PAY THE MAN

When this card is placed into the discard, each runner loses 2Y.

Instead of 2Y each runner loses all Y.

3+

45/50

GPS HACK

The Decker moves an obstacle from one runner to another runner. The runner facing that obstacle after it moves discard their hand, then draws that many cards.

43/50

BULLETS & BLADES

The Attack Strength of each Black obstacle is increased by +1.

In addtion, reveal cards from hard Obstacle deck until you reveal a Black obstacle and place it facing the Street Samurai. Discard the rest.

5+

22/50

NO COVER

Any runner who becomes staggered goes critical instead.

In addition, obstacles can't be prevented from attacking.

2+

17/50

THIS WASN'T THE PLAN

At the start of each turn, if the current runner is facing one or more obstacles that don't match their role color(s), that runner takes 1 damage. They can discard a card to prevent that damage.

In addition, move all obstacles one runner clockwise.

3+

29/50

LARGEST TARGET

At the start of the each turn if any runner has more HP the the others, that runner takes one damage.

In addition, that runner alse discard 1 card.

4+

200 kilos

14/50

NO MORE TOYS

Runners can't buy cards.

In addition, when this card is placed in the discard, cycle all cards in the Black Market.

3+

34/50

TOP SHELF

Each runner heals half of the HP they've lost (rounded up).

When this card is placed into discard, each runner takes 2 damage.

1+

47/50

WE TRAINED FOR THIS

At the start of each, the current runner discards down to 3 cards.

Instead, the current runner discards down to 2 cards at the start of their turn.

1+

4+

20/50

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GRENADE!

2

The Street Samurai chooses a runner. That runner takes 2 damage. Deal 2 consecutive levels of damage to each obstacle facing that runner.

18/50

ENEMY TACTICS

When an obstacle attacks a runner, it heals a number of levels equal to it's Attack Stength.

5+

Instead of only that obstacle healing, each obstacle heals a number of levels equal to that obstacle's Attack Strength.

10/50

ONE HOT MINUTE

2

Reveal 2 extra cards from the top of the Crossfire deck. Resolve all effects on them as if they are current Crossfire cards. When these cards would be placed into discard, instead place then on the top bottom of the Crossfire deck.

6+

Instead, reveal 3 extra cards from the top of the Crossfire deck.

200 kilos

33/50

ASTRAL SURGE

The Attack Strength of each Blue obstacle is increased by +1.

4+

In addition, reveal cards from the Hard Obstacle deck until you reveal a Blue obstacle and place it facing the Mage. Discard the rest.

21/50

FOCUSED COMBAT

The current runner can apply damage only to abstacle facing them or facing a runner who has played a card that turn.

42/50

WE GOTTA SLOW THEM DOWN!

The Attack Strength of each undamaged obstacle is doubled.

2

5+

In addition, each obstacle heals 1 level.

8/50

A LITTLE HELP!

Runners can't apply damage to obstacles facing them.

40/50

CUNNING PLAN

The Face chooses a runner. Flip up a card from the Normal Obstacle deck facing than runner. That runner takes an extra turn immiediately after their next normal turn.

3+

Instead, flip up a card from the hard Obstacle deck facing that runner.

44/50

SCAVENGING

At the start of each turn, the current runner randomly discard 1 card. Then for each of their roles, that runner can return a card from their discard to their hand that has a color that matches that role color .

3+

Instead, that runner randomly discards 1 card after returning cards.

46/50

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CHUMMERS

The Attack Strength of each Human obstacle is increased by +1

In addition, reveal cards from the Normal Obstacle deck until you reveal a Human obstacle and place it facing the runner whose role color maches it. Discard the rest.

5/50

HUMANIS MERCS

Each non-Human runner takes 1 damage unless they choose to pay 2Y to prevent that damage.

In addition, the Attack Strength of each Human obstacle is increased by +1.

48/50

NO HOLDING BACH

Each turn, immiediatelly before the draw & buy step, the current runner takes 1 damage for each card in their hand.

3/50

SNAFU

Runners can't play more than 3 cards on their turn.

Instead, runners can't play more then 1 card on their turn.

41/50

REVERSAL OF FORTUNE

Each staggered runner heals 1 HP.

Each undamaged runner takes 1 damage.

50/50

INTO THE BREACH

At the start of each turn, if the current runner's Starting Hip Points calue is 7HP or more, they take 1 damage and deal 1 level of damage to an obstacle.

19/50

FIRST TO WAKE

Each Dwarf and Elf obstacle heals 1 level.

The Attack Strength of each Dwarf and Elf obstacle is increased by +1.

In addition, reveal the top 5 cards of Hard Obstacle deck. Put any Elf or Dwarf obstacle into play facing runner whose role color matches that obstacle's color. Discard the rest.

26/50

NEW WORLD

Each Tech and 6th World obstacle heals 1 level.

The Attack Strength of each Tech and 6th World obstacle is increased by +1.

In addition, reveal cards from the Hard Obstacle deck until you reveal a Tech o 6th World obstacle and place it facing the runner whose role color matches.Discard the rest.

28/50

STRANGER THINGS HAPPEN

Each Human runner discards 1 card at random unleass they choose to pay 2Y to pervent their discard.

In addtion, the Attack Strength of each Dwarf, Elf, Ork and Troll obstacle is increased by +1.

49/50

poker size 63x88mm

creative commons

BIG UGLIES

Each Ork and Troll obstacle heals 1 level.

The Attack Strength of each Ork and Troll obstacle is increased by +1.

In addition, reveal the top 5 cards of Hard Obstacle deck. Put any Ork or Troll obstacle into play facing runner whose role color matches that obstacle's color. Discard the rest.

2+

27/50

YOMI THIS

The Attack Strength of each Dwarf, Elf, Ork and Troll obstacle is increased by +1.

In addition, damage applied to non-Human obstacles by non-Human runners is prevented unless there are no Human obstacles in play.

5+

25/50

JUST SURVIVE

The Attack Strength of each obstacle is increased by +1.

When runner takes damage from obstacles, that runner can prevent 1 of that damage for each card they discard.

In addition, when obstacle attack, they deal damage equal to twice their Attack Strength instead of damage equal to their Attack Strength.

6+

32/50

DANGER ZONE

When this card is placed in the discard, also place the top card of the Crossfire deck into discard but don't resolve its effect. (Then reveal a new Crossfire card as normal).

In addition, when this card is revealed, place the top card of the Crossfire deck into the discard, but don't resolve its effect.

5+

31/50

REINFORCEMENTS

Discard each obstacle that has at least 1 cleaned level and flip up a card from the Normal Obstacle deck to repleace it.

Instead, flip up a card from the Hard Obstacle deck to replace it.

3+

35/50

WE NEED A HERO

The Attack Strength of each Black obstacle is increased by +1 until the team playes at least one HACKING, SKILL, SPELL and WEAPON card between them.

Instead, the Attack Strength of each obstacle is increased by +1 until one runner plays at least one HACKING, SKILL, SPELL and WEAPON card on the same turn.

4+

13/50

BAD BIZ

The Y value of each defeated obstacle decreases by 1.

In addition, when an obstacle attacks a runner, that runner also loses Y equal to the obstacle's Attack Strength.

3+

30/50

WIN ONE, LOSE ONE

At the start of each turn, current runner gains 1Y and discards 1 card.

4/50

PURE CHAOS

The Attack Strength of each Red obstacle is increased by +1.

In addition, reveal cards from the Hard Obstacle deck until you reveal a Red obstacle and place it facing the Face. Discard the rest.

4+

24/50

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HARLEQUINADE

The Mage choose a runner. That runner places the top card of the Black Market deck into their hand. Then flip up a card from the Normal Obstacle deck and place it facing that runner.

4+

Instead, flip up a card from the Hard Obstacle deck to face that runner.

36/50

COORDINATED DEFENSES

When runner clears the last level on an obstacle, that obstacle isn't defeated. When the last level on all obstacles facing a runner are cleared, then

5+

Instead, when last level on all obstacles are cleared, then all those obstacles are defeated.

11/50

ENEMY COMMS

The Attack Strength of each Green and Red obstacle is increased by +1.

4+

In addition, each Green and Red obstacle heals all levels.

6/50

UNFRIENDLY FIRE

The Attack Strength of each Black obstacle is increased by +1.

4+

In addition, each Black and Blue obstacle heals all levels.

7/50

WE'RE HACKED

The Attack Strength of each Green obstacle is increased by +1

4+

In addition, reveal cards from the Hard Obstacle deck until you reveal Green obstacle and place it facing Decker. Discard the rest.

23/50

DREKSTORM

Each runner draws 1 card.

When this card is placed into discard, each runner discard 2 cards.

5+

Instead of discarding 2 cards, each runner discard their hand.

15/50

INSTINCT

The current runner takes 1 damage at the end of their turn if they played cards of more than one color that turn.

4+

Instead of 1 damage, the current runner takes 2 damage.

16/50

TAKE THE MERCHANDISE AND RUN

Each runner with 5HP or more takes 2 damage and places thetop card of the Black market deck into their hand.

When this card is placed into discard, each runner takes 1 damage.

1/50

FLICKER OF DESPAIR

Runners can't heal.

7+

In addition, at the start of each turn, the current runner takes 1 damage.

38/50

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SEPARATED

Runners can't play cards during another runner's turn.

In addition, runners can't apply damage to obstacle facing other runners.

4+

38/50

IT'S GETTING REAL

When obstacle attack, they alse deal their Attack Strength in damage to the next runner clockwise from the runner they are facing.

2+

9/50

PROFESSIONAL PROBLEMS

At the start of each turn, current runner reveals a card from the top of the Normal Obstacle deck. If it's color matches their main role color, place it facing that runner. Otherwise, discard it.

Instead, the current runner reveals a card from the Hard Obstacle deck.

5+

37/50

poker size 63x88mm

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