



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.

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ACT OF GOD

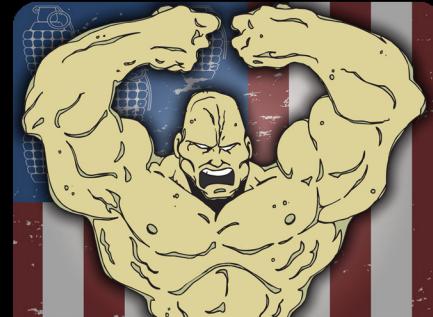
This card trumps all others. It cannot be prevented by any means.

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.

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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

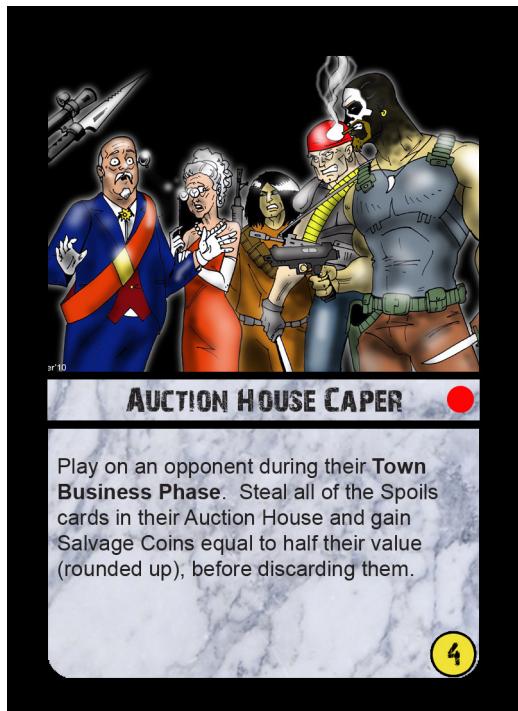
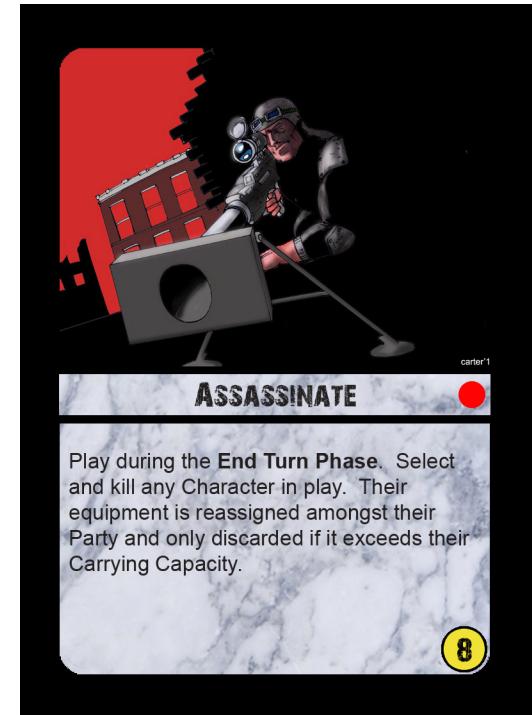
Play **anytime**.

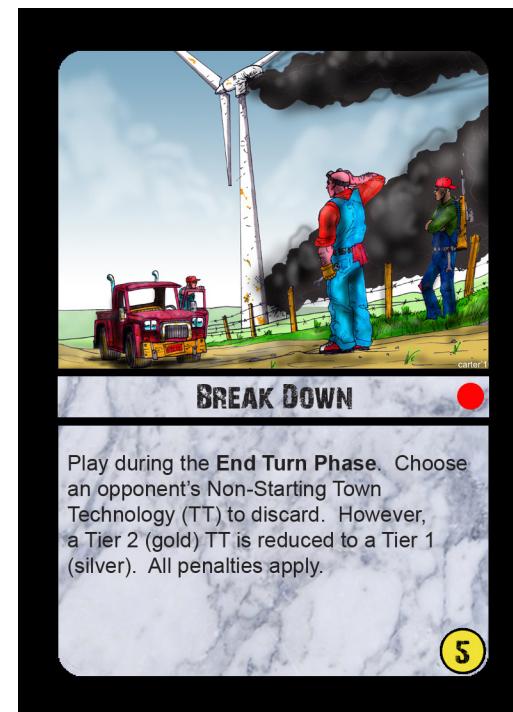
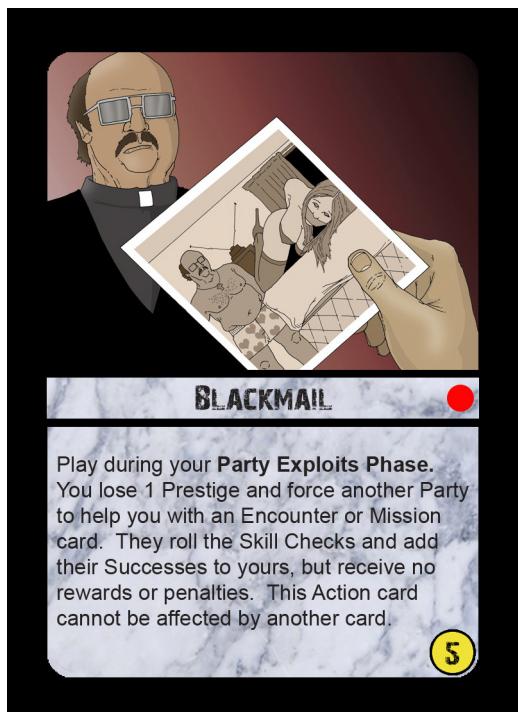
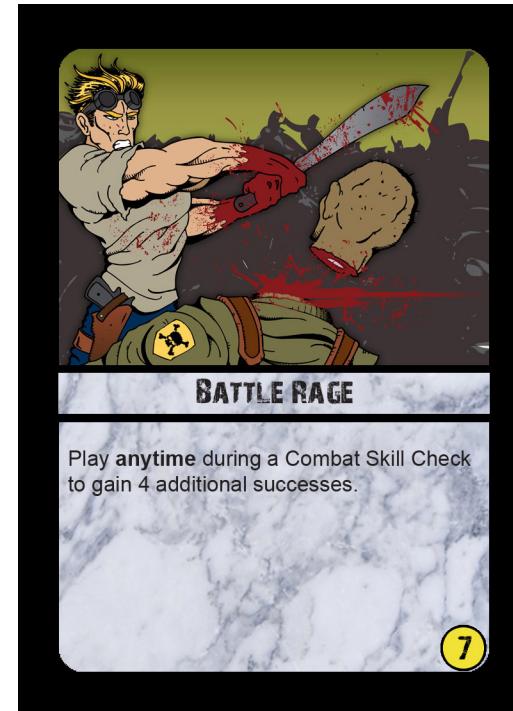
Discard an Action card attached to a Town Play Mat.

OR

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

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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.

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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.

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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.

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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.

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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.

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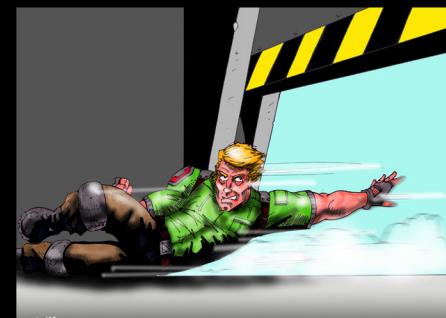
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DASH TO FREEDOM

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.

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