

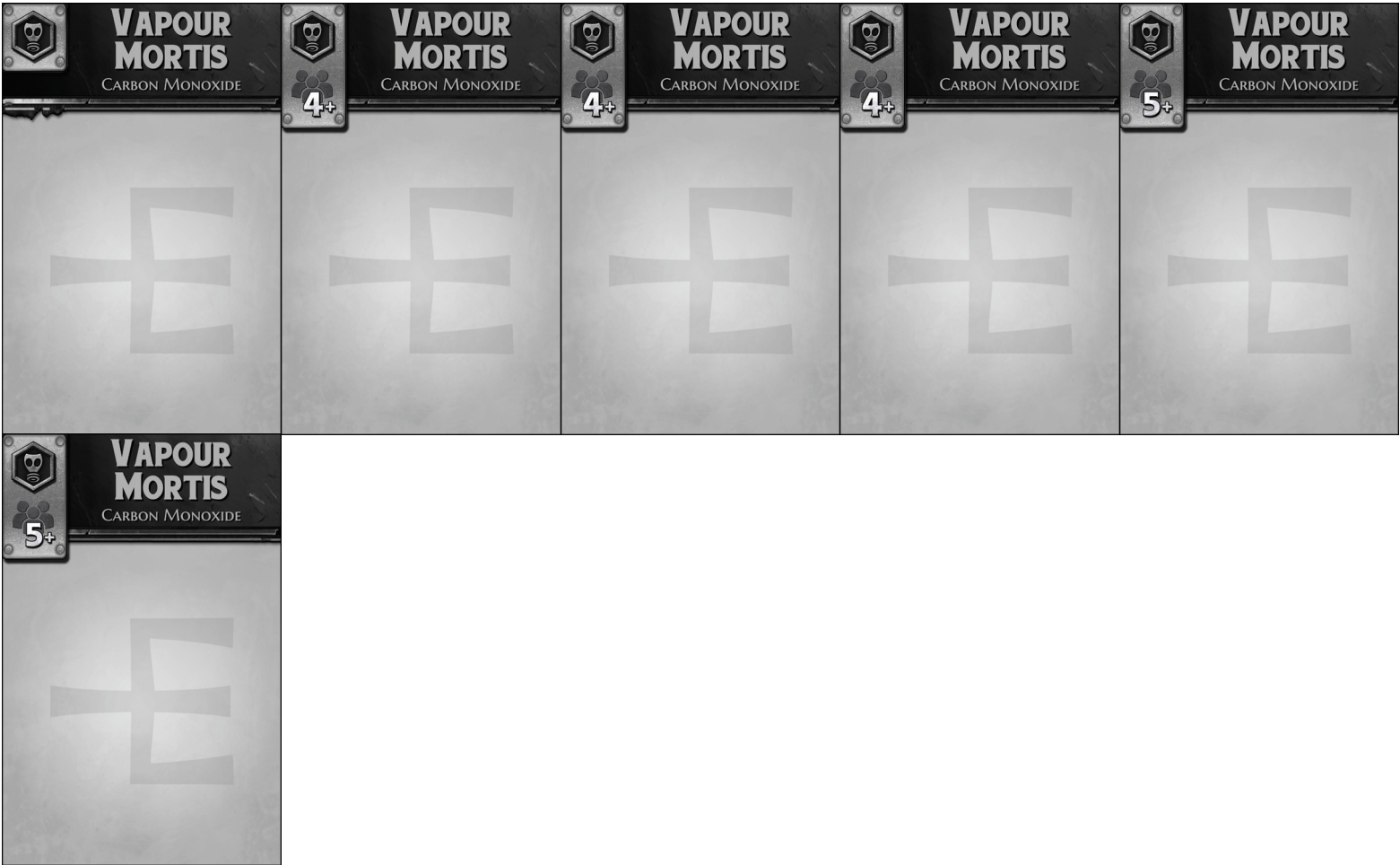
 DECREE	 DECREE	 DECREE	 DECREE	 DECREE
Cost: Each Ally (not you) must Contribute 1  .	Cost: Each Ally (not you) must Contribute 1  .	Cost: Each Ally (not you) must Contribute 1  .	 Cost: Each Ally (not you) must Contribute 1  .	 Cost: Each Ally (not you) must Contribute 1  .
Effect: You may take Reprieve and put it in front of you.	Effect: You may take Reprieve and put it in front of you.	Effect: You may take Reprieve and put it in front of you.	Effect: You may take Reprieve and put it in front of you.	Effect: You may take Reprieve and put it in front of you.
 EDUCATION	 EDUCATION	 EDUCATION	 EDUCATION	 EDUCATION
Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	 Cost: Collectively Contribute 1  .	 Cost: Collectively Contribute 1  .
Effect: You may Gain 1 from the Action Stack.	Effect: You may Gain 1 from the Action Stack.	Effect: You may Gain 1 from the Action Stack.	Effect: You may Gain 1 from the Action Stack.	Effect: You may Gain 1 from the Action Stack.
 LOCAL CAMPAIGN	 LOCAL CAMPAIGN	 LOCAL CAMPAIGN	 LOCAL CAMPAIGN	 LOCAL CAMPAIGN
Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .
Effect: You may Mitigate 1  from your Hand.	Effect: You may Mitigate 1  from your Hand.	Effect: You may Mitigate 1  from your Hand.	Effect: You may Mitigate 1  from your Hand.	Effect: You may Mitigate 1  from your Hand.
 LOCAL CAMPAIGN	 LOCAL CAMPAIGN	 LOCAL CAMPAIGN	 LOCAL CAMPAIGN	 LOCAL CAMPAIGN
Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	 Cost: Collectively Contribute 1  .
Effect: You may Mitigate 1  from your Hand.	Effect: You may Mitigate 1  from your Hand.	Effect: You may Mitigate 1  from your Hand.	Effect: You may Mitigate 1  from your Hand.	Effect: You may Mitigate 1  from your Hand.

 LOCAL CAMPAIGN	 LOCAL CAMPAIGN	 LOCAL CAMPAIGN	 LOCAL CAMPAIGN	 LOCAL CAMPAIGN
Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .
Effect: You may Mitigate 1  from your Hand.	Effect: You may Mitigate 1  from your Hand.	Effect: You may Mitigate 1  from your Hand.	Effect: You may Mitigate 1  from your Hand.	Effect: You may Mitigate 1  from your Hand.
 MOMENTUM	 MOMENTUM	 MOMENTUM	 MOMENTUM	 MOMENTUM
Requirement: Usable only right after you use an Action that is not Momentum .	Requirement: Usable only right after you use an Action that is not Momentum .	Requirement: Usable only right after you use an Action that is not Momentum .	Requirement: Usable only right after you use an Action that is not Momentum .	Requirement: Usable only right after you use an Action that is not Momentum .
Effect: You and each Contributor to that Action may Draw 1.	Effect: You and each Contributor to that Action may Draw 1.	Effect: You and each Contributor to that Action may Draw 1.	Effect: You and each Contributor to that Action may Draw 1.	Effect: You and each Contributor to that Action may Draw 1.
 MUTUAL AID	 MUTUAL AID	 MUTUAL AID	 MUTUAL AID	 MUTUAL AID
Cost: Collectively Contribute 2  .	Cost: Collectively Contribute 2  .	Cost: Collectively Contribute 2  .	Cost: Collectively Contribute 2  .	Cost: Collectively Contribute 2  .
Effect: You may choose 2 Players. Each of them may Mitigate 2  from their Hand.	Effect: You may choose 2 Players. Each of them may Mitigate 2  from their Hand.	Effect: You may choose 2 Players. Each of them may Mitigate 2  from their Hand.	Effect: You may choose 2 Players. Each of them may Mitigate 2  from their Hand.	Effect: You may choose 2 Players. Each of them may Mitigate 2  from their Hand.
 SPILL CLEANUP	 SPILL CLEANUP	 SPILL CLEANUP	 SPILL CLEANUP	 SPILL CLEANUP
Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .	Cost: Collectively Contribute 1  .
Effect: Choose a Player. They may Mitigate up to 5  , with each  coming from their Hand or Discard pile.	Effect: Choose a Player. They may Mitigate up to 5  , with each  coming from their Hand or Discard pile.	Effect: Choose a Player. They may Mitigate up to 5  , with each  coming from their Hand or Discard pile.	Effect: Choose a Player. They may Mitigate up to 5  , with each  coming from their Hand or Discard pile.	Effect: Choose a Player. They may Mitigate up to 5  , with each  coming from their Hand or Discard pile.

 COURT VICTORY	 BLACK MURK BLACK CARBON	 BLACK MURK BLACK CARBON	 BLACK MURK BLACK CARBON	 BLACK MURK BLACK CARBON
Cost: Each Player must Contribute 3 . Effect: Shut down the Smokestack. The team wins the game!				
 BLACK MURK BLACK CARBON	 BLACK MURK BLACK CARBON	 BLACK MURK BLACK CARBON	 BLACK MURK BLACK CARBON 4+	 BLACK MURK BLACK CARBON 4+
				
 BLACK MURK BLACK CARBON 4+	 BLACK MURK BLACK CARBON 5+	 BLACK MURK BLACK CARBON 5+	 BLACK MURK BLACK CARBON 5+	 EFFLUVIUM OZONE
				
 EFFLUVIUM OZONE	 EFFLUVIUM OZONE	 EFFLUVIUM OZONE	 EFFLUVIUM OZONE	 EFFLUVIUM OZONE
				

EFFLUVIUM OZONE 	EFFLUVIUM OZONE 	 EFFLUVIUM OZONE 	 EFFLUVIUM OZONE 	 EFFLUVIUM OZONE 
 EFFLUVIUM OZONE 	 EFFLUVIUM OZONE 	 THE NOX PAHs 	 THE NOX PAHs 	 THE NOX PAHs 
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 RUST BRUME NITROGEN DIOXIDE	 RUST BRUME NITROGEN DIOXIDE	 RUST BRUME NITROGEN DIOXIDE	 RUST BRUME NITROGEN DIOXIDE	 RUST BRUME NITROGEN DIOXIDE
 RUST BRUME NITROGEN DIOXIDE	 RUST BRUME NITROGEN DIOXIDE	 RUST BRUME NITROGEN DIOXIDE	 RUST BRUME NITROGEN DIOXIDE 	 RUST BRUME NITROGEN DIOXIDE 
 RUST BRUME NITROGEN DIOXIDE 	 RUST BRUME NITROGEN DIOXIDE 	 RUST BRUME NITROGEN DIOXIDE 	 VAPOUR MORTIS CARBON MONOXIDE	 VAPOUR MORTIS CARBON MONOXIDE
 VAPOUR MORTIS CARBON MONOXIDE	 VAPOUR MORTIS CARBON MONOXIDE	 VAPOUR MORTIS CARBON MONOXIDE	 VAPOUR MORTIS CARBON MONOXIDE	 VAPOUR MORTIS CARBON MONOXIDE



CURRENT PLAYER	REPRIEVE	REVOLUTION
	Each time a Player Gains a  from the Smokestack, that  is immediately Mitigated. (Flip the Smokestack card as a reminder.) This card ends (stops being Active) at the start of your next turn.	At any time, the team may <i>Shut Down The Smokestack</i>. To do so, each Player must Contribute 4 . If you do, the team wins the game!
SMOKESTACK	SMOKESTACK	
	Each time a Player Gains a  from the Smokestack, that  is immediately Mitigated.	