**2**
**2**

# SACRIFICE

A friendly model within 4" of a friendly Suspect inflicts at least 1 💧.

1 When an enemy model performs a Reveal action on a friendly Suspect within 6" and LoS of a friendly model, that model may suffer 2 💧 to cancel that action.

**Empowered 2:** Does not suffer the 2 💧.

CLT001 - v01

**2** | **2**

**SACRIFICE**

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**3**

3

⚙ II ⏱ Have a friendly Suspect within 6"
of 3 other friendly Suspects.

*When scored, remove 2 of these Suspects.*

🜁 1 A friendly model placing a Suspect may
spend it's Special action to place an additional
Suspect and may place both within 4" instead.

**Empowered 2:** May be placed within 8" instead.

RITUAL

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**3**
**3**

⚙ ❙❙ ◔ Have a friendly Suspect within 6"
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RITUAL

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**3**
3

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**Empowered 2:** May be placed within 8" instead.

RITUAL

CLT002 - v01

**2**
**2**

**NEW FOLLOWERS**

⚙ / Ⅲ / ✦ An enemy model suffers KO within 4" of any of your Suspects.

*When scored, remove 1 of these Suspects.*

◈ 1 The friendly active model gains the Arrest trait until the end of its activation.

**Empowered 2:** Move the active model 4".

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**NEW FOLLOWERS**

**2** **2**

⚙ / Ⅲ / ✦ An enemy model suffers KO within 4" of any of your Suspects.

*When scored, remove 1 of these Suspects.*

⬥1 The friendly active model gains the Arrest trait until the end of its activation.

**Empowered 2:** Move the active model 4".

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**2** ②

## CAN BE ANYONE

⚠️ / III / ✦  A friendly model no enemy model can draw LoS to places a Suspect within 6" of an enemy model.

◉1  The friendly active models gains the Sneak Attack trait until the end of its activation.

**Empowered 2:** Gain 1 ✷ marker.

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**2** | 2

# CAN BE ANYONE

⚠️ | III | ✦ A friendly model no enemy model can draw LoS to places a Suspect within 6" of an enemy model.

◉ 1 The friendly active models gains the Sneak Attack trait until the end of its activation.

**Empowered 2:** Gain 1 ✷ marker.

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**2** **2**

## FULL DEVOTION

👑 / III / ◆ A friendly model with Rank: 🕶 within 4" of a friendly Suspect suffers KO or is removed as a Casualty as a result of taking Damage in behalf of the friendly Boss.

🛡 1 When a friendly model is removed as a Casualty, interrupt the activation to immediately perform a free Attack Action with that model.

**Empowered 2:** Place a friendly Suspect in contact before removing the model.

CLT005 - v01

**2** / **2**

**FULL DEVOTION**

👑 / III / ✦ A friendly model with Rank: 🕶 within 4" of a friendly Suspect suffers KO or is removed as a Casualty as a result of taking Damage in behalf of the friendly Boss.

⚜1 When a friendly model is removed as a Casualty, interrupt the activation to immediately perform a free Attack Action with that model.

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**2** / 3

**AWAKENING**

⚠ / III / ✦  An enemy model within 8" of a friendly model is removed as a Casualty while suffering the Poison effect.

⚔ 1  When performing an Attack, it also applies the Poison Effect.

**Empowered 2:** Immediately after resolving the Attack, the enemy model must take a Poison effect test if able.

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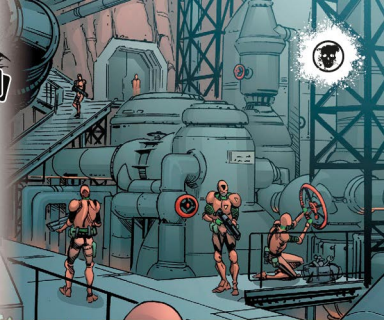
**2** / **3**

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**2** ③

🌍

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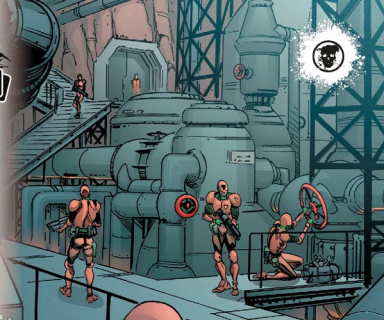
CLT006 - v01

**2** 3

⚠️ | III | ✦ Reveal an enemy Suspect. There are no enemy Suspects with 4" of any edges of the Gaming Area.

⚔️ 1 Remove the Poison Effect from an enemy model within 4" of the active friendly model and the active model gains 2 ☀️ or 2 🛡️ markers.

**Empowered 2:** Another enemy model within 8" of the active friendly model gains the Poison Effect.

SABOTAGE

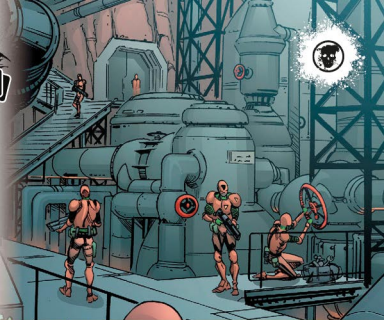© & ™ BATMAN. (s21)　　　　CLT007 - v01　　　　© KNIGHT MODELS

**2** [3]

⚠ / III / ✦  Reveal an enemy Suspect. There are no enemy Suspects with 4" of any edges of the Gaming Area.

⬡1  Remove the Poison Effect from an enemy model within 4" of the active friendly model and the active model gains 2 ☀ or 2 🛡 markers.

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**SABOTAGE**

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**2** ⟨3⟩

**SABOTAGE**

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# 3
**3**

# THE GREAT PLAN

⚠ | II | ◔ There are more friendly Suspects than enemy Suspects within 8" of the corners of the Gaming Area.

⚜1 During a friendly model's activation with the Void Priest trait, target an enemy model within 4". Place a new Cobra Swarm model in contact with it. The target must pass an Endurance roll or suffer Poison.

**Empowered 2:** Immediately perform an Attack action with the Cobra Swarm.

CLT008 - v01

**3** 3

# THE GREAT PLAN

⚠ | II | 🕐 There are more friendly Suspects than enemy Suspects within 8" of the corners of the Gaming Area.

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CLT008 - v01

**3**
**3**

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**Empowered 2:** Immediately perform an Attack action with the Cobra Swarm.

CLT008 - v01

# Faith

‹bat symbol›

When a friendly model places a Suspect within 8" of your Boss, gain 1 **Faith** counter. Place a marker near this card to represent **Faith**. At the end of the Recount phase, the friendly Boss suffers an amount of ★ damage equal to the unspent **Faith** counters, then they are discarded.

This crew must spend **Faith** counters to play an Objective card as a Resource if it has the ⊛ symbol.

CLT011 - v01

When a Cult's Boss suffers damage, its owner can spend 1 **Faith** counter to assign the damage to a friendly model with the same (NAME) Cultist trait within Inspire range. If the damage suffered exceeds the Endurance and/or the Willpower value of the friendly model, the original target suffers the remaining damage.

If the Cult's Boss is removed as a Casualty, all of the crew's **Faith** counters are lost.

**Empowered X:** Spend additional **Faith** counters equal to X to gain the listed bonus.