

KING HIT

Reveal this card when one of your fighters takes an enemy fighter Out of Action with an unarmed attack (taking an enemy Out of Action with a Coup de Grace action does not count). The fighter immediately earns D3+1 XP. If they were Engaged with two or more enemies when this card was revealed, they earn D6+1 XP instead.



RAW AGRESSION

Reveal this card at the end of the game, provided there is still at least one model from your gang on the battlefield. If all of your remaining fighters are in your opponent's deployment area your gang gains D3 Reputation. Additionally, if the battle ended without any of your fighters going Out of Action, earn 2D3 Reputation instead.



STIMMER RAMPAGE

Reveal this card after both crews have deployed but before the first round begins. Every fighter in your crew begins the game under the effects of a stimm-slug stash. Unlike a normal stimm-slug stash these effects last until the end of the battle, or when the fighter suffers a Serious Injury. However, the rigours of such high doses of stimms mean that when rolling to see if a fighter is overcome by the effects of the chems, they must roll a number of D6 equal to the current round, with any results of a 1 forcing them to suffer an injury dice.

If you win the scenario, your gang earns D6 Reputation, in addition to any scenario rewards. If you lose, your gang's Reputation is decreased by D3 instead.



PAID OVERKILL

If, at the start of any of your activations, two or more of your fighters are Engaged with the same enemy fighter, you may reveal this card. If at the end of the activation the enemy has been taken Out of Action, your gang gains D6x10 credits.



PIT FIGHT

The first time one of your fighters uses a weapon that does not have the Melee trait, discard this card. If, at the end of the battle your fighters only used weapons with the Melee trait, reveal this card. Every fighter in your gang gains D3 XP, in addition to any other XP awarded for the scenario.



SHOW OF BRAWN

Reveal this card when a fighter in your crew uses a Brawn skill, whether or action is successful or not. For passive skills, like Iron Jaw, this card can be revealed when the skill is triggered. The fighter gains +1 XP. If the use of the skill took an enemy fighter Out of Action, they gain +D3 XP instead.



EXCESSIVE FORCE

If one of your fighters inflicts 5 or more points of damage to an enemy fighter in a single activation, reveal this card. Your gang gains +1 Reputation. If the attack results in the enemy fighter going Out of Action, your gang gains +2 Reputation instead.



PERSONAL VENDETTA

Reveal this card should your gang's Leader take your opponent's Leader Out of Action with either a Shoot (Basic) action, or a Fight (Basic) action. Your gang immediately gains D3 randomly-determined Gang Tactics.



SKY STOMP

Should one of your fighters fall on an enemy fighter, reveal this card. If the enemy fighter was Seriously Injured or taken Out of Action, your fighter gains +1 XP. In addition, if your fighter survived the fall (i.e. they were not Seriously Injured or went Out of Action themselves), they gain an additional +1 XP.



IMPRESSIVE COMBO

Reveal this card if a Champion or Leader Belonging to your gang wounds two or more enemy fighters during a single activation using a weapon with the Melee trait. Your gang gains +1 Reputation. If three or more enemy fighters were wounded by the Champion or Leader using a weapon with the Melee trait, then your gang gains D3 Reputation instead.



COMTEMPT FOR THE WEAK

Reveal this card during the Choose Crew step of the pre-battle sequence. You can reduce the size of your crew (as determined by the scenario) by up to half the number of models in your gang, to a minimum crew size of 1. If the scenario allows you to take your entire gang, then your entire gang is effectively your crew, and may be reduced as described above. Should your gang win the scenario, it receives D6x10 credits for each fighter that was removed from your starting crew.



BACK FROM THE DEAD

Reveal this card the second time one of your fighters recovers from being Seriously Injured. Your gang gains +D3 Reputation. If the recovered fighter then goes on to take an enemy fighter Out of Action before the end of the battle, your gang instead earns +2D3 Reputation.



NAKED BRUTALITY

Reveal this card during the Choose Crew step of the pre-battle sequence. Choose one of the fighters in your crew and tuck this card under their Fighter card or otherwise note that they are the subject of this sub-plot. For the duration of this battle the chosen fighter counts as having no weapons, armor or Wargear, regardless of what appears on the model. If the fighter manages to inflict a Serious Injury or an Out of Action result on an enemy fighter and if they are still on the battlefield at the end of the game then they earn 6 XP.

