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Play when a friendly model uses a Venom Dose, it gains **44**.

Death solves all problems — no man, no problem.

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BV0001 - v01



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BV0001 - v01





A friendly model within 8" of another friendly model with the Veteran trait blocks at least 2 successful hits.

70 A friendly model in contact with a friendly Suspect or making a move within 4", may remove that Suspect to gain 1 Venom Dose

Oh yes, I was wondering what would break first, your

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spirit or your body?

BV0002 - v01





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BV0002 - v01





models (not suffering KO) within 4" of the same Scenery element that's within 8" (or inside) the opponent's deployment zone.

Target friendly Suspect is considered also an Advantage Position until the end of the round. Friendly models within 4" of it benefit from Cover.

\*

In the absence of a plan, move toward the sound of gunfire and kill everything.

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BV0003 - v01





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BV0003 - v01

Play when a friendly model places a Suspect within 4" of a Scenery element that is within 4" of an enemy model, roll 106. Place a numeric counter with a value equal to the roll on the Suspect. Reduce the value by 1 at the end of each subsequent model's activation.

Score when the counter is reduced to 0.

F1 Enemy Suspects within 2" of a target friendly model with the Veteran trait are not considered friendly to the opponent until the end of the round

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The death of one man is a tragedy. The death of millions is a statistic.

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IVASION

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IVASION



A I O Place an Event marker in contact with an enemy model. Any model may Manipulate it to move it 4".

At the end of the round you have more friendly models than enemy models within 4" of the marker.

Remove this marker at the end of the round.

Move a Suspect or Drone marker
4". Can only be played at the start of an activation.

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BV0005 - v01



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BV0005 - v01



than enemy models (not suffering K0)
within 4" of the center of the Gaming Area.

72 Until the end of the round, friendly models may use a Dose without spending it.

Lead me, follow me, or get the hell out of my way.

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BV0006 - v01





Suspect within 8" of an enemy model that cannot draw LoS to the friendly model or the Suspect.

Target friendly Suspect is treated as a Sewer marker this activation.

All warfare is based on deception.

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BV0007 - v01





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BV0007 - v01





Have more friendly models with the Veteran trait in play than there are enemy Suspects.

A friendly model that suffers KO, is moved 4" directly towards the nearest friendly model with the Veteran trait.

In war, you win or lose, live or die — and the difference is just an evelash.

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BV0008 - v01





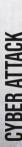
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BV0008 - v01





Suspects. Roll 1D3+2. Place a numeric counter with a value equal to the roll on each targeted Suspect. Reduce the counters value by 1 at the end of each subsequent model's activation.

Score if any of that Suspects remain in play when the counter is reduced to 0.

Place a friendly Drone marker within
4" of an enemy Suspect and 8" of a friendly
Suspect. When a friendly model attacks
a model within 4" of a Drone, that models
gain +1 to Attack dice rolls. A player may
not have more than 1 Drone in play.

There are only two types of enemies: those that have been hacked, and those that will be.

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BV0009 - v01