

BATMAN

MINIATURE GAME



QUICK REFERENCE

The following summary provides a handy reference for the key rules during your games.

SEQUENCE OF PLAY

Each round is broken down into four phases:

- 1. Take the Lead:** Draw a counter from the bag. The owner of the counter chooses who goes first.
- 2. Raise the Plan:** First player distributes his Action Counters, then second Player and so on. N° of counters* = character's Willpower.

**(-1 Action Counter per 2 Damage markers).*
- 3. Execute the Plan:** Players takes turns activating models, beginning with the player who Raised the Plan first.
Pass: the player with fewest models can Pass as many times as the difference between crew size, but only 2 times in a row.
- 4. victory points and Casualty Recount:**
 - a) Effects are solved.
 - b) VP count.
 - c) Characters try to Recover.

SKILL ROLLS

- Agility Roll: 1D6, score equal to or less than Movement.
- Willpower Roll: 2D6, sum equal to or less than Willpower.
- Endurance Roll: 2D6 sum equal to or less than Endurance.

MOVEMENT ACTIONS

- Model's movement action = Basic Movement Distance + (1D6cm per MC spent).
- Run (costs 1 MC + 1 SC): Basic Movement Distance x2.

- Jump a Gap (costs 1 MC).
- Model's **Jump Capacity** = Half total movement allowance. Actual distance jumped is impaired movement.
- **Stand Up** (costs 1 AC): The model stands up.
- **Crouch** (costs 1 SC): Declare when next to an Obstacle; Ping! Rolls +1.
- **Manipulate** (costs 1 MC): Declare when next to appropriate item, or when carrying item.
- **Climb Vertical Obstacle** (costs 1 MC): Impaired Movement.*
- **Leap Down** (costs 1 MC): If distance equal to or less than Jump Capacity, model is placed on lower level and continues move. Otherwise, model falls.
- **Spring into the Air** (costs 1 MC): If distance equal to or less than Jump Capacity, climb is completed. Otherwise, model falls.
- **Falling:** Calculate height of fall – Jump Capacity. If Jump Capacity is greater than height fallen, no damage is taken. Otherwise as follows see page 33.
- **Vertical jump:** By paying 1MC (Acrobats are not excluded from this payment) a character can perform a vertical jump (up) to be placed in a higher position , such as on top of a building. This jump should be done with the JC (jumping Capacity: counts essentially as impaired movement).
Cross Difficult Obstacle: Costs 1 MC.
- **Difficult Ground:** Costs 1 MC. Impaired Movement.*

* Impaired Movement: Movement is halved (each cm moved costs 2cm from BMD).

ATTACK ACTIONS

- **Strike** (costs 1 AC per Strike): 1 Strike = Make a Hit roll.
- **Hit Rolls:** roll 1D6. If D6 equals or beats target's Defense*, make a Damage roll.

* *Outnumbered models -1 to Defense (close combat only).*

* *Defensive Position +1 to Defense (close combat only).*

- **Collateral Damage:** Roll +1D6 of different color every time you make a Damage roll. If result = any Damage roll score except 1, target Knocked Down. If result is a 6, Critical Damage is achieved.
- **Critical Damage (CRT):** Target received 1 extra (★) Damage Marker. If a rule has CRT, the CRT effect substitutes this Damage

CLOSE COMBAT:

- **Grab** (cost +1 SC): If Damaged = Target Pinned Down.
- **Push** (cost +1 SC): If Damaged = Target Displaced.

- **Block** (costs 1 DC per D6): If D6 equal to or greater than enemy Attack, Hit is cancelled.

RANGED COMBAT

- **Shoot** (costs 2 AC): 1 Shot = 1 Hit roll x Rate of Fire.
- **Ping!:** Target rolls 1D6 per obstacle in the way of the shot. If roll exceeds the Ping! difficulty, shot hits the obstacle instead.

4+: walls, other miniatures.

5+: urban furniture, trees, fences, etc.

6+: domestic furniture, barbed wire, tables, chairs, etc.

RECOVERY

Recover from Stun: Roll 1D6 (+1D6 per SC spent). For each 4+ result, remove one stun marker (★).

Recover from K.O.: Endurance Roll. If successful, remove 1 stun marker (★) and continue playing.

VICTORY POINTS

OBJECTIVE MARKERS

To control objective, you must have at least 1 model in base contact, and no enemy models in contact with objective or with your model. Control is calculated at end of Casualty Recount phase. Characters that are K.O. can never control objectives.

- **Riddle:** See the table below.

D6	RESULT
1	Confounded!: The character is defeated by Nigma's fiendish riddle. The character's side loses 1VP.
2-3	Failure: The character gives up. No VPs are awarded.
4-5	Solved: The character works out the solution and is awarded 1VP.
6	Inspired Solution: The character solves the Riddle and strikes a blow to Nigma's plans! His crew gains 3VP.

- **Loot:** 1VP to the player who controls it.
- **Titan Container:** 2VP to the owner if he controls it.
- **Ammo Crate:** 3VP to the owner if he controls it.

CASUALTIES AND FIRST K.O. VPS

Character awards VPs to opposing player when it is removed as a casualty, or the first time it becomes K.O.

MODEL RANK	CASUALTY	K.O.
Leader or Boss	6	4
Sidekick	4	2
Free Agent	4	3
Henchman	2	1

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