



SMUGGLED GOODS

☀️/II/☑️ Set a Goods Event marker within 8" of an enemy DZ. Enemy models may Manipulate it to Move it 4". Friendly models may Manipulate it to Move it 2+X inches. Where X is equal to the number of friendly **Business** counters.

The Goods is closer to your DZ than the opponent's DZ.

⚡️1 The active friendly model Moves 4".

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TERRITORY FIGHT

👑/III/☑️ **Limited** • The opponent Sets 2 Territory Event markers on Ground Level outside of any DZ and 5" away from the Edge of the Gaming Area. Then you Set 2 more. They must be 12" away from each other.

Have a friendly Suspect or model within 4" of each Territory.

⚡️1 **Burn 1** • Mark a friendly Suspect and set this card aside. While it is in play, enemy models cannot make Efforts within 4".

When this Suspect is removed, discard this card.

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THIS IS MINE!

👑/III/⚡️ A friendly model Reveals an enemy Suspect.

⚡️1 **Burn 0** • Move an enemy Suspect 4".

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2 **4**

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2 **3**

NOT BUYING? DON'T TOUCH!

⚠ **⚔** **⚡** Target an enemy model when it either removes a friendly Suspect or removes a model as a Casualty. A friendly Suspect is within 4" of the target.

⚡ **1** Spend X **Business**. Target model gains X+1 free Efforts while Attacking or Defending this activation, where X is the amount of **Business** spent.

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2 **2**

PROFITABLE NEGOTIATION

⚙ **⚔** **⚡** **Limited** • Play when a friendly model Sets a Suspect within 4" of an enemy model. Look at the opponent's Objective hand and choose a **⚔** card. Place a **Timer 2D6** on this card. Reduce the counter by the number of **Business** you have to a minimum of 1.

Score if the counter is reduced to 0 and the opponent has not Scored a card with the name of the chosen card while this card is in play.

⚡ **1** When a friendly model Sets a Suspect, Set an Information Event marker in contact with the Suspect, target an enemy model and place this card aside. While this Event is in play, the target must be the last model in its crew to activate.

Models may Manipulate an Information marker to remove it, then discard this card.

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2 **2**

SECRET EQUIPMENT BASES

⚔ **⚔** **⚡** Target 2 Scenery elements that are 8" away from each other and any DZ. There are friendly Suspects within 4" of both elements.

If there are not enough scenery elements more than 8" away from all DZs, choose any two scenery elements 8" apart and not in any DZs.

⚡ **1** The next time a model Sets a Suspect this activation, Set it within 4" instead of in contact.

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2 **3**

GOODS RAID

⚔ **⚔** **⚡** A friendly model Sets a Suspect in an enemy DZ.

⚡ **1** An active friendly model within 4" of a Suspect recovers 1 Ammo previously spent.

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GOODS RAID

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2 **3**

EVERYONE HAS A PRICE

♣/♠/♦ An enemy model that is outnumbered receives at least 2 Successful hits.

⚡**1** **Burn 1** • When a friendly model is removed as a Casualty, before removing it, interrupt the action and perform an Attack action with it.

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2 **2**

UNLIMITED FUNDS

♣/♠/♦ **Limited** • When a friendly model performs a Ranged Attack, place a ☉ on this card. Score when this card has 3 ☉.

⚡**1** Spend 1 **Business** to gain a Free Set action this activation.

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2 **2**

UNLIMITED FUNDS

♣/♠/♦ **Limited** • When a friendly model performs a Ranged Attack, place a ☉ on this card. Score when this card has 3 ☉.

⚡**1** Spend 1 **Business** to gain a Free Set action this activation.

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2 **3**

GET IT, FAST!

♣/♠/♦ Play when a friendly model Sets a Suspect. Place a **Timer 2D6** on that Suspect. Reduce the counter by the number of **Business** you have to a minimum of one. Score if the counter is reduced to 0.

⚡**0** Gain 1 **Business** if the active model Reveals a Suspect.

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GET IT, FAST!

♣/♠/♦ Play when a friendly model Sets a Suspect. Place a **Timer 2D6** on that Suspect. Reduce the counter by the number of **Business** you have to a minimum of one. Score if the counter is reduced to 0.

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2 **2**

A COLLECTOR OF GOODS

⚠️/III/◆ Limited • Plot • Play when a friendly model Sets a Suspect within 4" of an enemy model. When a friendly model Reveals a Suspect, you may Reveal a card from your hand and place it under this card. Score when this card has 1 of each Type under it (👤 - ⚙️ - ⚠️ - 🦋).

⚡0 Target a friendly Suspect, the opponent may not Discard cards from your hand as long as this Suspect is in play.

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2 **4**

THE LONG GAME

⚠️/III/◆ A friendly model Sets a Suspect and you have at least 2 more Suspects than your opponent in play.

⚡2 **Burn 1** • Choose 1 friendly model with Rank: 🦋, and the Mobster trait, that has been removed as a Casualty. Place that model in your DZ. It cannot activate this round.

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Business Counters

Any time one of the following happens, place a counter near this card to represent the **Business** counters.

- A friendly model suffers KO or removed as a Casualty.
- Your opponent scores an Objective card.

A friendly Boss can only have up to 6 **Business** counters at any time.

You may not spend **Business** counters if your Boss is suffering KO.

If your Boss is removed as a Casualty, all **Business** counters are lost and your new Boss will start gaining counters as normal.

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You may spend 1 **Business** counter during a friendly model's activation that did not have Audacity to perform an additional action.

It cannot be an action it has already performed this turn.

Without revealing, remove the top card from your Objective deck and place it aside face down. At the end of Recount, reveal each face down card.

For each card revealed, the opponent chooses one of your 🦋 to suffer the Enervating (X) Status. Where X is equal to the revealed card's Resource cost. Discard those cards.