



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 its Attack Strength.



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 them on the top/bottom of the Crossfire deck.



33/50

ASTRAL SURGE



∞

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



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.



In addition, each obstacle heals 1 level.



6/50

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 that runner. That runner takes an extra turn immediately after their next normal turn.



Instead, flip up a card from the hand 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.



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

46/50

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 matches it. Discard the rest.

5/15/0

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.

4/15/0

NO HOLDING BACK

∞

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

3/15/0

SNAFU

∞

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



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

4/11/0

REVERSAL OF FORTUNE

Each staggered runner heals 1 HP.

Each undamaged runner takes 1 damage.

5/0/10

INTO THE BREACH

∞

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

13/15/0

FIRST TO WAHE

∞

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.

26/15/0

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 or 6th World obstacle and place it facing the runner whose role color matches. Discard the rest.

2/15/0

STRANGER THINGS HAPPEN

∞

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

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



4/31/0

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.



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.



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.



33/50

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.



31/50

REINFORCEMENTS

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

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



56/50

WE NEED A HERO

The Attack Strength of each Black obstacle is increased by +1 until the team plays 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.



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.



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.



24/50

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.

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



35/60

UNFRIENDLY FIRE

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

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



7/50

INSTINCT

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

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



16/60

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

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



11/50

WE'RE HACHED

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

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



23/50

TAKE THE MERCHANDISE AND RUN

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

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



11/50

ENEMY COMMS

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

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



6/50

DREHSTORM

Each runner draws 1 card.

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

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



15/60

FLICHER OF DESPAIR

Runners can't heal.

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



35/60

