Control Card 1

1. Restock Pods?
   - No pods are restocked
2. Event Cards?
   - First Player draws 1 Event Card
3. Crim Placement
   - Place 3 crims

Crim Actions

Typical Demeanor	2
Cunning Demeanor	3
Cowardly Demeanor	1
Aggressive Demeanor	1

Game Ends On 4+

Control Card 2

1. Restock Pods?
   - Pod 1 is restocked
2. Event Cards?
   - No Event Cards are drawn
3. Crim Placement
   - Place 1 crim

Crim Actions

Typical Demeanor	1
Cunning Demeanor	1
Cowardly Demeanor	3
Aggressive Demeanor	3

Game Ends On 5+

Control Card 3

1. Restock Pods?
   - No pods are restocked
2. Event Cards?
   - First Player draws 1 Event Card
3. Crim Placement
   - Place 2 crims

Crim Actions

Typical Demeanor	3
Cunning Demeanor	2
Cowardly Demeanor	2
Aggressive Demeanor	2

Game Ends On 4+

Control Card 4

1. Restock Pods?
   - Pod 2 is restocked
2. Event Cards?
   - First Player draws 2 Event Cards
3. Crim Placement
   - Place 2 crims

Crim Actions

Typical Demeanor	3
Cunning Demeanor	2
Cowardly Demeanor	1
Aggressive Demeanor	2

Game Ends On 2+

Control Card 5

1. Restock Pods?
   - No pods are restocked
2. Event Cards?
   - No Event Cards are drawn
3. Crim Placement
   - Place 3 crims

Crim Actions

Typical Demeanor	2
Cunning Demeanor	1
Cowardly Demeanor	2
Aggressive Demeanor	1

Game Ends On 4+

Control Card 6

1. Restock Pods?
   - No pods are restocked
2. Event Cards?
   - First Player draws 1 Event Card
3. Crim Placement
   - Place 3 crims

Crim Actions

Typical Demeanor	1
Cunning Demeanor	3
Cowardly Demeanor	3
Aggressive Demeanor	3

Game Ends On 3+

Control Card 7

1. Restock Pods?
   - Pod 3 is restocked
2. Event Cards?
   - No Event Cards are drawn
3. Crim Placement
   - Place 2 crims

Crim Actions

Typical Demeanor	3
Cunning Demeanor	2
Cowardly Demeanor	1
Aggressive Demeanor	2

Game Ends On 4+

Control Card 8

1. Restock Pods?
   - Pod 1 is restocked
2. Event Cards?
   - First Player draws 2 Event Cards
3. Crim Placement
   - Place 2 crims

Crim Actions

Typical Demeanor	2
Cunning Demeanor	3
Cowardly Demeanor	2
Aggressive Demeanor	1

Game Ends On 5+

Control Card 9

1. Restock Pods?
   - Pod 2 is restocked
2. Event Cards?
   - First Player draws 1 Event Card
3. Crim Placement
   - Place 2 crims

Crim Actions

Typical Demeanor	1
Cunning Demeanor	1
Cowardly Demeanor	3
Aggressive Demeanor	3

Game Ends On 4+

Control Card 10

1. Restock Pods?
   - Pod 3 is restocked
2. Event Cards?
   - First Player draws 1 Event Card
3. Crim Placement
   - Place 3 crims

Crim Actions

Typical Demeanor	2
Cunning Demeanor	2
Cowardly Demeanor	2
Aggressive Demeanor	2

Game Ends On 4+

Control Card 11

1. Restock Pods?
   - No pods are restocked
2. Event Cards?
   - First Player draws 1 Event Card
3. Crim Placement
   - Place 4 crims

Crim Actions

Typical Demeanor	1
Cunning Demeanor	3
Cowardly Demeanor	3
Aggressive Demeanor	3

Game Ends On 2+

Control Card 12

1. Restock Pods?
   - No pods are restocked
2. Event Cards?
   - No Event Cards are drawn
3. Crim Placement
   - Place 3 crims

Crim Actions

Typical Demeanor	3
Cunning Demeanor	1
Cowardly Demeanor	1
Aggressive Demeanor	1

Game Ends On 3+

Control Card 13

1. Restock Pods?
   - No pods are restocked
2. Event Cards?
   - Each player draws 1 Event Card. Discard non-Keeper cards.
3. Crim Placement
   - Place 1 crim

Crim Actions

Typical Demeanor	2
Cunning Demeanor	1
Cowardly Demeanor	1
Aggressive Demeanor	3

Game Ends On 8+

Control Card 14

1. Restock Pods?
   - All pods are restocked
2. Event Cards?
   - First Player draws 3 Event Cards
3. Crim Placement
   - Place 1 crim

Crim Actions

Typical Demeanor	3
Cunning Demeanor	2
Cowardly Demeanor	3
Aggressive Demeanor	3

Game Ends On 7+

CHEAP THUG

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

Crim Actions

1. Charge
2. Charge
3. Seek Cover (1-7) or Flee (8-10)

Attributes

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

Attacks

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

Special Rules

None

STANDARD CRIM

CHEAP THUG

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

Crim Actions

1. Charge
2. Charge
3. Seek Cover (1-7) or Flee (8-10)

Attributes

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

Attacks

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

Special Rules

None

STANDARD CRIM

CHEAP THUG

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

Crim Actions

1. Charge
2. Charge
3. Seek Cover (1-7) or Flee (8-10)

Attributes

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

Attacks

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

Special Rules

None

STANDARD CRIM

CHEAP THUG

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

Crim Actions

1. Charge
2. Charge
3. Seek Cover (1-7) or Flee (8-10)

Attributes

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

Attacks

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

Special Rules

None

STANDARD CRIM

PISTOL-PACKING HOODLUM

Typical Demeanor • Height 2 • Wounds 3
Move 6" • BPV 6

Crim Actions

1. Shoot
2. Shoot
3. Seek Cover (1-7) or Flee (8-10)

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)
- **Pistol** (Range 10"; Accuracy 0; Damage 1; Keywords — ***ranged, item, small, gun, ballistic, depletable***)

Special Rules

None

STANDARD CRIM

PISTOL-PACKING HOODLUM

Typical Demeanor • Height 2 • Wounds 3
Move 6" • BPV 6

Crim Actions

1. Shoot
2. Shoot
3. Seek Cover (1-7) or Flee (8-10)

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)
- **Pistol** (Range 10"; Accuracy 0; Damage 1; Keywords — ***ranged, item, small, gun, ballistic, depletable***)

Special Rules

None

STANDARD CRIM

PISTOL-PACKING HOODLUM

Typical Demeanor • Height 2 • Wounds 3
Move 6" • BPV 6

Crim Actions

1. Shoot
2. Shoot
3. Seek Cover (1-7) or Flee (8-10)

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)
- **Pistol** (Range 10"; Accuracy 0; Damage 1; Keywords — ***ranged, item, small, gun, ballistic, depletable***)

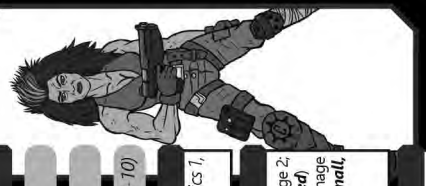
Special Rules

None

STANDARD CRIM

PISTOL-PACKING HOODLUM

Typical Demeanor • Height 2 • Wounds 3
Move 6" • BPV 6



Crim Actions

1. Shoot
2. Shoot
3. Seek Cover (1-7) or Flee (8-10)

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)
- **Pistol** (Range 10"; Accuracy 0; Damage 1; Keywords — ***ranged, item, small, gun, ballistic, depletable***)

Special Rules

None

STANDARD CRIM

SNEAKY THIEF

Cowardly Demeanor • Height 2 • Wounds 2
Move 6" • BPV 5

Crim Actions

1. *Hide*
2. *Flee (1-5) or Charge (6-10)*
3. *Seek Cover (1-5) or Hide (6-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 1; Keywords — ***melee, blunt, unarmed***)

Special Rules

None

STANDARD CRIM

SNEAKY THIEF

Cowardly Demeanor • Height 2 • Wounds 2
Move 6" • BPV 5

Crim Actions

1. *Hide*
2. *Flee (1-5) or Charge (6-10)*
3. *Seek Cover (1-5) or Hide (6-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 1; Keywords — ***melee, blunt, unarmed***)

Special Rules

None

STANDARD CRIM

SNEAKY THIEF

Cowardly Demeanor • Height 2 • Wounds 2
Move 6" • BPV 5

Crim Actions

1. *Hide*
2. *Flee (1-5) or Charge (6-10)*
3. *Seek Cover (1-5) or Hide (6-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 1; Keywords — ***melee, blunt, unarmed***)

Special Rules

None

STANDARD CRIM

SNEAKY THIEF

Cowardly Demeanor • Height 2 • Wounds 2
Move 6" • BPV 5

Crim Actions

1. *Hide*
2. *Flee (1-5) or Charge (6-10)*
3. *Seek Cover (1-5) or Hide (6-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 1; Keywords — ***melee, blunt, unarmed***)

Special Rules

None

STANDARD CRIM

PETTY CROOK

Typical Demeanor • Height 2 • Wounds 3
Move 6" • BPV 5

Crim Actions

1. *Flee (1-5) or Charge (6-10)*
2. *Charge*
3. *Seek Cover (1-6) or Hide (7-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)

Special Rules

None

STANDARD CRIM

PETTY CROOK

Typical Demeanor • Height 2 • Wounds 3
Move 6" • BPV 5

Crim Actions

1. *Flee (1-5) or Charge (6-10)*
2. *Charge*
3. *Seek Cover (1-6) or Hide (7-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)

Special Rules

None

STANDARD CRIM

PETTY CROOK

Typical Demeanor • Height 2 • Wounds 3
Move 6" • BPV 5

Crim Actions

1. *Flee (1-5) or Charge (6-10)*
2. *Charge*
3. *Seek Cover (1-6) or Hide (7-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)

Special Rules

None

STANDARD CRIM

PETTY CROOK

Typical Demeanor • Height 2 • Wounds 3
Move 6" • BPV 5

Crim Actions

1. *Flee (1-5) or Charge (6-10)*
2. *Charge*
3. *Seek Cover (1-6) or Hide (7-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)

Special Rules

None

STANDARD CRIM

PETTY CROOK

Typical Demeanor • Height 2 • Wounds 3
Move 6" • BPV 5

Crim Actions

1. *Flee (1-5) or Charge (6-10)*
2. *Charge*
3. *Seek Cover (1-6) or Hide (7-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)

Special Rules

None

STANDARD CRIM

CROOKED LAWYER

Cowardly Demeanor • Height 2 • Wounds 2
Move 6" • BPV 6

Crim Actions

1. *Flee*
2. *Seek Cover (1-4) or Hide (5-10)*
3. *Charge (1-5) or Flee (6-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)

Special Rules

- **Distracting Talk:** Up to two dice are downgraded for Fight checks against the Crooked Lawyer

STANDARD CRIM

CROOKED LAWYER

Cowardly Demeanor • Height 2 • Wounds 2
Move 6" • BPV 6

Crim Actions

1. *Flee*
2. *Seek Cover (1-4) or Hide (5-10)*
3. *Charge (1-5) or Flee (6-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)

Special Rules

- **Distracting Talk:** Up to two dice are downgraded for Fight checks against the Crooked Lawyer

STANDARD CRIM

CROOKED LAWYER

Cowardly Demeanor • Height 2 • Wounds 2
Move 6" • BPV 6

Crim Actions

1. *Flee*
2. *Seek Cover (1-4) or Hide (5-10)*
3. *Charge (1-5) or Flee (6-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)

Special Rules

- **Distracting Talk:** Up to two dice are downgraded for Fight checks against the Crooked Lawyer

STANDARD CRIM

CROOKED LAWYER

Cowardly Demeanor • Height 2 • Wounds 2
Move 6" • BPV 6

Crim Actions

1. *Flee*
2. *Seek Cover (1-4) or Hide (5-10)*
3. *Charge (1-5) or Flee (6-10)*

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)

Special Rules

- **Distracting Talk:** Up to two dice are downgraded for Fight checks against the Crooked Lawyer

STANDARD CRIM

NINJA ASSASSIN

Cunning Demeanor • Height 2 • Wounds 4
Move 8" • BPV 10

Crim Actions

1. *Shoot (1-5) or Hide (6-10)*
2. *Charge*
3. *Seek Cover (1-4) or Charge (5-10)*

Attributes

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

Attacks

- **Ninjatō** (Range 1"; Accuracy +1; Damage 2; Keywords — ***melee, sharp, item***)
- **Shuriken** (Range 6"; Accuracy +1; Damage 1; Keywords — ***ranged, item, small, depletable***)

Special Rules

None

SPECIAL CRIM

NINJA ASSASSIN

Cunning Demeanor • Height 2 • Wounds 4
Move 8" • BPV 10

Crim Actions

1. *Shoot (1-5) or Hide (6-10)*
2. *Charge*
3. *Seek Cover (1-4) or Charge (5-10)*

Attributes

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

Attacks

- **Ninjatō** (Range 1"; Accuracy +1; Damage 2; Keywords — ***melee, sharp, item***)
- **Shuriken** (Range 6"; Accuracy +1; Damage 1; Keywords — ***ranged, item, small, depletable***)

Special Rules

None

SPECIAL CRIM

STEALTHY SNIPER

Cunning Demeanor • Height 2 • Wounds 3
Move 6" • BPV 10

SPECIAL CRIM

Crim Actions

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

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)
- **Sniper Rifle** (Range 18"; Accuracy 0; Damage 3; Keywords — ***ranged, item, gun, ballistic, depletable***)

Special Rules

While hiding, this crim will make a Shoot action at the end of each turn, targeting the closest hunter that is within 18" and LOS of the terrain piece's edge. The attack is carried out as normal with the Sniper Rifle. Once this crim is spotted or emerges from a ***hideable*** terrain piece, it may not use that terrain piece to hide in again until it hides in a different terrain piece.

STEALTHY SNIPER

Cunning Demeanor • Height 2 • Wounds 3
Move 6" • BPV 10

SPECIAL CRIM

Crim Actions

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

Attributes

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

Attacks

- **Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed***)
- **Sniper Rifle** (Range 18"; Accuracy 0; Damage 3; Keywords — ***ranged, item, gun, ballistic, depletable***)

Special Rules

While hiding, this crim will make a Shoot action at the end of each turn, targeting the closest hunter that is within 18" and LOS of the terrain piece's edge. The attack is carried out as normal with the Sniper Rifle. Once this crim is spotted or emerges from a ***hideable*** terrain piece, it may not use that terrain piece to hide in again until it hides in a different terrain piece.

CRAZY OUTLAW

Aggressive Demeanor • Height 2 • Wounds 5
Move 6" • BPV 10

Crim Actions

1. *Shoot*
2. *Shoot (1-5) or Seek Cover (6-10)*
3. *Charge*

Attributes

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

Attacks

- **Sword** (Range 1"; Accuracy 0; Damage 2; Keywords — ***melee, sharp, item***)
- **Dynamite** (Range 8"; Accuracy -1; Damage 4; Extra Rules — • If a hunter rolls 10 on the Impact Die for the Defense check, the Crazy Outlaw is removed from the zone; no points are awarded for this. • If the attack hits a hunter, all hunters and crims within 3 inches of the target hunter gain one unpreventable Wound Token; Keywords — ***ranged, item, small, thrown, fire***)

SPECIAL CRIM

CRAZY OUTLAW

Aggressive Demeanor • Height 2 • Wounds 5
Move 6" • BPV 10

Crim Actions

1. *Shoot*
2. *Shoot (1-5) or Seek Cover (6-10)*
3. *Charge*

Attributes

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

Attacks

- **Sword** (Range 1"; Accuracy 0; Damage 2; Keywords — ***melee, sharp, item***)
- **Dynamite** (Range 8"; Accuracy -1; Damage 4; Extra Rules — • If a hunter rolls 10 on the Impact Die for the Defense check, the Crazy Outlaw is removed from the zone; no points are awarded for this. • If the attack hits a hunter, all hunters and crims within 3 inches of the target hunter gain one unpreventable Wound Token; Keywords — ***ranged, item, small, thrown, fire***)

SPECIAL CRIM

CYBORG BULLY

Aggressive Demeanor • Height 2 • Wounds 6
Move 5" • BPV 10

Crim Actions

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

Attributes

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

Attacks

- **Cyber Arm Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed, cybernetics***)
- **Pistol** (Range 10"; Accuracy 0; Damage 1; Keywords — ***ranged, item, small, gun, ballistic, depletable***)

Special Rules

- **Armor 2**
- **Bully Cowardice:** Once the Cyborg Bully has acquired four Wound Tokens, Action 3 will be "Flee".

SPECIAL CRIM

CYBORG BULLY

Aggressive Demeanor • Height 2 • Wounds 6
Move 5" • BPV 10

Crim Actions

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

Attributes

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

Attacks

- **Cyber Arm Strike** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, blunt, unarmed, cybernetics***)
- **Pistol** (Range 10"; Accuracy 0; Damage 1; Keywords — ***ranged, item, small, gun, ballistic, depletable***)

Special Rules

- **Armor 2**
- **Bully Cowardice:** Once the Cyborg Bully has acquired four Wound Tokens, Action 3 will be "Flee".

SPECIAL CRIM

EX-COMMANDO

Typical Demeanor • Height 2 • Wounds 5
Move 6" • BPV 10

Crim Actions

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

Attributes

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

Attacks

- **Big-Ass Knife** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, item, sharp, small***)
- **Heavy Pistol** (Range 12"; Accuracy 0; Damage 3; Keywords — ***ranged, item, gun, ballistic, depletable***)

Special Rules

None

SPECIAL CRIM

EX-COMMANDO

Typical Demeanor • Height 2 • Wounds 5
Move 6" • BPV 10

Crim Actions

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

Attributes

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

Attacks

- **Big-Ass Knife** (Range 0"; Accuracy 0; Damage 2; Keywords — ***melee, item, sharp, small***)
- **Heavy Pistol** (Range 12"; Accuracy 0; Damage 3; Keywords — ***ranged, item, gun, ballistic, depletable***)

Special Rules

None

SPECIAL CRIM

SABOTAGED POD

Play this card when a hunter takes a Universal action to open a pod, but before points are gained and an option is chosen. The hunter suffers two Wounds, but that amount may be lessened or even eliminated. The hunter must make an Athletics check. Each success decreases the number of Wounds taken by one. Each level of Armor the hunter has will increase their Athletics by one for this check.

Once resolved, the pod may be opened as normal.

KEEPER

LEGENDARY CRIM

The next Special Crim that enters the zone receives the following adjustments:

- +2 Wound Maximum
- +1 Damage for all its attack
- +1 Fight and Shoot

Hunters are, by their nature, used to being the toughest, smartest, meanest combatants in the zone. Every so often, a crim comes along who can knock them off their high horses.

HIDDEN MOVEMENT

The First Player chooses a crim that is hiding. The Hidden counter is moved to any ***hideable*** terrain piece within eight inches of the terrain piece in which the crim is currently hiding. If no such terrain is available, the crim stays hidden where it's at. Whether it moved to a new terrain piece or not, the crim automatically takes a Hide action on its next Crim Phase.

Under the cover of night, changing one's position while remaining undetected is a fairly easy proposition.

TUMBLING DOWN

A random building or ruin collapses. It is now ***impassible*** and loses all other keywords. It's Height level is now 3.

If a hunter is in or touching the terrain piece when it collapses, they must make an Athletics check vs. 2. Whether or not the check is successful, the player to the right of the hunter's player places the model up to one inch away from the terrain piece. If the check fails, though, the hunter gains two unpreventable Wound Tokens.

If a crim is in or touching the terrain piece when it collapses, it suffers 3 unpreventable Wound Tokens and the First Player places the model up to one inch away from the terrain piece. If this kills a crim, it doesn't count as an elimination and no hunter receives points for it.

UNAUTHORIZED CONVICT

The First Player draws cards from the Crim Deck until a Special crim is drawn. They place that crim's model adjacent to a random tube.

This crim automatically has the Aggressive Demeanor and isn't worth points for being eliminated. Furthermore, it doesn't count toward the maximum number of crims in the zone.

"Didja see ol' Danno on TV last week? They turned him down to be a crim, so he snuck in an' really let 'em have it, just t'show 'em! 'Course he got his guts cut out by Punkster, but he still showed 'em!"

MISTAKES WERE MADE

Play this card when a hunter is within three inches of the zone's edge. That hunter must make a Damage Resistance check as if they had been hit by an attack that would inflict 3 Wound Tokens.

When a crim gets too close to the wall surrounding the zone, they are shot down by guards atop the wall to keep them from escaping. On rare occasions, a guard will mistake a hunter for a crim. Oops!

KEEPER

OVERSTOCKED POD

The closest stocked pod to the First Player's hunter allows for two options to be taken from it instead of just one. The hunter opening it may not choose the same option twice. This card remains in play until the pod becomes empty.

If there are stocked pods in the zone, the pod closest to the First Player's hunter is simply restocked as normal (i.e., only one option can be taken from it).

When a pod is opened, only a single item is supposed to be released. Sometimes, errors occur that cause two items to be released instead.

REMAINS IN PLAY

ROTTEN LUCK

Luck

Until the end of the turn, the First Player's Impact Die counts as "rolling a 1" if it rolls a 1 or 2.

"If I didn't have bad luck, I'd have no luck at all."

GOOD FORTUNE

Luck

Until the end of the turn, the First Player's Impact Die counts as "rolling a 10" if it rolls a 9 or 10.

"Lady Luck is on my side tonight!"

HEAVY RAIN

Weather

Line of Sight is limited to no more than 10 inches and all dice for Shoot and Spot checks are downgraded.

The First Player rolls a die at the end of each turn to see if the rain stops. On 1-3, remove this card from play. On 4-10, this card remains in play.

"It looks like what started as a slight sprinkle has turned into a torrential downpour, ladies and gentlemen. This development is sure to make life harder for the hunters."

REMAINS IN PLAY

ENVIRONMENTAL KILL

Play before your hunter makes an Elimination Quality check if your hunter is within two inches of a terrain piece. Your hunter gains +2 Pizzazz for this check.

Making the most of one's surroundings is a talent all the elite hunters have acquired. If they happen to be near, say, a water pump, you can rest assured that they will try to crush a crim's head in between the pipe and the metal handle.

KEEPER

WHERE DID IT GO?

The First Player's hunter may not use a random ***item*** attack until the hunter takes a Universal action and makes a successful Mind check vs. 2. If the check succeeds, the attack may be used as normal. If the check fails, the hunter must take another Universal action and make the check successfully. If the hunter moves further than six inches from the spot they were in when this card was flipped, the attack cannot be used for the rest of the match.

"It was right here just a minute ago!"

INFESTED

The First Player selects a piece of ***area*** terrain. It gains the ***dangerous*** keyword. If it already has that keyword, it becomes ***dangerous 2*** instead.

Critters of all shapes and sizes make their homes in the abandoned structures of prison cities, especially razor-tooth rats. And more often than not, there are a lot of them!

REMAINS IN PLAY

DISCARDED RELOAD

Item

The first player places an Object marker anywhere in the zone that is more than 12 inches away from any hunter. The first hunter to become adjacent to that marker gains a reload, which can be used for any ***depletable*** attack. Remove this card from play when a hunter picks up the reload.

When a weapon runs out of ammo, coming across a reload can be a godsend.

REMAINS IN PLAY

LIMITED OPTIONS

Choose one player. The target player chooses and discards a Keeper card from their hand.

A good hunter can roll with the punches when opportunities become scarce... but it still sucks when it happens.

KEEPER

TURNED AROUND

Play this card after a hunter makes the Athletics check for a Move action, but before the model is actually moved. You control the hunter's movement this action.

"Where the hell am I at?"

KEEPER

BLAND ELIMINATION

Play this card after a hunter makes an elimination, but before the Elimination Quality check is made. All the dice are downgraded for this check.

"The fan votes for bonus points are starting to come in... and it's not looking good."

KEEPER

LAND MINE

Trap

The First Player's hunter suffers four Wounds, but that amount may be lessened or even eliminated. They must make an Athletics check. Each success decreases the number of Wounds taken by one. Each level of Armor the hunter has will increase their Athletics by one for this check.

Land mines can be found scattered throughout prison cities. When preparing for a match, the NUML deploys a special team to scour each zone for traps, vagrant peisoners and other hazards. Sometimes, they miss one.

IMPETUS

The First Player gains four Momentum.

"Freon seems to be hitting his stride right now and looks to be gaining even more steam!"

STURDY COVER

The First Player selects a piece of ***cover*** terrain. Models in/behind this terrain add two to their Defense rating against ***ranged*** attacks instead of one.

REMAINS IN PLAY

UNPREDICTABLE BEHAVIOR

Play this card when a crim is activated but before their action is carried out. You select the crim's action instead.

Fear and adrenaline can cause crims to act erratically.

KEEPER

NOT AS DURABLE AS IT LOOKS

The First Player selects a piece of ***cover*** terrain. That piece of terrain loses the ***cover*** keyword.

"That bullet went through the wall like paper! I'd better get the hell out of here before... URGHHH!"

[thud]

REMAINS IN PLAY

LACK OF IMPETUS

The First Player loses four Momentum. A player can't have less than zero Momentum.

Ever have one of those nights that you just can't seem to gain any traction? Tonight is one of them.

NOT DEAD YET

Play when a special crim is eliminated. Instead of being eliminated, the special crim remains in the game. The next Wound Token it receives will eliminate it and the hunter eliminating it upgrades up to two dice for the Elimination Quality check.

The promise of freedom is a strong motivator for crims. The tougher ones sometimes cling ferociously to life, even in the face of suffering horrific wounds.

KEEPER

IN THE COVER OF DARKNESS

Play when a player declares that their hunter is taking a Spot action, but before the Spot check is made. All the dice are downgraded for this check.

The presence of deep, virtually impenetrable shadows can mean the difference between life and death for a crim.

KEEPER

LOSING BLOOD

Injury

Play on a hunter that has at least one Wound Token. This card is removed from play when the hunter takes two Rest actions. These Rest actions don't have to be taken during the same activation and they don't get rid of Wound Tokens like they normally do.

At the end of every turn in which the hunter has this card, the hunter's player must roll a d10. On a roll of 1-3, the hunter gains a Wound Token (Armor doesn't prevent this). On a roll of 4-10, the hunter doesn't gain a Wound Token.

KEEPER

REMAINS IN PLAY

NOTHING STAYS THE SAME

Play this card at any time to remove a "Remains in Play" card from play.

Urban Manhunt is nothing if not unpredictable.

KEEPER

BURST OF SPEED

Play this card when a hunter takes a Move action, but before the Athletics check is made. The hunter gains +2 Athletics for this check.

"I've never seen Neon Leon move at such a high velocity before."

KEEPER

NO TIME TO SLOW DOWN

Play this card when a hunter takes a Move action in which they will go through ***difficult*** terrain, but before the Athletics check is made.

No dice are downgraded for the Athletics check.

Additionally, you may choose to upgrade all the dice, but if your Impact Die fails to roll a success, your hunter gains a Wound Token after the action is finished.

KEEPER

GETTING THINGS DONE

Play this card at the beginning of your activation. Your hunter gains an unpreventable Wound Token, but can take a third action this turn, immediately after the normal two actions are taken. This action cannot be Fight or Shoot unless you also spend 3 Momentum.

"Time's running out and I'm behind on points. I'd better get my ass in gear!"

KEEPER

I DON'T THINK SO!

Play this when a "Keeper" card is played. That card's effect is negated and the card is discarded.

The mark of a truly great hunter is the ability to handle any surprise that comes one's way.

KEEPER

PREDICTABLE DEPLOYMENT

The First Player gets to decide which tubes the crims are placed adjacent to this turn. No more than one crim can be adjacent to the same tube.

"Pull camera drone 6 down to get a close-up of the crim's face when he realizes Caution is near the tube he's coming out of. The fans eat that shit up."

LOOK AT THOSE CRIMS GO!

All crims add two inches to their Move score this turn.

"They're scattering like cockroaches. Really FAST cockroaches, but cockroaches nonetheless."

THAT'S GONNA LEAVE A MARK!

Play this after a crim or hunter gains one or more Wound Tokens. That crim or hunter receives an unpreventable Wound Token in addition to those they already received.

"Ouch! I'm pretty sure her jaw was shattered with that one. Metal on bone... and metal's going to win every time."

KEEPER

SECOND THOUGHTS

Play when a non-Aggressive crim takes a Charge action. That crim takes a Seek Cover action instead.

"By the looks of it, the crim lost her nerve and decided to avoid the confrontation after all."

KEEPER

REPOSITION

The First Player may move their hunter up to four inches, ignoring ***difficult*** terrain. Ignore if the hunter is engaged.

"I don't like being out here in the open."

CAUGHT OFF GUARD

Play when a crim takes a Fight action. The hunter being attacked downgrades two of their dice for the Defense check to avoid the crim's attack.

"Never underestimate a crim. Even the weak ones. They're desperate to survive and that makes them dangerous. If you lower your guard—even for just a second—you could end up lying on the concrete among your own intestines."

KEEPER

UNEXPECTED SHOT

Play when a crim takes a Shoot action. The hunter being attacked downgrades two of their dice for the Defense check to avoid the crim's attack.

"Poor ol' Razorblade McCoy. He never knew what hit him. Bullet to the skull from out of nowhere."

KEEPER

TWISTED ANKLE

Injury

The First Player's hunter downgrades two of their dice for all Athletics checks. This card is removed from play when the hunter takes two Rest actions. These Rest actions don't have to be taken during the same activation and they don't get rid of Wound Tokens like they normally do.

REMAINS IN PLAY

MAKING YOUR OWN LUCK

Luck

Play when the First Player reveals a non-"Keeper" Event Card they drew. That card is discarded and the First Player draws a new one.

"Luck ain't nothin' but superstition. I make my own luck and I do just fine."

KEEPER

RIGHT BEHIND YOU

Play when an unengaged crim within twelve inches of your hunter takes a Flee action. The hunter may immediately move up to five inches toward the crim using the most direct route possible, ignoring ***difficult*** terrain.

"That little bastard snuck up behind me!"

KEEPER

THE ONE THAT GOT AWAY

Play during your activation when a crim is hiding. Remove the Hidden counter; that crim is no longer in the game. This doesn't not count as an elimination and no hunter receives points for it.

Especially clever (but scared) crims have been known to figure out ways to just disappear. Of course, doing so defeats the purpose of volunteering as a crim to begin with, but desperation does funny things to a person.

KEEPER

JUST A FLESH WOUND

Play when a hunter receives more than one Wound Token. Reduce the number of Wound Tokens taken to one.

"It looks worse than it is."

KEEPER

KNOCKED DOWN

Play when a hunter receives one or more Wound Tokens. The next action the hunter must take is a Universal action to stand back up.

"The impact of the blow sent Desperado skidding across the asphalt face-first."

KEEPER

DWINDLING RESOURCES

Each player must discard a random "Keeper" card, if able.

Urban Manhunt is, in many ways, a war of attrition.

ACCESS DENIED

The First Player selects a piece of ***climbable*** terrain. It is no longer ***climbable.***

The problem with playing the sport in a ruined city is that it's a ruined city. Ladders can be unstable, rubble piles block areas off and walls aren't always sturdy enough to sustain the weight of a hunter.

PAINSTAKING SHOT

Play after the hunter makes a Shoot check that was enhanced by the Focus action. Re-roll up to two of the dice rolled for the Shoot check.

"Hugo Strong looks to be putting an incredible amount of effort into lining up this shot. Will it pay off?"

KEEPER

PRECISION STRIKE

Play after the hunter makes a Fight check that was enhanced by the Focus action. Re-roll up to two of the dice rolled for the Fight check.

"There's no feeling quite like landing a perfect slash of the sword that cleaves a crim's head in half."

KEEPER

FLAWLESS DODGE
Play after the hunter makes a Defense check. Re-roll up to two of the dice.
With moves like that, the attack never had a chance of finding its mark.
KEEPER

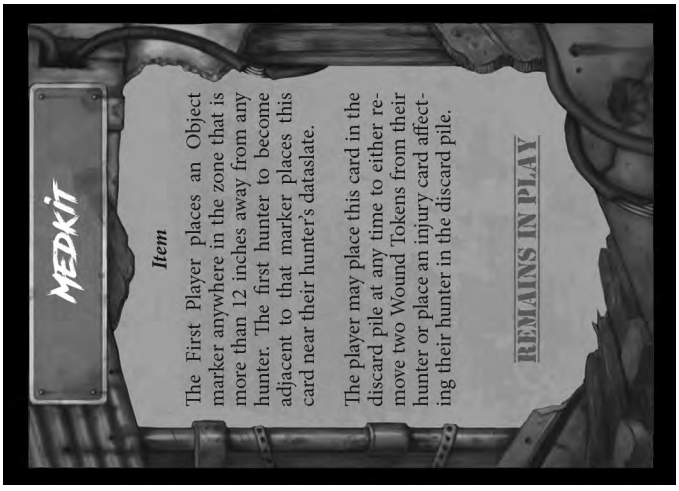
SPRINT
Play before making an Athletics check to determine how far your hunter can move. Add two inches to the number of inches it may move.
"To hell with subtlety. I need to beat feet!"
KEEPER

THERE YOU ARE!
Play when a player (yourself included) declares that their hunter is taking a Spot action, but before the Spot check is made. All the dice are upgraded for this check.
"When I find you, I'm going to make your death slow and agonizing."
KEEPER

SMALL PISTOL
Item
The First Player places an Object marker anywhere in the zone as long as it's at least ten inches away from any hunter. Going counterclockwise, each other player may move the marker a further four inches. When a hunter model touches the Object marker, place this card near that hunter's dataslate. The hunter is now considered to have this attack for the duration of the match:
Small Pistol (Range 8"; Accuracy 0; Damage 2; Extra Rules — none; Keywords — ranged, item, small, gun, depletable)
REMAINS IN PLAY

SHORTSWORD
Item
The First Player places an Object marker anywhere in the zone as long as it's at least yen inches away from any hunter. Going counterclockwise, each other player may move the marker a further four inches. When a hunter model touches the Object marker, place this card near that hunter's dataslate. The hunter is now considered to have this attack for the duration of the match:
Sword (Range 1"; Accuracy +1; Damage 2; Extra Rules — none; Keywords — melee, item, bladed)
REMAINS IN PLAY

OVERSIZED GUN
Item
The First Player places an Object marker anywhere in the zone as long as it's at least ten inches away from any hunter. Going counterclockwise, each other player may move the marker a further four inches. When a hunter model touches the Object marker, place this card near that hunter's dataslate. The hunter is now considered to have this attack for the duration of the match:
Missile Launcher (Range 12"; Accuracy -2; Damage 4; Extra Rules — 1) The weapon is depleted any time the Impact Die rolls 1-5 on the Shoot check; Keywords — ranged, item, gun, depletable)
REMAINS IN PLAY


MEDKIT
Item
The First Player places an Object marker anywhere in the zone that is more than 12 inches away from any hunter. The first hunter to become adjacent to that marker places this card near their hunter's dataslate.
The player may place this card in the discard pile at any time to either remove two Wound Tokens from their hunter or place an injury card affecting their hunter in the discard pile.
REMAINS IN PLAY

AVOID INJURY
Play this when an injury would affect a hunter. The injury's effect is negated and if the source of that effect is a card, it is discarded.
"Talk about a close call!"
KEEPER

WATCHING MY STEP

Play this when a ***trap*** would affect a hunter. The ***trap***'s effect is negated and if the source of that effect is a card, it is discarded.

One misstep is all it takes to ruin a match for a hunter.

KEEPER

UNUSABLE SCRAP

Play this when a hunter picks up an Object marker. That object has no effect and if its source was a card, that card is discarded.

"One person's junk is another person's... nah, it's just junk."

KEEPER

CONFUSED CRIM

Play at the beginning of the Crim Phase. Choose a crim. That crim doesn't take an action this turn.

The crim is paralyzed with fear and fails to act. Such a failing can easily lead to a premature demise.

KEEPER

NOWHERE TO HIDE

Play this card at any time. All hidden crims come out of hiding. Place them adjacent to the terrain piece they were hiding behind/in. The exact positioning is up to you.

They can't stay huddled in their hidey-holes forever.

KEEPER

GOT THE DROP ON YOU

Play this card when another player announces that their hunter is taking an Fight action against a crim.

That attack is negated and the crim is moved into base-to-base contact with the hunter. The crim takes an out-of-sequence Fight check against the hunter, using any one of the melee attacks listed on the Crim card that you choose.

KEEPER

OVERWHELMED CRIM

Play this card when a crim is activated, but before an action is carried out. That crim takes no action this turn and suffers a -1 Defense until the crim is activated next.

"That crim is going to be easy pickings for any hunter that happens upon him."

KEEPER

MAKESHIFT ARMOR

A random crim without the Armor special rule gains the Armor special rule. The First Player rolls a d10.

1-7: The crim gains Armor 1
8-10: The crim gains Armor 2

It may not be pretty, but if it blocks a bullet, who cares how it looks?

GOTTA GET BACK OUT THERE!

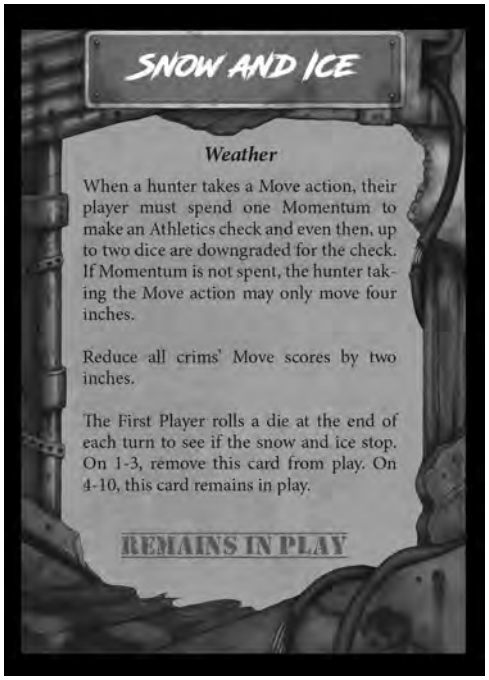
Play this card after a hunter makes a Recovery check. Remove up to two Wound Tokens in addition to the number removed by the Recovery check.

Every minute a hunter is out of action, they miss out on the chance to score points. Time is a precious commodity.

KEEPER

DOUBLE STRIKE
Play this card after a crim makes a Fight check for an attack against a hunter. The crim immediately makes another Fight check against the same hunter, using the same attack.
"The crim delivers a devastating follow-up attack on Hangnail and now the hunter is reeling! He has been rocked!"
KEEPER

DOUBLE SHOT
Play this card after a crim makes a Shoot check for an attack against a hunter. The crim immediately makes another Shoot check against the same hunter, using the same attack.
"The shot misses the hunter. But wait! What's this? The crim is taking a second shot and this time, it nails her in the shoulder."
KEEPER


SNOW AND ICE
Weather
When a hunter takes a Move action, their player must spend one Momentum to make an Athletics check and even then, up to two dice are downgraded for the check. If Momentum is not spent, the hunter taking the Move action may only move four inches.
Reduce all crims' Move scores by two inches.
The First Player rolls a die at the end of each turn to see if the snow and ice stop. On 1-3, remove this card from play. On 4-10, this card remains in play.
REMAINS IN PLAY