

# THE POLICE BOARD GAME



## RULES & REGULATIONS

By James Henderson

### Introduction

The Police force is the organization empowered by a state to enforce the law, to protect people and property, and to prevent crime and civil disorder. Today you will take on the role of an Officer. So grab your gear and see if you can be the next **“TOP COP”** !

### Aim of the Game

The aim of The Police Board Game - TOP COP is to stop the crimes that will appear throughout the city and be the first to accumulate enough Collar Points (CP) to achieve the goal of becoming the city’s next TOP COP.

### Contents

- 1 x Rule Booklet
- 1 x Leaderboard
- 1 x Game Board

- 1 x Badge

- 2 x PERP Dice

- 1 x Sector Die

- 16 x Blue Officer Dice

- 70 x Paperwork tokens

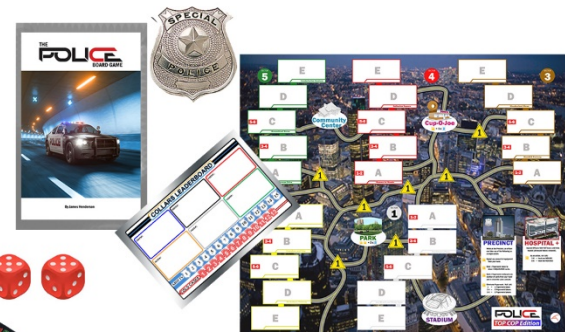
- 18 x Red Health counters

- 6 x Patrol Cars



- 47 x Dispatch cards

- 74 x Requisition cards

- 12 x Player cards



## Setup

1. Place the game board in the center of the play area. Then make a place next to the board for the paperwork tokens, wound counters, and dice.
2. Each player receives a player mat, chooses a car color and places it on the **Precinct** space on the board.
3. Shuffle the **REQUISITION** cards together and deal **3 cards** to each player. Then place the deck to the side of the game board. 
4. All players take and roll **2 BLUE dice** (🎲🎲). The player with the highest total is the **SHIFT COMMANDER (SC)** and takes the shield token and the Leaderboard. 

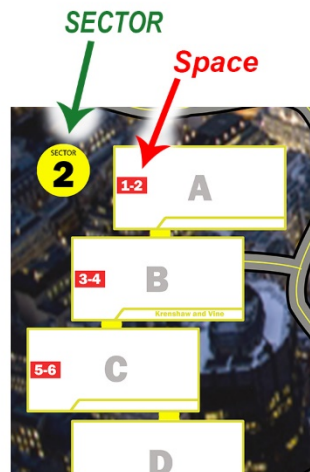


5. Shuffle the DISPATCH deck. Starting with the SC, each player draws 2 DISPATCH cards and places **ONLY** the PERP cards.

To place each PERP card roll:  
the **SECTOR** die & 1 **BLUE** die..



Place the PERP card in that sector and space on the map (A, B, or C). During setup, if a repeat sector and space are rolled, discard the card.



All other cards are re-shuffled back into the DISPATCH deck.

*This sets up the current crime in the city.*

**You are ready to play.**

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## Playing the Game



The game is played in rounds called **SHIFTS**. Each Shift is broken down into four phases: 1 - **Roll Call**, 2 - **Situation Report**, 3 - **Patrol**, & 4 - **Upkeep and Command Change**.

### 1 - ROLL CALL

Each player draws a REQUISITIONS card, starting with the SHIFT COMMANDER (SC) and proceeding clockwise.

### 2 - SITUATION REPORT

The SHIFT COMMANDER (SC) rolls two (2) PERP dice. 🎲 + 🎲



If the dice total is **equal to or greater** than the number of PERP & BOSS cards on the board, then new crimes are being reported.

Roll a single Perp die 🎲 and draw that many cards from the DISPATCH deck\*\*.

If the dice total is **less than** the number of PERP and BOSS cards on the board, then draw only one DISPATCH card\*\*.

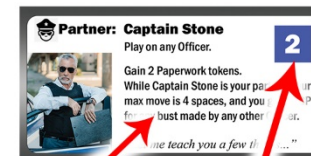
**\*\*In a 3-4 player game draw 1 additional DISPATCH card.**

**In a 5-6 player game draw 2 additional DISPATCH cards.**

DISPATCH cards may be played in any order.



There are four types of DISPATCH Cards:



Rules      Shift Counter

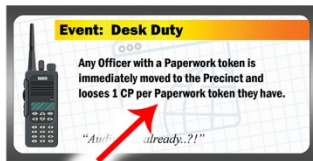
### Partner Cards

The Shift Commander (SC) assigns each Partner card to a player Officer. You may not assign a Partner card to an Officer who already has a partner.

Each Partner has a Shift Counter showing the number of SHIFTS that the partner will stay with the Officer. This counts down during the Upkeep phase. Use a Blue die to keep track. Partner rules are on the card.

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**Rules**

**Challenge Icons & Difficulty**



Collar Points Paperwork

**Event Cards**

Event cards have various effects on the game. Follow the text on the card then discard.

**PERP Cards**

These cards represent the crimes being committed in the city. Officers accumulate Collar Points (CP) and Paperwork by stopping these crimes.

The rules for placing a PERP card during the game are as follows:

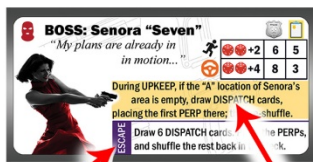
Roll the **SECTOR** die and **1 BLUE** die.



Place the perp card in that sector and space on the map (A, B, or C).

If the space rolled already has a card in it, then the new card will slide to the next alphabetical space in the sector that is empty.

If a Perp slides to space E and it's occupied, the Perp has escaped and this counts as a **Cold Case**. (See UPKEEP)



**On-Board Effect**

**Escape Effect**

If a Boss becomes a Cold Case they have an additional one time effect. This is listed on each card next to **Escape**. BOSS cards are placed using the same rules for placing a PERP card.

**BOSS Cards**

These cards represent infamous criminals in the game. Each Boss has an effect when they are on the board; **highlighted in orange** on the cards. In addition, when a

NOTE: Cards that affect PERPs can be played on BOSSes as well but, Bosses **never** benefit from the effects of Boss cards.

**3 - PATROL**

This is where the players get to take action and attempt to stop some crimes. Starting with the player that is clockwise from the SHIFT COMMANDER (SC), each player takes a turn.

Player's may make **one (1) move and take two (2) actions** during their Patrol turn. These may be done in ANY order.



**MOVE:**

Player's have the option to **CRUISE** or **LIGHT'EM UP**

**To Cruise:** [ 1 die ]

Roll 1 BLUE die and move up to that many spaces.

--OR--

**To Light'em Up:** (Lights and Sirens) [ 2 dice ] +1

Spend an Action to roll 2 BLUE dice; keep the highest and add +1.



To move on the game board, follow the streets on the map. Each sector location, special location, and yellow traffic marker count as one space. Please note that within each SECTOR, the sector locations connects in alphabetical order ( A-B-C-D-E ).

## PATROL - ACTIONS

Officers get **two (2) Actions per turn.**

There are four types of **Actions**:

Note: **Instants** do not take an action to play!



### A Ready/Equip a REQUISITION card

Play a REQUISITION card with the word “Equipment”, “Cruiser” or “Specialty” onto your Officer. Remember, Officers may only have **1 Cruiser, 1 Specialty, 1 AUX** and use space 1 and 2 for your choice of equipment cards. Only certain cards use the auxiliary (AUX) slot. You must discard cards in play if your limit is exceeded.

### B Visit their current location

You can visit the four locations that have symbols (Precinct, Hospital, Cup-O-Joe, Park). Each location lists what you can do and how many actions you have to spend. Any REQUISITION cards with the word **Destination** can be played for 1 action; follow the text on the card.

### C Eliminate two Paperwork tokens

Spend one action to discard two Paperwork tokens. Most US Police cruisers have a laptop workstation added inside.

### D Enforce the Law

Take this action to attempt to stop a crime or capture a criminal at your Officer’s current location. To be successful the Officer must defeat one of the challenges listed on the card. There are 3 types:

#### Physical

#### Verbal

#### Driving

Challenge type	Challenge roll	Collar points gained for success	
Physical	3	3	1
Verbal	4	4	1
Driving	4	4	2

*Paperwork tokens gained for success*

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## PATROL - ACTIONS cont.



To resolve a challenge, The Officer player rolls 2 BLUE dice, while the previous player rolls the perp dice +? as listed next to the challenge on the PERP or BOSS - Dispatch card.

\*Equipment, Training, and Cruiser cards can be used during the challenge BEFORE the dice are rolled. Instants can be used before or after the challenge roll, depending on the card.

Compare the two totals;

if the Perp’s total is higher they get away from the Officer and the Perp card **remains on the board**;

if the Officer’s total is equal to or higher, then the Perp is **busted**.

When a perp is busted, the officer gets Collar Points (CP ) and Paperwork tokens ( ) as shown on the card, then discard the Dispatch card. Keep track of Collar Points on the Leaderboard!

When a **PHYSICAL** challenge is failed, the Officer takes **1 Wound** !

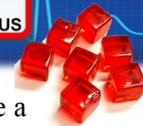


## PAPERWORK LIMIT



An Officer with **more than 10 Paperwork** tokens cannot earn further Collar Points (CP) until then have 10 or less. Officers may still Enforce the Law and collect more paperwork but will not earn Collar Points for the busts!

## WOUNDS



An Officer can take up to 3 wounds. Place a red token on your play mat when a wound is suffered. When an Officer suffers the third wound, immediately move their car to the Hospital space on the board and that player’s turn is over.

When an Officer fails a Physical challenge, they can suffer one or more wounds. Also, some cards have effects that give wounds.

8 Wounds can be recovered at the Hospital.

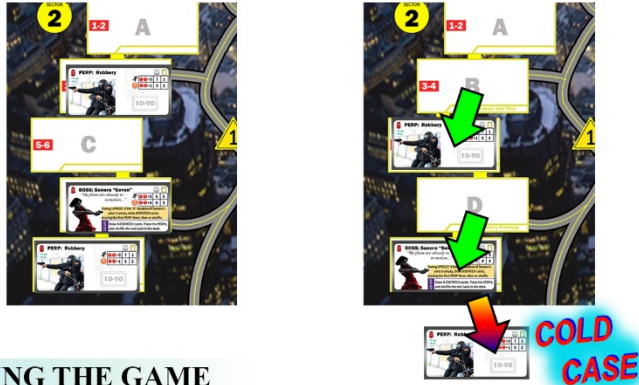


#### 4 - UPKEEP & COMMAND CHANGE

After the SHIFT COMMANDER (SC) finishes their Patrol, the Upkeep phase begins. Any player with a **Cruiser** card must make their UPKEEP roll. All **Partner** cards reduce their counter by one. If the counter goes to zero, discard the Partner card.

All PERP and BOSS cards that are on the board, move one Sector space toward the edge of the board. If a card moves off the board it becomes a **COLD CASE**. Track these on the Leaderboard. Note that BOSS cards that move off the board have an immediate effect listed on the card. (page 5)

Lastly, mark off the SHIFT on the Leaderboard, then pass it and the (SC) BADGE clockwise to the next player.



#### ENDING THE GAME

After UPKEEP, the game ends if any of the following occur:

- First, if a player has the required number of Collar Points and no paperwork tokens. That player is TOP COP.
- Second, if the limit of PERPs/BOSSes escaping the city as Cold Cases is reached. All Officers have lost the war on crime.
- Lastly, after the game length number of SHIFTS is reached. After the upkeep of the last shift, each player subtracts the number of paperwork tokens from their Collar Points total to get a score. Highest score is awarded TOP COP.

Game Length	Short	Medium	Long
Shifts	8	12	15
Cold Cases	7	10	13
Collar Points	21	25	30

## THE POLICE BOARD GAME RULES SUMMARY

### 1 - Roll Call (page 4)

Each player draws a Requisitions card.

### 2 - Situation Report (page 4)

SHIFT COMMANDER rolls two PERP dice + against the current number of PERPs and BOSSes.

Equal or higher : Draw DISPATCH cards\*\*.

Lower : Draw one (1) DISPATCH card\*\*.

\*\* +1 card for 3-4 player, +2 cards for 5-6 players

Notes: One PARTNER per Officer

### 3 - Patrol (page 6) (1) Move & (2) Actions

*Move:* Cruise = Roll

or Sirens = Use Action, roll , highest add +1

*Actions:* Ready Equipment Eliminate Paperwork   
Visit Location Enforce the law

### 4 - Upkeep and Command Change (page 9)

-Reduce all PARTNER card Shift Counters

-Maintenance rolls for Cruiser cards

-Advance PERPs and BOSSes, mark escapees

-Mark SHIFT & pass the SC Shield to next player

#### ChallengeTypes

Physical

Verbal

Driving

#### Ending the Game (page 9)

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