

BETRAYAL



Need: BASE

Highest Progress player cannot HELP

It's lonely at the top.

DIVISION



Need: Odd HELP

SUCCESS: Shared Stress -1

The group is split down the middle.

BLACKOUT



Need: BASE -1

Effect: DENY cannot be used this round

At least we've got each other.

SHORTAGE



Need: BASE

Effect: Always the first round

There's never enough to go around.

AUDIT



Need: BASE

Additional Effect: If SUCCESS and ALL HELP → Stability -1 more

This isn't going to end well.

REDEMPTION



Need: BASE

Lowest Progress player that HELP gets +1 Progress

A hand up when you need it most.

ACCIDENT



Need: BASE

FAIL: Stability -2

This'll be hard to come back from.

ILLNESS



Need: Exactly 1 HELP

FAIL: Stability -1

Better hope someone's compassionate