



LABYRINTHINE SEWER



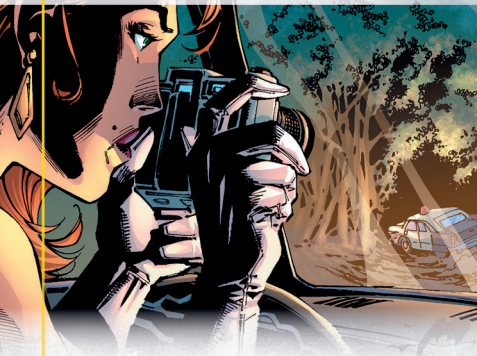
Models that end an activation within 4" of a Sewer marker suffer the Enervating 1 Effect.



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



SUSPECT EXHAUSTION



When a model places a Suspect marker, and there are already three or more Suspect markers in play, that model suffers the Slow 2 Effect.



Sometimes there's a clue to the present in the past.



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.



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 Effect. In addition, all models within 4" of the marker are Illuminated.



Tonight this stinking city will be purified by flames.



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. Streetlamp markers cannot be removed during the game.



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



EXPOSED



At the start of each Raise the Plan phase, beginning with the player with Initiative, each player chooses an enemy model. During that model's activation, its controlling player cannot play Objective cards.



You just ran out of time.



DELAYED



Before deploying models, each player must choose one of their models with a cost higher than 50 Rep (this model cannot be the Boss). That model doesn't deploy with the rest of the crew. Instead, at the start of the Raise the Plan phase of the 2nd Round, you must place the delayed model in contact with a board edge (this cannot be inside the enemy Deployment Zone).



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



DATA EXTRACTION



In the first Raise the Plan phase, the player without Initiative places an Event marker at least 8" away from their Deployment Zone. At the end of the Recount phase, if a player has any models in contact with the marker, and the opponent has no models in contact with the marker (or with enemy models in contact), the player with models in contact scores an Objective card at random (ignoring the usual requirements). Then, the opponent chooses a direction and moves the Event marker 1D6" in that direction.



We need that data!