

**Lightning Reload**

Using this cards counts as one action spent reloading.

You may attempt a skill check to double this to two actions – but if you fail no benefit is gained.

*All those hours in front of the mirror finally paid off.*

**Raspberry, I Hate Raspberry**

Use as reaction against a shooting enemy.

After the shot is resolved, the enemy's gun is jammed.

Jam can be cleared with Ready Weapon action and a successful skill check.

*Time for tap-rack-bang?*

**Belt AND Suspenders**

Use this card to immediately replace one of your model's all weapons with a fully loaded service pistol.

This is a last ditch effort – all other weapons are lost and there are no further reloads for this backup gun.

*Always bring a backup. And a backup for your backup.*

**Someone Call 911?**

Move up to two models immediately from reserves to one of the arrival areas or vice versa.

*The switchboard is going crazy with all these distress calls.*

**Our Fair City**

Remove all smoke and gas clouds immediately.

*A mysterious whirlwind sweeps through the city.*

**Honey, I'm Busy Now**

Play against a single reacting enemy.

The enemy's reaction is cancelled.

*Someone forgot to put their mobile on silent.*

**Fastest Draw West Of Burbank**

Play this card to immediately make one of your model's ready its sidearm.

*I never use trick photography.*

**The 10 Yard Dash**

Use this card on a model that just used all its actions for this turn moving.

It gets one extra move action.

*Run Forrest, Run.*

**A Chink In The Armor**

Use this card when you are shooting at an enemy in cover.

The enemy counts as being exposed for this one shot.

*Wait, I think I can see his knee!*



**Bulletproof It Ain't**

Use this card when an enemy is about to make its armor save.

The save fails automatically.

*Bullet-resistant would be more correct.*

**Collateral Damage**

Play this card when you have just completely missed a shot against an enemy in cover.

The cover is riddled with holes and the enemy counts as exposed until it moves to a new position.

*They don't make cars like they used to.*

**The Bullets Go Where You Aim**

Use this card to immediately reroll a single shooting attack you made.

*You can't miss fast enough to win.*

**I Thought This Was Loaded**

Use as a reaction against a shooting enemy.

The enemy automatically gains an extra ammo token for the shot.

*Never put spent mags back in the belt.*

**Pull The Pin, Then Throw**

Play this card when a grenade is about to go off.

The grenade does not go off and is removed from the table.

*At least you threw the right thing...*

**An Unexpected Banana Peel**

Play against a single enemy making its *first* move action for the turn.

The move is cancelled and the action is lost.

*It's slippery out there.*

**Wake Up Call**

Use this card to automatically succeed in a recover action.

*I can see clearly now.*

**It's Just A Flesh Wound**

Use this card on a wounded model.

The model does not suffer the action penalty for being wounded for the duration of this turn.

It still counts as wounded in all other respects.

*The ladies love a good scar.*

**They Wouldn't Hit An Elephant At This Range**

Use this card when you are about to make a shooting attack.

All penalties for long range are ignored for this one shot.

*Bullseye!*



### **Action Replay**

Use this card to immediately reroll a failed skill check.

*Ph34r my l337 sk1llz!*

### **Bullet Time**

Play this card on a model making a shooting attack immediately after using a move action.

The model gets a +1 dice shift for the attack, but also gets an automatic stun itself.

*You will look really stupid if this doesn't work out.*

### **Shoot The Tires!**

Use this card when making an attack against a moving vehicle.

If you cause any damage, move the vehicle straight ahead for one full move.

The driver may attempt a skill check to halve this distance.

*Should have bought those runflat tires.*

### **Aim For The Gas Tank!**

Use this card when making an attack against a stationary vehicle.

All hits against the vehicle from this one attack are doubled.

*Ofcourse I have incendiary ammo.*

### **Dropped Something?**

Play this card against an enemy model using a move action.

The enemy loses one piece of equipment not currently in use (e.g. spare mag, backup gun).

If he passes a skill check, he chooses. Otherwise you choose.

*The strap is there for a reason.*

### **Nerves Of Steel**

Play this card when a model loses aim due to receiving damage.

The model retains aim despite the injury.

Dead is still dead, though.

*I ain't going down that easy!*

### **Environmental Hazard**

Play this card when you have just completely missed a shot against an enemy in cover.

A nearby object is hit and the target is covered with an inconvenient spray.

The enemy is distracted by the near miss and loses aim.

*You ruined my suit!*

### **No You Don't!**

Use this whenever the enemy plays a card.

The card is cancelled and both cards are discarded.

*There's one of these in every deck.*

### **Panic Attack!**

When you play this card, all unarmed bystanders immediately take one move in a random direction.

*Headless chicken exhibit more sense of direction.*



**Window of Opportunity**

Play this card when you make a shooting attack.

Any obstructions are ignored for this one shot.

*The stars are aligned.*

**Not Your Day**

Play this card on an enemy model making a skill check.

The skill check fails automatically.

*Sucks to be you.*

**Spoiling Attack**

Play this card when you have just hit an enemy.

The enemy loses one piece of equipment not currently in use (e.g. spare mag, backup gun).

If he passes a skill check, he chooses. Otherwise you choose.

*Hey! I just bought that!*

**Popup Attack**

Use this card when making a snap shot attack from cover.

The attack is resolved before any other actions or reactions.

*Dynasty pop!*

**There IS Something In My Pocket**

Play this card against to give one of your models an additional spare mag.

*I completely forgot about this.*

**Extended Mag**

Play this card when your attack fails due to running out of ammo.

The attack counts as normal, but you are still out of ammo afterwards.

*Can you count to seven?*

**Hunker Down**

Play this card when you are shot at.

You immediately have defend status (and lose aim).

*Please stop shooting at me!*

**Like A Rubber Ball**

Use this card when a grenade is thrown.

The grenade will automatically scatter a second time from its initial landing point.

*Unlikely, but possible.*

**Trick Shot**

Play this card when you have just hit an enemy.

Instead of taking damage, his primary weapon is hit.

He makes a skill check. If he succeeds, it is only jammed. Otherwise it is lost.

*You thought only Lucky Luke could do this?*

