



A CHEMICAL SOLUTION

Play **anytime** on a Party. Each of those Characters Heal 3 points of any form of damage.

4



A CUNNING TRAP

Play during the **Party Exploits Phase** after an opponent's Party or NPCM captures one of your owned Resources. That Resource is retained by you and that Party takes 5d6 Damage instead. The NPCM fails its task and is discarded.

5



A MUCH BETTER OFFER

Play during the **Party Exploits Phase** on an opponent's hired mercenaries (NPCMs). Pay twice their hiring cost to immediately gain control of them, at their current location. They perform one of the listed assignments on their card for you.

6



ACT OF GOD

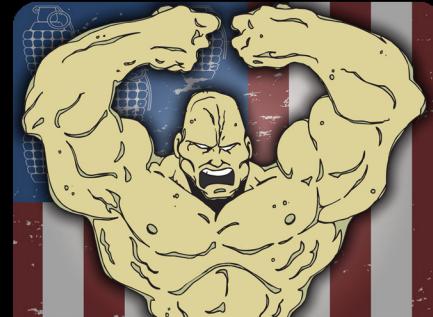
This card trumps all others. It cannot be prevented by any means.

Play **anytime** to cancel/negate an Action card or to destroy any Spoils card, Character card, NPCM, Non-Starting Town Technology or Resource.

OR

Play while a Party is attempting an Encounter or Mission card. They succeed or fail, your choice.

11



ADRENALINE SURGE

Play immediately after a failed Skill Check. Disregard the original roll and its effects altogether and re-roll it.

4



AGAINST THE ODDS

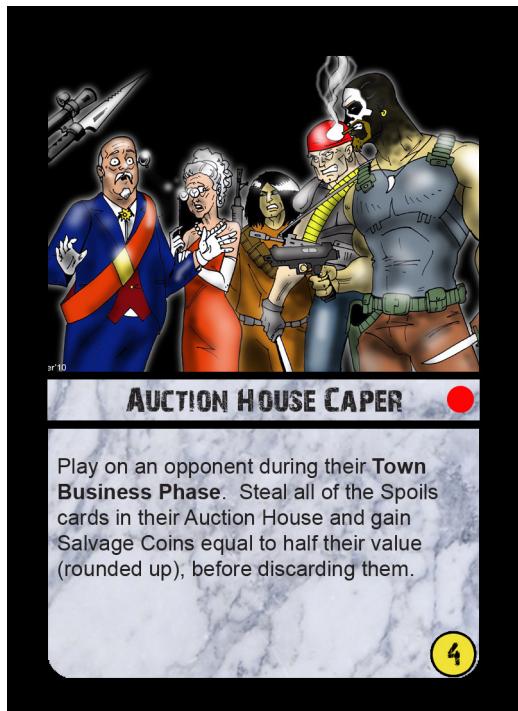
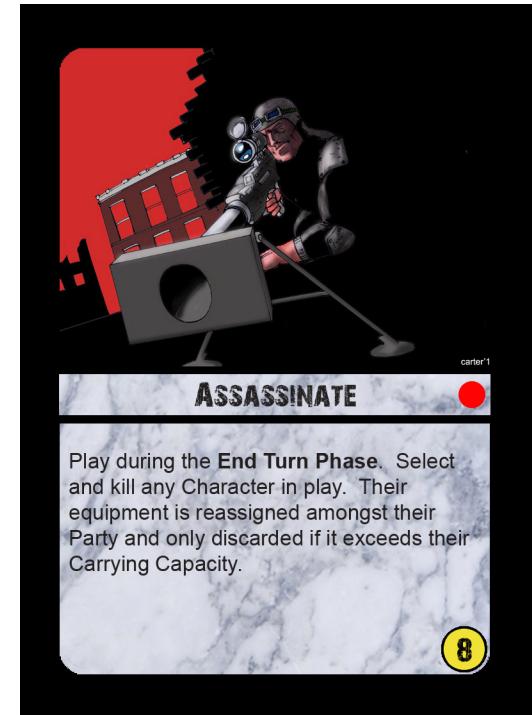
Play **anytime**.

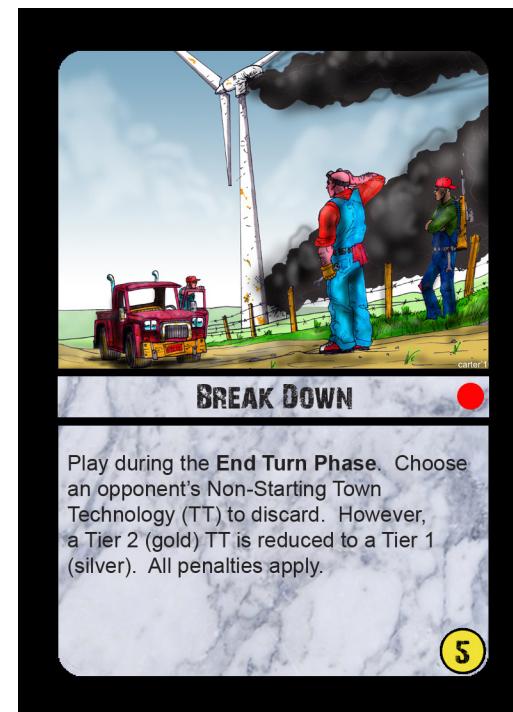
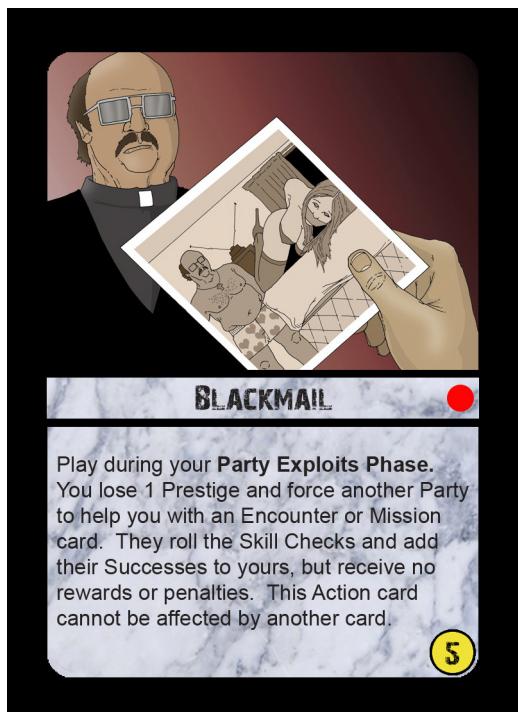
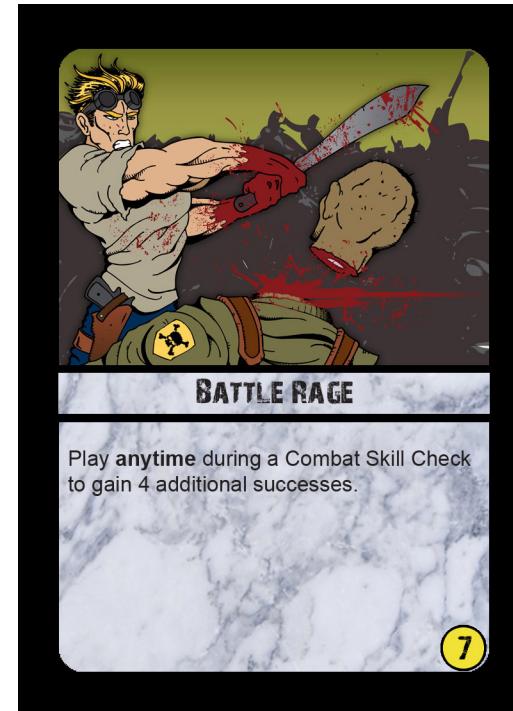
Discard an Action card attached to a Town Play Mat.

OR

Confiscate an Action card attached to an opponent's Town Play Mat and place it into your hand.

3







BRIDGE OUT

Play during the **Party Exploits Phase** on an opponent. Their Party is Delayed and receives a 2 Week Penalty chip. Then roll 1d6. On a "1-2," each of their Party Characters take 2 Physical Damage, which ignores Armor.

5



BROKEN

Play during the **End Turn Phase** on an opponent. Select and discard 1 of their Non-Relic Spoils cards.

4



BUCK PASSING

Play when an Action card is played on your Party or town (excluding NPCMs). It instead affects a 3rd player of your choice.

3



BUREAUCACY

Play during the **Effects Phase**. Attach this card to your Town Play Mat. Each Turn during the **Town Business Phase**, roll 1d6. On a "1-2," draw an Action card.

12



CAR JACKING

Play during the **End Turn Phase**. Steal an opponent's Vehicle, which "mysteriously" appears in your Auction House with all Stowable items and Permanent Vehicle Equipment.

12



CLANDESTINE OPERATION

Play during your **Party Exploits Phase**. Look at one opponent's hand of Action cards and choose 1 to keep. Then, at no cost in weeks, your Party may move up to 10 hexes and attempt to capture a Resource or perform a Mission card.

8



CONTAGIOUS VIRUS

Play during the **End Turn Phase** on an opponent. Their Party takes 2D6 Infected Wounds Damage and must roll 1d6. On a "1-3," the **Contagious Virus** ends and is discarded. However, on a "4-6," it affects the player to their right, who also takes the damage and must roll 1d6. Having been vaccinated, this card does not affect you and moves on to the next player.

7



COOPERATIVE SPIRIT

Play during an opponent's **Party Exploits Phase**. This card may not be used without their consent. Move your Party to their location to assist them on an Encounter or Mission cards Skill Checks, by adding your successes to theirs. Divide any rewards or consequences equally, with the excess going to them. Neither Party may attack or steal from one another for the remainder of this Turn.

6



CRIME INFESTATION

Play during the **Effects Phase**. Attach this card to an opponent's Town Play Mat.

Each **Town Business Phase** they lose 2 Town Health if you pay another player 5 Salvage Coins. Otherwise, the target places this card into their hand.

5



CROSSROADS

Play before drawing a Mission card to instead draw 3. Choose 1 to attempt and discard the others.

3



DARK TIDE MOBILE VETERAN RAIDERS

Hire during the **Town Business Phase**. Choose 1 task:

- ~Move to an opponent's town. Steal up to 4 Spoils cards in their Auction House or steal up to 20 Salvage Coins.
- ~Move to a town to cause them a loss of 2d6 Town Health.
- ~Move to and claim a Resource for your Faction.
- ~Move to a Point of Interest and work with a Party. Add their successes to that Party.

Dark Tide rolls 6d10 to perform Skill Checks.

*If they fail their task, lose 1 Prestige.

8

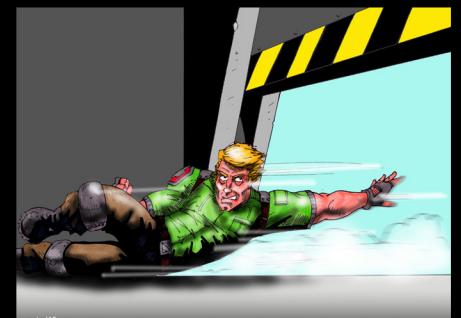
3

9

12

Ω

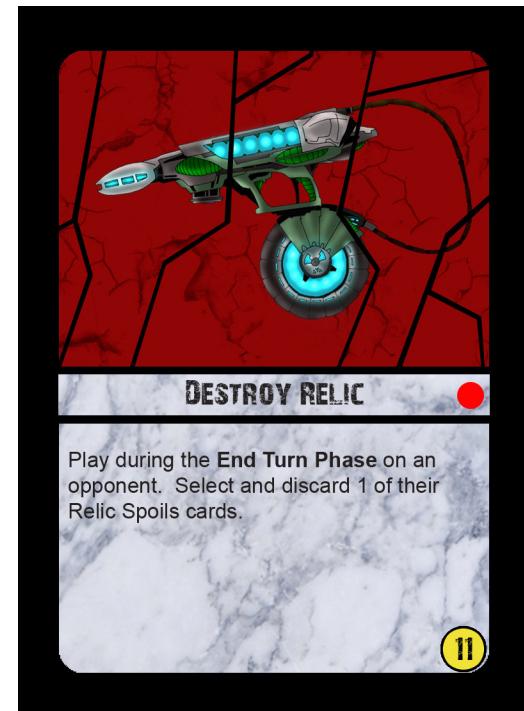
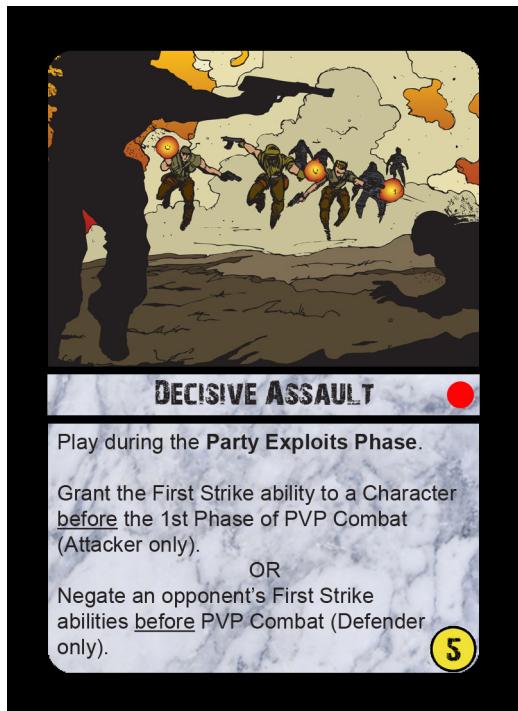
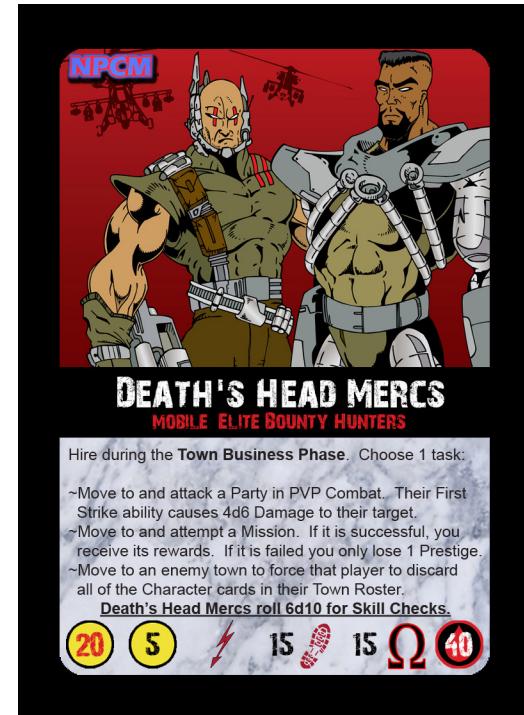
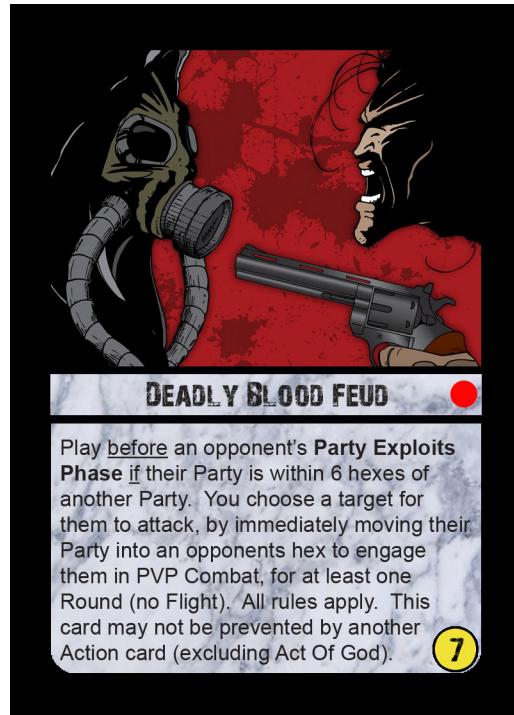
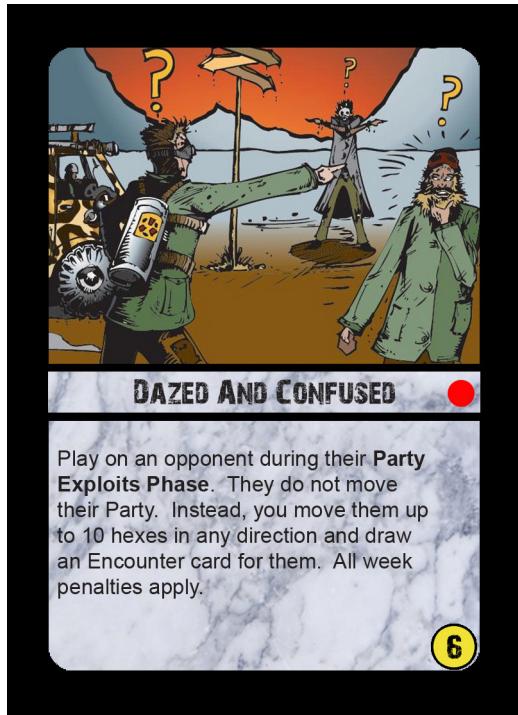
30

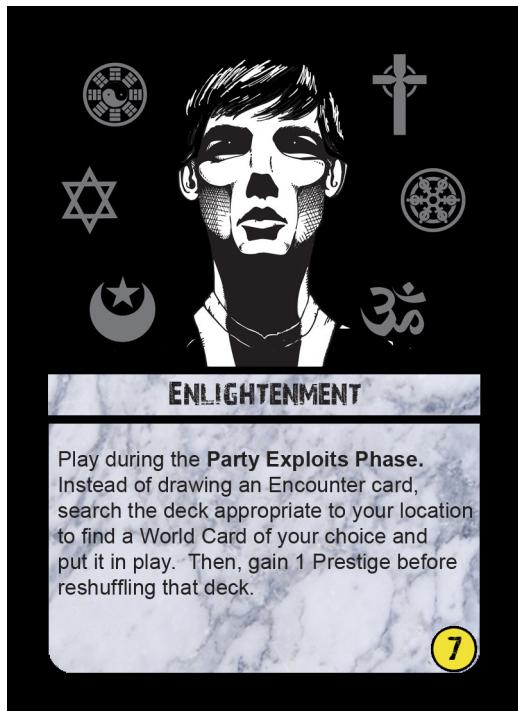


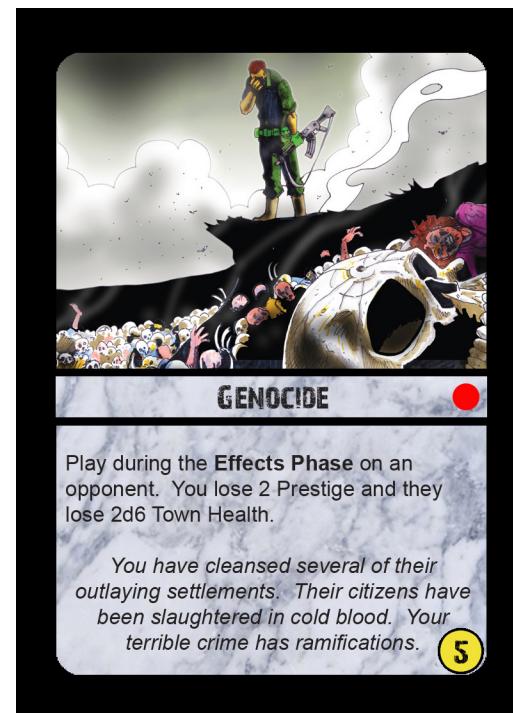
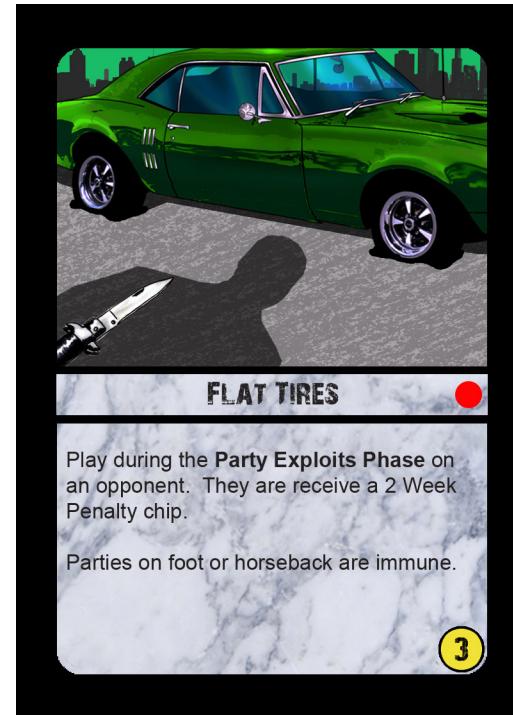
DASH TO FREEDOM

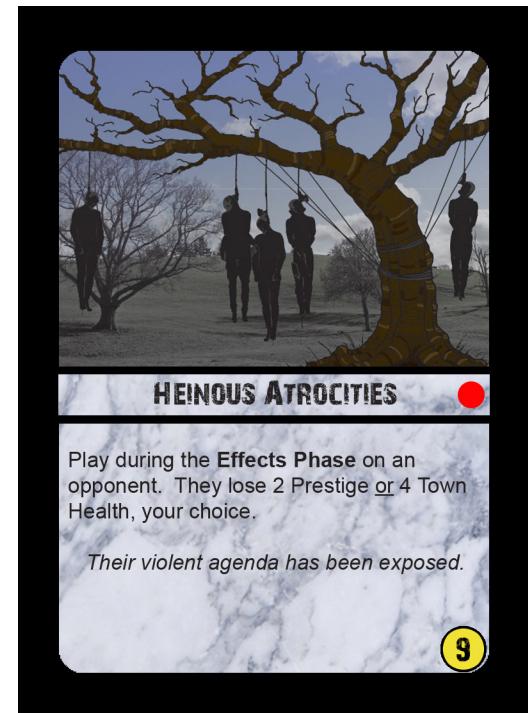
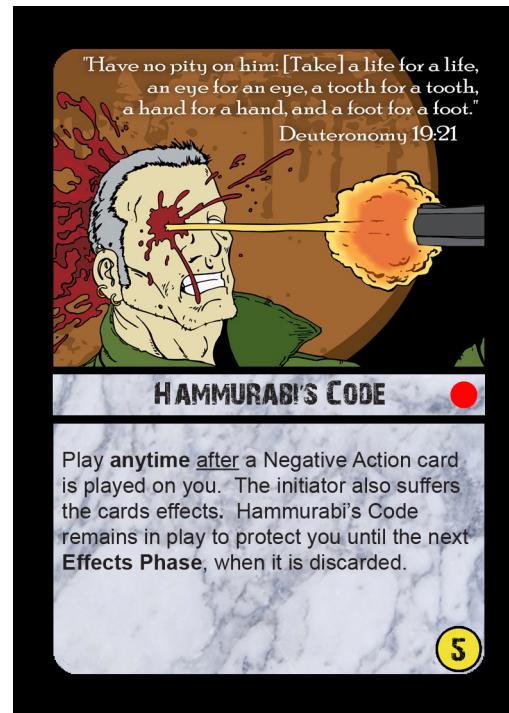
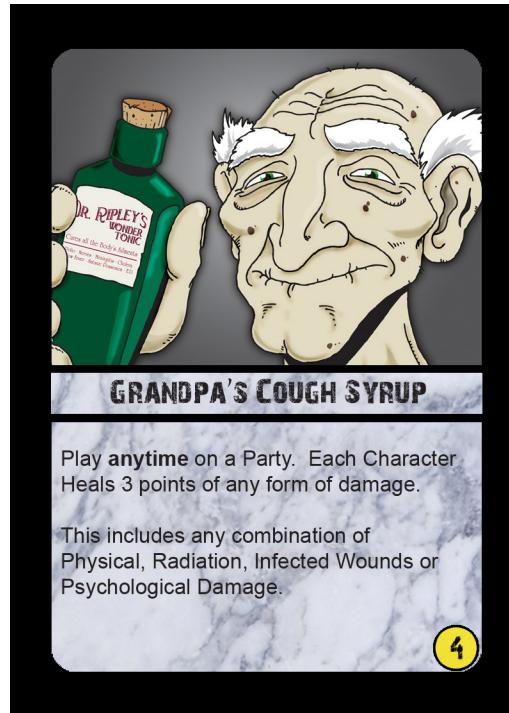
Play during the **Party Exploits Phase** on any Party after they've failed an Encounter or Mission card. They escape without suffering its negative effects.

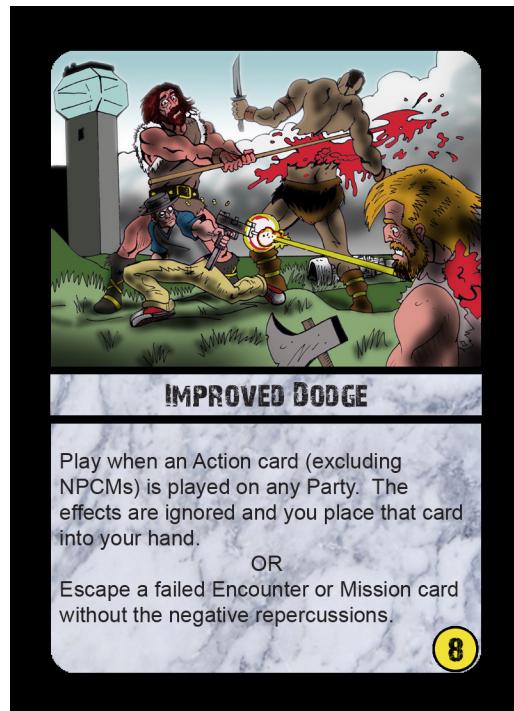
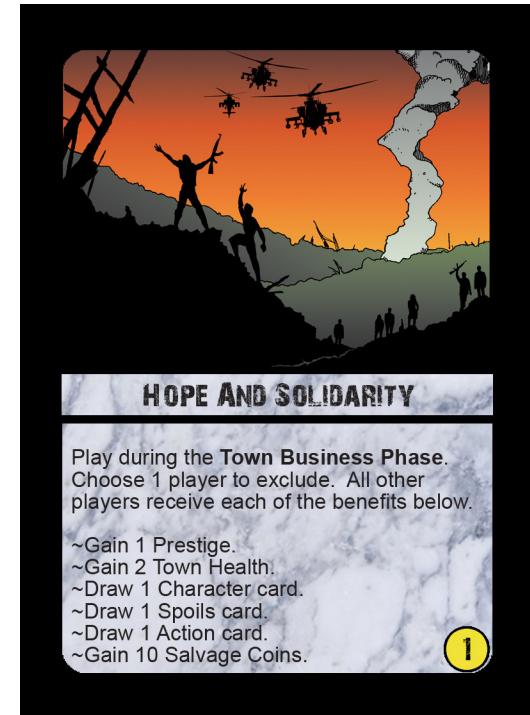
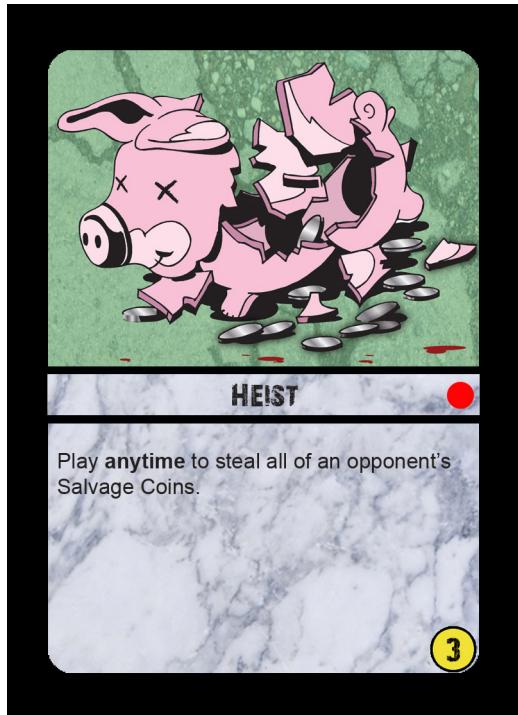
5

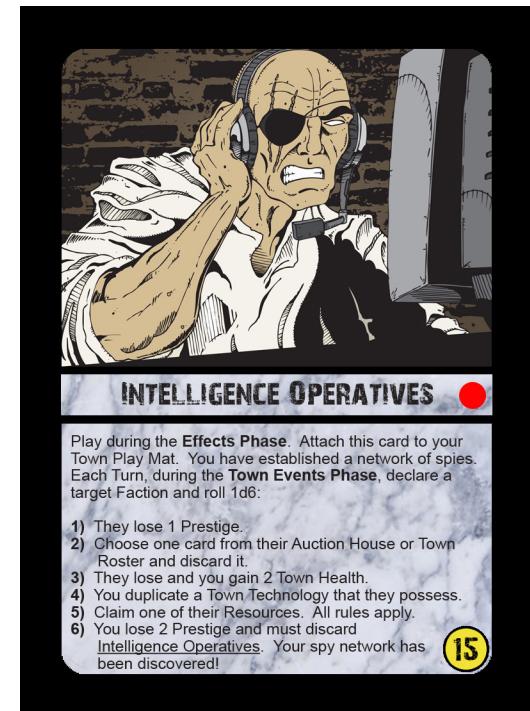
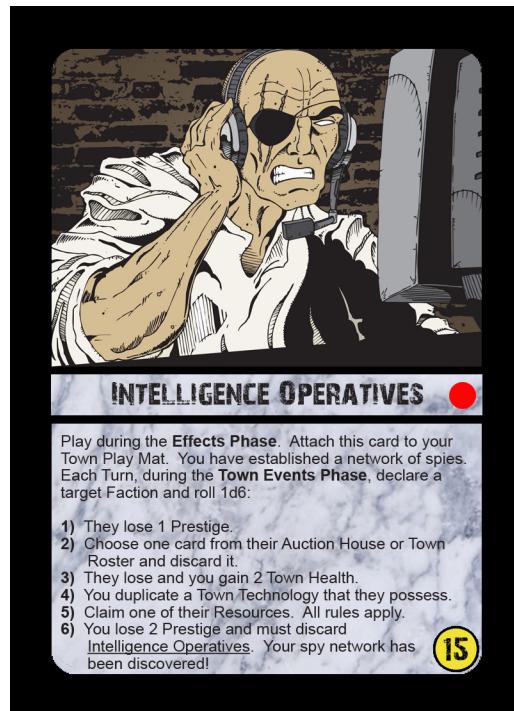
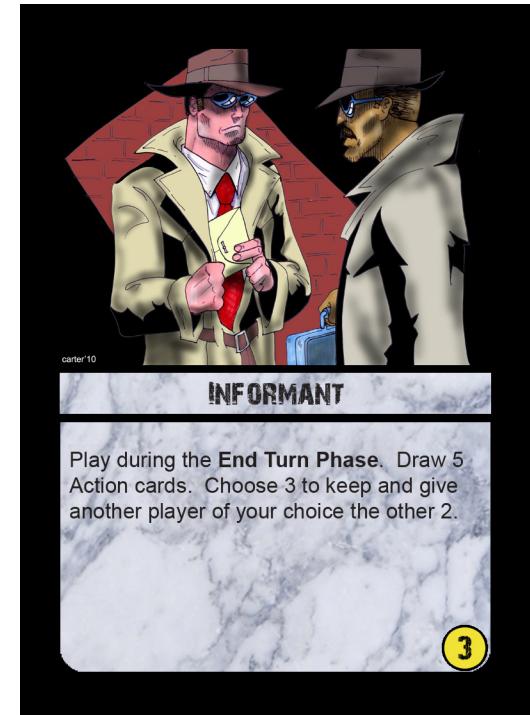
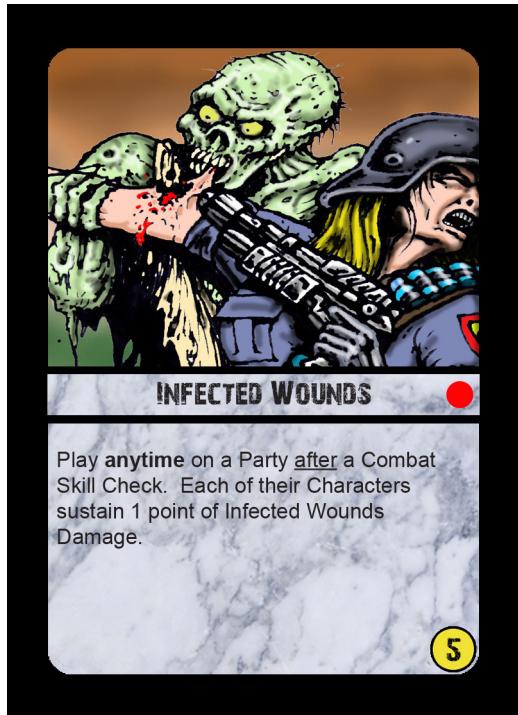


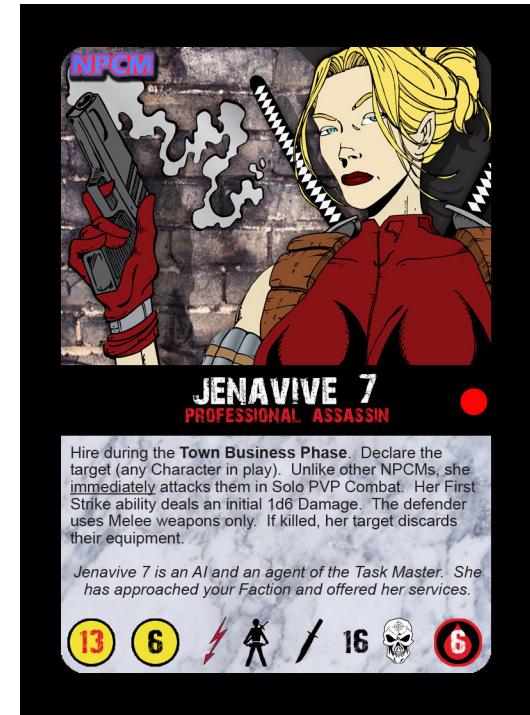
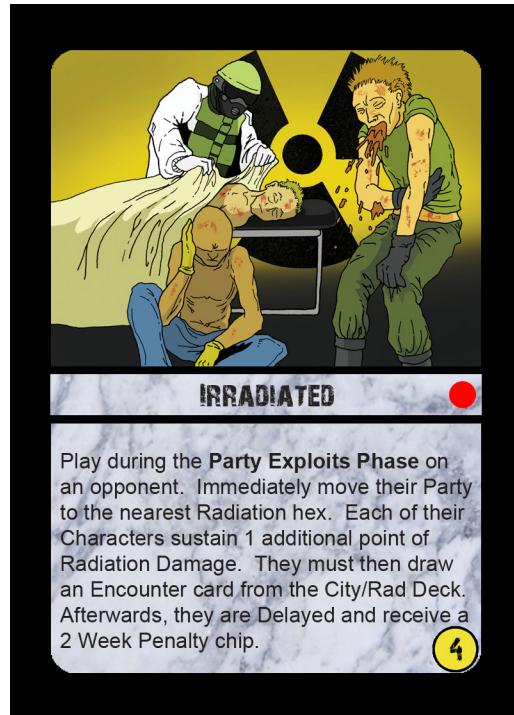
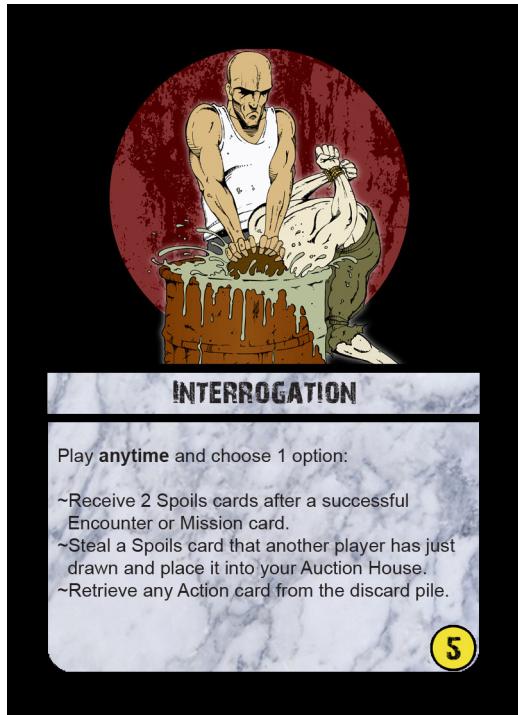














LEAD FOOT

Play during the Party Exploits Phase. Choose any Party to move up to 6 extra hexes.

6



LUCKY RABBITS FOOT

During the Effects Phase, attach this card to your Town Play Mat. Once per Turn, one of your Characters gains 1 success toward a Skill Check.

Discard if your Town Events roll is a "10."

12



LOCAL THIEVES GUILD

Play during the Town Business Phase. Steal up to 3 Spoils cards of your choice from another Party. Place them into your Auction House. The target Party then sustains a 3d6 Damage "beat down."

You have friends in low places...

15



LOGISTICS

●

Play during the Effects Phase to confiscate the First Player Sheet. You may assume the role of the First Player for this Turn or pass it to another player of your choice.

8



LUCKY CHARM

During the Effects Phase, attach this card to your Town Play Mat. Once per Turn, you may add or subtract 1 from any of your die rolls. Discard when your Town Events roll is a "10."

10



MAKING A BREAK FOR IT

Play **anytime** to discard your Encounter or Mission card before any dice are rolled. Keep the Salvage Coins. You cannot draw another card in its place.

OR

Play **anytime**. Your Party may avoid the theft of Spoils cards or a Vehicle destruction.

9



MECHANICALLY INCLINED

Play during the **Party Exploits Phase**. Any Party or Character gains 2 successes towards a single Mechanical Skill Check.

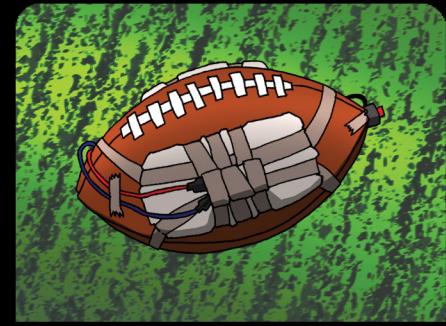
1



MEDICAL INGENUITY

Play during the **Party Exploits Phase**. Any Party or Character gains 2 successes towards a single Medical Skill Check.

1



MERF FOOTBALL BOMB

Play during the **Party Exploits Phase** after you fail a Combat Skill Check. Escape without suffering the cards consequences.

OR

Play during the **Party Exploits Phase** before a Round of PVP Combat to grant your Party Free Flight. The opposing Party or NPCM sustains 2d6 Damage.

In either case, move your Party 1 hex away.

6



MISTAKEN IDENTITY

Play during the **Party Exploits Phase** after a Round of PVP Combat. The damage sustained this Round by a Party is negated. Instead, the other Party loses 2 Prestige for slaughtering innocent travelers. Afterwards, move each Party 2 hexes away in opposite directions of your choosing.

8



MOTEL HELL

Play during the **End Turn Phase** on another Party. You roll 1d6:

- 1.) A great nights sleep. Their party removes all damage.
- 2.) Their Vehicle is stolen! Discard it and its contents.
- 3.) They're lost. Move this Party to the nearest City hex and force them to draw a City/Rad Encounter card.
- 4.) They are robbed. Discard all of their Salvage Coins.
- 5.) Sabre Tooth Crotch Cricket infestation. They lose 1 Prestige.
- 6.) One of their Party members goes missing. They must discard a random Character, with equipment.

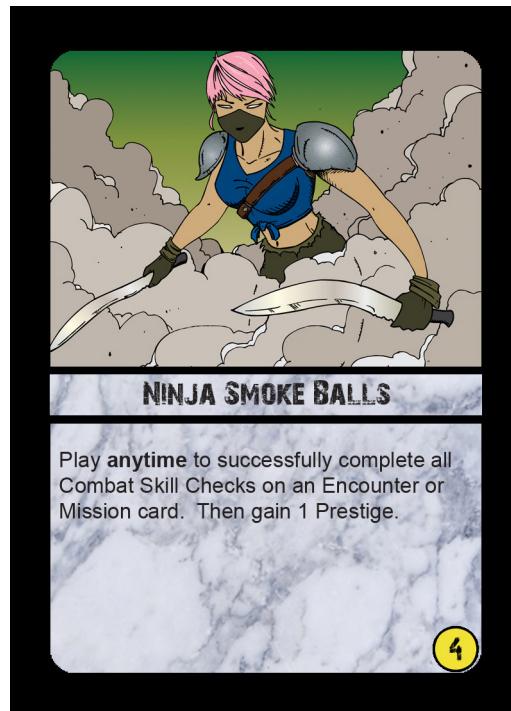
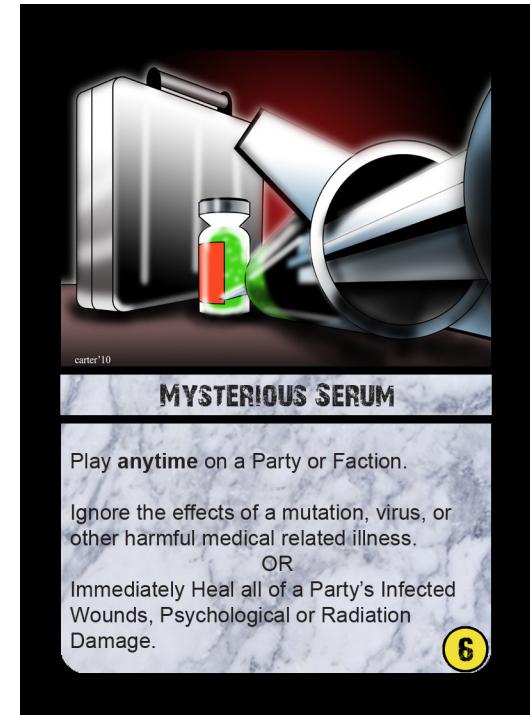
5



MUSTER

Play during the **End Turn Phase**. Draw 3 Character cards. They may replace current Party members. All remaining Characters are placed into your Town Roster.

4





OUT OF AMMO

Play during the **Party Exploits Phase** before a Combat Skill Check to force a Party to use Melee Weapons only for the remainder of this combat. The target also suffers a -2 penalty on all Flight rolls.

9



PASD

(Post-Apocalyptic Stress Disorder)

Play **anytime** on an opponent's Party. Each of their Characters sustain 1 point of Psychological Damage.

5



PHYSICAL MUTATION

Play during the **End Turn Phase** on an opponent's Party Character. They sustain 3 Radiation and 1 Psychological Damage. The rest of the Characters in their Party must make a Psychological Check.

This Character has been exposed to extreme Gamma radiation.

7



PROFESSIONAL TOWN MILITIA

Play during the **Town Business Phase**. Attach this card to your Town Play Mat. Then discard it **anytime** for one of the following:

- ~When your Owned Resource is claimed, cause an additional 2d6 Damage to a Party. NPCMs fail their task.
- ~Ignore a loss of up to 5 Town Health.
- ~Prevent any destruction, theft, kidnapping or sabotage that effects your Town.

2



PROFESSIONAL TOWN MILITIA

Play during the **Town Business Phase**. Attach this card to your Town Play Mat. Then discard it **anytime** for one of the following:

- ~When your Owned Resource is claimed, cause an additional 2d6 Damage to a Party. NPCMs fail their task.
- ~Ignore a loss of up to 5 Town Health.
- ~Prevent any destruction, theft, kidnapping or sabotage that effects your Town.

2



PROPSAGANDA CORPS

Play during the **Effects Phase**. Attach this card to your Town Play Mat. Receive 1 additional Town Health each time it is listed as a reward on all Encounter and Mission cards.

8



RANDOM TOWN TECHNOLOGY

Play during the **Town Business Phase**. Roll 1d10 for a random Town Technology. Then retrieve its chip or upgrade the existing Town Technology from Tier 1 (silver) to a Tier 2 (gold).

- | | |
|-----------------------|-------------------|
| 1) Garrison | 6) Medical Center |
| 2) Water and Supplies | 7) Comm. Center |
| 3) Learning Center | 8) Law and Order |
| 4) Machinist Shop | 9) Marketplace |
| 5) Energy Production | 10) Re-roll. |
- 25



REAVER WITCH DOCTOR

Play **anytime** to discard a **Jinxed** card in play. Additionally, you may pay 5 Salvage Coins to immediately assign that card to an opponent, as denoted in that card's directions.

8



REAVER WITCH DOCTOR

Play **anytime** to discard a **Jinxed** card in play. Additionally, you may pay 5 Salvage Coins to immediately assign that card to an opponent, as denoted in that card's directions.

8



RECON SCOUT

Play during the **Party Exploits Phase** before drawing an Encounter card. Look at the next 3 cards from one Encounter Deck and replace them in any order.

3



REINFORCEMENTS

Play **anytime**. Increase the difficulty of a Combat Skill Check by 1.

OR

Add 1 Success to a Combat Skill Check made by a Party or NPCM. This effect lasts for the duration of the PVP, Encounter or Mission.

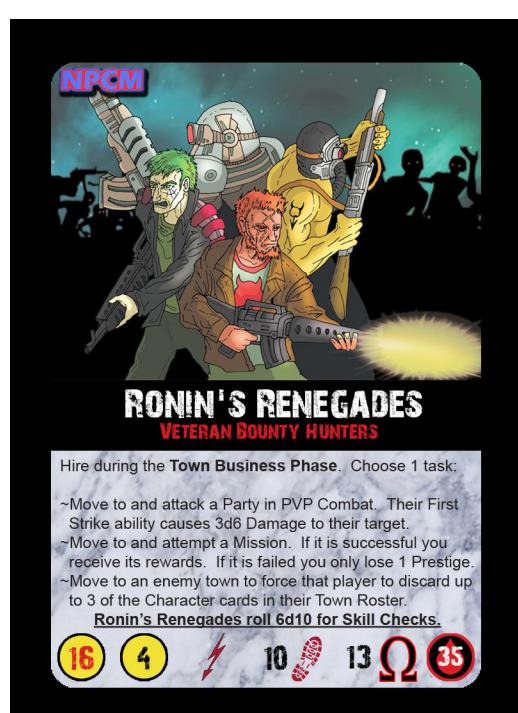
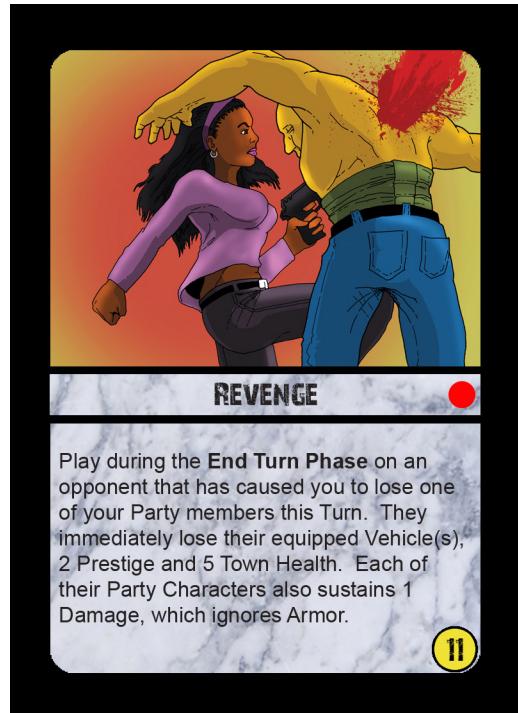
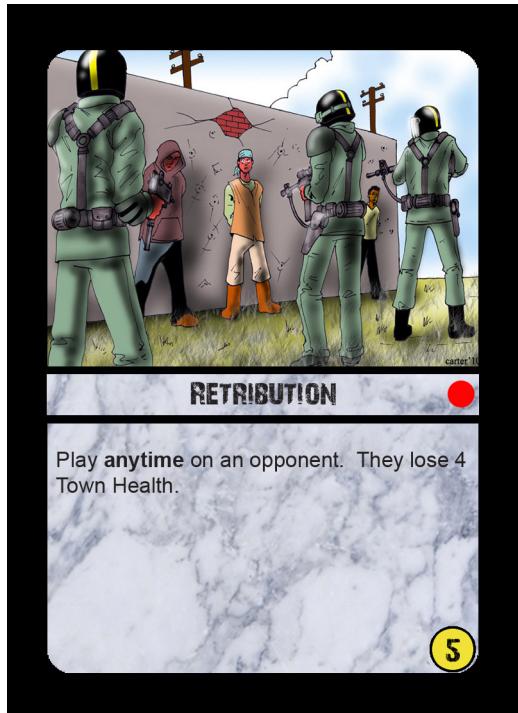
7



REPRIEVE

Play **anytime**. Heal any Party 4D6 Physical Damage.

3





SAFE HAVEN

Play during the **Party Exploits Phase**. Move your Party to the nearest Neutral Starting Town and Heal all forms of damage, returning your Party to full Health. They may not be targeted by any Action cards or attacked in PVP for the remainder of this Turn. Finally, all NPCMs in play are immediately discarded.

4



SEVEN KINDS OF SMOKE

Play **anytime** and choose one:

- Gain Free Flight.
- Re-roll a failed Skill Check.
- Move up to 6 extra hexes.
- Heal 5 Damage (any type) to 1 Character.
- Draw 2 Spoils cards.
- Draw 2 Action cards.
- Draw 2 Character cards.

14



SMOOTH MOVES

Play **anytime**. Recover all of your equipment that was stolen, lost, wagered or discarded this Turn. Place these items into your Auction House or equip them to your Party. Then draw one free Spoils card.

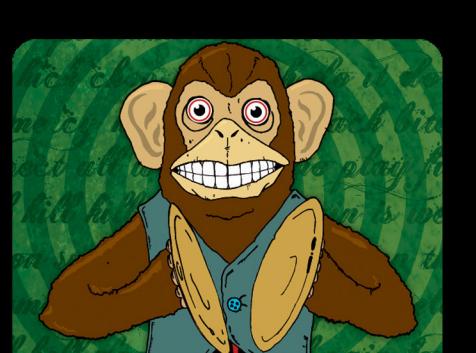
7



SNEAKY. REAL SNEAKY

Play when an opponent plays an Action card on another player. The target ignores its effects and instead places the card into their hand. Afterwards, you draw a free Action card.

3



SPANKING THE MONKEY

Play **anytime**.

- Discard any **Jinxed** card.
OR
Discard any Action card attached to a Town Play Mat.

6



SPY MASTER

Play during the **End Turn Phase**. Look at each player's hand of Action cards. Keep 1 card from each player and return the rest.

14

