ENTITLED SUBURBANITE

Typical Demeanor • Height 2 • Wounds 2
Move 5" • BPV 1

Crim Actions

1. *Flee*
2. *Hide (1-3) or Shoot (4-10)*
3. *Charge (1-3) or Seek Cover (4-10)*

Attributes

Fight 1, Shoot 1, Defense 2, Athletics 1, Mind 1, Stealth 1

Attacks

- **Bourgeois Pistol** (Range 8"; Accuracy 0; Damage 2; Keywords — ***ranged, ballistic, gun, item, small***)

Special Rules

- **Infuriating:** A hunter taking a Shoot action must target an Entitled Suburbanite if possible unless they first make a successful Mind check vs. 3. If a hunter is engaged with Entitled Suburbanite and other crims, the hunter must target Entitled Suburbanite until they are eliminated or are no longer engaged before they can target other crims.

STANDARD CRIM

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STANDARD CRIM

TRIGGER-HAPPY MOBSTER

Aggressive Demeanor • Height 2 • Wounds 5
Move 6" • BPV 12

Crim Actions

1. *Shoot (1-7) or Seek Cover (8-10)*
2. *Shoot (1-6) or Charge (7-10)*
3. *Shoot*

Attributes

Fight 2, Shoot 3, Defense 2, Athletics 1, Mind 2, Stealth 1

Attacks

- **Brass Knuckles** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, item, small***)
- **Tommy Gun** (Range 12"; Accuracy 0; Damage 3; Keywords — ***ranged, ballistic, item, gun, ballistic, depletable***)

Special Rules

- **Hot Lead:** When taking a Shoot action, this crim shoots once at the two nearest hunters or twice at the nearest hunter if only one hunter is an eligible target.
- **Closing the Gap:** If this crim is supposed to take a Shoot action, but no hunters are eligible targets, move this crim 6" closer to the nearest hunter.

SPECIAL CRIM

TRIGGER-HAPPY MOBSTER

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Move 6" • BPV 12

Crim Actions

1. *Shoot (1-7) or Seek Cover (8-10)*
2. *Shoot (1-6) or Charge (7-10)*
3. *Shoot*

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Special Rules

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- **Closing the Gap:** If this crim is supposed to take a Shoot action, but no hunters are eligible targets, move this crim 6" closer to the nearest hunter.

SPECIAL CRIM

ARMORED THUG

Aggressive Demeanor • Height 2 • Wounds 4
Move 6" • BPV 7

Crim Actions

1. *Charge*
2. *Seek Cover*
3. *Charge*

Attributes

Fight 2, Shoot 1, Defense 2, Athletics 1, Mind 1, Stealth 1

Attacks

- **Spiked Bludgeoning Weapon** (Range 1"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, sharp, unarmed, item***)

Special Rules

- Armor 2

STANDARD CRIM

ARMORED THUG

Aggressive Demeanor • Height 2 • Wounds 4
Move 6" • BPV 7

Crim Actions

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3. *Charge*

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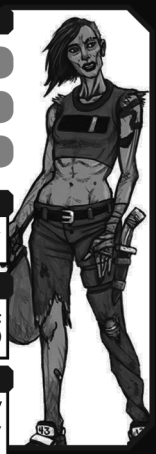
STANDARD CRIM

SHIFTY SCUMBAG

Cowardly Demeanor • Height 2 • Wounds 1
Move 8″ • BPV 6

Crim Actions

1. *Hide (1-6) or Charge (7-10)*
2. *Hide (1-7) or Flee (8-10)*
3. *Charge*



Attributes

Fight 1, Shoot 1, Defense 3, Athletics 3, Mind 1, Stealth 2

Attacks

- **Knife** (Range 0″; Accuracy 0; Damage 2; Keywords — ***melee, sharp, item, small***)

Special Rules

- **Neon Venom:** After suffering any number of Wounds, roll a d10. On a 1-7, the crim suffers no Wounds.
- **Slippery:** The Shifty Scumbag ignores Disengagement Strikes.

STANDARD CRIM

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1. *Hide (1-6) or Charge (7-10)*
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3. *Charge*

Attributes

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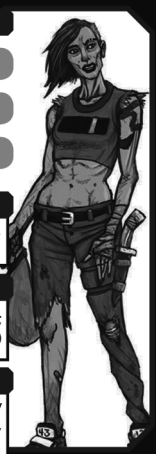

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STANDARD CRIM

URBAN MANHUNT

CRIM CARD

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