



Hack B

Pick Target

- closest threat, facing
- closest threat
- no target: **menace**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	4+	1	After Damage

● **Bleed 1:** target gains 1 bleeding token.

Hew B

Pick Target

- closest threat, facing
- closest threat
- no target: **menace**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
1	3+	3	After Damage

● **Bleed 1:** target gains 1 bleeding token.
 ● **Bash:** target is knocked down.

Hack City A

Pick Target

- closest threat, facing
- closest threat
- no target: **menace**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
4	4+	1	After Damage

● For each hit, make an additional attack roll. Continue to roll until all attack rolls miss.

If the target survives Hack City,
 □ **Legendary Lungs.**

Run Down B

Full move in the direction the monster is facing and turn to face closest survivor.

Pick Target

- knocked down survivor, in range: 12
- closest survivor, in range: 12
- no target: **graze**

Move Twice & Attack Target

If the target is knocked down, this attack gains +3 speed.

Speed	Accuracy	Damage	Trigger
1	2+	1	

● **Crushed Spine:** The monster cries out in pain and is knocked down.

Cleave B

Pick Target

- closest threat, in field of view, in range
- no target: **guard**

Full move towards **target**. Make a separate attack against each survivor in the highlighted zone, in the order indicated by the arrows.

Speed	Accuracy	Damage	Trigger
3	3+	3	Before Damage

● **Head Hunter:** Always hits the head location.

Coup de Grace B

All survivors are **doomed**.

Target a random knocked down survivor in range. If there are no knocked down survivors in range, discard Coupe de Grace and perform **Basic Action**.

Full move towards target.
 Target suffers 1 severe head injury with -5 to the roll result.

Clever Ploy

TRAP! - Reshuffle Hit Location Deck

The attacker is caught in Alison's clever ruse and is savagely mauled.

Attacker is **doomed**.
Perform **Basic Action**, target the attacker.

Doomed: You may not spend survival until this card is resolved.

Trap Reminder Rules!
A Trap cancels all the attacker's hits and ends their attack. When a Trap is drawn, a knocked down monster will stand.

After a Trap is performed, reshuffle all hit location cards, including the Trap card.

Resolve & Reshuffle hit location deck



HL

Allison the
Twilight Knight



HL

Allison the
Twilight Knight



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Allison the
Twilight Knight



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