

# BATMAN MINIATURE GAME

## BATMATCH RULES OCT 2017 V1.0

### BASIC RULES

**BatMatch** games will be played using the latest version of the **Batman Miniature Game** rules from **Knight Models™**, including expansions and online material such as errata, FAQs, and character cards, as well as supplemental rules contained in the **BatMatch** packs.

**BatMatch** will have as many games as required by the number of players registered.

A **BatMatch** event must have at least four players. Games will be between two players (1 vs 1), and played on a 90cm x 90cm gaming area.

In order to qualify as an official **BatMatch**, the Organizer must request an official **BatMatch** pack, and must comply with all the rules contained therein.

### PLAYER'S RESPONSIBILITY

Players participating in a **BatMatch** must bring their own miniatures, character cards, dice, measuring tape, markers, counters and templates needed to play.

Effect markers must be placed on the character card, but it must always be clear to the opponent which effects apply to a particular model.

### CREW LISTS

Players must use the same Crew list for the duration of the **Batmatch**, and this must comply with the Crew configuration rules from the **Batman Miniature Game** rulebook. The Crew must not exceed 350 Reputation points and \$1500 Funding.

Each player must complete two copies of their Crew list - one for the event organizer, and another for their game, which their opponent may see at any time.

### SCORES

Each game in the **BatMatch** uses a Victory Points (VP) system to determine a winner.

The difference of VP obtained will determine the **BATMATCH POINTS** (BP) won, which will set the player's ranking.

VP difference at the end of the game:

VP	RESULT	WIN(BP)	LOSE(BP)
0-4	Tie	3	3
5-15	Victory	5	2
16+	Total Victory	5	0

**BatMatch** Point scores will be registered along with the VPs obtained in each game, as the actual Victory Points tally will be used as tie-breakers.



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These **BatMatch** points will be registered in subsequent updates of the **Batman Miniature Game** official ranking.

## TIE-BREAKERS

In case of a tie in **BatMatch** Points, a tie-break will be determined by taking the following steps in order:

1. The player with the most accumulated VPs in all games wins.
2. If there is still a tie, the player who caused the most Casualties in all their games wins (Rep cost).
3. If there is still a tie, player with less Reputation cost spent in his crew will be put forward.
4. Should the tie persist, player with less dollars spent in his crew will be put forward.
5. If the tie persist, randomize it.

## PAINTING AND CONVERSIONS

**Knight Models™** encourages players to paint all of the miniatures in their Crew, as this enhances the gaming experience, but it is not mandatory to attend a **BatMatch**.

Converted **BMG** miniatures are permitted as long as they comply with the following rules:

- The model has no recognizable registered material other than that of **Knight Models™**.
- Most of the converted model's volume must be composed by **Knight Models™** parts. In order to avoid confusions, conversion must include iconic elements of the represented model.
- A weapon can be converted as long as the converted weapon represents the same type of weapon (a sword is a sword and not an axe, for example).
- Models must be mounted on their corresponding size base. Elements may be added to the base, provided that they do not impede measuring.
- Any converted model must be identified and declared to opponent before the beginning of the game. The **BatMatch** organizer, after

examining the model, will have the last word on whether the model complies with these rules or not.

- Proxies are not allowed.
- Alternative Character Card versions created by **Knight Models™** are allowed.
- Special editions models made of **Knight Models™** are allowed.
- Models that have not been released to the public by the date of the **BatMatch** will not be permitted, unless such models are for sale during that **BatMatch**.

## SPORTSMANSHIP

The aim of any **BatMatch** is to encourage fun, sportsmanlike games in the spirit of friendly cooperation and rivalry.

Should any discussion with a player escalate to an uncomfortable situation, stop and call the **BatMatch** Organizer (or referee) so that he can evaluate the situation. The referee's ruling is final.

An organizer has the authority to disqualify a player if he considers their behavior to be unsporting or unduly uncooperative.

## PAIRING

In the first game, pairings will be made randomly.

The pairings of subsequent games will follow the 'Swiss' system, based on player rankings.

## BYES

Should the number of players registered be odd, the player left after first game pairings will be considered free and will receive a BYE. In subsequent games, the player in last position will be granted the BYE. If this player has already received one BYE, it will be given to the next player that has not received it, counting from the bottom up.

The player that receives the BYE will obtain 5 **BatMatch** Points, 10 VP and 50% Reputation cost played as Casualties (rounding up).



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## TERRAIN

We recommend the use of different size elements, from boxes and pallets to big buildings. As a minimum, try to provide the following elements (or their equivalents) on each table:

- A minimum of four buildings sized more than 6" height, 6" length and 4" width.
- Three buildings smaller than the above recommended size.
- Many small elements such as barriers, boxes, containers, cars, etc.

These are only recommendations and the organizer has the last word on the table set-ups.

## BEGINNING A GAME

A player can request to see his opponent's Crew list before the game begins. A player can request to see any Character Card before and during the game, provided that he doesn't excessively slow the game by inspecting the cards.

## RECORDING SCORES

At the end of every game, both players must write down the following information on the *BatMatch* sheet: name of their opponent, game score, number of VP obtained, and points of models destroyed (reputation cost of models become Casualties). Miniatures off the table when the game ends count as Casualties.

Once this information is recorded, game results must be reported to the organizer.

## END OF THE BATMATCH

BatMatch Points determine the player's final ranking.

## NUMBER OF GAMES (recommended)

No. of Participants	No. of Games
4-8	3
9-16	4
17-32	5
33+	6

## ADDITIONAL RULES

A *BatMatch* has additional rules and new scenarios that will make the games more dynamic and balanced.

- Teams are upgraded with the following bonuses:
  - Models included in a Teen Titans Team gain Teamwork/2 (ALL).
  - The Birds of Prey Team "Boss" gains +1 Willpower, rules of Leadership and Reinforced Gloves.
  - Suicide Squad Team budget will increase by 50\$ for each incomplete section of 100 Reputation points.
  - Team Secret Six "Boss" gains +2 in Endurance.
- Models with Legend rank can't be used.



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## OFFICIAL BATMATCH VARIATIONS

There are different variations that can be used; divided by category. We recommend not using more than one variation per category, although they might be used.

## LIST CONFIGURATION VARIATIONS

**Standard** – One list required with a maximum of 12 models.

**Two lists** – Players may bring two different lists from the same crew. Players must announce which one they want to use after being paired with their opponent and seeing the scenario, but before the pre-game sequence starts.

**Reinforcements** – In this variation some “extra” Reputation points can be added to the standard list.

At the beginning of each game, players examine their opponent’s Crew list (including their Reinforcements), and may then make changes to their list (following the usual configuration restrictions). After this, the game begins and the final list with all the changes is revealed to the opponent. The amount of reinforcements varies depending on the number of points played; use the table below:

Points	Reinforcements
150-200	30
201-300	60
301-500	75
501+	100

For example: *I make up my list for a 350 reputation points event, so I can add 75 reinforcement points and, therefore, my list is now 425 reputation but I still have the same 1500\$ to spend on equipment and recruiting.* The maximum number of miniatures, including reinforcements, cannot exceed 15 models.

**Reputation Points** - Reputation points value different than standard.

**Legend** - The use of models with the Legend rank is allowed.

## PAINTING VARIATIONS

**Standard** - Models are not required to be painted.

**Painted** - Even if the model is unfinished, it must at least be base coated, with at least two distinct areas of color on display. Bases may be plain.

**Advanced Painting** – All parts of a model must be painted distinctly, with at least one shade and highlight on all areas. For example, hair color must be different than that of flesh or cloth. Bases must be finished.

If it is not clear whether a miniature complies with these requisites or not, the organizer will have the final word.

## NUMBER OF GAMES VARIATIONS

**Standard** – All players must participate in an equal number of games, as described earlier, equal number of games established by the number of participants. The **BatMatch** goes on until there is a clear winner.

**(X) Games** – A number of games is established by the organizer, regardless of the number of participants. This variation also ends when a player has more **BatMatch** Points than any other player. If a tie in **BatMatch** Points happens, the winner is the player with more **BatMatch** Points and VP.



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## SCENARIOS

Each Game will be played in one of the different scenarios described in this document (all players in every game will play in the same scenario), without repeating any during the *BatMatch*.

All the Scenarios have a duration of 6 Rounds.



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KNIGHT MODELS™

# BATMAN MINIATURE GAME

## 1. LOOTING

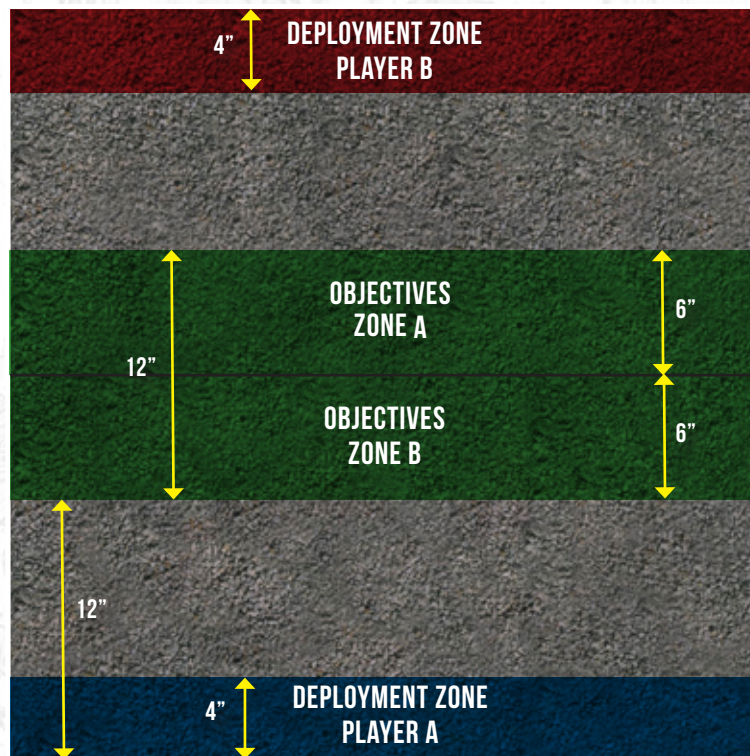
The boss said to be there ten minutes before midnight for a big payday. He didn't tell you [or "He didn't know?"] they would be there too.

### OBJECTIVES

All Objectives must be placed in the 12" "Looting" central zone (see Map). Each player will place his on the 6" zone that is further away from his deploy zone. This rule substitutes the usual placing Objectives rules.

### BONUS VPS

- **The More the Better!:** 4Vps to the first player to control two own objectives at the same time. If both players achieve this goal in the same round, then no VPs are awarded.
- **It's Mine:** 1VP if in the last round of the game you control one own objective.





# BATMAN MINIATURE GAME

## 3. SKIRMISH

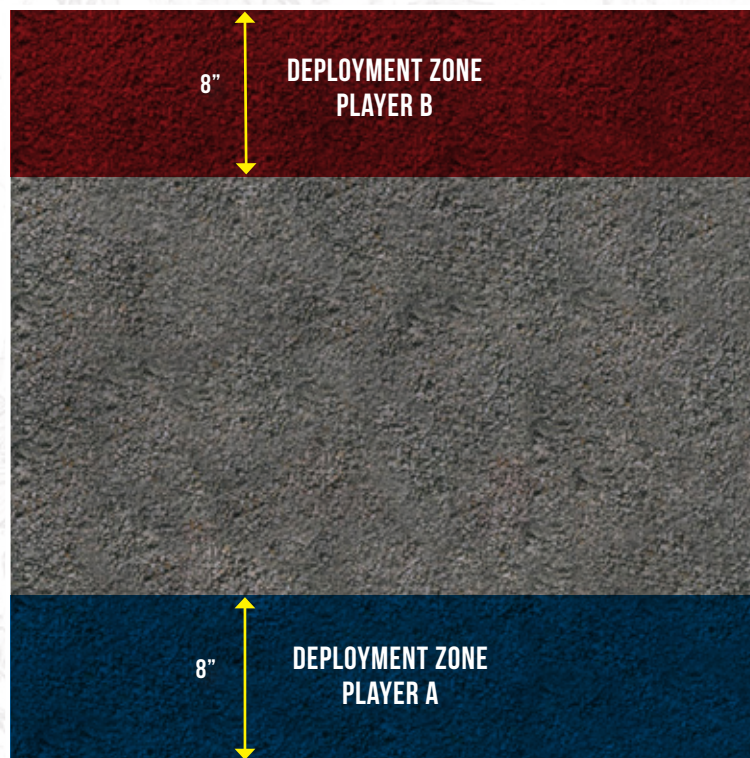
It had gone on for weeks — rival factions picking each other off one at a time. Someone's going to pay the price: eye for eye, tooth for tooth.

### OBJECTIVES

Objective markers are placed according to the usual rules.

### BONUS VPS

- **Wanted: Dead or Alive!:** 3VPs to any player if their opponent's Boss is K.O. or casualty when the game ends.
- **Teach Them a Lesson!:** 2VPs to any player if, when the game ends, the number of casualties from the opponent's crew is equal to or more than 50% its total Reputation.



# BATMAN MINIATURE GAME

## 4. SECURE THE AREA

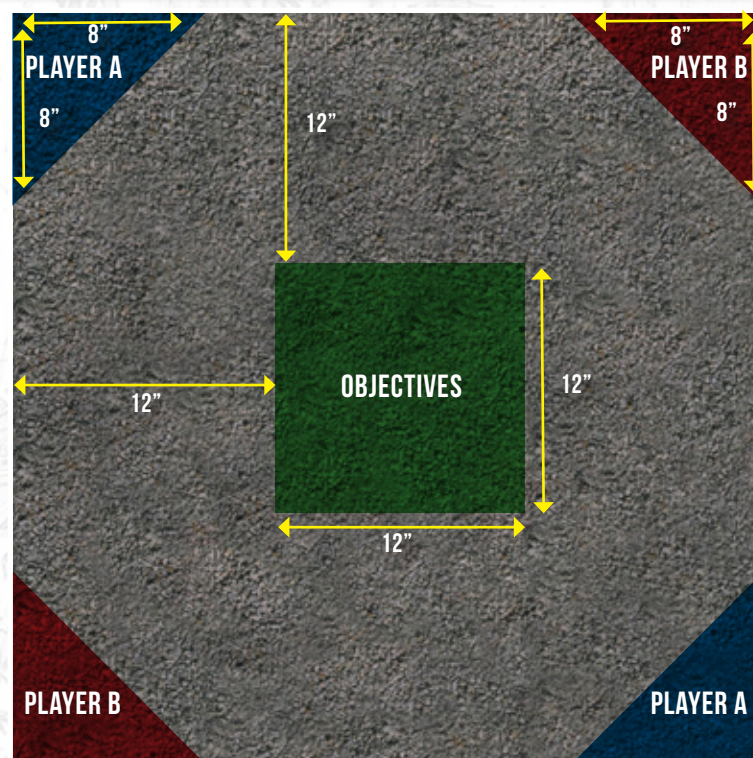
“They’ve got it, we want it. You’ll get it. Any Questions?”

### OBJECTIVES

Each player places one Objective marker in the enemy’s deployment zone and another in the Objectives zone. The rest of Objectives are placed according to the usual rules.

### BONUS VPS

- **Hurry up, take it all!:** 3VPs to the first player to control one of his own Objectives. If both players control one of their own objectives in the same round, then each player receives 1 VP instead.
- **Teach them a Lesson!:** 2VPs to any player if, when the game ends, the number of casualties from the opponent’s crew is equal to or more than 50% its total Reputation.



**Special Deployment:** Each player divides their Crew in two groups. Groups are deployed alternately in the respective deployment zones (A and B).

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## 5. ASPHALT JUNGLE

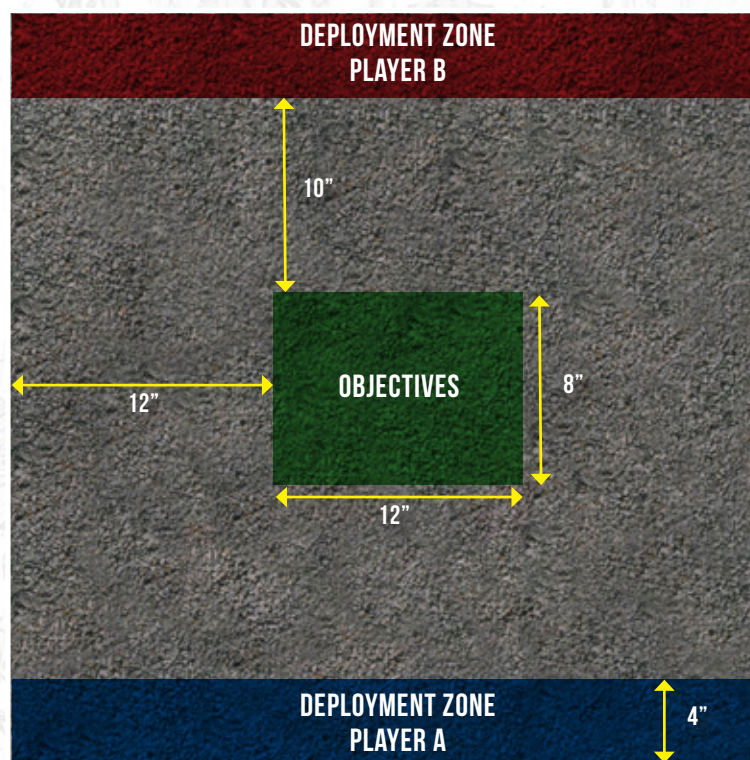
“Tonight at 11: a gang war erupts in a busy intersection. What police know and how it will affect your morning drive time, followed by sports and weather!”

### OBJECTIVES

Each player must place one Objective in the enemy Deployment Zone. All other objectives must be placed in the Objectives zone, ignoring the usual objective rules (including the restriction of deploying it 2” away of others markers) for the objectives deployed in this Zone, but can not overlap any other marker.

### BONUS VPS

- **The More the Better!:** 4VPs are awarded to the first player to control two objectives at the same time. If both players achieve this goal in the same round, then no VPs are awarded.
- **Behind enemy lines:** At the end of the game, any player that has at least one character in the opponent’s deployment zone gains 2 extra VPs.



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## 6. CHAOS IN THE CITY

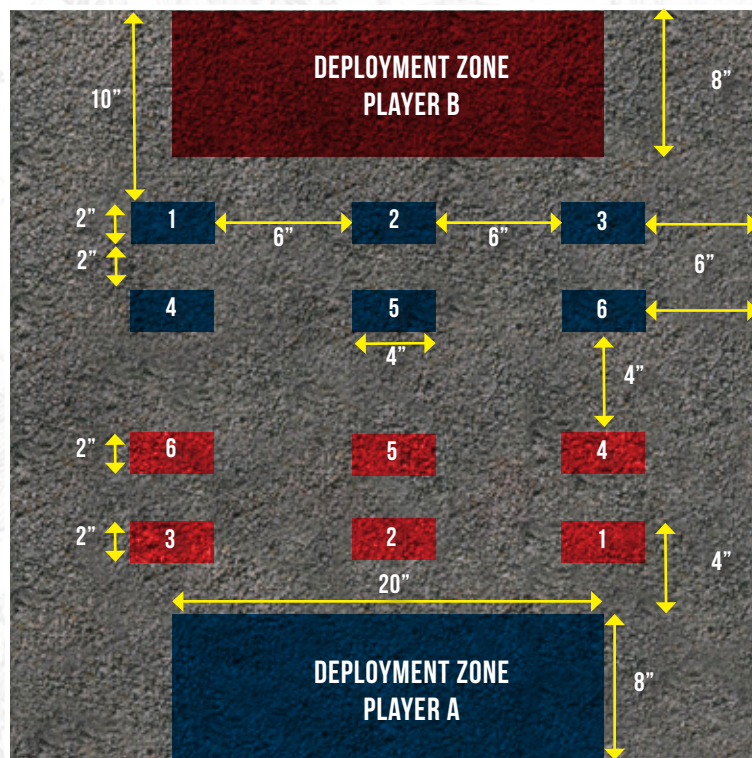
The night sky glowed red from the fires, and the night was thick with sirens and the sounds of money being made.

### OBJECTIVES

Each Player rolls 1D6 for each of their objective markers, which will then be placed according to the result in the corresponding box. If it is on top of a building, ignore the usual objective rules (including the restriction of deploying it 2" away of others markers) but can not overlap any other marker. You cannot place multiple objectives in the same box, (so maximum number of objective markers is 6) if roll the same number for two objectives, reroll it.

### BONUS VPS

- **Take it all...:** 3VPs to the player who controls all his own objectives at the end of the game.
- **...But defend ours!:** 3VPs If there aren't any enemy models inside of your deployment zone.



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## 7. RACE FOR GLORY

The clock is ticking on both sides, with only minutes before the score of a lifetime slips through their fingers. Time's up.

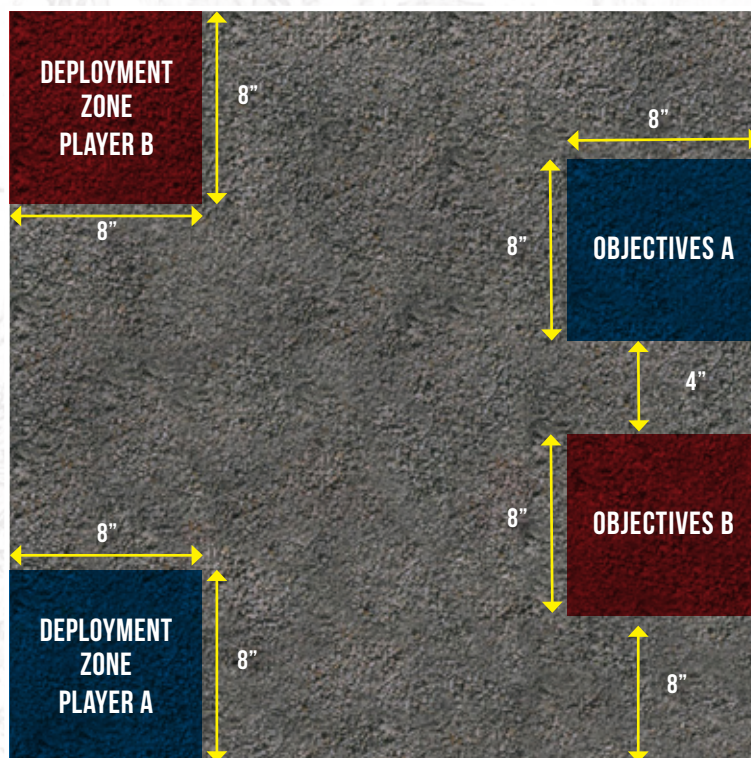
### OBJECTIVES

All objectives must be placed in the Objective zone.

If an Objective has a rule that allows it to be placed outside of the opponent's deployment zone (like Loot or Safe Boxes), it can be placed outside of its objective zone as though it were being deployed outside the opponent's deployment zone.

### BONUS VPS

- **We are the best!**: 2VPs to the first player who control one of his own objectives. If both players achieve it in the same round; no one gains these VPs.
- **Its mine, only mine!**: 3VPs if at the end of the game your opponent doesn't control any objectives.



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## 8. TWO FRONTS

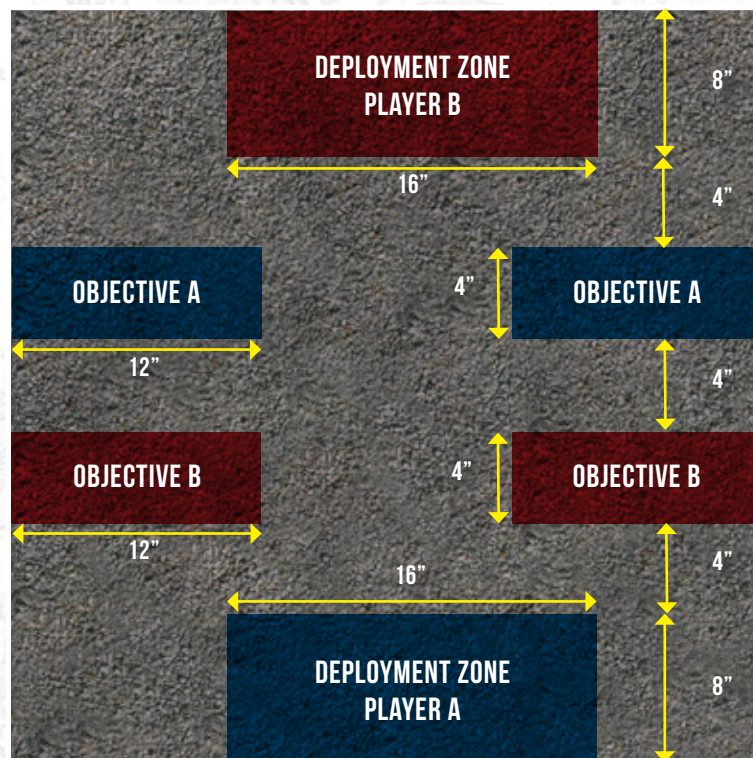
“Let’s split up, we’ll cover more ground!” is rarely good advice.

### OBJECTIVES

Players must place at least one objective in each Objectives Zone. The rest can be placed in either zone.

### BONUS VPS

- **Wanted: Dead or Alive!:** 3VPs to any player if their opponent’s Boss is K.O. or casualty when the game ends.
- **Divide the Enemy:** 3VPs to any Player with at least one model placed completely within one of each enemy Objective zones.



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## 9. THE TROPHY

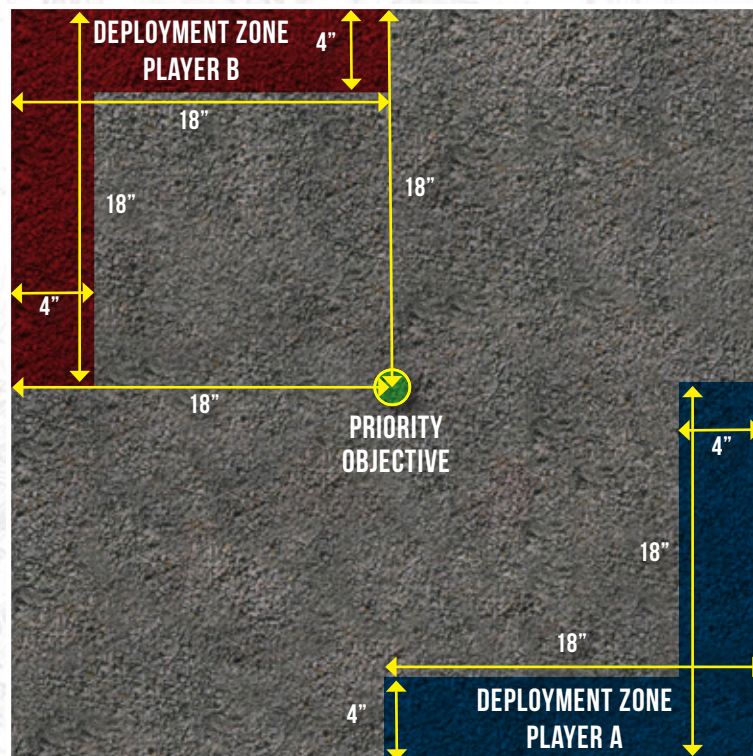
A painting, a car, incriminating evidence... does it matter what it was? Never has so much blood been spilled for so little.

### OBJECTIVES

Objective markers are placed according to usual rules. Also place a *Priority Objective* marker as indicated in the diagram, it must be placed in the dead centre of the gaming area.

### BONUS VPS

- **Priority Objective:** 3VP to the player who controls it at the end of each round.
- **Clobber!:** 1 additional VP is awarded for making enemy models K.O..



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## 10. DIRTY MONEY

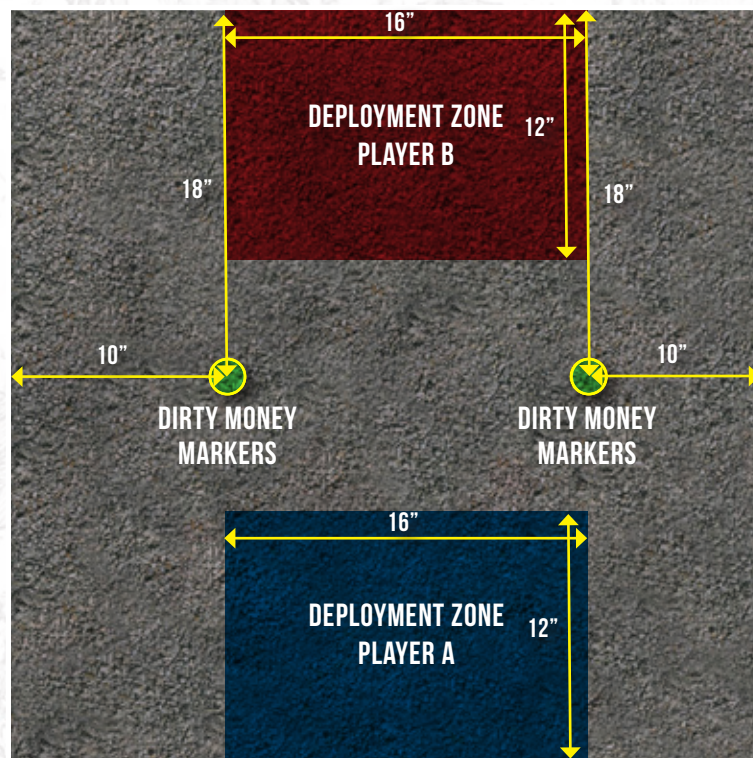
All crews need money to operate, but none wants to share it. Who will escape with the most loot?

### OBJECTIVES

Objective markers are placed according to the usual rules. Also, place 2 objectives as the Dirty Money objective diagram shows.

### BONUS VPS

- **Dirty Money:** Each Dirty Money marker gives 2VP to the player who control it (*Knight Models*™ recommend using the Safe Boxes Objective markers to represent these markers).
- **Get them out there!:** 3VPs to the player with the most models in their opponent's deployment zone when the game ends.





**Player Name:** \_\_\_\_\_ **Crew:** \_\_\_\_\_

Game	BatMatch Points	Victory Points	Opponent Casualty Points	Opponent Name
1	/	/		
2	/	/		
3	/	/		
4	/	/		
5	/	/		
6	/	/		

List 1		
Character Name / Equipment	Reputation	Funding
<b>Total</b>		

