

LABYRINTHINE SEWER



Models that use a Sewer suffer the Enervating (1) Status.

The water runs to any one of the outflows. We'll never find him.

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HEAVY RAIN



At the start of each Round, the player with Initiative must roll a D6. On a result of 4+, all Ranged Attacks (for all models) roll 1 less die until the end of the Round.

After the rain comes death.

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GOTHAM IN FLAMES



At the start of the first Execute the Plan phase, place an Event marker on the center point of the gaming area. At the start of each subsequent Execute the Plan phase, the player without Initiative chooses a direction and moves the marker 2D6" in that direction. Any model that ends its activation within 4" of the marker suffers the Fire (1) Status. In addition, all models within 4" of the marker are Illuminated.

Tonight this stinking city will be purified by flames.

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IN THE SPOTLIGHT



At the end of each Raise the Plan phase, beginning with the player with Initiative, each player chooses a different Streetlamp marker. Choose a direction, then move the chosen marker 1D6" in that direction.

Don't be shy! There's room up here on stage for two!

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EXPOSED



At the start of each raise the plan phase each player chooses an enemy model, that model cannot be the first model its owner activates this round.

You just ran out of time.

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DELAYED



Before deployment each player must choose one of their models. That model is not deployed as normal, instead at the start of the raise the plan phase of round 2, you may place the chosen model anywhere in your DZ.

A weary body can be dealt with, but a weary spirit... that's something else.

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DATA EXTRACTION



At the end of the first Raise the Plan phase, the player without Initiative places an Event marker at least 8" away from their DZ. At the end of the Recount phase, if a player has any models in contact with this marker, they may search their Objective deck for a card. If only 1 player uses this rule, the other player chooses a direction and moves the Event marker 1D6" in that direction.

We need that data!

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FULL MOON



At the start of each Round, the player with Initiative must roll a D6. On a result of 4+, Firing Blind only reduces RoF by 1.

Don't you feel a little tired?

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EXHAUSTED



The first Strength die rolled for each player in each Round becomes an Attack die instead.

I don't feel so good.

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THE RAT



At the end of the first Raise the Plan phase, each player must choose one of their Henchmen. That Henchman is the Rat. At the end of each Rat's activation, if able, the active Rat must Set a friendly Suspect, as a Free Action, in contact.

Tell me everything!

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LOW FOG



At the start of each Round, the player with Initiative must roll a D6. On a result of 4+, Night rule is 8" instead of 12" until the end of the Round.

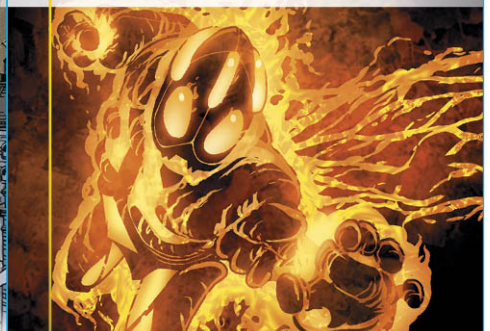
I can see it.

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HEATWAVE



All models that make 3 Efforts in one instance must take an additional ★.

2 hot 4 U.

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POWER OUTAGE



At the end of each Raise the Plan phase, beginning with the player with Initiative, each player chooses a different Streetlamp marker. That Streetlamp doesn't provide Light this round.

Full of darkness.

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EARTHQUAKE



At the end of each Raise the Plan phase, the player without the Initiative places an Explosive template (not in contact with any model) anywhere in the Gaming Area. Any model that moves over the template this round suffers Impaired Movement.

A small obstacle in the way.

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SUSPECT ESCAPES



At the end of Recount, beginning with the player with Initiative, each player may move an enemy Suspect 4".

Just move it.

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OLD SEWAGE SYSTEM



Models without the Amphibious trait immediately end their activation after using a Sewer.

They came from beneath the sewers.

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