, Threshold II from 20 to 36, Threshold III from 37 to 54, and Threshold IV starts at 55 degrees. Starting at 70 degrees you must draw two additional Fed Cards every five degrees, continuing around the Scale from '1'.

## REDUCING YOUR HEAT

You have a couple options to generate **Goodwill** to get people to forget about all the terrible things you do. The *Charm Campaign* action reduces your Heat by five degree, and in the final year, the *Sponsor Festival* action by three degrees. When you Stock a *Settlement House* it reduces your Heat by three degrees in the Production Phase. Your Heat can never go below one—you are still a criminal.

## FED CARDS

When you play a Fed Card you must either pay a Bribe, face the Consequence, or Do a Bit. The greater your Outrage Threshold, the more expensive a Bribe, more serious the Consequences, more Jailtime you will face.

### PAY A BRIBE

- You may pay a Bribe to discard the Fed Card.
- The required Bribe payment for each Threshold is listed on the left hand column of the Fed Card.
- If you have multiple Fed Cards, you can Bribe as many or as few as you choose, and decide in what order to Face the Consequence or pay a Bribe.

### FACE THE CONSEQUENCES

- Each Fed Card causes your Gang to lose something important: either Goons, Buildings, Gs, or Prestige Points (in the form of Jailtime served).
- If you cannot face the entire Consequence—for instance the card requires you to lose two Buildings and you only have one—then you must either pay a Bribe or Do a Bit.

### DO A BIT

- If you cannot or chose not to pay a Bribe or Face the Consequence you can instead Do a Bit. Move the Jailtime token on your Player Mat one space for each month served listed on the right side of the Fed Card. During Scoring you will lose Prestige Points for each month of Jailtime served.

### USING WARD MACHINES

- If you have a Stocked Ward Machine you can use the **Payoff** 🤝 to reduce the effect of one Fed Card by one Outrage Threshold. You can discard a Fed Card by reducing it below Threshold I. You may apply multiple Ward Machines to the same Fed Card. After making the Payoff, flip the tile back to the un-Stocked side.

Card Number	1	<b>RAID!</b>	
	Pay	Face	
	Bribe	Consequence	or Do a Bit
	10 Gs	OUTRAGE THRESHOLD I	3 mo.
		Lose Stock from one Building	
Bribe Amount	20 Gs	OUTRAGE THRESHOLD II	5 mo.
		Lose One Building	
	30 Gs	OUTRAGE THRESHOLD III	10 mo.
		Lose One Building & Stock from One other Building	
	50 Gs	OUTRAGE THRESHOLD IV	15 mo.
		Lose Two Buildings	
Consequence Instructions	Player on right picks; Lose Stock with Building		
		Amount of Jailtime	



# PRODUCTION PHASE

After the last gang finishes their turn during the Action Phase, the Profit Phase begins.

All gangs complete the following steps in this order:

1. **Extortion** – If you ordered the *Protection Money*, *Shake Down*, or *Reign of Terror* action this year, add up the total number of blocks in your Turf, multiply it by the  $\text{€}$ s indicated on the Action Space, and take the money from the supply.
2. **Production** – If you Stocked any of your Buildings, add the resources that the Building produced to your Stash and flip the tiles over.  
Flip all of your Buildings to their un-stocked side  
Do not Stock your Buildings during this Phase.

In **1926** skip the remaining step and go to **Scoring**.

3. **Advance Year Marker.**
4. When you advance to 1926, place the **Open Action Overlay Board** on the Action Board.
5. Begin the next Year's Operations Phase.

# SCORING

At the end of 1926 after Production, every Gang adds up their Prestige Points (PP) to determine the winner:

- 20 PP** Each Neighborhood with all 8 Blocks in your Turf
- 10 PP** Each Neighborhood with 5 to 7 Blocks in your Turf
- 5 PP** Each Neighborhood with 1 to 4 Blocks in your Turf
- 1 PP** Each 5  $\text{€}$ s in your Vault
- 1 PP** Each Booze in your Warehouse
- 3 PP** Each Building in your Turf
- 3 PP** Each Headline
- 1 PP** Each Month of Jailtime

**Sum** all the points from your completed **Schemes**

**Add** the PP from your **Infamy Card** if only you completed it

## Tie Breakers:

1. The Gang with the most Blocks in their Turf;
2. Gang with the most  $\text{€}$ s,
3. Gang with the least Jailtime.

The Gang with the most Prestige Points is invited by the most powerful Gangs from around the country to meet in Atlantic City to come to an agreement on how to divvy up the bootlegging trade. The winning player becomes the kingpin of the New York Bootlegging empire.



# ACTIONS

Every Gang can only order each Action once each year

## BUILDING

Only one Gang may only order each Building Action each year

**SETUP STILL**  
 Generate: **1** Heat  
 Stock: **5** Gs  
 Produce: **2** Booze

There can only be one *Ward Machine* and one *Settlement House* built in each Neighborhood by ANY gang.

**BUILD BREWERY**  
 Generate: **2** Heat  
 Stock: **5** Gs  
 Produce: **3** Booze

**INFILTRATE WARD MACHINE**  
 Generate: **1** Heat  
 Stock: **5** Gs  
 Produce: **1** Payoff

Reduces the effect of a Fed Card by one Threshold. Flip after use. Can use multiple Payoffs on one card.

**ESTABLISH SPEAKEASY**  
 Generate: **1** Heat  
 Stock: **2** Booze  
 Produce: **15** Gs

**FOUND SETTLEMENT HOUSE**  
 Generate: **0** Heat  
 Stock: **5** Gs  
 Produce: **-3** Heat

**OPEN NIGHTCLUB**  
 Generate: **2** Heat  
 Stock: **3** Booze  
 Produce: **20** Gs

## EXTORTION

Each Gang may only order one Extortion Action each year. Round your total Extortion to the nearest 5 Gs.

**CHARM CAMPAIGN**  
 Generate: **-5** Heat  
 Immediately reduce Heat

Add or subtract Heat immediately.

**SHAKE DOWN**  
 Generate: **2** Heat  
 Produce: **3** Gs per Block in Turf

**PROTECTION MONEY**  
 Generate: **1** Heat  
 Produce: **2** Gs per Block in Turf

Collect Gs during the Profit Phase.

**REIGN OF TERROR**  
 Generate: **4** Heat  
 Produce: **4** Gs per Block in Turf

## OPEN

Every Gang can order each Open Action each year

Use the Open Action Overlay Board in 1926

**TAKE CHARGE**  
 Take the Starting Marker  
 Take 15 Gs from the supply.  
 Play another Gangster if you can.

**RECRUIT GOONS**  
 Pay 10 Gs and add three Goons to your Turf.

**IMPORT BOOZE**  
 Add **3** Booze to your Warehouse.

**OPEN DRUG STORE**  
 Build ANY Building, as long as there is a Tile remaining.

**CONTRACT PROFESSIONAL**  
 Draw one Scheme Card.

**CONTRACT PROFESSIONAL**  
 Pay 10 Gs  
 Draw one Scheme Card.

**SPONSOR FESTIVAL**  
 Pay 10 Gs  
 Generate: **-3** Heat  
 Immediately reduce Heat