



MC: The Biker Game

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A game of biker gangs, expanding charters, business dealings and warring factions, for 2-6 players.



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Premise

Riding your motorbike is fun, especially when you have all your pals. You want to start your own motorcycle club, so you get 5 of your motorcycle riding buddies and start your first charter. Your goal is to expand your club across the U.S. As your club grows and expands, each place you setup will have challenges and encounters with rival gangs. You can buy and sell guns and contraband, make deals with encounters or other MCs, or you can go to war with your rivals and try to destroy them. Control seaports to import your product directly and sell to your allies for a profit. Strike deals to make your business more profitable and expand your influence. Draw too much heat and you may have the cops on you. Open "Legit" Businesses to launder your money and keep a low profile; the fuzz will stay off your back.

General Terminology

- MC – This is your motorcycle club.
- Charter – Like a branch of your MC.
- Prospect – This is a recruit who hoping for a full patch someday.
- Patch-In – This is when a prospect becomes a full member.

- Bank – Place the MC keeps track of its assets; guns, drugs and money.

Game Icons



- Friendly toward Bikers



- Hostile toward Bikers



- Heat Score



- Victory Points



- Morale



- Small Guns



- Heavy Weapons



- Contraband

Starting the Game

Players receive a score card and select a banker. Randomly select who will start first. Determine starting region by rolling 1 die; this determines one of 6 regions marked by blue lines and numbers on the board. That player selects a state in that region to start in. Players place their largest colored man piece on those chosen states; this marks a player's original charter. Each standing man equals 6 members. Players must select different states if they roll the same region. Players start \$60,000 in their bank and assign their trait points on their score card before starting the game using the house pieces. Each state has an encounter number; shuffle the Encounters deck as best as possible, starting states will flip that number of encounter cards from the top of the deck to those states. Players start with 0 heat score and 15 morale marked with the colored disks.

Starting Regions

- 1) North West
- 2) South West
- 3) North Central
- 4) South Central
- 5) North East
- 6) South East

Turn Phases

One turn can be the equivalent of about a year in actual time. Here are the turn phases players must follow throughout the game:

Collect Phase

With exception of each player's first turn, during the collect phase players collect \$20,000 for each charter they control plus income from any legit business or seaports that player controls.

Prospect Phase

During this phase, players will determine how many recruits they have for their club. See Recruiting Members.

Church Phase

The Church Phase is when the MC meets at their table to make club decisions. Here players can decide on encounters they wish to conduct that turn. Decide to be friendly or hostile, or do business with other factions. This phase will also allow players to decide expansion for their club and move members.

Encounter Phase

This is the phase when players will deal with encounters with other factions or players. This phase is further broken down into 2 sub-phases.

➤ Friendly Sub-phase

During the ally sub-phase, players will have the opportunity to make peace and strike deals with encounterable factions.

➤ Hostile Sub-phase

During the rival sub-phase, players will have the opportunity to go to combat against rival factions or players.

End Phase

During the end phase is when the club is regrouping from the events of the turn and will usually spend it at the clubhouse. This phase is broken down into steps.

➤ Players will first reduce their heat score by 3 at the beginning of the end phase.

➤ The patch-in step gives players the opportunity to patch in new prospects.

➤ The Police Raid/Retaliation step brings on factions whom players have attacked previously as each has a chance of retaliation. If a player has a high heat score there's also a chance of being raided by the cops.

Player Score Card

The player's score card is where each player keeps track of their stats, heat score, morale, illicit goods that player possesses and what traits that player has chosen. Players can use the round colored disks to mark heat score, morale and illicit goods. Players can use the colored house pieces provided to mark traits. Players can also keep track of their income on the score card, using a token that is preset to start at \$20,000. As players' income increases over the course of the game, this can be increased to reflect that in thousands of dollars.

Encounter Cards

With each state there will be a certain number of encounters which is a large number near the center or the name of the state. Encounters are faction groups that players will have to deal with in some way. Encounters will indicate if they're friendly or hostile towards bikers, the probability of making peace or becoming allies, the probability of intimidating or defeating in combat, and what they are buying or selling. They also increase or decrease your heat score when allied with. Factions that are allies can add to your attack roll the die under the Attack field on the card. Encounter cards will indicate how many victory points that faction is worth in the star icon, and will also show the probability of that faction retaliating. First encounters with factions can be friendly or hostile, however if a player fails to roll peace against a hostile faction, that player will have to roll for combat. Named factions that are not other biker, black or street gangs; or any of the cops groups will have a blanket hostility state. See Making Allies for details.



Faction Types

1. **Biker gangs** – These are non-player biker gangs in the game
2. **Black gangs** – These are specifically black gangs
3. **Chinese Tong and Triads** – Strong and ruthless
4. **Street gangs** – These are generally mixed race street gangs
5. **IRA** – Irish Republican Army
6. **Mexican Cartel** – They like buying guns and selling drugs.
7. **Supremacists** – Hate anything other than their own race.
8. **Russian Mafia** – Brutal and hateful.
9. **Italian Mafia** – Cunning and violent.
10. **Terrorist groups** – These can be anyone you see on the street.
11. **Crooked cops** – Reduces heat score if allied.
12. **Crooked ex-cops** – Aids combat and reduce heat score if allied.
13. **Federal Agents** – Just like crooked cops can be good allies.
14. **Native Gangs** – Tough as nails, the original people in North America.
15. **Hispanic Gangs** – Gangs from central and South American Spanish nations.

Traits

Players will have the opportunity to customize their own traits in the game. Each player's score card has space at the bottom with the trait list and what they all do. Players begin the game with 5 trait points and can assign them to any of the traits available. Each trait can only be selected once and players will not have the ability to change them once the game starts. Every third charter a player opens will grant another trait point that player can immediately assign and choose a new trait. Here are the trait categories:

Trait Categories

- **Diplomacy** – These traits make it easier for players to turn encounters into allies.
- **Business** – These traits will help you make more money in business.
- **Attack** – These traits will give increases to your attack roll and other benefits.
- **Defense** – These traits will give advantages when retaliated against or prevent members from being killed.

Making Decisions: Church Phase

An MC's Church is not a chapel, however they do believe it's sacred. This is the room where they have their big table and make all the club decisions. During the Church phase, players will have the opportunity to make decisions on actions or business dealings. Players will be able to conduct a maximum of 4 actions per charter per turn. When players want to attack, become allies, move members/open new charter, open a "Legit" business, or forge business dealings with another faction or player, the charter involved must first make all these decisions during the Church phase. Doing business deals will take 1 action for each deal for the charters involved.

Combat With Rivals

Players can do combat against rival encounters or other players. Players doing combat with encounters will roll 2 dice for the first 6 members in their charter and 1 die for every 6 additional members. After those are counted, an additional 3 members give a +1 to one of that player's attack dice. Players may also include their prospects in combat, once per turn, players can add a +1 to a die for every 4 prospects they have. Players can also use weapons to increase their rolls; however players will have to sacrifice whatever they use. Every small gun used gives a +1 to a die roll, and each heavy weapon used gives a +2 to one die roll. Players can only use a maximum of 4 small guns and 2 heavy weapons per combat. Each die can not exceed a 6.

The hostile column on the encounter card contains intimidate and defeat fields. This is based on a matched challenge roll, starting with the first 2 dice under intimidate. If the attacking player rolls any 2 of their total dice equal to or greater than both intimidate dice that's success. Then if after that 1 or 2 more, depending on the faction, rolled dice match or exceed the Defeat dice that destroys the faction and that player can remove them from the board. Casualties are simply determined. For each die, the player will lose 1 member for a matched roll or 1 under and 2 members for 2 or more under. No casualties from a die that is 1 or more over. This gives the potential to lose up to 8 members in a charter depending on the faction encountered.

Charter Assistance: Players who have more than one charter can bring in members from adjacent charters to assist in combat. This will give the player a +1 to a roll for each charter assisting.

Allied Assistance: Players can also bring in allied factions in the same state to help in combat. The die under the Attack field can be used as an additional die roll for that player's attack.

These decisions have to be made during the Church phase. Players must specify if they are planning to use weapons, bring charter assistance or allied factions into combat before the dice are rolled.

Player vs. player combat will work with both players rolling the same way as with encounters. Players will then match them up starting with the highest rolled dice. Then they match the second highest dice rolled and continue until all dice are paired. Any modifiers are added before they are paired. Casualties are calculated the same as with encounters. Players will have to have charters in the same states in order to do combat.

Retaliation

Factions who are attacked and not destroyed will want retaliation. During the end phase of a player's turn that player rolls 2 dice for each faction previously attacked who haven't retaliated. Under the Retaliation field on the card are 2 dice images. Players will have to roll equal to or greater than both dice to avoid retaliation. If retaliated against, players will lose 1 member for each die roll that is 1 under, and 1 additional member for more than 1 under up to 3 per die. Encounters retaliate against the charter that attacked them. Once a faction has retaliated they stop unless they are attacked again; however that player will keep rolling until retaliated on, or makes peace with that faction first.

Making Allies

Players have the opportunity to make allies out of encounters and with other players. With encounters under the Friendly column, the Peace die and the Allies die will be challenged together. Players roll 2 dice, one of the dice must be equal to or over the Peace die to prevent conflict, then the second die must be equal to or over the Ally die to forge an alliance. Use the colored disks to mark which encounters players are allied with. When players are allied with encounters, they can gain the Attack die in combat and use it inclusive of their roll. Players will also be able to buy and sell illicit goods based on the icons on the card.

Players can become allies with other players by negotiations when they have charters in the same or adjacent states. Players can assist each other against rival factions or other players by lending bodies from adjacent charters; this will use the same rules as Charter Assistance.

Rival players in the same state can ally with the same encounter faction. Players can also assist those allies if ever attacked by other players. The allied player can lend 2-4 members to the allied faction to increase the difficulty of defeat on one or both dice by 1 for every 2 members. If the rival player's rolls Defeat the allied player will lose all members sent to assist.

When moving into new states, players may encounter the same named factions as in other states. Players allied with these factions in other states have a **Blanket Hostility State**. This applies to any named faction that is not from biker, black, or street gangs; or from the crooked cops, ex-cops, or federal agents groups. That player will be able to conduct a friendly encounter with that faction with a +1 to one of their friendly encounter dice for each other encounter with the same name that player is allied with anywhere in the US.

Business Dealings

Players will have the ability to make business dealings with allied encounters and other players. Business deals are conducted during a player's Church phase. Players can deal small guns, heavy weapons and contraband depending on what the allied encounters have on the card. Each purchase and sale counts as an action, and each type of item is a separate transaction. Encounters have established items and prices to buy and sell unless that faction controls a seaport. Players can trade these items among themselves as long as they have charters in same or adjacent states. Trade prices can be established through negotiations.

Recruiting Members

During the prospect phase players will have the chance to recruit prospects. Players have the choice of doing a light recruit (2 dice), a medium recruit (3 dice) or a heavy recruit (4 dice). Then take half rounded down and those are your prospects. Players draw heat for using more than 2 dice; for each additional die players get 5 heat score. At the beginning of a player's end phase that player may then patch in any prospects they have. Each new member can be added to any charter you control. Use the red dice to mark extra members in charters over 6.

Expanding Charters

During the Church Phase, that player will be able to decide on expansion for their club. If that player has at least 12 members in their original charter and \$100,000 in the bank, that player will pay \$50,000 and move 6 members from their original charter to a new state adjacent to any state that player controls. That player will use a standing man game piece to mark the new charter, and then flip encounter cards equal to the number on that state. Players can go outside their starting region and multiple players can occupy the same state. If a player opens a new charter in a state already occupied by another player the factions in that state remain what they already are. That player will encounter the same factions as the original player.

Losing Charters

Whenever a charter falls below 6 members, that player is at risk of losing that charter. That player has until their next end phase to bring the number of members in that charter back up to 6 by patching in prospects or transferring members from other charters. If that player is unable to regain up to 6 members in that charter by the end of their turn, any remaining members get transferred to adjacent charters and the charter will fold. If it is their original charter and they fail to patch in enough members to return to 6 that player is eliminated from the game.

Seaport Control

Some coastal states will have 1 or 2 seaports, marked by an "S" next to the city name. The last 1 or 2 encounters turned over will have control of a seaport. Only Crooked Cops and Federal Agents are unable to control seaports. Players can make deals with these encounters to purchase illicit goods. The prices for each will be \$2000 for small guns, \$4000 for heavy weapons and \$3000 for contraband. These will replace the business column items on the card for the encounter that controls the port. Players will be able to challenge these encounters for control of the seaport. If a player has a seaport, small guns cost \$1000, heavy weapons cost \$3000 and contraband costs \$2000. That player will also collect an additional \$10,000 per seaport during their collect phase for protection money. The player must simply defeat the controlling faction to take control of the port. Once port control is established, any hostile factions that aren't allied with that player will attack during that player's end phase. Standard combat rules apply except if the player is unable to roll at least Intimidate against that faction, they lose control to that faction.

"Legit" Businesses

Players will be given the opportunity to establish "Legit" businesses to launder your money through. Businesses are built during the Church Phase and make money each turn. A player's business level depends on the number of charters controlled; so first charter would be level 1, second would be level 2 and so on. Your businesses grant you victory points at the end of the game and may also have certain perks that can benefit your club. Moral buffs are a one-time gain when the business is opened and is in addition to the 2 moral the MC gets for opening a business. Players will be able to control a maximum of 2 businesses per charter, and no more than one of the same business can be owned in the same state by any player. Business levels 3, 4, and 5 are restricted to 1 for the whole club. Use the gold chits with the letters that correspond with the counter column below.

Name	Level	Counter	Cost	Income	Moral	VP	Effect
bar	1	B	\$40,000	\$20,000	1	1	
convenience store	1	S	\$30,000	\$15,000	0	1	
gas station	1	GS	\$30,000	\$15,000	0	1	
Tattoo	1	T	\$40,000	\$20,000	1	1	
pawn shop	1	P	\$25,000	\$10,000	0	1	
mechanic	2	M	\$55,000	\$25,000	0	2	
bike shop	2	BI	\$125,000	\$30,000	2	2	
gym	2	G	\$55,000	\$15,000	1	2	" +1" to prospect roll
strip club	3	SC	\$100,000	\$30,000	3	3	" +1" to combat roll in that charter.
junk yard	3	J	\$250,000	\$20,000	0	3	All mechanics you control make \$5000 more.
warehouse	3	W	\$150,000	\$30,000	0	3	Save up to 10 of any illicit goods from raids
bootleg distillery	4	BD	\$200,000	\$15,000	2	4	\$5000 income/turn for each B/S you own
gun dealer	4	GD	\$250,000	\$25,000	3	4	Can store, and sell up to 10 guns each turn.
porn studio	4	XX	\$250,000	\$40,000	3	4	
escort service	5	ES	\$350,000	\$50,000	4	5	
casino	5	C	\$500,000	\$90,000	4	5	

Heat Score

Any time players do some illicit action that will draw heat to their club. This is for the whole club, and the higher your heat score the harder it is to make deals, avoid the cops and keep from being attacked. At the end of a player's turn, that player will drop their heat score by 3 points.

When a player has 30 or more heat score that will make friendly encounters 1 point higher to ally with, rival gangs are 1 point more likely to retaliate, and the cops have a chance to raid that player's club. Every 30 additional heat score will increase these by 1 point each.

Some allies will bring heat to the club. Allies with crooked cops/ex-cops and federal agents reduce your heat score once by the negative number on the card. A player's heat score can't go below 0 however there is no maximum.

Actions that draw heat:

- Attacking a faction: 5
- Selling illicit goods to another faction per item
 - Small Guns: 1
 - Heavy Weapons: 3
 - Contraband: 2
- Being retaliated on: 3
- Using guns in an attack: 5
- Using heavy weapons in an attack: 10
- Allying with a player with 30 or more heat score: 5
- Defeating a crooked cops/ex-cops/federal agents encounter: 10
- Assisting an ally in combat: 4
- Open a new charter: 5

Local Cops

In certain states that have a star next to a major city is a precinct of cops players can bribe to lower their heat score.

Players have to have active charters in those states to take advantage, and this will be taken as a charter action.

Every \$5000 spent to bribe the cops will lower their heat score by 1 point.

Police Raids

If a player's heat score gets too high that player's club is at risk of being raided by the cops. Police raids are coordinated with each charter in a player's MC. During that player's end phase, after patch-ins, reducing heat and retaliations, if that player has 30 or more heat score, they will roll 2 dice to determine. Players must roll 3 or more on both dice to avoid being raided. At 60 heat score that player would have to roll a 4 or more on both dice. At 90 and above, that roll will have to be 5s or higher. Retaliation of Crooked Cops/Ex-Cops and Federal Agents bring the real cops and their retaliation roll is used in place of the raid roll. They follow the rest of the Police Raid rules for their retaliation.

If a player is raided, that will first reduce that club's heat score by 10 points. That player will then lose 2 members to arrests for every point rolled below the raid avoidance dice up to a max of 12. These members can be from any charter and are in jail for 2 turns after, to return to any charter on your following Prospects phase.

If that player has no illicit goods that player's heat score will be reduced by half rounded up. The player will then pay \$10,000 initially and \$3000 for every point of heat reduced in fines. That player's heat will then go down 1 for every jailed member.

If that player does control any illicit goods those will be confiscated. Players will be fined \$20,000 initially, then \$2000 for each small gun, \$5,000 for each contraband, and \$10,000 for each heavy weapon confiscated. Then their heat score will reduce 2 points for every \$5000 paid in fines and for each jailed member.

Arrested members can be from any charter in your club and when they return they may go to any charter. Those members will spend 2 turns in jail and will return to the club during that player's Church Phase.

Players who don't have the money to pay the fines can pay over the course of time; all money collected will go toward fines until paid off.

Morale

Managing morale is one of the most important parts of running any kind of club. Members should be happy to be a part of your organization. Your morale can go up or down depending on what happens in the game. Positive outcomes in encounters will boost morale and negative outcomes will reduce morale. Some "Legit" businesses will have morale boosters and these are 1 time when the business is opened, see "Legit" Businesses. The morale scale goes from 0-30 and players start the game at 15; morale cannot go over 30 or below 0. The following list is how to assign morale changes.

Gain

- Defeat a Faction – +2
- Ally with a Faction – +1
- Open new charter – +3
- Start "Legit" Business – +1
- Make money illegally – +1 for every \$100,000

Loss

- Failing Intimidate with a Faction – -3
- Failing Peace with a Faction – -2
- Retaliated on – -5
- Raided by Cops – -6
- Losing a charter – -8

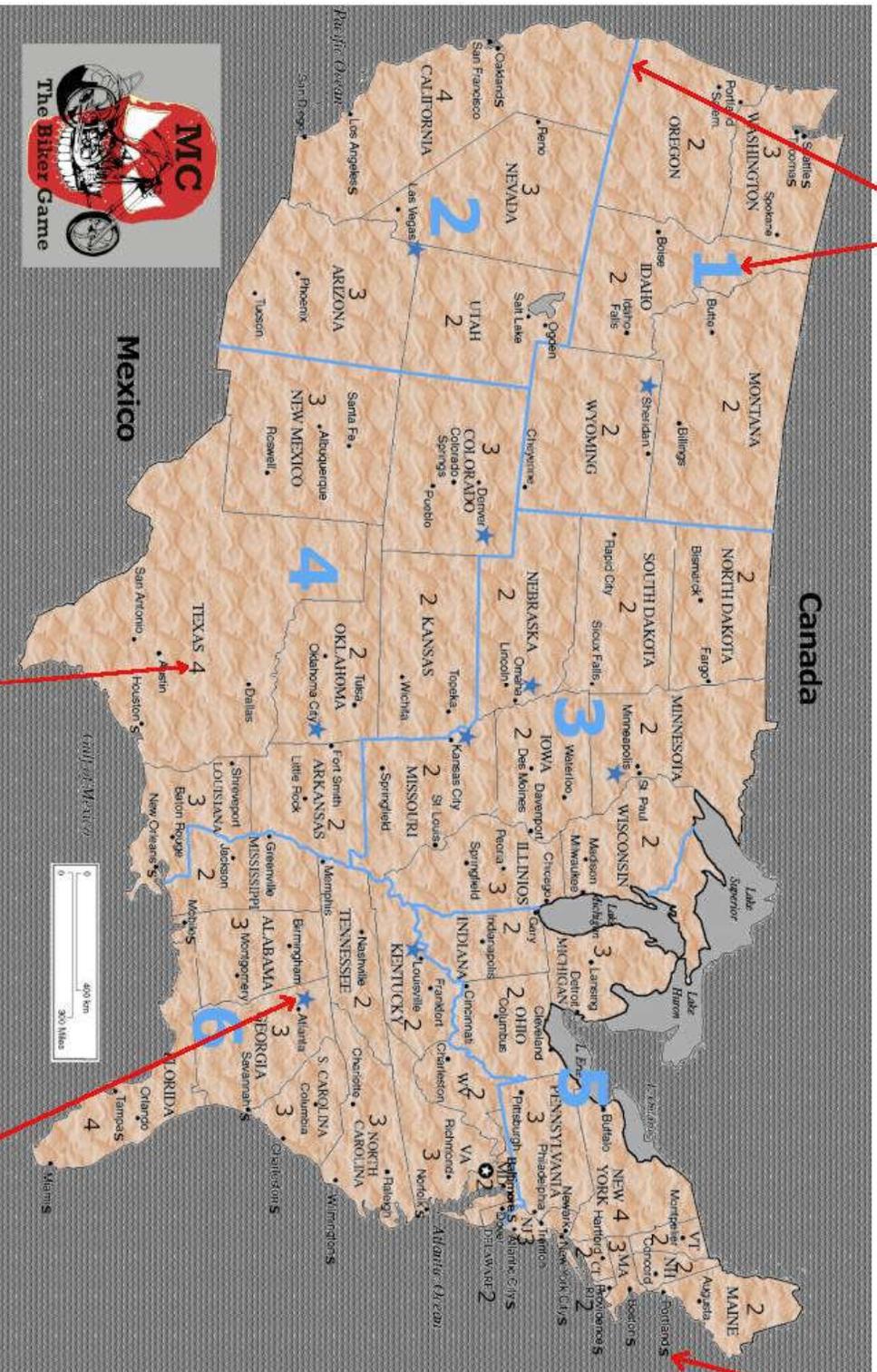
If a player has 25 or more morale that will give that player an additional +1 to their combat rolls, a +1 to their Friendly encounter rolls and +1 to their prospect roll. If a player has 5 or less morale that player will lose 1 die in combat, Friendly encounters will be 1 more to ally with, and that player can't do illicit deals with other factions.

Winning the Game

Players may play a long game to 8 charters or a short game to 6 charters. Once a player controls the desired number of charters, that player can decide to end the game. Each other player will then get 1 more turn to try and gain as much as they can. Players will get victory points for several things. Each state that a player has a charter in is worth 10 points. Every allied and defeated encounter counts the victory point number on the card; defeated encounters add 3 additional points for each. Small guns are worth 1 point, heavy weapons are worth 3 points and contraband is worth 2 points; every 6 members are worth 1 point and every \$50,000 in the bank is worth 1 point. Any player who has knocked another player out of the game will get 20 points for each eliminated player. The player with the most points wins. Another way to win the game is to be the last MC on the board when all other players have been eliminated. Alternatively if any player has over \$1 million in their bank at the end of the game, that player automatically wins.

Blue lines and numbers denote starting regions

The S beside the city names denotes seaport



Small black numbers are Encounter numbers

Blue stars next to city names are local crooked cops