

 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.



Effect:
Shut down the Smokestack.
The team wins the game!



 EFFLUVIUM OZONE	 EFFLUVIUM OZONE	  EFFLUVIUM OZONE	  EFFLUVIUM OZONE	  EFFLUVIUM OZONE
  EFFLUVIUM OZONE	  EFFLUVIUM OZONE	 THE NOX PAHs	 THE NOX PAHs	 THE NOX PAHs
 THE NOX PAHs	 THE NOX PAHs	 THE NOX PAHs	 THE NOX PAHs	 THE NOX PAHs
  THE NOX PAHs	  THE NOX PAHs	  THE NOX PAHs	  THE NOX PAHs	  THE NOX PAHs

 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

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.	