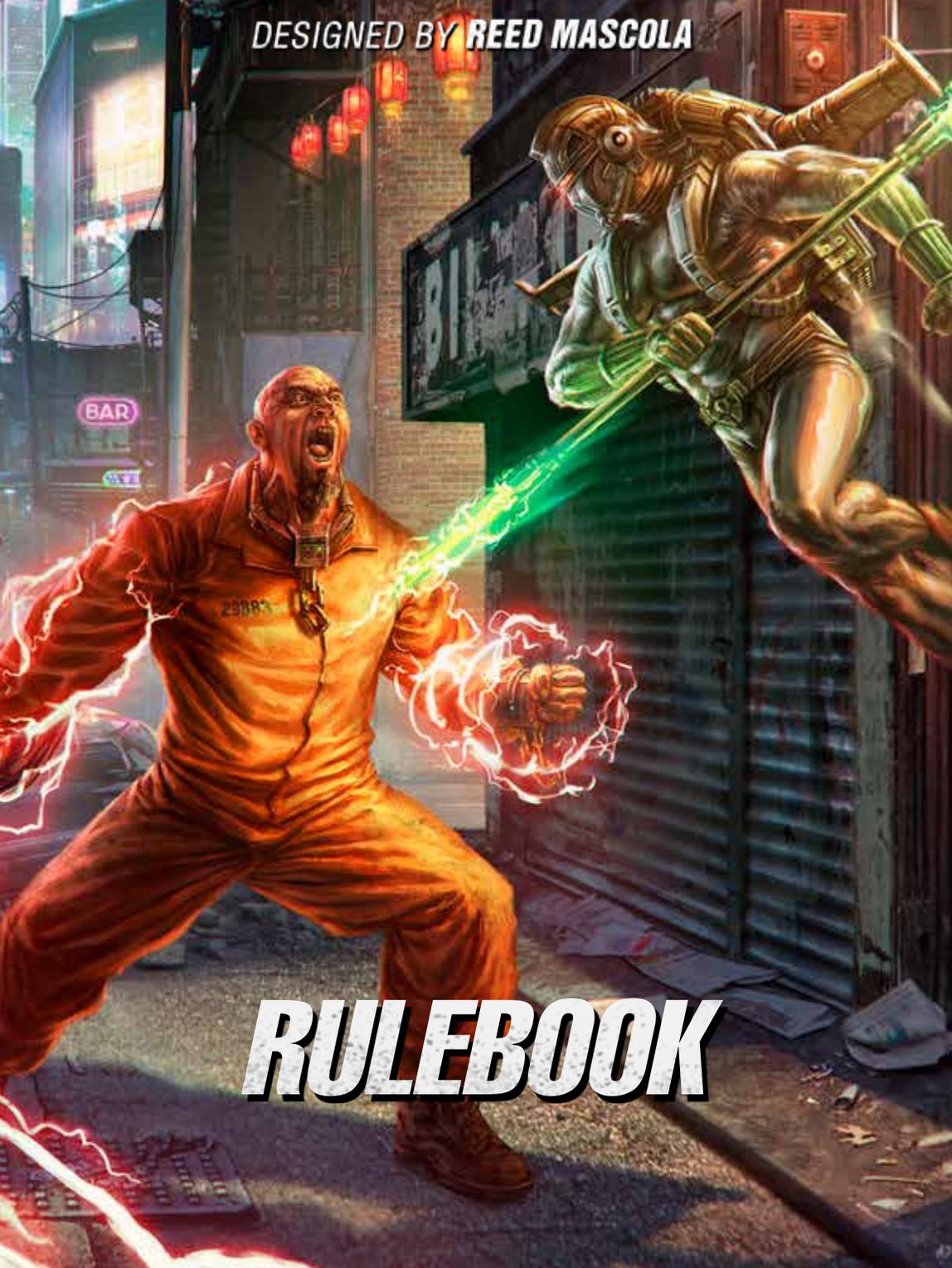


# VIGILANTE

DESIGNED BY REED MASCOLA



# RULEBOOK

# PROLOGUE

Ever since the inmates of East Side Penitentiary freed themselves and gained new powers, the city has been teeming with crime and terror. Will you be the one to establish order, or will you join them in seizing control of the city's wealth and crushing those that stand in your way?



# OVERVIEW

In **Vigilante**, each of you will assemble a team of Heroes to battle with escaped Villains roaming the city. You will each have your own secret **Mission** to accomplish, but be careful – **not all of you are on the side of Good!**

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# COMPONENTS

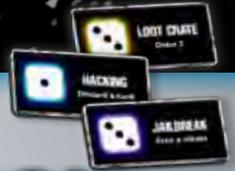
1

Game Board



31

Event Tokens



1

Event Bag



5

Player Mats



5

Player Shields



1

First Player Marker



10

Event Dice



30

Allegiance Tokens



17

Identities



7

Scenarios



50

Damage Cubes



20

Action Tokens



12

Starter Heroes



41

Heroes



60

Villains (20 of each Level)



96

City Cards



60

Agency Cards

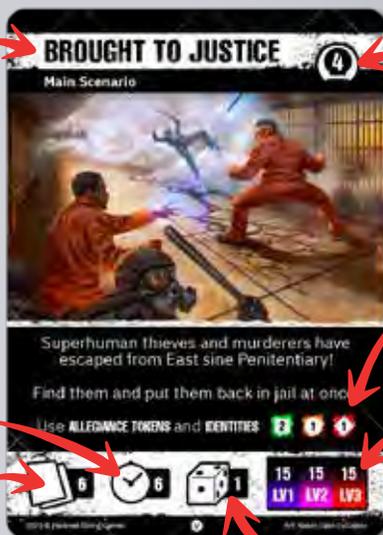


# SETUP



First, choose a **Scenario** to play. Select a **Scenario Card** with the appropriate **player count**, and use the info on the card to follow the **Game Setup steps** on the next page.

Scenario name



Player Count

Identity Cards used

Composition of Villain Deck

# of Rounds

# of starting City Cards each player draws

# of starting Events on Event Track

## SCENARIOS



### **BROUGHT TO JUSTICE**

This is the primary game mode, and is recommended for your first game. A **single Evil player** is hidden among Good and Neutral players. The Good players must try to **identify** the Evil player and **stop** them from derailing their attempts to bring justice to the city.



### **SHIFTING ALLEGIANCES**

A **single Good Identity** is mixed with a random selection of Good, Evil, and Neutral Identities. A much greater challenge for the forces of Good.



### **SHOWDOWN**

An **equal number** of Good and Evil players compete to bring the most villains over to their side. No Neutral Identities are used.



## STARTING EVENTS

Place all **Event Tokens** in the drawstring bag and give it a shake. Draw the number of starting Events indicated on the **Scenario Card** and place them on the **Event Track**, in order from lowest die number (*at the top*) to highest (*at the bottom*). If you have **multiple** Events with the same die number, place them in any order.



## VILLAIN DECK

Without looking at them, randomly deal out the number of **Villains** of each **Level** indicated on the Scenario Card. (For example, in the “Brought to Justice” Scenario, deal out 15 Level 1, 15 Level 2, and 15 Level 3 Villains.) Return all unselected Villains to the box.

Create the **Villain Deck** by layering the 3 stacks face-down with the Level 3 Villains on the bottom, Level 2 Villains in the middle, and Level 1 Villains on top.



## HERO MARKET

Shuffle the **Hero Deck**. Reveal the top **3 Heroes** and place them face-up in the **Hero Market**.



## CITY DECK & AGENCY DECK

Shuffle the **City Deck** and **Agency Deck** and place them on the board.



## GENERAL SUPPLY

Place the **Damage Cubes** in a pile near the board.

*Continued next page...*

## 7 TAKE PLAYER PIECES

Each player chooses a color and takes the matching **player mat**, **player shield**, **2 Event dice**, and **4 action tokens**.

## 8 IDENTITY CARDS

Refer to the Scenario Card to determine the number of Good, Evil, and Neutral **Identities** you will use.

Separate the Identity Cards into stacks by **Allegiance** (*Good, Neutral, and Evil*). \* Shuffle each stack and deal out the appropriate number of cards of each Allegiance, without looking at them.

Then shuffle all of the selected Identity Cards together and deal **1 to each player**. Each player looks at their Identity and keeps it **secret**. Return all unused Identities to the box.

*\*For your first game, we recommend you remove the Investigator and Mastermind.*

## 9 ALLEGIANCE TOKENS

Each player receives 2 of **each** Allegiance token type (*Good, Neutral, and Evil*). Each player takes their tokens behind their shield, looks at them, and secretly returns 1 of each token that does **not** match their Identity.

**For example:** *If you are Evil, return 1 Good and 1 Neutral token, so that you have 1 Good, 1 Neutral, and 2 Evil tokens.*



**An Evil player's Allegiance tokens**

*(See "Your Allegiance" on next page)*

Shuffle your tokens and place them face-down **at random** on the 4 Allegiance locations on your player mat. (You should **not** know which of your own tokens are where!)



## 10 STARTER HEROES

Shuffle the Starter Heroes and deal **2** to each player. Each player **chooses 1** of the 2 they are dealt and places it face-up in the **"1"** slot on their player mat. Return all unused Starter Heroes to the box.

## 11 STARTING CITY CARDS

Each player draws the number of City Cards indicated on the Scenario Card.

## 12 FIRST PLAYER

The player who last read a superhero comic or watched a superhero movie takes the **First Player Marker**.



# IDENTITIES

Your **Identity Card** tells you your **Allegiance** (*which side you fight for*) and your **Mission** (*how you win the game*).

## YOUR ALLEGIANCE

Your Allegiance is which **side** you are on. Not all players with the same Allegiance have the same Mission, but achieving your Mission always depends on **cooperating** with players who share your Allegiance — or **obstructing** players with a different Allegiance!

Remember your Allegiance is a **secret** (*at least at first*), so you'll need to try and figure out who else is on your side.

### ALLEGIANCE TOKENS

You have **4 Allegiance tokens**, 2 of which match the **true Allegiance** on your Identity Card. Once you've shuffled and placed your Allegiance tokens on your mat, you may **not** look at or change the position of your tokens.

During the course of the game, players may use abilities that let them **investigate** your Allegiance. When a player investigates you, they may choose **any 1 of your Allegiance tokens** to secretly look at, then return it face-down in the **same position** on your player mat.

Once a player has investigated you, it is up to them to **remember** which of your tokens they looked at — and the information it revealed!



If a player ever learns **which 2** of your Allegiance tokens are the **same**, they have learned your **true Allegiance**!

# YOUR MISSION

Your Mission is the objective you need to achieve to **win the game**. At the end of the **final round**, all players **reveal** their Identity Cards, and any player that has achieved their Mission wins!

Missions are evaluated at the end of the game **only**. It does not matter if you achieve your Mission in an earlier round – you must maintain it until the end of the final round to win!

***For Example:** If your Mission requires you to have a certain number of Villains in your **jail**, you must first **capture** that many Villains, and then **keep them from escaping** until the end of the final round!*



## TABLE TALK

You may **say** anything you like concerning your Identity and other secret elements of the game. However, you may never **show** another player any of the following:

- Your **Identity Card**
- Your **Allegiance tokens**
- Other players' **Allegiance tokens** you have looked at (unless a text effect says to flip a token face-up)
- The **Event die** that you chose not to submit on your turn
- The **Event token** the First Player chose to **return** to the bag after choosing an Event



# GOOD IDENTITIES



Players fighting for **Good** may either be **Guardians** or **the Investigator**.

- **Guardian (4 copies):** You win if the total number of Villains in **all** Good players' jails at the end of the game is **at least 7 per Good player** (e.g. 7 if there is 1 Good player, 14 if there are 2 Good players, etc). Villains jailed by Evil or Neutral players **do not count** toward this total.
- **Investigator (1 copy):** At the end of the game, after Identities are revealed, move any **defeated Heroes** belonging to **Evil players** to **your jail**. They count as **Villains** in your jail for all Missions. After you do this, you win if you have **8 or more** Villains in **your** jail.

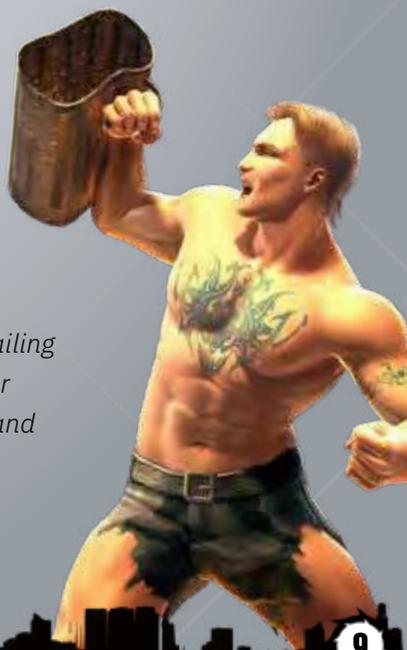
***TIP:** Usually, **Good** players need to **work together** to jail enough Villains to complete their Missions. This means they need to try and figure out who their allies are, and who is working against them.*

# EVIL IDENTITIES

Players on the side of **Evil** may either be **Assassins** or **the Mastermind**.

- **Assassin (4 copies):** You win if every Good player loses.
- **Mastermind (1 copy):** If you have **10 or more** Villains in **your** jail at the end of the game, you win, and **all Good players lose**.

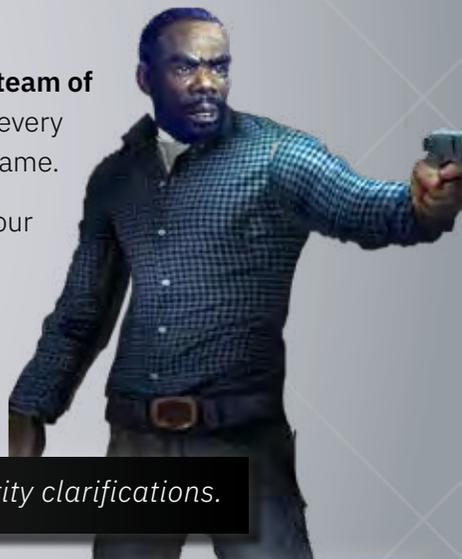
***TIP:** **Evil** players want to **prevent** the Good players from jailing Villains. They can do this by hindering the Good players, or by jailing Villains themselves (since Villains jailed by Evil and Neutral players don't count towards completing the Good players' Missions).*



# NEUTRAL IDENTITIES

Each **Neutral** player has a **unique** Mission that can be completed **regardless** of which other players win.

- **Addict:** Have 4 **Level 2 or Level 3** Villains in your jail and **4 First Aid Kits or Med Pacs** in your hand at the end of the game.
- **Bounty Hunter:** Have 4 Villains in your jail at the end of the game and ensure the Hero with the **highest Influence**  value (*other than your own*) is **defeated**.
- **Cultist:** Have 4 Villains in your jail at the end of the game and ensure **each** other player has **1 defeated Hero**.
- **Profiteer:** Have 4 Villains in your jail and have a **team of Heroes** that is worth **more total Influence** than every other player's team of Heroes at the end of the game.
- **Time Traveler:** Have at least **1 more Villain** in your jail than at least 1 other player that wins.
- **Worshipper of Life:** Have 4 Villains in your jail and at least **3 undefeated Heroes** with **no damage** on your team at the end of the game.



See **page 19** for additional Identity clarifications.

## EXAMPLE: BROUGHT TO JUSTICE

Unknown to the players, the following Identities are randomly included at the start of a 4-player game: **1 Guardian**, **1 Assassin**, the **Investigator**, and the **Profiteer**. Each player secretly looks at the Identity Card they are dealt:

- **The Guardian** wants the Good side (themselves and the Investigator) to jail **14 Villains total**.
- **The Investigator** wants to discover who the Assassin is and do what they can to see the Assassin's Heroes defeated. The Investigator wants a total of **8 Villains** in their own jail, counting the Assassin's defeated Heroes.
- **The Assassin** wants to make sure the Good side jails fewer than **14 Villains**, and that the Investigator jails fewer than **8 Villains**.
- **The Profiteer** wants to jail **4 Villains** and have a team of Heroes with greater **total Influence** cost than every other player. They don't care how many Villains the Good players jail.

# GAME ROUND

The **Scenario Card** indicates the **number of rounds** in the game. Each round, 1 new **Event token** is added to the **Event Track**. This is used to track the number of rounds that have been played.

*Each round is resolved in the following order:*

# 1

## CHOOSE NEW EVENT

*The First Player adds an Event to the Event Track.*

# 2

## PLAYERS TAKE TURNS

*Players take turns taking 1 action each, until every player has used 4 actions. On each player's last turn, they submit an Event die.*

# 3

## TRIGGER EVENTS

*Resolve all Events that were triggered by the Event dice players submitted.*

# 4

## PASS FIRST PLAYER

*Pass the First Player marker counter-clockwise.*

## CHOOSE NEW EVENT

The **First Player** draws 2 **Event tokens** from the bag and **secretly** looks at them. They choose 1 **Event** to place on the **Event Track**, then return the other to the bag.

Events on the **Event Track** are always ordered from **lowest** die number (*at the top*) to **highest** die number (*at the bottom*). If a new Event has the **same** number as an existing Event, place it **below** the existing Event.

**Note:** Events **do not trigger** until later in the round.

## EVENTS



# PLAYERS TAKE TURNS

Players take turns in **clockwise** order, starting with the player who has the **First Player** marker.

On your turn, do the following (*in order*):

**1. Free Actions:** Take **any number** of free actions, in any order:

- Play **One-Time-Use** cards in your hand
- Attach **Equipment** cards in your hand to your Heroes
- Use **text effects** on your Heroes and their attached Equipment cards

**2. Main Action:** Take **1** main action (see page 15) and remove **1 action token** from the **action meter** on your player mat.



Removing an action token

**3. Submit an Event Die:** If you have **no** action tokens left, roll both your **Event Dice** behind your shield, then choose **one** die to place on the **Event track**.

## SUBMITTING AN EVENT DIE

After you finish taking your 4th action, roll **both** of your Event Dice **secretly** behind your shield. Then choose **1** of your dice results and **submit** it to the **Event Track** (the other stays hidden).

The die you submit will trigger **all Events** with the **matching die number** at the **end of the round**.

*Tip: If you are an Evil or Neutral player, you may want to trigger detrimental Events that will help you achieve your goal. Remember, you can say **whatever** you want about the Event dice behind your shield!*



**BREAKING POINT:** If you have **3 or more** Heroes in your “Defeated Heroes” pile, you no longer submit an Event die.

## CITY CARDS

City Cards provide you with useful supplies and abilities. Each card in your hand can either be played for its **text effect**, or discarded for its **Influence** value during a **Recruit** action (see page 16).



### ONE-TIME-USE

Play at the **start of your turn**, then **discard**.



### AMBUSH

Play **whenever** this card's condition is satisfied (even on another player's turn), then **discard**.

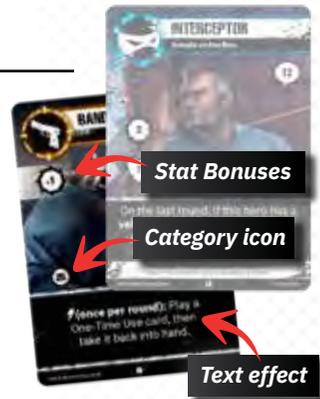


### EQUIPMENT

**Attach** this card to a Hero at the **start of your turn** by placing it **behind** the Hero on your player mat. Once attached, the Hero adds this card's **Attack** and **Health** bonuses, and may use its text effect.

## ATTACHED EQUIPMENT

- Each Hero can have **only 1 Equipment** attached (unless a text effect says otherwise).
- You may only **remove** attached Equipment, or **move** it to another Hero, by using an **Inventory action** (see page 19).
- If a Hero is **defeated**, all of their attached Equipment is **discarded**.
- Equipment may have 1 or more **category icons** ( , , ,  ) Some text effects refer to Equipment that has a specific category icon.
- If Equipment has an **Event effect** (indicated by a numbered die face), it activates like an Event during the “**Trigger Events**” step, if a **matching Event Die** has been submitted.



## AGENCY CARDS

Only Heroes who haven't proven themselves may gain enhanced supplies from the Agency. If you have **at least 3 Villains** in your **jail**, then whenever you would draw **City Cards**, you may choose to **instead** draw more powerful Agency Cards. (If Villains escape from your jail and you no longer have at least 3, you may no longer draw Agency Cards.)

**EFFECT CONFLICTS:** If multiple players have text effects that trigger at the **same time**, they are resolved in **turn order**.

# TRIGGER EVENTS

After **every player** has used **all 4 actions** on their action meter, resolve each **Event** that matches 1 or more **Event dice** players submitted.

Starting from the top of the **Event Track** (i.e. the lowest die number), go through each Event and check if it **matches** any Event die that was submitted. If an Event matches a submitted die, **all players** must resolve its effect.

**For Example:** If a triggered Event says “Discard a card,” **every** player must discard a card from their hand.

Players who have **attached Equipment** with a **die roll icon** also check if this icon matches any submitted Event die. If it does, the effect activates. (See p. 13)

After checking each Event, each player takes back their Event dice.

## EVENT TYPES

### JAILBREAK

Each player returns a Villain from their jail to the bottom of the deck.

### FIREFIGHT

Each player places 1 damage cube on 1 of their Heroes of their choice.

### HACKING

Each player discards a City or Agency Card of their choice from their hand.

### LOOT CRATE

Each player draws 1 card from the City Deck (or the Agency Deck if they have 3 or more Villains in their jail; see (p. 13)).

### PARAMEDIC

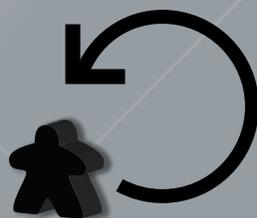
Each player removes 1 damage from 1 of their Heroes of their choice.

If **multiple dice** are submitted that match an Event token, that token still **only triggers once**. That means any number that another player has **already** submitted is “safe” for you to submit!

## PASS FIRST PLAYER

Pass the First Player Marker **counter-clockwise** (in the **opposite** direction of turn order). Then begin the next round.

**Note:** Passing counter-clockwise is to ensure that the previous First Player doesn't have to wait almost two full rounds before they get to take their next turn.



# MAIN ACTIONS

On your turn, after resolving any free actions, choose 1 action from the following list.

**DRAW A CARD** (P. 16)

**RECRUIT A HERO** (P. 16)

**FIGHT A VILLAIN** (P. 17)

**HEAL A HERO** (P. 19)

**INVENTORY EQUIPMENT** (P. 19)

**TRADE A CARD** (P. 19)





# DRAW A CARD

Draw the **top card** from the **City Deck** and add it to your hand. There is **no limit** to the number of cards you may have in your hand.

If you have **at least 3 Villains** in your jail when you use a Draw action, you may take the top card of the **Agency Deck** instead of the City Deck.



# RECRUIT A HERO

To recruit a Hero from the **Hero Market**, discard cards from your hand with a total **Influence** value equal to or greater than the **Influence cost** of the Hero you want to recruit.

Place the recruited Hero in an **open slot** on your player mat. You must always fill the **lowest numbered slot** on your mat first.

Once you've recruited a Hero, you may **never** move them to a different slot. If **all 4** of your slots are occupied, you may **not** recruit a new Hero.

You may recruit only **1 Hero** per action. Excess Influence **cannot** be carried over to another action.



## PLAYER MAT



**For example:** If you have a Hero in slot 1, the next Hero you recruit must go in slot 2.

If your Hero in slot 1 is defeated, then you must recruit a new Hero in slot 1 before you can fill slot 2.

# FIGHT A VILLAIN

If you have at least one Hero on your player mat, you can use a Fight action to attempt to defeat a **Villain**. Follow these steps in order:

**1** **Reveal Villain:** Flip the top card of the **Villain Deck**.

**2** **Villain Effect:** Read the Villain's **text effect** and resolve it immediately (*unless it says "To Jail"*).

**3** **Villain Attacks:** The Villain's **attack chart** shows which of your Heroes are attacked. Each Hero on your team takes damage corresponding to their **numbered slot** on the attack chart. Mark damage on your Heroes by placing **damage cubes** on them. (*For example, a "2" in the top left means your Hero in slot 1 takes 2 damage; see right.*)

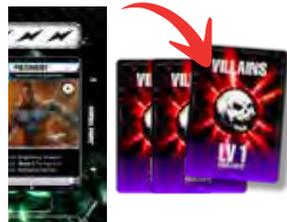


**4** **Heroes Attack:** Add together the **Attack**  of all Heroes on your team. Compare this to the **Villain's Health** .



**If your total Attack is equal to or greater than the Villain's Health:**

The Villain is jailed! Place the Villain face-down in your "Jailed Villains" area. If the Villain has a "To Jail" effect, resolve it now.



**If your total Attack is less than the Villain's Health:**

The Villain escapes! Place the Villain on the bottom of the Villain Deck.



## DEFEATED HEROES



If any of your Heroes ever has **damage cubes** equal to or exceeding their **Health** , they are immediately defeated! Place them in your “**Defeated Heroes**” area.

If a Hero is defeated by a **Villain’s attack**, the Hero’s Attack value **does not count** when your team attacks.

**Remember:** If you have 3 or more defeated Heroes, you no longer submit an Event die on your turn.

You may only use the Fight action to attack **Villains**, never to attack other players’ Heroes. If you need to **defeat Heroes** to complete your Mission, then you’ll have to use **subterfuge** — for example, triggering Events that cause damage to Heroes.

## JAIL

Each player has their own **jail** to the right of their player mat, where they send the **Villains** that they have defeated. The number of Villains in your jail is **public information**.

If a Villain is **freed** from your jail, place them on the bottom of the Villain Deck. If a Villain is **moved** to another player’s jail, that player takes the card and places it face-down in their jail. Text effects that prevent Villains from being freed **do not** prevent them from being moved.

## VILLAIN LEVEL

Villains increase in **difficulty** over the course of the game. Higher level Villains have greater **Attack** and **Health** values, as well as **nastier effects**.

The back of the Villain Card on top of the Villain Deck indicates when Villains of the **next level** are about to emerge.



# HEAL A HERO

Choose **1 damaged Hero** on your team and remove **1 damage cube** from them.



# INVENTORY EQUIPMENT

Remove any number of attached **Equipment Cards** from 1 or more Heroes on your team and **return them to your hand**.

Once Equipment is back in your hand, you may attach it to a **new Hero** (at the start of your **next turn**).



# TRADE A CARD

**Give 1 card** of your choice from your hand to another player and **receive 1 card** of their choice in exchange.

You must make a **1-for-1** trade, and the other player must **agree** to it. If you make an offer and the other player refuses, you do not use an action.

You may trade **any** card in your hand (including *Agency Cards*). You may **not** trade your Heroes or Equipment that is attached to your Heroes (unless you take an *Inventory* action to remove it).

# GAME END

At the end of the **final round** (as indicated by the **Event Track**), all players **reveal their Identity Cards** and evaluate whether they have completed their Mission. If you have achieved your Mission, **you win!**

*It is possible to have only one winner, or for **multiple** players to win together. Winners do **not** all have to have the same Allegiance!*

## IDENTITY CLARIFICATIONS

### GUARDIAN

- You count Villains in all Good players' jails, including those with different Missions than you (i.e. the Investigator).

### INVESTIGATOR

- Defeated Heroes that you move to your jail at the end of the game count towards the total number of Villains in Good players' jails.
- You may win even if the Guardians on your team lose.

### ASSASSIN

- If either the Guardians or the Investigator win, you lose.

### MASTERMIND

- If you complete your Mission, the Good players lose regardless of whether they completed their own Missions.
- Since all Good players lose when you win, Assassins on your team also win when you do.

### BOUNTY HUNTER

- Pay careful attention to which Hero has the highest Influence value, as this could change throughout the game!
- In some cases, you may want to recruit high-Influence Heroes to prevent other players from getting them.

### TIME TRAVELER

- The other player can be Good, Evil, or Neutral. If another Neutral wins and you have more Villains jailed than they do, you also win.

# ADVANCED VARIANT MERCENARIES

Mercenaries are indifferent to the fight between Good and Evil, and will serve whoever can offer them the best reward. They provide powerful one-time use abilities that can be purchased with Influence.

- **Setup:** Shuffle the Mercenary Cards into the **Hero Deck** during setup. Deal **4 face-up cards** in the Hero Market instead of 3.
- **Recruiting Mercenaries:** Mercenaries can be **recruited** from the Hero Market as if they were Heroes, spending Influence equal to their Influence Cost. When you recruit a Mercenary, Instead of adding them to your team, use their one-time ability and **discard** them.
- **Hero Market:** If Mercenaries are in the game, the Hero Market always has 4 face-up Heroes available. If there are ever **3 or more** Mercenaries in the Hero Market, the player to the left of the current player must immediately choose 1 of the available Mercenaries, activate it, and discard it (**without** paying Influence). If there are still 3 or more Mercenaries when the Market is refilled, the same player repeats this (*until there are fewer than 3 Mercenaries in the Market*).



# FREQUENTLY OVERLOOKED RULES

## ALLEGIANCE TOKENS

You may **never look at** or **change the position** of your own Allegiance tokens. (p. 3)

## INVESTIGATING

When you investigate a player, you may look at **1** of their Allegiance tokens, then return it. You may not ask to see it again later if you forget what it is (*unless you perform another investigation*). (p. 6)

## SUBMITTING EVENT DICE

If you have **3 or more** Heroes in your “Defeated Heroes” area, you **do not submit** an Event die on your turn. (p. 12)

## FIRST PLAYER MARKER

The First Player marker always passes **counter-clockwise** at the end of the round. (p. 14)

## HAND LIMIT

There is **no hand limit** for City and Agency Cards. (p. 6)

## HERO LIMIT

If all 4 of your Hero slots are filled, you **may not** recruit any new Heroes. (p. 16)

## RECRUIT ACTION

You may only recruit **1 Hero per action**. Any excess Influence spent is lost. (p. 16)

## TRADE ACTION

When you trade cards, you **may not** give a card without receiving one in return. The other player **may** refuse to trade. (p. 19)

## HERO PLACEMENT

Newly recruited Heroes are always placed in the **lowest-numbered open slot**. A Hero cannot be moved once placed. (p. 16)

## DEFEATED HEROES

If a Hero is defeated by a Villain’s attack, **do not count** that Hero’s Attack value when your team attacks. (p. 17)

## JAILED VILLAINS

The number of Villains in your jail is always **public**. When a Villain is freed or moved from your jail, they no longer count towards your Mission. Text effects that prevent Villains from being freed **do not** prevent them from being moved. (p. 18)

## AGENCY DECK

In order to draw from the Agency Deck with a Draw action or Loot Crate Event, you must have at least **3 Villains** in your jail. (p. 13)

## AMBUSH CARDS

An Ambush Card can be played at **any time** that its condition is met. (p. 13)

## EQUIPMENT CARDS

Each Hero may only have **1 Equipment Card** attached (*unless a text effect says otherwise*). When a Hero is defeated, all of their Equipment is immediately **discarded** (*it does not return to your hand*). (p. 13)

# CREDITS

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