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DARK MULTIVERSE CORRUPTION

⚡ III ☑ Play when a friendly model Sets a Suspect. That Suspect is also a Corruption marker. The marker is in play. A model that Reveals a Corruption marker gains an **Infected** counter.

⚡ 2 An enemy with an **Infected** counter within 8" and LoS of the active friendly model suffers the Hypnotize Status.

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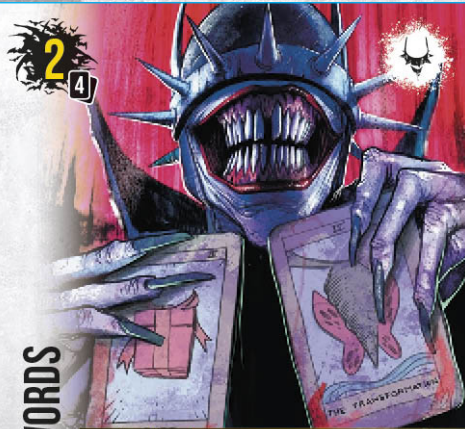
WHISPERED WORDS

⚡ III ✦ A friendly model Sets a Suspect within 4" of an enemy model. Then that enemy gains an **Infected** counter.

⚡ 0 **Burn 1** - Remove an **Infected** counter from an enemy within 4" of the active model. The active model removes 2 Damage.

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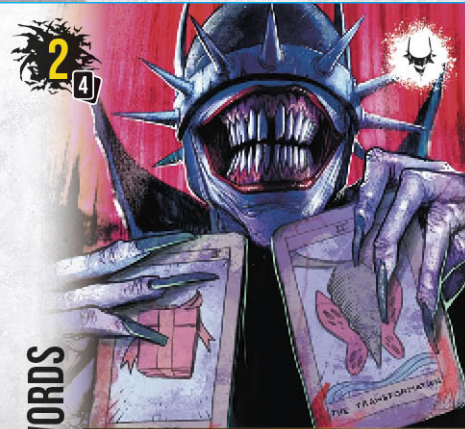
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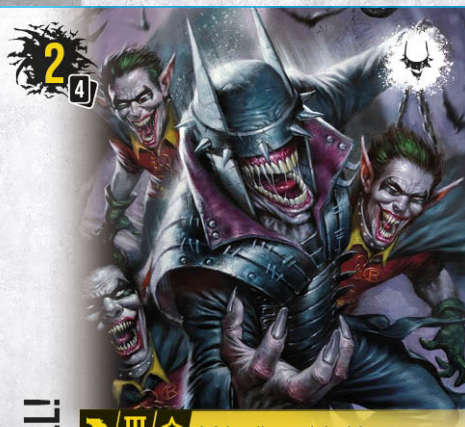
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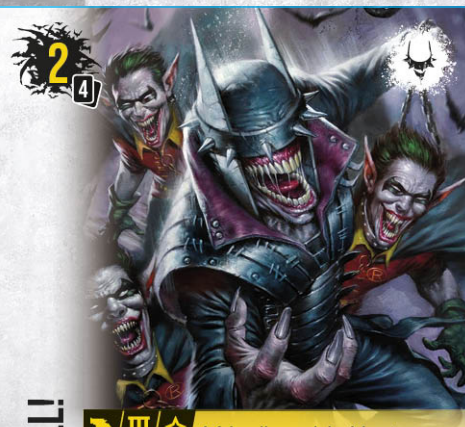
MY SONS... KILL!

⚡ III ✦ A friendly model without Audacity inflicts Damage on an enemy model with Audacity. That enemy model gains an **Infected** counter.

⚡ 1 A model without an Audacity may perform an additional Action (cannot repeat the same action).

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2 4



MY SONS... KILL!

⚡ III ✦ A friendly model without Audacity inflicts Damage on an enemy model with Audacity. That enemy model gains an **Infected** counter.

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MY SONS... KILL!

2 **4** **III** **◆** A friendly model without Audacity inflicts Damage on an enemy model with Audacity.
That enemy model gains an **Infected** counter.

1 A model without an Audacity may perform an additional Action (cannot repeat the same action).

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MY SONS... KILL!

2 **4** **III** **◆** A friendly model without Audacity inflicts Damage on an enemy model with Audacity.
That enemy model gains an **Infected** counter.

1 A model without an Audacity may perform an additional Action (cannot repeat the same action).

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CROW

2 **3** **III** **◆** During a friendly model's activation, an enemy model with **Damage** is targeted with an **Attack** and suffers **KO**. That model removes all **Damage**.
That enemy model gains an **Infected** counter.

1 During a friendly model's activation, target a friendly model with Audacity that has not activated. The target gives its Audacity to a friendly model that has already activated and did not have Audacity. The target immediately performs a **Movement** and an **Attack** action in that order.

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CROW

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That enemy model gains an **Infected** counter.

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SOMETHING TWISTED AND WRONG

2 **3** **III** **◆** **Limited** • When an enemy model receives an **Infected** counter place a **☼** on this card.
Score when this card has 4 **☼**.

0* **Burn 1 • Freed**

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SOMETHING TWISTED AND WRONG

2 **3** **III** **◆** **Limited** • When an enemy model receives an **Infected** counter place a **☼** on this card.
Score when this card has 4 **☼**.

0* **Burn 1 • Freed**

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SOMETHING TWISTED AND WRONG

2 **3** **III** **◆** **Limited** • When an enemy model receives an **Infected** counter place a **☼** on this card.
Score when this card has 4 **☼**.

0* **Burn 1 • Freed**

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I'M YOU

2 **3** **III** **Ⓞ** Play when a friendly model Reveals an enemy **Suspect**.
That model is within the enemy **DZ**.
When scored, an enemy model gains an **Infected** counter.

0* **Burn 1 • Freed**

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2 **3**

I'M YOU

▲/III/☉ Play when a friendly model Reveals an enemy Suspect. That model is within the enemy DZ. When scored, an enemy model gains an **Infected** counter.

⚡0* **Burn 1 • Freed**

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2 **3**

I'M YOU

▲/III/☉ Play when a friendly model Reveals an enemy Suspect. That model is within the enemy DZ. When scored, an enemy model gains an **Infected** counter.

⚡0* **Burn 1 • Freed**

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2 **3**

SLEEPER AGENTS

☉/III/◆ Play when a friendly model Sets a Suspect. It is also a **Sleeper Agent** marker with **Timer 103+2**. At the end of each subsequent model's activation Move this marker a full 106" directly towards that model. When this numeric counter is reduced to 0 or this Suspect would be removed, target an enemy model within 2" of it. That model gains an **Infected** counter.

Score if a model is targeted and the counter is reduced to 0.

⚡1 At the start of a friendly model's activation, place it where no enemy model can draw LoS and is not affected by the **Illuminated** rule.

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2 **3**

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3 **2**

BIG COSMIC JOKE

☉/III/☉ Limited • When a model without **Audacity** does not perform an **Attack** action during its activation, place a ☉ on this card. When an enemy model with **Audacity** performs a **Manipulate** action, place a ☹ on this card. This card has more ☉ than ☹.

⚡1 Target an enemy model with the **Poison** Status. It immediately takes a **Poison** roll.

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3 **2**

BIG COSMIC JOKE

☉/III/☉ Limited • When a model without **Audacity** does not perform an **Attack** action during its activation, place a ☉ on this card. When an enemy model with **Audacity** performs a **Manipulate** action, place a ☹ on this card. This card has more ☉ than ☹.

⚡1 Target an enemy model with the **Poison** Status. It immediately takes a **Poison** roll.

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3 **2**

A WORLD THAT SHOULDN'T EXIST

☹/II/☉ Target a friendly model without **Audacity**. That model is within 4" of a **Suspect**. It may be played at the start of an enemy's activation as a **Phase III** card, but the target is chosen by the opponent.

⚡0* **Burn 1 • Freed**

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3 **2**

A WORLD THAT SHOULDN'T EXIST

☹/II/☉ Target a friendly model without **Audacity**. That model is within 4" of a **Suspect**. It may be played at the start of an enemy's activation as a **Phase III** card, but the target is chosen by the opponent.

⚡0* **Burn 1 • Freed**

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2 **2**

LIGHT'S FAULT

III **◆** **Limited** • Play when an enemy model gains an **Infected** counter.

Score if there are more models with **Infected** counters than enemy models without **Infected** counters.

1 Target a Suspect within 4" of an enemy model with an **Infected** counter. Move it 4"

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2 **2**


LIGHT'S FAULT

III **◆** **Limited** • Play when an enemy model gains an **Infected** counter.

Score if there are more models with **Infected** counters than enemy models without **Infected** counters.

1 Target a Suspect within 4" of an enemy model with an **Infected** counter. Move it 4"

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2 **2**

YOU DON'T TRUST ANYTHING


II **◆** Assign numerical counters 1, 2, and 3 to enemy models. (These counters cannot be modified).

Score if those models do not activate in ascending order (1, 2, 3).

Each model that activates in ascending order gain an **Infected** counter.

1 **Exception (In Play)** • Models with Audacity cannot make Efforts this activation.

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2 **2**

YOU DON'T TRUST ANYTHING

II **◆** Assign numerical counters 1, 2, and 3 to enemy models. (These counters cannot be modified).

Score if those models do not activate in ascending order (1, 2, 3).

Each model that activates in ascending order gain an **Infected** counter.

1 **Exception (In Play)** • Models with Audacity cannot make Efforts this activation.

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BWL SPECIAL RULES

INFECTED

When a model gains an **Infected** counters that model discards any previously gained **Infected** counters.

FREED

Remove an **Infected** from an enemy model. Place up to 2 models with the Freed trait previously removed as Casualty. Place them within 4" of a friendly model (Alias: Batman Who Laughs). If the enemy model has the Rank: **3** or **4**, you may increase the cost of this Resource to 1 to place a model with He Freed Me trait instead.

A model placed this way may be activated as normal if it did not already activate earlier in this Round. The opponent gains a Pass marker for each model placed.

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2 **3**

LA-MORT

TAKE A GOOD LOOK

III **◆** A friendly model Reveals an enemy Suspect within 4" of an enemy model with an **Infected** counter.

1 An active friendly model without Audacity Moves 4".

Reduce the cost by 1 of this Resource if the active model is within 8" of an enemy with an **Infected** counter.

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2 **3**

LA-MORT

TAKE A GOOD LOOK

III **◆** A friendly model Reveals an enemy Suspect within 4" of an enemy model with an **Infected** counter.

1 An active friendly model without Audacity Moves 4".

Reduce the cost by 1 of this Resource if the active model is within 8" of an enemy with an **Infected** counter.

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2 **3**

LA-MORT

TAKE A GOOD LOOK

III **◆** A friendly model Reveals an enemy Suspect within 4" of an enemy model with an **Infected** counter.

1 An active friendly model without Audacity Moves 4".

Reduce the cost by 1 of this Resource if the active model is within 8" of an enemy with an **Infected** counter.

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