

3 **3**

ERADICATE THE ORDER

⚙️/IV/☺️ There are more friendly Suspects than enemy Suspects in play.

⚡0 The active model ignores the Smoke rule until the end of the Round.

Don't you have something better to do?

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2 **4**

UNDER THEIR NOSES

⚠️/III/♦️ A friendly model Sets a Suspect within 4" of an enemy Suspect.

⚡1 Set a Smoke Special Event marker in contact with the active friendly model. Place this card aside and Discard during Recount.

If an enemy model Sets a Suspect within 4" of this Smoke Event marker, remove it and discard this card.

By the time he works out what happened, it will be too late.

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2 **3**

DO NOT DEVIATE FROM THE PLAN

⚙️/IV/☺️ Limited • Shadow's Plan is at Level 2 or above.

When a friendly model Sets a Suspect you may play this as III. If you do, change the scoring text to "Shadow's Plan is at Level 3."

⚡* **Burn 0 • Exception (When Scoring)** • Place a friendly model in a position where no enemy model can draw LoS to it.

Your actions mean nothing to me.

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2 **3**

DO NOT DEVIATE FROM THE PLAN

IV **Limited • Shadow's Plan** is at Level 2 or above.

When a friendly model Sets a Suspect you may play this as **III**. If you do, change the scoring text to "Shadow's Plan is at Level 3."

1* **Burn 0 • Exception (When Scoring) •** Place a friendly model in a position where no enemy model can draw LoS to it.

Your actions mean nothing to me.

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2 **3**

FROM THE SHADOWS

I **Target an enemy model.**

That model is the next enemy model removed as a Casualty.

If Shadow's Plan is at Level 3 you may play this as **III**.

2 **Burn 1 •** Play at the start of a friendly activation. Spend a Movement action to Place itself within 4" of a friendly Suspect instead of moving.

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I **Target an enemy model.**

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2 **2**

BLOOD FOR BLOOD

III **A friendly model with the Assassin trait within 6" of a friendly Suspect, inflicts 1 on an enemy model.**

2 **Burn 0 •** Center an Explosive template on each friendly Suspect. Any model affected by a template suffer 1. Then remove those Suspects.

Not everything deserves to live.

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2 **2**

BLOOD FOR BLOOD

III **A friendly model with the Assassin trait within 6" of a friendly Suspect, inflicts 1 on an enemy model.**

2 **Burn 0 •** Center an Explosive template on each friendly Suspect. Any model affected by a template suffer 1. Then remove those Suspects.

Not everything deserves to live.

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3 **2**

RECLAIM THE LAZARUS PIT

II **Set a Lazarus Pit Event marker (40mm) within 4" of the center of the Board.**

There are 3 friendly Suspects within 4" of the Lazarus Pit.

1* **Burn 1 • Exception (When Scoring) •** Before removing the Lazarus Pit, choose a friendly that has been removed as a Casualty. Place it in contact with the Lazarus Pit.

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RECLAIM THE LAZARUS PIT

II **Set a Lazarus Pit Event marker (40mm) within 4" of the center of the Board.**

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1* **Burn 1 • Exception (When Scoring) •** Before removing the Lazarus Pit, choose a friendly that has been removed as a Casualty. Place it in contact with the Lazarus Pit.

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2 **2**

WE CANNOT BE DEFEATED

III **Play when a friendly model Sets a Suspect.**

That Suspect is within 6" of another 2 friendly Suspects.

The opponent may Move those 3 Suspects 4".

0 **The active model can Set or Reveal a Suspect within X". Where X is equal to the Level of Shadow's Plan x2.**

Time to bring out the big guns...

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WE CANNOT BE DEFEATED

⚙️/III/🕒 Play when a friendly model Sets a Suspect.

That Suspect is within 6" of another 2 friendly Suspects.
The opponent may Move those 3 Suspects 4".

⚡0 The active model can Set or Reveal a Suspect within X". Where X is equal to the Level of *Shadow's Plan* x2.

Time to bring out the big guns...

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THE FIRE RISES

👑/III/🔥 A friendly model Reveals an enemy Suspect within 6" of a friendly Boss and *Shadow's Plan* is at Level 2 or higher.

⚡0 **Burn 0** • A friendly model with the Assassin Trait adds 3 dice to an Attack roll. After resolving that Attack action, remove that model as a Casualty.

If my destiny is to fall, you will fall with me.

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THE FIRE RISES

👑/III/🔥 A friendly model Reveals an enemy Suspect within 6" of a friendly Boss and *Shadow's Plan* is at Level 2 or higher.

⚡0 **Burn 0** • A friendly model with the Assassin Trait adds 3 dice to an Attack roll. After resolving that Attack action, remove that model as a Casualty.

If my destiny is to fall, you will fall with me.

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MULTIPLE THREATS

⚠️/III/🔥 **Limited** • Target up to 6 friendly Suspects. Place a Numeric counter on each. Place a **Timer 6-X** on this card (X is equal to the Level of *Shadow's Plan*). When the counter is reduced to 0, roll 1D6.

Score if the result matches any of the Numeric counters, remove those counters.

⚡1 A friendly model within 4" of a friendly Suspect gains +X" to its Basic Move Distance (X is equal to the Level of *Shadow's Plan* x2).

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⚠️/III/🔥 **Limited** • Target up to 6 friendly Suspects. Place a Numeric counter on each. Place a **Timer 6-X** on this card (X is equal to the Level of *Shadow's Plan*). When the counter is reduced to 0, roll 1D6.

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A STEP AHEAD

⚙️/III/🔥 Each time a friendly model Sets a Suspect and no enemy model can draw LoS to it, place a **🕒** marker on this card. If that friendly model has the Assassin (X) trait, place an additional **🕒**. Score when this card have 4 **🕒**.

⚡1 At the start of a friendly model's activation, enemy models reduce their Effort limit by the current Level of *Shadow's Plan* during this activation.

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A STEP AHEAD

⚙️/III/🔥 Each time a friendly model Sets a Suspect and no enemy model can draw LoS to it, place a **🕒** marker on this card. If that friendly model has the Assassin (X) trait, place an additional **🕒**. Score when this card have 4 **🕒**.

⚡1 At the start of a friendly model's activation, enemy models reduce their Effort limit by the current Level of *Shadow's Plan* during this activation.

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WHERE ENDS EVERYTHING

🕒/III/🔥 **Limited** • Play when a friendly model Sets a Suspect within 4" of a Scenery Element that is completely within 6" of an enemy DZ. There are 2 friendly Suspects within 4" of that Scenery Element.

⚡* **Burn (1)** • **Exception (Scored Pile)** • The distance friendly models are affected by the Night Rule is reduced by 2.

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2 **3**

WHERE ENDS EVERYTHING

III **◆** **Limited** • Play when a friendly model Sets a Suspect within 4" of a Scenery Element that is completely within 6" of an enemy DZ.

There are 2 friendly Suspects within 4" of that Scenery Element.

⚡* **Burn (1) • Exception (Scored Pile)** • The distance friendly models are affected by the Night Rule is reduced by 2.

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2 **3**

WHERE ENDS EVERYTHING

III **◆** **Limited** • Play when a friendly model Sets a Suspect within 4" of a Scenery Element that is completely within 6" of an enemy DZ.

There are 2 friendly Suspects within 4" of that Scenery Element.

⚡* **Burn (1) • Exception (Scored Pile)** • The distance friendly models are affected by the Night Rule is reduced by 2.

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2 **3**

SHADOW'S FEINT

III **◆** Score a Critical result and do not apply the Critical effect.

⚡0 When declaring an Attack action gain X Free Efforts. Where X is equal to the Level of *Shadow's Plan*.

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2 **3**

SHADOW'S FEINT

III **◆** Score a Critical result and do not apply the Critical effect.

⚡0 When declaring an Attack action gain X Free Efforts. Where X is equal to the Level of *Shadow's Plan*.

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2 **3**

SHADOW'S FEINT

III **◆** Score a Critical result and do not apply the Critical effect.

⚡0 When declaring an Attack action gain X Free Efforts. Where X is equal to the Level of *Shadow's Plan*.

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2 **2**

WELL ROUNDED MIND

III **◆** **Plot** • Play when a friendly model Sets a Suspect within 4" of an enemy model. When you play a card as an Objective or Resource, you may Reveal another card from your hand with the same card Type and place it under this card. Score when this card has 1 of each Type under it (♣ - ⚙ - ▲ - ♠).

⚡0 Play this card in the Play Area with another card from your hand under it. In a friendly model's activation, discard this card and return the other to your hand.

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WELL ROUNDED MIND

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⚡0 Play this card in the Play Area with another card from your hand under it. In a friendly model's activation, discard this card and return the other to your hand.

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