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AMAZONS



OF

THEMYSCIRA



AMAZONS OF THEMYSKIRA

Before she was Wonder Woman, she was Diana, princess of the Amazons, raised on a sheltered island paradise and trained to be an unconquerable warrior. When an American pilot, Steve Trevor, crashes on their shores and tells of a massive conflict raging in the outside world, Diana leaves her home, convinced she can stop the threat. Fighting alongside man in a war to end all wars, Diana will discover her full powers... and her true destiny.

KNIGHT MODELS BATTLE PACKS

Battle Packs are bite-sized expansions for the Batman Miniature Game, containing new crews, rules, traits, and options. Battle Packs add even more depth to your favorite tabletop game, allowing you to explore alternative timelines, character variants and stories from the archives of Batman's allies and 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 latest DCEU blockbuster, Wonder Woman. Here you will find new characters 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.



MOUNTED MODELS

The following rules enable you to include models in your crew that are mounted on horseback or motorcycles, such as Wonder Woman on horseback, below. Mounted models are ‘upgrades’ to the standard version of the same model on foot. They are supplied with an Upgrade Character Card. You will need both versions of the model to use a mounted model. For example, to use Wonder Woman (Mounted Princess), you will need two Wonder Woman models – one on foot and one on horseback, and the Upgrade Character Card found in the mounted model’s pack. The Upgrade Character Card has an additional Endurance value, a bonus to the Movement value, the name of the model that can use the Upgrade Character Card, and may contain special traits or rules that only apply while the model is mounted.

All damage received by the model is applied firstly to the upgrade card. If the Endurance value is reduced to 0, the mount is destroyed, and the upgrade card is discarded, along with any bonuses it granted. The mounted model is immediately replaced with a model on foot, occupying the same space. When the upgrade card is discarded, any excess damage inflicted on the mount is carried over to the model on foot.

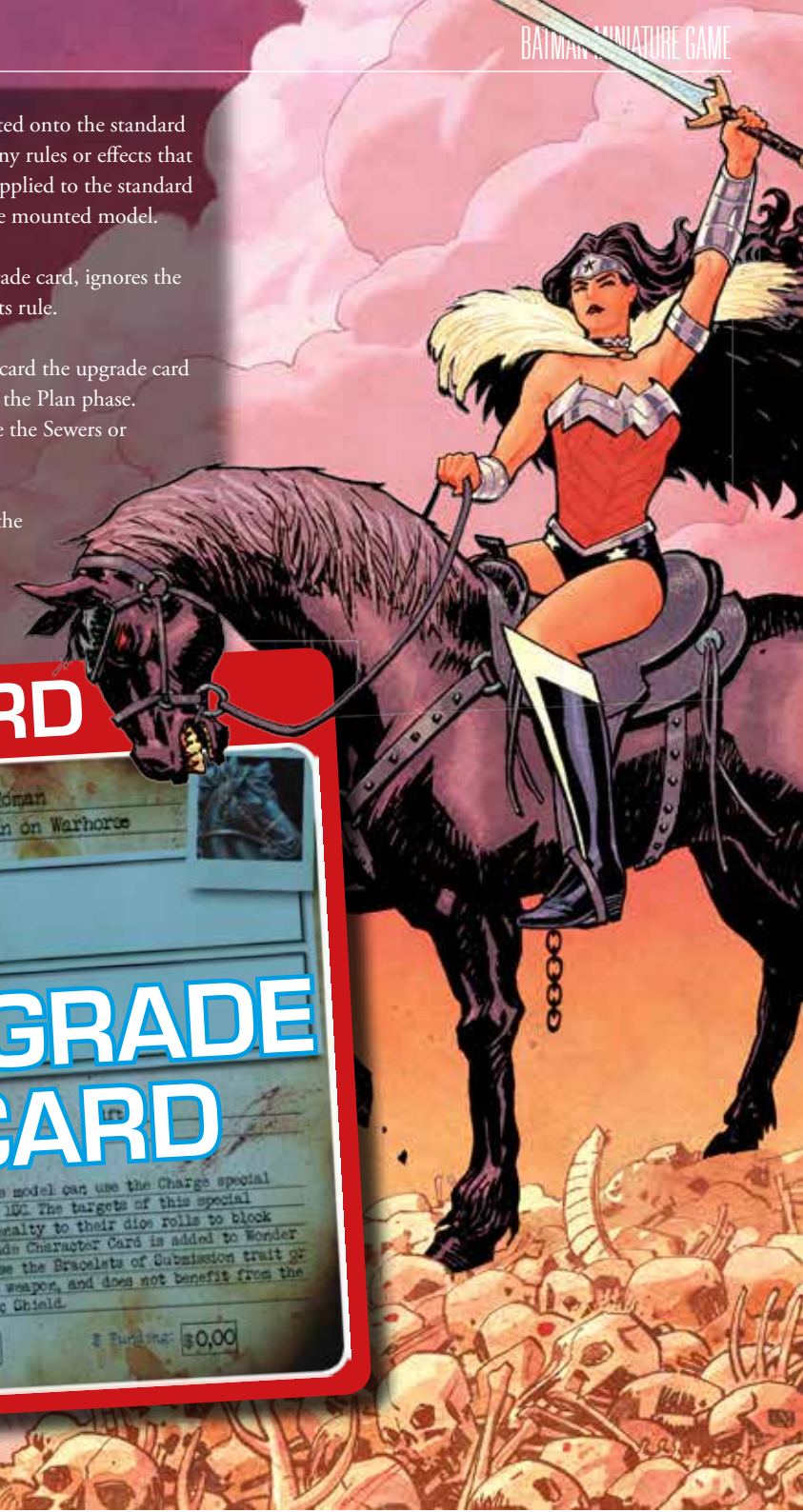
An Upgrade Character Card is treated as a Character Card in all respects. The upgrade card is used in conjunction with the standard Character Card. While using an Upgrade Character Card, a model can use all the Basic Skills (except Endurance) and weapons of the standard Character Card, and traits – except for those that modify its Basic Move Distance, or allow it to make any kind of special move (unless that trait also appears on the upgrade card).

Action Counters are distributed onto the standard Character Card as normal. Any rules or effects that the model is affected by are applied to the standard Character Card and affect the mounted model.

While a model have the upgrade card, ignores the Damage Accumulation Effects rule.

The player may choose to discard the upgrade card at the beginning of the Raise the Plan phase. Mounted Models can not use the Sewers or Air Ducts rules.

NB: You can play only with the character card and Wonder Woman on foot.



UPGRADE CHARACTER CARD

CHARACTER CARD

Name: Diana Prince
 Alias: Wonder Woman
 Rank: Sidekick/Legend
 Affiliate: Amazons of Themyscira
 /Batman

Damage	ROF	Armo	Special
Sword	44		Sharp
Magic Shield	★★		
Lasso of Hestia	★		

Personal Traits:
 Acrobat
 Amazon
 Amazon Liasage
 Bracelets of Submission
 Godkiller
 Living Lasso

Special Traits:
 Martial Artist
 Regeneration
 Reinforced Glo
 Sturdy
 Super Leap
 Weapon Master

Reputation: 240 Funding: \$0,00

Strength: 1+
 Movement: 4
 Attack: 1
 Endurance: 10
 Special: 4

Willpower: 9
 MC
 AC
 DC
 SC

UPGRADE CARD

Upgrade: Wonder Woman
 Alias: Wonder Woman on Warhorse

Movement: +1
 Endurance: 10

Personal Trait:
 Animal
 Huge

Special Traits:
 Amazon Princess: This model can use the Charge special attack, paying only 1DC. The targets of this special attack incur a -1 penalty to their dice rolls to block it. While this Upgrade Character Card is added to Wonder Woman, she cannot use the Bracelets of Submission trait or the Lasso of Hestia weapon, and does not benefit from the effects of her Magic Shield.

Reputation: 0 Funding: \$0,00



NEW TRAITS

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

AMAZON

This model receives a +1 bonus to its Hit and Block rolls. In addition, Damage rolls against this model suffer a -1 penalty.

AMAZON LINEAGE

If this model is your crew's Boss, you can only hire models with Affiliation: Amazons of Themyscira.

ANIMAL

This model gains a bonus of 5cm to its Basic Move Distance. When it Runs, this model ignores obstacles up to 4cm high but can not Climb Vertical Obstacles or Jump. If this model suffers the Fire effect, at the beginning of the Victory Points and Casualty Recount phase (before resolving the effect) take a Willpower roll (which cannot be rerolled). If this roll is failed, the model cannot move in the following Round.

BRACELETS OF SUBMISSION

The first time each round this model is hit by an enemy ranged attack, it may take an Agility roll. If successful, one hit is canceled. This Agility roll takes place before any Dodge this model can make.

GODKILLER

This model's Attacks gain the Magic weapon special rule. In addition, this model is immune to the Poison effect, and ignores damage inflicted by weapons with the electric special rule.

HUGE

These models are usually around twice the size of a standard human, so they are subject to the following special rules:

- Its base size is 60mm.
- A Huge model's basic movement distance is 15cm.
- If a Huge model Falls, they only receive Damage for every 10cm difference between the height of the fall and its Jump Capacity, instead of every 5cm.
- A Huge model cannot be Pushed or Grabbed, and cannot be Knocked Down in close combat except by attacks from models that also have the Large or Huge Trait.
- Huge models suffer a -2 penalty to all their Ping! Rolls.
- Huge models gain the Charge special attack and the Resilient trait.

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.

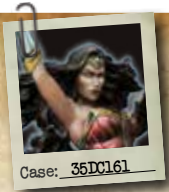
REGENERATION (1SC)

When this ability is used, remove any one Damage marker from the model. This ability may only be used once per round.

SUPER JUMP (2MC + 1SC)

During its movement, this model may move straight up or down up to 20cm with no penalty. This change in elevation does not affect the model's basic movement distance.

Name: Diana Prince
 Alias: Wonder Woman
 Rank: Sidekick/Legend
 Affiliate: Amazons of Themyscira
/Batman



	Damage	ROF	Ammo	Special
Sword	🔥	-	-	Sharp
Magic Shield	★★	-	-	Protective / Devastating
Lasso of Hestia	★	-	-	Stun / Magic / Reach / One Use

Personal Traits:

<u>Acrobat</u>	<u>Martial Artist</u>
<u>Amazon</u>	<u>Regeneration</u>
<u>Amazon Lineage</u>	<u>Reinforced Gloves</u>
<u>Bracelets of Submission</u>	<u>Sturdy</u>
<u>Godkiller</u>	<u>Superjump</u>
<u>Living Legend</u>	<u>Weapon Master</u>

Special Traits:

Reputation: 240

\$ Funding: \$ 0,00

Willpower

Strength **1+**

Movement **4**

Attack **5**

Defense **4**

Endurance **10**

Special **4**

MC
AC
DC
SC

Upgrade: Wonder Woman
 Alias: Wonder Woman on Warhorse



Movement **+1**

Endurance **4**

Personal Traits:

Animal _____ Swift _____

Huge _____

Special Traits:

Amazon Princess: This model can use the Charge special attack, paying only 1SC. The targets of this special attack incur a -1 penalty to their dice rolls to block it. While this Upgrade Character Card is added to Wonder Woman, she cannot use the Bracelets of Submission trait or the Lasso of Hestia weapon, and does not benefit from the effects of her Magic Shield.

Reputation: 0

\$ Funding: \$ 0,00