



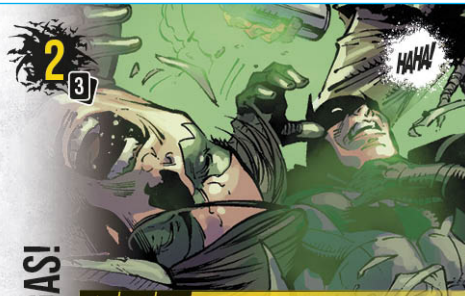
SO LONG: IT'S BEEN A GAS!

▲/III/◆ When a model Reveals an enemy Suspect, the owner of the model targets one of their models. Set a Suspect in contact ignoring the minimum distance rules and that model suffers **Energating (2)**.

⚡0 When a Suspect is Revealed, before removing, Set a Gas Canister marker and place this card aside. Any model within 4" of this marker during its activation suffers the **Poison Status**.

A model in contact may Manipulate the Canister marker to remove it, then discard this card.

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BITE THE DUST!

▲/III/◆ **Chaos** - Play when a friendly model Sets a Suspect. It is also an Explosive Teeth marker with **Timer 106**. At the end of each subsequent model's activation Move this marker a full 106" directly towards that model. When the numeric counter is reduced to 0 or the Suspect would be removed, center an Explosive template over this marker. Models affected suffer **♣**. Remove the Suspect.

Score if the counter is reduced to 0 and a model suffers **♣** damage as a result.

⚡0 Discard your Objective hand.

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LET THEM IN ON THE JOKE

▲/III/◆ **Chaos** - A friendly model with the **Trickster** trait Sets a Suspect within 4" of an enemy model.

⚡1 Increase or decrease a Numeric counter by a value of 1 or 2.

The enemies are falling in your path... Now it's time for the final act.

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2 **3** **HAHA!**

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2 **3** **HAHA!**

IT DOESN'T LOOK FRESH

▲/III/☹ Play when a friendly model Sets a Suspect. That Suspect is also a Poisoned Fish. A model that Reveals a Poisoned Fish suffers the Poison Status. The marker is in play.

⚡1 When a model takes a Poison Endurance roll, add 1D6 to the result.

Dinner is served!

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2 **2** **HAHA!**

LET'S DANCE!

☹/I/☹ A friendly ♀, ♂ or ♀ suffers Damage from an enemy action during this Round.

⚡1 Choose 1 friendly model with 1 or more Damage. Exchange the ★ Damage for ♠ Damage or vice versa. You cannot do this if the model would become KO or be removed as a Casualty as a result.

Take your time... It's good to savor the moment.

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1 **2** **HAHA!**


YOU'RE EXPENDABLE

☹/III/◆ Chaos • A friendly model with the Trickster trait becomes KO or is removed as a Casualty.

⚡1 An enemy model Reveals a friendly Suspect. Place a friendly model with the Trickster trait in contact with that marker before removing it.

Losing a few faceless minions is worth it... As long as we're having fun!

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2 **2** **HAHA!**

SEASONING THE MIX

☹/III/◆ Chaos • A model with the Poison Status is removed as a Casualty.

⚡1 At the start of a model's activation, Move up to 2 friendly Suspects 4".

You don't like its aroma? It must be because it has a hint of POISON.

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2 **2** **HAHA!**

LET THEM DO THEIR THING


III ♦ When a friendly model Sets a Suspect, center an Explosive template on the Suspect. Choose a direction and roll 2D6. Place the template that many inches in the chosen direction. Models affected by the template suffer ★★.

Score if this inflicts Damage on a model.

1 Target a model with the Poison Status. Other models within 4" suffer the Poison Status.

The arsenal he had prepared was small but lethal.

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3 **3** **HAHA!**

PSYCHOPATHS

II ☉ Each time a model is removed from the game as Casualty or becomes KO, place a ☉ on this card. Each time an enemy model Sets a Suspect, place a ☉ on this card.

There are more ☹ than ☉ on this card.

1 **Burn 1** • When a model suffers ☹ Damage, you can use this Resource and a friendly model gains 2 🌟.

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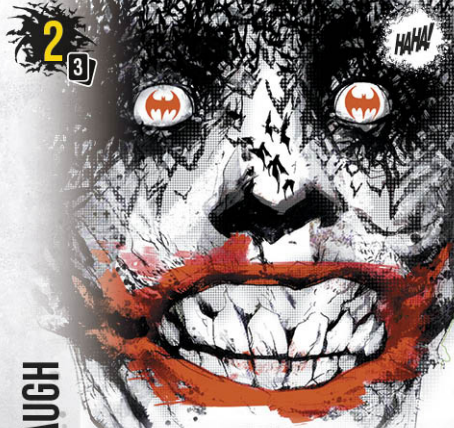
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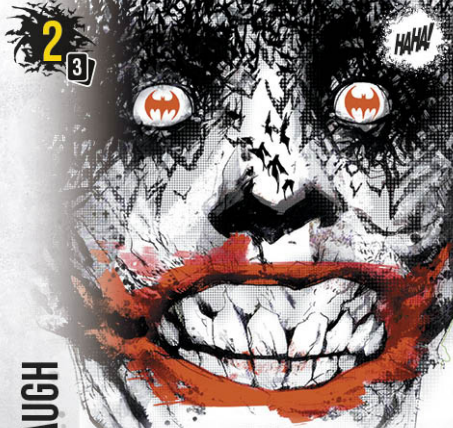
2 **3** **HAHA!**

THE FIRST LAUGH

III ♦ **Chaos** • A model suffers a Status and 5 other models are suffering a Status.

1 When a model takes a Poison Endurance roll, add 1D6 to the result.

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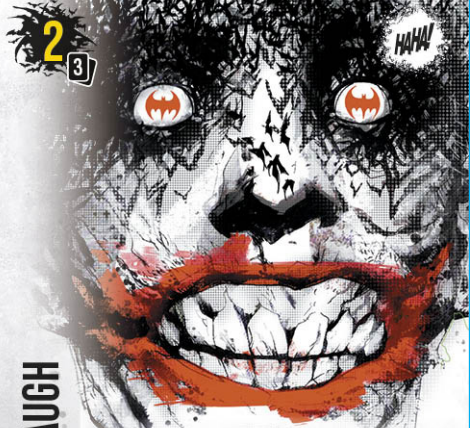
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POISONING GOTHAM

2 **2** **Limited • Chaos** • When a friendly model Sets a Suspect within 4" of a Sewer, place a ☹️ marker on this card. This cards starts with 1 ☹️ for each friendly **It Doesn't Look Fresh** objective card scored. Score when this card has 4 ☹️.

0 When a player discards an Objective card, they must discard their whole hand.

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ACE CHEMICAL'S BARREL

2 **3** **▲ | II | ◀** Set a Poison Barrel Event marker (It also counts as an enemy model suffering KO) in contact with a friendly Suspect. A friendly model may spend an Attack action in contact to Move this marker 6".

The Poison Barrel is in contact with an enemy model.

1 **Burn 0 • Exception (In Play)** • Target a model within 4" of a friendly Poison Barrel. Its owner chooses if it suffers Energating (3) or the Poison status.

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STAGE PLAY

2 **3** **▲ | III | ◆** **Limited** • Set 2 Stage Event markers at least 10" away from an edge of the Gaming Area and 10" from each other. When a model with Audacity declares 2 actions within 4" of a Stage during its activation, place a ☹️ on this card.

Score when this card has 4 ☹️.

2 **Burn 1 •** Treat the active friendly model as if it has Audacity this activation.

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