PINCHED MOBSTER

3 (3)

Black Money • Play when a friendly model receives Damage from an enemy action. Set a Pinched Mobster Event marker in contact with it. A model may Manipulate a Pinched Mobster to Move it 4".

Score when that marker is Moved into your DZ.

⚡1 *Burn 1* • A friendly model with the Criminal trait immediately recovers from KO.

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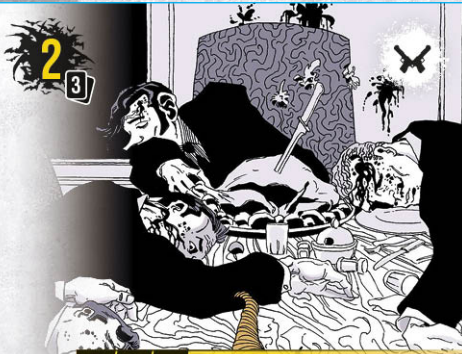© & ™ BATMAN. (s21)   OCR001 - v02   © KNIGHT MODELS

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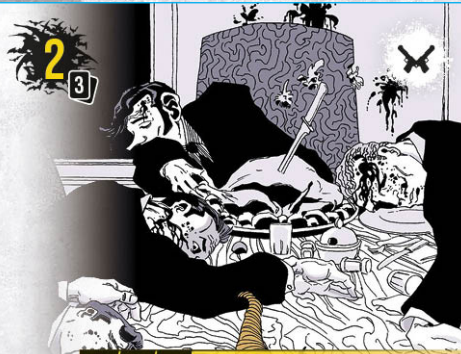
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SPRING CLEANING

2 (3)

Black Money • **Limited** • Play when a model is removed as a Casualty. Before removing that model, Set a Spring Cleaning Event marker in contact. A friendly model may Manipulate it to remove it.

Score when the Spring Cleaning is removed.

⚡1 Move a friendly Suspect 4", or a friendly marker that is within 4" of a friendly Suspect.

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SPRING CLEANING

2 (3)

Black Money • **Limited** • Play when a model is removed as a Casualty. Before removing that model, Set a Spring Cleaning Event marker in contact. A friendly model may Manipulate it to remove it.

Score when the Spring Cleaning is removed.

⚡1 Move a friendly Suspect 4", or a friendly marker that is within 4" of a friendly Suspect.
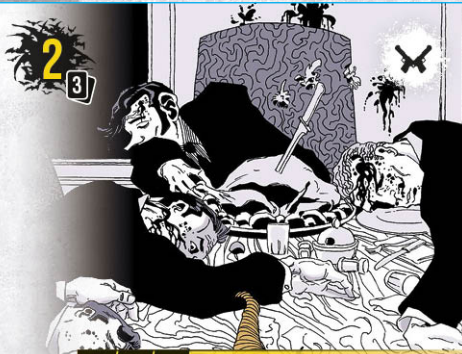
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Score when the Spring Cleaning is removed.

⚡1 Move a friendly Suspect 4", or a friendly marker that is within 4" of a friendly Suspect.

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RECOVERING THE JUICE

3 (3)

Black Money • Target a friendly model (may not be the Boss). That model Reveals an enemy Suspect during its activation and is still in play.

You may play this card as a Phase III if a friendly model Sets a Suspect, targeting another friendly model that is yet to take its activation.

⚡1 The active model may spend its Manipulate action to Set a Suspect in contact with another friendly model.

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RECOVERING THE JUICE

3 (3)

Black Money • Target a friendly model (may not be the Boss). That model Reveals an enemy Suspect during its activation and is still in play.

You may play this card as a Phase III if a friendly model Sets a Suspect, targeting another friendly model that is yet to take its activation.

⚡1 The active model may spend its Manipulate action to Set a Suspect in contact with another friendly model.

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RECOVERING THE JUICE

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Black Money • Target a friendly model (may not be the Boss). That model Reveals an enemy Suspect during its activation and is still in play.

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PAYING TRIBUTE (×3)

2 / 3

Black Money • Play when a friendly model Reveals an enemy Suspect.

Score when a friendly model Sets a Suspect within 4" of a friendly Boss.

⚡0 The active friendly model affected by the Inspire trait removes up to X Damage or gains X 🛡. Where X is equal to the number of friendly Suspects within 4".

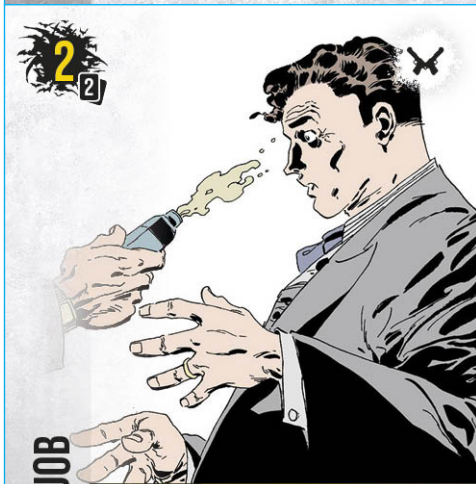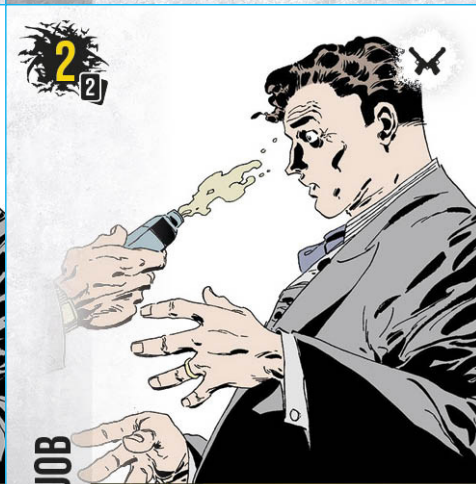© & ™ BATMAN. (s21)   OCR004 - v02   © KNIGHT MODELS

MESSAGE JOB (×2)

2 / 2

Black Money • An enemy model is removed as a Casualty.

⚡1 Target enemy model suffers -1 Defense this attack action.

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KILLING THE RAT (×2)

2 / 2

Black Money • Play when an enemy model Sets a Suspect. Until the end of Recount, that Suspect is also a Rat marker. The Rat marker may be targeted by an Attack. If it is, remove it.

The Rat marker is no longer in play.

⚡1 **Burn 0** • When a friendly model suffers Damage, another friendly model within 4" suffers that Damage instead.

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THE PROGRAM (×2)

2 / 2

Black Money • Play when a target enemy model Reveals a Suspect. Place a **Timer 1D3+2** on this card.

Score if a friendly model Sets a Suspect within 4" of the target before the counter is reduced to 0.

⚡1 During a friendly model's activation, a friendly model within 4" of a friendly Suspect Moves 4".

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SHAKEDOWN

⚠ | III | ✧ **Black Money** • An enemy model within 6" of a friendly Suspect suffers KO.

⚡1 A friendly model within 4" of a friendly Suspect adds 1 die to an Attack roll.

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SHAKEDOWN

⚠ | III | ✧ **Black Money** • An enemy model within 6" of a friendly Suspect suffers KO.

⚡1 A friendly model within 4" of a friendly Suspect adds 1 die to an Attack roll.

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THE FAMILY

⚙ | III | ✧ **Black Money** • A friendly model Sets a Suspect within 8" of the enemy Boss.

⚡0 The active friendly 👥 is affected by Inspire regardless of Range.

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THE FAMILY

⚙ | III | ✧ **Black Money** • A friendly model Sets a Suspect within 8" of the enemy Boss.

⚡0 The active friendly 👥 is affected by Inspire regardless of Range.

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THE FAMILY

⚙ | III | ✧ **Black Money** • A friendly model Sets a Suspect within 8" of the enemy Boss.

⚡0 The active friendly 👥 is affected by Inspire regardless of Range.

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DEMONSTRATION OF STRENGTH

⚠ | III | ✧ **Black Money** • Play when a friendly model performs an Attack action. If any Strength die is Successful, remove them from the roll and score this card.

⚡1 During a Ranged Attack, the weapon's Strength die is the last to be removed from the attack if the target is within effective range.

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DEMONSTRATION OF STRENGTH

⚠ | III | ✧ **Black Money** • Play when a friendly model performs an Attack action. If any Strength die is Successful, remove them from the roll and score this card.

⚡1 During a Ranged Attack, the weapon's Strength die is the last to be removed from the attack if the target is within effective range.

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DEMONSTRATION OF STRENGTH

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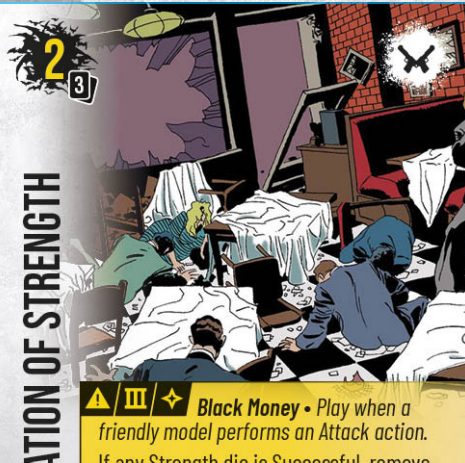© & ™ BATMAN. (s23) | OCR019 - v02 | © KNIGHT MODELS

VENDETTA

🏃 | III | ✧ **Black Money** • Play when target enemy model performs an attack. A friendly model Sets a Suspect within 4" of the target.

⚡2 **Burn 1** • Spend $100 **Black Money** and choose 1 friendly model with Rank: 👥 that has been removed as a Casualty. Place that model in your DZ. It cannot activate this round.

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VENDETTA

2 (2)

🗡️ | III | ◈ *Black Money* • Play when target enemy model performs an attack.

A friendly model Sets a Suspect within 4" of the target.

⚡2 *Burn 1* • Spend $100 *Black Money* and choose 1 friendly model with Rank: 🕴️ that has been removed as a Casualty. Place that model in your DZ. It cannot activate this round.

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DEAD MEN TELL NO TALES

2 (3)

🗡️ | III | ◈ *Black Money* • *Limited* • At the end of a friendly model's activation, target an enemy model that has not activated this Round.

Score if the target is removed as a Casualty or does not Set a Suspect this round.

⚡* *Burn 1* • *Exception (When Scoring)* • Target a friendly model, that model counts as 🕴️ until the end of the game.

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DEAD MEN TELL NO TALES

2 (3)

🗡️ | III | ◈ *Black Money* • *Limited* • At the end of a friendly model's activation, target an enemy model that has not activated this Round.

Score if the target is removed as a Casualty or does not Set a Suspect this round.

⚡* *Burn 1* • *Exception (When Scoring)* • Target a friendly model, that model counts as 🕴️ until the end of the game.

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DEAD MEN TELL NO TALES

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Score if the target is removed as a Casualty or does not Set a Suspect this round.

⚡* *Burn 1* • *Exception (When Scoring)* • Target a friendly model, that model counts as 🕴️ until the end of the game.

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PROOF OF POWER

2 (3)

⚠️ | III | ◈ *Black Money* • A friendly model Sets a Suspect within 4" of an enemy with Audacity.

⚡1 A friendly model affected by Inspire gains an additional action. It cannot repeat the same action.

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PROOF OF POWER

2 (3)

⚠️ | III | ◈ *Black Money* • A friendly model Sets a Suspect within 4" of an enemy with Audacity.

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PROOF OF POWER

2 (3)

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Black Market

Objective cards scored with the **Black Money** keyword earn you $100 **Black Money**.

During a friendly model's activation that is affected by the Inspire rule, you may spend **Black Money** to purchase from the Black Market Equipment list. (Found on the back of this card)

Models are limited to 1 Black Market Equipment. You can only have 1 of each Equipment option in play at a time.

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Black Market Equipment

1. **Legal Protection $200:** This model ignores the Arrest trait.

2. **Night Nurse $100:** At the end of this model's activation remove 1 damage marker.

3. **Extra Magazine $200:** Gain 1 extra Ammo magazine.

4. **Blackmail $100:** When this model activates, an enemy model within 8" and LoS suffers the Enervating (1) Status.

5. **I'm not paying you to sit around $200:** At the start of this model's activation it gain a ⚔️2 and 1 Free Effort when Attacking.

6. **Street Protection $200:** When this model is targeted by a Ranged attack, reduce the attack dice by 1.

7. **I'll Double It $200:** If this model does not have Audacity, it may perform an additional action. It may not be an action it has already performed this turn.

8. **Priorities $100:** During this model's activation, you may discard an Objective card.

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