



Absinthe Devlin Pierce

Pain

Unique Fighter



Absinthe is a green aniseed-flavored cordial, originally made with wormwood. It turns milky with water.



8

Speed

3

Hit

1

Block

Fear



Altruism Sedan Reed

Influence

Unique Fighter



Cash

\$2

Altruism Sedan Reed. All the free-lance butt-kicking money can buy.



2

Speed

8

Hit

7

Block



Arbuck McFrye

Fear

Unique Fighter



Cash

\$1

Founder, CEO, and spiritual advisor to Friedey's restaurants.



7

Speed

4

Hit

6

Block



Birthday Clown

Pain

Fighter



Now, the Birthday Clowns don't typically pull guns on the kiddies like this. Unless the kiddies get unruly.



4

Speed

7

Hit

1

Block

Fear



Black Crab

Pressure

Fighter



Black Crabs are toughs-for-hire, managed by Szechuan Pierce and the small arms division of CarTel.



5

Speed

4

Hit

3

Block

Fear



Black Crab

Pressure

Fighter



Black Crabs are toughs-for-hire, managed by Szechuan Pierce and the small arms division of CarTel.



5

Speed

4

Hit

3

Block

Fear



Car Tel

Fear

Fighter



Fight City's favorite telecommunications firm. Makers of Brasstax™, Gangwire™, and the ubiquitous CelMate™.



6

Speed

8

Hit

11

Block

Pain



F. Sanctimonious Pierce

Mastery

Unique Fighter



What kind of first name must you have, if you prefer to go by "Sanctimonious"? You don't want to know.



3

Speed

5

Hit

5

Block

Fear



Georgia Reed Culvert

Pressure

Unique Fighter



It's hard to kill with a look. But it's even harder to kill without one.



6

Speed

2

Hit

4

Block

Influence





Jordan P. Beaufont

Pressure Unique Fighter



He is a loner. He works for no man. He is...



Skill

5
Speed

3
Hit

4
Block



Juliet Pierce

Fear Unique Fighter



Cash

\$1

Juliet Pierce wasn't next in line to head up the Pierce family. Until she made her own line.



Skill

8
Speed

5
Hit

3
Block



Larry Parks

Mastery Unique Fighter



Larry Parks wherever he wants.



Smarts

7
Speed

10
Hit

10
Block



Loose Cannon

Pain Fighter



Sometimes they just pop out of the sunroof and start shootin'. But what are you gonna do.



Smarts

10
Speed

6
Hit

11
Block



Officer Angry

Pain Fighter



Notbin' says "Christmas" like a cop on the take.



Skill

6
Speed

5
Hit

1
Block



Officer Angry

Pain Fighter



Notbin' says "Christmas" like a cop on the take.



Skill

6
Speed

5
Hit

1
Block



Wily Beggar

Pressure Unique Fighter



Is he actually a smelly homeless man begging for spare change, or a master of disguise? Only his bairdresser knows for sure.



Smarts

2
Speed

5
Hit

7
Block



Zeppo the Clown

Influence Unique Fighter



Zeppo's Hit is equal to twice the number of dollars in the Pot. For example, if there are \$4 in the Pot, Zeppo's hit is 8.



Demolition

3
Speed

?
Hit

5
Block



Angry Young Man

Guard



Guards count as Fighters, but can not strike players.



Smarts

6
Speed

4
Hit

6
Block

Angry Young Man

Guard



Smarts



Talk



Speed
4
Hit
6
Block

Guards count as Fighters, but can not strike players.

Renta Cop

Guard



Skill



Food



Speed
4
Hit
3
Block
7

Guards count as Fighters, but can not strike players.

Slacker

Guard



Stuff



Speed
5
Hit
5
Block
8

Guards count as Fighters, but can not strike players.



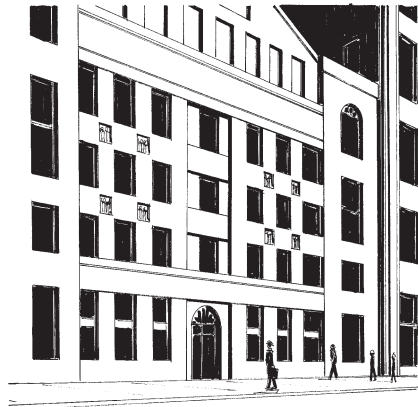
Influence

Beat Magazine

Location



Talk



Cash
\$1

Beat Magazine is the propaganda machine of Fight City. People buy it for the ads and try to ignore the articles.



Influence

Beat Magazine

Location



Talk



Cash
\$1

Beat Magazine is the propaganda machine of Fight City. People buy it for the ads and try to ignore the articles.



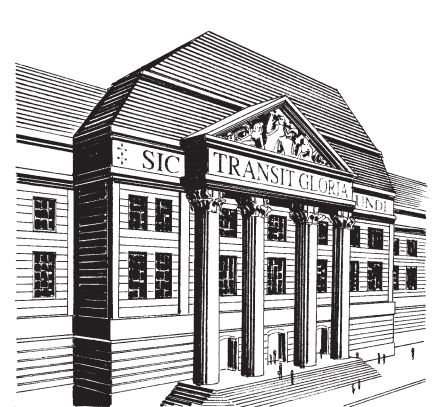
Influence

Fight City Hall

Unique Location



Talk



Cash
\$2

You may draw one card each time a Fighter you control is killed.



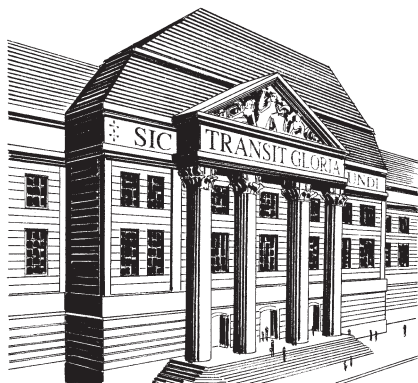
Influence

Fight City Hall

Unique Location



Talk



Cash
\$2

You may draw one card each time a Fighter you control is killed.



Influence

Fight City Tribune

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.



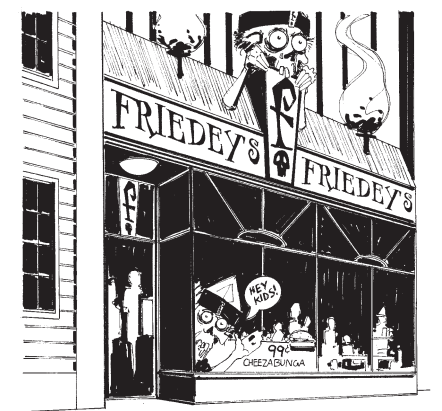
Fear

Friedey's

Location



Food



Cash
\$1

Good food, and good for ya. Friedey's, the fast food restaurant of the damned.



Friedey's

Fear

Location



Food



Cash

\$1

Good food, and good for ya. Friedey's, the fast food restaurant of the damned.



Hertz Donut

Fear

Unique Location



Food



Cash

\$2

All Fighters connected to Hertz Donut, either immediately or at a distance, gain +4 Speed.



Hertz Donut

Fear

Unique Location



Food



Cash

\$2

All Fighters connected to Hertz Donut, either immediately or at a distance, gain +4 Speed.



Mr. Ho's Chop Shop

Fear

Unique Location



Cash

\$2

You may draw one card each time any other player's Fighter is killed.



P.W.C.

Fear

Location



Stuff



Cash

\$1

Pierce Worldwide Communications. Founded by J. Arthur Pierce as Pierce Water Closet in 1896, they soon moved out of toilets and into marketing.



P.W.C.

Fear

Location



Stuff



Cash

\$1

Pierce Worldwide Communications. Founded by J. Arthur Pierce as Pierce Water Closet in 1896, they soon moved out of toilets and into marketing.



Ratherbee's

Fear

Location



Food



Cash

\$1

Their commercials used to say "Where would you Ratherbee?" until they got too many answers they didn't like.



Ratherbee's

Fear

Location



Food



Cash

\$1

Their commercials used to say "Where would you Ratherbee?" until they got too many answers they didn't like.

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.

Hot Cup of Joe

Surprise



Requires Speed: 100



Choose a Fighter in play. That Fighter's basic Speed becomes 10 until the end of this turn. Other cards still affect its Speed as normal.

Hot Cup of Joe

Surprise



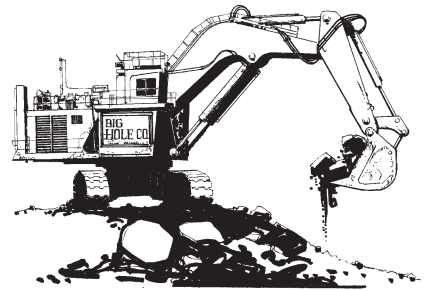
Requires Speed: 100



Choose a Fighter in play. That Fighter's basic Speed becomes 10 until the end of this turn. Other cards still affect its Speed as normal.

Dig

Draw Turn Event



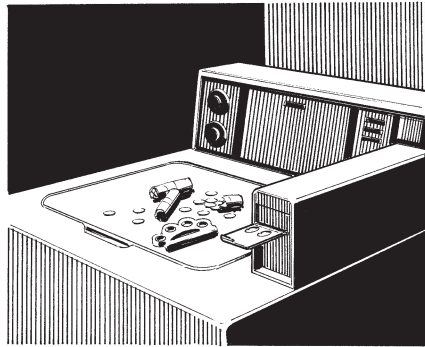
Requires Play before taking a Draw Turn.



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

Laundry Day

Draw Turn Event



Requires Play before taking a Draw Turn.

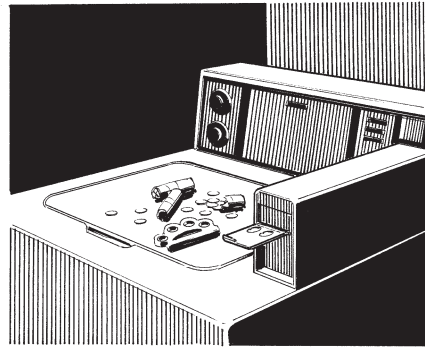


Take \$1 out of the Pot.

Then, split the Pot with another player, keeping any odd coin.

Laundry Day

Draw Turn Event



Requires Play before taking a Draw Turn.

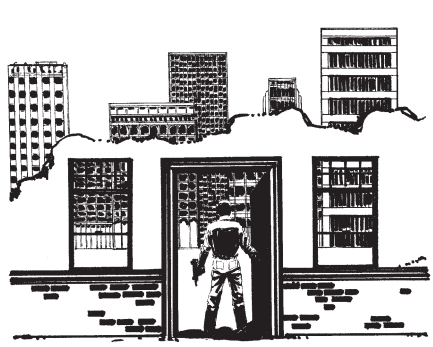


Take \$1 out of the Pot.

Then, split the Pot with another player, keeping any odd coin.

Opportunity Creep

Build Turn Event



Requires Play before taking a Build Turn.



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

Yes, his hand is empty now.

Physical Threat

Build Turn Event



Requires Play before taking a Build Turn.



Take the money off one Fighter in play.

Physical Threat

Build Turn Event



Requires Play before taking a Build Turn.



Take the money off one Fighter in play.

Automatic Pistol

Weapon



Speed



Hit



Block

The lazy street thug's weapon of choice.

Grenade

Weapon



Speed



Hit



Block

Whenever the Fighter holding Grenade makes a strike, you may sacrifice Grenade to destroy any card touching the target of that strike.

For example, this Fighter could strike another Fighter, and sacrifice Grenade to destroy the Location supporting him.

Laptop Computer

Weapon



Speed



Hit

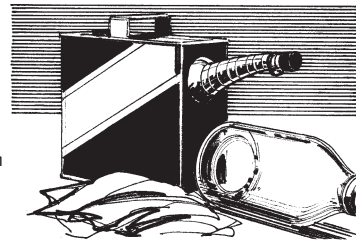


Block

When the Fighter using Laptop Computer strikes a player, it does an extra \$1 in damage.

Molotov Cocktail

Weapon



Speed



Hit

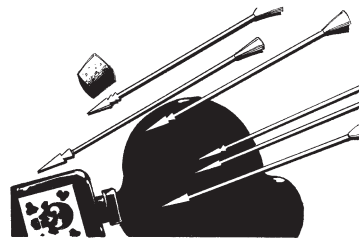


Block

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

Poison Darts

Weapon



Speed



Hit

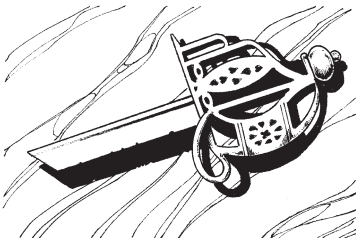


Block

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

Sawed-Off Broadsword

Weapon



Speed



Hit

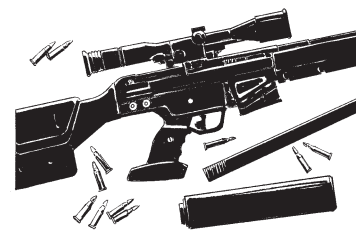


Block

The sawed-off broadsword bides better in the coat.

Sniper Rifle

Weapon



Speed



Hit

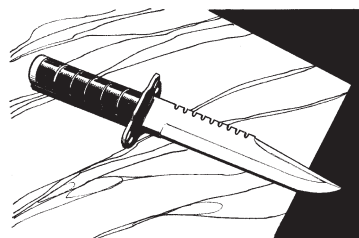


Block

Once the Fighter using Sniper Rifle has made his Strike, he cannot be hit for the remainder of the turn.

Survival Knife

Weapon



Speed



Hit

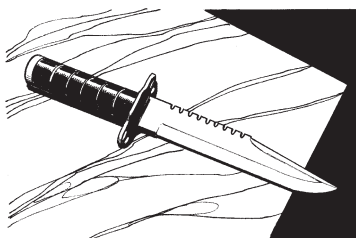


Block

The Fighter using Survival Knife may equip another Skill weapon.

Survival Knife

Weapon



Speed



Hit

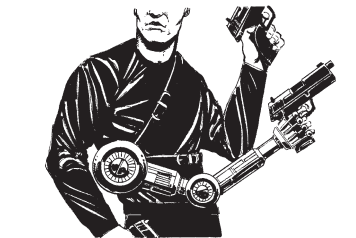


Block

The Fighter using Survival Knife may equip another Skill weapon.

Third Arm

Unique Weapon



Speed



Hit



Block

The Fighter using Third Arm may equip a Skill weapon.

Cash

\$1