

Advanced Ally Powers

these ally powers effect your actions and scoring.

-  return a card from your hit area to the city.
-  **payroll** return a card from your hit area to perform a payroll before taking your turn.
-  $\rightarrow + \$$ when you take **hit** action, you may take additional **hire** action.
-  $\rightarrow + \$$ when you take **ally** action, you may take additional **hire** action.
-  $\rightarrow + \text{hit}$ when you take **ally** action, you may take additional **hit** action.
-  \rightarrow give a player a goon from your hand to move a card from her or his hit area into yours.
-  \rightarrow return a card from your hit area to the city to steal a goon from opponents fatigue area.
-  \rightarrow give a player a goon from your hand to force them to move one of their allies to their hit area (your choice).

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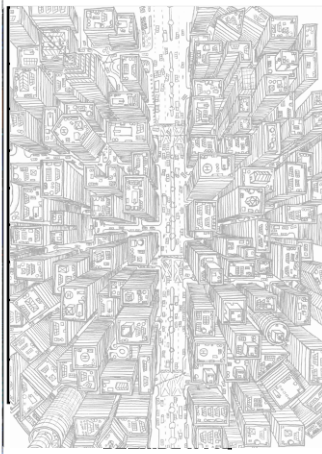
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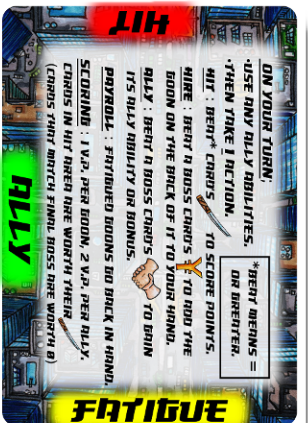


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ALLY POWERS

these ally powers effect your actions and scoring.

+ 1	stat bonus. Add this in every time you use the stat.
+ 1	universal stat bonus. Add this in every time you use any stat.
+	when you take hit action, you may take additional hit action.
+	when you take hire action, you may take additional hire action.
+	when you take ally action, you may take additional ally action.
+ 1 v.p. /	+1v.p. for each ally you have.
+ 1 v.p. /	get +1 v.p. for each card in hit area regardless of colour.
+ 1 v.p. /	+1v.p. for each goon you have.
	at game end, ignore colour of 1 of the cards in your hit area.

