

**2**

**VALUABLE COMMODITIES**

**III** Play when a friendly model Sets a Suspect. Set a Valuables Event marker with the **Loot** rules in contact with that model.

Score if a friendly model is in control of the Valuables at the end of the game.

*This Objective cannot be played after the third round.*

**2** Draw 3 cards.

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**1**

**CATCH A BULLET**

**III** A friendly model inflicts at least 6 Damage with a single Ranged attack.

**0** Set a Ammo Crate Event marker in contact with a friendly Suspect and place this card aside. During a friendly model's activation, it may remove an Ammo Crate in contact to restore an Ammo Magazine and discard this card.

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**1**

**CALL AN AMBULANCE!**

**III** Play and target a friendly model when it suffers Damage from an Attack.

Score if the target has Damage removed as a result of this card.

*An active friendly model in contact with the target may suffer 2 Damage. Remove 1 Damage from the target.*

**0** Set a Medical Supplies Event marker in contact with a friendly Suspect and place this card aside. During a friendly model's activation, it may remove a Medical Supplies in contact to remove 3 Damage and discard this card.

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**1** **3**

**DIRTY JOB**

**III** During a friendly model's activation, an enemy model suffers KO or is removed as a Casualty.

**1** A friendly model suffers and adds 1 die to a Melee Attack.

*It's the job no one else wants, and someone's gonna pay!*

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**1** **3**

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**1**

**THEY MUST KNOW PAIN**

**III** A friendly model inflicts at least 6 Damage with a single Melee attack.

**1** During a friendly model's activation, it may remove up to 2 Damage or target a friendly model within 4" to automatically recover from KO.

*Bullets and blows rain hard on the enemy, washing the streets in blood.*

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**1**

**CONFUSION**

**III** A friendly model Reveals an enemy Suspect within 8" of an enemy DZ.

**1** During a friendly model's activation, you can Move another friendly model 3".

*Take the fight to your enemy, and put a stop to them once and for all.*

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**1** **2**

**I'M FEELING... WEIRD**

**III** Inflict a Status on an enemy model.

**1** Remove a Status from a friendly model.

*Pain, shock and chaos clouds the senses and sows disorder.*

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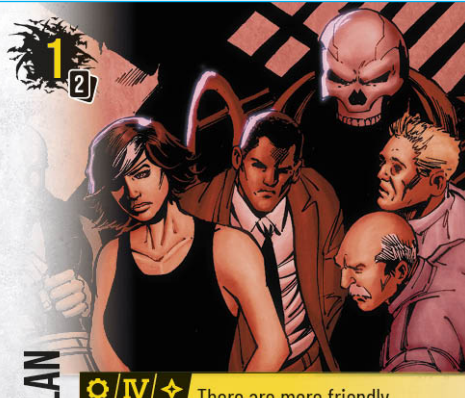
I'M FEELING... WEIRD

**1** **2**  
♣/III/♦ Inflict a Status on an enemy model.

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STICK TO THE PLAN

**1** **2**  
♣/IV/♦ There are more friendly Suspects than enemy Suspects in play.

⚡1 Target a friendly ♀ within 4" of a friendly Suspect. That model gains +4 basic move distance.

*Everyone knows their role in this battle, and will do their jobs no matter what.*

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**1** **2**  
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*Everyone knows their role in this battle, and will do their jobs no matter what.*

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OVERDRIVE

**1** **2**  
♠/III/♦ An enemy model makes an Effort when defending against a Melee Attack and the friendly attacking model did not make an Effort.

⚡0 Set a Venom Container Event marker in contact with a friendly Suspect and place this card aside. During a friendly model's activation, it may remove a Venom Container in contact to gain a Venom Dose and discard this card.

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OVERDRIVE

**1** **2**  
♠/III/♦ An enemy model makes an Effort when defending against a Melee Attack and the friendly attacking model did not make an Effort.

⚡0 Set a Venom Container Event marker in contact with a friendly Suspect and place this card aside. During a friendly model's activation, it may remove a Venom Container in contact to gain a Venom Dose and discard this card.

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FLANKING

**1** **2**  
♣/IV/♦ Remove a friendly Suspect within 4" of a corner of the Gaming Area.

⚡1 A friendly model gains 1 Defense die when defending against a Melee Attack.

*Approach from the shadows, but be careful! They won't go down without a fight.*

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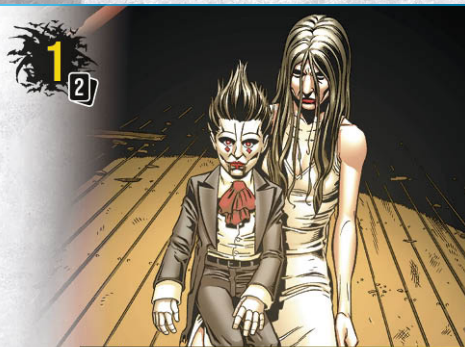
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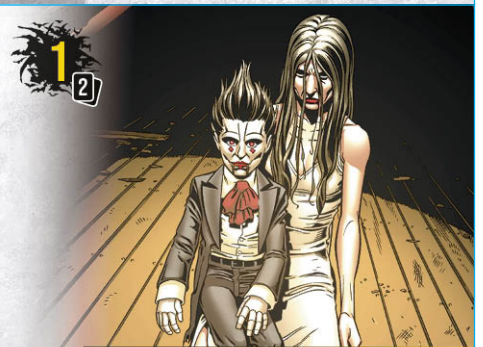
DISTURBANCE

**1** **2**  
♣/III/♦ A friendly model Reveals an enemy Suspect. After revealing, there are more friendly Suspects than enemy Suspects in play.

⚡0 At the start of an enemy activation, target a Sewer. That marker cannot be used this activation.

*Make a distraction, and lead them into a trap.*

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♣/III/♦ A friendly model Reveals an enemy Suspect. After revealing, there are more friendly Suspects than enemy Suspects in play.

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*Make a distraction, and lead them into a trap.*

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**1** **2**

**STAKE YOUR CLAIM**

**▲** **III** **◆** A friendly model Sets a Suspect in an enemy DZ.

**⚡ 0** Target a friendly Suspect and place this card aside. A model that reveals this marker this round suffers the Enervating (2) Status. You can discard this card at any time.

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**1** **2**

**STAKE YOUR CLAIM**

**▲** **III** **◆** A friendly model Sets a Suspect in an enemy DZ.

**⚡ 0** Target a friendly Suspect and place this card aside. A model that reveals this marker this round suffers the Enervating (2) Status. You can discard this card at any time.

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**1** **0**

**DIE HARD**

**♣** **I** **♣** Target a friendly model that is not a Boss. That model is still in play.

**⚡ 0** Set a WayneTech Event marker in contact with a friendly Suspect and place this card aside. Models within 4" of the WayneTech marker cannot make Efforts. Discard this card at the end of the Recount.

*It's not just the Batman who can be hard to kill...*

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