2 3

THE COURT'S SECURE BASES

III

*Target a friendly **Owl** marker (cannot be the target of another copy of this card). At the end of each enemy model's activation, add 1 marker on this card if there are no enemy models within 4".*

Score when this card has 3 markers.

0 Place a friendly model in contact with a Sewer that is within 4" of a **Prey**.

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2 3

THE COURT'S SECURE BASES

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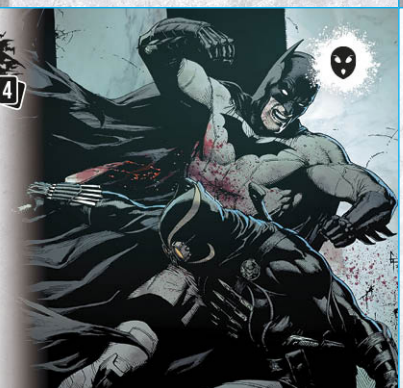
2 4



TALON'S CLAW

III

An enemy **Prey** is removed as a Casualty.

0 *Burn 1 • Talon's Prey*

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2 4

TALON'S CLAW

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0 *Burn 1 • Talon's Prey*

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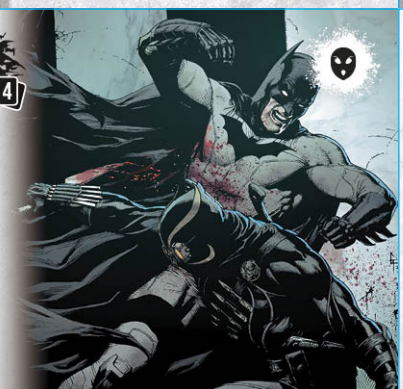

TALON'S CLAW

III

An enemy **Prey** is removed as a Casualty.

0 *Burn 1 • Talon's Prey*

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3 3

TERRIBLE ACCIDENT

III

***Limited** • When an enemy Prey model is removed as a Casualty, add 1 on this card. If it is was removed by a friendly model with the Reanimated Owl trait place 3 instead.*

You have more markers on this card than enemy Suspects in play.

0 *Burn 1 • Talon's Prey*

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3 3

TERRIBLE ACCIDENT

III

***Limited** • When an enemy Prey model is removed as a Casualty, add 1 on this card. If it is was removed by a friendly model with the Reanimated Owl trait place 3 instead.*

You have more markers on this card than enemy Suspects in play.

0 *Burn 1 • Talon's Prey*

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BATMAN MINIATURE GAME
The Court of Owls v02 - Nov 2023

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TERRIBLE ACCIDENT

3 / 3

III — ***Limited** • When an enemy Prey model is removed as a Casualty, add 1 ✖ on this card. If it is was removed by a friendly model with the Reanimated Owl trait place 3 instead.*

You have more ✖ markers on this card than enemy Suspects in play.

0 — ***Burn 1 • Talon's Prey***

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AN OWL'S TALE

2 / 3

III — A friendly **Owl** marker ends a Move within 4" of an enemy model that is within 4" of a friendly Suspect and another **Owl** marker.

0 — ***Talon's Prey***

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AN OWL'S TALE

2 / 3

III — A friendly **Owl** marker ends a Move within 4" of an enemy model that is within 4" of a friendly Suspect and another **Owl** marker.

0 — ***Talon's Prey***

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AN OWL'S TALE

2 / 3

III — A friendly **Owl** marker ends a Move within 4" of an enemy model that is within 4" of a friendly Suspect and another **Owl** marker.

0 — ***Talon's Prey***

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THE SHADOW CLAW

2 / 4

III — A friendly model Sets a Suspect within 4" of an enemy model that has at least 1 ● marker.

1 — A friendly model that Moves and ends closer to a **Prey** may Move 4". If that model ends in contact with a **Prey**, Move a friendly **Owl** marker 4".

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THE SHADOW CLAW

2 / 4

III — A friendly model Sets a Suspect within 4" of an enemy model that has at least 1 ● marker.

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THE SHADOW CLAW

2 / 4

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THE SHADOW CLAW

2 / 4

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1 — A friendly model that Moves and ends closer to a **Prey** may Move 4". If that model ends in contact with a **Prey**, Move a friendly **Owl** marker 4".

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GOTHAM IS OURS

3 / 2

II — *Target 2 Scenery elements, then the opponent target another 1 (must be outside any DZ). Set a friendly Suspect within 4" of them.*

Have at least 1 friendly Suspect within 4" of all of these Scenery elements.

1 — Move a marker 4". If that marker is within 8" of a **Prey**, instead Move it 8".

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GOTHAM IS OURS

3 | 2

II | Target 2 Scenery elements, then the opponent target another 1 (must be outside any DZ). Set a friendly Suspect within 4" of them.

Have at least 1 friendly Suspect within 4" of all of these Scenery elements.

1 Move a marker 4". If that marker is within 8" of a **Prey**, instead Move it 8".

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OWL'S NIGHT

3 | 2

III | *When a friendly model Sets a Suspect within 4" of a target friendly* **Owl** *marker, place a* ***Timer 1D6*** *on this card.*

Score when the counter is reduced to 0 if that Suspect is within 4" of the Target.

0 A friendly model gains 1 free Effort or 3 free Efforts if targeting or targeted by a **Prey**.

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OWL'S NIGHT

3 | 2

III | *When a friendly model Sets a Suspect within 4" of a target friendly* **Owl** *marker, place a* ***Timer 1D6*** *on this card.*

Score when the counter is reduced to 0 if that Suspect is within 4" of the Target.

0 A friendly model gains 1 free Effort or 3 free Efforts if targeting or targeted by a **Prey**.

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THE OWLS LABYRINTH

2 | 2

III | A friendly model Sets a Suspect within 4" of a target enemy model.

The opponent chooses if you score this card, or if you Move the target 4" and it suffers Enervating (2).

1 Move a **Prey** 4". If that model is within 4" of a friendly **Owl** marker, you may instead place it in contact with a Sewer.

The opponent may cancel this resource by discarding a Scored Objective card.

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THE OWLS LABYRINTH

2 | 2

III | A friendly model Sets a Suspect within 4" of a target enemy model.

The opponent chooses if you score this card, or if you Move the target 4" and it suffers Enervating (2).

1 Move a **Prey** 4". If that model is within 4" of a friendly **Owl** marker, you may instead place it in contact with a Sewer.

The opponent may cancel this resource by discarding a Scored Objective card.

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THE PRIMARY PREY

2 | 2

III | At the end of an activation, a friendly model has inficted Damage on a model and that model can not draw LoS to the friendly model.

1 ***Burn 0*** • The active model gains a Free Manipulate action.

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THE PRIMARY PREY

2 | 2

III | At the end of an activation, a friendly model has inficted Damage on a model and that model can not draw LoS to the friendly model.

1 ***Burn 0*** • The active model gains a Free Manipulate action.

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STALKING PARLIAMENT

2 | 3

III | *Target a friendly model. Each time that model either Sets a Suspect within 8" of a* **Prey** *or ends its activation and can draw LoS to a* **Prey**, *place a ✖ on this card.*

Score if this card has more ✖ than enemy Suspects in play.

0 Move a friendly ***Owl*** marker 4".

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STALKING PARLIAMENT

2 | 3

III | *Target a friendly model. Each time that model either Sets a Suspect within 8" of a* **Prey** *or ends its activation and can draw LoS to a* **Prey**, *place a ✖ on this card.*

Score if this card has more ✖ than enemy Suspects in play.

0 Move a friendly ***Owl*** marker 4".

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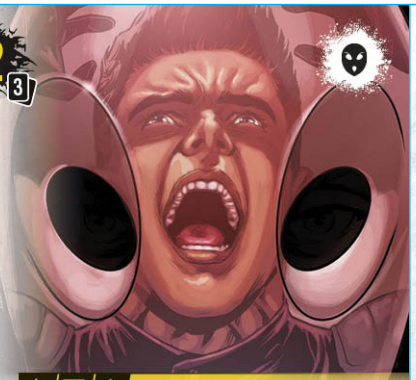
STALKING PARLIAMENT



2 / 3

III

*Target a friendly model. Each time that model either Sets a Suspect within 8" of a **Prey** or ends its activation and can draw LoS to a **Prey**, place a ✖ on this card.*

Score if this card has more ✖ than enemy Suspects in play.

0 Move a friendly ***Owl*** marker 4".

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NOT A WHISPERED WORD

2 / 3

III

A friendly model with Audacity Sets a Suspect within 4" of a Sewer and does not perform any other Tactical actions this activation.

0 Target friendly Suspect is treated as a Sewer this activation. If a model is marked as **Prey**, you may instead target any Suspect.

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NOT A WHISPERED WORD

2 / 3

III

A friendly model with Audacity Sets a Suspect within 4" of a Sewer and does not perform any other Tactical actions this activation.

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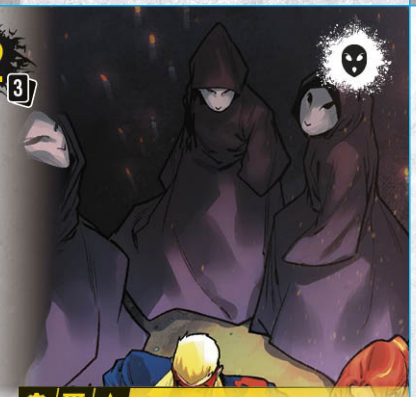
NOT A WHISPERED WORD



2 / 3

III

A friendly model with Audacity Sets a Suspect within 4" of a Sewer and does not perform any other Tactical actions this activation.

0 Target friendly Suspect is treated as a Sewer this activation. If a model is marked as **Prey**, you may instead target any Suspect.

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BEWARE THE COURT OF OWLS

2 / 3

III

A friendly model that no enemy model can see at the start of its activation Reveals an enemy Suspect.

0 ***Talon's Prey***

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BEWARE THE COURT OF OWLS

2 / 3

III

A friendly model that no enemy model can see at the start of its activation Reveals an enemy Suspect.

0 ***Talon's Prey***

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BEWARE THE COURT OF OWLS

2 / 3

III

A friendly model that no enemy model can see at the start of its activation Reveals an enemy Suspect.

0 ***Talon's Prey***

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Owl Markers

Before any models has been Deployed, Set 3 friendly **Owl** markers (30mm) anywhere in Play.

When a friendly model Sets a Suspect, Move 1 friendly **Owl** 4".

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Burn X: You can play this Resource by paying X Resource points to discard this card from your hand, placing it at the bottom of your Objective deck.

Talon's Prey: Target an enemy model within 4" of a friendly Owl marker and a friendly Suspect. Mark that model as **Prey**. Traits and Objectives refering to **Prey** only refer to enemy models marked as **Prey**. If this resource is used more than once this round, it increases its cost to 1 this round. Only one model can be **Prey**. If you mark a model as **Prey** and there is already another marked model in play, the previous model is no longer considered **Prey**.

Limited: Only 1 card with this name can be in play at a time.

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