

AMPED UP AGGRESSION

The next non-Aggressive crim that enters the zone becomes Aggressive instead.

"Those scrawny politician types aren't normally so riled up and ready to fight."

REMAINS IN PLAY

BICKERING CRIMS

Play at the beginning of the Crim Phase. Choose two unengaged crims that are within 8 inches and line of sight of each other. Those crims may do nothing this turn.

Roll a d10 for both crims if they are within 2 inches of each other. Each crim that rolls a 1-4 gains a Wound Token. If a crim is eliminated in this way, no hunter gains points for it.

"Fuck off! I'm gonna be the one who kills that hunter."

"Like hell you are!"

KEEPER

BULKED UP CRIM

The next crim that enters the zone gains +2 to its Wound Maximum and all its *melee* attacks gain +1 Damage.

"Look at the arms on that crim!"

REMAINS IN PLAY

COMBAT EXPERIENCE (BALLISTIC)

The next crim that enters the zone gains +1 to its Shoot and +1 to Defense when targeted by *ballistic* attacks.

A crim may not have more than one Combat Experience card on it.

Dodging bullets is a part of daily life in the prison cities. Many crims have become extremely adept at using firearms as well as avoiding being shot by them.

REMAINS IN PLAY

COMBAT EXPERIENCE (BLUNT)

The next crim that enters the zone gains +1 to its Fight and +1 to Defense when targeted by *blunt* attacks.

A crim may not have more than one Combat Experience card on it.

After years of living in prison cities, crims learn the ins and outs of fisticuffs and fighting with improvised weapons such as clubs and chair legs.

REMAINS IN PLAY

COMBAT EXPERIENCE (ENERGY)

The next crim that enters the zone gains +1 to its Shoot and +1 to Defense when targeted by *energy* attacks.

A crim may not have more than one Combat Experience card on it.

In the prison cities, energy weapons are relatively scarce. However, many crims already had experience with them before serving time.

REMAINS IN PLAY

COMBAT EXPERIENCE (SHARP)

The next crim that enters the zone gains +1 to its Fight and +1 to Defense when targeted by *sharp* attacks.

A crim may not have more than one Combat Experience card on it.

"And here comes the crim, swinging that sword like someone from a Samurai holo-vid."

REMAINS IN PLAY

THE CLOCK TICKS SLOWLY

Play before a player rolls to see if the match ends. Subtract 3 from the die result.

"It's hard to believe so much action has transpired during this match. It's like time is standing still!"

KEEPER

DEVIOUS

The next non-Cunning crim that enters the zone becomes Cunning instead.

"That crim straight up outsmarted Blue Beret! That's gotta hurt her ego a bit!"

REMAINS IN PLAY

EASY TARGET

The next crim with a Defense of 2 or more that enters the zone will have a -1 Defense.

"She's moving more sluggishly than I would have guessed. Perhaps she had a bad gruel sandwich before the match. Whatever the case is, she'll need to move more deftly than that if she wants to avoid those shots from Hugo Strong."

REMAINS IN PLAY

FEET DON'T FAIL ME NOW!

Play when a crim's action would cause them to disengage. The crim doesn't suffer a disengagement strike and adds 3 inches to their Move this turn.

"He just slipped right away from Neon Leon's grasp!"

KEEPER

FIGHT, NOT RUN

Play when a crim's action would cause them to disengage. The crim doesn't disengage, but instead takes a Fight action.

"On second thought..." [whack!]

KEEPER

HUNTER ENDANGERMENT PENALTY

Play at any time. Choose a hunter that has scored at least 1 point and that is within range and line of sight of another hunter. Roll a d8. That hunter loses a number of points equal to the result. A hunter may never be reduced to less than 0 points.

"The officials are claiming that Fastlane's shot came too close to hitting Castle Cane and are therefore docking her 6 points. What a crock!"

KEEPER

I'M OUTTA HERE!

Play when your hunter disengages from one or more crim. That hunter does not suffer an engagement strike.

"And just like that, he moved out of striking range!"

KEEPER

ORDINARY JOE

The next non-Typical crim that enters the zone becomes Typical instead.

"I thought for sure that bruiser was going to be the hot-headed, go-straight-at-them type, but she has shown great restraint."

REMAINS IN PLAY

PREDICTABLY AGGRESSIVE

Choose a hunter. That hunter gains +1 Defense against all crims with the Aggressive Demeanor.

"As soon as I saw the crim rushing toward me, I knew what to expect. She let out an angry yell and charged like a berserker. I knew exactly how to handle her at that point."

REMAINS IN PLAY

PREDICTABLY COWARDLY

Choose a hunter. That hunter gains +1 Defense against all crims with the Cowardly Demeanor.

"I love cornering chicken-shit crims. They all do the same thing. They run away and then when you finally corner them, they desperately try to attack you. And when they do, I'm ready for it."

REMAINS IN PLAY

PREDICTABLY CUNNING

Choose a hunter. That hunter gains +1 Defense against all crims with the Cunning Demeanor.

"He tried sneaking around to get the drop on me. Didn't work."

REMAINS IN PLAY

PREDICTABLY TYPICAL

Choose a hunter. That hunter gains +1 Defense against all crims with the Typical Demeanor.

"The problem with a crim having no distinct personality is that you can quickly gauge what they're going to do, based on what they aren't going to do. They generally don't charge you from across the zone and they aren't gonna sneak up on you. It's pretty straight forward stuff."

REMAINS IN PLAY

SMUGGLED MED SPRAY

Play at any time. Choose a crim. Remove up to 2 Wound Tokens from that crim. If this card is played during the Crim Phase, remove up to 3 Wound Tokens instead.

Resourceful crims sometimes smuggle med sprays into the zone. How do they get them past security? You really don't want to know.

KEEPER

YELLOW BELLY

The next non-Cowardly crim that enters the zone becomes Cowardly instead.

"For such a big, beefy crim, he sure is awfully skittish."

REMAINS IN PLAY





