

Nothing Personal

Revised Edition





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The Capo is getting old, and it's time to make your move...

As the head of one of the mafia families vying for control of the city's organized crime network, you'll need to gain the most respect for your family by amassing respect amongst the various gangsters through influence, negotiation, blackmail, and bribery.

Nothing Personal is an intense game of negotiation, cunning, and betrayal as players take control of gangsters, working them up the underworld's chain of influence. Each position and gangster has their own special abilities to give players the edge they need to win.

Between the families, deals will be broken and allies will become enemies, but hey—it's Nothing Personal.

Game Setup

1. Each player chooses a family and starts with \$5 and all 25 of their family's influence tokens. Each player places their corresponding scoring meepster on the 0 space of the scoring track.
2. Place the **Vito Copindole** gangster card in the Capo position. Shuffle the rest of the gangster cards and fill the remaining positions with gangsters from the top of the gangster deck, then place the gangster deck face-down on its space on the board.
3. Shuffle the influence cards and place the deck face-down along with all other tokens near the board to use when needed.
4. Place a turn token on the "I. The Business" area of the board.
5. The player that looks the most like a gangster takes the Capo ring and starts the game.

The Rundown

Nothing Personal takes place over four rounds, each with 3 phases:

- | | |
|------------------------|--------------------------------------|
| 1. THE BUSINESS | <i>Draw and play influence cards</i> |
| 2. THE CREW | <i>Activate and score gangsters</i> |
| 3. THE FEDS | <i>Arrest and promote gangsters</i> |

As you enter a new phase, move the turn token on the board down to the next phase as well. Turn tokens will stay on the "Bookkeeping" area of the board at the end of the round to track the game's progress.

Components



54 GANGSTER CARDS



94 INFLUENCE CARDS



1 CAPO RING

1 BLACK MOVE DIE *and* 1 RED WHACK DIE



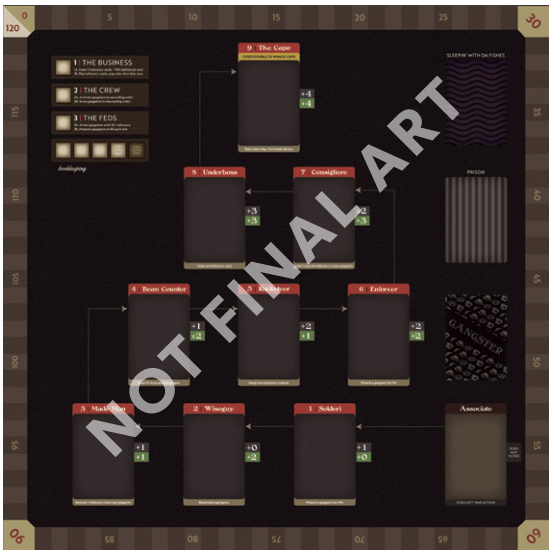
5 BLACKMAIL TOKENS



150 INFLUENCE TOKENS



5 GANGSTER "MEEPSTERS"



1 GAMEBOARD



80 MONEY TOKENS
50 \$1 tokens
20 \$5 tokens
10 \$10 tokens



5 RE-ROLL TOKENS



4 TURN TOKENS

1 | The Business

Expand your family's control over the city's gangsters through influence cards.

1A. DRAW INFLUENCE CARDS

Starting with the Capo, each player draws 3 influence cards. You may pay to draw additional cards at the cost \$10 per card, but you must announce how many you cards you are buying and draw them all at once. You may not buy cards again this turn.

There is no limit to the number of cards you can buy or the number of cards you can have in your hand. Unplayed cards remain in your hand between turns.

1B. PLAY INFLUENCE CARDS

Starting with the Capo and moving clockwise, each player chooses one of the following actions:

- **Play an influence card** for its listed effect(s)
- **Discard an influence card** and place 1 influence on any gangster
- **Pass** and take no further actions this phase.

Players continue taking actions in this order (even if the Capo changes) until all players have passed. Once all players have passed, proceed to The Crew phase.

ANTE

After each player has taken one action, you may add an ante when choosing your action. Future players must match or raise the current ante amount in order to play or discard an influence card. If they cannot or choose not to meet the current ante, they must pass.


PLACING INFLUENCE

When placing influence on a gangster, add 1 of your family's tokens for each influence added. There is no limit to the amount of influence a gangster can have on them, but beware that collecting too much influence may attract the attention of the police later in the round.

Most influence cards specify a type or types of gangsters that the influence can be played on.

There are 4 gangster types, each with a corresponding icon:



For example, if an influence card says to "Place 2 influence on a gambler", you can only place that influence token on a gangster with the  icon. Gangsters with multiple types fully count as each type they have an icon for.



If an effect allows you to place multiple influence on a gangster, you must place all of that influence on a **single gangster**. You cannot split the influence among multiple gangsters unless the effect specifically says so.

For other card effects, you must resolve as much of the text as you can, ignoring the part(s) you cannot resolve.

CONTROLLING A GANGSTER

The player with the most influence tokens on a gangster controls that gangster.

CONTROLLING THE CAPO

The *capofamiglia*, or "Capo", is the boss of the Mafia hierarchy.

The player who controls the gangster in the Capo position becomes the Capo and takes the Capo ring as a symbol of their authority and prestige. Whenever there is a tie for any reason, the Capo breaks the tie, even if they aren't directly involved in the tie. Of course, the Capo may be bribed (or threatened) to break a tie in a certain way. This tiebreaker ruling is only valid for that particular instance—the Capo may choose to break the tie another way in future instances.

If no player controls the Capo, the Capo ring stays with its previous owner until a new player takes control of the Capo.

THE ASSOCIATE: GANGSTER IN TRAINING

You may place influence on the gangster in the Associate position. However, the Associate does not take actions, doesn't score **R** or **\$**, and can't be arrested during The Feds phase. Think of the Associate as more of an investment for future turns as they begin to climb the ranks once gangsters ahead of them "retire".

NEUTRAL INFLUENCE



Some effects add neutral influence to a gangster. Neutral influence still counts as influence for determining gangster control and arrests. In a case where neutral influence "controls" a gangster, no player is considered to control it.

2 | The Crew

Use your gangsters to earn respect and money for your family and toss a wrench in the plans of the other families

2A. ACTIVATE GANGSTERS

Starting with the gangster in the Solderi position and proceeding in ascending order up to the Capo position, the player who controls that gangster chooses one of the following actions:

- Perform that gangster’s power
- Perform that position’s power
- Attempt to Make a Move
- Pass

As always, if there is a tie for most influence, the Capo chooses who controls the gangster and takes the action.

2B. SCORE GANGSTERS

Then, starting from the Capo position and proceeding in descending order down to the Solderi, the player who controls that gangster scores **R** and gains money based on the gangster’s card values modified by the position. And, while rare, it is possible to lose respect or money if your gangster has a negative value.

IMPORTANT! Position modifiers are only used when scoring a gangster. Whenever you reference a gangster’s **R** or **\$** outside of scoring, only use the values on the gangster card itself.

POSITION NUMBER

5 | Racketeer

POSITION NAME

GANGSTER NAME

Lucas Soriano

GANGSTER TYPE(S)

RESPECT VALUE

R

0

+2

MONEY VALUE

\$

3

+1

POSITION MODIFIERS

GANGSTER’S POWER

Replace an opponent’s blackmail token with yours.

NOTE: Not all gangsters have a gangster power.

Swap two influence tokens.

POSITION’S POWER

SCORING EXAMPLE: You control master safecracker and dabbling artist Lucas Soriano, currently in the Racketeer position. When scoring him, his usually worthless **R** value of 0 is increased by the position’s modifier of +2, so you score 2 **R**. Likewise, his lucrative **\$** value of 3 is made even better by the position’s +1, so you gain \$4.

3 | The Business

Gangsters who drew the attention of the cops are arrested, forcing the Mafia to refill its ranks.

3A. ARREST GANGSTERS

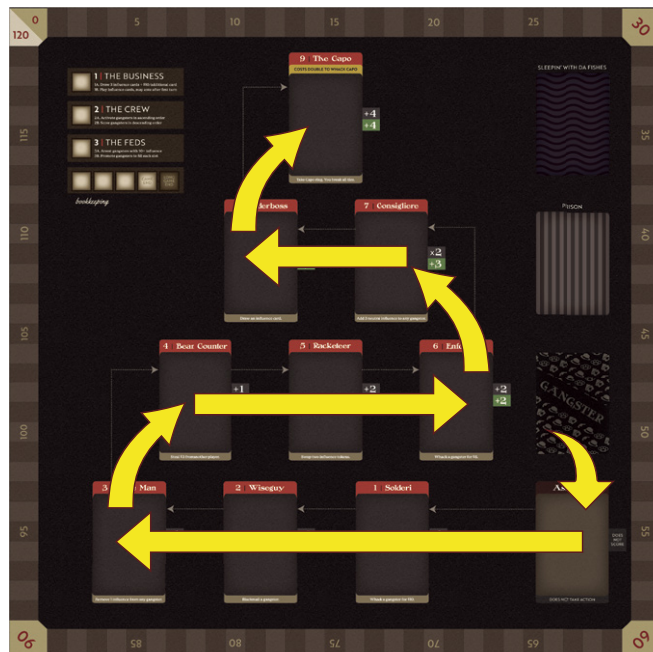
Any gangster that has 10 or more total influence tokens on it is arrested. Return all influence on that gangster and discard that gangster to the Prison pile.

3B. PROMOTE GANGSTERS

In descending order from the Capo position, fill any empty spaces with the next gangster in line, including the Associate. All influence stays on a gangster when moved. If no gangster is available, draw the top card of the gangster deck and place it in the position. Gangsters can be promoted through multiple positions in this way.

3C. BOOKKEEPING

Move the turn token down into the next available bookkeeping space. If you just completed the fourth round, proceed to the endgame. Otherwise, place a new turn token and start the next round as before, starting with The Business phase.






The road to the top is a long one, but hey, the benefits are great.

Endgame

It's time to find out which family came out on top.

FINAL SCORING

Players score 1  for each influence card in their hand and for every \$5 they have. The player with the most  wins! Take a picture with the victory card and let the whole world know who's the boss.

If there is a tie for most , the player with the Capo ring breaks the tie like any other. Let's hope you didn't cross them too often...

Specific Rules

NEGOTIATIONS

Deals, bribes, promises, and threats can be made at any time. Deals can involve most anything you can think of—taking future actions, loans (with interest, or course), paying for re-rolls on your behalf, etc.

Influence cards, tokens, and **R** cannot be used as part of a deal.

Deals are non-binding, so be careful who you deal with. It's recommended that the group set the ground rules for exactly how much treachery they want to allow before the game begins.

ANYTIME ACTIONS

The following actions may be taken at any time:

RE-ROLLS

Any player can pay \$10 to re-roll any result. Dice may be re-rolled multiple times by any player(s), even those not affected by the roll. Re-roll tokens can also be played at any time.

SELLING INFLUENCE CARDS

You may sell an influence card for \$10 at any time.

GANGSTER ACTIONS

MAKE A MOVE


Making a move is a way to advance a gangster up the Mafia hierarchy through political and social means. Make a Move is one of the four options always available on a gangster's turn.


1. CHOOSE THE TARGET

Select a target gangster in any position on the next highest tier.

2. ROLL THE MOVE DIE

Roll the Move (black) die and add the result to the attempting gangster's **R** value.

A  result automatically succeeds.

A  result automatically fails and the attempting gangster dies.

For any other results, if the combined total is equal to or higher than the number of the target position, the two gangsters swap positions, keeping any influence tokens on them.

3. REPUTATION

The winner of the exchange—either by making a move or stopping one—gains **R** equal to the **R** of their gangster, and the loser of the exchange loses **R** equal to the **R** of their gangster.

WHACK A GANGSTER

You can only attempt a whack if a power or effect allows it, such as “Whack a gangster for \$7”.

1. PAY THE PRICE


Pay any listed costs and target a gangster in any position.


If you are attempting to whack the Capo, you must pay an extra \$10 due to the Capo's prestige and protection.

This cost is added after any other modifiers to the cost, so even if a whack's cost is “free”, there ain't no such thing as a free whack when it comes to taking the boss down.


2. ROLL THE WHACK DIE

Roll the Whack (red) die:

: The target is killed **and** the attempting gangster moves into the newly vacated position.

: The target is killed.

X: The whack attempt fails, no effect.

: The whack attempt fails **and** the attempting gangster is killed instead.

3. REPUTATION

The winner of the exchange—either by succeeding at a Whack attempt or surviving one—gains **R** equal to the **R** of their gangster, and the loser of the exchange loses **R** equal to the **R** of their gangster.

BLACKMAIL

When an effect allows you to blackmail a gangster, you may place your family's blackmail token on that gangster. Blackmailing is always optional, you don't have to place or move your blackmail token if you don't want to.



If you already have a blackmail token on another gangster, you must move it to the new gangster if you wish to blackmail them.

A gangster can only have one blackmail token on them at a time.

When a gangster would take an action during The Crew phase, if they have a blackmail token, that gangster's controller can only perform an action if the blackmailing player allows it. If the players cannot come to an agreement, the controlling player must take the Pass action with that gangster.

Blackmail has no effect when scoring gangsters, it only affects taking actions with them.

Optional Rules

VENDETTA

The Vendetta card is an optional card to help players that are behind catch back up. **Using the Vendetta card is highly encouraged in games with players new to the game.**

At the end of the round, the player with the least **R** takes the Vendetta card. The Vendetta card may be played **at any time** to immediately Whack a gangster for free. This attempt is not tied to a particular gangster, and any effects involving an “the attempting gangster” are ignored.

LONG GAME

For a longer game, simply play five rounds instead of four.

BINDING DEALS

Some groups may wish to play with binding deals to avoid any potential hurt feelings or homicidal thoughts. With this rule, deals can still be made, but those deals are binding and both sides must make good on their part of the deal as soon as possible.

PLAYING WITH OLDER CONTENT

Cards from the original Nothing Personal game and expansions can be used with the new revised edition with just a few tweaks.

NUMBER DIE: Any rolls that would be rolled with the Number (white) die are rolled with the Move (black) die instead.

A result of  counts as 1 and a  counts as a 6. The symbols have no other effect unless otherwise stated.

OMERTÀ: Treat any reference to “Omertà” as “blackmail” instead.

PASSIVE EFFECTS: If a gangster’s power is *italicized*, that means it is a passive power and not one that can be chosen during the The Crew phase. This passive power is always considered to be “on”.

PHASES: The original Nothing Personal had 6 phases in a round instead of 3. Translate any reference to an old phase as follows:

The Commission, The Fence → **1. The Business**
The Family, Bookkeeping → **3. The Feds**

POSITIONS: Four positions from the original game have new titles:

#1: Third Guy → **#1. Solderi**
#2: Second Guy → **#2. Wiseguy**
#3: First Guy → **#3. Made Man**
#7: Counselor → **#7. Consigliere**

The Family

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