



There are more friendly

rule until the end of the Round.

Don't you have something better to do?

Suspects than enemy Suspects in play.

FO The active model ignores the Smoke

↑ /Ⅲ/→ A friendly model Sets a Suspect within 4" of an enemy Suspect. **DER THEIR NOSES**

§ 1 Set a Smoke Special Event marker in contact with the active friendly model. Place this card aside and Discard during

If an enemy model Sets a Suspect within 4" of this Smoke Event marker, remove it and discard this card.

By the time he works out what happened, it will be too late.

ERADICATE THE ORDER ON There are more friendly Suspects than enemy Suspects in play. The active model ignores the Smoke rule until the end of the Round. Don't you have something better to do?



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

Set a Smoke Special Event marker in contact with the active friendly model. Place this card aside and Discard during

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If an enemy model Sets a Suspect within 4" of this

Smoke Event marker, remove it and discard this card.

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↑ / III / → A friendly model Sets a Suspect within 4" of an enemy Suspect.

Set a Smoke Special Event marker in contact with the active friendly model. Place this card aside and Discard during Recount.

If an enemy model Sets a Suspect within 4" of this Smoke Event marker, remove it and discard this card.

By the time he works out what happened, it will be too late.

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Level 2 or above.

When a friendly model Sets a Suspect you may play this as III. If you do, change the scoring text to "Shadow's Plan is at Level 3."

Burn 0 • Exception (When Scoring) • Place a friendly model in a position where no enemy model can draw LoS to it.

Your actions mean nothing to me.

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When a friendly model Sets a Suspect you may play this as III. If you do, change the scoring text to "Shadow's Plan is at Level 3."

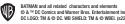
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ER THEIR NOSES









THE SHADOWS



Target an enemy model.

removed as a Casualty.

That model is the next enemy model

If Shadow's Plan is at Level 3 you may play this as III.

Burn 1 • Play at the start of a friendly activation. Spend a Movement action to



FROM THE SHADOWS

Target an enemy model.

That model is the next enemy model

If Shadow's Plan is at Level 3 you may play this as III.

Burn 1 • Play at the start of a friendly

activation. Spend a Movement action to Place itself within 4" of a friendly Suspect

removed as a Casualty.

instead of moving.



Target an enemy model.

That model is the next enemy model

If Shadow's Plan is at Level 3 you may play this as III.

Burn 1 • Play at the start of a friendly **a** activation. Spend a Movement action to

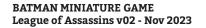
Place itself within 4" of a friendly Suspect

removed as a Casualty.

instead of moving.

a friendly a that has been removed as a Casualty. Place it in contact with the © KNIGHT MODELS





O II O Set a Lazarus Pit Event marker

(40mm) within 4" of the center of the Board.

There are 3 friendly Suspects within 4" of

Burn 1 • Exception (When Scoring) •

Before removing the Lazarus Pit, choose a friendly € that has been removed as

a Casualty. Place it in contact with the

the Lazarus Pit.

Lazarus Pit. Ø & ™ BATMAN. (s20

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Ο | III | O | Play when a friendly model

That Suspect is within 6" of another 2

The opponent may Move those 3 Suspects 4".

The active model can Set or Reveal a

Suspect within X". Where X is equal to the

Sets a Suspect.

friendly Suspects.

Level of Shadow's Plan x2.

Time to bring out the big guns...

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Lazarus Pit.

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LOA006 - v02









Limited • Target up to 6 friendly Suspects. Place a Numeric counter on each. Place a Timer 6-X on this card (X is equal to the Level of Shadow's Plan). When the counter is reduced to 0, roll 1D6.

Score if the result matches any of the Numeric counters, remove those counters.

A friendly model within 4" of a friendly Suspect gains +X" to its Basic Move Distance (X is equal to the Level of Shadow's Plan x2).

JUTIPLE THREATS



(X is equal to the Level of Shadow's Plan). When the counter is reduced to 0, roll 1D6.

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Score if the result matches any of the Numeric counters, remove those counters.

A friendly model within 4" of a friendly Suspect gains +X" to its Basic Move Distance (X is equal to the Level of Shadow's Plan x2).



Each time a friendly model Sets a Suspect and no enemy model can draw LoS to it, place a 🗷 marker on this card. If that friendly model has the Assassin (X) trait, place an additional (3). Score when this card have 4 (*).

At the start of a friendly model's activation, enemy models reduce their Effort limit by the current Level of Shadow's Plan during this activation.



Sets a Suspect and no enemy model can draw LoS to it, place a ® marker on this card. If that friendly model has the Assassin (X) trait, place an additional . Score when this card have 4 (*).

At the start of a friendly model's activation, enemy models reduce their Effort limit by the current Level of Shadow's Plan during this activation.



Limited • Play when a friendly model Sets a Suspect within 4" of a Scenery Element that is completely within 6" of an enemy DZ.

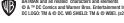
There are 2 friendly Suspects within 4" of that Scenery Element.

Burn (1) • Exception (Scored Pile) • The distance friendly models are affected by the Night Rule is reduced by 2.

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Level of Shadow's Plan.







Score when this card has 1 of each Type under it (# - O - A - 3).

Play this card in the Play Area with another card from your hand under it. In a friendly model's activation, discard this card and return the other to your hand.

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LOA016 - v02



