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WELCOME TO GOTHAM

Gotham City: dark and dangerous, a crime-riddled urban landscape, a nightmare of stone and steel. It is home to some of the most evil, brutal and twisted minds in the world – men and women who would bring anarchy and chaos to the streets, and bring fear and death to the powerless. Yet Gotham's twisted spires and labyrinthine alleys are not ruled by this criminal underworld – not yet. When night falls, the sworn protector of Gotham takes to the streets – the Batman – all that stands between the city and the endless darkness.

The document that you hold in your hands contains the rules for the **Batman Miniature Game**. But it is far more than a rules manual – this is your gateway to Gotham City. With this book you can recreate the greatest battles of the Dark Knight Detective, and weave your own tales of heroism and villainy set against the gothic backdrop of Gotham. In this game you can side with the Batman, the GCPD, the manic Joker, the League of Shadows, or any number of nefarious lunatics and crime-lords from Gotham's dark underbelly.

And this document represents even more besides: it is the launch-pad for an entire hobby. In the **Batman Miniature Game**, you and your friends collect a set of beautiful miniatures representing your favorite DC heroes and villains, bring them to life by painting them, and then use them as playing pieces in an exciting multi-faceted, three-dimensional tactical game. By using the information in this book, you and your friends will be creating your own stories, worthy of the greatest comic-book tales of Gotham's Dark Knight. Whether you're a seasoned veteran of tabletop miniature games, or a new recruit to this rewarding hobby, you'll soon be controlling your own crew, and battling for control of Gotham's streets.

Enter the gothic, shadowy world of the Dark Knight... if you dare.



WHAT IS A MINIATURE GAME?

While veteran tabletop gamers will recognize this book as a set of 'skirmish-level rules', newcomers to this wonderful hobby should not be put off! These rules are written in such a way as to be accessible to all. Newcomers and experienced gamers alike will find all the information they need to start collecting and playing.

The **Batman Miniature Game** is designed for two or more players, with each taking control of a number of finely detailed miniatures, representing their faction, or 'crew'. The miniatures are in essence playing pieces, much like those you'd find in a board game.

But unlike most board games, a miniature game doesn't take place on a readily defined board, but rather the players take an active role in designing their own custom gaming area, usually on a tabletop populated by scratch-built model buildings and other scenery. The rules are more sophisticated than your average board game, allowing you to move your models freely, and utilize a large range of abilities and 'special rules' to give you a tactical edge over your opponents.

The game rules allow for a lot of freedom, not only in how you play, but also in how you create your crew. Even if two players are using the same faction, the odds are that the two collections will look very different, and include certain models that reflect the player's personal style. As mentioned earlier, the **Batman Miniature Game** is a skirmish game – this means that, at least to begin with, you will only need a handful of models to start playing, so it's easy to get up and running with your chosen crew.

Miniature games form part of a wider hobby, which attracts a strong community all across the world. This hobby consists of collecting, assembling (and sometimes 'converting'), painting and playing with miniatures. It also provides the opportunity for model-making – the construction of tabletop scenery such as city buildings, debris, wharfs and dockyards, and more besides. Most hobbyists practice all of these aspects to some extent, although many prefer just to focus on the painting side of the hobby, while others still enjoy the games so much that they have very little time left to paint. At Knight Models, we are enthusiasts of all aspects of the hobby: we all enjoy playing games in which all the character models are superbly painted, but we would also like to see them actually win games! We know it takes time and effort to master every facet of the hobby, but in the end we think the reward is completely worth it. We just hope that you enjoy the hobby as much as we do!

WHY SO SERIOUS?

No matter how much you like the **Batman Miniature Game**, and how often or competitively you play, it's important to remember that it is just a game, and the ultimate goal of every game is to have fun. Naturally, we all want to win, but it's just not worth it if our path to victory means giving another person – usually one of our friends – a hard time. If you, or your opponents, start to become stressed or angry because of an in-game situation, relax, take a deep breath, and think about. Problems in the game stay in the game, and they should never be considered real problems. At the end of the day, once the game is over, miniatures aren't anything more than pieces of resin or metal. Now, that's not worth getting mad about, is it?

It's almost impossible for a set of game rules to account for every conceivable situation that may arise. Therefore, disputes over the rules should always be reasonably discussed and solved in the spirit of cooperation and sportsmanship. Ultimately, if no agreement can be reached, we recommend that one player rolls a die: on a result of 4+ their interpretation of the rule is right this time; on a 1, 2 or 3, the opposing player is right. Settling differences in a friendly manner is paramount to having fun, so you could call this the most important rule in the game! Always remember that the aim of the game is to have fun in a friendly, competitive spirit – and that means letting your opponent have fun too.

THINGS YOU'LL NEED

Before you can set up and play your first Batman Miniature Game, there are a few things that you and your opponent will need:

- A gaming table, containing as much scenery as you like to represent the city area where the game takes place.
- A few six-sided dice, the more the better. At least one should be a different color from the others, as described later.
- Counters, Markers and Templates.
- A measuring tape or ruler, marked in inches (“).
- Most important of all, you'll need the appropriate Knight Models miniatures to represent your crew in the game, along with their unique Character Cards.

The Knight Models miniature range accurately represents each of the game characters, and we are always working to add more superb models to the Batman Miniature Game.

THE GAMING AREA

In order to set up a suitable area on which to play, you should prepare any table or board (any plain surface will do, such as an area of floor) with a minimum area of 36” x 36” (about 90cm square), and place the scenery (buildings, trees, model cars, etc.) upon it. There is no prescribed way to do this – just use whatever scenic items you have in your collection to recreate the streets, gardens, parks and harbors from Arkham or Gotham City. If you're worried at all about the placement of scenery giving an unfair advantage to either side, simply divide your scenery collection roughly in half, and take it in turns with your opponent to place items in a mutually agreeable fashion.





Scenery and terrain elements can either be scratch built, or purchased as kits. Knight Models produces a range of scenery options, from urban billboards and vehicles, to the imposing majesty of Arkham Asylum! Our advice is that you get your hands on as much scenery as you can for your models to hide behind, leap off, glide around or climb – the more scenic elements you have on the table, the more fun the game will be. Check out the pictures in this book, and our **Facebook** page, for some inspirational examples of gaming areas.

DICE

You will need a number of six-sided dice (or 'D6') to play the **Batman Miniature Game**. The more dice you can lay your hands on the better – try to make sure that at least one of them is a different color from the others, as this can be used to easily separate out important rolls from the rest of the batch.

COUNTERS

Counters are used in the game for marking how many actions a model has remaining to perform, working out who goes next in the play sequence, and more. The various uses of counters are discussed throughout the rules. Game counters can be represented by beads, poker chips, pieces of colored card, or even dice (just be sure that they're a different type from the dice that you use for rolling, to avoid confusion). Having a few different colors will be very useful. Whatever type you use, they should be of a suitable size to fit on the specially designated spaces for them on each Character Card (see below). You will normally need between 4 and 8 counters per model, so make sure you have plenty to go around.

Additionally, you will need a small opaque bag or container to keep the counters. This will be also used when drawing counters at random to determine who goes first (see later). We will explain later how counters are used in various forms during the game.

MARKERS

During the game, a model may be subject to various game effects (Damaged, Poisoned, Knocked Out, etc.), and it is very important to remember them. In addition, special high-quality Damage and Stun markers can be purchased from Knight Models. Unlike counters, markers may be physically placed on the board to remind you of special rules. When required, a marker should be placed on the card of the affected miniature, in order to keep track of the Damage or special effect during the game. In addition, some of the scenarios in this book (see later) utilize special scenario Objectives, such as lamp-posts, sewer entrances and Titan containers – these are also represented by their own markers, and can be purchased from Knight Models. A model cannot be placed over a marker but may walk freely over them. A marker can never overlap other markers or models.

MEASURE

The movement of models around the gaming area, and the measuring of weapon ranges, require the use of a measure, marked in inches. A retractable tape measure will be most useful for getting into the hard-to-reach areas of the gaming table, although a ruler will be fine for most situations.



THE MINIATURES

The most important components of the game are the miniatures or ‘models’, as we will also refer to them in this rulebook. Knight Models offers faithful miniature representations of the characters from Batman’s world. All the miniatures are supplied with their corresponding base and **Character Card**, which includes all the information required for using them in the game.

GETTING STARTED

Before diving headlong into the rules, it’s worth spending a moment establishing some of the basic principles of the game. Presented here are some of the conventions and abstractions that recur throughout this rulebook – take a moment to familiarize yourself with these to get a better understanding of the game rules.

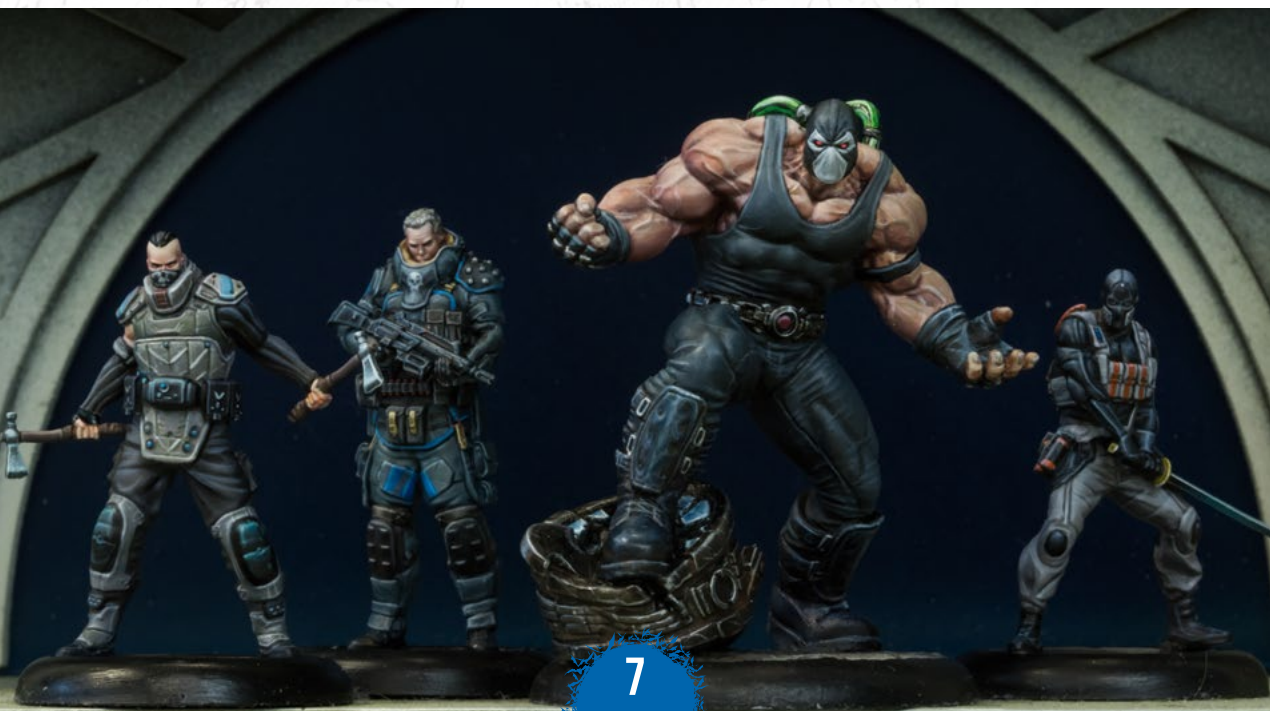
THE GAME RULES

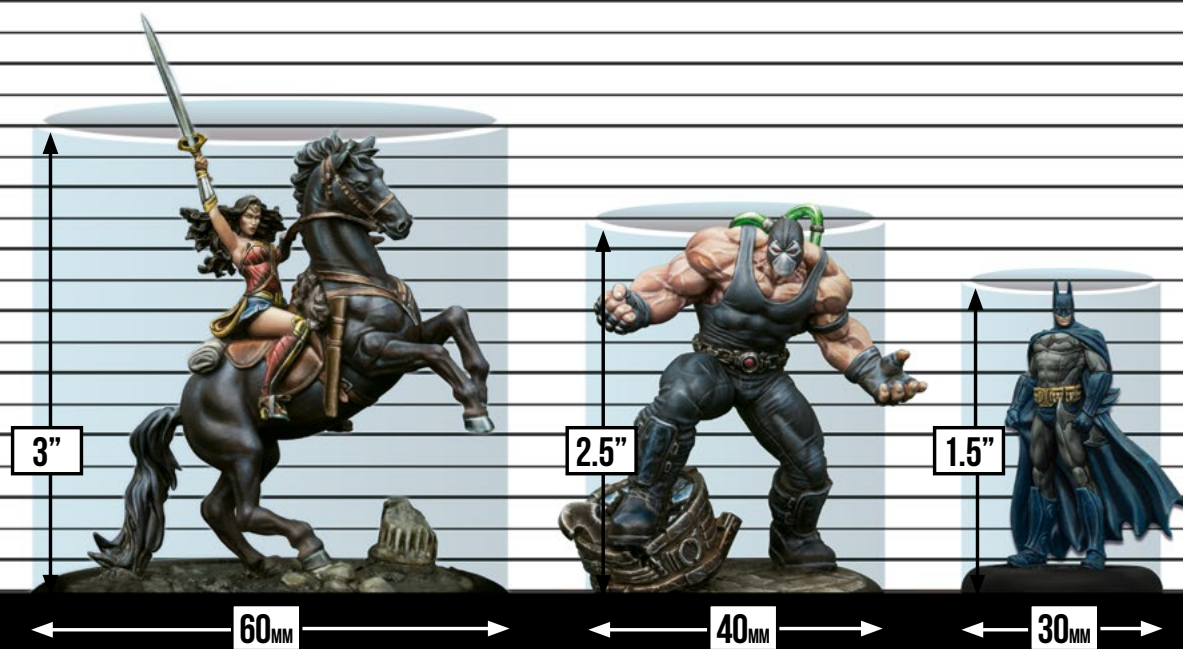
The rules section of this book may look daunting at first, particularly if this is your first foray into tabletop miniature gaming. However, there’s no need to worry.

The rules are organized into a logical order, so that the first few sections contain everything you need to grasp the basics and have an enjoyable game. Later in the book you’ll find rules for special and uncommon situations, such as special traits, weapon special rules and effects – these add an extra level chaotic fun and tactical challenge to the game.

SCENARIOS

Each game that you play represents a conflict between opposing sides, and the aim is usually to complete one or more objectives in order to determine a winner. For this reason, the **Batman Miniature Game** is structured around scenarios (see later), which provide a variety of gaming set-ups, special deployments and victory conditions to keep each game fresh and challenging. You can find some of them at the end of this rulebook, in the **Batman Miniature Game** expansions (such as the Arkham Knight Campaign Book) as well as in the official Batmatch organized play rules, available as a free download from our website: www.knightmodels.com.





MINIATURES AND SCALE

In the rules that follow, the miniatures used to play the **Batman Miniature Game** are also referred to as ‘models’. The number of models under your control represents your ‘crew’ – a small band or faction of like-minded characters, such as the Joker’s henchmen or the Gotham City Police Department (GCPD).

The majority of **Batman Miniature Game** models represent human or human-sized characters, and thus share a similar height. Small size differences between them are significant for matters of game scale, which is why we use ‘volume’ as a way to standardize miniature height for rules purposes.

VOLUME

The model’s volume is determined by the circular base the model is set on. Thus, the model can be imagined to occupy a cylindrical space, extending from its base to the top of its head. Equipment, extended limbs, and any other model component that protrudes from this area are ignored when calculating this space. If the miniature portrays a character on its knees, bending, standing over a decorative element, etc., consider the volume as if the model was standing upright over its own base. Please remember that, as many of the models in the range are sculpted in dynamic poses, many of these considerations require a good dose of imagination and agreement on the part of the players.

For game purposes, a model on a 30mm base is considered to have a height of 1.5". Models on 40mm bases have a height of 2.5", while models on 60mm bases have a height of 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. The volume of a Vehicle is the same as its physical model except for weapons or other objects that project from the chassis. If a model is Knocked Down for any reason (because it is KO, for example, as described later), it loses its usual volume, and instead treats its volume as equal to the physical size of its base until it is able to stand up again. For game purposes, a model's volume is considered part of the miniature, but extended limbs and weapons are not.

MEASURING

To play the **Batman Miniature Game**, tape measures are used to gauge the distance a model can move, or 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. For horizontal measurements, this is usually worked out by measuring from the edge of a model's base.

Note that models may move so that their bases are touching, but should never overlap.



It's a common mistake to measure the distance and then place the model on the far side of the tape measure. This is incorrect, as it adds the diameter of the model's base to the distance moved. As shown in this example, when measuring movement across the ground, the outer edge of the model's base must not move beyond the limit of the distance measured.



DICE ROLLS

In the **Batman Miniature Game**, you will frequently need to roll dice to see how the actions of your models turn out – how accurate their firepower is, how much damage they’ve done in combat, and so on. Throughout these rules, normal six-sided dice are referred to as D6s (so if the rules ask you to roll 2D6, you must roll two dice). Occasionally you will be asked to roll a ‘D3’ – this is done simply by rolling a normal die and counting a score of 1 or 2 as a ‘1’, 3 or 4 as a ‘2’, and 5 or 6 as a ‘3’.

You will notice when reading the rules that sometimes we use expressions like ‘4+’, ‘5+’, etc. This is a common abbreviation for the score you must roll on a single die in order to be successful. For example, if a model needs to roll a die and score 4 or more, we simply say that the roll will be successful on a 4+.

Please note that, unless otherwise specified, the results of multiple dice are not added together (there are, however, exceptions). For example, if you need to score a result of 4+, and you are able to roll more than one die to achieve it, one of the dice must score a 4 or more to be successful. If the results of the dice were 2 and 3, you couldn’t add them together to score a 5!

MODIFYING DICE ROLLS

Sometimes you may have to ‘modify’ a dice roll, or ‘apply a modifier’. This is normally denoted in the rules as a plus or minus figure, such as +1, -2 and so on. Roll the dice and add or subtract the number to or from the score to get the final result. So, rolling D6+1 will give you a final score of between 2 and 7, for example.

Modifiers are applied in this order:

- Modifiers that double.
- Modifiers that halve.
- Modifiers that add (+X).
- Modifiers that subtract (-X).

REROLLS

In some situations, the rules allow you to 'reroll' your dice. This is exactly how it sounds – pick up all the dice you wish to reroll, and roll them again. The second score always counts, even if it is worse than the first – no dice can be rerolled more than once. If you reroll 2D6, 3D6 or some other multiple, you must reroll all of the dice, not just the ones with the worst scores, unless the rules specify otherwise.

FRACTIONS AND ROUNDING DOWN

In some situations, the rules will instruct you to divide a number, usually by half. If there is a remainder, the result should be always rounded down. For example: a score of 5 needs to be divided by two. As the result would be 2.5, you will need to round it down to 2.

RANDOMIZING

Sometimes, you'll be asked to randomly pick between several models, objectives, items, etc. If randomizing between two items, simply flip a coin, nominating each item either heads or tails, or roll a D6, nominating each item odds or evens. If randomizing between three items, roll a D3 to determine which is picked. If randomizing between four items, allocate a D6 score to each item, and then roll the dice, rerolling scores of 5 and 6, and so on.



THE CHARACTER CARD

All models in the **Batman Miniature Game** have their own Character Card. This card serves two functions: to display the model's profile and abilities, and to keep track of a model's actions during the game. Knight Models provides a Character Card for each miniature in the game. As you can see from the example, below, the Character Card displays the following features.

1 MODEL NAME

This is what makes a model unique in game terms – it is the 'real name' of a given character (so Batman is listed here as Bruce Wayne, for example). You can't include more than one model with the same name in the same crew (unless it has the Minion trait).

NB: The exception to this rule is when the character has name 'Unknown' or 'Classified' – you may include several such characters as long as they all have a different Alias (see below).

2 ALIAS

The Character Card will include the most relevant Alias by which the character is known – so Bruce Wayne, for example, has the Alias 'Batman'.

3 RANK

Every model fulfills a different role in their crew (some even act as mercenaries of sorts and can align with different crews). To represent their role, models are assigned one of the following ranks: Leader, Sidekick, Free Agent, Vehicle, or Henchman. The different ranks are important while putting a crew together, since they determine how many of each can be included in the crew. If a model has more than one rank available within a crew, you may pick which rank to use both when configuring your crew and during the game. The one exception to this is the special rank, 'Legend', which is described later.

1 Name: Bruce Wayne

2 Alias: Batman

Rank: **3** Affiliate: **4** Rivals: **5** Reputation: **6** 125 Funding: **7** \$0

Batarangs	★★	2	2	M. Range / R. Controlled / Throwing
Smoke Pellets		1	1	Grenade / Explosive / Smoke

Batclaw. Reinforced Gloves. Bat-Armor MK1. Batcape. Counter-Attack. Detective. Detective Mode. Explosive Gel. **8** Mixed Combat Style. Sneak Attack. Total Vision.

9 Willpower: 8 **10** Strength: 3+ **11** Movement: 3 **12** Attack: 5 **13** Defense: 5 **14** Special: 3 **15** Endurance: 8

4 AFFILIATE

All models are limited in which crews they are able to join. More than one crew name may appear in this section. The name/icon of the Crew displayed on your Boss' Character Card will determine the Affiliation of your entire crew – all crew members must have the same Affiliation as their Boss.

5 RIVALS

Some characters hate members of other crews, and will not work with them no matter what. Crews whose icons appear in this area may not recruit this character. See *Configuring the Crew*, later.

6 REPUTATION

Reputation is a numerical value, which is used for ensuring that your crew is evenly matched with that of your opponent. All games set a Reputation limit for the crews involved, and the sum of the crew members' Reputation cannot be higher than that limit.

7 FUNDING


Some models are loaded out with powerful weapons and equipment, which cost a premium in your crew. We measure the value of all this gear in Dollars (\$). This \$ value is deducted from your crew's Funding stash when you choose the model – more on this in *Configuring Your Crew*, later.

8 PERSONAL AND SPECIAL TRAITS








In this section, all the model's special rules and items of equipment are listed. The use of special traits and equipment is detailed later in this book.

1 Name: Bruce Wayne

2 Alias: Batman



CASE: 35DC131

Rank	Affiliate	Rivals	Reputation	Funding
 3	 4	 5	125 6	\$0 7
Batarangs	★★	2 	2 	M. Range / R. Controlled / Throwing
Smoke Pellets		1 	1 	Grenade / Explosive / Smoke
Batclaw. Reinforced Gloves.	Bat-Armor MK1. Batcape. Counter-Attack.	Detective. Detective Mode. 8 Explosive Gel.	Mixed Combat Style. Sneak Attack. Total Vision.	

9 Willpower

10 Strength

3+

11 Movement

3

12 Attack

5

13 Defense

5

14 Special

3

15 Endurance

8

BASIC SKILLS

The other sections of the Character Card are given over to the essential characteristics, or basic skills, that each model possesses. All Batman Miniatures Game models have their own particular basic skills, as well as their own traits. Every skill has a numeric value attached to it, which will be the key to success during the game. Some situations may cause these skills to increase or decrease during a game, but no basic skill can be reduced below 1.

9 WILLPOWER

Willpower is one of the most important characteristics. It represents the model's capacity to 'act' during a round. The higher a model's Willpower value, the more they will be able to do when they are activated. A high Willpower means that they can move, attack, defend themselves, or perform special actions more times than those around them.

A model generates a number of Action Counters equal to its Willpower value in each round, which they may then distribute to Movement, Attack, Defense, and Special. The numeric value of those skills represents the maximum number of Action Counters that can be placed into it during each round.

10 STRENGTH

Strength is a measure of a model's physical power. The Strength skill is not augmented by Action Counters, but is instead expressed as a dice roll required: when you score a hit on an enemy model in combat, the Damage Roll must be equal to or higher than the Strength value displayed on your model's Character Card in order to Damage the target. (Note that some special rules, such as Titan Dose, modify the Strength skill. Remember that an increase to Strength actually makes the numeric rating go down, so it's easier to wound enemies. For example, a model that was Strength 4+ with a +1 modifier would become Strength 3+).

1 Name: Bruce Wayne

2 Alias: Batman

Rank **3**

Affiliate **4**

Rivals **5**

Reputation 125 **6**

Funding \$0 **7**

CASE: 35DC131

Batarangs	★★	2	2	M. Range / R. Controlled / Throwing
Smoke Pellets		1	1	Grenade / Explosive / Smoke

Batclaw.
Reinforced Gloves.

Bat-Armor MK1.
Batcape.
Counter-Attack.

Detective.
Detective Mode. **8**
Explosive Gel.

Mixed Combat Style.
Sneak Attack.
Total Vision.

9 Willpower

11 Movement

12 Attack

12 Defense

13 Special

14 Endurance

10 Strength

3+

3

5

5

3

8

11 MOVEMENT

This skill represents the model's mobility (their ability to run, climb, dodge, etc.). All models in the game have the same basic movement rate of 4", but moving further and faster depends on the number of Action Counters you assign to Movement each activation. Basically, the more Action Counters you place into the Movement space on the Character Card, the more movement options the model will have, during its activation.

12 ATTACK

This skill represents the model's offensive ability. The higher the model's Attack, the more times it may Strike in combat. Its value also determines the minimum result the opponent must score in order to Block an attack (see later) Action Counters are placed in this box to enable your model to attack an opponent.

13 DEFENSE

This skill's value represents how well the model defends itself against attacks. The attacker must score a result equal to or higher than the Defense rating of his opponent in order to land a blow on them in melee, or to hit them with a missile weapon.

This characteristic also represents the number of opportunities a model may have to Block an enemy's attacks.

14 ENDURANCE

This skill represents the model's ability to soak up damage and carry on fighting. It is a mixture of physical fitness, overall health, determination and sheer stubbornness. Its value represents the maximum Damage a model can endure before getting Knocked Out (K.O). Damage markers are placed in this space to keep track of the amount (and type) of damage sustained. Endurance cannot be augmented with Action Counters.

15 SPECIAL

This section of the Character Card allows you to place as many Action Counters as its value, and then use them or combine them with other Action Counters placed in other basic skills to perform Special Actions. For example, Batman may fire his Batclaw by expending one Special Action Counter (SC), and one Movement Action Counter (MC).

1 Name: Bruce Wayne **2** Alias: Batman

Rank: **3** Affiliate: **4** Rivals: **5** Reputation: 125 **6** Funding: \$0 **7** CASE: 35DC131

Batarangs	★★	2	2	M. Range / R. Controlled / Throwing
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9 Willpower **10** Strength **11** Movement **12** Attack **13** Defense **14** Special **15** Endurance

Strength: 3+ Movement: 3 Attack: 5 Defense: 5 Special: 3 Endurance: 8



SEQUENCE OF PLAY

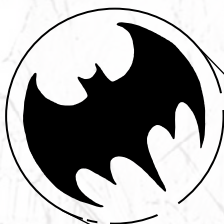
Fighting in the winding streets of Gotham, the debris-strewn streets of Arkham City, or within the close confines of Arkham Asylum is chaotic, visceral and confusing. To mitigate the brutal reality of urban combat, we structure the game by breaking it down into a series of 'rounds', in which players take it in turns to activate, move and fight with the models in their crew.

During each round, players should execute the following steps consecutively, following the exact order as shown below. When all players have completed the sequence, a new round will start and the process begins again. Rounds will go on until the scenario goals are achieved, or until the scenario's 'round limit' is reached.

SEQUENCE OF PLAY

Each round is broken down into four distinct phases, which proceed in the following order:

- 1. TAKE THE LEAD:** Players determine the order in which they will proceed through the round. This stage adds a level of unpredictability to the game - you might go first this round, but end up going last in the next.
- 2. RAISE THE PLAN:** Players use their Character Cards to work out what each model in their crew plans to do this round, distributing Action Counters appropriately. Each player in turn assigns all of their Action Counters to their entire crew before the next player does the same.
- 3. EXECUTE THE PLAN:** The players activate each model in turn, resolving the actions that they decided upon when raising the plan - moving, fighting, shooting, and resolving special actions. Play alternates, with the player who went first activating a single model, then the second player activating a model, and so on, until all models that can activate have done so.
- 4. RECOUNT:** A chance for Damaged models to heal, and KO models to wake up. This is also a 'tidying up' phase, where Action Counters are removed and scenario victory conditions are checked.



1. TAKE THE LEAD

Before the game begins, each player takes a number of counters (or dice) equal to half the scenario's round limit, and adds them to an opaque bag or other suitable container (so in an eight-round game, each player would put four counters in the bag).

Each player's counters should be of a color unique to them, but roughly the same size, shape and weight as those belonging to the other players – they will be drawn from the bag randomly to work out who goes first. Each player must begin the game with the same number of dice/counters inside the bag.

NB. *If the scenario does not specify a number of rounds to play, then the players must agree in advance how many rounds there will be, and thus how many counters they should add.*

At the beginning of each round one player extracts a counter from the bag and shows it to the other players. The owner of the extracted counter will Take the Lead for the round. The counter is placed to one side, and is not returned to the bag. **The player taking the lead chooses the order in which all of the players complete their rounds.** This order is then adhered to until the start of the next round. Players must draw a counter each round until there are no more left inside the bag. The same player should not draw a counter from the bag twice in a row – if there are two players, they should alternate; if there are more than two, then take it in turns to draw a counter, moving clockwise from the original player.

If, for any reason, you cannot draw more counters from the bag, the game will automatically end. In addition, a game cannot last more rounds than initially decided, or specified in the scenario description, even if there are counters left to extract (this may occur due to special rules allowing for additional counters to be added to the bag).

2. RAISE THE PLAN

It's now time to decide what your models will do during the round. Whoever was nominated to go first by the player who took the lead must, of course, be the first to formulate their plan. **The chosen player must distribute a number of Action Counters to each of the models in their crew, equal to each model's Willpower.** As described under Character Cards, earlier, these are divided between Movement, Attack, Defense, and Special, and the Action Counters are stacked in the appropriate slot on the card. Once assigned, Action Counters become known as Movement Counters (MC), Attack Counters (AC), Defense Counters (DC) or Special Counters (SC). Note that this is simply for ease of reference in the rules – they are all still Action Counters for other rules purposes. Once the first player has decided what their models will do, the next player must do the same for their models, and so on.

DISTRIBUTING ACTION COUNTERS

Before distributing the Action Counters to any of your models, bear in mind the following restrictions that apply to each type of action:

- **Movement Skill:** The player may assign Action Counters into the model's Movement slot, up to the model's Movement value. These counters will improve the model's movement. As soon as an Action Counter is assigned to Movement, it becomes a Movement Counter, or MC.



- **Attack Skill:** The player may assign Action Counters into the model's Attack slot, up to the model's Attack value. These counters allow the model to perform both ranged and close combat attacks (see Attack, later). As soon as an Action Counter is assigned to Attack, it becomes an Attack Counter, or AC.
- **Defense Skill:** The player may assign Action Counters into the model's Defense slot, up to the model's Defense value. This is a passive skill (see below), and can be used even when the model is not 'activated' (i.e. during an enemy activation). Each counter can be used to block an attack from an opponent during close combat. As soon as an Action Counter is assigned to Defense, it becomes a Defense Counter, or DC.
- **Special Skill:** The player may assign Action Counters to the model's Special slot, up to the model's Special Value. Each of these counters may be used to activate one of the model's special abilities, or to recover from Damage at the end of the round. As soon as an Action Counter is assigned to Special, it becomes a Special Counter, or SC.

NB: A model can only assign Action Counters above the Skill value only if a special rules clearly states so. Otherwise, the Skill value may not be exceeded.

USING YOUR COUNTERS

During the game, each time a model makes use of their basic skills, they will expend Action Counters. Remove the necessary number of Counters from the Character Card for each action. If an action requires the model to spend more than one Action Counter and it does not possess enough Action Counters, or they were not distributed into the necessary slots, they cannot perform that action or use that special rule.

At the end of the round, unless otherwise specified, any unused Action Counters are lost – they cannot be stored and used in the next round. Once all the Action Counters are spent, the model will have to wait until the next round to generate more counters before being activated again. When all players are ready, and have distributed all their Action Counters correctly, they can move on to the next phase: Execute the Plan.

3. EXECUTE THE PLAN

As soon as all players have planned all their models' actions, it is time to activate them! The players alternate model activations, beginning with the player who first 'raised the plan'. Each model can only be activated once per round, and all of its actions must be completed before moving on to the next model. Once all models in play have been activated, players will move onto the final stage.

ACTIVATE A MODEL

The player who is currently executing their plan simply chooses a model from their crew to 'activate'. As soon as a model becomes active, they can move, attack, and/or use special skills. This means the model can move and then attack, attack and then move, just attack, or just move. Note, however, that the Basic Move and Attack actions may be performed only once per activation. (Some rules and traits may allow a model to move or attack by special means, however, in addition to the usual actions). Otherwise, just about any combination is possible, as long as you have enough Action Counters to carry out your planned actions. Once the model has spent all of the required Counters (or the player decides not to use them all), the activation is over, and the next player chooses one of their models to activate, following the same model activation procedure.

Remember: players are not required to use all of the model's Action Counters.

PASSIVE SKILLS

Some actions in the game are ‘passive’, which means that the player does not have to declare their use during the model’s activation. These actions are usually used during another player’s turn, as a response to attacks or when triggering a special rule. The instructions on how to use them and their Action Counters cost will be specified under each passive skill description.

PASSING ON ACTIVATION

As play alternates between models from different crews during a round, crews with larger numbers of models gain an advantage over crews with fewer models, as they get to act more frequently and respond better to enemy plans. To balance things out a little, each round the player with the fewest models in their crew gains a number of ‘passes’.

At the beginning of the Execute the Plan stage, players must work out how many passes the player with the smallest crew will have. The number of passes is equal to the difference between the number of models in the largest crew, minus the number of models in the smallest (KO models, and models that are off the table for any reason, do not count for this purpose).

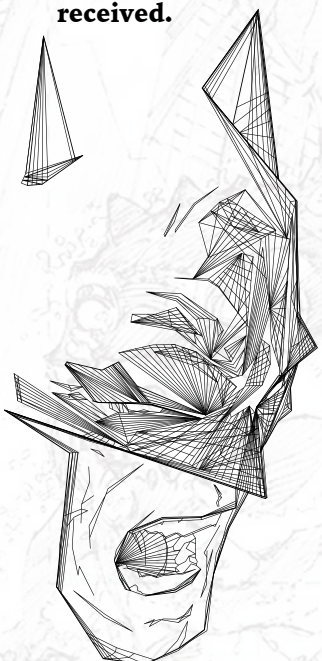
The player with the fewest models in their crew may choose to ‘pass on activation’ a number of times during the round equal to the number of passes they received.

Each time a player passes, they defer activation of a model, and instead hands the activation turn to the next player in the sequence. This may mean that a player ends up activating two models consecutively, as their opponent temporarily ‘gives up’ their turn. **A player cannot pass more than twice consecutively in the same round.** The player who passes on activation must still activate all of their models during the round – but they get the chance to hang back and see what their opponent does before being forced to act themselves. Passing is therefore tactically useful, as it allows an otherwise disadvantaged player to respond better to their opponent’s moves, and balances the game out for crews composed of fewer models.

4. RECOUNT

In this phase, the following actions are resolved in a strict sequence, and then the round ends.

1. Activate any traits that state they must be used at the start of the Recount phase, starting with the player who took the lead and alternating clockwise with their opponents until all traits have been activated.
2. Check who controls Objectives in order for players to obtain Victory Points (see Objectives, later).
3. Any KO or Damaged models may attempt to wake up or recover damage (see Recovery, later)
4. Activate any traits that declare they are used at the end of the Recount phase, starting with the player who took the lead and alternating clockwise with their opponents until all traits have been activated.
5. Check the victory conditions of the scenario. If any player has met their victory conditions then they have won and the game will be over. If not, the round ends and a new round begins with phase 1: Take the Lead.



A TYPICAL GAME

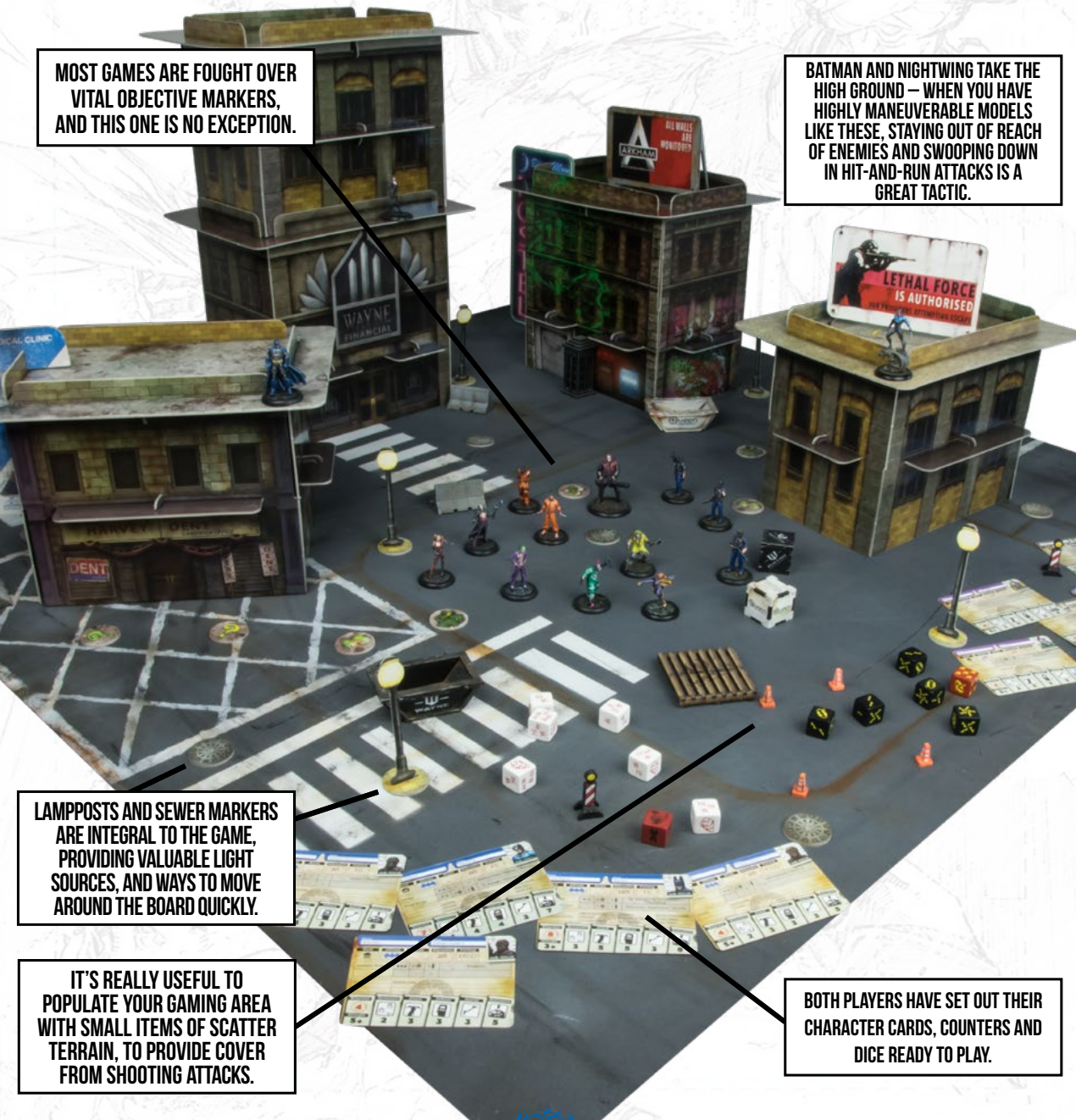
So, what's it like to play the **Batman Miniature Game**? If you're new to tabletop gaming, then this example should give you the general idea. Here, we take a look at an excellent gaming setup, and some of the actions typical to this dark, action-picked miniature game.

In this game, a Brave and the Bold crew are trying to round up a gang of escaped thugs and lunatics led by The Joker, who don't

intend to give up easily! Luckily, the forces of law and order are assisted by none other than Batman, Nightwing and Batgirl.

MOST GAMES ARE FOUGHT OVER VITAL OBJECTIVE MARKERS, AND THIS ONE IS NO EXCEPTION.

BATMAN AND NIGHTWING TAKE THE HIGH GROUND – WHEN YOU HAVE HIGHLY MANEUVERABLE MODELS LIKE THESE, STAYING OUT OF REACH OF ENEMIES AND SWOOPING DOWN IN HIT-AND-RUN ATTACKS IS A GREAT TACTIC.



LAMPPOSTS AND SEWER MARKERS ARE INTEGRAL TO THE GAME, PROVIDING VALUABLE LIGHT SOURCES, AND WAYS TO MOVE AROUND THE BOARD QUICKLY.

IT'S REALLY USEFUL TO POPULATE YOUR GAMING AREA WITH SMALL ITEMS OF SCATTER TERRAIN, TO PROVIDE COVER FROM SHOOTING ATTACKS.

BOTH PLAYERS HAVE SET OUT THEIR CHARACTER CARDS, COUNTERS AND DICE READY TO PLAY.

BASIC RULES

We're almost ready to start looking at the core rules of the game – the rules for moving, firing ranged weapons, and fighting in combat. But before we get down to the business of moving around Gotham City and busting heads, let's take a quick look at some basic rules and terminology that you'll need to know for all the rules that follow.

LINE OF SIGHT

The concept of 'line of sight' (LoS) is very important in tabletop gaming, as it allows you to work out what your models can 'see' – usually their target!

In the **Batman Miniature Game** it is always night time. Thanks to the perpetual darkness of this gothic environment, the visibility of your models is limited. **No models are able to see more than 12" from their volume in any direction.** Usually, if a target model is more than 12" from your model, it cannot be seen, and therefore cannot be attacked. Of course, there are traits and equipment that will let a model see farther (or sometimes restrict their vision even more).

To see another model you must be able to trace a straight, unobstructed line between any point of the volume of both models. The easiest way is to draw an imaginary line between the models using a tape measure or a laser pointer. To see another model, at least any part of the volume must be visible.

NB. *Models do not block line of sight.*



Seen.

Unseen.



ARC OF VISION

In the **Batman Miniature Game**, all models have a **360° arc of vision**, meaning that they can see all around regardless of which way the model is facing, unless otherwise specified. Line of sight can be drawn from any part of a model's volume.

LIGHTS

In the game, streetlights, flashlights and spotlights may be found, which will light up the playing area immediately around them. **If a model is partially within the area of effect of any light source, it will become totally visible to any other model that can draw a direct line of sight to it**, regardless of the distance. Players should consider that light does not pass through solid objects like walls, and should decide the area illuminated by each lamppost – don't worry about small obstacles, but certainly consider things like buildings, tall advertising hoardings, huge shipping crates, etc. See also 'Lampposts', later.

CONTACT

For a model to be considered 'in contact' with another model, any part of its volume must be touching or interacting in some way with the other model. Base-to-base contact is always considered 'in contact'. To be classed as 'in contact' with a marker or scenic item, the model's volume must be touching the item.

SKILL ROLLS

In order to successfully perform many actions in the **Batman Miniature Game**, models must pass a 'skill roll', comparing the roll against the value of the model's basic skills. The most common skill rolls you'll need to make are:

- **Agility Rolls:** These rolls are used to avoid Knock Down effect from falling, or even to dodge ranged attacks! To succeed, you must roll 1D6, and score a result equal to or less than the model's Movement value. If a model fails an Agility roll during its activation, it will lose its remaining basic movement distance.

- **Endurance Rolls:** Commonly used to recover from KO, or when resisting special effects such as poisons. You must roll 2D6 and add the scores together. If the result is equal to or less than the model's Endurance value, the roll is successful.
- **Strength Rolls:** Commonly used to escape from a Grab. To succeed, you must roll 1D6, and score a result equal to or more than the model's Strength value. Note: some special rules, such as Titan Dose, modify the Strength skill. Remember that an increase to Strength actually makes the numeric rating go down.
- **Willpower Rolls:** This type of roll is used to shrug off adverse psychological and debilitating effects, such as hypnotism. You must roll 2D6 and add the scores together. If the result is equal to or less than the model's Willpower value, the roll is successful.

NB. Some models do not possess a Willpower skill at all – for example, vehicles have a Handling skill instead. Rules that require a model without Willpower to take a Willpower roll are ignored completely.

MOVEMENT ACTIONS

During its activation, a model can perform any of the following Movement actions, as well as any special Movement Action allowed by its special rules and traits. The standard Movement actions available are:

- Basic Move (once per activation)
- Crouch
- Manipulating an Object
- Stand Up

Note that, although only a single Basic Move action is permitted per activation, other effects or rules that cause a model to move may be enacted multiple times.

BASIC MOVE

All **Batman Miniature Game models** have the same **basic movement distance of 4 inches (4")**, representing a cautious advance through dangerous environs. This distance may, however, be modified (for example, by special rules such as 'Fast').

When a model is activated, and its controlling player decides to move it, it may move through the playing area as many inches as its basic movement distance without spending any Movement Counters (MC). If the model has MC to spend (i.e. the controlling player assigned Action Counters to its Movement skill this round) they can be spent to move the model further. Each MC spent adds 2" to the model's basic movement distance – this is now the model's total movement allowance for the turn. All of a model's available MC that you wish to use to increase the movement allowance must be used at the same time. A model that does not use its MC during its movement action won't be able to use them to move again later in the activation, but may use leftover MC to activate and use other special rules or traits like Dodge, Combat Flip or Arrest. Models do not have to move their full movement allowance during their activation, but they may never exceed it.

Movement is always measured from the edge of the model's base (see example on measuring).

Models cannot move through any space already occupied by another model's volume. This means that if a model wants to move past another model they will have to go around them. Neither can models move through a gap that is too small for their volume to fit, or along a surface that is narrower than their base – in these situations they must find another way around, by climbing, jumping or moving around the obstacles.

The model's entire volume must fit in the final position when the move is completed, and its base must fit comfortably on a flat surface (so models cannot be balanced precariously on narrow pieces of scenery, nor may they be wedged under low arches and overhead terrain).

NB: A 'place' effect is different from a 'move' effect, and usually represents a model teleporting across the board. When a rule instructs a model to be placed elsewhere, simply remove the model from its current position, and place it back on the board within the range of the place effect (its volume must fit in the new position once placed, but intervening scenery is ignored as this is not technically a 'move'). A model repositioned via a place effect ignores other models and terrain. However, if an effect or rule prevents a model from moving, it also prevents from being placed.

IMPAIRED MOVEMENT

During the game, there will be occasions when a model's movement may be affected by difficult ground, or by a special rule which impairs it. When a model is affected by 'impaired movement', its movement allowance for the duration of the impaired move is halved (i.e. every inch it moves whilst under the Debilitating effect will count as two inches instead).

JUMP

Sometimes, a model may wish to jump across gaps (such as the drop between buildings), across linear features like streams, chasms, or whatever, in order to continue its movement. Jumping is always considered impaired movement, as described above.

A model can Jump in any direction horizontally and vertically, and must spend 1 MC each time. As long as you have enough movement remaining, and enough MC to spend, you can jump as many times as you like during an activation. Jumping is always measured from a model's base. The total distance jumped is subtracted from the remaining basic movement distance as normal. A jump performed by a model can cause it to drop to a lower level. If the distance dropped causes a model to exceed its total movement allowance, the model will Fall (see below).

Example, a Gotham Police Officer spends 2 MC to gain a total movement allowance of 8". He moves 2" and pays 1MC to Jump a 2" gap. As this is impaired movement, the gap counts as 4" of movement. The Police Officer makes the jump, and now has 2" of his allowance remaining.

LEAP DOWN

Sometimes a model may wish to leap from an obstacle in order to reach a lower level quickly, without climbing. This move is completed exactly like a Jump, at a cost of 1MC, except that you measure the distance straight down, from the model's base to the nearest point on the desired lower level. A Leap Down is not considered impaired movement – it is a rapid descent! A model may Leap Down even when the drop exceeds its remaining Movement, but the model will Fall (see below).

NB: If a model Jumps or Leaps Down to an area where it cannot be placed (because there is not enough room for its base, or another model is in the way), the model must be placed at the nearest possible point to its original landing area. If there are several possible places the model could be positioned, the active player can choose where to place the model. This will add to the total distance moved.



SMALL OBSTACLES

Small obstacles with a height equal to or lower than 1" (such as low garden walls and hedges, boxes, buckets, chairs or other domestic furniture) can be moved over without penalty, and do not need to be jumped. The width of the obstacle, however, must be deducted from the model's movement distance.

CLIMBING

Obstacles taller than 1", such as a high wall, chain-link fence or large truck, can be climbed instead.

To climb an obstacle, measure the distance from the model's base, measuring vertically up and down as well as horizontally. The distance covered is considered Impaired Movement.

If a model attempts to climb an Obstacle, it must finish its movement in an area where its base can fit. If the model ends its movement partway up the obstacle, in a place where it cannot stand, it must be placed back at the foot of the obstacle, and will Fall.

DIFFICULT GROUND

Areas such as piled debris, dense vegetation and deep water are considered Difficult Ground. The distance traveled through Difficult Ground is Impaired Movement.

FALLING

Sometimes, a model may misjudge a Jump or Leap Down, and does not have enough remaining movement to complete the action. Alternatively, it may be unable to complete a climb, or even be pushed off an elevation such as a rooftop or balcony by an enemy. In these situations, a model will Fall.





When falling, remove the model from its current position and place it on the level below (usually the ground) where it is falling to. This must be the closest available point on the lower level where the model's base will fit, if there is more than one possible position, the active player can decide where to place the model.

A falling model will suffer damage, the amount of which depends on the difference in inches measured between the level below and the model's base new position, thus:

- If the difference is up to 2", the model suffers a Stun Damage marker (★).
- If the difference is greater than 2" but no more than 4", the model suffers an Injury Damage marker (♣).
- If the difference is greater than 4" and no more than 8", the model will suffer three Injury Damage markers (♣♣♣).
- If the falling distance exceeds 8", the model automatically becomes a Casualty. Remove the model from the game.

Additionally, unless it successfully passes an Agility roll, the model will be Knocked Down upon landing (see Effects, later). Once the effects of a Fall have been resolved, the model's movement action ends.

STAND UP

If a model is knocked down, it may stand up at the beginning of its activation by spending 1 Action Counter (of any type). Once the model is standing again, it can move as normal.



CROUCH

When an active model ends its movement in contact with an obstacle of more than ½” in height, they can Crouch next to it and take cover. Spend 1 SC, and declare that the model is crouching. The model will remain Crouched until they move (for any reason, either voluntarily or because they are pushed or similar), becomes Knocked Down or until the beginning of its next activation. Models that are Crouched gain a +1 bonus to Defense against ranged attacks if the obstacle they are Crouched behind grants a Ping! roll against that attack.

NB: A model cannot start the game crouched.

MANIPULATING OBJECTS

A model can spend 1 MC to Manipulate an object they are in contact with, and whatever effect, special rule or other event specified by the object’s rules are immediately triggered.

A model can only manipulate the same object once per round.

NB: Although it uses MC, the Manipulate action does not count as movement for the purposes of reducing a model’s Rate of Fire with ranged weapons (see Range Attacks, later).

ATTACK ACTIONS

There are two main types of attacks a model may perform: a **close combat attack** (with or without a weapon) or a **ranged attack** (performed with a ranged, or ‘missile’, weapon). A model may only attack using one of these types during each activation – it cannot make both a ranged and a close combat attack in the same activation, unless it has a special rule that allows otherwise. The attack can be performed before or after movement, as long as all the requirements and necessary Action Counter costs are met. Only one attack action can be declared per activation, and all Attack Counters (AC) must be used at the same time – a model may not attack, move, and then attack again, for example. The player will distribute the strikes (‘hit dice’) amongst their enemies.

NB. You cannot target a friendly model when attacking, unless a special rule states otherwise.

CLOSE COMBAT ATTACKS

To attack an enemy model in close combat, your model must be in contact with the enemy model. You can spend Attack Counters (AC) up to the maximum available on the Character Card.

NB. There are weapons and special melee attacks which allow a model to perform a close combat attack without being in contact with its target, like reach, but the attacker must have Line of Sight (LoS) with the target.



HITS/STRIKES

Each AC used in a close combat will be transformed into a strike against the opponent, and each strike allows you to make a Hit roll. If there is more than one enemy in contact, the model can freely distribute their Strikes between all the enemies they are in contact with. The distribution of strikes must be decided before rolling any dice.

Once you have decided who you are striking, and how many times, place one die for every strike next to the appropriate enemy model. These are your hit dice.

THE HIT ROLL

Next, make Hit rolls for each enemy in turn. Roll each hit die, and compare the score to your target's Defense value. **If the score is equal to or greater than the target's Defense, then the hit is successful, and you may roll for damage (see below). A natural result of 1 when making a Hit roll is always a failure; however, a natural result of 6 will always be a success.**

If a model spends more than one AC to attack the same enemy model, all of those hit dice should be rolled at the same time. If the attacker carries one or more close combat weapons (as noted on the Character Card), the player must state which of these weapons will be used before rolling any dice. The model must use the same weapon for the duration of its activation.

NB. *In earlier editions of the **Batman Miniature Game**, the Hit roll was referred to as the 'Impact roll' – this may still appear on some Character Cards and game accessories.*

CLOSE COMBAT WEAPONS

Most models in the game carry some kind of weapon, whether it's a switchblade, a lead pipe or a police nightstick. Weapons usually provide a model with a higher chance to hit, and/or the chance to inflict more Damage on its target. Whatever combination of weapons the model is using, both the Damage type it inflicts and the special rules it confers will be listed on the Character Card. Close Combat weapons are easily identified by their lack of RoF and Ammo values.

Additionally, a model may always choose to attack Unarmed, or be forced to do so by a special rule. This will also affect the type and amount of Damage your model will inflict.

Name: Unknown		Alias: Arkham Guard 1			
Rank 	Affiliate 	Rivals	Reputation 21	Funding \$0	
Extendable Baton	★★	—	—	Reach / Heavy	
		—	—		



CLOSE COMBAT MODIFIERS

The following situations provide special modifiers to close combat actions.

OUTNUMBERED

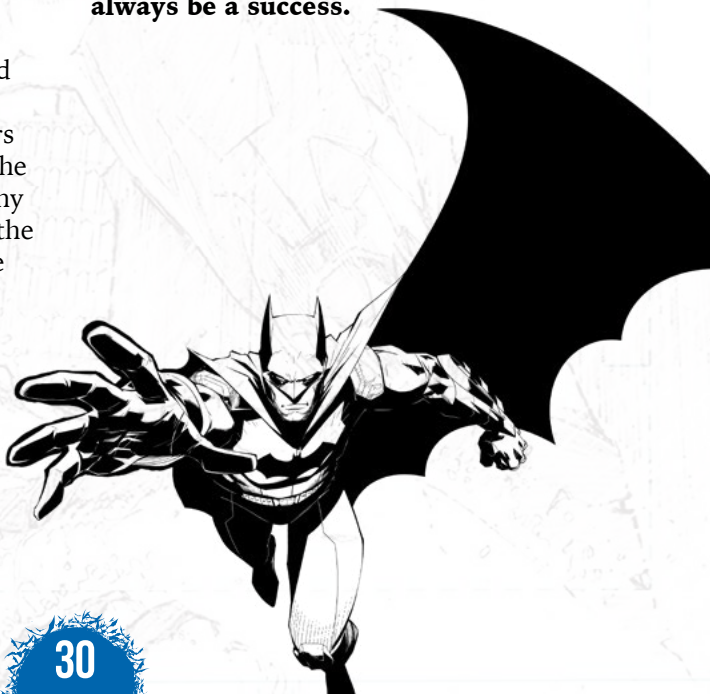
If during close combat a model finds itself fighting with 2 or more enemy models in contact which are not themselves in contact with other enemies, as in the picture above, the outnumbered model's Defense value will suffer a penalty of -1 for the purposes of enemy Hit rolls.

BLOCKING CLOSE COMBAT ATTACKS

If a model is attacked in close combat and successfully hit, and has DC left on its Character Card, it may use those counters to attempt to Block the enemy attacks. The player may decide if he wants to spend any DC to Block after the attacker has made the Hit rolls, but before the Damage rolls are taken.

BLOCKING

To Block an enemy strike, roll 1D6 for every DC you chose to spend. If the result is equal to or higher than the attacking model's Attack value, the enemy's strike is cancelled out, and they do not get to roll for Damage. One strike is cancelled for every successful Block roll. If not all of the enemy attacks are blocked, the defending model chooses which strikes are cancelled. **A natural result of 1 when making a Block roll is always a failure; however, a natural result of 6 will always be a success.**



SPECIAL CLOSE COMBAT ACTIONS

Instead of striking an enemy, a model may perform a special close combat action. All models can choose to Grab or Push, as described below. Some models have further special close combat actions at their disposal, usually specified by traits or equipment.

CLOSE COMBAT GRAB

Instead of striking an enemy, a model may attempt to Grab them. A model may only choose to Grab if its initial attack was made Unarmed. Choose how many AC you want to use for the attack as normal, but also spend 1 Special Counter (SC). Perform a Hit roll for each AC assigned as usual. If your model's attacks succeed, and inflict Damage, the target becomes Pinned Down (see below). Place a Pinned Down marker on the target's Character Card. If a model is successfully Grabbed by several enemies at the same time, it will suffer a -1 penalty to its Defense value for each additional enemy grabbing it, to a minimum of Defense 1.



To remove its Pinned Down status, the grabbed model must spend at least 1 AC during its activation (this is not considered an Attack Action) and make a Strength roll for each AC spent. If successful (the roll is equal to or higher than its Strength), the model will break free, and may then complete the rest of its turn normally. If the model is being Pinned Down held by several enemy models, it must spend at least 1 AC for each enemy holding it, breaking free of one enemy for each success. The player controlling the grabbed model decides which enemy he breaks free of for each success. If the model that grabbed the target moves out of contact at any time, attacks another opponent, or is Knocked Down or becomes KO/Casualty, the grabbed model is automatically released and the Pinned Down marker assigned by that attacker is removed.

PINNED DOWN
 A Pinned Down model cannot move or spend MC, and its Attack value is reduced by -1 until the status is cancelled. This does not remove any assigned AC - it simply lowers the Attack score by 1.

CLOSE COMBAT PUSH

Instead of striking an enemy you may try to push them. Choose how many AC you want to use for the attack as normal, but also spend 1 Special Counter (SC). Take a Hit roll for each AC spent, as if performing a regular Unarmed attack. If the attacking model successfully inflicts any Damage on the foe, the target model is Pushed in addition to being Damaged (see below). This action may result in an enemy falling, as described earlier.

PUSHED

The target is pushed directly away from the attacker a number of inches equal to half the result of the Collateral Damage die (see Damage, below), to a minimum of 1". If the target can't be pushed, (because a scenery element or model is in the way) it will immediately suffer a hit with Strength 4+ and Damage (★). If the target model is pushed from the edge of a piece of scenery so that it can only be placed on a lower level, the model will fall.

A vehicle model can only be pushed in close combat by Large or Huge models.

A Large model can only be pushed in close combat by Large or Huge models.

A Huge model can only be pushed in close combat by Huge models.

A model cannot be pushed off the edge of the gaming area – treat the edge of the board as an impassable obstacle.



RANGED ATTACKS (SHOOTING)

If the model carries a ranged weapon, such as a gun, bow, or throwing weapon (any weapon with a RoF), they will be able to perform a ranged attack with it, so long as it meets the following requirements:

- The attacking model must have at least 2 AC available to attack.
- The weapon must have at least 1 Ammo remaining.
- The target must be within line of sight.
- The attacking model must not be in contact with an enemy that is not KO.

ATTACK COUNTERS

A model may only perform one ranged attack action per activation. A ranged attack costs 2 AC. This will allow the model to roll as many attack dice as the weapon's Rate of Fire (RoF) allows.



RANGE

All ranged weapons are considered to have an unlimited range (unless they have a special rule that limits how far they can fire/be thrown). However, they will usually be restricted by the rules for darkness and light sources, as described in Line of Sight, earlier.

RANGED WEAPONS

These weapons can only be used to perform ranged attacks, otherwise they are ignored. If a model carries more than one ranged weapon the player must choose one of them to attack with, and it will be the only weapon they will be able to use for the rest of their activation. All ranged weapons possess special characteristics that define their usage and stopping power.

Rate of Fire (RoF): This is the number of attack dice, or ‘shots’, the weapon grants when performing a ranged attack. These attack dice can be distributed between several targets, as long as all the conditions required make the attack are met for each. If the model moves during its activation before it fires, its weapon’s RoF will be reduced to 1, no matter how high the original RoF was.

Ammunition: Ammunition (or ‘Ammo’) represents how many times during a game a model may attack with the ranged weapon. Ammunition is represented on the Character Card by a numerical value, representing a stock of ammunition magazines. Every time a model shoots a weapon, they must expend a magazine.

One magazine is spent per Attack action, not per shot – usually this will mean that you only expend one magazine per activation, even if you actually fire two, three or more shots due to your weapon’s RoF. If all ammunition magazines are spent, the weapon cannot be used any more, unless the model finds more ammunition. A model can’t carry more ammunition than the total number of magazines they started the game with (which includes any additional Magazines purchased as extra equipment when forming the crew). We recommend using suitable counters during the game to keep track of the number of magazines your models have spent (or accumulated) on their Character Cards.

Damage: This characteristic indicates the type of Damage the weapon causes upon a successful Damage roll, as well as the number of Damage markers inflicted on the target (see Damage, later). If a weapon doesn’t have a Damage value, no Damage roll is taken, and therefore no Damage is inflicted.

HIT ROLLS

Once you have determined the number of attack dice the model receives, make a Hit roll for each die. Roll for all the attacks directed against the same target at the same time, applying any Hit roll modifiers that may be incurred. Any result equal to or higher than the target’s Defense value is a successful hit.

For each successful hit, a Damage roll will be made (see below). **A natural result of 1 when making a Hit roll is always a failure; however, a natural result of 6 will always be a success** (a 'natural' roll simply means the number physically rolled on the die, before any modifiers are applied).

PING!

A Ping! roll represents the difficulty of hitting a target in an urban environment, where there is lots of scenery and obstacles for bullets to ricochet off.

When making a ranged attack, if you can draw a line from any part of the attacker's volume to any part of the target model's volume and that line passes through any scenery element or another model, the target is in cover, and will benefit from one Ping! Roll per hit. If the shooter is in base contact with an obstacle or another (friendly) model, they can shoot over/around it (as long as the model is big enough to see around the obstacle), and it will not grant a Ping! roll to the target.

THE PING! ROLL

Ping! rolls are taken after a successful Hit roll. The target rolls 1D6 per successful hit. Each die that scores a 4 or more represents a successful Ping!

If the Ping! roll is successful, the shot will miss, and is immediately cancelled. For each Ping! roll that fails, the attacker rolls for Damage as usual.

DODGING RANGED ATTACKS

Some special rules and traits (like Acrobat or Dodge) allow a model to try to dodge out of the way of ranged attacks.

DODGING

The model may spend any number of available MC to avoid ranged attack hits, before the attacker takes their Damage rolls. Each MC spent allows the model to take an Agility roll. Each successful Agility roll cancels a single hit.

DAMAGE

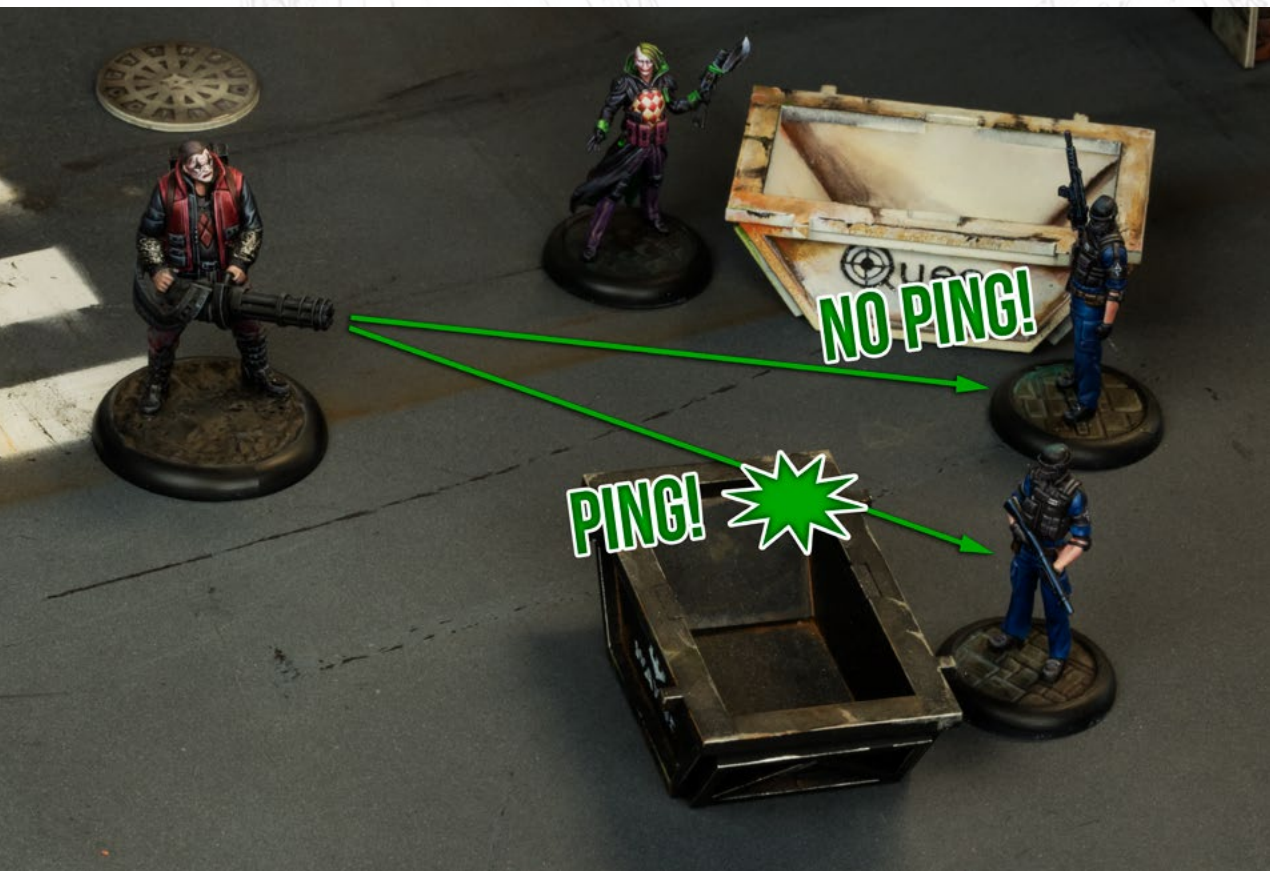
Whenever a model successfully hits an enemy model, the attacking player must roll a die for each successful hit to see if any Damage is inflicted. This is called a Damage roll. In addition, when taking a Damage roll, one extra D6 (preferably of a different color) should be rolled as well; this is the Collateral Damage die – see Collateral Damage, later.

THE DAMAGE ROLL

To make a Damage Roll, simply roll 1D6 per successful hit. For each die that rolls equal to or higher than the attacking model's Strength value (for most close combat attacks) or the value of the weapon rule (for ranged attacks and special close combat weapons), the enemy receives Damage markers to the target of the type and number indicated on the attack's Damage value.

The amount and type of damage inflicted is recorded on the target's Character Card using Damage markers. Damage can also produce additional effects, usually due to special rules, traits or equipment – these will be covered in the Compendium section, later.





Some close combat weapons can modify (or replace) the wielder's Strength for the purposes of Damage rolls. For example, the Heavy special rule attached to certain melee weapons grants a +1 bonus to Strength. Add or subtract the modifier from the Damage roll.

Example: When using a Heavy weapon, with a +1 Strength bonus, and the wielder's Strength is 4+, you would apply the +1 modifier to all dice used for the model's Damage rolls. This effectively decreases the difficulty by one. The model in this example would successfully Damage a foe on a score of 3+ while wielding this weapon.

Regardless of modifiers, all natural rolls of 1 automatically fail to inflict Damage; on the other hand, any natural result of 6 is a success.

DAMAGE MARKERS

Each time Damage is inflicted on a model, one or more Damage markers will be added to the target's Character Card. There are two kinds of Damage markers: Stun (★) and Injury (♠). One kind or the other (or sometimes both) will be applied depending on the model and/or the weapon which inflicted the Damage.

Example: Catwoman attacks one of Penguin's Thugs with her deadly whip. The whip causes one Injury and one Stun upon a successful Damage roll, expressed as (◆★) on the Character Card. She attacks three times, and makes two successful Damage rolls against the unfortunate Thug. The Thug immediately adds two of each type of marker to his Character Card (◆◆★★) – one of each for each successful roll.

When a model receives both types of Damage markers, Injury markers are assigned first, and then Stun markers. Both types of Damage are cumulative.

If a model 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.

UNARMED DAMAGE

If a model has no weapons it can still punch, kick, bite, etc. Damage caused by this kind of attack inflicts only a single Stun marker (★) for each successful Damage roll.

JUST A SCRATCH!

Each time you take a Damage roll as part of a ranged attack, 1 Stun marker (★) will be inflicted on the target for every die that fails to Damage.

DAMAGE ACCUMULATION

For every 2 Damage markers of any kind accumulated by the same model, an Action Counter will be immediately removed from the Damaged model's Character Card. The player controlling the damaged model may choose which skill the Action Counter is removed from. At the next Raise the Plan stage, a model who has accumulated Damage markers will generate 1 less Action Counter for every 2 Damage markers on his Character Card.

At the end of each round, all models can attempt to remove a Stun marker by successfully making a Recovery roll (see Recovery, later).

KNOCKED OUT (KO)

As soon as a model accumulates as many Damage markers (of any type) as its own Endurance value, they will immediately get Knocked Out (or 'KO'). In addition to the rules below, the model is immediately Knocked Down.

When a model becomes KO, they lose all of their remaining Action Counters for the round. A KO marker is placed on its Character Card to distinguish it from Knocked Down models. The model remains KO until it successfully Recovers.

- A KO model cannot generate Action Counters in the Raise the Plan phase, and cannot be activated, but it will still have a chance to Recover at the end of each round.
- A KO model does not confer Ping! rolls. While KO, a model's volume is equal to the area and height of its base.
- A KO model cannot control or contest Objectives.
- A KO model may not be moved through. It still occupies the volume of its base.

Once a model becomes KO, any additional Damage caused by enemy attacks is only applied if it is an Injury (♣). Surplus Stun markers (★) are ignored, but still inflict effects such as fire or poison, usually due to special rules or equipment (see later), but new Injury markers (♣) must replace existing Stun markers (★). This may cause the model to become a Casualty.

COUP DE GRÂCE

When taking a Damage roll against a KO model, each die that successfully causes Damage permits you to exchange one Stun marker (★) for an Injury marker (♣). Use of this rule is optional.

For example, a model with Claws makes three strikes against a KO enemy, successfully hitting and Damaging twice. Each attack causes (♣★). However, thanks to the Coup de Grâce rule, those two Stun markers are converted immediately to Injury markers, so each strike inflicts (♣♣) instead.

CASUALTIES

If a model ever accumulates a number of Injury markers (♣) equal to its Endurance value, the model becomes a Casualty and is removed from the game immediately.

COLLATERAL DAMAGE

When making a Damage roll, the player should also roll a Collateral Damage die. Only one Collateral Damage Die is rolled, regardless of the number of hits. This die should be a different color or size to make it easier to pick it out, and it should be rolled together with the rest of the dice in the Damage roll. However, **the result of the Collateral Damage die does not cause normal damage**, but will instead determine if the damaged model is Knocked Down, or if they receive any critical and/or special Damage from their attacker.

If you're rolling Damage against multiple opponents in the same round, roll one Collateral Damage die per opponent, not one die per hit – pool all of the hits that you're making against a single opponent, and add a single Collateral Damage die to that pool and roll all at the same time.

If the result of the Collateral Damage die is equal to any of the Damage dice natural results (even those that failed), the target is Knocked Down. The only exception is on the result of a 1 on the dice – this will still be a failed Damage roll, and won't knock the target down. See the Knock Down effect later.

CRITICAL DAMAGE

If the attacker rolls at least one success with his Damage roll, and the Collateral Damage die scores a natural 6, the target will receive an extra Stun marker in addition to the normal damage. If one of the normal Damage dice was also a 6, then the target is Knocked Down too!

SPECIAL CRITICALS (CRT)

Several weapons and/or special attacks may produce different effects. Weapons or attacks that possess a special critical effect are denoted with 'CRT' in their description (such as the Joker's poisoned knife – nasty).

CRT effects are unique to particular items and attacks, and have a variety of effects, listed on the model's Character Card. The listed CRT effect may replace the extra Stun Damage when Critical Damage is inflicted if you choose.

For example, if you score a successful critical hit, and your attack had the CRT: Casualty effect listed, the target model will be instantly removed from play as a casualty! If the effect had been CRT: Freeze, then you would either choose to inflict normal critical damage, or inflict the Freeze effect instead.

ATTACK SEQUENCE SUMMARY

In some instances it is important to know exactly when various rolls are taken and when certain rules are triggered while attacking and defending. The attack sequence (for both close combat and ranged attacks) is as follows:

1. Select a target/s.
2. Make Hit rolls.
3. Make any rerolls for failed hits if you are able.
4. Ping! Rolls (ranged attacks only).
5. Bodyguard rule or other similar trait.
6. Dodge or Block.
7. Defensive traits that cancel hits (like Bat-Armor).
8. Make Damage rolls.
9. Make any rerolls for failed damage and collateral die (all at the same time)
10. Deal damage and cause KO/Casualty

NB. *The Luck rule can be used before any of these steps.*

RECOVERY

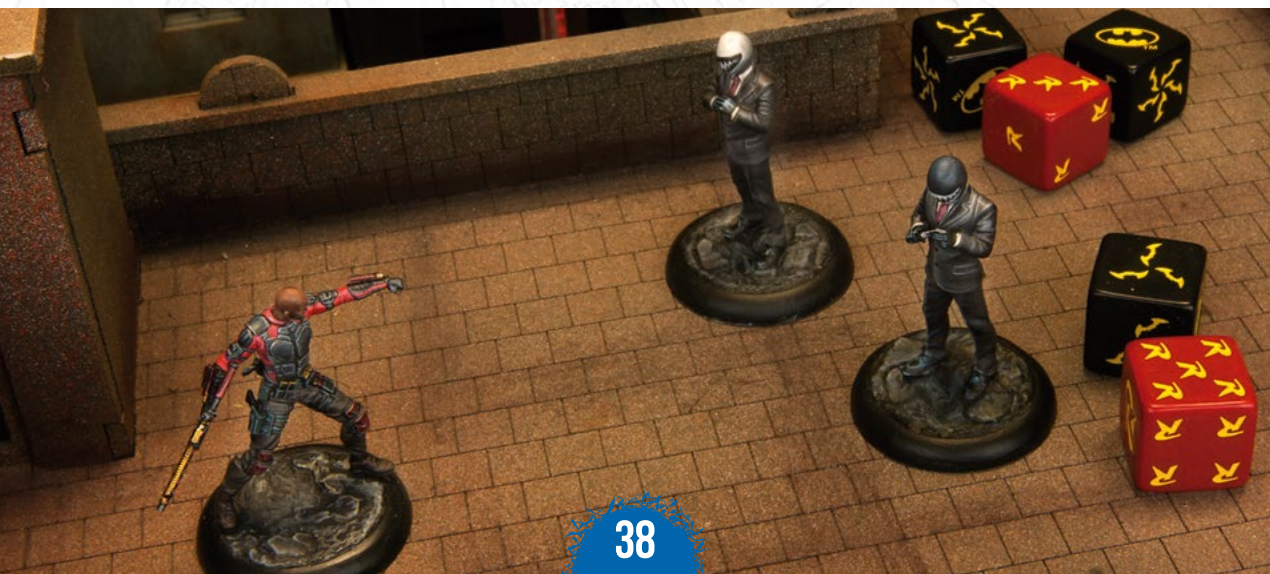
At the end of each round, during the Recount phase, all models with accumulated Stun markers, or who are currently KO, may attempt to remove a single Stun marker or recover from being KO by taking a Recovery roll. Injury markers cannot be recovered in this way. There are two types of Recovery roll, detailed below.

RECOVERING FROM STUN DAMAGE

Models who are not KO, but have accumulated Stun markers, may attempt to remove them. To recover from Stun Damage, **roll 1D6 for each model with at least 1 Stun marker on its Character Card. A result of 4+ will allow the model to remove a Stun marker.** If the model still has unspent SC at the end of the round, they may spend them now and roll one more die per spent SC. Each success will remove additional 1 Stun marker (★).

RECOVERING FROM KO

To recover from KO, the model must instead **take an Endurance roll. If it passes the roll, remove one Stun marker. The model will recover from KO but remain Knocked Down** until it is able to stand up. If the roll is unsuccessful, the model will remain KO.



OPTIONAL RULE: THE SPEED FORCE

The following rules only come into play if one or more of the crews contains Speedster models such as the Flash, who draw speed-based superpowers from the speed Force.

The Speed Force is an extra dimensional energy that flows through another plane of reality, and from which all true 'speedsters' draw their powers. By merging with this awe-inspiring source of energy, speedsters become capable of feats of speed that even Superman would fail to best.

Speedster models, have access to the amazing power of the Speed Force – these models have the Speedster X trait. With this trait, X is a number that reflects the character's ability to manipulate the Speed Force – the higher the value, the more powerful the speedster. This value is the maximum number of counters that a character can pick up from the Speed Force Pool in the Speed Phase (see below).

When a model with the Speedster trait is in play, the Sequence of Play changes to incorporate a new sub-phase – the Speed phase – as follows:

SEQUENCE OF PLAY WITH SPEEDSTERS:

- 1 Take the Lead
- 2 Speed Phase
 - 2A Drain Speed Force
 - 2B Spend Speed Force
- 3 Raise the Plan
- 4 Execute the Plan
- 5 Recount

THE SPEED FORCE POOL

The Speed Force pool is a shared pool of counters, from which all models with the Speedster trait draw their power. Models with the Speedster trait can 'steal' Speed Force counters from the pool to power their abilities (see the Speed Powers table below).

At the start of each round, the Speed Force Pool replenishes to 10 Speed Force counters. The pool may never contain more than 10 counters.

SPEED FORCE RESERVE

Models with the Speedster trait have an individual 'reserve' for Speed Force counters. The Maximum number of Speed Force counters they can store in their reserve appears next to their Speedster trait – so, 'Speedster 3' means that the model could hold a maximum of 3 Speed Force counters at any one time.

Speedster models do not start with Speed Force counters – instead, they must take them from the Speed Force Pool, as described below. Their reserve, therefore, starts at 0 (empty). However, any Speed Force counters a model has that are unused at the end of the round carry over to the next round.

THE SPEED FORCE PHASE

The Speed Force Phase has two sub-phases: (A) the Drain Speed Force sub-phase, and (B) the Spend Speed Force sub-phase.

(A) DRAIN SPEED FORCE SUB-PHASE

If a player has any model with the Speedster trait in their crew, they may drain Speed Force counters from the Speed Force Pool.

Starting with the player who takes the lead, each player chooses a single model from their own crew with the Speedster trait. That model draws a number of counters from the Speed Force Pool up to the maximum allowed by his reserve. A model can only drain Speed Force counters once per round.

The next player repeats this process with his own Speedsters, and play alternates in this fashion until all Speedsters in play have drained their Speed Force counters, or until the Speed Force pool is empty.

(B) SPEND SPEED FORCE SUB-PHASE

Starting with the player who took the lead, each player now chooses one Speedster model from their crew that currently has Speed Force counters and wishes to use them.

The model can spend these counters to activate Speed Powers from the chart below. A model cannot use the same Speed Power more than once per round. The effect of the power is resolved immediately; the description in the chart states any conditions of using the power, and the duration if applicable. A model can spend Speed Force counters only once each round, so when play passes to the next Speedster in the sequence, the opportunity to perform further Speed Powers is lost.

When the model has spent all the Speed Force counters it wishes to, the following player repeats this process, and then players alternate between their remaining Speedsters until no more models are eligible to spend Speed Force counters. A model cannot use Speed Powers if it is KO.



SPEED POWERS CHART		
SPEED POWER COUNTER COST	POWER & DESCRIPTION	POSSIBLE PARADOX
1	Muscle Growth: Until the end of the round the character gains +1 to its Damage rolls and Strength tests.	No
1	Fast Combo: For each AC spent in close combat this round, this character may strike twice.	No
1	Super Speed Lvl 1: Move the model up to 4”.	No
2	Super Speed Lvl 2: Move the model up to 8”.	No
2	Metabolize Wounds: Remove 1 Damage marker (any type) from the model.	No
3	Super Speed Lvl 3: Move the model up to 15”.	5+
3	Matter Control: Until the end of the round the model either gains the Kevlar Vest and Elusive traits, or may remove the Poison effect markers.	6+
3	Molecular Control: Until the end of the round this model can pass through models and scenery elements/solid objects on the game board, but cannot end his move on another model or scenery element/object.	6+
4	Rapid Disarm: Choose one enemy model within 4” – the target cannot use ranged weapons with the Firearm, Mechanical or Beam special rule for the duration of this round.	6+
5	Hyper Fast Combo: For each AC spent in close combat this round, this model may strike three times.	5+
6	Hyper Speed: Remove the Speedster from play, and immediately place it anywhere on the game board. The model’s base must be able to fit in the new location.	5+

NB. Some Speedster models have additional Speed Powers available to them – these will be clearly marked on the model’s Character Card.

FATIGUE

While a model with the Speedster trait has no Action Counters remaining, it suffers -1 to Movement and Defense Basic Skills.

PARADOX

Using the Speed Force can sometimes have unwanted side effects, both physically and temporally, as time stream paradoxes take their toll. In the **Batman Miniature Game**, we represent these drawbacks with the Paradox table.

PARADOX TABLE	
2D6 RESULT	PARADOX EFFECT
2	Switch Timelines: Remove the model from play as a casualty.
3	Wh... What Happened? Your opponent place the model anywhere on the gaming area - the model's base must be able to fit in the new location.
4	Disorientated: The model cannot be activated this round.
5	Exhausted: The Model cannot use MC during this round.
6-8	Too Tired: The model is Knocked Down and receives (★★) Stun Damage.
9	Surprised: The model suffers a -2 penalty to its Defense until the end of the round.
10	Too Fast...: Your opponent moves this model anywhere up to 12" away. The model cannot be forced to Fall, or spend any Action Counters during this move.
11	Huh... Yesterday Again? Your opponent place the model in contact with a board edge- the model's base must be able to fit in the new location. The model cannot be activated this round.
12	BLACK FLASH APPEARS! An opponent places a model representing Black Flash in base contact with a board edge of their choice. Black Flash is under their control for the remainder of the game. If Black Flash is already in play, roll again on this table - he will only pursue one Speedster at a time!

When a model uses a Speed Power with a possible Paradox (as shown in the Speed Powers chart, earlier), the owner of the Speedster model must roll 1D6. If this dice score equals or beats the value shown on the chart, then the player must immediately roll 2D6 on the Paradox table, below, and apply the result.

Once the Paradox has been resolved, assuming the Speedster continues in play, the Speed Power automatically fails, the Speed Force counters used to power it are lost, and play passes to the next Speedster.



CONFIGURING YOUR CREW

Now that you've familiarized yourself with the basic rules, it's time to put together a crew and take to the mean streets of Gotham City.

SET REPUTATION LIMIT

First of all, players must agree on how much Reputation (or 'Rep') each of them can spend on configuring their crew. Usually both players' crews will be of an equal Reputation value. The 'standard' Reputation limit for most games is 350, giving you a balanced game that you can play in less than a couple of hours. For quicker games, 150 Reputation is about right. For longer games featuring a wider range of models, try a 450 Reputation limit.

Once you've decided on the size of the game, you can start choosing your crew's models. Remember that the sum of all the model's Reputation values can never exceed the established Reputation limit.

LEADER AND AFFILIATION

Each player must nominate one of their models as their crew's 'Boss' – this is the character in overall charge of the crew during the scenario. The Boss must be chosen from those models that are ranked as either 'Leader' or 'Sidekick'.

The rest of the models in the crew must be of the same Affiliation as the Boss. If a model has an 'Unknown' affiliation, it may be included in any crew.

RANK

All models have one of the following ranks:

- Leader 
- Sidekick 
- Free Agent 
- Henchman 
- Legend 
- Vehicle 

This rank determines your crew's configuration as follows:

- You can only include 1 Leader in your crew. If you choose a Leader model, it must be the Boss, as described above.
- You may only include 1 Sidekick, unless you choose a Sidekick as your Boss in which case you may include a second Sidekick.
- You may only include 1 Free Agent for every full 150 Reputation in your agreed Reputation limit.
- You may include any number of Henchmen, but may not include more than one with the same name.
- To hire a Legend, you need to spend 1 Legend point per model with the Legend rank. Each player has 1 Legend point per 350 full rep points. The Legend rank often appears with other ranks (such as Vehicle) on a Character Card. The model with Legend and another rank awards VPs as a Legend, but uses all the special rules that apply to both its ranks.
- You may include 1 Vehicle for every full 150 Reputation in your agreed Reputation limit.



When a model has more than one Rank in their model card, the player may choose the Rank in the configuration of the Crew and during the game as long as you follow the normal rules for configuring your crew. For example, Captain Cold could not choose to use the Sidekick rank if he was not included in a Mr. Freeze crew as his Rank is Free Agent or Sidekick Mr. Freeze.

RANK SPECIAL RULES

LEADER TRAITS

Models with the Leader rank (but not a Boss who is a Sidekick) gain several special rules (see Traits, in the accompanying compendium). Friendly Henchmen within 4" of the Leader can use the Let's Go! Trait without spending SC. Leaders also gain the Inspire trait. Finally, Leaders can reroll any failed Willpower roll, but must always accept the second result even if it is worse than the first.

SIDEKICK TRAITS

Friendly Henchmen within 8" of this model may reroll failed Let's Go! rolls.

HENCHMAN TRAITS

All Henchmen gain the Let's Go! Trait (see Traits, in the Compendium section).

EQUIPMENT AND FUNDING (\$)

For every 150 Reputation or part thereof, you receive \$500 of funding. So, in a 100-Rep game, you have \$500 to spend. In a 350-Rep game, you have \$1500. In a 460-point game, you have \$2000, and so on. This total amount of funding is spent on equipment (and some models) for your crew.

If a model in your crew has a Funding (\$) value, then this value is deducted from the amount of funding available to you.

Example: Agent Ron is a Henchman with a Funding value of \$300, and a Reputation of 25. If you choose him in a 350-point game, the amount of Funding available to you is reduced by \$300 ($\$1500 - \$300 = \1200). Not all models have a Funding value, and therefore they do not reduce the amount of \$ available to your crew.

Once you have chosen all the models you can, up to the Reputation limit for the game, any remaining \$ may be spent on additional equipment for the Henchmen in your crew. See the Equipment lists for details.

BOSSSES AND FUNDING

When you recruit a Sidekick or Leader model as your crew's Boss, the model's Funding value is reduced to \$0. This rule is in addition to Affiliation rules.



EQUIPMENT

Henchmen have several options of available weapons or equipment, depending on their crew's affiliation. A Henchman may only choose equipment from their crew's list (which can be found in the accompanying compendium), deducting the cost from the \$ available to him (and/or from the crew's Funding stash). A Henchman may not select the same item twice.

The \$ cost listed next to each item of equipment is the price per item (so if you buy two flares for your Joker Crew, these cost \$300 each, not \$300 for the pair). Once purchased, the new equipment is treated just like the Henchman's normal equipment and rules. You may like to note the items on the Henchman's Character Card (using a pencil, so you can re-use the same card in later games and change the equipment if you need to).

Finally, each piece of equipment in the lists has a number or range of numbers (such as 0-2) before its name. This is the limitation on the number of those items that can be purchased for your crew.

NB: *If an item of equipment bestows a trait, a model cannot have the same trait more than once.*

SPECIAL EQUIPMENT AND UPGRADES

Some special items of equipment, as well as certain special upgrades, can only be taken by a crew if a particular named character is included.

In addition, some special upgrades may be taken by a model of a Rank other than Henchman, if the option specifically states so (for example, a Bruce Wayne model may take an Upgraded Batsuit, even though Leaders cannot normally purchase Equipment).



EQUIPMENT LISTS

THE BRAVE AND THE BOLD

- 0-2 Magazine (\$200): +1 to Ammunition for one weapon.
- 0-2 Flashlight (\$100): Model gains the Lantern rule.
- 0-2 Handcuffs (\$200): Model gains the Arrest rule.
- 0-2 Whistle (\$200): Model gains the Halt/Stop rule.
- 0-1 Street Patrol (\$50): Model gains the Street Guy rule.
- 0-1 Intensive training (\$100): Model gains the Teamwork:1 (All) rule.
- 0-2 Radio (\$100): Model can reroll failed Let's Go! rolls.
- 0-1 Antidote (\$100): Model is immune to the Poison effect.
- 0-1 Grapple-gun (\$200): Model gains the Batclaw/Grapple-gun rule.
- Helmet (\$300): Model gains the Hardened rule.
- 0-1 Patrol Training (\$150): Model gains the Undercover rule.
- 0-1 Gas Mask (\$100): Model gains the Gas Mask rule.
- 0-2 Riot Gear (\$150): The models gains the Football Gear rule.
- 0-1 Medic (\$150): model gains the Medic rule.
- 0-2 SWAT Special Training (\$100): If the model has Elite (SWAT) trait you can choose one of these options:
 - Model gains the Tracking rule.
 - Model gains the Precise Aim rule.

The following options may be taken only when a model with Name: Bruce Wayne is in the crew:

- 0-1 Upgraded Batsuit (\$100) (Can only be purchased by Bruce Wayne): Model gains +1 to Endurance.

- 0-1 Kevlar Cowl (\$250) (Can only be purchased by Bruce Wayne): Model gains Immunity to CRT.
- 0-1 EMP (\$100): Model Gains the EMP rule.
- 0-1 Batman Inc. (\$400+3 Rep Points) (Can only be purchased by Sidekicks or Free Agents): Model gains the Bat-Armor MKII rule. A model cannot have more than one Bat-Armor rule.
- 0-1 Martial Arts Training (\$100+2 Rep Points) (Can only be purchased by Sidekicks or Free Agents): Model gains the Martial Artist rule.
- 0-1 Mentor (\$200+3 Rep Points) (Can only be purchased by Sidekicks or Free Agents): Model gains the Hidden Boss rule.
- 0-1 Hidden Magazine (\$300) (Can only be purchased by Sidekicks or Leaders): +1 to Ammunition for one weapon.
- 0-1 AK Batmobile Synchronizer (\$0) * (Can only be taken by Batman: Arkham Knight): If Batman Arkham Knight drives the AK Batmobile, the Batmobile gains Transport (2,0) and it does not lose RoF for moving.
- 0-1 Morality (\$50) (Can only be purchased by Batman): Model gains Moral Compass and Demotivate rules.

*Equipment marked * cannot be affected by the Broken Equipment rule.*

The following options may be taken only when a model with Name: Dick Grayson is in the crew:

- 0-1 Circus Training (\$300+5 Rep Points): Model gains the Acrobat rule.
- 0-1 Runner (\$100): Model gains the Tireless rule.

The following option may be taken only when a model with Name: Oliver Queen is in the crew:

- 0-1 Command Center Support (\$250): Model gains the Scheming:2 rule.
- 0-1 Tactical Gloves (\$50) Only can be taken by Oliver Queen, gains Reinforced Gloves rule.

The following option may be taken only when a model with Name: Roy Harper is in the crew:

- 0-1 Hi-Tech Ammo (\$150+2 Rep Points): One of the model's ranged weapons gains CRT: (♠♠).

The following option may be taken only when a model with Name: Kathy Kane is in the crew:

- 0-1 Officer training (\$100+2 Rep Points): Model gains the Follow Me! rule.

The following option may be taken only when a model with Name: Tim Drake is in the crew:

- 0-1 Inspiring Presence (\$250) (Can only be taken by Tim Drake): Model gains Leadership rule.

The following option may be taken only when a model with Name: Barbara Gordon is in the crew:

- 0-1 Oracle (\$200) (Can only be taken by Batgirl): Model gains Exhaustive Planner rule.

The following option may be taken only when a character with Alias: Red Hood (Arkham Knight) is in the crew:

- 0-1 Deadly Weapons (\$150+2 Rep points) (Can only be taken by Red Hood Arkham Knight): Weapons gain the Silencer rule.

The following option may be taken only when a model with Name: James Gordon is in the crew:

- 0-1 Heliport (\$150)* (Can only be taken by James Gordon): When you use the Air Support rule, target an enemy model affected by the template, the target receives a Ranged attack with ROF 1, the Firearm weapon special rule and damage (♠♠) which ignores the Ping! Rule.
- 0-2 Sergeant Training (\$50): Model gains the Order rule.

The following option may be taken only when a model with Name: Selina Kyle is in the crew:

- 0-1 Feline Stalk (\$200): Model gains Tracking rule.

The following option may be taken only when a model with Name: Gillian B. Loeb is in the crew:

- 0-1 Bribe (\$150): Model gains the Informer rule.

*Equipment marked * cannot be affected by the Broken Equipment rule.*

JOKER CREW

- 0-2 Magazine (\$200): +1 to Ammunition for one weapon.
- 0-2 Grapple-gun (\$300): Model gains the Batclaw/Grapple-gun rule.
- 0-2 Clown Paint (\$150): Model gains the Distract rule.
- 0-2 Flare (\$300): Model gains the Flare rule.
- 0-1 Neurotoxic Drugs (\$250): Model gains the Fast and Dodge rules.
- 0-1 Improvised Armor (\$150): Model gains the Hockey Gear rule.
- 0-1 Gas Mask (\$100): Model gains the Gas Mask rule.
- 0-1 Antidote (\$100): Model is immune to the Poison effect.

The following option may be taken only when a model with Alias: Joker is in the crew:

- 0-2 Nerve Gas (\$200+3 Rep Points): Model gains the Sturdy rule.

The following option may be taken only when a model with Name: Harleen Quinzel is in the crew:

- 0-1 Sexy Costume (\$300+5 Rep Points): Model gains the Disarray rule.
- 0-1 Pole Dancer (\$100): Model gains Escape Artist rule.

The following option may be taken only when a model with Name: Duela Dent is in the crew:

- 0-1 Rusty Tools (\$200+2 Rep Points): Model gains the Cruel rule.

The following option may be taken only when a model with Name: Mr. Hammer is in the crew:

- 0-1 Brutal Training (\$150): Model gains the Savage Fighter rule.

PENGUIN CREW

- 0-2 Magazine (\$200): +1 to Ammunition for one weapon.
- 0-2 Grapple-gun (\$300): Model gains the Batclaw/Grapple-gun rule.
- 0-2 Laser Sight (\$150): Model gains the Laser Sight rule.
- 0-2 Camo Vest (\$300): Model gains the Stealth rule.
- 0-2 Radio (\$100): Model can reroll failed Let's Go! rolls.
- 0-1 Backpack (\$100): Model gains the Backpack rule.
- 0-3 Improvised Armor (\$100): Model gains the Hockey Gear rule.
- 0-1 Helmet (\$300): Model gains the Hardened rule.

The following option may be taken only when a model with Name: Oswald C. Cobblepot is in the crew:

- 0-1 Ostentatious Clothes (\$200+2 Rep Points): Model gains the Goad rule.

The following option may be taken only when a model with Alias: Penguin (Arkham Knight) is in the crew:

- 0-1 Grow in the Street (\$150): Model gains Plead rule.

The following option may be taken only when a model with Name: Sickle is in the crew:

- 0-1 Brutal Training (\$100): Model gains the Savage Fighter rule.

BANE CREW

- 0-2 Magazine (\$200): +1 to Ammunition for one weapon.
- 0-2 Grapple-gun (\$300): Model gains the Batclaw/Grapple-gun rule.
- 0-1 Titan Dose (\$100): Model gains one Titan Dose.
- 0-2 Night Vision Goggles (\$200): Model gains the Night Vision rule.
- 0-1 Antidote (\$200): Model is immune to Poison effects.
- 0-2 Venom Dose (\$100): Model gains one Venom Dose.
- 0-1 Backpack (\$100): Model gains the Backpack rule.
- 0-1 Gas Mask (\$150): Model gains the Gas Mask rule.

The following options may be taken only when a model with Name: Bane is in the crew:

- 0-1 Venom Laboratory (\$100+5 Rep Points)* (Can only be purchased by Sidekicks or Free Agents): All model in your crew can use more than 1 Titan Dose per game. This bonus remains in play even if this model is removed from play or leaves the board. Also, the cost of Venom Doses in the equipment list is reduced to \$50.
- 0-2 Venom Applicator (\$100+2 Rep Points): This model can use Titan and Venom Doses on a friendly model in contact.

The following options may be taken only when a model with Name: Bird is in the crew:

- 0-2 Military Progress (\$150) Model gains Veteran rule.

*Equipment marked * cannot be affected by the Broken Equipment rule.*

COURT OF OWLS

The following options may be taken only for Henchman and Free Agents models:

- 0-2 Magazine (\$200): +1 to Ammunition for one weapon.

- 0-2 Climbing Claws (\$200): Model gains the Climbing Claws rule.
- 0-1 Antidote (\$200): Model is immune to the Poison effect.
- 0-2 Camo Vest (\$100): Model gains the Stealth rule.
- 0-1 C-4 (\$300): Model gains the Explosive Gel rule.
- 0-1 Gas Mask (\$150): Model gains the Gas Mask rule.
- 0-1 Grapple-gun (\$400): Model gains the Batclaw/Grapple-gun rule.
- 0-1 Ancient Weapon (\$200): Model's close combat weapon attacks gain CRT: Bleed:1
- 0-3 Genetic Alteration (\$100): Model gains the Fast rule.
- 0-2 Hunter Training (\$200): Model gains the Tracking rule
- 0-2 Ancient Training (\$150): Model gains Master Fighter rule.
- 0-1 Mixed Martial Arts (\$150): Model gains Combat Flip rule.

THE RIDDLER CREW

- 0-2 Magazine (\$200): +1 to Ammunition for one weapon.
- 0-2 Grapple-gun (\$300): Model gains the Batclaw/Grapple-gun rule.
- 0-2 Flare (\$300): Model gains the Flare rule.
- 0-2 Enigma Data-Pack (\$150): Model gains the Distract rule.
- 0-1 Broken Equipment (\$250): Before Phase A of the pre-game sequence choose one item of equipment purchased by the opposing player before the game begins. That item may not be used during the game.
- 0-1 Gas Mask (\$200): Model gains the Gas Mask rule.

The following option may be taken only by models with the Bot trait:

- 0-1 Battle Bot (\$250+3 Rep Points): Model gains the Claws rule.
- 0-1 Shock droid (\$50): Model gains the CRT: Stunned rule.
- 0-1 Improved Chassis MK (\$50): The model gains Tireless rule.

The following option may be taken only when a models with Alias: The Riddler (Arkham Knight) or The Riddler's Mech (Arkham Knight) is in the crew:

- 0-1 Improved Armor (\$250+2Rep points)* (Can only be purchased by the Riddler): Bots in your Crew gain Light Armor Trait.
- 0-1 B.U.C. (Bots Upgraded CPU) (\$100)* (Can only be purchased by the Riddler): The Can you solve this?:X. trait allows you to place to 8 Clue marker instead of 5.
- 0-1 Enhanced Servo-engines (\$150)* (Can only be taken by Riddler's Mech): Riddler's Mech gains +1 to Movement and Combo: Mechanic Claw.*

*Equipment marked * cannot be affected by the Broken Equipment rule.*

MR. FREEZE CREW

- 0-2 Magazine (\$200):+1 to Ammunition for one weapon.
- 0-1 Grapple-gun (\$150): Model gains the Batclaw/Grapple-gun rule.
- 0-2 Bulletproof Vest (\$150): Model gains the Bulletproof Vest rule.
- 0-1 Med-pack (\$300): (Cost 2SC to use) Once per game remove 2 Damage markers from a model in contact with this model.
- 0-1 Scope (\$300): One of the model's ranged weapons gains the Scope rule.
- 0-1 Gas Mask (\$150): Model gains the Gas Mask rule.
- 0-1 Cool Generator (\$300): Model gains the Stop! rule.
- 0-1 Improvised Armor (\$150): Model gains the Hockey Gear rule.

The following option may be taken only when a model with Name: Victor Fries is in the crew:

- 0-1 Freeze Generator (\$150): Model gains Shockwave rule.
- 0-2 Engineer Training (\$100): Model gains Handyman rule.
- 0-1 Cryo-Blast (\$50): model gains Bluff rule.

*Equipment marked * cannot be affected by the Broken Equipment rule.*

MILITIA CREW

- 0-2 Magazine (\$200): +1 to Ammunition for one weapon.
- 0-2 Antidote (\$150): Model is immune to Poison effect.
- 0-1 Titan Dose (\$100): Model gains one Titan Dose.
- 0-1 Neurotoxic Drugs (\$250): Model gains the Fast and Dodge rules.
- 0-2 Camo Vest (\$300): Model gains the Stealth rule.
- 0-3 Gas Mask (\$150): Model gains the Gas Mask rule.
- 0-1 Grapple-gun (\$300): Model gains the Batclaw/Grapple-gun rule.

The following option may be taken only when a model with Alias: Scarecrow (Arkham Knight) is in the crew:

- 0-1 Fear Gas Dispenser (\$250): Model gains the Inspire Fear rule.
- 0-1 Secret Laboratory (\$100+2Rep points)* (Can only be purchased by Scarecrow): Scarecrow Gains the Scientific Trait. At the start of the game you can chose up to 2 henchmen in your crew. These models let you use Scarecrow Inspire Fear from those models position as if Scarecrow would be placed over there. The Willpower roll caused by any Inspire Fear suffers a +2 Penalty to the roll (not cumulative with any Discourage penalty). The Counters lost due to terror rule are chosen by the Scarecrow controller.

The following option may be taken only when a character with Name: Jason Todd is in the crew:

- 0-2 Radio (\$50): Model can reroll failed Let's Go! rolls.
- 0-1 Hidden Magazines (\$200) (Only can be taken by Jason Todd): +1 Magazines to one weapon.
- 0-1 Cybernetic Arms (\$50) (Can only be purchased by the Jason Todd): Gains Reinforced Gloves. rule.
- Arkham Knight Secret Armoury (\$100): One ranged weapon of this model gains the Acid rule.
- 0-1 Hook Pistol (400\$) (Can only be purchased by the Jason Todd, and only if he is the Boss): Gains the Batclaw/Grapplegun and the following ranged weapon:

Electric Hook	★★	1	⊕	⚡	Mechanical / Electric / S.Range / Devastating
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The following option may be taken only when a model with Name: Slade Wilson is in the crew:

- 0-1 Martial Training (\$150): Model gains the Martial Artist and Master Fighter rules.
- 0-1 Contract (\$0)* (Only can be taken by Slade Wilson): Gains rank *Militia (Sidekick)*.

*Equipment marked * cannot be affected by the Broken Equipment rule.*

CENTRAL CITY VILLAINS CREW

- 0-2 Broken Equipment (\$400): Before Phase A of the pre-game sequence choose one item of equipment purchased by the opposing player before the game begins. That item may not be used during the game.
- 0-2 Ancient Weapon (\$200): Model's close combat weapon attacks gain CRT: Bleed:1.
- 0-1 Antidote (\$100): Model is immune to the Poison effect.
- 0-1 Grapple-gun (\$300): Model gains the Batclaw/Grapple-gun rule.
- 0-1 Hunter Training (\$200): Model gains the Tracking rule.

- 0-1 Passage (\$200): Model gains the Undercover rule.
- 0-1 Primal (\$150): Model gains Feral rule.
- 0-1 Neurotoxic Drugs (\$250): Model gains the Fast and Dodge rules.

LEAGUE OF ASSASSINS

- 0-2 Magazine (\$200): +1 to Ammunition for one weapon.
- 0-1 Loyalty Tattoo (\$200): Model gains the Bodyguard rule.
- 0-1 Climbing Claws (\$100): Model gains the Climbing Claws rule.
- 0-1 Trained in the Shadows (\$300): Model gains the Hidden rule.
- 0-1 Gas Mask (\$150): Model gains the Gas Mask rule.
- 0-1 Grapple-gun (\$400): Model gains the Batclaw/Grapple-gun rule.
- 0-2 Combat Bracers (\$150): The model's close combat weapons and unarmed attacks gain the Defensive weapon special rule.
- 0-1 Venom Dose (\$100): Model gains one Venom Dose.
- 0-1 Precise Orders (\$150): model gains Chain of Command.

The following option may be taken only when a model with Name: Ra's Al Ghul is in the crew:

- 0-2 Ancient Weapon (\$150+1 Rep Point): Model's close combat weapon attacks gain CRT: Bleed:1.

The following option may be taken only when a model with Name: Talia Al Ghul is in the crew:

- 0-1 Shadow Training (\$200): Model gains the Undercover rule.

The following option may be taken only when a character with Name: Nyssa Al Ghul is in the crew:

- 0-1 Bow Training (\$100): Model gains the Shooter rule.
- 0-1 Traditional Way (0\$)* (Can only be chosen when Nyssa Al Ghul Arkham Knight is the Boss): this Crew can't recruit models with weapons with firearm or beam rules, instead this Crew Affiliate Henchman can buy this equipment:

- 0-2 Bow (\$150)*: model gain the next weapon:

Bow	♦♦	1	2	Mechanical / Aim
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- 0-2 Katana (\$100+5 Rep Cost)*: model gain the next weapon:

Katana	♦♦	-	-	Handy / Sharp
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The following option may be taken only when a model with Alias: Lady Shiva is in the crew:

- 0-1 Unarmed Combat Training (\$150): Model gains the Close Combat Master rule.

The following option may be taken only when a model with Alias: Cheshire is in the crew:

- 0-1 Poison Training (\$50): Model gains the Poison Master rule.

*Equipment marked * cannot be affected by the Broken Equipment rule.*

GOTHAM CITY SIRENS CREW

- 0-2 Titanic Mutation¹ (\$150): Model gains one Titan Dose.
- 0-1 Sense Mutation¹ (\$100): Model gains the Night Vision rule.
- 0-2 Extra Spores¹ (\$200): +1 to Ammunition for one weapon.
- 0-2 Spikes Mutation¹ (\$200): Model gains the Claws rule.
- 0-1 Luminescent Mutation¹ (\$100): Model gains the Lantern rule.
- 0-1 Large Roots¹ (\$200): Models moving within a 4" radius of this plant suffer Impaired Movement.
- 0-1 Grapple-gun² (\$300): Model gains the Batclaw/Grapple-gun rule.

- 0-1 Camo Vest² (\$300): Model gains the Stealth rule.
- 0-1 Mutation Serum² (\$200+3Rep. points): Model gains the Tough Skin and Desensitized rules.
- 0-2 Mutant alterations² (\$150+2Rep. points): Model gains the Adaptable rule.
- 0-3 Corrosive Blood (\$50): When this model becomes a casualty, all models in Contact must pass an Endurance roll or receive (♠) Damage.

The following option may be taken only when a model with Name: Dr. Pamela Lillian Isley is in the crew:

- 0-1 Modified Pheromones³ (5 rep Points + \$150) (Can only be purchased by Leader, Sidekicks or Free Agents): All models in the crew with the Control Pheromones rules can choose up to 2 enemy models instead of 1 when using the Control Pheromones Trait. (Note: If this model is removed from play, your models lose this Bonus).
- 0-1 Ancient Plants^{1,3} (\$200+40Rep. points): Model gains Large, +1 all Basic Skills except Endurance, +4 Endurance, Tough Skin, and the next Trait:
Millennia-old Roots: The action area radius is increased to 6".

The following option may be taken only when a model with Name: Alec Holland is in the crew:

- 0-1 Passage (\$200): Model gains the Undercover rule.

1 Only Plants can purchase this equipment.

2 Plants cannot purchase this equipment.

3 This Equipment cannot be affected by the Broken Equipment rule.

ORGANIZED CRIME

- 0-3 Magazine (\$150): +1 to Ammunition for one weapon.
- 0-1 Bribe (\$100): Model gains the Informer rule.
- 0-1 Kevlar Vest (\$300): Model gains the Kevlar Vest rule.
- 0-2 Grapple-gun (\$250): Model gains the Batclaw/Grapple-gun rule.
- 0-1 C-4 (\$250): Model gains the Explosive Gel rule.
- 0-1 Gas Mask (\$150): Model gains the Gas Mask rule.
- 0-1 Silencer (\$200): One of the models ranged weapons gains the Silencer rule.
- Mechanic (\$100) Model gains Repairman rule.
- 0-2 Brass Knuckles (\$200): Model gains the Reinforced Gloves rule.
- 0-1 Lock picks (\$100): Model gains the Runaway rule.
- 0-2 Backpack (\$100): Model gains the Backpack rule.
- 0-2 Morphine (\$150): Model gains the Sturdy rule.
- 0-1 Rusty Tools (\$300+3 Rep Points): Model gains the Cruel rule.
- 0-2 Bulletproof Vest (\$150): Model gains the Bulletproof Vest rule.

The following option may be taken only when a model with Name: Roman Sionis is in the crew:

- 0-1 Psychotic (\$150) (Can only be purchased by Black Mask): Gain Protect Me! rule.

The following option may be taken only when a model with Name: Carmine Falcone is in the crew:

- 0-1 High Confidence (\$200): Model gains the Sturdy and Mobster rules.

The following option may be taken only when a model with Name: Salvatore Maroni is in the crew:

- 0-2 Mafia (\$100): Model gains the Criminal rule.

The following options may be taken only for Elite Gangster model:

- 0-1 Old-School Training (\$50): Model gains the Veteran rule.
- 0-1 Loyalty Tattoo (\$100): Model gains the Bodyguard rule.

The following options may be taken only when a model with Name: Harvey Dent is in the crew:

- 0-1 VOTE HARVEY DENT Banner (\$350+5 Rep Points): Your Leader's Inspire rule has a 8" radius instead of 4".
- 0-1 Gunslinger (\$150): model gains Dirty Fighter rule.

The following option may be taken only when a model with Name: Dr. Jervis Tetch is in the crew:

- 0-1 Broken Equipment (\$250): Before Phase A of the pre-game sequence choose one item of equipment purchased by the opposing player before the game begins. That item may not be used during the game.
- 0-2 Weird Device (\$200): Model gains the Goad rule.
- Trained Mind (\$100): Model gains Desensitized rule.
- 0-1 Rhyme with Me (\$200): Model gains Disarray rule.
- 0-3 Masks of Wonderland (\$200): When choosing this equipment, choose only one of the following masks:
 - 0-1 Queen of Hearts mask: model gains Assassin:1 and Order rules.
 - 0-1 White Rabbit mask: model gains Fast and Tireless rules.
 - 0-1 Cheshire Cat mask: model gains Stealth and Climbing Claws rules.

The following option may be taken only when a model with Name: Alexander Joseph Luthor is in the crew:

- 0-2 Jump-Pack (\$400) (Can only be purchased by models with the Cybernetic rule): Model gains the Fly rule.



SCENARIOS

Once you have everything you need to play, it is time to set up a **Batman Miniature Game** scenario! A scenario is a framework for the game, providing the essential information that allows you to set up your scenery, deploy your crew, and achieve the objectives required for victory.

To begin with, players should each roll a D6, rolling off until one player has rolled higher than the other. This player goes first in each of the pre-game sequence steps, detailed below.

PRE-GAME SEQUENCE

A) SCENARIO SELECTION

- A1) Declare all Strategies to be used in the game
- A2) Use any Strategies related to this phase
- A3) Choose or randomly select scenario

B) URBAN FURNITURE

- B1) Use any Strategies related to this phase
- B2) Generate and place Sewers
- B3) Generate and place Lampposts

C) CREWS

- C1) Use any Strategies related to this phase
- C2) Randomly decide who will deploy first
- C3) First player deploys half of their crew
- C4) Second player deploys half of their crew
- C5) First player deploys the remaining members of their crew
- C6) Second player deploys the remaining members of their crew

D) OBJECTIVES

- D1) Use any strategies related to this phase
- D2) Alternate placing Objectives
- D3) Deploy undercover models
- D4) Deploy hidden models
- D5) Deploy seed markers

E) START PLAYING!

THE PRE-GAME SEQUENCE EXPLAINED

A) SCENARIO SELECTION

Once the scenario is selected, the players must agree on how to place all of the terrain elements at their disposal, taking care to decide which, if any, elements can be Manipulated (such as doors, windows, vaults, computer consoles, etc.) and the result/s of doing so, if they are not covered by the scenario rules. It is important that both players agree on the deployment zones and distribution of terrain before the game begins and that neither player is significantly disadvantaged by the terrain.

B) URBAN FURNITURE

In this pre-game phase, players must generate key pieces of urban furniture, which are then placed on the gaming area to provide strategic points for the game.

SEWER MARKERS

Sewer markers are circular markers, mounted on a 30mm base. At the beginning of the game, and before any models are deployed, each player takes 3 Sewer markers, and then take it in turns to place them on the board. Sewer markers may be placed anywhere on the gaming area where the base fits, at least 4" from any other Sewer marker, and no closer than 2" to the edges of the board.

ENTERING AND EXITING SEWERS

To enter a sewer a model must spend 1SC+1MC (as payment for both a Special action and Manipulate action). A model can enter a sewer any time during their activation if they are already in contact with a Sewer marker, or if they move into contact with it during their activation, and pay the Action Counter cost. Then, the model must exit from another sewer: remove the model from the gaming area and place it immediately in contact with another valid Sewer marker (in a position where the model's base will fit, as usual). The model's activation then ends.

Only one model from each crew can enter a Sewer marker in each round.

A model cannot select a Sewer marker to enter or exit from if there are one or more enemy models with the Large or Huge trait in contact with the marker. However, if the model seeking to enter or exit a sewer also has the Large or Huge trait, the opponent must have two Large/Huge models in contact with the marker to block it.

- A KO model can never block a Sewer marker, even if the model is Large or Huge.
- A model can only enter a sewer once per round.
- Air Ducts must be treated by all means as sewers.

LAMPPOSTS

A Lamppost is a scenic element or marker mounted on a 30mm base. At the beginning of the game, and before any models are deployed, each player takes 3 Lampposts, and then take it in turns to place them on the gaming area. Lampposts can be placed anywhere in the gaming area, at least 8" from any other Lamppost marker, and no closer than 2" to any board edge.

Lampposts illuminate an area with a 4" radius measured from the center of the base. You can buy a set of templates from Knight Models to make it easier to determine the light radius.

Lampposts are considered obstacles, and can therefore provide Ping! rolls. A Lamppost marker has a volume height of 3". Lamppost markers can be targeted by attacks, and have a Defense value of 2. If a Lamppost marker is successfully Damaged, remove it from the game.

NB. Lamppost markers can also be Damaged by the 'Just a scratch' rule.

CJ CREWS

Players must divide their crews into two groups, each consisting of the same number of models, or as close as possible. Toss a coin or roll a die to decide who deploys first. The first player to deploy chooses the deployment area and places one full group of models within that area. The other player places one of their groups in the opposing deployment area. Afterwards, the first player places their second group, and, finally, the second player does the same. Some scenarios may vary this order, or have several areas of deployment to choose from; these peculiarities are indicated in each scenario's description. Models should be placed entirely within their deployment area. In some cases models may need to be deployed after standard deployment (such as those with the Hidden or Undercover traits), these models are not taken into account when working out the total number of models in your crew for dividing it into the two groups.



DJ OBJECTIVES

Objectives come in various forms, some of which are described below. Unless otherwise specified, they take the form of markers or small scenic elements mounted on a 30mm base. In this sub-phase, each player chooses 3 Objective markers, but cannot choose more than one of each type. The player that started deploying their crew first places one of their Objectives; then, players take turns to deploy an Objective marker until all of them are placed. Objectives are usually placed in the opponent's deployment area, unless otherwise specified by the scenario rules or the Objective's own rules (as described below). Objectives must be placed at least 2" away from a board edge or marker (including other Objectives). A player cannot deploy Objective markers within 4" of their own deployment area. When placing Objectives, follow this sequence:

1. If the scenario details where to put the Objectives, do so – this overrides the Objective placement special rules.
2. If not (and the scenario indicates that you should use the usual rules), deploy the Objective according to its own special rules.
3. If the Objective has no special rules, deploy it according to the usual Objective deployment rules, above.

A player cannot deploy Objective markers on scenery elements, such as buildings, unless the Objective special rules specifically allow it.

Objective markers cannot be removed from the playing area unless the Objective or scenario rules state otherwise, although some can be carried. They cannot be placed or carried inside sewers. If a model carrying an Objective wishes to enter a sewer, the Objective must be dropped outside, next to the Sewer marker.

CONTROLLING OBJECTIVES

In order to control any Objective, you must have at least one model in contact with it, with no enemy models in contact with either the Objective marker, or with your model models but not the other. (For example, if you have two models in contact with an Objective model, and the enemy moves a model into contact with one of yours, models but not the other the second model still controls the Objective). Control of Objective markers is based on the final position of every model at the end of the round, during the Recount phase. Models that are KO can never control or dispute the control of Objectives. Models may control enemy objectives even if they cannot score VP from them.

Each Objective states how many Victory Points (VPs) it grants, how they are granted, and who can score them.

Loot (1VP to the player who controls it):

Loot markers are deployed up to 8" away from any enemy deployment zone, on neutral ground. Loot can be carried by any model. A model carrying a Loot marker is considered to be controlling it. To pick up Loot, a model must Manipulate the Objective marker. If a model wishes to move while carrying Loot, they must spend 1 additional MC before the move. A model can only carry one Loot marker at a time. Models may drop the Loot marker any time, and Loot markers may be stolen like weapons with the appropriate special rules.

If a model carrying a Loot marker drops it or becomes KO or a Casualty, place the Loot marker in base contact with the model where they became KO or in base contact with the model prior to removing it as a Casualty.

Riddle (Variable VPs to the player that solves it): Riddle markers are always taken in pairs – if a player chooses a Riddle as one of their Objectives, they therefore take two markers rather than one. Riddle markers must be deployed at the same time and up to 8” away from any enemy deployment zone, on neutral ground. A model may attempt to solve a Riddle once per round. To attempt to solve a Riddle, a model must be in contact with the marker, and must Manipulate it. Roll 1D6 on the table below. When trying to solve an opposing player’s Riddle marker, your models suffer a -1 penalty to their roll on the table. Regardless of whether or not the roll is successful, the Riddle marker is removed from play. A model cannot Manipulate more than 1 Riddle marker in the same round.

RIDDLE SOLUTION TABLE	
1D6	RESULT
0-1	Confounded!: The model is defeated by Nigma’s fiendish riddle. The model suffers 1(♠).
2-3	Failure: The model gives up. Nothing happens.
4-5	Solved: The model works out the solution. The owner of the model scores 2VP.
6	Inspired Solution: The model solves the Riddle and strikes a blow to Nigma’s plans! The owner of the model scores 4VP.

NB. Rolls on the Riddle Solution table may be re-rolled if your model has the Detective trait. In addition, models with the Mastermind trait may roll 2 dice and choose the best result.

Ammo Crates (3VP to its owner when they control it): Ammo Crate markers are treated as obstacles with a volume height of ½” for the purposes of providing a Ping! roll. A model standing in contact with an Ammo Crate marker may Manipulate it during its activation, immediately restoring an Ammo Magazine used earlier in the game (see Ammo). A model can Manipulate an Ammo Crate marker only once per round.

Titan Container (2VP to its owner when they control it): Titan Container markers are treated as small obstacles with a volume height of ½” for the purposes of providing a Ping! roll. A model standing in contact with a Titan Container marker may Manipulate it during its activation, immediately gaining 1 Titan Dose (see Traits). A model can Manipulate a Titan Container only once per round.

Medical Supplies (3VP to its owner when they control it): Medical Supplies markers are treated as small obstacles with a volume height of ½” for the purposes of providing a Ping! roll. A model standing in contact with a Medical Supplies marker may Manipulate it during its activation, immediately gaining 1 Narcotics Dose (see Traits). A character can Manipulate a Medical Supplies only once per round.

WayneTech High Technology (2VP to the player who controls it): WayneTech High Technology markers are treated as small obstacles with a volume height of ½” for the purposes of providing a Ping! roll. This marker is deployed up to 8” away from any enemy deployment zone, on neutral ground. A model standing in contact with a WayneTech High Technology marker may Manipulate it during its activation, immediately gaining 1 High-Tech Gadget. A model can Manipulate a WayneTech High Technology only once per round.

LEXCORP

INDUSTRIES



High-Tech Gadget: A model can use a High-Tech Gadget at the start of the Raise the Plan Phase. High-Tech Gadget is considered destroyed when used. Take a D6 roll (a model with the Scientific trait can reroll the die). The model gains one of the following traits until the end of the round: 1-2: Power Armor; 3-4: Disruptor; 5-6: Grapple Gun.

Ace Chemicals (1VP to its owner when they control it): Ace Chemicals markers are always taken in pairs – if a player chooses it they therefore take two markers rather than one. Ace Chemicals markers are treated as small obstacles with a volume height of $\frac{1}{2}$ " for the purposes of providing a Ping! roll. Ace Chemicals markers must be deployed at the same time and up to 8" away from any enemy deployment zone, on neutral ground. A model standing in contact with an Ace Chemicals marker can Manipulate it during their activation. If they do so, their next close combat attack gains the Poison effect.

Fire Drum (2VP to the player who controls it): Fire Drum markers are treated as small obstacles with a volume height of $\frac{1}{2}$ " for the purposes of providing a Ping! roll. Fire Drum markers are deployed up to 8" away from any enemy deployment zone, on neutral ground. A model standing in contact with a Fire Drum can Manipulate it during their activation. If they do so, their next close combat attack gains the Fire/1 effect. A Fire Drum illuminates an area with a 2" radius measured from the center of the marker.

Contraband (Variable VPs to the player who controls it): Contraband are treated as small obstacles with a volume height of ½” for the purposes of providing a Ping! roll. Contraband markers are deployed up to 8” away from any enemy deployment zone, on neutral ground. In the Recount phase, if a model controls this objective roll on the table:

1D6	RESULT
1	Trap!: All models in contact with this marker suffer (♠).
2	This is no good...: Nothing happens.
3	Umm, it’s shiny: The controlling player scores 1VP.
4	Look at this weapon!?: The controlling player scores 2VP. During the next round, one model in contact with the marker gains +1 to all Hit and Damage rolls.
5	It’s Payday, guys: The controlling player scores 2VP. During the next round all models in contact with the marker gain +1 to Willpower.
6	I’m Rich!: The controlling player scores 3VP.

NB. Rolls on this table may be re-rolled if a friendly model in contact with the marker has the *Pickpocket* or *Handyman* trait.

Safe Boxes (Awards 1VP to the player who controls it): Safe Box markers are always taken in pairs – if a player chooses Safe Boxes as one of his objectives, he therefore takes two markers rather than one. Safe Boxes are treated as small obstacles with a volume height of 1” for the purposes of providing a Ping! roll. Safe Boxes markers are deployed up to 8” away from any enemy deployment zone, on neutral ground.

Bat-Signal (Variable VP): Only the Brave & the Bold Crew can choose this objective. A Bat-Signal Marker be deployed anywhere in the opponent’s deployment zone, including on scenery. If there are no deployment zones, the opponent may place the Bat-Signal anywhere on the playing surface. A Bat-Signal is treated as a small obstacles with a volume height of 1” for the purposes of providing a Ping! roll. The Bat-Signal starts in the ‘Off’ state. A Model can manipulate a Bat-Signal to change its status to On or Off. on/off. At the end of the round, if the Bat-Signal is On, the owner Scores 3VP, if the Bat-Signal is Off each opponent Scores 1VP. This objective cannot be affected by strategies.

Joker’s Gas Canister (1VP to it’s owner when they control it): Only Joker’s Crew can choose this objective. Joker’s Gas Canister markers are always taken in pairs. Joker’s Gas Canister are treated as small obstacles with a volume height of 1” for the purposes of providing a Ping! roll. When a model is activated within 2” of a Joker’s Gas Canister marker, it must take a Willpower roll. If the model fails the roll, it suffers 1 Injury Damage (♠) with the Gas rule. This objective cannot be affected by strategies.

E) START PLAYING

Begin the game with Phase 1: Take the Lead, and then follow the turn sequence, as detailed before.

END GAME

The game finishes at the end of the round indicated in the scenario rules, or if the opposing crew has Run Away.

RUN AWAY

At the end of each round, total up the Reputation cost of all models in a crew either removed as Casualties or currently KO. If those models total 70% or more of the crew's starting total, the player controlling that crew must choose one of their models still standing and immediately take a Willpower roll on its behalf. If the roll is passed, continue playing as normal for another round. If the roll is failed, the entire crew flees the battle, and the game ends immediately. When a crew flees, the opposing player takes 4VP for each round yet to be played, unless both sides Run Away during the same round, in which case the game is a draw.

Example: *Batman has helped the GCPD give the Joker's thugs a thorough mauling. The Joker's crew has lost more than 210 Reputation already, which is more than 70% of its starting value of 300. At the end of the round, only Joker's Daughter remains to take the Willpower roll on 2D6 to remain in the game. Fumbling the roll with a massive score of 11, Joker's Daughter's nerve breaks, and she is removed from play at once. As this was round 5 of a 6-round scenario, Batman's side gains an extra 4VPs too.*

CASUALTIES AND FIRST KO VPS

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 a 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 selected during the game.

MODEL RANK	KO	CASUALTY	TOTAL
Legend	6	4	10
Leader	4	2	6
Vehicle	4	2	6
Sidekick	2	2	4
Free Agent	3	1	4
Henchman	1	1	2

WINNING THE GAME AND VICTORY POINTS

When the game ends, the player with most VPs is the winner. At the end of each round, during the Recount phase, players must add any VPs awarded by Objectives and/or Casualties to their running total. At the end of the game, add up all VPs obtained during each round to determine the winner.



BANDS EQUIVALENCE

SECOND EDITION	LOGO	FIRST EDITION
BRAVE & THE BOLD		BATMAN, GREEN ARROW, LAW FORCES
JOKER		JOKER
GOTHAM CITY SIRENS		POISON IVY
BANE		BANE
UNKNOWN		UNKNOWN
MR. FREEZE		MR. FREEZE
COURT OF OWLS		COURT OF OWLS
THE RIDDLER		THE RIDDLER
MILITIA		SCARECROW
CENTRAL CITY VILLAINS		GRODD
LEAGUE OF ASSASSINS		LEAGUE OF SHADOWS
THE PENGUIN		THE PENGUIN
ORGANIZED CRIME		ORGANIZED CRIME, TWO-FACE, BLACK MASK, LEX CORP, WONDERLAND GANG

SCENARIO 1: ARRIVAL

The crews fight over the arrival of valuable goods from the black market.

Game Length: 6 Rounds

OBJECTIVES

All objectives must be placed in the 12" square central zone (see map).

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 1VP instead.

First Strike: 1VP to the first player to make an enemy model become KO or be removed as a casualty.



SCENARIO 2: PLUNDER

Two crews know the location of a supply delivery or a reserve of goods of incalculable value and have to hurry if they want to get it before their rivals.

Game Length: 6 Rounds.

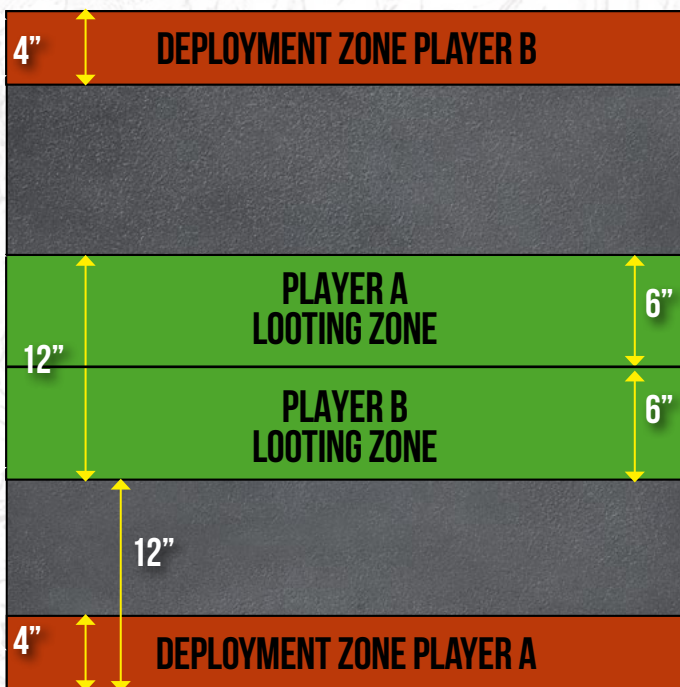
OBJECTIVES

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

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 at least one of your own objectives.



SCENARIO 3: PATROL

Every crew works hard to protect its territory. And when the timing is right, they make a raid on their rivals, too, to let them know who's boss!

Game Length: 6 Rounds

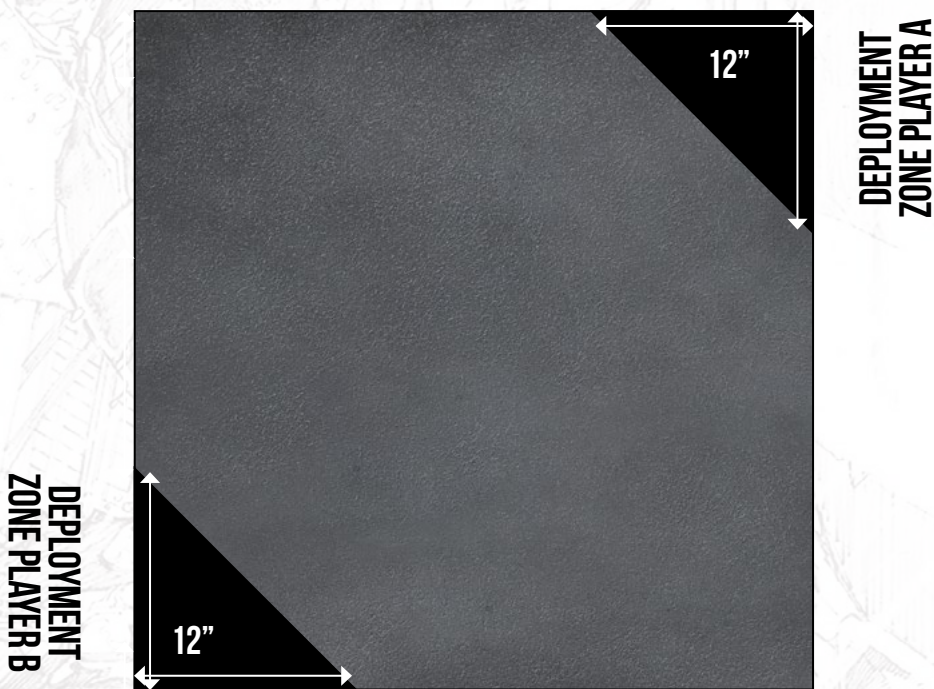
OBJECTIVES

Objective markers are placed as per the normal rules.

BONUS VPS

Diversion: 3VPs to any player who has at least one model in the enemy's deployment zone when the game ends. This model may not be the Boss, nor may he be KO.

Noise!: 1VP to the first player to strike an enemy model.



SCENARIO 4: SKIRMISH

The time for trash-talking is over. Two gangs have decided to settle their differences on the city streets, no matter how much chaos ensues.

Game Length: 6 Rounds

OBJECTIVES

Objective markers are placed as per the normal rules.

BONUS VPS

Bring me his Head! 3VPs to any player if their opponent's Boss is KO or a casualty when the game ends.

Teach them a Lesson! 2 VP to any player if, when the game ends, the combined Reputation value of casualties from the opponent's crew is equal to or more than 50% its total Reputation.



SCENARIO 5: SECURE THE AREA

A crew has decided to expand its territory, making an audacious grab for a key city objective. However, their rivals aim to stop them at all costs, and take the territory for themselves.

Game Length: 6 Rounds

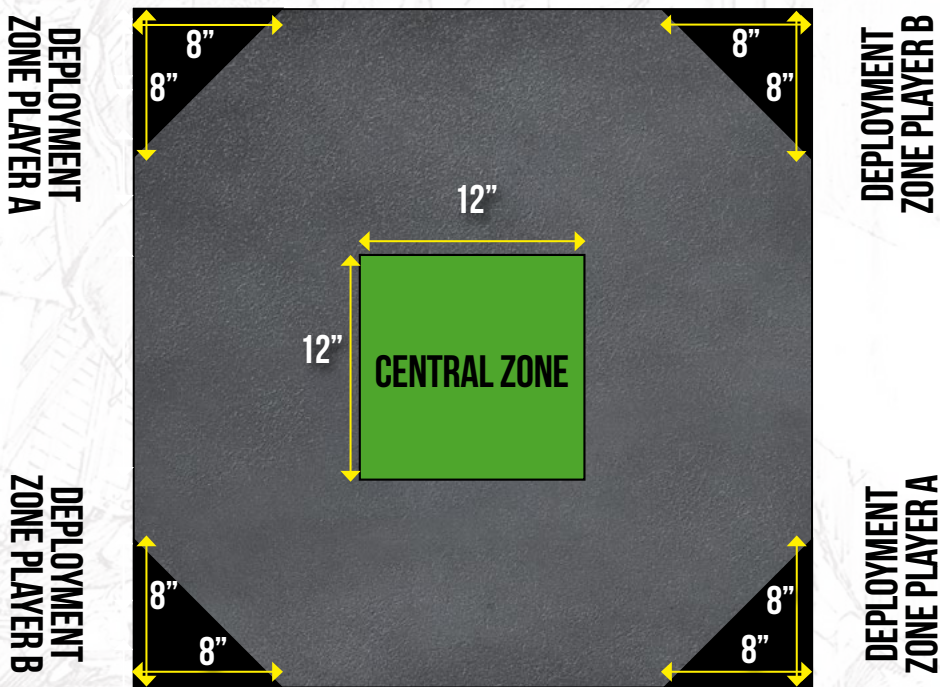
OBJECTIVES

Each player must place one Objective marker in an enemy deployment zone, and another in the central zone. All remaining 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 1VP instead.

Teach them a Lesson! 2 VPs to any player if, when the game ends, the combined Reputation value of casualties from the opponent's crew is equal to or more than 50% its total Reputation.



Special Deployment: Each player divides his crew into two groups as normal. However, players must take it in turns placing alternate groups into each of their deployment zones.

SCENARIO 6: AMBUSH

It seemed like a routine patrol through the city, but suddenly one crew finds itself surrounded by enemies. They must fight for their lives to escape.

Game Length: 6 Rounds

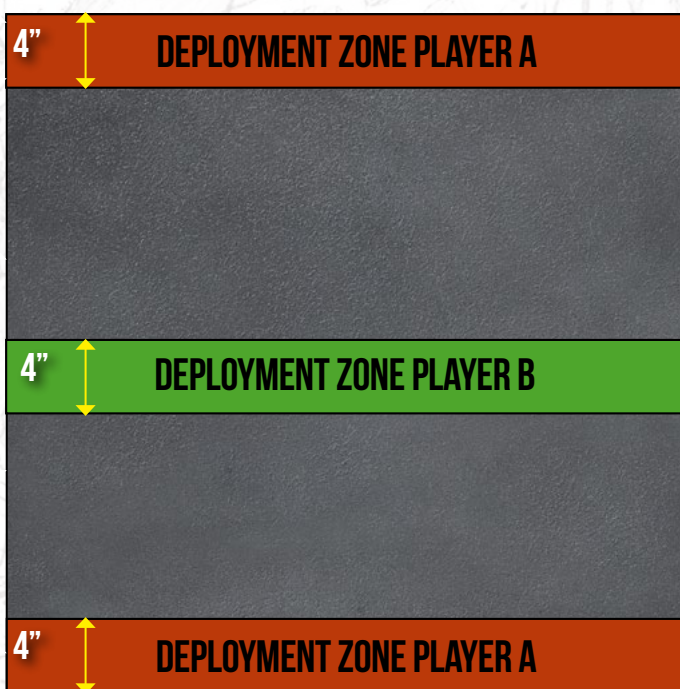
OBJECTIVES

Crew B must place an Objective marker in each of its enemy's two deployment zones. All other objectives are placed as normal.

BONUS VPS

Bring me his Head! 3VPs to any player if their opponent's Boss is KO or a casualty when the game ends.

First Strike! 1VP to the first player to make an enemy model KO or a casualty.



Special Deployment: The two crews must be nominated Attacker (Crew A) and Defender (Crew B). Crew A will always be the crew with the highest number of models. If both crews have the same number of models, flip a coin or roll a die to decide which is which. The Attacker splits their crew into two equal-sized groups, and deploys one in each of their deployment zones. The Defender then places all of their models in the central zone.