

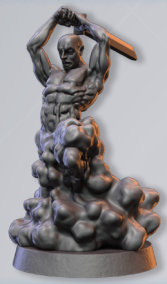
VIGILANTE



HIDDEN MOTIVES

RULEBOOK

COMPONENTS



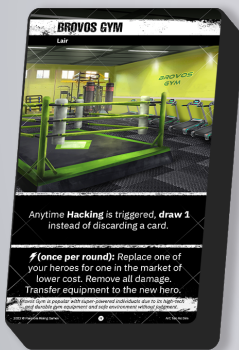
1 Deluxe First Player Marker



3 Identities



12 Scenarios



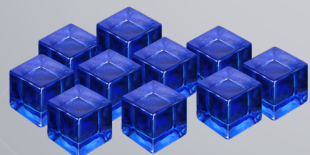
18 Lairs



5 Starter Heroes



31 Heroes



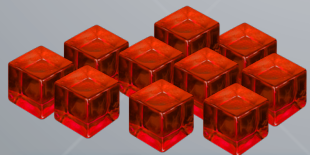
25 Lair Tokens



4 Parasite Tokens



27 Agency Cards



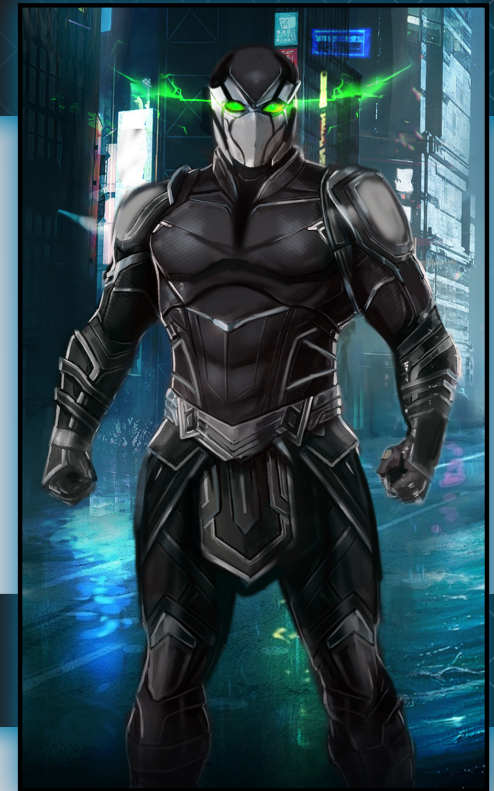
10 Damage Cubes



18 Villains (6 of each Level)

OVERVIEW

Hidden Motives adds a variety of new content to *Vigilante*, including new **Heroes**, **Villains**, **Identities**, **Agency cards**, and the optional **Lairs** module. These can be used with any Scenario from the base game, or with any of the **5 new unique Scenarios** introduced in this expansion.



CREDITS

CONCEPT & GAME DESIGN

Reed Mascola

GRAPHIC DESIGN

Álvaro Calvo Escudero

3D COMPONENTS

Fabio Rizzo

Mesa Game Lab

RULEBOOK DESIGN

Jeff Fraser

ILLUSTRATION

Álvaro Calvo Escudero

Tan Ho Sim

Nicoleta Stavarache

Zachary Tullsen

Jean-Pascal Kegel

Aditya Permana

Teresa Guido

SPECIAL THANKS

Everyone that has been part of playtesting *Vigilante*, including: Brian Jacobs, Mike Johnson, Mike Peters, Dean Brown, Felix Adam, Cam Bolt, Bruce Boragine

NEW SCENARIOS



SECRET INSIGHT

An alternate version of **Shifting Allegiances** where each player gets to **secretly see 1 Identity** that will be in the game before players receive their Identities.



WATCH IT BURN

A single player is **Good** and a single player is **Evil**, and everyone else is **Neutral**. Since no two players have the same goal, everyone is out for themselves!



FREE WILL

Each player is dealt **3 random Identities** and chooses 1.

- If at **least 1 player** chooses a Good Identity, then each player wins by completing their Identity's mission.
- If **no one** chooses a Good Identity, then Neutral players still win by completing their missions, but **Evil** players win if they have a combined total of **7 Villains** per Evil player in their jails at the end of the game (replacing the mission on their Identity).

The Evil players must figure out whether there are Good players to learn their mission!

We recommend removing the Backer Identity for this Scenario.



RACE FOR NOTORIETY

Players **don't** have Identities or Allegiances, so there is no social deduction. Instead, they compete to **jail Villains**.

The player whose jailed Villains have the **most combined Health** at the end of the game wins. Whenever a player would investigate or reveal an opponent's **Allegiance token**, they draw a card instead.



FLUSHED OUT



An alternate version of **Brought to Justice** that changes the way players **recruit Heroes** and **fight Villains**.

Instead of filling the **market** with Heroes, fill it with **4 face-up Villains** that players can choose from when they fight. At the start of each player's turn, they **draw 3 Heroes** and add them to a secret hand they can recruit from.

FLUSHED OUT: RULES CLARIFICATIONS

- **Recruitable Heroes:** Keep your hand of recruitable Heroes **secret** and separate from your hand of City and Agency cards. All Heroes you draw are added to your hand. While in your hand, Heroes have **no effect** other than being available for you to recruit. There is **no limit** to the number of Heroes you can have in your hand.
- **Replacing the Hero Market:** When an effect would replace the Hero market or any number of Heroes in the market, instead place up to **3 Heroes** from your hand on the bottom of the deck, then draw that many to replace them.
- **Fighting a Villain:** When you fight a Villain, you may choose **any face-up Villain** in the market (you do not need to attack them in order). After you fight or discard a Villain, immediately reveal a new one to replace them.
- **"When Revealed" Villain Effects:** Any effect that would activate when a Villain is **revealed** is instead activated when you choose to **fight** them (at the start of the fight).

FLUSHED OUT: MODIFIED CARD EFFECTS

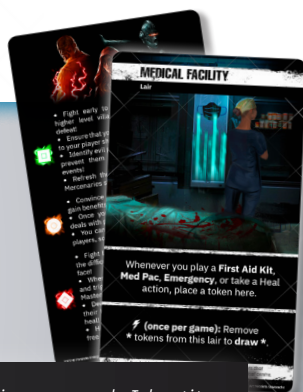
- **Eric Gallagher (Hero):** After looking at the top Villain, you may **swap** it with any Villain in the **market**. The Villain you remove from the market goes face-down on top of the deck.
- **Firewall (Hero)** : When you draw a Mercenary, you may reveal it to heal 1 damage, then return it to your hand.
- **Contaminated Water & Catalogue (Agency)** : If you are **not able** to recruit the Hero or Mercenary you reveal, shuffle them back into the deck.
- **Linda Gambino (Villain)** : Instead of playing Mercenaries in the **market**, play all Mercenaries in your **hand** (at no cost).

LAIRS

The forces of Good and Evil alike need a **place to call their own**, where they can coordinate their efforts to save — or ruin — the city.

SETUP

At the end of normal setup, players may choose to include Lairs in their game by shuffling the Lairs and dealing **2** to each player. Each player chooses **1 Lair** and places it next to their player mat, with the ability side face-up. Return all unused Lairs to the game box.

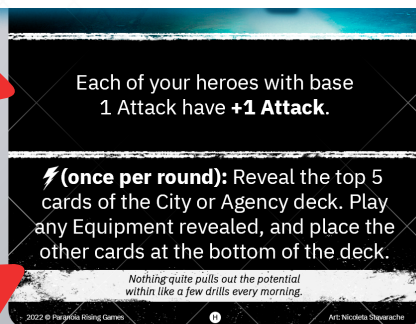


The back side of each Lair card provides strategy tips for playing as each Identity.

GAMEPLAY

Each Lair has two effects:

- **Ongoing Ability:** You can use this as a free action at the indicated time.
- **Unique Action:** You can use this as a main action on your turn, spending the indicated number of action tokens.



SECRET LAB

If you take the Secret Lab as your Lair during setup, take the **4 parasite tokens** and place them near your Lair. During the game, you can use your Lair's action to place them on **Heroes**. You can have a **max** of 4 parasites in play at a time. If a Hero with a parasite is **defeated**, return the parasite to your Lair to be placed again.



RULES CLARIFICATIONS AND ERRATA

This section includes clarifications for **interactions** between expansion rules and base game rules, as well as **errata** related to base game rules and components. **Expansion** rules and components are marked with

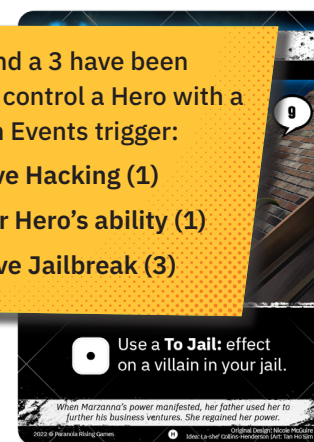
EVENT DIE ABILITIES

Heroes and Equipment with a **die symbol** on them activate during the **Trigger Events** step of the round, if (*and only if*) 1 or more players have submitted a die with the matching number. The ability activates no more than **once** per turn (*just like Events*), but **only** activates for the player who **controls** the Hero or Equipment (*unlike Events*). There does **not** need to be a matching Event on the track for the ability to activate.

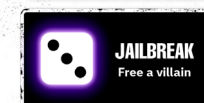
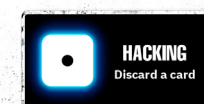
If a die is submitted that matches **both** 1 or more Events on the Event Track **and** 1 or more abilities you have, you must resolve the Events **before** you resolve any abilities.

For example: A 1 and a 3 have been submitted, and you control a Hero with a (1) die ability. When Events trigger:

1. All players resolve Hacking (1)
2. You activate your Hero's ability (1)
3. All players resolve Jailbreak (3)



EVENTS




IDENTITIES

- **Backer:** If you are the Backer, you must take **2 Neutral tokens** and **2 tokens** of your **chosen Allegiance**. Since it is possible there will be no Good or no Evil players in the **Free Will** Scenario, we recommend that you remove the Backer before playing. Since it is possible that there will be no Evil players in **Fantasy Draft**, **Shifting Allegiances**, or **Secret Insight**, you may also want to remove the Backer.
 - **Replica**
- If you are Replica, then at the **start** of the final round, you must flip your Identity **face-up** to reveal it, then **publicly** select the player whose Identity you would like to copy. If you achieve that player's mission, you win.

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HEROES

- **Ash-Scorn:** While any player controls Ash-Scorn, **any player** who submits a die that matches 1 or more Events on the Event Track must resolve **each** of those Events a **second** time during the **Trigger Events** step of the round. This does **not** trigger the Event(s) a second time for anyone except the player who submitted the matching die.
- **Interceptor:** If you control Interceptor, you may use his ability **once per game**, as a **free action** at any time during your **final turn** of the game.
- **Tally** : While you control Tally, any Villain you would place in your jail is instead **killed** and placed under her card. Do **not** kill any previously jailed Villains when you recruit her. Villains that have been killed **can't** be freed or stolen by other players. If Tally is **defeated**, keep any Villains she killed next to your player mat, separate from your jailed Villains. They still count towards your jailed Villain total, and still can't be freed or stolen.

VILLAINS

- **Mandatory “To Jail” Effects:** If a “To Jail” effect does **not** use “may,” then it **must** be resolved in order to jail the Villain. If you do not wish to resolve a mandatory “To Jail” effect, you may opt **not** to jail the Villain and instead place it on the bottom of the deck (*you still take damage from the fight*). If a “To Jail” effect uses “if able,” it is mandatory as long as it is **possible**. If it is **not** possible, you may jail the Villain without resolving the effect.
- **Dino Gambino:** When you jail Dino Gambino, you may secretly **look at** all of your face-down Allegiance tokens, then discard 1 that matches your Identity. If you have **no** face-down Allegiance tokens that match your Identity (*for example, if all your matching tokens have all been flipped face-up*), you may jail Dino Gambino without resolving this effect.