

WORLD'S FINEST



 KNIGHT MODELS™

TM & © DC Comics.
WB SHIELD: TM & Warner Bros. Entertainment, Inc. (s17)



WORLD'S FINEST

Superman: a god-like alien powerhouse, stout of heart, embodying the very ideals of human virtue despite his extraterrestrial origins. Batman: the Dark Knight Detective, a grim vigilante, intent on striking fear into the hearts of criminals everywhere. These two heroes tread different paths, with little common ground – until now.

When their nemeses Lex Luthor and the Joker join forces to threaten both Metropolis and Gotham City, these legendary superheroes must set aside their differences, and become the world's finest super-team...

KNIGHT MODELS BATTLE PACKS

Battle Packs are bite-sized expansions for the *Batman Miniature Game*, containing new crews, rules, traits, and options. Battle Pack add even more depth to your favorite tabletop game, allowing you to explore alternative timelines, character variants and stories from the archives of Batman, his allies, and his enemies.

The rules presented in this Battle Pack are completely official. Remember, however, that models of the Legend rank may not be allowed in organized play games, such as a Batmatch, unless specified otherwise.

In this Battle Pack you will find new rules representing the characters and events from the iconic World's Finest mini-series. Here you will find new character cards, representing two powerful teams for the *Batman Miniature Game*, as well as all the special rules you need to use them.

NEW RULES

The following new rules and traits are specially designed for use with this Battle Pack.

TEAM-UP CARDS

A Team-Up Card is a special type of Character Card, which represents not just a single character, but a team of two or more models. When you recruit a Team-Up Card into your crew, you must select all the models listed on that card. All models share the same Team-Up Card, although it is split into sections for each model. When a model uses or modifies its skills, only that model's section of the Team-Up Card is affected.

ACTION COUNTERS AND ACTIVATIONS

When allocating counters to a Team-Up Card, treat it like a Character Card in all respects, allocating Action Counters to the appropriate section of the card using the standard rules. Each model in the team is then activated separately, following the usual sequence, using counters from their allocation. However, all models in the team share the Willpower and Endurance skills.

Team-Up Cards usually have other special rules, representing the unique abilities of the team in question. See the World's Finest and the Crime Kings rules for examples.



THE WORLD'S FINEST

When you recruit the World's Finest, you must select two models: one Kal-El, and one Bruce Wayne. Both models share the Team-Up Card below.

WORLD'S FINEST SPECIAL RULES

GREATEST HEROES

In the Casualty Recount phase, the World's Finest do not roll for recovery. Instead, they automatically recover 1 Damage Marker. However, when the World's Finest become K.O., you lose the game immediately!

PLANNING AND PREP

The player controlling the World's Finest may Pass on Activation more than twice consecutively.

THE STRAIGHT AND NARROW

The World's Finest may not use Doses of any kind. For the purposes of choosing Strategies, the World's Finest crew counts as a Batman crew.

Name: Kal-El & Bruce Wayne
 Alias: The World's Finest
 Rank: Legend/Leader
 Affiliate: The World's Finest



	Damage	ROF	Ammo	Special
 Heat Vision	☹☹☹	1	∞	Beam / Anti-Tank M. Range / Reload

Kal-El Personal Traits: The Big Blue Boy Scout
 Kryptonian/4 Unstoppable
 Living Legend Man of Steel
 Steel Hands

	Damage	ROF	Ammo	Special
 Batlings	★★	2	2	Throwing / S. Range

Bruce Wayne Personal Traits: Living Legend
 Batarmor MK I Martial Artist
 Batcape Reinforced Gloves
 Batclaw Stealth
 Close Combat Master
 Detective

Reputation: 350 \$ Funding: \$0,00

Strength 0+	Willpower 18	Strength 3+	
Movement 3	Movement 3	Attack 3	Attack 5
Defense 3	Defense 5	Endurance 20	Special 4
		Special 3	





THREAT! OBJECTIVE MARKERS

A player recruiting the World's Finest must select five different Threat! Objectives. These are represented by 30mm markers. Your opponent takes these markers, and places them following the usual Objectives rules, face down (unrevealed). However, Threat! Objectives can be deployed anywhere but may not be placed closer than 15cm to any board edge, or on a scenery piece (this rule supersedes all other rules for placing Objectives, including those found in the Batmatch pack).

In multiplayer games, the opposing players take turns placing Objective markers, nominating the first player and then continuing in a clockwise order.

Only World's Finest models controlled by the owner of the Threat! Objectives can reveal the markers. These markers can not be controlled. When a World's Finest model moves into base contact with a Threat! marker, reveal it immediately by flipping it over, to see what kind of threat you're dealing with.

GREEN KRYPTONITE

If Kal-El reveals this marker, he immediately receives 2 damage (ignore the Invulnerability rule) and the marker remains in play. Any Kryptonian within 15cm of this marker loses the Invulnerability and Regeneration traits (if they possess them). If Bruce Wayne reveals the marker, or if he moves into base contact with it after it is revealed, you may remove it from the board and place it on the Batman section of the Team-Up Card. The Bruce Wayne model gains the Kryptonite trait. If Bruce Wayne has the marker, he gains 3 VPs at the end of each Casualty Recount phase.



MOTHER BOX

When Kal-El or Bruce Wayne reveal this marker, place a dice with the '1' face up on top of the marker. At the end of each subsequent Round, turn the dice to add one to the score. This is the number of VPs your opponent gains. A World's Finest model can Manipulate the marker if no enemy models (ignoring the K.O. models) are in contact with it. Remove it from play and gain 7 VPs.



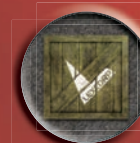
HOSTAGE

Once revealed, the marker remains in play. If, at the end of a Round, no enemy model (ignoring the K.O. models) is within 5cm of this marker, you score 5 VPs. If not, your opponent scores 1 VPs.



LEXCORP SECRET WEAPONS

Once this marker is revealed, a World's Finest model may Manipulate it if no enemy model (ignoring the K.O. models) is within 5cm of it. The marker is removed and you gain 6 VPs.



THERMONUCLEAR DEVICE

When this marker is revealed, Bruce Wayne and Kal-El deal with it in different ways. If Bruce moves into base contact with it, and stays in contact for one complete Round, he disarms the bomb. Remove the marker from the game and score 7 VPs. If Kal-El reveals the marker, or moves into contact with it, he picks it up immediately: remove the marker from the board and place it on the Superman section of the Team-Up Card. If Kal-El subsequently moves into contact with any board edge, the marker is discarded and you score 10 VPs. If, by the 6th Round of the game, the revealed marker is still in play, the game ends and the player who owns the Objective loses the game!



THE CRIME KINGS

When you recruit the Crime Kings, you must select two models: one Alexander Luthor, and one Joker. Both models share the Team-Up Card below.

CRIME KINGS SPECIAL RULES

I HAVE MY OWN PLANS

At the beginning of the Round, roll 1D6. If the result is odd you must allocate more Action Counters to the Joker section of the card than to the Luthor section. If the result is even, you must allocate more Action Counters to the Luthor section.

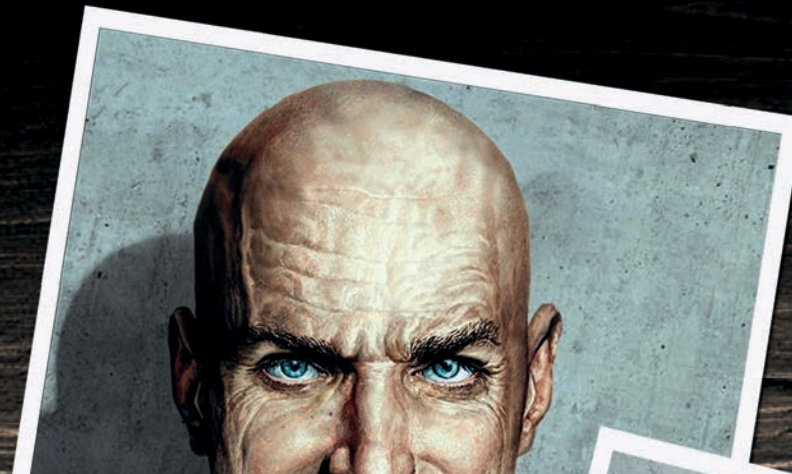
SYNDICATED CRIME

If the Crime Kings are in your crew, you may recruit any models with Affinity to LexCorp, Organized Crime, and/or Joker.

You must choose only one equipment and strategies list from either LexCorp or Joker.

UNEASY ALLIANCE

In the Casualty Recount phase, the Crime Kings do not roll for recovery. Instead, they automatically recover 1 Stun Marker. However, when the Crime Kings become K.O., you lose the game immediately!



Name: Lex Luthor & Joker
 Alias: The Crime Kings
 Rank: Legend/Leader
 Affiliate: The Crime Kings

HAHA!
LEXCORP INDUSTRIES

Damage	ROF	Ammo	Special

Lex Luthor Personal Traits:
 Kryptonite
 Exhaustive planner
 Grand Strategist
 Intimidate

Hidden Sniper
 Lord of the Business
 Mastermind

Damage	ROF	Ammo	Special
HAHA! Acid Flower		1	2 Mechanical/S. Range / Acid/Light

Joker Personal Traits:
 Chaotic planner
 Demotivate
 Goad
 Luck

Scheming/2
 Trickster

Reputation: **200** \$ Funding: **\$ 0,00**

Strength 4+	Willpower 15	Strength 4+
Movement 2	Movement 3	
Attack 4	Attack 4	
Defense 4	Defense 4	
Endurance 15		
Special 3	Special 3	

METROPOLIS P.D.
 CENTRAL
 LUTHOR, LEX
 1246

POLICE DEPARTMENT
 OF GOTHAM CITY
 NAME UNKNOWN
 F49567



NEW TRAITS

As the *Batman Miniature Game* expands, so too does the range of powers and abilities available to your models. Below you will find some useful new traits used by the models featured in this Battle Pack.

THE BIG BLUE BOY SCOUT (ISC, PASSIVE)

If an allied Bruce Wayne model receives any number of hits while within 10cm of this model, this model may receive the hits instead.

CHAOTIC PLANNER

Each time you use a strategy roll 1d6. On a result of 1, the strategy is cancelled.

DEMOTIVATE (25C)

Pick a target model within 20cm and Line of Sight. The model must pass a Willpower roll or immediately lose 2 Action counters of your choice.

EXHAUSTIVE PLANNER

Before the game starts, this model may cancel one of the opponent's Strategies. In a multiplayer game (3+ players), only one Strategy is cancelled, not one for each opponent. If there are several models in play with this trait, they may each cancel one enemy strategy.

GOAD (ISC)

Target one enemy non-vehicle model within 20cm and line of sight. The target must take a Willpower roll. If the roll is failed, you may move the enemy model up to 5cm, following all the usual Movement rules. During this movement, you cannot force the target to Fall, nor may you spend any of its Action Counters.

HIDDEN SNIPER (2AC)

Select a target that this model can see, and that is also within line of sight of any point on any board edge, this is the point where the sniper is hidden. Make a Ranged Attack versus the target from that point – this attack has RoF 2, Damage ♦♦, and the Firearm rule.

KRYPTONIAN/X

A model with this trait gains a number of rules determined by the trait's level (X), see below. A model with this trait can Push, Grab and Knocked Down a model with the Large trait.

In addition, if the scenario takes place at night (for instance, in most Gotham City scenarios), the set of abilities available to the Kryptonian use Table 1: Night Rules. If the scenario takes place in daylight, use Table 2: Day Rules. If the scenario uses rules for switching between night and day, the table also switches accordingly.

TABLE 1: NIGHT RULES

Level	Kryptonian Rules
1	Fast, Invulnerability/1, Natural Immunities.
2	Fast, Invulnerability/2, Natural Immunities, Super Jump.
3	Fast, Fly, Invulnerability/3, Natural Immunities.
4	Fast, Fly, Invulnerability/3, Natural Immunities, Tough Skin.
5	Fast, Fly, Hover, Fly High, Invulnerability/4, Natural Immunities, Tough Skin.
6	Fast, Fly, Hover, Fly High, Invulnerability/5, Natural Immunities, Tough Skin.

TABLE 2: DAY RULES

Level	Kryptonian Rules
1	Fast, Invulnerability/2, Natural Immunities.
2	Fast, Invulnerability/3, Natural Immunities, Regeneration, Super Jump.
3	Fast, Fly, Invulnerability/4, Natural Immunities, Regeneration.
4	Fast, Fly, Invulnerability/4, Natural Immunities, Regeneration, Swift, Tough Skin.
5	Fast, Fly, Hover, Flying High, Invulnerability/5, Natural Immunities, Regeneration, Swift, Tough Skin.
6	Fast, Fly, Hover, Flying High, Invulnerability/6, Natural Immunities, Regeneration, Swift, Tough Skin.





KRYPTONITE

While a model with this trait is within 10cm of a model with the Kryptonian trait, the Kryptonian model loses the Invulnerability and Regeneration traits (if they possess them).

MAN OF STEEL

This model is Immune to the Push, Fire and Enervating effects. If a model with this trait also has Tough Skin, damage rolls against him suffer a -2 penalty instead of the usual -1.

LIVING LEGEND

This model can make two activations each round. Each activation is independent of the other (and cannot usually be made consecutively). At the start of the second activation, the model receives 2 Action Counters, which must be allocated immediately.

In addition, once per round, when a trait specifies this model as a target, you may cancel the use of that trait.

A crew with a Living Legend loses one Pass on Activation each round, if applicable.

STEEL HANDS

This model's Unarmed attacks inflict ★★★ damage and can inflict the Push effect.

UNSTOPPABLE (ISC)

Each strike the model makes this turn requires 2 successful blocks to defend against.

NEW WEAPON SPECIAL RULE

The following weapon special rule is added to those found in the Batman Miniature Game rulebook.

KRYPTONITE

If a weapon with this trait hits a model with the Kryptonian trait, that model loses the Invulnerability and Regeneration traits (if they possess them) until the end of the round.

METROPOLIS

Metropolis, the city of Tomorrow. Skyscrapers rise to dizzying heights, forming vast canyons of concrete and steel, Metropolis is the largest city in the United States, best known as the adopted hometown of Superman. Built upon the island of New Troy, which was bought from the area's natives by Swedish settlers in exchange for trinkets, the city now bustles with commerce and industry, and sits at the forefront of technological progress thanks to the contributions companies such as LexCorp and S.T.A.R. Labs. Among the city's many iconic buildings is the Daily Planet, topped by its famous rotating golden globe; and LexCorp Tower, from which industrialist Lex Luthor surveys the city he calls his own, and plots the downfall of Superman...

METROPOLIS SETTING RULES

If both players agree, your scenarios may use the Metropolis setting. If you choose to do so, the following special rules apply to the game.

THE CITY OF TOMORROW

Before the first Round begins, roll a D6. On a result of 5+ the scenario takes place at night (follow the usual rules from the Batman Miniature Game rulebook, but refer to the Night table if any Kryptonians are in play). On a result of 1-4, the game takes place during the day. The entire game zone is illuminated – characters can see any distance, rather than the usual 30cm.

LEXCORP OWNS EVERYTHING...

If a LexCorp crew is in play, it may recruit models with Affiliate: Law Forces. In addition, the crew's Boss gains the Elite Boss (SWAT) trait.

SUPERMAN'S CITY

In the first Raise the Plan phase, if a Superman model is in play, he receives 1 free Action Counter. This counter cannot allow Superman to exceed the maximum allowed by his skills. However, if Superman is made a Casualty during the game, his opponent scores 3 additional VPs.



Name: Kal-El & Bruce Wayne
 Alias: The World's Finest
 Rank: Legend/Leader
 Affiliate: The World's Finest



	Damage	ROF	Ammo	Special
Heat Vision	☹☹	1	∞	Beam / Anti-Tank M. Range / Reload

Kal-El Personal Traits:

Kryptonian/4 The Big Blue Boy Scout
Living Legend Unstoppable
Steel Hands Man of Steel

	Damage	ROF	Ammo	Special
Batlings	★★	2	2	Throwing / S. Range

Bruce Wayne Personal Traits:

Batarmor MK I Living Legend
Batcape Martial Artist
Batclaw Reinforced Gloves
Close Combat Master Stealth
Detective

Reputation: **350** \$ Funding: **\$0,00**

Strength 0+	Willpower 18	Strength 3+
Movement 3	Movement 3	
Attack 3	Attack 5	
Defense 3	Defense 5	
Endurance 20		
Special 4	Special 3	

Name: Lex Luthor & Joker
 Alias: The Crime Kings
 Rank: Legend/Leader
 Affiliate: The Crime Kings



	Damage	ROF	Ammo	Special
LexCorp				

Lex Luthor Personal Traits:

Kryptonite Hidden Sniper
Exhaustive planner Lord of the Business
Grand Strategist Mastermind
Intimidate

	Damage	ROF	Ammo	Special
Acid Flower	☹	1	2	Mechanical / S. Range / Acid / Light

Joker Personal Traits:

Chaotic planner Scheming/2
Demotivate Trickster
Goat
Luck

Reputation: **200** \$ Funding: **\$ 0, 00**

Strength 4+	Willpower 15	Strength 4+
Movement 2	Movement 3	
Attack 4	Attack 4	
Defense 4	Defense 4	
Endurance 15		
Special 3	Special 3	

