



UPDATE

This update helps the player that wish to play with content released for the 2nd edition of the game into the new edition.

- If your crew doesn't have specific Objective and Plot cards yet, you may create your Deck with only general Objective and Plot cards.
- Movement value of character cards previous to the new edition change to:
 Mov 0 = 0
 Mov 1 = 6
 Mov 2 = 8
 Mov 3 = 10
 Mov 4 = 12
 Mov 5 = 14
 Mov 6 = 16
- New Crews Equivalences
 Soldiers of Fortune = Bane / Militia
 Birds of Prey = Gotham City Sirens
 Batman = Brave & the Bold
- The Drowned and The Merciless models cannot be played into the Standard format for game balance.
- The Rules for Magic and Speedsters are in development for improve they and give the better game experience for all the players.
- *Enhanced Gas* card text changes to: When an enemy model within 8" suffers the Enervating effect is increased by +1.
- *Radio* card text changes to the one into the compendium.
- *Level Up* card text changes to:
 Enemy models suffers the Slow 2 effect when Revealing an enemy Suspect marker. Also, at the start of your first Raise the Plan phase, you may place up to 2 friendly Suspect markers at least 4" away from your Deployment zone.
- *Inspiration* card text changes to:
 When this model plays a Riddle objective card, it may immediately take 1 card from its Spent Resource pile and it to its controller hand.
- *Talon Serum Infusion* card text changes to:
 (Can only be purchased by Lincoln March): Once per game, at the start of the Raise the Plan phase, choose up to three friendly models with the Reanimated Owl trait. Those models gain 1 additional Strength die to their attacks until the end of the round, but then at the Recovering phase (when resolving effects) suffer 1 ♦.
- *Black Annis* card text changes to:
 Gain +1 Attack and +2 to its Strength rolls. May reroll failed Strength rolls. In addition, this model's Unarmed Attacks inflict ♦★.
- *Dr. Harrison* card text changes to:
 This model can spend a Special Action to select up to 2 enemy non-vehicle models within 8" and line of sight. The targets immediately suffer the Hypnotize effect. In addition, enemy models within 4" of this model suffer -1 to their Willpower when performing Willpower rolls.

- *Scarlet Harlot* card text changes to:
This model can spend a Special action. If it does, all enemy models within 6" suffers the Enervating 2 effect. In addition, this model can spend a Tactical action to target an enemy model within 4" and line of sight – the target reduces its Defense by 1 until the end of the round.
- *Lucy Fugue* card text changes to:
Can use the Lightning Weapon and can see any distance, ignoring obstacles and terrain. This model can perform ranged attacks through scenery, ignoring Cover.
- *Hammerhead* card text changes to:
Unarmed attacks inflict ★★★. This model gains +2 to its Strength rolls, and each strike the model make requires 2 successful Block rolls to successfully defend against.
- *Lady Purple* card text changes to:
Gain -2 to its Willpower rolls. This model may reroll any of its dice rolls. In addition, friendly models within 4" may reroll 1 die during its activations.
- *Mama Pentecost* card text changes to:
When during a friendly model activation, you score an Objective, you may draw an additional card. In addition, friendly models can place and Reveal Suspect markers within 3" instead of in contact.
- *The Snow Queen* card text changes to:
Unarmed Attacks inflict the Cooled effect. In addition, once per round you can select a model within 10" and line of sight: the target must pass an Endurance roll, or become subject to the Cooled effect. If the target passes the Endurance roll, it still suffers -1 to Defense until the end of the round, and suffers the Slow 2 effect.
- *Baby Doll* card text changes to:
All models within 4" suffer -2 to their Strength rolls. In addition, whenever this model is the target of an attack, the attacker must pass a Willpower roll or the attack automatically fails.
- *Lightning Reflexes* card text changes to:
This model may perform Effort to reroll attack dice at cost of 1 Effort per die rerolled (ignoring the Effort limit). In addition, target enemies with a lower Movement value than this model must pass a Willpower roll or cannot make Efforts against this model's Attacks until the end of the round. Can only be purchased by Ozymandias.
- *Archie Support* card text changes to:
This model loses the Archie trait. This model by spending a Special Action can call for Archie support: place an Explosive template within 8" and line of sight of this model. All models affected suffer Damage ◆★ and the Fire effect with a Strength die of 3+. Can only be purchased by Nite Owl.
- *Rorschach's Journal* card text changes to:
When a model becomes KO or is removed as a casualty, you may first place a friendly Suspect marker in contact with it (ignoring the minimum distance between suspect markers). This model may remove 1 friendly Suspect marker within 4" during its activation perform an extra move of 4". In addition, when a friendly model within 4" of a friendly Suspect marker scores an Objective card, you may remove that marker to draw an additional Objective card. Can only be purchased by Rorschach.
- *Daughter of Jupiter* card text changes to:
When this model stays within 2" of a friendly Suspect marker, enemy models cannot reveal it.