



Black Tigers

Pressure Fighter



A word to the wise: After firing your gun, be sure to let it cool off before jamming it back into your pants.



Skill

7
Speed

8
Hit

10
Block

Mastery



Fight City Yacht Club

Mastery Fighter



Buffy, Jason, and Todd enjoy water sports, fishing, and shooting people in the head.



Smarts

10
Speed

10
Hit

7
Block

Pressure



Gail Stanton

Power Unique Fighter



Cash

\$1

Gail Stanton used to work for the Pierce family. She's the only woman alive who can say that.



Skill

6
Speed

7
Hit

4
Block



Jack Bitterman

Influence Unique Fighter



Cash

\$1

Inscrutable, intolerable, insane. Mistake him for a genius, buy him for a buck.



Skill

6
Speed

4
Hit

6
Block



Jocelyn Culvert Stone

Mastery Unique Fighter



Jocelyn married into the Stone family for the money, but she liked them so much she decided to stay.



Demolition

4
Speed

3
Hit

6
Block

Power



Joshua Reed

Pain Unique Fighter



The loud-mouthed, short-attention-span, idiot nephew of Prentice Reed. Hangs out on the roof a lot.



Smarts

3
Speed

4
Hit

7
Block

Influence



Oceola

Mastery Unique Fighter



Oceola helps manage street gangs for the Stone family. She also likes Swedish cooking, Siamese cats, and beating people up.



Smarts

2
Speed

7
Hit

4
Block



Peter Stone

Power Unique Fighter



Cash

\$1

Peter Stone is just waiting for his old man, Heraldry Davies Stone, to kick off and hand him the business.



Smarts

4
Speed

7
Hit

7
Block



Porky the Pinhead

Pressure Unique Fighter



Porky isn't really that big. He just thinks chicks dig a cat in a thick black suit.



Skill

2
Speed

8
Hit

3
Block

Power





Pug Mahone

Pain Unique Fighter



Cash
\$1

It's curtains for you, but it's blinds for Pug Mahone.



Smarts

2

Speed

8

Hit

6

Block

Influence



Red Tigers

Power Fighter



Along with roaming the streets and beating people up, the Red Tigers also run a clean and reasonably priced car rental agency.



Demolition

2

Speed

8

Hit

8

Block

Mastery



Red Tigers

Power Fighter



Along with roaming the streets and beating people up, the Red Tigers also run a clean and reasonably priced car rental agency.



Demolition

2

Speed

8

Hit

8

Block

Mastery



Sea Dog

Mastery Fighter



Arrrr.



Demolition

5

Speed

4

Hit

4

Block

Power



Sea Dog

Mastery Fighter



Arrrr.



Demolition

5

Speed

4

Hit

4

Block

Power



Tom Purdue

Pain Unique Fighter



Tom Purdue is a research scientist who believes that it is still 1865. Hey. He's not a very good research scientist.



Demolition

4

Speed

5

Hit

5

Block

Power



Torgo the Bastard

Mastery Unique Fighter



Cash
\$1

As it turns out, you can't even take the boy out of the country.



Skill

7

Speed

5

Hit

8

Block

Power



Xavier Craigdarroch

Power Unique Fighter



If Xavier Craigdarroch is killed, flip a coin. If the flip is heads, Xavier remains in play.



Demolition

6

Speed

5

Hit

2

Block

Power



Pedro Conscience Alvarez

Unique Guard



Guards count as Fighters, but can not strike players.



Demolition

4

Speed

1

Hit

8

Block

Stuff



Renta Cop

Guard



Guards count as Fighters, but can not strike players.



Slacker

Guard



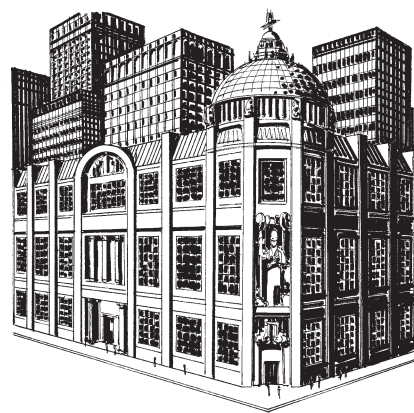
Guards count as Fighters, but can not strike players.



Asphy & Morehead

Influence

Location



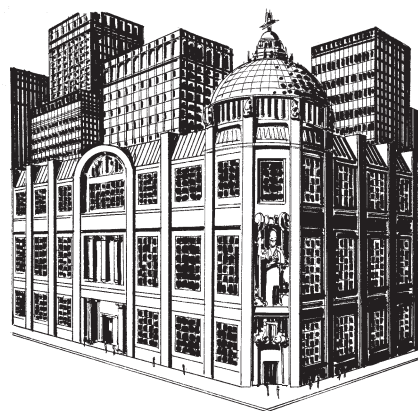
Asphy and Morehead, Attorneys at Law. There's no such thing as Law any more, so these guys have expanded their practice a little. Now it includes beating people up for money.



Asphy & Morehead

Influence

Location



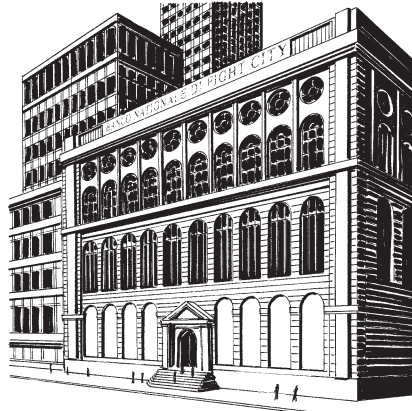
Asphy and Morehead, Attorneys at Law. There's no such thing as Law any more, so these guys have expanded their practice a little. Now it includes beating people up for money.



Banco Nazionale di F.C.

Power

Unique Location



All your other Locations cost exactly \$1, instead of their usual cash.



Benson Cleaners

Power

Unique Location



Decrease your hand size by two.
On a Draw Turn, take \$1 from the Pot for each card you discard from your hand.



Benson Cleaners

Power

Unique Location



Decrease your hand size by two.
On a Draw Turn, take \$1 from the Pot for each card you discard from your hand.



FCP&L

Power

Location



Fight City Power and Light. Purveyors of fine handguns, demolition kits, electricity, and inexpensive police officers.



FCP&L

Power

Location



Fight City Power and Light. Purveyors of fine handguns, demolition kits, electricity, and inexpensive police officers.



Fight City Tribune

Influence

Location



Talk



Cash

\$1

Fight City's independent newspaper. Fight City Tribune is a loosely connected string of tiny offices, mimeograph machines, and kids in ball caps looking serious.



Ghicciaroni's

Power

Location



Food



Cash

\$1

Fight City's favorite Italian Buffet.



Ghicciaroni's

Power

Location



Food



Cash

\$1

Fight City's favorite Italian Buffet.



MaxCorp

Power

Location



Stuff



Cash

\$1

With a building this big, people ought to know what MaxCorp makes. But they aren't really sure. It might be credit cards, it might be heavy artillery. Maybe it's both.



MaxCorp

Power

Location



Stuff



Cash

\$1

With a building this big, people ought to know what MaxCorp makes. But they aren't really sure. It might be credit cards, it might be heavy artillery. Maybe it's both.



St. Charles Brewery

Influence

Unique Location



Food



Cash

\$2

All your Fighters get +2 Speed.



St. Charles Brewery

Influence

Unique Location



Food



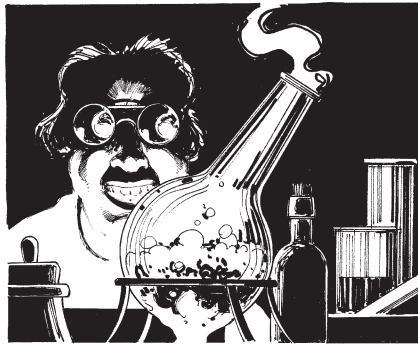
Cash

\$2

All your Fighters get +2 Speed.

Bubbly Green Stuff

Surprise



Requires

Speed: 100



Smarts

All of your Fighters get +3 Speed until the end of the turn.

Gun in my Pocket

Surprise



Fighter



must have Skill.

Speed: Play as a Fighter you control is making his Strike.

That Fighter gains +5 Hit until the end of the turn.

Hail of Bullets

Surprise



Requires Speed: 100



Influence

Any Fighter who makes a Strike this turn is killed after making it.

Burglary

Build Turn Event



Requires Play before taking a Build Turn.



Demolition

Pay \$1 to the Pot.

Take the money from any unguarded Location in play.

Burglary

Build Turn Event



Requires Play before taking a Build Turn.



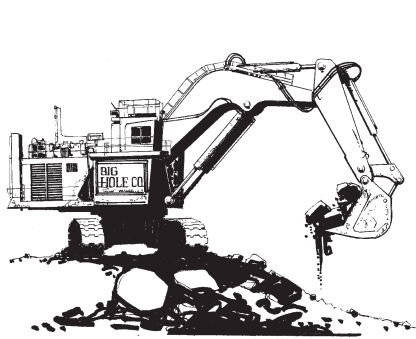
Demolition

Pay \$1 to the Pot.

Take the money from any unguarded Location in play.

Dig

Draw Turn Event



Requires Play before taking a Draw Turn.



Influence

After discarding, draw your hand up to nine cards, regardless of your hand size.

Downsizing

Draw Turn Event



Requires Play before taking a Draw Turn.



Power

You may discard any number of your own cards from play. For each card you discard, take \$1 from the Pot.

If you discard a card with money on it, you also recover that money.

Dubious Accounting

Build Turn Event



Requires Play before taking a Build Turn.



Mastery

Take up to \$2 out of the Pot.

You may play Dubious Accounting only once per turn.

Dubious Accounting

Build Turn Event



Requires Play before taking a Build Turn.



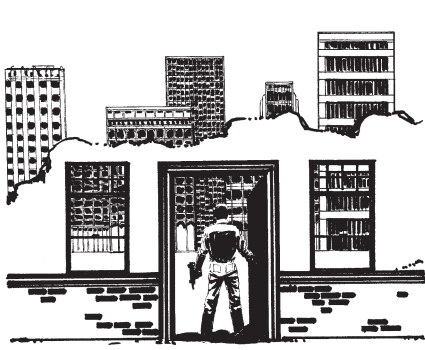
Mastery

Take up to \$2 out of the Pot.

You may play Dubious Accounting only once per turn.

Opportunity Creep

Build Turn Event



Requires Play before taking a Build Turn.



Influence

Force any player to shuffle his hand back into his deck.

Yes, his hand is empty now.

The Very Clever Pipe Game

Build Turn Event



Requires Play before taking a Build Turn.



Influence

Pay \$1 to another player.

Kill one of that player's Fighters.

Automatic Pistol

Weapon



Speed



Hit

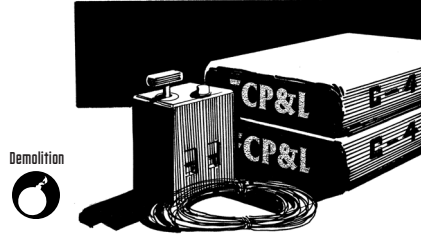


Block

The lazy street thug's weapon of choice.

Blow-'Em-Up Kit

Weapon



Speed



Hit



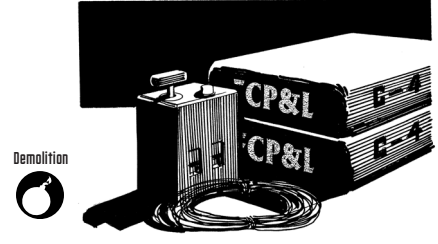
Block

The Fighter using Blow-'Em-Up Kit may strike at unguarded Locations as if their block were 4.

Each time you use this ability, pay \$1 to the Pot or discard Blow-'Em-Up Kit.

Blow-'Em-Up Kit

Weapon



Speed



Hit



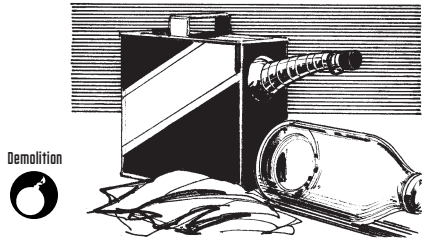
Block

The Fighter using Blow-'Em-Up Kit may strike at unguarded Locations as if their block were 4.

Each time you use this ability, pay \$1 to the Pot or discard Blow-'Em-Up Kit.

Molotov Cocktail

Weapon



Speed



Hit

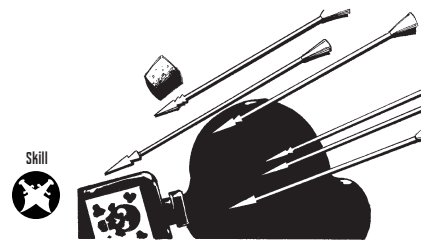


Block

Each time this Fighter makes a Strike, discard Molotov cocktail or pay \$1 to the Pot.

Poison Darts

Weapon



Speed



Hit

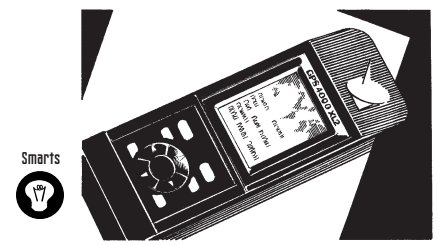


Block

Watch out for this guy. He's got some poison darts.

Satellite Uplink

Weapon



Speed



Hit



Block

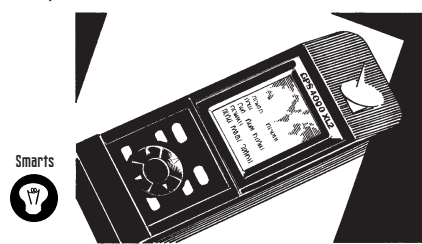
Collect \$1 from the Pot when you play this card.

If there are any other Satellite Uplinks in play, collect \$1 for each of those as well.

You may play only one Satellite Uplink per turn.

Satellite Uplink

Weapon



Speed



Hit



Block

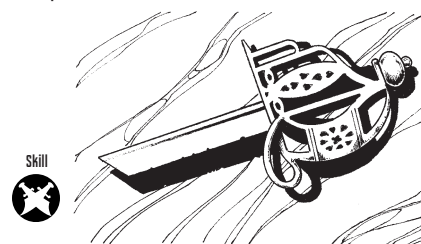
Collect \$1 from the Pot when you play this card.

If there are any other Satellite Uplinks in play, collect \$1 for each of those as well.

You may play only one Satellite Uplink per turn.

Sawed-Off Broadsword

Weapon



Speed



Hit

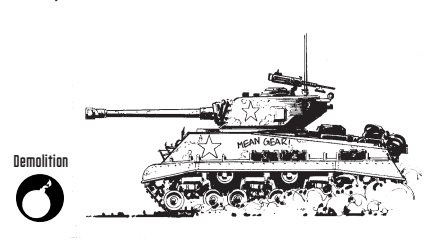


Block

The sawed-off broadsword bides better in the coat.

Sherman Tank

Weapon



Speed



Hit



Block

She may not look like much, but she's got it where it counts. Made a lot of special modifications myself.

Cash
\$2