

# ADRENALINE RUSH

PASSIVE

## THREAD EFFECT

Models within 3 of a Nia Marker may treat any General Action as a  $\infty$  Action.

Choose one of the following Objectives:

### OBJECTIVE 1

At the end of a friendly model's Activation, if another model took an Action while within 3 of the Nia Marker during that Activation, your Crew gains 1 Fracture Token.

Tokens Needed to Score: 3

—OR—

### OBJECTIVE 2

At the end of a friendly model's Activation, if a friendly model drew one or more cards while within 3 of the Nia Marker during that Activation, your Crew gains 1 Fracture Token.

Tokens Needed to Score: 3

A VOTE FOR: HONEYPOT

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# RUNES IN THE ICE

PASSIVE

## THREAD EFFECT

When a model within 3 of a Nia Marker Activates, it must reveal the top card of its Fate Deck.

Choose one of the following Objectives:

### OBJECTIVE 1

At the end of the Turn, if the combined Sz of all friendly models within 3 of a Nia Marker is 6 or more, your Crew gains 1 Fracture Token.

Tokens Needed to Score: 3

—OR—

### OBJECTIVE 2

At the Start of the Game, secretly choose a Terrain Marker type.

At the end of a friendly model's Activation, if there are two or more of the chosen Terrain Markers within 3 of a Nia Marker, remove them and your Crew gains 1 Fracture Token.

Tokens Needed to Score: 2

A VOTE FOR: SAVAGE

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# WICKED WHISPER

ACTIVE 1

## THREAD EFFECT

During the Start Phase, Minions within (1)6 of the Nia Marker must pass a TN 13 Wp duel or be Pushed 6" toward the Nia Marker.

Choose one of the following Objectives:

### OBJECTIVE 1

At the end of a friendly model's Activation, if there are two or more Corpse Markers within 3 of a Nia Marker, you may remove all Corpse Markers within 3 of the Nia Marker to have your Crew gain 1 Fracture Token.

Tokens Needed to Score: 2

—OR—

### OBJECTIVE 2

At the end of a friendly model's Activation, if that model Summoned a model (even if the Summoned model has Insignificant) while within 3 of a Nia Marker during that Activation your Crew gains 1 Fracture Token.

Tokens Needed to Score: 2

A VOTE FOR: REDCHAPEL

# MOONSHINE MADNESS

ACTIVE 2

## THREAD EFFECT

During the Start Phase, each player draws a card for every friendly model with any Condition within 3 of a Nia Marker.

Choose one of the following Objectives:

### OBJECTIVE 1

At the end of a friendly model's Activation, if an enemy model within 3 of the Nia Marker gained (or raised the value of) a Condition during that Activation, your Crew gains 1 Fracture Token.

Tokens Needed to Score: 2

—OR—

### OBJECTIVE 2

At the end of a friendly model's Activation, if a model within 3 of a Nia Marker was killed during that Activation, your Crew gains 1 Fracture Token.

Tokens Needed to Score: 2

A VOTE FOR: TRI-CHI

## REFERENCE CARD

### THE NIA MARKER

- ◆ Each player chooses one Thread of Fate when choosing Schemes.
- ◆ At the start of the game, the Attacker Drops the Nia Marker centered on the centerline and as close to the centerpoint as possible.
- ◆ The Nia Marker is **Ht 2**, Impassable, and Blocking.
- ◆ The Nia Marker cannot be affected by the effects of models (such as moving, removing, or targeting).
- ◆ During the Start Phase Nia performs any Active Thread effects for Threads of Fate chosen this game, from lowest numbered to highest.
- ◆ Passive Thread Effects are always on.
- ◆ During the Start Phase of every Turn after the first, after performing Thread Effects, the player that lost the Initiative Flip Places Nia within 3" of her current location.

### OBJECTIVES

- ◆ Each player secretly chooses one Objective associated with their Thread of Fate.
- ◆ When you gain the number of Fracture Tokens listed on your Objective, score 1 **VP**. You may only score 1 **VP** this way.
- ◆ You **may** gain Fracture Tokens Turn 1.
- ◆ You **may not** gain more than one Fracture Token per Turn.
- ◆ Models with the **Insignificant** Ability are ignored for these Objectives, however models with Summon Upgrades are not.

## REFERENCE CARD

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### THE NIA MARKER

- ◆ Each player chooses one Thread of Fate when choosing Schemes.
- ◆ At the start of the game, the Attacker Drops the Nia Marker centered on the centerline and as close to the centerpoint as possible.
- ◆ The Nia Marker is **Ht 2**, Impassable, and Blocking.
- ◆ The Nia Marker cannot be affected by the effects of models (such as moving, removing, or targeting).
- ◆ During the Start Phase Nia performs any Active Thread effects for Threads of Fate chosen this game, from lowest numbered to highest.
- ◆ Passive Thread Effects are always on.
- ◆ During the Start Phase of every Turn after the first, after performing Thread Effects, the player that lost the Initiative Flip Places Nia within 3" of her current location.

### OBJECTIVES

- ◆ Each player secretly chooses one Objective associated with their Thread of Fate.
- ◆ When you gain the number of Fracture Tokens listed on your Objective, score 1 **VP**. You may only score 1 **VP** this way.
- ◆ You **may** gain Fracture Tokens Turn 1.
- ◆ You **may not** gain more than one Fracture Token per Turn.
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## REFERENCE CARD

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### THE NIA MARKER

- ◆ Each player chooses one Thread of Fate when choosing Schemes.
- ◆ At the start of the game, the Attacker Drops the Nia Marker centered on the centerline and as close to the centerpoint as possible.
- ◆ The Nia Marker is **Ht 2**, Impassable, and Blocking.
- ◆ The Nia Marker cannot be affected by the effects of models (such as moving, removing, or targeting).
- ◆ During the Start Phase Nia performs any Active Thread effects for Threads of Fate chosen this game, from lowest numbered to highest.
- ◆ Passive Thread Effects are always on.
- ◆ During the Start Phase of every Turn after the first, after performing Thread Effects, the player that lost the Initiative Flip Places Nia within 3" of her current location.

### OBJECTIVES

- ◆ Each player secretly chooses one Objective associated with their Thread of Fate.
- ◆ When you gain the number of Fracture Tokens listed on your Objective, score 1 **VP**. You may only score 1 **VP** this way.
- ◆ You **may** gain Fracture Tokens Turn 1.
- ◆ You **may not** gain more than one Fracture Token per Turn.
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- ◆ At the start of the game, the Attacker Drops the Nia Marker centered on the centerline and as close to the centerpoint as possible.
- ◆ The Nia Marker is **Ht 2**, Impassable, and Blocking.
- ◆ The Nia Marker cannot be affected by the effects of models (such as moving, removing, or targeting).
- ◆ During the Start Phase Nia performs any Active Thread effects for Threads of Fate chosen this game, from lowest numbered to highest.
- ◆ Passive Thread Effects are always on.
- ◆ During the Start Phase of every Turn after the first, after performing Thread Effects, the player that lost the Initiative Flip Places Nia within 3" of her current location.

### OBJECTIVES

- ◆ Each player secretly chooses one Objective associated with their Thread of Fate.
- ◆ When you gain the number of Fracture Tokens listed on your Objective, score 1 **VP**. You may only score 1 **VP** this way.
- ◆ You **may** gain Fracture Tokens Turn 1.
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## REFERENCE CARD

# THE PRICE OF KNOWLEDGE

ACTIVE 3

## THREAD EFFECT

During the Start Phase, models within (0)3 of the Nia Marker gain **Injured +1**.

Choose one of the following Objectives:

### OBJECTIVE 1

At the end of a friendly model's Activation, if that model spent a Soulstone while within (0)3 of a Nia Marker during that Activation, your Crew gains 1 Fracture Token.

**Tokens Needed to Score: 3**

—OR—

### OBJECTIVE 2

At the end of a friendly model's Activation, if that model used the **Assist** Action and reduced a **Condition** on a model within (0)3 of a Nia Marker during that Activation, your Crew gains 1 Fracture Token.

**Tokens Needed to Score: 2**

A VOTE FOR: ACADEMIC

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# DEAD SHOT

ACTIVE 4

## THREAD EFFECT

During the Start Phase, models within (0)3 of the Nia Marker gain **Focused +1** and **Stunned**.

Choose one of the following Objectives:

### OBJECTIVE 1

At the end of a friendly model's Activation, if there are two or more Scheme Markers within (0)3 of a Nia Marker, you may remove all Scheme Markers within (0)3 of a Nia Marker to have your Crew gain 1 Fracture Token.

**Tokens Needed to Score: 2**

—OR—

### OBJECTIVE 2

At the end of a friendly model's Activation, if it succeeded on a non-**///** Attack against an enemy model where any sight lines were blocked by the Nia Marker, your Crew gains 1 Fracture Token.

**Tokens Needed to Score: 3**

A VOTE FOR: BANDIT

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# BADGES AND BLADES

ACTIVE 5

## THREAD EFFECT

During the Start Phase, models within (0)3 of the Nia Marker suffer 2 damage.

Choose one of the following Objectives:

### OBJECTIVE 1

At the end of a friendly model's Activation, if that model discarded a card from its Control Hand while within (0)3 of a Nia Marker during that Activation, your Crew gains 1 Fracture Token.

**Tokens Needed to Score: 3**

—OR—

### OBJECTIVE 2

At the end of a friendly model's Activation, if that friendly model was within (0)3 of a Nia Marker when it killed an enemy model during that Activation, your Crew gains 1 Fracture Token.

**Tokens Needed to Score: 2**

A VOTE FOR: MARSHAL

# PARASITIC PROTECTION

ACTIVE 6

## THREAD EFFECT

During the Start Phase, models within (0)3 of the Nia Marker gain **Shielded +2**.

Choose one of the following Objectives:

### OBJECTIVE 1

At the end of a friendly model's Activation, if a friendly model within (0)3 of a Nia Marker was Healed during that Activation, your Crew gains 1 Fracture Token.

**Tokens Needed to Score: 3**

—OR—

### OBJECTIVE 2

At the end of a friendly model's Activation, if a Terrain Marker within (0)3 of a Nia Marker was removed by a friendly model during that Activation, your Crew gains 1 Fracture Token.

**Tokens Needed to Score: 3**

A VOTE FOR: CADMUS

## REFERENCE CARD

### THE NIA MARKER

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- ◆ At the start of the game, the Attacker Drops the Nia Marker centered on the centerline and as close to the centerpoint as possible.
- ◆ The Nia Marker is **Ht 2**, Impassable, and Blocking.
- ◆ The Nia Marker cannot be affected by the effects of models (such as moving, removing, or targeting).
- ◆ During the Start Phase Nia performs any Active Thread effects for Threads of Fate chosen this game, from lowest numbered to highest.
- ◆ Passive Thread Effects are always on.
- ◆ During the Start Phase of every Turn after the first, after performing Thread Effects, the player that lost the Initiative Flip Places Nia within 3" of her current location.

### OBJECTIVES

- ◆ Each player secretly chooses one Objective associated with their Thread of Fate.
- ◆ When you gain the number of Fracture Tokens listed on your Objective, score 1 **VP**. You may only score 1 **VP** this way.
- ◆ You **may** gain Fracture Tokens Turn 1.
- ◆ You **may not** gain more than one Fracture Token per Turn.
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