



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...

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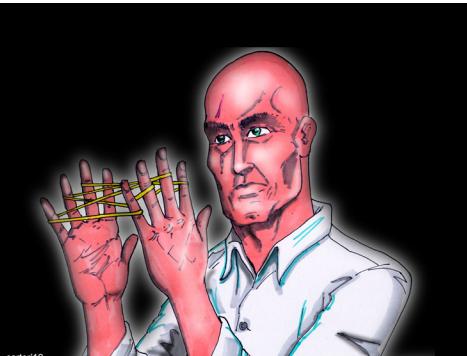


LOGISTICS

●

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.

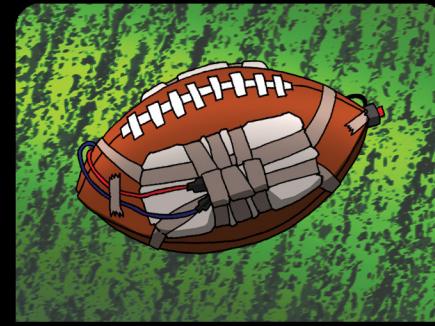
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MEDICAL INGENUITY

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.

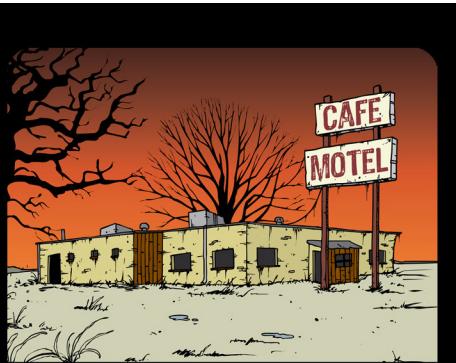
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MISTAKEN IDENTITY

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.

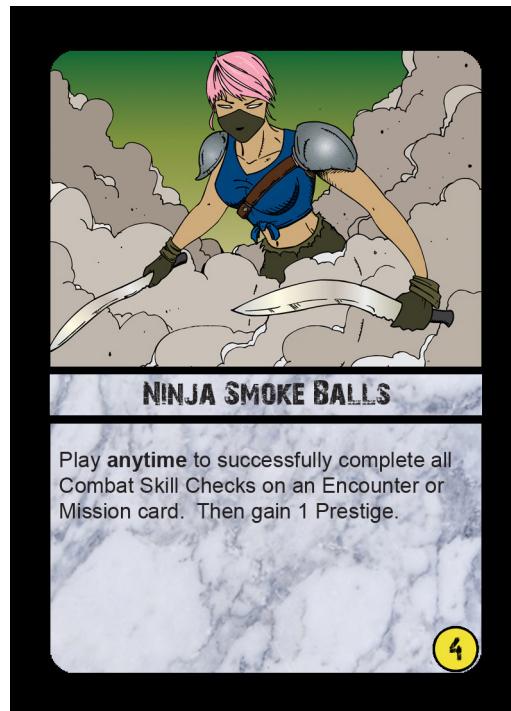
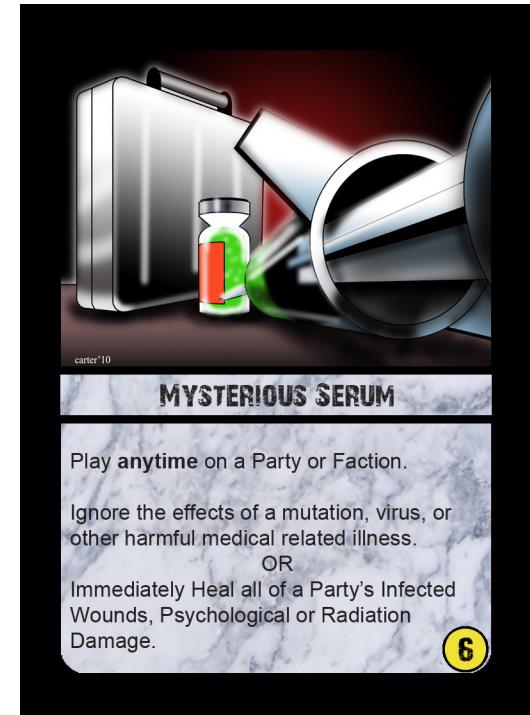
5



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



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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



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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.

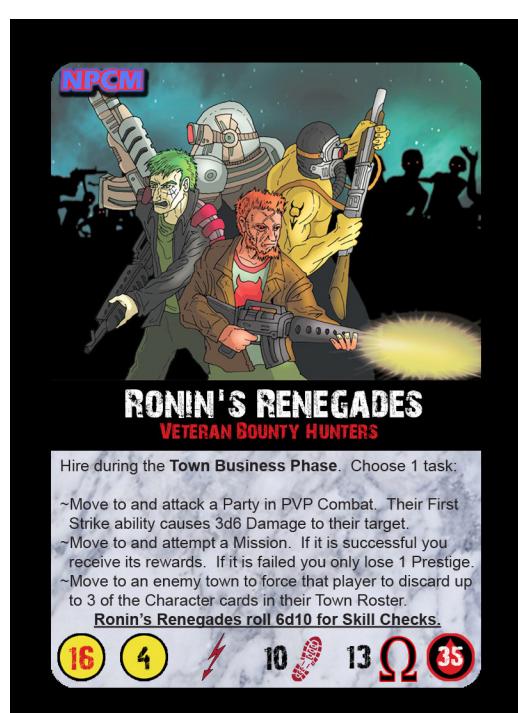
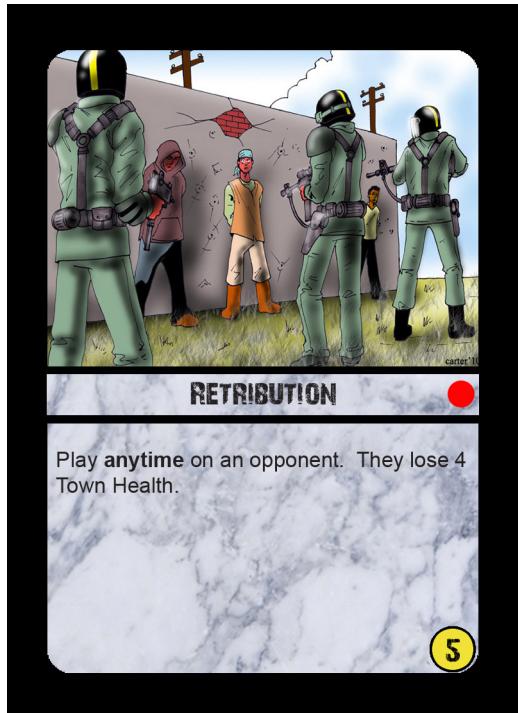
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REPRIEVE

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.

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