

Lucky Hit

This card can be used if a member of your gang fails to hit when making a ranged attack.

Effect: The stray shot ricochets back off a girder and strikes the intended target. The ranged attack hits after all.

Duck

This card can be used if a member of your gang is hit by a ranged attack or in hand-to-hand combat.

Effect: The lucky ganger manages to duck out of harms way at just the right time. The gang member is not hit by the attack after all so will not be pinned either.

Stray Shot

This card can be used if an enemy gang member fails to hit when making a ranged attack.

Effect: The stray shot accidentally strikes one of his fellow gang members in the back. The enemy fighter closest to the shooter that is within his arc of sight is hit by the ranged attack instead.

Dislodge

This card can be used if a member of your gang fails to hit when making a ranged attack.

Effect: The stray shot dislodges some crumbling masonry. Place the blast template over the original target. Any models hit by the template are pinned and must take an Initiative test. If the test is failed then the gang fighter suffers a D6 Strength hit.

Priority Target

This card can be used when a member of your gang declares a ranged attack.

Effect: Sensing danger the ganger aims for a priority rival. The gang member can target any enemy fighter he can see, instead of having to target the closest enemy gang member.

I'll Save Yeh

This card can be used if a member of your gang is hit by a ranged attack.

Effect: A friendly fighter of your choosing within 1" of the targeted model bravely leaps into the bullet's path suffering the hit instead. Note in the case of a template weapon the blast is still placed over the original target and the saviour only suffers 1 hit.

Soft Spot

This card can be used if you fail to score a to-wound roll against an enemy gang member through a ranged attack or in hand-to-hand combat.

Effect: The ganger is struck in a vulnerable area. The hit wounds after all.

Hard Skinned

This card can be used if a member of your gang suffers a wound.

Effect: The hardened ganger shrugs off the superficial wound. The hit fails to wound after all.

Just A Scratch

This card can be used if an injured member of your gang rolls a Down result during the recovery phase.

Effect: Through gritted teeth the ganger fights on. The Down roll is converted to a Flesh Wound result instead.

Unbreakable

This card can be used if a member of your gang fails a Leadership test.

Effect: The ganger summons all of his courage to face his fears. The gang member is assumed to have passed the Leadership test instead.

Weak Will

This card can be used if an enemy gang member passes a Leadership test.

Effect: The nervy gang fighter is wracked with doubt. The enemy gang member is assumed to have failed the Leadership test instead.

Hurts Like Hell

This card can be used if an injured enemy gang member rolls a Down result during the recovery phase.

Effect: The pain is just too great for the gang fighter and he passes out. The Down roll is converted to an Out Of Action result instead.

Quick Reflexes

This card can be used if a member of your gang fails an Initiative test.

Effect: The gang fighter's focus is sharp and clear. The gang member is assumed to have passed the Initiative test instead.

Slow Reflexes

This card can be used if an enemy gang member passes an Initiative test.

Effect: The gang fighter's mind is clouded and distracted. The enemy gang member is assumed to have failed the Initiative test.

Rats In A Barrel

This card can be used after a member of your gang has resolved a ranged attack with either a pistol or basic weapon.

Effect: Enemy gang members are offering easy targets. The gang fighter can declare an extra ranged attack, but the shot must be made with the same weapon and against a different target.

Gun Jam

This card can be used after an enemy gang member declares a ranged attack.

Effect: The weapon jams and refuses to fire. The ranged attack does not take place and the fighter must expend an entire turn before being able to fire the weapon again.

Head Shot

This card can be used if a member of your gang inflicts a wound against an enemy fighter through a ranged attack using a pistol or basic weapon.

Effect: The bullet smacks the enemy gang member in the head inflicting D3 wounds and counts as High Impact.

Gun Explosion

This card can be used if an enemy gang member fails an Ammo test.

Effect: The volatile gun explodes as the gang fighter tries to reload the weapon. Refer to the Exploding Weapons section of the rules for full details. Note this card cannot be used on grenades.

Extra Ammo

This card can be used if a member of your gang fails an Ammo test.

Effect: Suddenly realising he's packing extra ammo the gang fighter pulls out a fresh clip. The gang member is assumed to have passed the Ammo test instead. Note this card can even be used on weapons that have an 'auto' Ammo Roll.

Out Of Ammo

This card can be used after an enemy gang member has resolved a ranged attack.

Effect: The gang fighter must have dropped an ammo belt during the fight as he's run out of ammo. The weapon cannot be fired again that game.

Gas Pocket

This card can be used after an enemy gang member has resolved a ranged attack.

Effect: The gun fire ignites a gas pocket that the gang fighter was within. Place the blast template over the enemy gang member that made the ranged attack. All models hit suffer a Strength 3 hit.

Oldest Trick

This card can be used if an enemy gang member made a successful charge.

Effect: The rushing gang fighter has dust and grit kicked into his eyes. The charging enemy gang member has his Weapon Skill characteristic reduced to 0 for the duration of the turn and does not gain the charging Combat Score bonus.

Fumble

This card can be used after an enemy gang member has rolled his Attack dice.

Effect: The careless gang fighter drops one of his weapons on his foot. The enemy gang member's highest scoring Attack die is converted to a roll of 1 instead.

Come On Then

This card can be used at the start of your hand-to-hand phase.

Effect: A member of your gang has unresolved 'issues' with his assailants. The chosen fighter follows the rules for *hatred* against all hand-to-hand combat opponents for the duration of the turn.

Mug

This card can be used if a member of your gang takes an enemy gang member out of action in hand-to-hand combat.

Effect: As long as the winning gang fighter does not use his follow up move and is not still involved in hand-to-hand combat then he can steal a single item from the enemy gang member worth up to D6x10 credits.

Gunked

This card can be used at the start of your opponent's turn.

Effect: A chosen enemy fighter is gunked with stinking sludge from an overhead pipe. The gang fighter is pinned.

Broken Ladder

This card can be used if an enemy gang member uses a ladder.

Effect: A rusting rung of the ladder crumbles underfoot. The gang fighter falls from the highest point of the move on the ladder. Refer to the Falling section of the rules for full details.

Lash Worm

This card can be used during an enemy gang member's move.

Effect: A lash worm strikes the gang fighter from its hidden lair inflicting a Strength 3 hit.

Face Eater

This card can be used during an enemy gang member's move.

Effect: A face eater lunges at a passing fighter. The enemy gang member must pass an Initiative test otherwise suffer a Strength 4 hit that ignores armour saves. If the wound takes the fighter out of action then roll on the ripper jack serious injury table.

Crumbling Floor

This card can be used during an enemy gang member's move as long as the fighter is above ground level.

Effect: The enemy gang member must pass an Initiative test otherwise he falls straight through the corroded floor to the level below. Refer to the Falling section of the rules for full details.

Trip

This card can be used during an enemy gang member's move.

Effect: The gang fighter stumbles over a half buried girder and hits the deck. The gang member cannot do anything else for the remainder of the turn, though can still fight in hand-to-hand combat as normal.

Trigger Grenade

This card can be used during an enemy gang member's move.

Effect: The gang fighter disturbs an old primed grenade. Roll a D6 to discover what type of grenade the gang member has triggered.

- 1: Smoke Grenade
- 2: Photon Flash Flare
- 3-5: Frag Grenade
- 6: Krak Grenade

Gas Fungus

This card can be used during an enemy gang member's move.

Effect: A gas fungus spews out a cloud of gas over the passing gang fighter. Roll a D6 to determine what type of gas cloud is released.

- 1-2: Scare
- 3-4: Choke
- 5-6: Hallucinogen

Giant Rat

This card can be used at the start of your opponent's hand-to-hand phase against an enemy gang member that is not already in hand-to-hand combat.

Effect: A lurking giant rat leaps out of the shadows and charges the gang fighter. If the giant rat survives the round then it is removed from play.

Ripper Jack

This card can be used at the start of your opponent's hand-to-hand phase against an enemy fighter that is not already in hand-to-hand combat and is on a walkway or the top of a building.

Effect: A ripper jack flitters down from the dome rafters and attacks the gang fighter. If the ripper jack fails to envelop the model then it is removed from play.

Monster

This card can be used at the start of your opponent's turn.

Effect: There are wild rumours a mutant monstrosity stalks these domes. The enemy gang member that is furthest away from any other models (friend or foe) is attacked by the beast. Roll on the Scavenger's monster roll table to determine his fate.

Freerunner

This card can be used at the start of your movement phase.

Effect: A member of your gang knows this turf like the back of his hand allowing him to swiftly leap and swing over the ruinous terrain. The chosen gang fighter's Movement characteristic receives a +D3" bonus for the duration of the turn.

Makeshift Ladder

This card can be used during a member of your gang's move.

Effect: Loose cables and rusting girders allow the gang fighter to scale heights. The gang member can climb up to or down from a ledge just as if there was a ladder there. The gang member can climb any number of levels but the climb must be made in a single move.

Rubber Moss

This card can be used if a member of your gang jumps or falls off a ledge.

Effect: A patch of rubber moss breaks the gang fighter's fall. The gang member does not suffer any damage but bounces D3" in a random direction.

What Was That

This card can be used any time against an enemy gang member that is on overwatch or is a sentry.

Effect: The baffled ganger is unsure what he saw scurrying in the shadows. If the fighter is on overwatch then he comes off it without making a ranged attack. If the fighter is a sentry then he cannot spot any intruders for the duration of both players' turns.

Ripper Ants

This card can be used any time against an enemy gang member in hiding.

Effect: A swarm of ripper ants attack the crouching gang fighter. As a result of his flailing the gang member comes out of hiding, just as if he had been spotted.

Scrag

This card can be used if a member of your gang takes an enemy gang member out of action in hand-to-hand combat.

Effect: Savouring his win the gang fighter taunts his fallen opponent before delivering the final blow. His bravado earns him an extra +D6 Experience points.

Loot

This card can be used at the start of your turn.

Effect: If a member of your gang does not do anything that turn then he discovers a cache of concealed loot which follows the usual rules for loot counters. Refer to the Scavengers scenario rules for full details.

Dead Hiver

This card can be used at the start of your turn.

Effect: If a member of your gang does not do anything that turn then he can search a corpse.

1-2: D6 creds and a Knife.

3-4: 2D6 creds, Knife and pistol*.

5-6: 2D6 creds, Knife, pistol* and basic weapon*.

*Choose a common weapon.

Dead-ish Hiver

This card can be used at the start of your opponent's hand-to-hand phase against an enemy gang member that is not already in hand-to-hand combat.

Effect: The ganger stumbles upon a corpse. Wait... did it just move? The model must fight a round of hand-to-hand combat against a charging plague zombie, which is removed after the combat round.

Survivalist

This card can be used if a member of your gang ends the game down and rolls a 4-6 result.

Effect: The wounded ganger is determined for his life not to end like this. The gang member does not need to roll on the Serious Injuries table after all, just as if you rolled a 1-3 result.

Fatalist

This card can be used if an enemy gang member ends the game down and rolls a 1-3 result.

Effect: The wounded ganger accepts his grim fate. The gang member must make a roll on the Serious Injuries table after all, just as if you rolled a 4-6 result.

Chaos

This card can be used after either player makes a roll.

Effect: The twists of fate are in your favour. You can re-roll the dice.

Fight Event Cards



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