SACRIFICE

2 / 2

III / ✦ A friendly model within 4" of a friendly Suspect inflicts at least 1 ◆.

1 When an enemy model performs a Reveal action on a friendly Suspect within 6" and LoS of a friendly model, that model may suffer 2 ◆ to cancel that action.

2: Does not suffer the 2 ◆.

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SACRIFICE

2 / 2

III / ✦ A friendly model within 4" of a friendly Suspect inflicts at least 1 ◆.

1 When an enemy model performs a Reveal action on a friendly Suspect within 6" and LoS of a friendly model, that model may suffer 2 ◆ to cancel that action.

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RITUAL

3 / 3

⚙ / II / 🕐 Have a friendly Suspect within 6" of 3 other friendly Suspects.

When scored, remove 2 of these Suspects.

1 *Burn 0* • The next time the active model Sets a Suspect, Set it within 4" instead of in contact and it may spend its Special action to Set an additional Suspect within 4" instead of in contact.

2: May be placed within 8" instead.

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RITUAL

3 / 3

⚙ / II / 🕐 Have a friendly Suspect within 6" of 3 other friendly Suspects.

When scored, remove 2 of these Suspects.

1 *Burn 0* • The next time the active model Sets a Suspect, Set it within 4" instead of in contact and it may spend its Special action to Set an additional Suspect within 4" instead of in contact.

2: May be placed within 8" instead.

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RITUAL

3 / 3

⚙ / II / 🕐 Have a friendly Suspect within 6" of 3 other friendly Suspects.

When scored, remove 2 of these Suspects.

1 *Burn 0* • The next time the active model Sets a Suspect, Set it within 4" instead of in contact and it may spend its Special action to Set an additional Suspect within 4" instead of in contact.

2: May be placed within 8" instead.

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NEW FOLLOWERS

2 / 2

⚙ / III / ✦ An enemy model suffers KO within 4" of a friendly Suspect.

When scored, remove that Suspect.

1 The active friendly model spends a Special action while in contact with a model suffering KO to remove it as a Casualty.

2: Move the active model 4".

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NEW FOLLOWERS

2 / 2

⚙ / III / ✦ An enemy model suffers KO within 4" of a friendly Suspect.

When scored, remove that Suspect.

1 The active friendly model spends a Special action while in contact with a model suffering KO to remove it as a Casualty.

2: Move the active model 4".

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CAN BE ANYONE

2 / 2

⚠ / III / ✦ A friendly model Sets a Suspect within 6" of an enemy model and no enemy model can draw LoS to the friendly model.

1 Play at the start of an Attack action, if the target could not see the attacker at the start of this activation, the target cannot make Efforts.

2: The Attacker gains 1 ✹.

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CAN BE ANYONE

2 / 2

⚠ / III / ✦ A friendly model Sets a Suspect within 6" of an enemy model and no enemy model can draw LoS to the friendly model.

1 Play at the start of an Attack action, if the target could not see the attacker at the start of this activation, the target cannot make Efforts.

2: The Attacker gains 1 ✹.

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BATMAN MINIATURE GAME Cults v02 - Nov 2023

FULL DEVOTION

2 / 2

👑 / III / ✦ A friendly 🧑 within 4" of a friendly Suspect suffers KO or is removed as a Casualty as a result of taking Damage on behalf of the friendly Boss.

⚙ 1 When a target friendly model is removed as a Casualty, before removing it, interrupt the activation to immediately perform a free Attack Action with the target.

⚙ 2: Set a friendly Suspect in contact before removing the model.

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FULL DEVOTION

2 / 2

👑 / III / ✦ A friendly 🧑 within 4" of a friendly Suspect suffers KO or is removed as a Casualty as a result of taking Damage on behalf of the friendly Boss.

⚙ 1 When a target friendly model is removed as a Casualty, before removing it, interrupt the activation to immediately perform a free Attack Action with the target.

⚙ 2: Set a friendly Suspect in contact before removing the model.

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AWAKENING

2 / 3

⚠ / III / ✦ An enemy model suffering the Poison Status is removed as a Casualty within 8" of a friendly model.

⚙ 1 Play at the start of an Attack action, this Attack also inflicts the Poison Status.

⚙ 2: After the Attack action, all targets make a Poison test.

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AWAKENING

2 / 3

⚠ / III / ✦ An enemy model suffering the Poison Status is removed as a Casualty within 8" of a friendly model.

⚙ 1 Play at the start of an Attack action, this Attack also inflicts the Poison Status.

⚙ 2: After the Attack action, all targets make a Poison test.

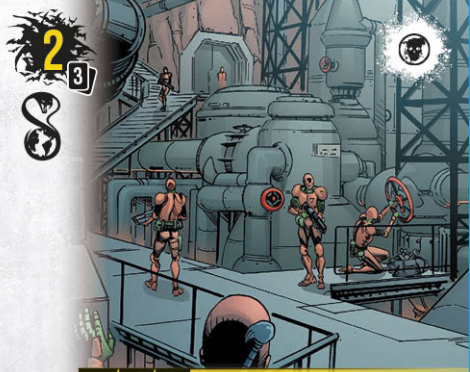© & ™ BATMAN. (s21) CLT006 - v02 © KNIGHT MODELS

AWAKENING

2 / 3

⚠ / III / ✦ An enemy model suffering the Poison Status is removed as a Casualty within 8" of a friendly model.

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⚙ 2: After the Attack action, all targets make a Poison test.

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SABOTAGE

2 / 3

⚠ / III / ✦ A friendly model Reveals an enemy Suspect while no other enemy Suspect is within 4" of that model.

⚙ 1 During a friendly model's activation, remove the Poison Status from an enemy model within 4" and gain 2 ✴ or 2 🩸.

⚙ 2: Another model within 8" of the active model suffers the Poison Status.

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SABOTAGE

2 / 3

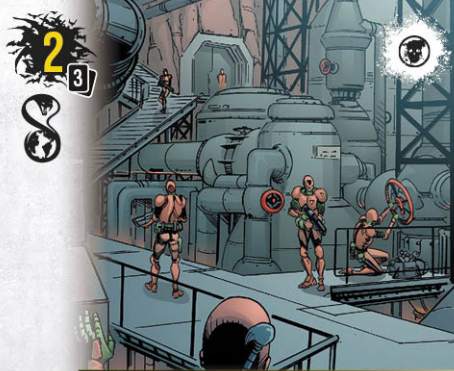⚠ / III / ✦ A friendly model Reveals an enemy Suspect while no other enemy Suspect is within 4" of that model.

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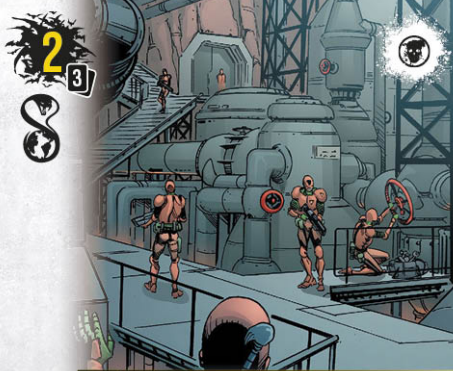© & ™ BATMAN. (s21) CLT007 - v02 © KNIGHT MODELS

SABOTAGE

2 / 3

⚠ / III / ✦ A friendly model Reveals an enemy Suspect while no other enemy Suspect is within 4" of that model.

⚙ 1 During a friendly model's activation, remove the Poison Status from an enemy model within 4" and gain 2 ✴ or 2 🩸.

⚙ 2: Another model within 8" of the active model suffers the Poison Status.

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THE GREAT PLAN

3 / 3

⚠ / II / ⏱ There are more friendly Suspects than enemy Suspects within 8" of the corners of the Gaming Area.

⚙ 1 *Burn 0* • Target an enemy model within 4" of an active friendly model with the Void Priest trait. Place a friendly Cobra Swarm model that was removed as a Casualty in contact with it. Target suffers the Poison Status.

⚙ 2: Immediately perform an Attack action with the Cobra Swarm.

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THE GREAT PLAN

3 (3)

⚠ / II / 🕐 There are more friendly Suspects than enemy Suspects within 8" of the corners of the Gaming Area.

🜁 1 *Burn 0* • Target an enemy model within 4" of an active friendly model with the Void Priest trait. Place a friendly Cobra Swarm model that was removed as a Casualty in contact with it. Target suffers the Poison Status.

☠ 2: Immediately perform an Attack action with the Cobra Swarm.

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THE GREAT PLAN

3 (3)

⚠ / II / 🕐 There are more friendly Suspects than enemy Suspects within 8" of the corners of the Gaming Area.

🜁 1 *Burn 0* • Target an enemy model within 4" of an active friendly model with the Void Priest trait. Place a friendly Cobra Swarm model that was removed as a Casualty in contact with it. Target suffers the Poison Status.

☠ 2: Immediately perform an Attack action with the Cobra Swarm.

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PROPHECIES OF THE SNAKE

2 (3)

⚙ / III / ✦ A friendly model Sets a Suspect within 4" of a target enemy model with the Poison Status.
Remove the Poison Status from the target.

🜁 1 Target 1 enemy model within 4" of a friendly Suspect to suffer the Poison Status.

☠ 1: Target 2 models instead.

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PROPHECIES OF THE SNAKE

2 (3)

⚙ / III / ✦ A friendly model Sets a Suspect within 4" of a target enemy model with the Poison Status.
Remove the Poison Status from the target.

🜁 1 Target 1 enemy model within 4" of a friendly Suspect to suffer the Poison Status.

☠ 1: Target 2 models instead.

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PROPHECIES OF THE SNAKE

2 (3)

⚙ / III / ✦ A friendly model Sets a Suspect within 4" of a target enemy model with the Poison Status.
Remove the Poison Status from the target.

🜁 1 Target 1 enemy model within 4" of a friendly Suspect to suffer the Poison Status.

☠ 1: Target 2 models instead.

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FOLLOWERS OF KALI-YUGA

2 (3)

🔫 / III / ◆ *Limited* • An enemy model is removed as a Casualty as a result of a failed Poison test.

🜁 1 *Burn 0* • Target 1 enemy model with the Poison Status It immediately takes a Poison test.

☠ 2: Target 2 models instead.

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FOLLOWERS OF KALI-YUGA

2 (3)

🔫 / III / ◆ *Limited* • An enemy model is removed as a Casualty as a result of a failed Poison test.

🜁 1 *Burn 0* • Target 1 enemy model with the Poison Status It immediately takes a Poison test.

☠ 2: Target 2 models instead.

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FOLLOWERS OF KALI-YUGA

2 (3)

🔫 / III / ◆ *Limited* • An enemy model is removed as a Casualty as a result of a failed Poison test.

🜁 1 *Burn 0* • Target 1 enemy model with the Poison Status It immediately takes a Poison test.

☠ 2: Target 2 models instead.

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THE INNER ENEMY

2 (2)

⚠ / III / ✦ A friendly model with the (NAME) Cultist trait Sets a Suspect within the opponent's DZ.

🜁 2 *Burn 0* • Place 1 friendly model that was removed as a Casualty with Rank: 💀, and the (NAME) Cultist Trait in your DZ. It cannot be activated this round.

☠ 2: Place it in contact with a friendly Suspect instead.

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THE INNER ENEMY

2 / **2**

⚠ / Ⅲ / ✦ *A friendly model with the (NAME) Cultist trait Sets a Suspect within the opponent's DZ.*

🔵 **2** *Burn 0* • Place 1 friendly model that was removed as a Casualty with Rank: ☻, and the (NAME) Cultist Trait in your DZ. It cannot be activated this round.

✦ **2:** Place it in contact with a friendly Suspect instead.

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WORSHIP PLACE

3 / **2**

⚠ / Ⅱ / ◆ *Set a Worship Event marker within 4" of an enemy model. At the end of each enemy model's activation, if there is a friendly Suspect within 4", place 1 ✸ on this card.*

Score when this card has 4 ✸.

🔵 **2** Move a friendly Suspect 4".

✦ **3:** Move 2 friendly Suspects instead.

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WORSHIP PLACE

3 / **2**

⚠ / Ⅱ / ◆ *Set a Worship Event marker within 4" of an enemy model. At the end of each enemy model's activation, if there is a friendly Suspect within 4", place 1 ✸ on this card.*

Score when this card has 4 ✸.

🔵 **2** Move a friendly Suspect 4".

✦ **3:** Move 2 friendly Suspects instead.

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ETERNAL LIFE

2 / **3**

👑 / Ⅲ / ◆ *When an enemy performs a Movement action, target it. When a friendly model attacks the target or Sets a Suspect within 4" of the target, place a ✸ marker on this card. If a friendly model with Alias: Deacon Blackfire or the Totem marker is within 8" of the target, add an additional ✸.*

This card has 3 ✸.

🔵 **1** Move a friendly Blackfire Totem Marker or Sewer marker 4".

✦ **1:** Place it within 4" of a friendly model with Alias: Deacon Blackfire.

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ETERNAL LIFE

2 / **3**

👑 / Ⅲ / ◆ *When an enemy performs a Movement action, target it. When a friendly model attacks the target or Sets a Suspect within 4" of the target, place a ✸ marker on this card. If a friendly model with Alias: Deacon Blackfire or the Totem marker is within 8" of the target, add an additional ✸.*

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ETERNAL LIFE

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A GODLESS CITY

3 / **3**

🦇 / Ⅲ / 🕐 *There are more friendly Suspects than enemy Suspects in the Gaming Area.*

Cannot be played if all of the Opponent's models have already activated this round.

🔵 **2** *Burn 0* • Place 1 friendly model with Rank: ☻, and the (NAME) Cultist and Horde or Charge traits, that has been removed as a Casualty. Place that model in your DZ. It cannot activate this round.

✦ **1:** That model can be activated, but your opponent gains a Pass.

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A GODLESS CITY

3 / **3**

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BATMAN MINIATURE GAME
Cults v02 - Nov 2023

WHERE THE TRAIL ENDED

2 / 3

🗡/III/✧ A friendly model Sets a Suspect within 4" of a Sewer marker.

⬡1 Target a friendly model that has been removed as a Casualty with Rank: 👤, and the (NAME) Cultist and Horde traits. Place that model in your DZ. It cannot activate this round.

☠2: Place it in contact with a Sewer instead.

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WHERE THE TRAIL ENDED

2 / 3

🗡/III/✧ A friendly model Sets a Suspect within 4" of a Sewer marker.

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WHERE THE TRAIL ENDED

2 / 3

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☠2: Place it in contact with a Sewer instead.

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TEMPTED TO DESPAIR

3 / 3

👑/III/✧ An enemy model is removed as a Casualty within 4" of a Sewer marker.

⬡1 Move a Sewer or friendly marker 4".

☠3: After moving the marker, place a friendly 👤 in contact with it.

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TEMPTED TO DESPAIR

3 / 3

👑/III/✧ An enemy model is removed as a Casualty within 4" of a Sewer marker.

⬡1 Move a Sewer or friendly marker 4".

☠3: After moving the marker, place a friendly 👤 in contact with it.

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TEMPTED TO DESPAIR

3 / 3

👑/III/✧ An enemy model is removed as a Casualty within 4" of a Sewer marker.

⬡1 Move a Sewer or friendly marker 4".

☠3: After moving the marker, place a friendly 👤 in contact with it.

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I SEE...

2 / 3

🗡/III/✧ A friendly model that used a Sewer this Round Reveals an enemy Suspect.

⬡1 The active model may perform and/or continue a Movement action after using a Sewer.

☠2: That model gains 4" to that Move.

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I SEE...

2 / 3

🗡/III/✧ A friendly model that used a Sewer this Round Reveals an enemy Suspect.

⬡1 The active model may perform and/or continue a Movement action after using a Sewer.

☠2: That model gains 4" to that Move.

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I SEE...

2 / 3

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BATMAN MINIATURE GAME
Cults v02 - Nov 2023

Faith

When a friendly model Sets a Suspect within 8" of your Boss, gain 1 **Faith** counter. Place a counter near this card to represent **Faith**. At the end of Recount, the friendly Boss suffers ★ equal to the number of unspent **Faith** counters, Then remove those counters.

Resource costs with the ⬙ symbol require spending that many **Faith** counters to play it as a Resource.

When a Cult's Boss suffers damage, its owner can spend 1 **Faith** counter to assign the damage to a friendly model with the same (NAME) Cultist trait within Inspire range. If the Damage suffered exceeds the Endurance and/or the Willpower value of the friendly model, the original target suffers the remaining Damage.

If the Cult's Boss is removed as a Casualty, all of the crew's **Faith** counters are lost.

✺ **X:** When playing this card as a Resource, you may pay X additional **Faith** counters to gain this bonus.