IN POSITION

III

A friendly model places a Suspect within 4" of an enemy model and there are at least 4 friendly Suspects in play.

There are more enemy Suspects than friendly Suspects in play.

A friendly model places a Suspect within 4" of an enemy model.

1

Active friendly model may perform an extra Special Action this activation.

Get ready, ladies.

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TOUGH GIRLS

3

3

III

A friendly model reveals an enemy Suspect and there are at least 3 more friendly Suspects than enemy Suspects in play.

An enemy model Reveals a friendly Suspect.

A friendly model reveals an enemy Suspect and there are more friendly Suspects than enemy Suspects in play.

0

When one of your models makes an Effort while Defending, a friendly model within 4" receives the ★ markers instead.

Call me a softy, I dare you.

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3

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NO PROTECTION NEEDED

2

3

III

At least 3 enemy models are suffering KO.

A friendly model suffers KO or is removed as a Casualty.

At least 2 enemy models are suffering KO.

0

When one of your models makes an Effort while Attacking, a friendly model within 4" receives the ★ markers instead.

I call them dorky little do-gooders.

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THE NEST

3

3

! III

During the Recount phase, there are more friendly models than enemy models (not KO) in the enemy Deployment Zone(s).
There are more enemy models than friendly models in your Deployment Zone(s).
During the Recount phase there is at least 1 friendly model (not KO) in an enemy Deployment Zone.

2

During a friendly model's activation, it may perform a Special action to remove an enemy model (not a Vehicle) suffering KO as a Casualty.

We're going to have to work together.

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THE NEST

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PRETTY BIRDS

2
3

III

Two enemy models suffer damage from the same Attack action by a friendly model neither could draw LoS to at the beginning of the activation.
An enemy model inflicts at least 5 damage to a friendly model with a single Attack.
An enemy model suffers damage from an Attack action by a friendly model it could not draw LoS to at the beginning of the activation.

1

At the start of a model's activation, a friendly model gains the Stealth trait until the end of the round.

It's time for Gotham to meet the Birds of Prey.

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3

1

I

Your opponent places an Event marker in contact with the tallest Scenery element in the Gaming Area.

There are more friendly models than enemy models (not KO) on that element and within 4" of the Event.

3

At the start of a friendly activation, place that model and up to one other friendly model within 8", anywhere in the Gaming Area within 4" of a friendly Suspect. Then remove that Suspect.

I don't think I'm above the law, I just think the law is below me.

AERIE TWO

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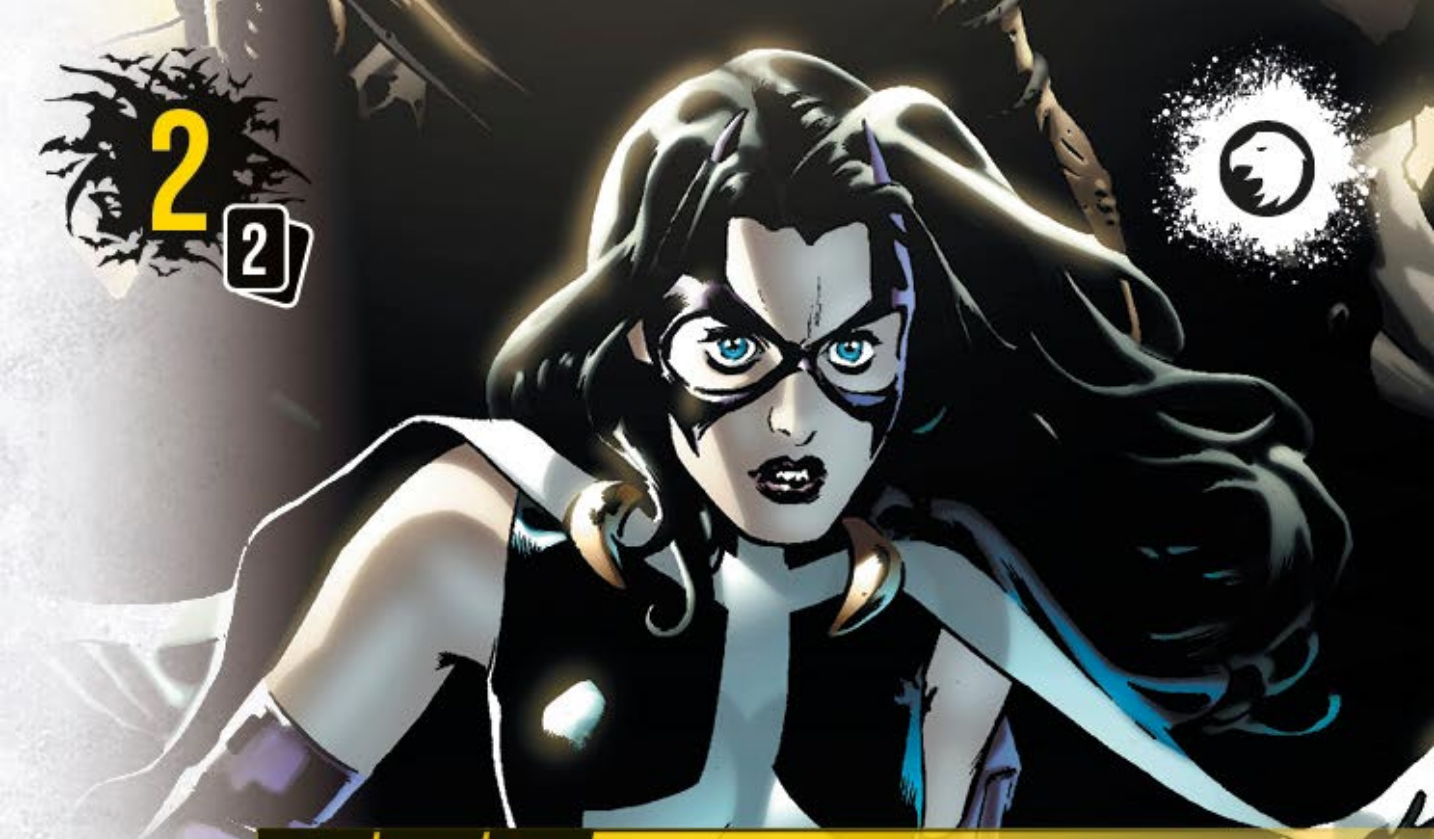
I WORK BEST ALONE

2

2



III

Target the active friendly model. Every time that model places a Suspect, place a numeric counter on that Suspect. During Recount phase, roll 1D6.

Score if the result matches any numeric counter on a friendly Suspect.

Remove the matching counters after scoring.

2 Place within 4" the active friendly model.

Lucky for me, I have all my best ideas drunk.

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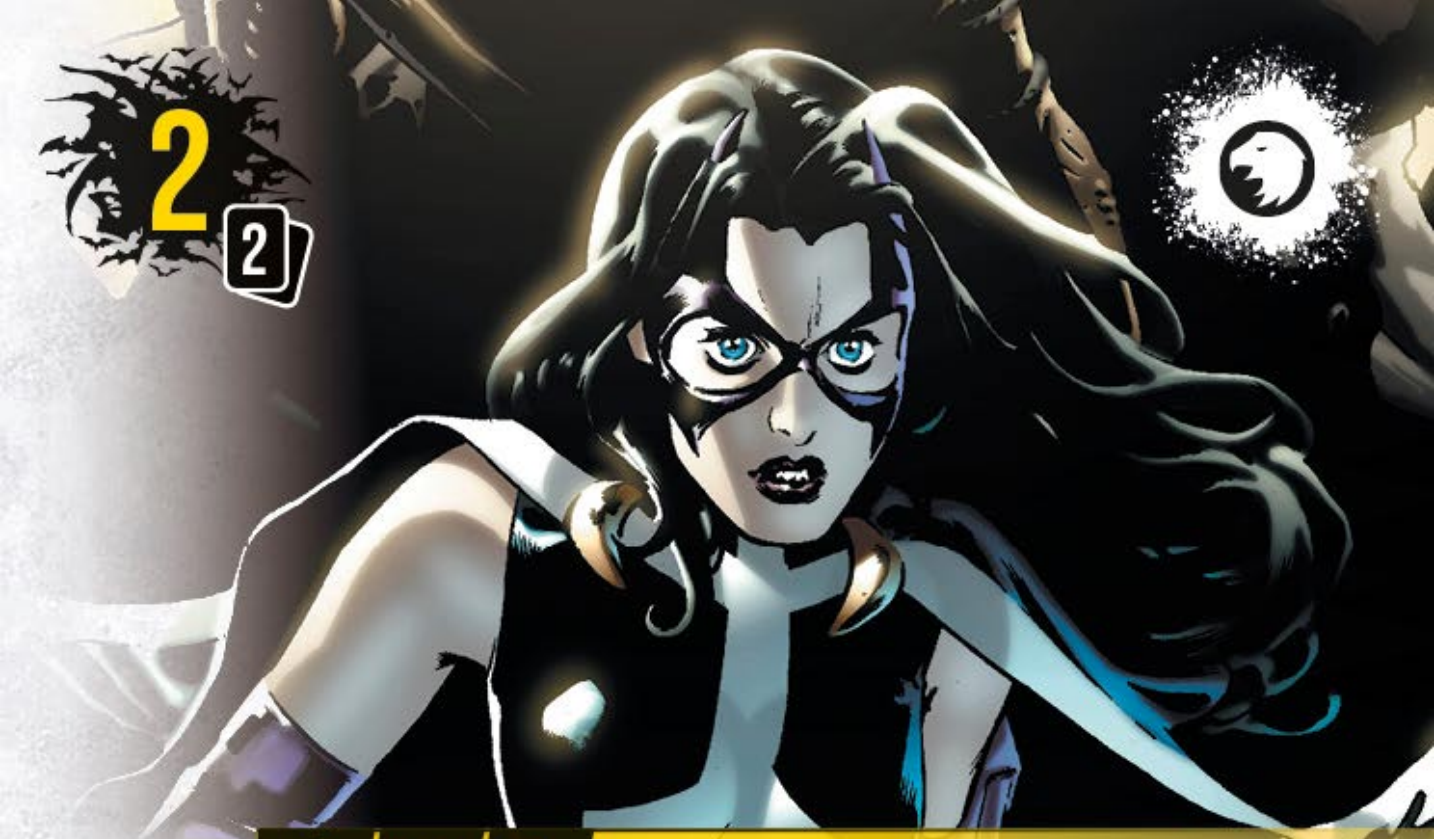
I WORK BEST ALONE

2

2



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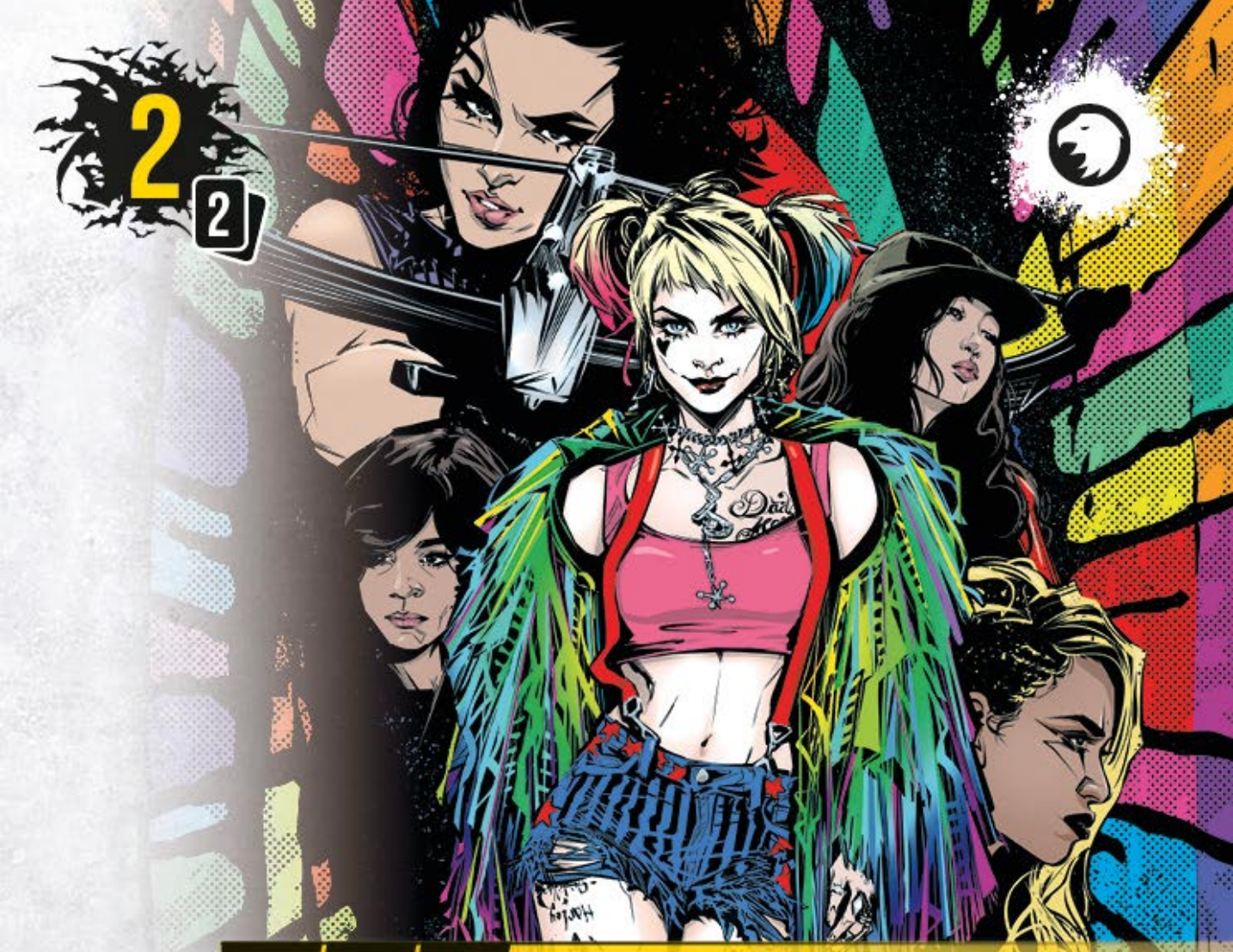
SISTERS IN ARMS

2

2



III

At least 3 friendly Suspects are within 4" of the same enemy model.

2

An active friendly model may perform a Tactical action to allow another friendly model to immediately attack using this model for range, contact, and LoS.

Hi boys! Meeting's over.

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SISTERS IN ARMS

2

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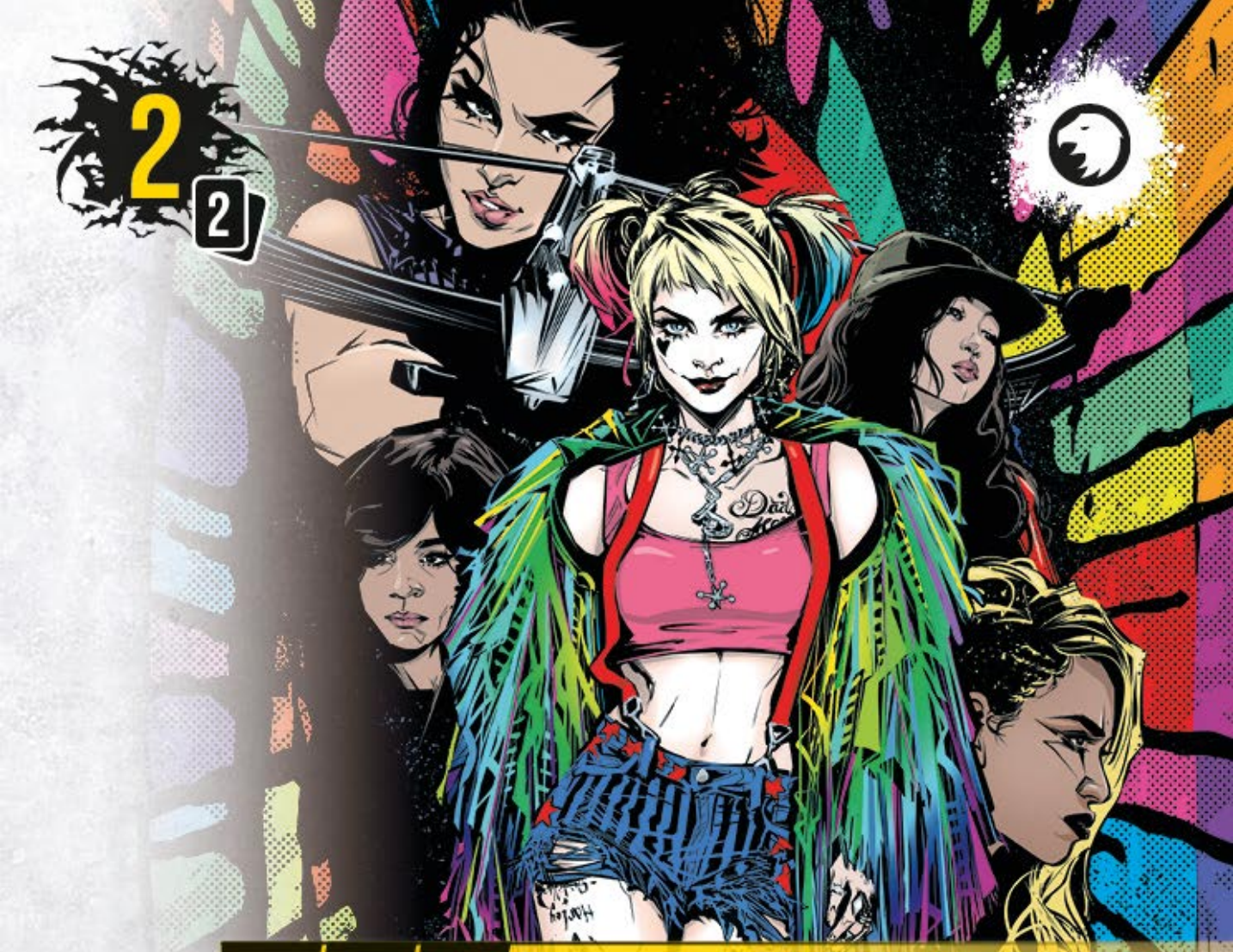

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If a crew includes any models with the shared Affiliation , the whole crew counts as having the Affiliation for the purposes of the Rivals rule.

The Icon into the When to Score part of the Objective card means the following:

This card is treated as When to Score in all ways, and you need to complete the first requirement listed into the card, but when the text in bold occurs, you may play the card face up discarding another card with the same Icon currently played face up and the requirement changes to the second one listed.

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