

PERSONAL TRAITS

Acrobat - Basic movement and Jump Capacity is 12cm. Do not spend *MC* to move through difficult obstacles / terrain, Jump or stand up. Can move through other miniatures. Gains "**Dodge**".

Bulletproof Vest—Firearms wound on a 4+ instead of a 2+ against this character.

Climbing Shoes/Claws - Does not need to spend *MC* to climb, and it is not counted as Difficult Ground. Can end movement at any point on a climbable surface by spending 1*SC*.

Combo with (Weapon) - Roll an additional attack die for each 2*AC* spent.

Deathly Strike with (Weapon) - 1*SC* - Weapon gains CRT: Casualty.

Dodge - 1*MC* - After being hit by ranged attacks, but before the damage roll, this character can spend the cost for each hit to make an Agility Roll. Each success cancels a single hit.

Elite (Type) - Your crew can only include 1 Elite character of each type unless you also include the appropriate Elite Boss in your crew.

Elite Boss (Type) - You may include as many Elite of the same type in your crew.

Good Aim - 1*SC* - Can spend the cost to move and shoot when using a weapon with the "**Aim**" trait.

Grand Strategist - Receives 2 additional strategy points at the start of the game.

Hates: (Crews) - Can never join the specified crews.

Henchman - Gains "**Let's Go!**".

Hook Arrow (Batclaw) - 1*MC* + 1*SC* - Move up to 30cm away in a straight line. Minimum distance of 10cm. Counts as basic movement, but *MC* can be spent for additional movement either before or after. Cannot be used to travel along the ground.

Immortal - Only grants VP as if KO'd, even if removed as a casualty.

Inspire - 1*SC* - Once per round, all friendly Hench-

men within 10cm gain 1 Action Counter. Can be allocated above usual maximums.

Leader - Gains "**Inspire**". Can reroll any failed Willpower roll. Friendly **Henchmen** within 10cm can use "**Let's Go!**" for free.

Let's Go! - 1*SC* - When a friendly Henchman ends their activation, another un-activated Henchmen may activate on a roll of a 4+ on a D6. Subsequent chain activations incur a -1 penalty to the roll. A roll of 6 is always a success.

Martial Artist - Ignores Outnumbered penalty in close combat.

Master Marksman - Can reroll failed Hit rolls when shooting.

Mastermind - Before the game, add an extra friendly counter to the Take The Lead bag. Roll 2 dice when solving a Riddle objective and choose the best result.

Order - 1*SC* - Target friendly character in LoS, this model can immediately redistribute up to 2*AC*.

Persuasive - 1*AC* + 1*SC* - Nominate an un-activated enemy model in LoS. This model must be activated next. Opponent cannot use a Pass.

Pickpocket - Perform a Manipulate action (1*MC*) in base to base with a KO'd model to gain "**Steal**".

Reflexes - Reroll failed Agility rolls.

Sidekick - Friendly **Henchmen** within 20cm may reroll failed "**Let's Go!**" rolls.

Steal - Randomly choose a weapon to steal. Character gains that weapon for the remainder of the game in addition to previous armament. May only carry 1 stolen weapon at a time and must discard 1 stolen weapon if another is stolen.

Stealth - Enemies can only see this character when within 20cm. This rule is ignored by **Night Vision, Light** etc...

Sustained Defence - Roll an additional defence die for each 2*DC* spent.

Veteran - May reallocate up to 2 Action Counters on their card.

WEAPON TRAITS

Aim - Cannot be used in the wielder moves during their activation.

CRT: (Effect / Damage) - On a critical hit, target is affected by Status effect / additional damage as specified.

Defensive - Reroll failed Block rolls.

Handy - Reroll failed Hit rolls.

Heavy - Gains +1 Strength for Damage rolls.

Mechanic - Inflicts Damage on a 3+.

Poison (Type) - Inflicts the specified effect. If multiple poison types are listed, type must be chosen before the attack roll is made.

Sharp - Reroll failed Damage rolls.

EQUIPMENT (Can take each once, unless * next to name)

***Extra Ammo** - \$200 - Additional 1 Ammo for single weapon.

Loyalty Tattoo (Bodyguard) - \$200 - 1*SC* - If a friendly Leader or Sidekick within 5cm is hit with an attack, this model receives the hit instead. Can also apply to template attacks.

Night Vision Goggles (Nightvision) - \$200 - LoS is not limited by distance.

Climbing Shoes - \$100 - See Personal Traits: "**Climbing Shoes/Claws**".

Trained in Shadows (Hidden) - \$300 - After objectives have been placed, this character can be deployed anywhere on the board. Must be more than 10cm from any objective, and out of LoS of any enemy model.

STATUS EFFECTS

Blind - Cannot draw LoS. Cannot spend *MC* for any reason. All Hit and Block rolls only succeed on a 6+.

Paralyze - Reduce Defence by 2. Cannot do anything until effect is cancelled.

Toxic (X) - Deals an additional X **Blood**.

Enervating (X) - Target immediately loses X action counters if Damaged.

Knocked Down - Model cannot attack, defend or use any traits. May move, but counts as impaired movement. Is always hit by melee attacks on a 2+. Does not generate Ping! rolls for ranged attacks over/through them.

Casualty - Target model is immediately killed (removed as Casualty).

Stunned (previously Shock) - Target becomes Stunned. (Cannot spend Action Counters. Lasts until the end of the round).

Objectives & VP

Choose 3 (no duplicates), placed alternately, no closer than 5cm to board edges or other objectives or on scenery.

Loot - 1VP (Control) - Placed up to 20cm from enemy deployment zone. Manipulate (1*MC*) to pick up. 1*MC* to move while holding.

Riddles - Variable - Place 2 markers up to 20cm from enemy deployment zone. 1*MC* to Manipulate. Roll D6, -1 modifier if it is the opponents objective. Remove from Play after rolling. Results: 1 - Lose 1 VP. 2-3 - No VP. 4-5 - 1VP. 6 - 3VP.

Ammo Crates - 3VP (Control) - Placed in enemy deployment zone. Considered small obstacle. May Manipulate (1*MC*) in base to base to replenish 1 Ammo. Once per round per character.

Titan Container - 2VP (Control) - Placed in enemy deployment zone. Considered small obstacle. May Manipulate (1*MC*) in base to base to gain 1 Titan Dose. Once per round per character. (**Titan Dose** - Once per game, usable during Raise the Plan. Gains +1 to all stats. Lasts 1 round.)

Leader / Boss - KO - 4VP. Casualty - 6VP.

Sidekick - KO - 2VP. Casualty - 4VP.

Free Agent - KO - 3VP. Casualty - 4VP.

Henchman - KO - 1VP. Casualty - 2VP.

Pregame Phases

A - Select Scenario

B - Place Sewers and Lamp posts

C - Deploy Crews

D - Place Objectives

E - Start Playing

Sewer Markers - Each player generates D3, and places alternately, highest rolling player 1st. No closer than 5cm to board edge, or 20cm to another sewer marker. Spent 1*MC* + 1*SC* to enter or exit sewers. 1 character per crew allowed in sewers at any time. Must spend 1 full round inside. Can act as normal once out of sewers, except basic movement is 0. Sewer markers cannot be used by a player if the opposing player has 1 or more non-KO characters in base to base with the marker.

Lamp Posts - Each player generates D3, and places alternately, highest rolling player 1st. No closer than 5cm to board edge, or 20cm to another lamp post. Generates 10cm radius of Light effect. Can be targeted by attacks, and have Defense 2.

Runaway - At start of round: 70% Rep in KO'd or Casualty characters. Choose 1 remaining character and perform Willpower test. If success, play round as normal. If fail, crew flees and game ends. Opposing player to the fleeing gains VP equal to the number of rounds remaining. If both crews flee, game is a draw.