

SPECIAL CARDS

CHEAP HERO

There are 3 Cheap Hero cards in the Treachery deck, 2 are called "Cheap Hero", 1 is called "Cheap Heroine".

Play this card in your battle-plan **instead of** a leader.

Guild can play it along with a leader disc after having activated their fate.

The leader's strength is 0.

The Cheap Hero cannot be called traitor.

A Cheap Hero card is always discarded after use. Unless you won with Traitor, in that case you can chose to keep or discard.

It's not allowed to voice Cheap Hero, neither positive, nor positive.

I love cheap heroine!

~ awpteamoose



WEATHER CONTROL

There's a single Weather Control card in the Treachery deck.

You can play this card during the storm phase only, after the storm calculation is complete, but before the storm is moved.

You can move the storm up to 10 sectors forwards.



FAMILY ATOMICS

There's a single Family card in the Treachery deck.

You can play this card during the storm phase only, after the storm calculation is complete (and after Weather Control is played), but before the storm is moved.

You can only play this card if you have at least 1 Troop token in an territory adjacent or on the Shieldwall territory.

If the storm is in the way, you cannot use Family Atomics.

After playing this card it is removed from the game.

KA-BOOOM!

~ IhasPinecone



