



BATMAN

MINIATURE GAME

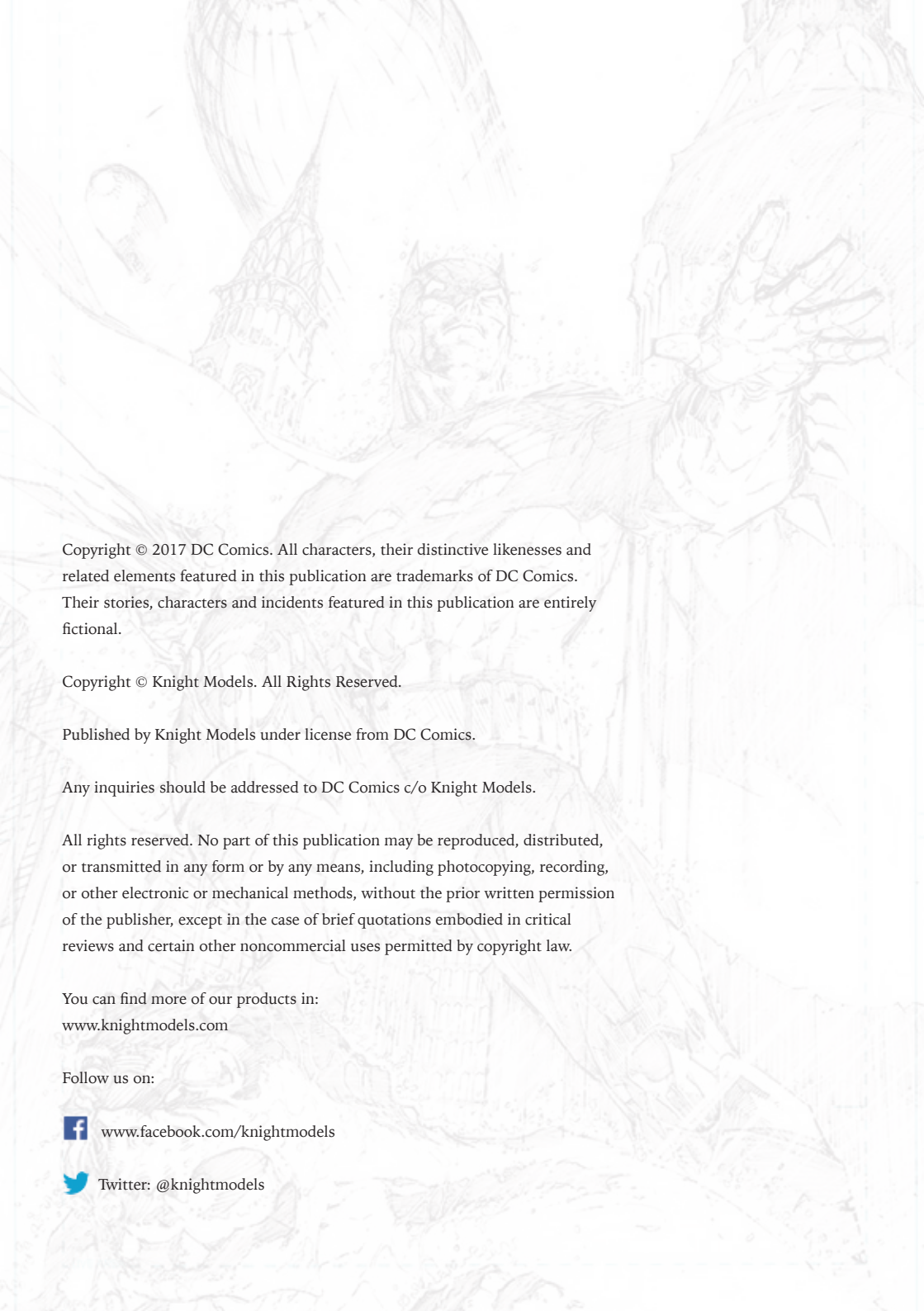


QUICKSTART RULES



KNIGHTTM
MODELS





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WELCOME TO GOTHAM

The Batman Miniature Game is a strategic, tabletop game for two or more players. Gather a crew of detailed resin miniatures, with which to recreate the greatest battles of the Dark Knight Detective and his foes, and weave your own tales of heroism and villainy, set against the gothic backdrop of Gotham. Side with the Batman, the GCPD, the manic Joker, the League of Assassins, or any number of costumed crime-fighters and nefarious lunatics from Gotham's dark underbelly.

In this Quickstart guide, you'll find the basics of the game rules so that you can start playing with your first miniatures straight away. With these rules, you'll be able to play your first games using the high-quality resin miniatures found in our starter sets (Batman, Joker, Bane and Gotham City Sirens). When you're ready to take your games to the next level, you'll need a copy of the Batman Miniature Game Rulebook, which is packed full of advanced rules, special skills and traits, brand new scenarios and lots of hobby information.

THINGS YOU'LL NEED

Before you can start playing, you'll need the following:

- One of the new starter sets from Knight Models. Each set contains four detailed miniatures, and their corresponding Character Cards. A set of models that work and fight together is called a 'Crew'.
- A measuring tape marked in inches (").
- A gaming table, 36" x 36", and a few scenic elements, such as model cars, buildings, shipping containers, etc.
- Six or more six-sided dice (referred to hereafter as 'D6'), one of which must be of a different color from the rest.
- Between 4 and 9 small counters per model. These are called 'Action Counters', and are allocated to the Basic Skills on the Character Card during gameplay.
- Six counters – 3 for each player. These counters must be the same size and shape, but each player must have a color unique to them. You will also need an opaque bag or container from which to draw these counters during the game. If you don't have any suitable counters, you can use colored dice.
- A pencil and paper for keeping track of the scores during the game.

MEASURING

In the Batman Miniature Game, tape measures are used to gauge the distance a model can move, and to measure the distance between a model and another point on the tabletop, such as another model or piece of scenery. During the game, any distance can be measured by any player at any time. Any measurement between two different miniatures, or between a miniature and an obstacle or terrain piece, must be taken between the closest points on their volume (see below). For horizontal measurements, this is usually done by measuring from the edge of a model's base. Note that models may move so that their bases are touching (in 'base-to-base' contact), but should never overlap.

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VOLUME

Each model has a volume that is determined by the circular base on which it is mounted. The model can be imagined to occupy a cylindrical space, extending from its base upwards. For all models, height is considered to be 1,5" for bases of 30mm, 2,5" for bases of 40mm and for models with a huge base (60mm) 3". It doesn't matter if the model is crouching, leaping, or standing on a tall object – the volume assumes the character's natural height.



DEPLOYMENT

Each player rolls a D6; the one with the higher score chooses their preferred deployment zone and places their full Crew within it. The other player then places their Crew in the other deployment zone. The game now proceeds over a number of 'rounds' – during each round, players take it in turns to 'activate' their models, and perform various actions. The first step in each round is to 'Take the Lead'.



PLAYING THE GAME

Battles in the Batman Miniature Game are structured around 'scenarios' – simple frameworks that tell you how to set up your gaming area, where to deploy your models, and most importantly, how to win! In this Quickstart Guide, we'll guide you through your first scenario – the Batman Miniature Game Rulebook contains more, adding further challenges to your games.

1. TAKE THE LEAD

The player who deployed last randomly takes one counter from the opaque bag. The color of the counter drawn will indicate which player Takes the Lead (i.e. decides whether to go first or second in the game round).

2. RAISE THE PLAN

The player nominated to go first now allocates Action Counters onto the Character Card of each of their models. A model gains a number of Action Counters equal to its Willpower value on the Character Card. Action Counters can be allocated to the basic skills – Movement, Attack,

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Defense and/or Special – but only up to the number printed on each skill (so if you have a Movement value of 3, no more than 3 counters can be allocated). As soon as they are allocated, these Action Counters are renamed Movement Counters (MC), Attack Counters (AC), Defense Counters (DC) and Special Counters (SC) accordingly, but still count as Action Counters too.

Once the first player has ‘Raised the Plan’ by allocating their Action Counters, the other player does the same.

3. EXECUTE THE PLAN

Now it’s time to put the plan into action! The player that allocated their Action Counters first will also be the first to activate a model. That model can move once, attack once, and use its Special Traits if it has any. These ‘actions’ may be performed in any order, and you can choose whether to perform all of them or only some. Once a model has done everything it can, the other player activates one of its models and does the same. Players alternate activating models, until all the models have taken a turn.

Once every model in play has taken its activation, the game round ends. Start a new round by returning to the Take the Lead step, and drawing another counter from the bag (the player who did not draw the counter last time is the one who draws this time). Continue following these steps until there are no more counters left in the bag, or one player has no more models left in play.

At the end of the game, the player with the most Victory Points wins (see below for earning Victory Points).

PERFORMING ACTIONS

Here you will find the rules governing moving, fighting and performing other special actions with your Crew.

MOVEMENT

Each model can move up to 4” in any direction (they may even move directly up or down by jumping and climbing). However, a model must end its movement in a position where its base fits fully (without teetering on scenery, for example), and does not overlap another model.

A model can move an additional 2” for each Movement Counter (MC) it spends. You can spend any number of counters to do this, up to the number allocated to the Movement basic skill.

ATTACKS AND DAMAGE

There are two types of attacks that can be performed per activation: Close combat or Ranged (you can use one or the other). A model will use the weapons listed on its Character Card to make an attack – in close combat, it may also attack unarmed.

CLOSE COMBAT ATTACKS

To attack an enemy model in close combat, your model must be in volume contact with the enemy model, unless the weapon has a special rule that specifies otherwise. You can spend Attack Counters (AC) up to the maximum allocated on the Character Card. Then, roll one D6 for each AC spent. Each D6 is a ‘Strike’. Each Strike roll that scores equal to or greater than the target’s Defense is a Hit, and unless the target blocks it (see below), you may roll to see how much damage is inflicted damage.

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BLOCKING

Close combat hits can be blocked by spending Defense Counters (DC) up to the maximum you've allocated on the Character Card. For each DC spent, roll one D6. If score is equal to or greater than the Attack value of the enemy model, then the Block is successful. Cancel out one enemy hit for every successful Block roll.

RANGED ATTACKS

To attack at range, your model must carry at least one ranged weapon (i.e. a weapon with RoF, or 'Rate of Fire', represented in the Character Card with a number followed by \odot).

A model may only perform one ranged attack action per activation, at a cost of 2 AC. You must nominate a valid target for the attack, as follows:

- Target must be no more 12" away (it's always night-time in Gotham...)
- Target must be visible (i.e. You must be able to draw a direct line to at least part of its volume from your own model's volume).

Roll a number of D6 equal to the RoF of the firing model's weapon. Each D6 is called a 'Shot'. If you move at all before performing a ranged attack, the RoF of all weapons carried is automatically reduced to 1 for the whole activation. Each Shot roll that scores equal to or greater than the target's Defense is a Hit. Unless the shot is stopped by a Ping! roll (see below), you may roll to see how much damage is inflicted damage.

PING!

If any scenery element or another model is between the volume of the attacking model and the volume of the target of the ranged attack, the target must take a Ping! roll. For each successful hit, the target rolls 1D6. On a score of 4 or more, the Hit is cancelled.



AMMO

The Ammo (represented in the Character Card with a number followed by \bullet) value of a weapon is the number of times it may be used during the game. If the Ammo value is '-', the weapon can be used any number of times.

DAMAGE ROLLS

For every Shot or Strike not cancelled, the attacking model must roll one D6. In addition, take an extra D6 of a different color – this is called the Collateral Die. Only one Collateral Die is rolled, regardless of the number of Hits.

Roll all the dice. For each die that rolls equal to or higher than the attacking model's Strength value (for close combat attacks) or the Strength value of the weapon (for ranged attacks), the enemy receives 1 Stun Damage (\star).

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If the Collateral Die scores a 6, the enemy receives one additional Stun Damage. For every point of Damage inflicted, place a marker in the Endurance basic skill on the target's Character Card. If a model accumulates a number of Damage markers equal to or greater than its Endurance, it is Knocked Out (KO).

Note that some weapons inflict more than one Damage marker per Hit, or inflict Injury Damage (💧) instead of Stun (★). Other weapons might increase a model's Strength for the purposes of the attack. These features are clearly indicated on the model's Character Card.

INJURY AND STUN DAMAGE

There are two types of Damage: Injury (💧) and Stun (★), which are represented by markers. All damage is cumulative, regardless of type. When a model receives both types of Damage markers, Injury markers are assigned first, and then Stun markers. If the character suffers more total Damage markers (Injury + Stun) than its Endurance value, excess Damage markers are discarded. However, as Injury markers are always applied before Stun, subsequent attacks can replace Stun markers with new Injury markers.

KNOCKED OUT (KO)

A KO model can't move, attack, block, or use any Trait with an activation cost (unless otherwise specified by the Trait rules or on the Character Card). A model can recover from KO by passing an Endurance roll at the end of any round: roll 2D6, add their scores together and, if the result is equal to or less than the character's Endurance value, remove one Stun Damage from the Character Card. The model is no longer KO. A model can be made KO more than once during a game if it takes more damage after recovering.

If a model accumulates a number of Injury markers equal to its Endurance value, however, it becomes a Casualty and is removed from the game.

EXAMPLE ACTIVATION

The Brave and the Bold player wants to activate the Arkham Guard to shoot the Joker Clown with its Assault rifle. The Guard can see the target (it is only 8" away) and does not move before the Ranged Attack, so it can shoot with its full RoF of 3, as follows:

- The Guard spends 2 Attack Counters and rolls 3D6.
- The Brave and the Bold player then compares the scores to the Clown's Defense basic skill: the Arkham Guard makes two Hits, but the Clown can take a Ping! Roll for every hit as there is a box in the trajectory of the Shots.
- The clown's Ping! rolls score a 5 and a 2, so it cancels one hit.
- The Arkham Guard takes one Damage roll plus a Collateral Die. He rolls a 3 for the Hit, and a 5 for the Collateral Die. No Collateral damage is scored, but the Clown takes 3 Injury markers from the attack.
- The Joker player is lucky! If the clown had failed just one more Ping! roll, it would have taken 6 Injury markers and been removed from play as a casualty.




Finally, the Arkham Guard uses its movement (4") to move onto the crate, and spends 1MC to move another 2" to reach its desired position.

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VICTORY POINTS

When a model is made KO for the first time, or removed as a Casualty, a number of Victory Points ('VPs') are awarded to the opposing player. If a model is removed as Casualty without first being made KO, it awards the total points for being made both a Casualty and KO.

The number of Victory Points awarded for each model is dependent on the target model's Rank, as listed on its Character Card.

Model Rank	KO	Casualty	Total
Leader 	4	2	6
Sidekick 	2	2	4
Free Agent 	3	1	4
Henchman 	1	1	2

The player with the most Victory Points at the end of the game wins. If the VP scores are equal, the game is a draw.

TRAITS

You will notice that your Character Cards include lists of Traits. These are special rules that describe a character's unique abilities, such as acrobatic agility or incredible toughness. Some Traits allow characters to perform special actions, while others modify the rules above.

You can familiarize yourself with the basic rules without worrying about Traits at all. But when you're ready to move on, you can download a free compendium of Traits and other special rules from the Knight Models website.

Note that the Character Cards include certain traits inside a Box. These Traits are fully compatible with these Quickstart rules, and can be used freely. The others reference the more advanced rules from the Batman Miniature Game rulebook – ignore these for now.

THE BATTLE FOR GOTHAM HAS ONLY JUST BEGUN...

Now that you have taken your first steps into tabletop miniature gaming, you're ready to heed the call to protect – or destroy – Gotham City. The Batman Miniature Game Rulebook and the Compendium contains expanded rules, Traits, strategies, scenarios and objectives to enhance your games. You'll also find lots of inspirational imagery of amazing scenery and painted miniatures to assist your foray into this amazing hobby.

And don't forget, Knight Models produces a wide range of miniatures, representing your favorite heroes and villains from Batman's varied history – whether you prefer the Batman of the comics, movies or video games, you'll find a crew to suit your tastes.