THE INQUISITORIUS

PLOT

Include only if each character on your team is an Inquisitor.

Action - Exhaust this plot to turn an opponent’s character die to a side showing a blank.
You can only include Yellow characters on your team. During setup, you lose the starting character roll. After setup, lose the game unless you shuffle 2 set-aside copies each of Disable, (137), Rebel (112), and Act of Cruelty (38) into your deck.
INTELLIGENCE OPERATION

PLOT - MISSION

Include only if each character on your team is a spy. This card does not ready during the upkeep phase.

**Action** - Exhaust this plot to play a detected card.