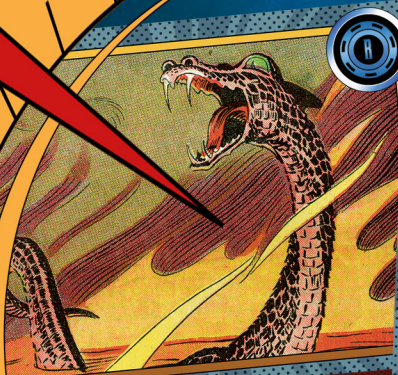




FLASH GORDON

CLIFFHANGER CARDS



OUT OF THE FRYING PAN!

A new threat emerges, destroying the chase off any existing threat. The new threat might be a monster, a determined group of new enemies, or an old foe who has returned to the scene, or an old foe who has been tracking the party and is now at this vulnerable moment to strike!



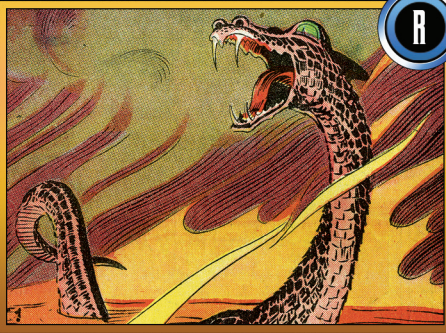
CAPTURED!

A temporary setback forces the group to surrender, but quickly leads to another opportunity for adventure! The party is captured and imprisoned and must escape a deadly dungeon! Or they are forced to fight for their lives in a savage arena or death trap.

SAVAGE



WORLDS



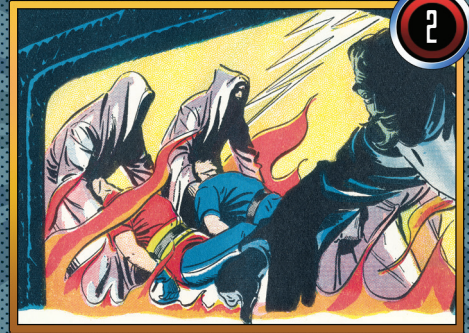
OUT OF THE FRYING PAN!

A new threat emerges, destroying or chasing off any existing threats! The new threat might be a monster, a determined group of new enemies drawn to the scene, or an old foe who's been tracking the party and chooses this vulnerable moment to strike!



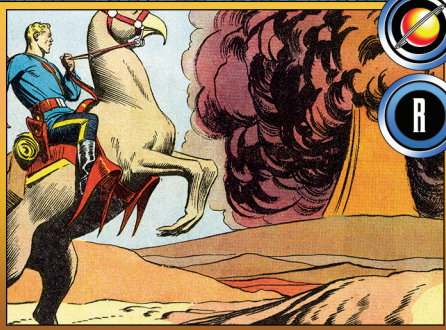
CAPTURED!

A temporary setback forces the group to surrender, but quickly leads to another opportunity for adventure! The party is captured and imprisoned and must escape a deadly dungeon! Or they are forced to fight for their lives in a savage arena or death trap!



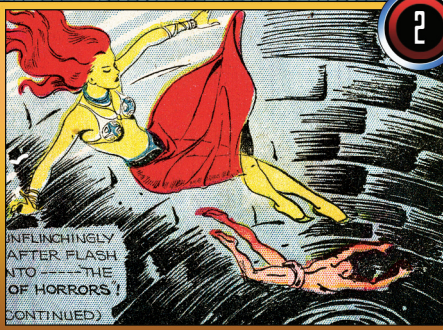
ENVIRONMENTAL HAZARD!

The building catches fire, noxious gas leaks into the rocket, or the ship begins to sink! Hazardous effects or a countdown to doom begin immediately!



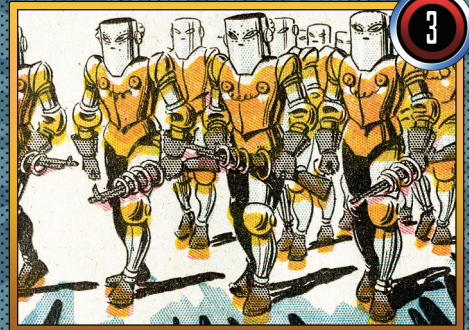
DISASTER!

A terrible explosion, colossal landslide, terrific storm, or other massive disaster occurs, threatening not only the party but the locals as well! The enemy flees! The players receive the top reward if they manage to save some of the locals, and Conviction if they save most of them.



PERILOUS PORTAL!

A new path opens to somewhere. The current opposition is left behind, but all new adventures and dangers await!



REINFORCEMENTS!

The enemy gains even *more* reinforcements—usually minions equal to those that began the fight—but the player characters receive three Bennies each to face the renewed threat.



Conviction: Each player gains a Conviction token.



Draw X: Players gain the listed number of Bennies.



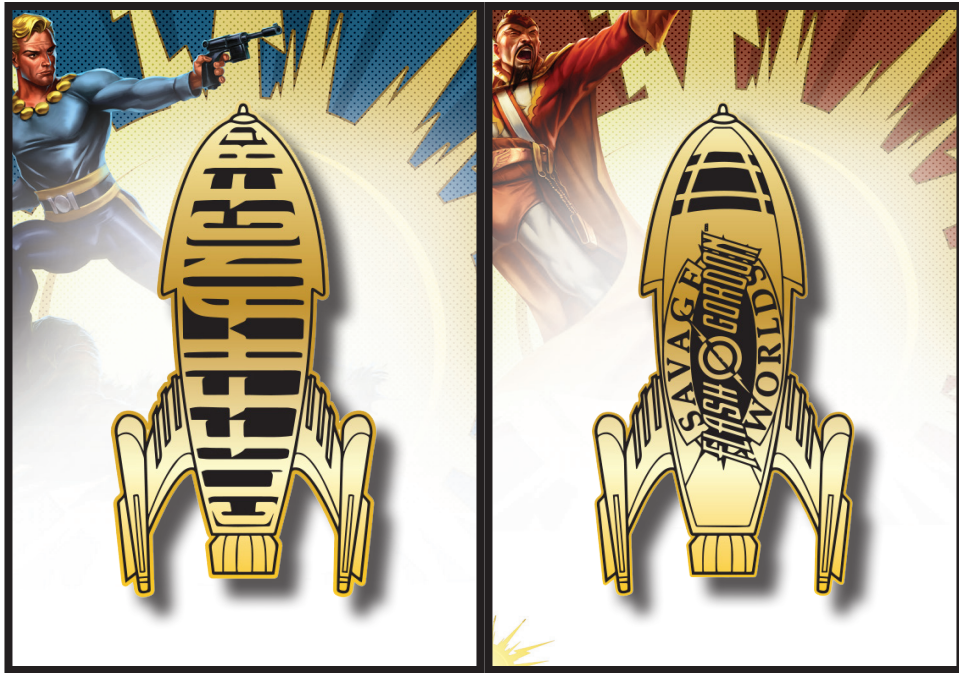
Refill: Players draw up to their starting Bennies.

For use with *The Savage World of Flash Gordon* roleplaying game for Savage Worlds!

Look for printed cards at www.peginc.com!

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Cut out these two images to make one card. Place the “Ming” side on the table when the game begins, and flip it to the “Flash” or Cliffhanger side when the party decides to use their Cliffhanger!

Look for the limited edition, polished brass version of the Cliffhanger Token at www.peginc.com!

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