

FORTUNE CARDS

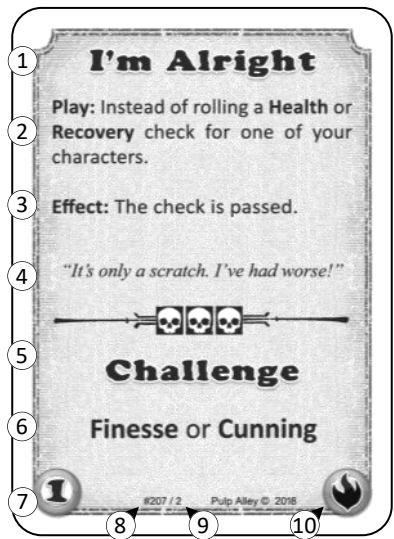
Anatomy of a Fortune Card

From top to bottom, here is an explanation of the text and numbers found on a Fortune card:

1. **Card Name** — Identifies the card.
2. **Play** — Indicates when the card can be played from your hand.
3. **Effect** — Describes the result of playing the card.
4. **Flavor Text** — For grins and giggles.
5. **Challenge** — Identifies the portion of the card used for challenges.
6. **Skills** — Indicates the skills required to pass the challenge.
7. **The Number** — This number has many purposes, including:

- ◆ **Challenge:** If you are resolving a challenge such as a **plot point**, **peril**, and so on, this determines the number of successes (4+) required to pass the challenge.
- ◆ **Peril:** If you fail a **peril**, this indicates the number of **hits** you take. For example, if you fail a peril with a challenge number of 1, you suffer 1 hit.
- ◆ **X** : To determine the value of X for an ability, gadget, and so on, draw the top card of the Fortune deck and reveal this number.

8. **Identification** — Used to further identify the card/set.
9. **Card Limit** — This indicates the number of cards of the same name that are included in your Fortune Deck. For example, the deck includes two **I'm Alright** cards.
10. **Story Icon** — This icon relates to various special rules for scenarios, gadgets, vehicles, and so on.



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WHAT'S DIFFERENT? — All the 2nd Edition cards have some minor cosmetic changes and many have been slightly re-worded for clarity and consistency, but this list focuses on the important changes.

Note, there are no significant changes to the following cards: **Distraction**, **Misfortune**, **Bad Luck**, **Warmed Up**, **Lucky Break**, **Just Reward**, and **Trip-Up**.

02 — **Unseen Peril**: Challenge skills changed from ANY to “Brawl, Might, or Finesse”.

03 — **Out of Ammo**: Text changed to include bursts.

05 — **Focus**: Changed to be played for any Might, Finesse, or Cunning roll — rather than only a “challenge”.

06 — **Unseen Peril**: The third and fourth Unseen Peril in the deck have been re-named “Danger”.

07 — **I'm Alright**: This card was combined with “Get Up” so that it can be played for a Health or Recovery check.

08 — **Get Up**: As noted above, the “Get Up” was combined with “I'm Alright”, and this card was replaced with “Bad News”.

10 — **Clear Shot**: Changed when this card is played. It is now less likely to have no effect when it is played. Also, challenge skills changed from ANY to “Shoot, Finesse, or Cunning”

13 — **Break Away**: Changed to include all Dodge rolls. Changed to indicate that you may move in “any” direction.

14 — **Knockback**: Name changed to “Stumble”. Hits lowered to 1. Movement changed to a random direction.

15 — **Disarmed**: Hits lowered to 1. Text changed to include placing a burst.



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16 — **Stunned:** Hits lowered to 1.

17 — **Stay Down:** Hits lowered to 1.

19 — **Uncanny:** Changed to be played after you roll for a challenge, instead of before. Changed to add +1 success—instead of using ANY skill.

41 — **Parley:** Challenge skills changed from ANY to “Shoot, Cunning, or Might”.

42 — **Sucker Punch:** Increased to two cards per deck, instead of one. Challenge # lowered to 2, instead of 3. Challenge skills changed from ANY to “Cunning or Might”.

43 — **Sidestep:** Increased to two cards per deck, instead of one.

44 — **Steady Aim:** Increased to two cards per deck, instead of one.

45 — **Buy Some Time:** Changed to include an option to draw 2 cards, in case you’d rather not extend the scenario.

Additions —

208 — **Bad News:** This card replaces Card #08 “Get Up”. This card is played after an enemy suffers 1 or more hits. It adds +1 hit.

249 — **Bad Feeling:** After a challenge is revealed by any player, this card may be used to replace the challenge.

250 — **Free Pass:** Same as the previous promo version of Free Pass.

Card Count: The 2nd Edition Pulp Alley Starter Deck includes a 50-card Fortune deck (instead of 45) and the same basic 5 Reward cards as 1st Edition.

Making Your Deck: Include two copies of card #201 through #223, and one copy of cards #247 to #250 to make your own 50-card Fortune Deck.

Out of Ammo

Play: When an enemy activates.

Effect: The enemy cannot shoot or place a burst during this activation.

Click... click... click...



Challenge

Might

1

#203 / 2 Pulp Alley © 2018



Distraction

Play: When an enemy activates.

Effect: The enemy suffers -1 **Might**, **Finesse**, and **Cunning** during this activation.

She smirked, "Spectacular, aren't they?"



Challenge

Might or Finesse

2

#201 / 2 Pulp Alley © 2018



Misfortune

Play: When an opponent plays a Fortune card effect.

Effect: The effect is cancelled.

"Your luck just ran out."



Challenge

Finesse

1

#204 / 2 Pulp Alley © 2018



Unseen Peril

Play: When an enemy activates.

Effect: The enemy encounters a random peril.

"Listen, do you smell something?"



Challenge

Brawl, Might, or Finesse

3

#202 / 2 Pulp Alley © 2018



I'm Alright

Play: Instead of rolling a **Health** or **Recovery** check for one of your characters.

Effect: The check is passed.

"It's only a scratch. I've had worse!"



Challenge

Finesse or Cunning



#207 / 2

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Focus

Play: Before you roll **Might**, **Finesse**, or **Cunning**.

Effect: Gain a +1 bonus.

"Last chance... better make it count."



Challenge

Cunning



#205 / 2

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Bad News

Play: When an enemy takes 1 or more hits.

Effect: Add +1 hit.

"I have some bad news for you..."



Challenge

Cunning or Might



#208 / 2

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Danger

Play: When an enemy activates.

Effect: The enemy encounters a random peril.

"Listen and listen well. The road before you is beset with many perils."



Challenge

Might or Finesse



#206 / 2

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Warmed Up

Play: Before you roll **Brawl** or **Shoot**.

Effect: The character ignores all **multiple-fights** penalties for the remainder of this turn.

"I can do this all day."



Challenge

Might

1

#211 / 2 Pulp Alley © 2018



Bad Luck

Play: When an opponent activates a character.

Effect: The opponent must discard 1 random Fortune card.

"Can you feel the fortune slipping through your fingers?"



Challenge

Cunning or Might

2

#209 / 2 Pulp Alley © 2018



Lucky Break

Play: When you pass a challenge.

Effect: Draw 2 Fortune cards.

"Fortune favours the bold!"



Challenge

Finesse

3

#212 / 2 Pulp Alley © 2018



Clear Shot

Play: Before an opponent rolls a **cover save**.

Effect: The **cover save** is cancelled.

"I have you now!"



Challenge

Shoot, Finesse, or Cunning

3

#210 / 2 Pulp Alley © 2018



Disarmed

Play: When an enemy takes 1 or more hits.

Effect: The enemy cannot shoot or place a burst for the remainder of this turn.

"Don't just stand there..."



Challenge

Finesse or Cunning

2

#215 / 2 Pulp Alley © 2018



Break Away

Play: Instead of rolling **Dodge** for one of your characters.

Effect: Move your character 1" to 3" in any direction to cancel the fight or peril.

"Whew, that was close!"



Challenge

Cunning

1

#213 / 2 Pulp Alley © 2018



Stunned

Play: When an enemy takes 1 or more hits.

Effect: The enemy cannot move for the remainder of this turn.

"Ain't going anywhere after that!"



Challenge

Finesse or Cunning

2

#216 / 2 Pulp Alley © 2018



Stumble

Play: When an enemy takes 1 or more hits.

Effect: Move the enemy "X" in a random direction.

"WHAAAAAAAAAAAAA!"



Challenge

Might or Finesse

2

#214 / 2 Pulp Alley © 2018



Uncanny

Play: After you roll for a challenge.

Effect: Add +1 success.

"What? How'd that happen?"



Challenge

Cunning



#219 / 2

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Stay Down

Play: When an enemy fails a Health check.

Effect: The enemy cannot roll a Recovery check at the end of this turn.

"We both know how this will end."



Challenge

Cunning or Might



#217 / 2

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Trip-Up

Play: When an enemy activates.

Effect: The enemy cannot move over 3" during this activation.

"Hey mister, what's the hurry?"



Challenge

Finesse



#220 / 2

Pulp Alley © 2018



Just Reward

Play: When you pass a peril.

Effect: You become the Director.

*"There is nothing you can possess,
which I cannot take away."*



Challenge

Might



#218 / 2

Pulp Alley © 2018



Steady Aim

Play: Before you roll **Shoot**.

Effect: Gain a +1 bonus.

"Soon you will come to know, when the bullet hits the bone."



Challenge

Finesse or Cunning

2

#223 / 2 Pulp Alley © 2018



Sucker Punch

Play: Before you roll **Brawl**.

Effect: Gain a +1 bonus.

"Hey, look! What's that behind you?"



Challenge

Cunning or Might

2

#221 / 2 Pulp Alley © 2018



Parley

Play: When an enemy activates.

Effect: Characters (all) cannot run, rush, or attack for the remainder of this turn.

"Can't we just talk about this?"



Challenge

Shoot, Cunning, or Might

3

#247 / 1 Pulp Alley © 2018



Sidestep

Play: Before you roll **Dodge**.

Effect: Gain a +1 bonus.

"Remember the 5 D's: dodge, duck, dip, dive, and dodge."



Challenge

Might or Finesse

2

#222 / 2 Pulp Alley © 2018



Free Pass

Play: Instead of drawing a challenge for one of your characters.

Effect: The challenge is passed.

"It doesn't get any better than this!"



Challenge

FREE PASS

0

#250 / 1 Pulp Alley © 2018



Buy Some Time

Play: When you pass a challenge.

Effect: You may draw 2 Fortune cards or you may extend the scenario by 1 additional turn.

"What's the plan? We're running out of time!"



Challenge

Brawl, Cunning, or Might

3

#248 / 1 Pulp Alley © 2018



Bad Feeling

Play: After any player draws a challenge.

Effect: Discard the challenge then draw a different challenge.

"I don't like the looks of this..."



Challenge

Might, Finesse, or Cunning

1

#249 / 1 Pulp Alley © 2018



Scenario Reward

+1d Cunning



League Reward

+1 Gear

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RD #08



Scenario Reward

+1d Might



League Reward

+1 Backup

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RD #06



Scenario Reward

Action: The scenario is extended by +1 turn.

Once per Scenario



League Reward

+1 Experience

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RD #09



Scenario Reward

+1d Finesse



League Reward

+1 Contacts

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RD #07





Scenario Reward

Action: Discard 1 Fortune card to draw 2 cards.



League Reward

+1 Tips

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RD #10



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