





Cover Up

Task.

Revelation – Put Cover Up into play in your threat area, with 2 clues on it.

☞ When you would discover 1 or more clues at your location: Discard that many clues from Cover Up instead. If there are no clues on Cover Up, discard it.

⚡ Heal 1 damage on the nearest *Criminal* enemy in play: Discard Cover Up.

Illus. Barbara Wiszyńska-Kubit

© 2021

27 / 52

42



Cover Up

Task.

Revelation – Put Cover Up into play in your threat area, with 2 clues on it.

☞ When you would discover 1 or more clues at your location: Discard that many clues from Cover Up instead. If there are no clues on Cover Up, discard it.

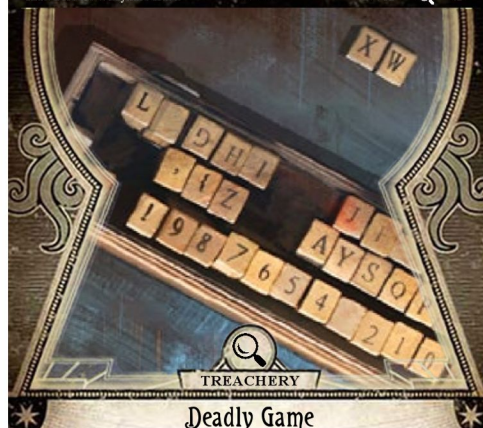
⚡ Heal 1 damage on the nearest *Criminal* enemy in play: Discard Cover Up.

Illus. Barbara Wiszyńska-Kubit

© 2021

28 / 52

43



Deadly Game

Mystery.

Test ● (3). For each point you fail by, you must choose a different option:

- ☞ Lose 2 resources.
- ☞ Take 1 horror.
- ☞ Get -2 to the next skill test you perform this round.

Illus. Barbara Wiszyńska-Kubit

© 2021

33 / 52

48



Deadly Game

Mystery.

Test ● (3). For each point you fail by, you must choose a different option:

- ☞ Lose 2 resources.
- ☞ Take 1 horror.
- ☞ Get -2 to the next skill test you perform this round.

Illus. Barbara Wiszyńska-Kubit

© 2021

34 / 52

49













Meddlesome Reporter

1 2 4

Humanoid.

Hunter. Retaliate.

Forced – Either exhaust a piece of evidence in your play area or ready each enemy in play. Each enemy with the Hunter keyword moves 1 location towards you.

“Can I get a quote for the local rag?”

ENEMY



Illus. Picaloid Studios © 2021 38 / 52 23



Whitechapel Vigilante

3 2 2

Humanoid. Criminal.

Hunter.

Forced – After you defeat Whitechapel Vigilante: Move the nearest ready, unengaged *Criminal* enemy once toward your location.

ENEMY



Illus. Barbara Wiszynska-Kubit © 2021 24 / 52 39



Whitechapel Vigilante

3 2 2

Humanoid. Criminal.

Hunter.

Forced – After you defeat Whitechapel Vigilante: Move the nearest ready, unengaged *Criminal* enemy once toward your location.

ENEMY



Illus. Barbara Wiszynska-Kubit © 2021 25 / 52 40



Whitechapel Vigilante

3 2 2

Humanoid. Criminal.

Hunter.

Forced – After you defeat Whitechapel Vigilante: Move the nearest ready, unengaged *Criminal* enemy once toward your location.

ENEMY



Illus. Barbara Wiszynska-Kubit © 2021 26 / 52 41

