




EQUIPMENT


Crotch Rocket
(put directly into play)





 : 

EQUIPMENT


Body Armor
(put directly into play)





 : 

EQUIPMENT

Supercomputer
(put directly into play)



 : 

EQUIPMENT

Utility Belt
(put directly into play)



 : 

EQUIPMENT

Force of Will
(put directly into play)




 : 

EQUIPMENT

No-Doze
(put directly into play)

1x/turn

 :



Add a card in hand to display.

(maybe remove 1x/turn)

EQUIPMENT

Stim Pack
(put directly into play)

1x/turn


 : 




Gain one Fight icon of any type.

EQUIPMENT

Walkie-Talkie
(put directly into play)

Family phase:


 :

Gain 3 Teamwork icons.

EQUIPMENT

Burst of Adrenaline
(put into hand)





Gain one Fight icon of any type.



EQUIPMENT

Crotch Rocket
(put directly into play)

1x/turn

 : 



OR

 : 



EQUIPMENT

Body Armor
(put directly into play)

1x/turn

 : 



OR

 : 



EQUIPMENT

Supercomputer
(put directly into play)

1x/turn

 : 



OR

 : 



EQUIPMENT

Utility Belt
(put directly into play)

1x/turn

 : 



OR

 : 



EQUIPMENT

Force of Will
(put directly into play)

1x/turn


 : 

OR

 : 

EQUIPMENT

Sidekick
(put directly into play)

 :

Use another player's fight icon as if you'd used a Teamwork token.

EQUIPMENT

Family Ties
(put directly into play)

Family Phase:



 : 

Draw 1 card from your deck.

EQUIPMENT

Patrol Car
(put directly into play)

Patrol Phase:

 : 

Draw 1 additional Henchman card

EQUIPMENT




Supreme Focus
(put directly into play)



 :

Return 1 card to the stacks.
(from hand or discards)

EQUIPMENT




Crotch Rocket
(put directly into play)



  : 

Pay   to gain one Fight icon of any type.

EQUIPMENT




Body Armor
(put directly into play)



  : 

Pay   to gain one Fight icon of any type.

EQUIPMENT




Supercomputer
(put directly into play)



  : 

Pay   to gain one Fight icon of any type.

EQUIPMENT




Utility Belt
(put directly into play)



  : 

Pay   to gain one Fight icon of any type.

EQUIPMENT


Force of Will
(put directly into play)

  : 

Pay   to gain one Fight icon of any type.

EVENT

Inheritance
(put into hand)

Play during Family Phase:
+  for each Family card in your display.

EVENT

Anonymous Tip
(put into hand)


Play during Patrol Phase:

Gain 3 Badge icons.

EVENT

Gala Fundraiser
(put into hand)


Play during Patrol Phase:
+  for each Community card in your display.

EVENT


Family Business
(put into hand)

Play during Family Phase:
Draw 1 card for each Job card in your display.


EVENT



PDA
 (put into hand)

Collect 1 ,


Draw 1 card,


And +1  this Patrol phase.

EQUIPMENT



Tech Savvy
 (put directly into play)

Equipment costs you 1  less to purchase.

Once per turn, each of your Equipment costs 1  less to activate.

EQUIPMENT




Police Hotline
 (put directly into play)

Patrol Phase:




Gain 1 Badge icon.

EQUIPMENT




Vigilante's Pact
 (put directly into play)

Family Phase:




Gain 1 Teamwork icon.

EQUIPMENT




Tech Savvy
 (put directly into play)

Equipment costs you 1  less to purchase.


Once per turn, each of your Equipment costs 1  less to activate.

EQUIPMENT




Bad Apple
 (put into hand)

Play during Patrol Phase:

+1  for each Family card in your display.


EQUIPMENT



Concentration
 (put into hand)


Return up to 3 cards to the stacks.
(from hand or discards)

EQUIPMENT



Informant
 (put into hand)

Play during Patrol Phase:

+1  for each Job card in your display.






















EQUIPMENT



Pillar of the Community
 (put into hand)


Play during Patrol Phase:


Draw 1 card for each Community card in your display.

EVENT	<p> Burst of Speed (put into hand)</p>  <p>Gain 1 Speed for this turn.</p>	EVENT	<p> Burst of Strength (put into hand)</p>  <p>Gain 1 Strength for this turn.</p>	EVENT	<p> Burst of Insight (put into hand)</p>  <p>Gain 1 Smarts for this turn.</p>
EVENT	<p> Burst of Wits (put into hand)</p>  <p>Gain 1 Wits for this turn.</p>	EVENT	<p> Burst of Will (put into hand)</p>  <p>Gain 1 Will for this turn.</p>	EVENT	<p>  Second Wind (put into hand)</p> <p>Add a Hero card from your hand to display.</p>
EVENT	<p>  Call in Sick (put into hand)</p> <p>Remove a Job penalty from your player board,</p> <p>OR</p> <p> : Remove ANY Penalty token from your player board instead.</p>	EVENT	<p>  Good Excuse (put into hand)</p> <p>Remove a Family penalty from your player board,</p> <p>OR</p> <p> : Remove ANY Penalty token from your player board instead.</p>	EVENT	<p>  TV Interview (put into hand)</p> <p>Remove a Community penalty from your player board,</p> <p>OR</p> <p> : Remove ANY Penalty token from your player board instead.</p>

EVENT


Teleconference
(put into hand)



Gain 1 .

EVENT


Family Reunion
(put into hand)



Draw 2 cards.

EVENT


Police Scanner
(put into hand)



Patrol Phase:
Draw +1 Henchman card this turn.

EVENT

Call for Help
(put into hand)



Family Phase:
Gain 1 Teamwork icon for this turn.

EVENT

Community Watch
(put into hand)



Patrol Phase:
Gain 1 Badge icon for this turn.

EVENT

Second Wind
(put into hand)

Add a Hero card from your hand to display.

EVENT

Remember your Training
(discard immediately)

Take any one Hero card from the stacks and put it into your display.

EVENT

Remember your Training
(discard immediately)

Take any one Hero card from the stacks and put it into your display.

EVENT

Remember your Training
(discard immediately)

Take any one Hero card from the stacks and put it into your display.