

Effects of the Mercenaries



AGENT 48: The team wounds the player of their choice.



CATGIRL: One of the players from the team steals a Loot card from an opposing player of their choice. The player repeats this action until they've stolen 3 Bills or 2 Diamonds or 1 Painting. The player can change targets between each theft.



Dre GRAY: The team can resurrect a dead teammate.



FAKE ELVIS: Two living players in the team get married. Their loot is counted together. They receive \$20,000 as a wedding gift.

Clarification: this Mercenary allows one team to tally the Diamonds and Paintings of two players as if they were a single player. If one of the two married players would die after the wedding (because of Agent 48, for example), the widowed player keeps all of the loot.



HOT MAIL: Hot Mail is considered to be a new member of the team and has his own loot. That loot is made up of all of the cards placed under the Envelope tokens.



JAY BOND: The team increases the value of all of their \$5,000 Bills. They are now worth \$15,000.



LADY DIAMONDS: The team decides to increase or reduce the Diamond bonus by 30,000\$.



MISS PENCILHAND: One of the members of the team adds a Painting to their collection.



ZOMBIE BOY: Zombie Boy is considered to be a new member of the team and has his own loot. That loot is made up of all of a dead opponent's Loot cards.

The following three Mercenaries require the More Cash'n More Guns expansion to be used.



CLEMENZ'HAND: During the game, when the Godfather uses the Safe tile, place the share of the Loot meant for the right hand under Clemenz'Hand. He is considered to be a new member of the team and has his own loot. That loot is made up of cards he's gained and any Loot cards remaining under the Safe tile.

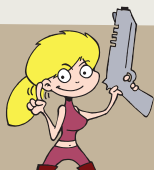


FORGER FRANKIE: The team gains \$5,000 for each Fake Bill in their possession (whether Fake Bills are counted or not).



JASON UPS: The team decides to increase or reduce the value of the Suitcase and of the Key cards by \$25,000.

The New Powers



THE DESERT SPARROW: Take the Desert Sparrow and return your basic Gun to the box. During the game, the player you're aiming at cannot aim back at you. In this case, he must change target.



THE GRAPPLING: Take the Grappling Gun and return your basic Gun to the box. When you reveal a Bang!, you can decide not to wound the targeted character. In that situation, that character is laid down, and you take one of their loot shares **of your choice** instead.



THE SILENCER: Take the Silencer and put it on your basic Gun. During the game, you will shoot with your Click cards instead of with your Bang! cards.



THE TASER: Take the Taser and return your basic Gun to the box. When you reveal a Bang!, you can decide not to wound the targeted Character. In that situation, the Character is laid down and must discard two of their Loot cards **randomly** and add them to the current loot for the turn.

The New Surprises



FLASH BANG: Before the Aiming phase, all of the other players must close their eyes and aim blindly. They will only open their eyes after the Courage Phase.

Clarifications: Ignore the Godfather's Privilege phase, the Kid's and the Cunning's powers, as well as the Desert Sparrow's power. The player who has their eyes open must inform the players who aren't aiming at other players clearly enough. The player with open eyes can also give all of the hints that they want (whether true or false).



JAMMED WEAPONS: After the Courage phase, ignore the card application phase and move straight on to splitting the loot. Discard all of the Ammo cards played this turn. These have no effect.



PARCEL BOMB: At the beginning of the Loot Splitting phase, place a Wound token on a share or a tile of the Loot. The player who takes that share also takes the token.

Clarification: a player cannot refuse to take a share or a tile of the Loot.