SEEKING THE TRAIL (×4)

2 / **4**

⚙ / III / ✦ A friendly model Sets a Suspect within 4" of an enemy model that is within 8" of a **THWART!**. Then remove that **THWART!**.

⚡1 An active friendly model within 4" of a **THWART!** Moves 4".

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SOLVING THE PUZZLE (×4)

2 / **4**

⚙ / III / ✦ A friendly model Reveals a Suspect within 4" of an enemy model that is within 8" of a **THWART!**, then remove that **THWART!** marker.

⚡1 *Burn 0* • If you have fewer than 5 **THWART!** in play, cancel an Objective card used as a Resource. That card is discarded.

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ATTEMPT THWARTED

2 / **3**

👑 / II / ◆ *Each time a friendly model starts its activation within 4" of a **THWART!**, place a ✹ on this card if it Sets a Suspect that activation. If it does not, place a ☉.*

Score when this card has 3 ✹. Discard when this card has 3 ☉.

*When scored, the opponent removes a **THWART!**.*

⚡1 *Burn 0* • Move a **THWART!** 4".

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ATTEMPT THWARTED

2 / 3

♛ | II | ◇ *Each time a friendly model starts its activation within 4" of a THWART!, place a ✱ on this card if it Sets a Suspect that activation. If it does not, place a ◉.*
Score when this card has 3 ✱. Discard when this card has 3 ◉.
When scored, the opponent removes a THWART!.

⚡1 *Burn 0* • Move a THWART! 4".

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ATTEMPT THWARTED

2 / 3

♛ | II | ◇ *Each time a friendly model starts its activation within 4" of a THWART!, place a ✱ on this card if it Sets a Suspect that activation. If it does not, place a ◉.*
Score when this card has 3 ✱. Discard when this card has 3 ◉.
When scored, the opponent removes a THWART!.

⚡1 *Burn 0* • Move a THWART! 4".

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UNDERCOVER ACTION

2 / 3

⚠ | III | ✧ A friendly model Sets a Suspect in the enemy DZ and within 4" of a THWART!. Then remove that THWART!.

⚡1 Remove a THWART! within 4" of the friendly active model. Look at the opponent's Objective hand. Discard 1 card from their hand or yours.

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UNDERCOVER ACTION

2 / 3

⚠ | III | ✧ A friendly model Sets a Suspect in the enemy DZ and within 4" of a THWART!. Then remove that THWART!.

⚡1 Remove a THWART! within 4" of the friendly active model. Look at the opponent's Objective hand. Discard 1 card from their hand or yours.

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UNDERCOVER ACTION

2 / 3

⚠ | III | ✧ A friendly model Sets a Suspect in the enemy DZ and within 4" of a THWART!. Then remove that THWART!.

⚡1 Remove a THWART! within 4" of the friendly active model. Look at the opponent's Objective hand. Discard 1 card from their hand or yours.

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ENDING YOUR VILLANY

2 / 3

🐾 | III | ✧ An enemy model suffers KO within 4" of a THWART!. Then remove that THWART!.

⚡1 Play at the start of an activation. Target model gains 2 Free Efforts during this activation.

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ENDING YOUR VILLANY

2 / 3

🐾 | III | ✧ An enemy model suffers KO within 4" of a THWART!. Then remove that THWART!.

⚡1 Play at the start of an activation. Target model gains 2 Free Efforts during this activation.

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ENDING YOUR VILLANY

2 / 3

🐾 | III | ✧ An enemy model suffers KO within 4" of a THWART!. Then remove that THWART!.

⚡1 Play at the start of an activation. Target model gains 2 Free Efforts during this activation.

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SECURE THE ZONE

2 / 3

⚙ | IV | ◑ 2 opposite edges of the Gaming Area have a friendly Suspect within 4".
The opponent Moves those Suspects 4", and removes 1 THWART!.

⚡1 *Burn 0* • Move a friendly marker 4".

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KNIGHT MODELS

BATMAN MINIATURE GAME
Vigilantes v02 - Nov 2023

SECURE THE ZONE

2 [3]

⚙️ / **IV** / 🕐 2 opposite edges of the Gaming Area have a friendly Suspect within 4".

The opponent Moves those Suspects 4", and removes 1 THWART!.

⚡**1** *Burn 0 •* Move a friendly marker 4".

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SECURE THE ZONE

2 [3]

⚙️ / **IV** / 🕐 2 opposite edges of the Gaming Area have a friendly Suspect within 4".

The opponent Moves those Suspects 4", and removes 1 THWART!.

⚡**1** *Burn 0 •* Move a friendly marker 4".

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TEAMWORK ACTION

2 [3]

🦇 / **III** / ◈ *Limited •* Play this card when an enemy model makes a Tactical action and target it. Each activation in which a friendly model Sets a Suspect within 4" of the target or targets it with an Attack, place a ✴ on this card.

Score when this card has 2 ✴.

When scored, the opponent removes a THWART!.

⚡**0** A friendly model within 4" of another friendly model and a **THWART!** adds 1 die during a Melee Attack or Defense roll.

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TEAMWORK ACTION

2 [3]

🦇 / **III** / ◈ *Limited •* Play this card when an enemy model makes a Tactical action and target it. Each activation in which a friendly model Sets a Suspect within 4" of the target or targets it with an Attack, place a ✴ on this card.

Score when this card has 2 ✴.

When scored, the opponent removes a THWART!.

⚡**0** A friendly model within 4" of another friendly model and a **THWART!** adds 1 die during a Melee Attack or Defense roll.

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TEAMWORK ACTION

2 [3]

🦇 / **III** / ◈ *Limited •* Play this card when an enemy model makes a Tactical action and target it. Each activation in which a friendly model Sets a Suspect within 4" of the target or targets it with an Attack, place a ✴ on this card.

Score when this card has 2 ✴.

When scored, the opponent removes a THWART!.

⚡**0** A friendly model within 4" of another friendly model and a **THWART!** adds 1 die during a Melee Attack or Defense roll.

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INFORMANT

2 [3]

⚙️ / **III** / 🕐 Play when a friendly model Sets a Suspect. Until the end of the Round, that Suspect is also an Informant marker (cannot be Revealed or removed this round).

There are no enemy models within 4" of the Informant marker **or** it have 2 **THWARTS!** within 4" (then remove both **THWARTS!**).

⚡✴ *Exception (When Scoring) •* Set a **THWART!** within 4" of the Informant marker.

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INFORMANT

2 [3]

⚙️ / **III** / 🕐 Play when a friendly model Sets a Suspect. Until the end of the Round, that Suspect is also an Informant marker (cannot be Revealed or removed this round).

There are no enemy models within 4" of the Informant marker **or** it have 2 **THWARTS!** within 4" (then remove both **THWARTS!**).

⚡✴ *Exception (When Scoring) •* Set a **THWART!** within 4" of the Informant marker.

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INFORMANT

2 [3]

⚙️ / **III** / 🕐 Play when a friendly model Sets a Suspect. Until the end of the Round, that Suspect is also an Informant marker (cannot be Revealed or removed this round).

There are no enemy models within 4" of the Informant marker **or** it have 2 **THWARTS!** within 4" (then remove both **THWARTS!**).

⚡✴ *Exception (When Scoring) •* Set a **THWART!** within 4" of the Informant marker.

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PATROL REPORT

3 [3]

👑 / **III** / ◈ Target a friendly model. When the target Sets a Suspect, place a Numeric counter on this card, add an additional counter if the Suspect is placed within 4" of an enemy model and a **THWART!**. A friendly Boss may spend a Special Action to roll 1D6.

Score if the result matches a Numeric counter on this card.

⚡✴ *Burn 1 • Exception (When Scoring) •* Set a **THWART!** within 4" of the target.

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PATROL REPORT

3 (3)

👑 | III | ◆ — *Target a friendly model. When the target Sets a Suspect, place a Numeric counter on this card, add an additional counter if the Suspect is placed within 4" of an enemy model and a THWART!. A friendly Boss may spend a Special Action to roll 1D6.*

Score if the result matches a Numeric counter on this card.

⚡* *Burn 1 • Exception (When Scoring) • Set a THWART! within 4" of the target.*

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PATROL REPORT

3 (3)

👑 | III | ◆ — *Target a friendly model. When the target Sets a Suspect, place a Numeric counter on this card, add an additional counter if the Suspect is placed within 4" of an enemy model and a THWART!. A friendly Boss may spend a Special Action to roll 1D6.*

Score if the result matches a Numeric counter on this card.

⚡* *Burn 1 • Exception (When Scoring) • Set a THWART! within 4" of the target.*

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UNVEILING THE TRUTH

3 (3)

⚙ | II | ◆ — **Limited** • *Target a friendly model within 4" of a THWART! or a model that has the Detective trait. When that model reveals an enemy Suspect, place 2 ✴ on this card.*

Score when this card has more ✴ markers than enemy Suspects in play.

⚡1 *A friendly model within 8" and LoS of a THWART! gains a free Manipulate action.*

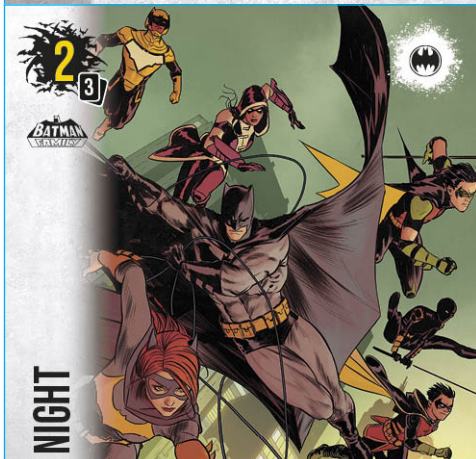© & ™ BATMAN. (s23)   VIG010 - v02   © KNIGHT MODELS

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Score when this card has more ✴ markers than enemy Suspects in play.

⚡1 *A friendly model within 8" and LoS of a THWART! gains a free Manipulate action.*

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UNVEILING THE TRUTH

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⚙ | II | ◆ — **Limited** • *Target a friendly model within 4" of a THWART! or a model that has the Detective trait. When that model reveals an enemy Suspect, place 2 ✴ on this card.*

Score when this card has more ✴ markers than enemy Suspects in play.

⚡1 *A friendly model within 8" and LoS of a THWART! gains a free Manipulate action.*

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WE ARE THE NIGHT

2 (3)

⚠ | III | ✦ — *A friendly model within 4" of a THWART! Turns Off a Lamppost.*

⚡1 *An enemy model suffering KO that is in contact with a friendly model and within 4" of a THWART! is removed as a Casualty.*
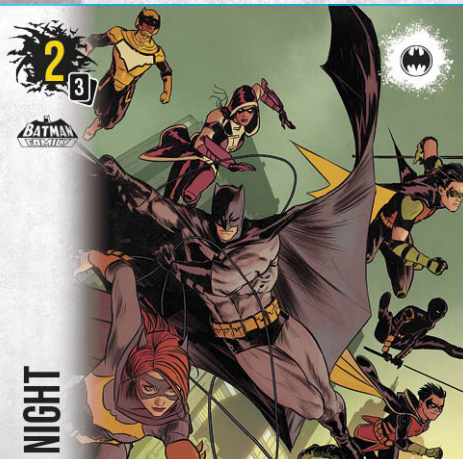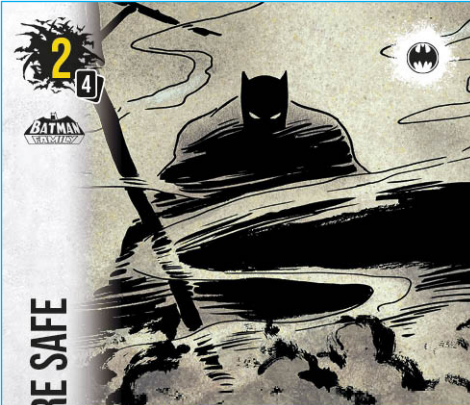
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WE ARE THE NIGHT

2 (3)

⚠ | III | ✦ — *A friendly model within 4" of a THWART! Turns Off a Lamppost.*

⚡1 *An enemy model suffering KO that is in contact with a friendly model and within 4" of a THWART! is removed as a Casualty.*

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WE ARE THE NIGHT

2 (3)

⚠ | III | ✦ — *A friendly model within 4" of a THWART! Turns Off a Lamppost.*

⚡1 *An enemy model suffering KO that is in contact with a friendly model and within 4" of a THWART! is removed as a Casualty.*

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NONE OF YOU ARE SAFE

2 (4)

🗡 | III | ✦ — *A friendly model inflicts Damage on an enemy model that is not within 4" of a THWART! but is within 4" of a friendly Suspect.*

Change all inflicted 💧 to ★.

⚡* *Burn 1 • Exception (When Scoring) • Set a THWART! within 4" of the target.*
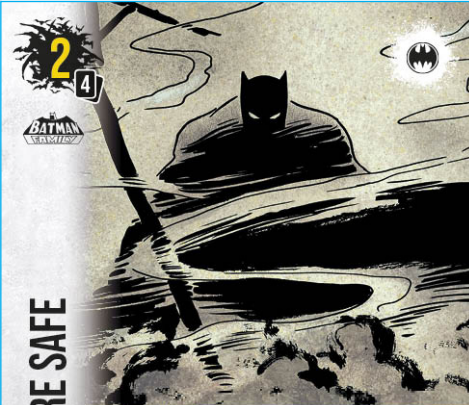
© & ™ BATMAN. (s23)   VIG012 - v02   © KNIGHT MODELS

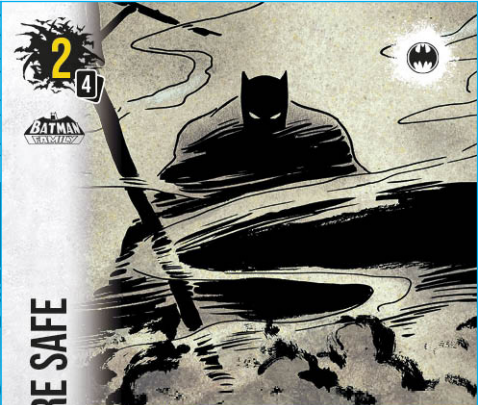## NONE OF YOU ARE SAFE

2 / 4

III ✦ A friendly model inflicts Damage on an enemy model that is not within 4" of a **THWART!** but is within 4" of a friendly Suspect.

Change all inflicted 🩸 to ★.

⚡ *Burn 1 • Exception (When Scoring) •* Set a **THWART!** within 4" of the target.

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CLOSING THE TRIGON'S PORTAL

3 / 3

👑 **I** 🕒 *Set a Trigon's Portal Event marker within 4" of a Suspect and an enemy.*

There are more **THWARTS!** and friendly models than enemy models within 4" of the Trigon's Portal.

⚡ *Burn 1 • Exception (When Scoring) •* Set a **THWART!** within 4" of the Trigon's Portal before removing it.

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STUBBORN RESILIENCE

2 / 4

👑 **III** ◆ *Limited • Target a friendly model within 4" of a* **THWART!** *and a friendly Suspect. Place a* **Timer 1D3+2** *on this card.*

When the counter is reduced to 0, the target is within 4" of a **THWART!**.

⚡ *Burn 1 • Exception (When Scoring) •* Set a **THWART!** within 4" of the target.

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STUBBORN RESILIENCE

2 / 4 — T

👑 / III / ◆ **Limited •** Target a friendly model within 4" of a **THWART!** and a friendly Suspect. Place a **Timer 1D3+2** on this card.

When the counter is reduced to 0, the target is within 4" of a **THWART!**.

⚡* **Burn 1 • Exception (When Scoring) •** Set a **THWART!** within 4" of the target.

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CONTAINING THE THREAT

2 / 3 — T

👑 / III / ✦ A friendly model within 4" of a **THWART!** blocks at least 2 successfull hits.

⚡2 **Burn 1 •** Play when a friendly model suffers 🩸. Roll 1D6. On a result of 6+ the model ignores that 🩸.

*Add 1 to the result for each **THWART!** within 4". If the roll is successful, remove 1 of those **THWART!**s.*

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CONTAINING THE THREAT

2 / 3 — T

👑 / III / ✦ A friendly model within 4" of a **THWART!** blocks at least 2 successfull hits.

⚡2 **Burn 1 •** Play when a friendly model suffers 🩸. Roll 1D6. On a result of 6+ the model ignores that 🩸.

*Add 1 to the result for each **THWART!** within 4". If the roll is successful, remove 1 of those **THWART!**s.*

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CONTAINING THE THREAT

2 / 3 — T

👑 / III / ✦ A friendly model within 4" of a **THWART!** blocks at least 2 successfull hits.

⚡2 **Burn 1 •** Play when a friendly model suffers 🩸. Roll 1D6. On a result of 6+ the model ignores that 🩸.

*Add 1 to the result for each **THWART!** within 4". If the roll is successful, remove 1 of those **THWART!**s.*

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MUCH TO PROVE

3 / 3 — T

⚠ / III / ◆ **Limited •** Target the active friendly model. Each time the target inflicts Damage on an enemy model, if that friendly model is within 4" of a **THWART!**, place a ✳ on this card. Then the opponent Moves that **THWART!** 4".

Score when this card has 2 ✳.

⚡1 A model without Audacity within 8" of a **THWART!** gains a free Attack action.

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MUCH TO PROVE

3 / 3 — T

⚠ / III / ◆ **Limited •** Target the active friendly model. Each time the target inflicts Damage on an enemy model, if that friendly model is within 4" of a **THWART!**, place a ✳ on this card. Then the opponent Moves that **THWART!** 4".

Score when this card has 2 ✳.

⚡1 A model without Audacity within 8" of a **THWART!** gains a free Attack action.

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MUCH TO PROVE

3 / 3 — T

⚠ / III / ◆ **Limited •** Target the active friendly model. Each time the target inflicts Damage on an enemy model, if that friendly model is within 4" of a **THWART!**, place a ✳ on this card. Then the opponent Moves that **THWART!** 4".

Score when this card has 2 ✳.

⚡1 A model without Audacity within 8" of a **THWART!** gains a free Attack action.

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TONIGHT, WE ARE THE LAW

2 / 3 — T

🦇 / III / ✦ A friendly model with the The Dark Knight Returns trait inflicts KO on an enemy that is within 4" of a **THWART!**. Then remove all 🩸 on that enemy model.

⚡1 An active friendly model with the The Dark Knight Returns trait within 8" of a **THWART!** removes up to 2 Damage.

This is the weapon of the enemy. We do not need it. We will not use it.

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TONIGHT, WE ARE THE LAW

2 / 3 — T

🦇 / III / ✦ A friendly model with the The Dark Knight Returns trait inflicts KO on an enemy that is within 4" of a **THWART!**. Then remove all 🩸 on that enemy model.

⚡1 An active friendly model with the The Dark Knight Returns trait within 8" of a **THWART!** removes up to 2 Damage.

This is the weapon of the enemy. We do not need it. We will not use it.

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TONIGHT, WE ARE THE LAW

2 ③

🦇/III/✦ A friendly model with the The Dark Knight Returns trait inflicts KO on an enemy that is within 4" of a **THWART!**. Then remove all 🔹 on that enemy model.

⚡1 An active friendly model with the The Dark Knight Returns trait within 8" of a **THWART!** removes up to 2 Damage.

This is the weapon of the enemy. We do not need it. We will not use it.

VIGILANTES SPECIAL RULES

THWART

After placing the Sewers and Lampposts. Set 8 friendly **Thwart!** markers in Play.

You cannot have more than 8 friendly **Thwart!** markers in Play at the same time.

If an Objective card refers to a **Thwart!**, it only refers to a friendly **Thwart!**.

When a model places a Suspect within 4" of a **Thwart!** the owner of that model may Move that **Thwart!** 4".

When a **Thwart!** is Moved or Placed, it cannot end within 4" of an Edge of the Gaming Area.