





**Meddlesome Reporter**

2 2 4

*Humanoid.*

Hunter. Retaliate.

**Forced** – Either place a piece of evidence back on its original crime scene or ready each enemy in play. Each enemy with the **Hunter** keyword moves 1 location towards you.

“Can I get a quote for the local rag”

ENEMY



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“Can I get a quote for the local rag”

ENEMY



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**Whitechapel Vigilante**


3 3 2

*Humanoid. Criminal.*

Hunter.

**Forced** – At the end of the enemy phase, if Whitechapel Vigilante is at a **Crime Scene** location: Add 1 doom to Whitechapel Vigilante.

ENEMY



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**Whitechapel Vigilante**

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*Humanoid. Criminal.*

Hunter.

**Forced** – At the end of the enemy phase, if Whitechapel Vigilante is at a **Crime Scene** location: Add 1 doom to Whitechapel Vigilante.

ENEMY



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*Humanoid. Criminal.*

Hunter.

**Forced** – At the end of the enemy phase, if Whitechapel Vigilante is at a **Crime Scene** location: Add 1 doom to Whitechapel Vigilante.

ENEMY

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