Outside Assets

Note: Use once per buy.

Spy	50 Credits	Use this asset to cancel one enemy asset once. It CAN be used next turn or later.
Hacker	50 Credits	Use this asset to cancel an enemy Drone Gunship attack.
Drop	100 Credits	One of your exterior gang members receives a Weapon Reload and sees his weapon Jams cleared.
Jamming Signal	100 Credits	During an opponent's turn, cancel all actions from his last gang member (before it does anything). It must skip its turn. Communications are disrupted.
Live Satellite Image	100 Credits	Remove all enemy Hidden counters and you may now reroll each single dice once during your turn.
Drone Gunship	100 Credits	One target with no cover from above receives an S 5 Hit.
Airstrike	100 Credits	You may land a Missile of your choice anywhere on the table. Use the scatter dice. Do not use the scatter dice if the landing spot is in line of sight of one of your gang members in Overwatch mode OR when you use your "Live Satellite Image" asset.
Saboteur	200 Credits	Use this asset to cancel an enemy Drop, Airstrike or Artillery asset.
Artillery	200 Credits	Perform a barrage of D6 scattered Frag Grenades. (Only exterior!)
MKULTRA	300 Credits	(Influencing and controlling the mind of resistant subjects.) Control one enemy member during your turn. It becomes Pinned when your turn ends (if it survived). OR use this asset to cancel an enemy MKULTRA attack.

Event Card Assets

Remove "Genestealer" and "Live Wire" from deck.

Draw first event card	10 credits	
Draw second event card	15 credits	
Redraw an event card	5 credits	(Do not re-insert discard card in deck.)