

HEIST

Game

ESCAPE

Police cooperation crosses jurisdictions. The loot is lost.

Police finds the criminals wherever they are and come out in force.

Criminals betray each other to the cops. The loot is misplaced.

The cops offer deals to sow mistrust. Travel is restricted.

Accomplices may be subverted or arrested. All criminals are ID'd.

Police have some proof of crime, direct encounters are not safe.

The cops know personal secrets and may try pressure tactics.

Detectives trail the heist, but are easily misdirected.

The cops know nothing. They may be suspicious and vigilant, though.

START

COP