

Friendly Doc

This card can be used after a member of your gang suffers a serious injury that wasn't a Captured result.

Effect: A Doctor contact offers his services to pay for a debt he owes the gang. The serious injury is converted into a Full Recovery result.

Escape Bid

This card can be used if a member of your gang is captured.

Effect: Spotting his opportunity the gang fighter launches a daring escape. Roll on the table provided in the Concealed Blade rules to determine his fate.

Got Yah

This card can be used if an enemy gang member rolls a Full Recovery serious injury result.

Effect: The injured gang fighter is ambushed as he staggers back to base and is captured by your gang.

We'll Show Em

This card can be used at the start of the game.

Effect: Your gang is determined to put their rivals in their place. Unless you decide to voluntarily bottle out your gang is assumed to pass all Bottle tests.

Don't Need This

This card can be used at the start of the game.

Effect: The rival opposing gang are reluctant to fight on. Any Bottle tests that the opposing gang have to take are rolled on 3D6 instead of 2D6.

Dodgy Ammo

This card can be used at the start of the game.

Effect: Merchants in town have been selling junky ammo. All enemy gang members incur a -2 Ammo Roll modifier to their weapons to a minimum of 6+. The weapons must also see if they explode on any Ammo test rolls of 1-2.

Tip Off

This card can be used after either player rolls on the Scenario Table.

Effect: Your gang is tipped off about their rival's activities. You can choose to modify the Scenario Table roll by up to +/-2.

Insider

This card can be used before the Scenario Table roll.

Effect: Your gang has inside dirt on their rival's plans, but can it be trusted? Your Gang Leader must take a Leadership test. If the test is passed then you choose which scenario to fight, but if the test is failed then your opponent can choose the scenario instead.

Honour Debt

This card can be used after the scenario has been chosen.

Effect: A Ratskin Scout, Underhive Scum or Pit Slave owes a debt of honour to your gang. For this game you can use the hired gun without paying for his hiring fee.

Wyrd Hunt

This card can be used after the scenario has been chosen.

Effect: The town is embroiled in a wyrd hunt. If you are an outlaw gang then you can use a Wyrd hired gun for free for the duration of the game, while a lawful gang can choose to use a Bounty Hunter instead.

Inspired Youth

This card can be used when visiting the trading post.

Effect: Your gang's reputation in town inspires a youth to join up. The gang gains a Juve for free, but he only comes with a Knife.

Sign Me Up

This card can be used when visiting the trading post.

Effect: A local ganger impressed with your gang's reputation is eager to join up. The next gang fighter you hire costs half price (round fractions down).

Dealer Contact

This card can be used when visiting the trading post.

Effect: An old dealer known to your gang is passing through town. Your Gang Leader is offered an extra +D3 rare items.

My Best Price

This card can be used any time.

Effect: A local merchant owes your gang a favour so gives you a good price on his stock. The next D3 items you buy cost half price (round fractions down). Note this offer only lasts for this game.

Quick Bid

This card can be used after your opponent is offered a rare item.

Effect: Your gang leader arrives in a merchant stall just as a rival ganger is getting a sales pitch. You can buy the rare item offered, in which case your opponent cannot.

Overstocked

This card can be used any time.

Effect: A local merchant has bought in a huge load of stock. If you buy two items of the same type then you get a third for free. You can buy any number of items but the offer only lasts for this game.

Dealer Debt

This card can be used any time.

Effect: A local dealer owes your gang a debt and pays up with whatever stock he has out back. You receive common items worth D6x10 credits for free.

Mint Condition

This card can be used any time.

Effect: A ganger has lovingly taken care of his equipment. The next item that you sell is sold for full price instead of half price.

Heirloom

This card can be used any time.

Effect: A relative of one of your gang members shows up in town and gives him a family heirloom. The gang receives a Mung Vase.

Extra Hands

This card can be used after working a territory.

Effect: The owners of the territory needs an extra pair of hands to shift a backlog. The territory can be worked twice, but must be done so by a different fighter.

Fixer Upper

This card can be used any time.

Effect: Your gang is offered a run down territory which can be bought for a cost equal to half its maximum base income (e.g. a Holestead costs 30 credits). Roll on the territory table to see what has been offered. The territory can be worked after the next game. If you decide not to buy then the chance is wasted.

New Owners

This card can be used If you won the last game, took at least 2 enemy fighters out of action and inflicted twice as many out of action results on the opposing gang than your gang suffered.

Effect: A local territory controlled by the rival gang has new owners who are impressed with your dominance. You steal a random territory from the opposing gang.

Cards

This card can be used when your gang collects income.

Effect: Your gang leader wins 2D6x5 credits during a high stakes game of cards which is added to your income. However, if you roll a double or a 1 then you lose that amount from your income. If your income does not cover it then you must pay it from your stash.

Something I Ate

This card can be used after the scenario has been chosen.

Effect: D6 random enemy gang members ate something only fit for rag scavs. They must pass a Toughness test otherwise they cannot take part in the game.

Wasted

This card can be used after the scenario has been chosen.

Effect: D6 random enemy gang members are somewhat worse for wear. They suffer a -1 penalty to their Weapon Skill and Ballistic Skill and a -2 penalty to their Initiative. However, their high spirits confer a +1 Leadership bonus to a maximum of 9.

Stitched Up

This card can be used after the scenario has been chosen.

Effect: An enemy gang member of your choosing is stitched up with the authorities. Your opponent can choose to either pay the fine of D3x5 credits from his stash or let him serve his sentence in the pit, in which case he misses the game.

Bar Brawl

This card can be used when working out Experience.

Effect: D6 random members of your gang get involved in a bar room brawl earning themselves +D6 Experience points. However, if a gang fighter rolls a 1 then he is on the wrong end of a pummeling and must start the next game with a Flesh Wound.

Rites of Passage

This card can be used when working out Experience.

Effect: A chosen Juve is sent on a daring job to earn the respect of the gang. The Juve gains +2D6 Experience points. However, if a double or a 1 is rolled then he suffers a serious injury.

Tutor

This card can be used before a member of your gang rolls an advance.

Effect: A skilled tutor offers his services for a cost of 20 credits. If the tutor is paid the amount from your stash then the gang member can roll the advance three times and choose the result you prefer.

Valuable Hoard

This card can be used when your gang collects income.

Effect: Your gang is tipped off about a hoard of archeotech which can be retrieved by a Ganger earning the gang 2D6x10 credits which is added to your income. However, if a double or a 1 is rolled then no income is collected and the gang fighter suffers a serious injury.

Archeotech

This card can be used if you roll a 5-6 when working out how much a loot counter is worth from a Scavengers scenario.

Effect: Wiping away the dirt and grime reveals an ancient piece of technoarcana. You don't earn any income from the loot counter but you receive a piece of Archeotech. Refer to the Outlaw Trading Post rules for full details.

Drug Dealer

This card can be used any time.

Effect: Your gang strikes up an unhealthy relationship with a local drug dealer. You gain a fixer for a random type of drug. Roll a D6 to determine the type of drug that now becomes common.

1-3: Kalma

4-5: 'Slaught

6: Spur

Stinger Dealer

This card can be used any time.

Effect: A contact for your gang can get his hands on some freshly harvested stinger mould. You can buy a Stinger Mould Patch as if it was common.

Bionic Dealer

This card can be used any time.

Effect: A contact for your gang can get his hands on a stock of bionics. You can buy a bionic of your choice as if it was common.

Lucky Find

This card can be used any time.

Effect: Amongst the debris and waste of the trading post a gang member discovers a battered up piece of kit that with a bit of work can be fixed up as good as new. Roll on the Rare Trade chart to determine what type of item has been discovered which your gang receives for free.

Roaming Healer

This card can be used after rolling for serious injuries.

Effect: A wandering healer wyrd offers to take care of your gang's wounded for a 25 credit fee which is paid from your stash. If the wyrd is paid then any members of your gang that suffered a serious injury can roll for a second time and choose the best result.

Rumour

This card can be used after either player rolls on the Scenario Table.

Effect: Your gang hears rumours of your rival's activities. You can choose to modify the Scenario Table roll by up to +/-1.

Loot

This card can be used when your gang collects income.

Effect: Your gang is reliably informed of a stash of unclaimed loot. A Ganger can retrieve it earning the gang 2D6x5 credits which is added to your income.

Sticky Fingers

This card can be used any time.

Effect: A crooked ganger scoops an item under his coat. Roll a D6 to see what he steals.

1: Caught in the act. A random Ganger must roll on the bounty hunter's Claim Bounty table.

2-4: A single chosen common item worth up to 2D6x5 credits.

5-6: Roll on the Rare Trade chart.

Mobbed

This card can be used any time.

Effect: A randomly determined Juve from your opponent's gang wanders into the wrong side of town and is mobbed by your gang. You steal all of the Juve's equipment but allow him to return to his gang bruised and a little wiser.

Hired Help

This card can be used before recruiting a hired gun.

Effect: A local hired gun owes your gang a favour and decides to permanently slash his hiring fee in half (round fractions down). Note you must use this card before rolling to see the hired gun's advances.

Pit Fight

This card can be used when working out Experience.

Effect: A chosen Ganger becomes involved in a fighting pit and must take a Strength test. If the test is passed then he earns +D6 Experience points and the gang receives 2D6 credits which is added to your stash. If the test is failed then he must start the next game with a Flesh Wound.

Contraband

This card can be used when your gang collects income.

Effect: Your gang receives D6x10 credits which is added to your income in return for smuggling contraband. However, you suffer a -3 modifier if reported to the watchmen. If your gang is already outlawed then on a roll of 1 a random gang member is captured and never seen again.

Custom Job

This card can be used any time.

Effect: A chosen ranged weapon can be upgraded costing 50% of its base value. Roll a D6.

- 1:** +2 Ammo Roll (re-roll if 2+)
- 2:** Short Range expanded by +4"
- 3:** Long Range increased by +8"
- 4:** +1 to-hit bonus at Short Range
- 5:** +1 to-hit bonus at Long Range
- 6:** +1 Strength / Save Modifier

Heroic Deed

This card can be used if a member of your gang suffers a serious injury and rolls a 22-36 result.

Effect: The ganger went down in a blaze of glory earning himself an Impressive Scars serious injury. Note this is in addition to the injury rolled.

Killer Deed

This card can be used if an enemy gang member rolls a Dead serious injury result.

Effect: A random member of your gang gains the Killer Reputation skill.

Combat Master

This card can be used any time.

Effect: A skilled Underhive fighter offers to pass on his knowledge for a cost of 50 credits. If the master is paid the amount from your stash then a chosen member of your gang gains a random Combat or Shooting skill. You can choose which skill table to roll on.

Fixed

This card can be used any time.

Effect: A chosen territory will permanently benefit from the Fixer skill bonus irrespective of who works it.

Enforcer Goods

This card can be used any time.

Effect: An uphive contact offers you a deal on surplus enforcer stock. You can purchase either a power maul, suppression shield or a combat shotgun (+solid, scatter and executioner shells) for 35+4D6 credits. Note the offer only lasts for this game.

Passageways

This card can be used any time.

Effect: Your gang uncovers one of the many vent or tunnel networks that intertwist through the domes. You gain either a Vents or Tunnels territory, which is randomly determined.

Latent Wyrd

This card can be used any time.

Effect: A random member of your gang unknowingly learns to harness a latent wyrd ability. Roll on the Wyrd Minor Power table to see what power the ganger can now use following the usual wyrd rules (re-roll any 11-16 and 56-66 results).

Unique Specimen

This card can be used if a ganger rolls a characteristic advance that would take him above the normal maximum profile.

Effect: The characteristic advance stands and his maximum profile is adjusted accordingly.

Watch Insider

This card can be used any time.

Effect: If the gang is lawful then they will automatically become Watchmen. If the gang are outlaws then you choose to either have your Guild price paid off for free or receive D6x10 credits.

Plagued

This card can be used at the start of a Scavengers scenario.

Effect: At the start of the game D6 plague zombies are each deployed 2D6" in a random direction from a random enemy gang member. The zombies are moved after each time both players have had their turn and move towards the closest gang member.

Slavers

This card can be used if a member of your gang rolls a Captured serious injury result.

Effect: The ganger is captured by slave traders and sold to the pits. However, he manages to escape back to your gang after D3 games with +4D6 Experience points and a free pit slave weapon of your choosing.

Treacherous

This card can be used if you can choose the next scenario.

Effect: The fight takes place in a dome your gang is familiar with. If you elect to use the Treacherous Conditions rules for this scenario then you can choose the result inside of rolling for it.

Meticulous Raid

This card can be used if the Gateway was destroyed during a Raid scenario but a 1-5 was rolled when seeing if the territory is lost.

Effect: The 1-5 roll is converted to a 6 result instead.

I See You

This card can be used if you are the defender during an Ambush.

Effect: It is automatically assumed all of your groups roll a 6 when seeing how they are deployed.

Extort

This card can be used before you and your opponent has collected any income and as long as you won the scenario.

Effect: Your gang gains D6x10 credits which is added to your income, while your opponent's income is reduced by the same amount.

Troublemakers

This card can be used if a Shoot Out scenario is chosen.

Effect: Instead of your involved gang members being randomly selected you can choose which of your gangers participate in the shoot out.

