

# HONORED GUESTS

## GUESTS OF MYSTIQUE

Once per Round, when an allied character is targeted by an attack, another allied character within  $\oplus 2$  of the targeted character may become the target of the attack instead.



**OR**

**OR**

**OR**

## GUESTS OF DESTINY

Once per Round, when an allied character rolls dice, before the dice are rolled, you may predict how many  $\oplus$  results will be in the final result. If you are correct, the allied character gains 2  $\oplus$ .



# HONORED GUESTS

## GUESTS OF MYSTIQUE

Once per Round, when an allied character is targeted by an attack, another allied character within  $\oplus 2$  of the targeted character may become the target of the attack instead.

Once per Round, an allied character may spend 2  $\otimes$  to move an objective token it is holding to an allied character within  $\oplus 2$ . This does not allow a character to hold more tokens than the Crisis specifies.



**OR**

## GUESTS OF DESTINY

Once per Round, when an allied character rolls dice, before the dice are rolled, you may predict how many  $\otimes$  results will be in the final result. If you are correct, the allied character gains 2  $\otimes$ .

Once per game, when an allied character drops an objective token, you may Place it instead of your opponent.

**OR**

**OR**



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## GUESTS OF MYSTIQUE

Once per Round, when an allied character is targeted by an attack, another allied character within  $\oplus 2$  of the targeted character may become the target of the attack instead.

**OR**

Once per Round, an allied character may spend 2  $\otimes$  to move an objective token it is holding to an allied character within  $\oplus 2$ . This does not allow a character to hold more tokens than the Crisis specifies.

**OR**

Once per game, when an allied character is chosen to activate, enemy characters cannot use  $\otimes$  superpowers or play Reactive Team Tactic Cards until the allied character's Activation ends.

**OR**

## GUESTS OF DESTINY


Once per Round, when an allied character rolls dice, before the dice are rolled, you may predict how many  $\otimes$  results will be in the final result. If you are correct, the allied character gains 2  $\otimes$ .

Once per game, when an allied character drops an objective token, you may Place it instead of your opponent.

Once per game, when an allied character would suffer  $\otimes$ , it may reduce the  $\otimes$  to 1. Then the opposing player places the allied character  $\oplus 2$  from its current position.

# FAILED TO RSVP

## CAVALIER CELEBRANTS

At the beginning of the **Cleanup Phase**, if you are **Securing** at least one **Secure** objective token, you may select an allied character contesting an objective token you are **Securing**. The chosen character gains 1 .




OR

OR

OR


## IN-LAWS




Once per game, when an allied character deals two or more  to an enemy character, if the enemy character is holding an objective token, the allied character may take that objective token. The allied character is now holding that token. This does not allow a character to hold more tokens than the **Crisis** specifies.



# FAILED TO RSVP

## CAVALIER CELEBRANTS


At the beginning of the **Cleanup Phase**, if you are **Securing** at least one **Secure** objective token, you may select an allied character contesting an objective token you are **Securing**. The chosen character gains 1 .

Once per Round, after an allied character suffers , it may gain 2 . If it does, it suffers 1 .



OR

## IN-LAWS

Once per game, when an allied character deals two or more  to an enemy character, if the enemy character is holding an objective token, the allied character may take that objective token. The allied character is now holding that token. This does not allow a character to hold more tokens than the **Crisis** specifies.

Once per game, when an allied character ends a movement action within  $\oplus 2$  of an enemy character, the enemy character gains the **Judgement** special condition.

OR



OR

# FAILED TO RSVP

## CAVALIER CELEBRANTS

At the beginning of the **Cleanup Phase**, if you are **Securing** at least one **Secure** objective token, you may select an allied character contesting an objective token you are **Securing**. The chosen character gains 1 ☼.

Once per Round, after an allied character suffers ☹, it may gain 2 ☼. If it does, it suffers 1 ☹.

When an allied character performs a **Shake** action, it gains 2 ☼. This ability may be used any number of times per game.

OR

OR

OR

## IN-LAWS

Once per game, when an allied character deals two or more ☹ to an enemy character, if the enemy character is holding an objective token, the allied character may take that objective token. The allied character is now holding that token. This does not allow a character to hold more tokens than the **Crisis** specifies.

Once per game, when an allied character ends a movement action within ⊕ 2 of an enemy character, the enemy character gains the **Judgement** special condition.

Once per Round, when an allied character loses ☼, you may select an enemy character within ⊕ 2 of it. The chosen character suffers 1 ☹ and gains the **Shock** special condition.