



2 **0**

REINFORCE BIRD

III **III** **IV** A friendly model is within 4" of another friendly model with the Veteran trait and suffers no more than 2 Damage from an Attack.

I **1** Friendly models with the Veteran trait within 4" of a friendly model (Alias: Bird) gains 2 **♣**.

"Bane already has all he needs. He will find you. He will break you."

Bird

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2 **0**

I'M THE SURGEON BATMAN (FRANK MILLER)

III **III** **IV** Play when a friendly active model is in contact with the enemy Boss. Move all other models within 4" (besides the Boss), 4" directly away. Spend a Melee Attack action.


Score if that Melee Attack inflicts KO on the enemy Boss.

I **1** Play when a friendly model (Alias: Batman) is the target of a Melee Attack. For each successful Defense die rolled, inflict **★ ★ ★**.

"It's an operation table. And I'm the surgeon."

Batman

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2 **0**

LORD OF THE PITS RA'S AL GHUL

III **III** **IV** Play when a friendly active Boss is within 8" of an enemy Boss. Place the friendly Boss in contact with the enemy Boss and spend a Melee Attack action.

Score if that Attack removes the enemy Boss as a Casualty.

I **2** Place a friendly model (Alias: Ra's al Ghul) that has been removed as a Casualty in a friendly DZ. It cannot activate this round.

"The fang that protects the head."

Ra's al Ghul

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2 **0**

MASTER'S DUEL LADY SHIVA

III **III** **IV** A friendly model makes an enemy model with a higher Reputation cost suffer KO.

I **1** When resolving an attack performed by a model (Alias: Lady Shiva), change all **★** markers inflicted to **♣** markers.

"I was not testing you. I was testing my own perceptions."

Lady Shiva

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2 **0**

SEEKING REVENGE JASON TODD


III **III** **IV** Inflict at least 3 hits with a weapon that inflicts **★** type Damage against the enemy model with the highest Reputation cost (if an enemy with Alias: Joker is in game, it must be the target).

I **1** During this activation, a friendly model (Name: Jason Todd) ignores the 'once per game' restriction of the One Shot Gun trait.

"Now tell me... How does it feel?"

Jason Todd

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2 **0**

REGROWTH POISON IVY

III **III** **IV** There are 2 friendly Suspects within 4" of the active friendly model and at least 1 of those is within 4" of an enemy model.

I **1** During a friendly model's activation, target a friendly model with the Plant trait within 8" of a friendly model (Alias: Poison Ivy). Place the target model in contact with a friendly Suspect.

"Nature always wins."

Poison Ivy

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2 **0**

FEED ME FRANK THE PLANT

III **III** **IV** An enemy model fails an Endurance roll while Devoured.

I **0** During the activation of a friendly model (Alias: Frank the Plant), a Devoured enemy model makes a Slow Digestion Endurance roll. If it fails it suffers 1 additional **♣**.

"Next time, don't forget the water."

Frank the Plant

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2 **0**

KATAKIUCHI KATANA

III **III** **IV** When an enemy model removes a friendly model as a Casualty, target that enemy model and a friendly model.

Score when that friendly model inflicts Damage on that enemy model.

I **0** **Burn 1 • Exception (In Play) •** A model (Alias: Katana) gains 2 Free Efforts this activation while Attacking or Defending.

"My blade is something of a universal translator."

Katana

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3 **0**

NETMASTER ORACLE

I **I** **0** Target a friendly model.

The target has 6 friendly Suspects within 8".

I **1** Target all markers within 10" of a friendly model (Alias: Oracle). Move them 2".

"I'm Oracle. I know everybody."

Oracle

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4

DEATHMATCH DEATHSTROKE

⚡/III/◆ A friendly model (Alias: Deathstroke) removes the enemy with the highest Reputation cost as a Casualty.
Remove that friendly model from the game.

⚡1 Target an enemy model within 8" of a friendly model (Alias: Deathstroke). The target cannot be moved more than 8" away from that friendly model this round.

"His money's green. And as a bonus... I get to kill Batman."
Deathstroke

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2

A CAT HAS ITS NEEDS CATWOMAN

⚡/III/◆ A friendly model Reveals an enemy Suspect and there is a friendly Cat marker within 4" of that Suspect.

⚡0 **Burn 1** • Play when a friendly model with Alias: Catwoman removes a target enemy model as a Casualty. Set a friendly Cat marker in contact with the target.

"It's such a waste when pretty things get broken."
Catwoman

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2

JUSTICE TWO-FACE

⚡/*/◆ **Opening** • Each time an enemy model is removed as a Casualty with the Judgement trait, place a on this card. Score when this card has 2 .

⚡1 **Exception (In Play)** • When a friendly model uses the Judgement trait, choose the result instead of rolling.

"Punishment and rehabilitation – the paradoxically opposed forces of the two-faced system I once served."
Two-Face

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2

RIDDLES EVERYWHERE RIDDLER

⚡/III/? There are 2 Riddle markers in play.

⚡2 **Burn 1** • Set up to 3 Riddle markers within 8" of a friendly model (Alias: Riddler).

The more you take, the more you leave behind.
What am I?

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2

RIDDLES EVERYWHERE RIDDLER

⚡/III/? There are 2 Riddle markers in play.

⚡2 **Burn 1** • Set up to 3 Riddle markers within 8" of a friendly model (Alias: Riddler).

The more you take, the more you leave behind.
What am I?

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2

DIVERSION TACTIC QUELLE

⚡/III/? There are fewer than 5 enemy Suspects in play.

⚡* **Trap** • Before removing the Suspect that triggered this card, you may place a friendly model with Affiliation: ? in contact.

What is more useful when it is broken?

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2

DIVERSION TACTIC QUELLE

⚡/III/? There are fewer than 5 enemy Suspects in play.

⚡* **Trap** • Before removing the Suspect that triggered this card, you may place a friendly model with Affiliation: ? in contact.

What is more useful when it is broken?

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2

QUERY AND ECHO QUERY

⚡/III/◆ A friendly model Reveals an enemy Suspect that is within 2" of a friendly Suspect.

⚡1 A friendly model (Alias: Echo) gains 2 Free Efforts for the current action if it is within 6" of a friendly model (Alias: Query).

I make two people out of one. What am I?

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2

ECHO AND QUERY ECHO

⚡/III/◆ An enemy model Reveals a friendly Suspect that is within 2" of an enemy Suspect.

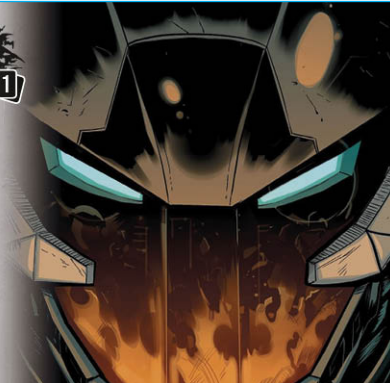
⚡1 A friendly model (Alias: Query) gains 2 Free Efforts for the current action if it is within 6" of a friendly model (Alias: Echo).

What can point in every direction but can't reach the destination by itself?

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2

THIS ENDS TONIGHT ARKHAM KNIGHT



▲/III/◆ The enemy Boss is removed as a Casualty within 8" of the active friendly model.

⚡2 A friendly model (Alias: Arkham Knight) gains a Free Action.

"You haven't won. Tonight, you pay. For everything!"
Arkham Knight

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2

A CITY IN FEAR SCARECROW



▲/III/◆ At least 3 models are suffering the Scared Status.

⚡0 Play in Phase II. Target an enemy model to make a Willpower roll. If it fails, it suffers the Scared Status.

"All that remains is for you to watch as I drag your beloved Gotham into oblivion."
Scarecrow

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2

MY HOUSE, MY RULES THE PENGUIN



⚙️/III/◆ Target an enemy model within 8" of a friendly Boss. When the target Sets a Suspects, inflicts KO, or removes a model as a Casualty, place 1 ☹️ on this card. Score when this card has 3 ☹️.

⚡0 **Exception (In Play)** • During an activation with a friendly model (Alias: the Penguin), perform the following:

- Move a friendly model 4".
- Another friendly model Sets a Suspect.
- Look at the opponent's Objective hand and Discard a card from it.

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3

ENDLESS GREED EMPEROR PENGUIN



⚡/III/◆ When a friendly Boss inflicts Damage on an enemy Boss, there are more friendly Suspects than enemy Suspects in Play.

⚡1 Friendly models within 8" of a friendly model (Alias: Emperor Penguin) and 4" of an enemy Suspect gain 2 ⚡.

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2

STREET TRANSACTION LOOSE LIPS



▲/III/◆ A friendly model Reveals an enemy Suspect within 6" of a friendly Suspect and a friendly 🦋 or ☹️.

⚡2 Friendly models within 8" of a friendly model with Alias: Loose Lips and within 4" of a friendly Suspect may gain 2 ☹️.

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3

PLOTS BEHIND PLOTS LINCOLN MARCH



▲/II/⚙️ Set 3 Shadow Event markers within 8" of enemy models. In secret, choose 1 Shadow to be the Secret Objective. A model may Manipulate a Shadow to remove it.

The Secret Objective is in play.

At the start of an activation you may place a friendly model with the Reanimated Owl trait in contact with a Shadow and remove that marker.

⚡1 During this activation when targeting a Prey with an Attack action, it cannot make Efforts.

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3

THE COURT'S EDICT THE COURT




⚡/II/⚙️ When a Prey is removed as a Casualty, place a ☹️ on this card. This card has 2 ☹️.

⚡1 Target a friendly model with the Reanimated Owl trait that has been removed as a Casualty and place it within 4" of a friendly model (Alias: The Court). That model cannot activate this round.

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2

THE MISSION WILLIAM COBB



⚡/II/◆ Target a model with the Reanimated Owl trait. Score if that model inflicts Damage to the current enemy Boss or model with the highest Reputation cost.

⚡0 Target an enemy model within 4" a friendly model (Name: William Cobb) and a friendly Suspect. That model is marked as a Prey. Return this card to the deck and shuffle it.

If you mark an enemy model and you have already an enemy model marked, that previous model loses the mark.

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3

ESCAPE PLAN CALVIN ROSE




⚙️/II/◆ Target a friendly model. Score if that model is in Play at the end of the Game.



⚡0 **Exception (In Play)** • A friendly model being targeted by an Attack within 8" of a friendly model (Name: Calvin Rose) adds 3 dice to its Defense roll.

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OSITO BANE

2 


III  **III**   Play when an enemy model Sets a Suspect. Set an Osito Event marker in contact with that Suspect using the **Loot** rules. A friendly model (Alias: Bane) gains +1 to Attack dice rolls against an enemy model controlling or within 4" of an Osito.

Score if a friendly model is controlling the Osito at the end of the game.


This Objective may not be played after the 3rd round.





1  **Exception (In Play)** - Target an enemy model within 6" of a friendly model (Alias: Bane). It suffers the Scared Status.




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EMANCIPATION HARLEY QUINN

2 

I  **III**    A friendly model inflicts Damage to an enemy Boss while no other friendly model is within 6" of either model.

1  Target a friendly Suspect within 4" of the active friendly model (Alias: Harley Quinn). Center an Explosive template on that Suspect. Choose a direction and move the template a full 2D6". Models affected by the template at the end of the move suffer **2**  . Remove the template.

"I'm just a terrible person I guess."
Harley Quinn

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COVER YOUR EARS BLACK CANARY

2 

I   Target a friendly model.

The target model has another friendly model within 4".

1  An active friendly model (Alias: Black Canary) inflicts Push (4) on every model and marker within 8".

"I am the justice you can't run from."
Black Canary

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VENDETTA HUNTRESS

2 

I   Target an enemy model with a Reputation higher than 50 (may be any enemy model if none are higher than 50). Target a friendly model.

Score if the friendly model inflicts Damage to that enemy model.

1  When a friendly model (Alias: Huntress) performs a Ranged attack, replace 1 of the attack dice with a Strength die.

"Do you know who I am?"
Huntress

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GOTHAM IS MINE BANE (THE BAT)

3 

I  **IV**    All enemy   or  are KO or removed as a Casualty.

1  Play at the start of a friendly model's activation. Enemy models cannot draw LoS to a friendly model (Alias: Bane).

"I am better than the Bat, but like him, I am not invincible."
Bane

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CORRUPTED THE BATMAN WHO LAUGHS

1  **3** 

I    At least 5 models are suffering the Poison Status and/or has an Infected counter.

1  When an Attack inflicts Damage, the target suffers the Poison Status.

"You know I am Batman but you also know that I'm not."
The Batman Who Laughs

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CORRUPTED THE BATMAN WHO LAUGHS


1 

I    At least 5 models are suffering the Poison Status and/or has an Infected counter.


1  When an Attack inflicts Damage, the target suffers the Poison Status.




"You know I am Batman but you also know that I'm not."
The Batman Who Laughs


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CORRUPTED THE BATMAN WHO LAUGHS


1 

I    At least 5 models are suffering the Poison Status and/or has an Infected counter.



1  When an Attack inflicts Damage, the target suffers the Poison Status.




"You know I am Batman but you also know that I'm not."
The Batman Who Laughs




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APEX PREDATOR THE BATMAN WHO LAUGHS

2  **3** 

I  **III**   An enemy model within 4" of 2 Suspects suffers Damage.

1  A friendly model within 8" of a friendly Boss inflicts Damage with a Melee Attack changes the **2**  to **1** .

"You know that I am something twisted and wrong, and that terrifies you."
The Batman Who Laughs

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2 **3**

APEX PREDATOR THE BATMAN WHO LAUGHS ☹



☠/☠/☠ ♦ An enemy model within 4" of 2 Suspects suffers Damage.

⚡1 A friendly model within 8" of a friendly Boss inflicts Damage with a Melee Attack changes the ★ to ♠.


"You know that I am something twisted and wrong, and that terrifies you."

The Batman Who Laughs

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2 **3**

APEX PREDATOR THE BATMAN WHO LAUGHS ☹



☠/☠/☠ ♦ An enemy model within 4" of 2 Suspects suffers Damage.

⚡1 A friendly model within 8" of a friendly Boss inflicts Damage with a Melee Attack changes the ★ to ♠.

"You know that I am something twisted and wrong, and that terrifies you."

The Batman Who Laughs

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2 **1**

SHOWTIME! JOKER ☹



☠/☠/☠ ♦ Target a friendly Boss and place a Timer 103+2 on this card. Place up to that many enemy Suspects within 18" of the target in contact with it.

Score if the counter is reduced to 0 and any of those Suspects are in contact with the target.

⚡1 Roll a 106 for each friendly Suspect within 20" of a friendly ☹, place a Numeric counter equal to that value on the Suspect and place this card aside. When a dice roll is made, you must remove 1 of these Numeric counters and change one of the rolled dice results to that value.

When all of these Numeric Counters are removed, discard this card.

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2 **0**

JOKER-O-METER HARLEY QUINN ☹



☠/☠/☠ ♦ When played, target the active friendly model. When another model within 4" rolls 2 natural 1s and is not removed from play, place the target model in contact with it. Perform a Free Melee Attack targeting that model.

Score if this Attack inflicts Damage. If it does not, discard it.

⚡2 A model (Alias: Harley Quinn) gains +1 extra Strength die this activation.

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2 **0**

ONE MILLION DOLLAR SHOT DEADSHOT ☹



☠/☠/☠ ♦ An enemy ☹, ☹ or ☹ suffers KO, or is removed as a Casualty with a Ranged Attack.

⚡1 During this activation a model (Alias: Deadshot) gains +1 ♦ to an Attack targeting a model outside of Effective range.


"Some of us are guns. Some of us are targets. And some of us are bullets, waiting to be fired."

Deadshot

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2 **0**

WRONG PLACE, KID HARVEY BULLOCK ☹



☠/☠/☠ ♦ A friendly model with the Cop trait Reveals an enemy Suspect at least 6" away from another friendly model with the Cop trait.

⚡1 A model (Alias: Sgt. Harvey Bullock) gains +1 ♦ to a Ranged Attack action. The opponent Sets one of their Suspects in contact with a target of that Attack, ignoring the minimum distance rules.

"I was born in a corner, freak."

Harvey Bullock

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2 **0**

BACK TO ARKHAM BRUCE WAYNE ☹



☠/☠/☠ ♦ A friendly model (Alias: Batman) inflicts KO to an enemy model or removes it as a Casualty.

⚡1 Play when a friendly model (Name: Bruce Wayne) inflicts KO on an enemy model with Rank: ☹, ☹ or ☹, remove it as a Casualty instead.

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2 **0**

ONE GOOD COP JAMES W. GORDON ☹



☠/☠/☠ ♦ A friendly model suffers Damage within 8" of another friendly model with the Cop trait and is not suffering KO or removed as a Casualty.

⚡1 Friendly ☹ within 8" of a friendly model (Name: James W. Gordon) remove 1 ★.

"Was it worth it, Batman?"

James Gordon

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2 **0**

DAUGHTER OF THE DEMON TALIA AL GHUL ☹



☠/☠/☠ ♦ Have more friendly Suspects within 4" of enemy models, than enemy models in play.

⚡2 Target all friendly Suspects within 20" of a friendly model (Alias: Talia). These are also Imminent Threat markers. To Reveal an Imminent Threat the opponent must remove a friendly Suspect first.

"My father was right. I've unleashed a curse upon this world."

Talia al Ghul

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2 **1**

MY LIFE FOR THE LEAGUE THE HERETIC



Target a friendly model. Each time that model is the target of an Attack, place a ☉ on this card. Score if this card has 2 ☉.

1 **Exception (In Play)** • If a friendly Boss suffers any number of hits, a friendly model (Alias: The Heretic) within 6" suffers those hits instead.

"Sons are born to die in war."
The Heretic

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2 **3**

MORTAL WOUND CHESHIRE



An enemy model fails a Poison roll.

1 An enemy model within 4" of a model (Alias: Cheshire) suffering the Poison Status takes a Poison roll.

"My shuriken are quite poisoned."
Cheshire

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2 **3**

MORTAL WOUND CHESHIRE



An enemy model fails a Poison roll.

1 An enemy model within 4" of a model (Alias: Cheshire) suffering the Poison Status takes a Poison roll.

"My shuriken are quite poisoned."
Cheshire

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2 **3**

MORTAL WOUND CHESHIRE



An enemy model fails a Poison roll.

1 An enemy model within 4" of a model (Alias: Cheshire) suffering the Poison Status takes a Poison roll.

"My shuriken are quite poisoned."
Cheshire

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2 **0**

SEARCHING FOR NORA MR. FREEZE



Target 2 Scenery Elements, then the opponent targets another. Set a Nora Research Event marker within 2" of each Scenery Element and at least 4" apart. A model may Manipulate these Events to Move it 4". Remove a Nora Research when it is in contact with a friendly Boss. Score when all 3 Nora Research are removed.

1 **Exception (In Play)** • A friendly model (Alias: Mr. Freeze) gains a Free Movement action.

"My shuriken are quite poisoned."
Cheshire

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2 **0**

COLD AS ICE KILLER FROST



When a friendly model would inflict enough Damage to remove a model as a Casualty, ignore that Damage and the model suffers the Freeze Status instead.

1 A friendly model (Alias: Killer Frost) gains a Free Action.

"My shuriken are quite poisoned."
Cheshire

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2 **0**

THE DON CARMINE FALCONE



Black Money • The friendly Boss is within 6" of the enemy Boss.


0 During a friendly model's activation, target up to 2 friendly models that are within 8" of a friendly Carmine Falcone and Move them 6".

"My shuriken are quite poisoned."
Cheshire

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2 **0**

UNCONTROLLED BRUTALITY MARONI



Black Money • The enemy model with the highest Reputation cost within 6" of 2 friendly Suspects suffers Damage equal to at least half its Endurance.


1 When a Ranged Attack inflicts Damage, a target reduces its Attack and Defense skills by 1 until the end of the Round.

"My shuriken are quite poisoned."
Cheshire

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2 **0**

THE TRUE BOSS THE VENTRILOQUIST



Black Money • Each time a friendly ☹ performs a Manipulate, place a ☉ on this card. Each time an enemy ☹ performs a Manipulate, place a ☹ on this card. This card has more ☉ than ☹.

1 Play when a friendly model (Alias: The Ventriloquist) suffers Damage. Place it in contact with a friendly Suspect within 4". Ignore the Damage and Status. Remove that Suspect.

"My shuriken are quite poisoned."
Cheshire

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PAIN AND MONEY BLACK MASK


2

⚠️ ⚔️ ⚡️ **Limited** • Each time a friendly model inflicts ♦ Damage, place a ☹️ on this card.

Score if there are more ☹️ on this card than enemy Suspects.

⚡️1 The active friendly model suffers 1 ♦ and gains 2 ⚡️.

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PAIN AND MONEY BLACK MASK

2

⚠️ ⚔️ ⚡️ **Limited** • Each time a friendly model inflicts ♦ Damage, place a ☹️ on this card.

Score if there are more ☹️ on this card than enemy Suspects.

⚡️1 The active friendly model suffers 1 ♦ and gains 2 ⚡️.

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NOT SO MUCH SUGAR SUGAR

2


⚙️ ⚔️ ⚡️ • Set a Sugar Cube Event marker with a **Timer 106** within 4" of an enemy model. When the counter is reduced to 0, roll 2D6 plus 1D6 for each friendly model within 4" of the Sugar Cube and remove 1D6 for each enemy model within 4" of the Sugar Cube. Score if any 2 dice results match.

⚡️1 Remove a Suspect within 8" of the active friendly model. If it was a friendly Suspect, Discard an Objective card, if not, the opponent Discards an Objective card.

"To you they're all rainbows and unicorn dust and twinkling souls down there."

Two-Face

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SPICE IT A LITTLE SPICE

2

⚡️ ⚔️ ⚡️ • A friendly model performs a successful hit on 2 enemy models with the same Attack action.

⚡️1 Choose one of the following: Friendly models within 8" of a friendly model (Alias: Spice) gain ⚡️ 2, or Enemy models within 8" of a friendly model (Alias: Spice) gain ⚡️ 4.

"Let them call you a monster, and you become a monster."

Two-Face

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MASTER OF MANIPULATION HUSH

3

⚙️ ⚔️ ⚡️ • Each time you play a Resource, place a ☹️ on this card. Each time the opponent plays a Resource, place a ☹️ on this card.

Score if there are more ☹️ than ☹️ on this card.

⚡️0 A friendly model (Alias: Hush) is within 8" of an enemy model. The opponent chooses to lose 1 Resource or you gain 1 Resource.

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YOURS TO COMMAND UBU

2

⚔️ ⚔️ ⚡️ A friendly model does not suffer KO or is removed as a Casualty from an attack that had at least 4 successful hits (before the Defense roll).

⚡️0 When a friendly model within 4" of a friendly model (Alias: Ubu) suffers any number of hits, Ubu takes those hits instead.

"Shall I dispatch him, master?"

Ubu

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GREAT PERFORMANCE NIGHTWING

4

⚙️ * ⚡️ **Opening** • Target a friendly model with Alias: Nightwing. Place 1 ☹️ on this card when the target Sets a Suspect within 4" of an enemy model. Place 1 ☹️ on this card when the target inflicts a KO.

Score if the target is still in Play at the End of the Game and this card has 1 ☹️ and 1 ☹️.

⚡️1 **Exception (In Play)** • When a model with the Acrobat trait is targeted by an Attack and does not suffer KO, Move it 4".

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ASSISTANCE ROBIN

2

⚔️ ⚔️ ⚡️ Target an Enemy Boss when it completes an Action.

A friendly model (Alias: Robin) Sets a Suspect within 4" of the target.

⚡️1 Play during an activation of a friendly Boss (Alias: Batman). Move a friendly model (Alias: Robin) 8".

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ASSISTANCE ROBIN

2

⚔️ ⚔️ ⚡️ Target an Enemy Boss when it completes an Action.

A friendly model (Alias: Robin) Sets a Suspect within 4" of the target.

⚡️1 Play during an activation of a friendly Boss (Alias: Batman). Move a friendly model (Alias: Robin) 8".

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2 **2**

TRICK SHOT GREEN ARROW

III **IV** **◆** The active friendly model Moves, then scores at least 1 successful hit with a Ranged attack.

If played during an activation of a model (Alias: Green Arrow), it may perform a free Ranged Attack action without expending ammo this activation.

1 A friendly model (Alias: Green Arrow) performing a Ranged Attack may treat its location from a friendly Suspect within LoS.

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2 **2**

TRICK SHOT GREEN ARROW

III **IV** **◆** The active friendly model Moves, then scores at least 1 successful hit with a Ranged attack.

If played during an activation of a model (Alias: Green Arrow), it may perform a free Ranged Attack action without expending ammo this activation.

1 A friendly model (Alias: Green Arrow) performing a Ranged Attack may treat its location from a friendly Suspect within LoS.

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3 **1**

JUSTICE SERVED PEACEMAKER

I **II** **◆** An enemy model with the Quarry (X) Status suffers KO or is removed as a Casualty by a friendly model with the Justice trait.

1 **Burn 0** • Play during an activation of a friendly model (Alias: Peacemaker). Move an enemy model with the Quarry (X) Status 4".

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2 **2**

BEST SERVED COLD NORA FRIES

I **III** **◆** Play when an opponent's Objective card is placed under an Ice Age card. Score if another card is placed under an Ice Age card before an enemy model Sets a Suspect within 4" of a friendly model.

1 A friendly model within 8" of a friendly model (Alias: Mrs. Freeze) ignores the S. Range weapon trait this activation.

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2 **2**

BEST SERVED COLD NORA FRIES

I **III** **◆** Play when an opponent's Objective card is placed under an Ice Age card. Score if another card is placed under an Ice Age card before an enemy model Sets a Suspect within 4" of a friendly model.

1 A friendly model within 8" of a friendly model (Alias: Mrs. Freeze) ignores the S. Range weapon trait this activation.

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2 **2**

BIGGER PICTURE THE RIDDLER (PAUL DANO)

I **III** **?** The enemy Boss is within 4" of a friendly Suspect and has activated this Round.

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

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2 **2**

BIGGER PICTURE THE RIDDLER (PAUL DANO)

I **III** **?** The enemy Boss is within 4" of a friendly Suspect and has activated this Round.

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

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4 **0**

FREELANCE ASSASSIN RAPTOR

I ***** **◆** **Opening** • Target an enemy model and a friendly model. Score when that friendly model removes that enemy model as a Casualty.

1 **Exception (In Play)** • Target a friendly model with the Stealth trait. Place that model within 8" of an enemy model and 4" of a friendly Suspect.

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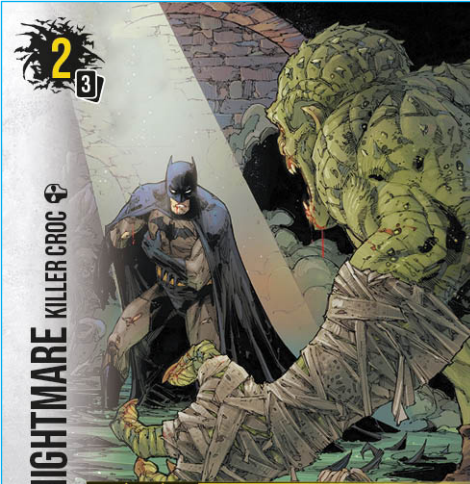
2 **0**

VENGEANCE'S MISSION BANE'S DAUGHTER

I ***** **◆** **Opening** • Target an enemy model and a friendly model (Alias: Vengeance). Score when that friendly model removes that enemy model as a Casualty.

1 **Exception (In Play)** • The target enemy model suffers the Scared Status.

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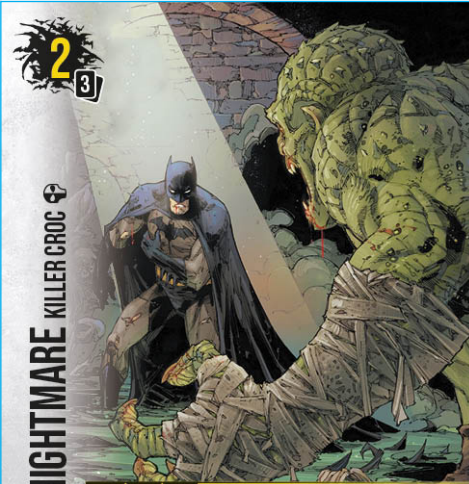
2 **3**

SEWER'S NIGHTMARE KILLER CROC

▲/II/◆ An enemy model is removed as a Casualty within 4" of a Sewer marker.

⚡1 The active model may continue its Move after using a Sewer.

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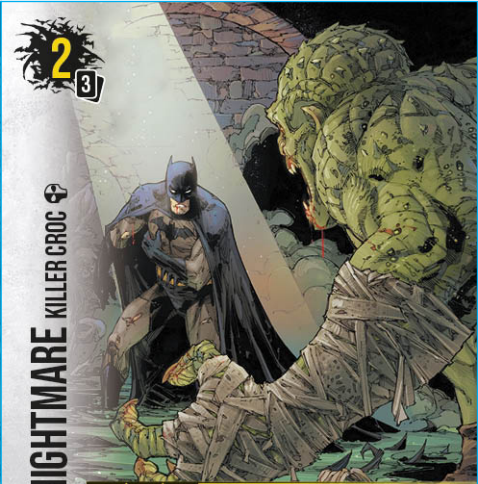
2 **3**

SEWER'S NIGHTMARE KILLER CROC

▲/II/◆ An enemy model is removed as a Casualty within 4" of a Sewer marker.

⚡1 The active model may continue its Move after using a Sewer.

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2 **3**

SEWER'S NIGHTMARE KILLER CROC

▲/II/◆ An enemy model is removed as a Casualty within 4" of a Sewer marker.

⚡1 The active model may continue its Move after using a Sewer.

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2 **2**

THE BEST ACT CLAYFACE

▲/II/☺ Place a target model that has been removed as a Casualty in contact with a friendly model (Alias: Clayface). Remove Clayface from play. The target is still in play. Then remove it from play. The target counts as friendly this Round. If the target is removed from play, place Clayface in contact before removing.

⚡1 Place the active friendly model (Alias: Clayface) in contact with a model.

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2 **2**

THE BEST ACT CLAYFACE

▲/II/☺ Place a target model that has been removed as a Casualty in contact with a friendly model (Alias: Clayface). Remove Clayface from play. The target is still in play. Then remove it from play. The target counts as friendly this Round. If the target is removed from play, place Clayface in contact before removing.

⚡1 Place the active friendly model (Alias: Clayface) in contact with a model.

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2 **1**

PRIMARY INSTINCTS MAN-BAT

▲/III/◆ Inflict Damage on an enemy model that did not have LoS to the attacker at the start of the attacker's activation.

⚡1 Play when a friendly model within 8" of a friendly model (Alias: Man-Bat) is targeted with an Attack. It rolls 2 additional Defense dice. If it does not suffer KO, Move it 2".

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2 **1**

BORN ON A MONDAY SOLOMON GRUNDY

♣/III/◆ Target a friendly model within 4" of an enemy Suspect. At the end of each enemy model's activation, add 1♣ on this card if there are no enemy models within 4". Score when this card has 3♣.

⚡1 Place a friendly model (Alias: Solomon Grundy) that has been removed as a Casualty within 4" of 2 friendly Suspects.

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3 **1**

TALLY MARKS VICTOR ZSASZ

▲/III/◆ **Opening** - Each time a friendly model (Alias: Zsasz) removes an enemy model as a Casualty, place a ♣ on this card. Score if this card has 3♣.

⚡0 **Exception (In Play)** - Play when a friendly model (Alias: Zsasz) removes an enemy model as a Casualty. Victor Zsasz suffers 1♠ and is removed from Play. You may use the Shadowed Nightmare trait to enter play again later.

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2 **3**

THIS IS THE EVIL DEACON BLACKFIRE

♣/III/◆ **Limited** - When a friendly model gains Faith within 4" of the Blackfire Totem, place 1♣ on this card. Score when this card has 4♣.

⚡1 **Exception (In Play)** - An enemy model within 4" of the Blackfire Totem suffers the Enervating (1) Status. ♣3: That model suffers the Enervating (3) Status instead.

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THIS IS THE EVIL DEACON BLACKFIRE



2  

III **Limited** • When a friendly model gains Faith within 4" of the Blackfire Totem, place 1  on this card. Score when this card has 4 .

1 **Exception (In Play)** • An enemy model within 4" of the Blackfire Totem suffers the Energating (1) Status.

3: That model suffers the Energating (3) Status instead.

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THIS IS THE EVIL DEACON BLACKFIRE



2  

III **Limited** • When a friendly model gains Faith within 4" of the Blackfire Totem, place 1  on this card. Score when this card has 4 .


1 **Exception (In Play)** • An enemy model within 4" of the Blackfire Totem suffers the Energating (1) Status.

3: That model suffers the Energating (3) Status instead.

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JOIN THE FOLD YOUNG WOMAN



2  

III **Play** when a friendly model removes an enemy model as a Casualty. That friendly model Sets a Suspect within 4" of a friendly  or .

2 During a friendly model's activation target an enemy model within 8" of a friendly model (Alias: Young Woman). Move it 4".

2: The target also suffers the Energating (2) Status.

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THE UNWORTHY JAKE BAKER



2  


II **Target** an enemy model. That model is removed as a Casualty.



2 An enemy model within 8" of a friendly Suspect gains the Quarry (2) Status.

2: It gains Quarry (4) instead.

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THE EVIDENCE MOUNTS BATMAN (ROBERT PATTINSON)



3  

III **Target** 3 enemy Suspects. Set a Search Event marker in contact with each Suspect. There are no enemy Suspects within 4" of a Search.

1 A friendly model (Alias: Batman) gains 2 Free Efforts this activation while Attacking or Defending.

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MOTHER OF STRAYS CATWOMAN (ZOË KRAVITZ)



2  

III **Target** a friendly model when it Reveals an enemy Suspect (cannot be played in Round 4). Score if the target is in play at the end of the following Round's Recount Phase.

1 During a friendly model's activation target a friendly model within 8" of a friendly model (Alias: Catwoman). Move it 4".

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SECURE THE DROP THE PENGUIN (COLIN FARRELL)




2  



II **Target** 3 friendly Suspects. Set a Drop Event marker in contact with each Suspect. There are more friendly models than enemy models within 4" of 2 Drop markers.

1 A friendly model loses its Black Money Equipment and you gain \$100 Black Money.

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COVER UP CARMINE FALCONE (JOHN TURTURRO)



2  

II **Target** 3 friendly Suspects. These Suspects are also Evidence markers. A friendly model is in contact with an Evidence.

1 Cancel an Objective card used as a Resource. That card is Discarded. The opponent then removes 1 of your Suspects.

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MOTH SIGNAL KILLER MOTH



2  

I **Target** a Scenery element within 4" of a friendly model and at least 8" outside a friendly DZ. There is a friendly Suspect and a friendly model within 4" of that Scenery element.

1 Place a friendly model (Alias: Killer Moth) in contact with a friendly Suspect that is within 4" of another friendly model. Then remove that Suspect.

"Soon the city will bow before its new master, Killer Moth!"
Killer Moth

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3

OVERWHELMING CHARISMA KITE-MAN

▲ | I | C Target an enemy model and a friendly model. Each time that friendly model Reveals a Suspect, place a on this card. Each time that enemy model Reveals a Suspect, place a on this card. There are more than on this card.

⚡1 **Burn 1** • An enemy model taking a Willpower roll within 4" of a friendly model (Alias: Kite-Man) adds 2 to the roll.

"Hell yeah!"

Kite-Man

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2

TIME MASTER CLOCK KING

⚙ | II | C The opponent targets up to 3 of their Suspects. Those Suspects are removed or have a friendly Suspect within 4".

⚡1 The active model within 4" of a friendly model (Alias: Clock King) Sets a Time Warp Event marker in contact. At the end of the activation, place that model in contact with the Time Warp.

"Some people kill time, but this time, time is going to kill you!"

Clock King

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2

COLD AS DEATH GENTLEMAN GHOST

▲ | III | C At least 4 models suffer a movement penalty.

⚡1 Target up to 3 friendly Suspects within 6" of a friendly model (Alias: Gentleman Ghost). Target a model within 4" of each Suspect to suffer the Slow (4) Status.

"Pull on your travelling cloaks and enter... the nightmare coach!"

Gentleman Ghost

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2

CALENDAR CRIMES CALENDAR MAN

⚙ | I | C Each time a friendly model Sets a Suspect, place a on this card. Each time an enemy model Sets or Reveals a Suspect, place a on this card. There are more than on this card.

⚡1 When a friendly model Reveals an enemy Suspect, Set a friendly Suspect within 4". If that model has Alias: Calendar Man, Set it within 12" instead.

"Thirty days has November, April, June, and September. Of twenty eight is but one. And all the rest are thirty one. Of course leap year comes and slays. Every four years got it right, and twenty eight is twenty nine."

Calendar Man

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2

SAUCE AND PICKLES CONDIMENT KING

▲ | III | ✦ A friendly model Reveals an enemy Suspect within 4" of an enemy model suffering at least 2 Status.

⚡1 During this activation a friendly model (Alias: Condiment King) gains +1 to hit. If any hits are scored, the target suffers the Push (4) and Scared Status.

"Who wants some flavor?"

Condiment King

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3

KOBRA VIRAL BOMB JEFFREY FRANKLIN BURR

⚡ | II | C Set a Kobra Bomb Event marker within 4" of a Suspect. Then Set 3 Detonator Event markers within 8" of the Kobra Bomb. A model may Manipulate a Detonator to remove it. When removed roll 1D6. On a result of 1, the Kobra Bomb detonates. If there are any Detonator still in play during Recount, the Kobra Bomb detonates. When it detonates, all models within 8" of the Kobra Bomb suffer 2 and the Poison Status. Then remove the Kobra Bomb. An enemy model has suffered Damage as a result.

⊙ 1 Target model within 8" of a friendly model (Alias: Kobra) removes 2 Damage.

⊙ 2: Target also removes all Status.

Jeffrey Franklin Burr

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2

STRICT CONTROL LADY EVE

⚙ | III | ✦ An enemy model within 4" of a friendly model with Rank: or fails a Willpower or Endurance roll.

⊙ 3 Place a model (Alias: Kobra Hybrid) that had been removed as a Casualty within 2" of the active friendly model. Then remove the active model from play. The Kobra Hybrid may perform 1 action.

⊙ 5: The Kobra Hybrid model may perform 3 separate actions instead.

Lady Eve

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2

STATE OF FEAR SCARECROW

⚡ | * | ✦ **Opening** • Each time a Fear card is returned to the Fear Pile place a on this card. Once per Round, Discard the top card of your Objective deck: Score if the number of on this card matches the Discarded card's Type: 1-2: / 3-4: or / 5-6: or or

⚡* **Exception (Scored Pile)** • Each time a Fear card is added to your Objective deck, Discard the top card of your Objective deck.

Scarecrow

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2

NEW COMPOUND LINDA FRUITAWA


⚙ | III | ✦ **Limited** • When a card is added to your Terror pile, place 1 on this card. Score when this card has 5 .

⚡1 When choosing the card to be added to the Terror Pile, add both cards instead.

Linda Fruitawa

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NEW COMPOUND LINDA FRUITAWA



2 **2**

⚙️/III/◆ Limited - When a card is added to your Terror pile, place 1 **☛** on this card. Score when this card has 5 **☛**.

⚡1 When choosing the card to be added to the Terror Pile, add both cards instead.

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DEDUCTION HUGO STRANGE



2 **1**

⚙️/III/◆ Each time a player plays a Resource of a **⚙️** Type Objective card, place 1 **☛** on this card. Score when this card has 5 **☛**.

⚡1 Exception (In Play) - A friendly model (Alias: Hugo Strange) is within 8" a Suspect and an enemy model. Search your Objective deck for a **⚙️** Type Objective card and add it to your hand.

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