

COMPENDIUM

This section collects together all of the special traits, weapon special rules, effects, special attack forms, and strategies that make the Batman Miniature Game so compelling and tactically diverse.

SPECIAL TRAITS

Traits provide models with various special rules. These are an exception to the basic rules and always take precedence over them where there is a conflict. In order to benefit from a trait, the model must, of course, possess it (it will be listed on the model's Character Card). Additionally, some traits require you to spend a variable number of Action Counters of specific types to activate the ability – any associated cost will usually be indicated next to the trait's name in the list below, as well as on the Character Card. In these cases, the model must still have enough Action Counters left to spend in the appropriate categories in order to trigger the trait's effect.

When a model activates a trait, it only benefits from that trait's effect during its own activation, unless otherwise specified. The only exception is Passive traits, which can be activated during other models' activations. Finally, if a trait affects friendly models within a certain range, the model using the trait is also included, unless otherwise specified.

ONE USE ONLY

Many traits contain the sentence 'One use only' at the beginning of their description. This simply means that the model may use this trait only once per game.

DOSES

Several traits contain the keyword 'Dose'. This simply means that the model can use the trait once for each Dose it possesses. For example, if a model has 2 Venom Doses, it can use it twice during the game. Each time a model gains a Dose, it may use the ability one more time if the model is able to do so. A model may only use one Dose per round.

A CHALLENGE FOR YOU

At the start of the game (before taking the lead) you can switch the position of two enemy Objective markers of any kind.

ABSOLUTE POWER

If this model is your crew's Boss, you can hire Henchmen with the Cop trait, regardless of their Affiliation. When this model uses the Inspire rule, it doubles the range.

ACROBAT

This model gains +1" to its basic movement distance. It does not treat a Jump as Impaired Movement. This model does not spend any MC to Jump, or to get up after being Knocked Down. It can move 'through' other models as though they weren't there, but cannot end its move on another model. Models with Acrobat can use the Dodging Ranged Attacks rule.

ADAPTABLE

At the beginning of the Raise the Plan phase, the player controlling this model must choose between the Attack, Defense or Movement basic skills. The model receives +1 to the chosen skill until the end of the round.

ADDICT

This model may use Doses (of any kind) belonging to a friendly model in contact, as if the Dose were its own.

AFFINITY (MODEL)

This model shares a special affinity with another character. This model can be recruited as a Free Agent by the crew that includes the model named in parentheses. S/he may be recruited by that crew even if they have the Leader or Sidekick rank, and the crew already includes its maximum number of those ranks (this model's rank is effectively changed to Free agent for the purposes of configuring the crew). Recruiting this model does not allow a further use of the trait (if, for example, another character has an Affinity to this model).

AGGRESSIVE SCHIZOPHRENIA (MENTAL DISORDER)

If this model is in contact with another model (friend or foe) at the beginning of its activation, they must attack – they take a single close combat strike against each model in contact, at no cost in AC. Once the attack is resolved, this model may continue its turn normally. This attack doesn't count towards the limit of Attack actions a model can make during an activation.

AGILE

When this model suffers Falling Damage, make an Agility Roll. If successful, the model takes no Damage and ignores the Knocked Down effect.

AIR SUPPORT (2SC)

Place the Explosion template anywhere on the table. During this round, the area under the template is considered to be under the effect of Lights.

AMAZON

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

AMAZON LINEAGE

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

AMAZON PRINCESS

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

AMPHIBIOUS

This model does not suffer Impaired Movement when moving through Difficult Ground elements that are considered water (i.e. rivers, swamps, canals, ponds, etc.). This Model can enter a Sewer by spending only 1MC.

ANGER MANAGEMENT (MENTAL DISORDER)

When performing a ranged attack, this model must always select the closest model in line of sight, friend or foe, as the target.

ANIMAL

This model gains a bonus of +2" to its basic move distance. When it moves, it can ignore obstacles up to 2" high, but cannot Climb or Jump. If this model suffers the Fire effect, at the beginning of the Recount phase (before resolving the effect) make a Willpower roll (which cannot be rerolled). If this roll is failed, the model cannot move in the following round. This model cannot purchase equipment.

ARCHIE

This model is not deployed as normal at the start of the game. Once per game, at the start of the Raise the Plan phase of any round, you may place this model anywhere on the table that is not inside a building, as long as there is enough space for the model's base to fit.

ARKHAM ASYLUM DOCTOR (1SC)

All friendly models with a Mental Disorder trait within 4" of this model (but not the activated model itself) gain 1 free additional Action Counter. This counter is immediately placed in Movement, Attack or Defense. This bonus counter may take the number of assigned Action Counters above the model's normal maximum. This model can use this rule once per round.

ARREST (1MC+1SC)

When in contact with a KO, non-vehicle model, this model may immediately remove the KO model from the game as a Casualty.

ARROGANT

This model may only be recruited if it has the highest Reputation value of all models in the crew.

ASSASSIN X

If this model removes an enemy Boss as a casualty, immediately gain an extra 'X' Victory Points.

ASSISTANCE

While a friendly Robin (Boy Wonder) is in play, this model gains +1 Willpower. If a friendly Robin (Boy Wonder) is removed as a Casualty, this model gains +1 Strength until the end of the game.

ATOMICA

When this model attacks an enemy non-vehicle model, before rolling to hit, the enemy model must pass an Agility roll. If it fails, it suffers -1 Defense until the end of the round.

ATTORNEY'S ALLEGATION (2SC)

One Use Only. All friendly Henchman within 8" gain 2 free Action Counters. These counters are immediately allocated to Movement, Attack, Defense or Special.

AUTOREPAIR/X

In the Recount phase after calculating VPs, this model rolls 1D6. On a result of X+ remove a Damage counter from this model.

AVERSION: (MODEL)

This model cannot be hired in the same crew as the specified model.

BACKPACK

This model can move with a Loot Objective marker without paying the 1MC cost.

BAT-ARMOR MK I

Roll 1D6 for each hit you suffer, before the attacker makes Damage rolls. On a result of 5+ the hit is ignored.

BAT-ARMOR MK II

Roll 1D6 for each hit you suffer, before the attacker makes Damage rolls. On a result of 6+ the hit is ignored. In addition, this model gains +1" to its basic movement distance.

BAT-ARMOR MK III

Roll 1D6 for each hit you suffer, before the attacker makes Damage rolls. On a result of 5+ the hit is ignored. In addition, if this model has moved this activation, it can make close combat attacks against enemies up to 2" away in line of sight (ignore all traits that improve the model's line of sight, such as Total Vision, for the purpose of these attacks).

BAT CAPE (1SC, PASSIVE)

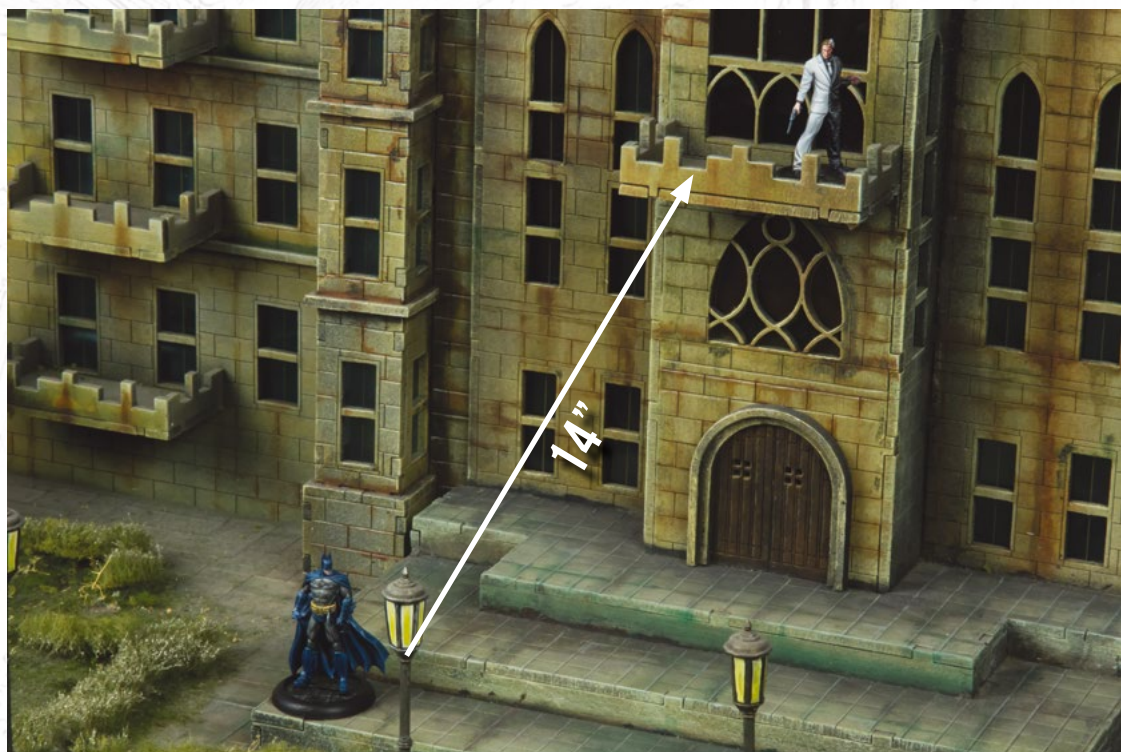
As long as it is able to spend a Special Counter, the model will not take Damage, be Knocked Down, nor become a Casualty as a result of Falling or Jumping. In addition, the model may Leap Down without spending the MC, and without using any of its total movement allowance.

BATCLAW/GRAPPLE GUN (1MC+1SC)

Once per round, during this activation, this model gains +8" to its basic movement distance, and can move in any direction (including vertically). The model can move over other models, obstacles and Difficult Ground without extra cost or penalty. However, the model cannot use this rule in two consecutive activations.

BATMOBILE SYNCHRONIZER

If Batman (Ben Affleck) drives this Batmobile, the Batmobile does not lose RoF for moving. Instead, if the Batmobile moves, the Twin Minigun gains the Imprecise special rule until the end of the turn.



Two-Face occupies a balcony within 14" of Batman. In order to reach his enemy, Batman spends 1MC to add 2" to his basic movement distance, and another MC plus 1SC to activate the Batclaw, adding another 8", for a total of 14". Two-Face gets a nasty surprise...

BATPOD

This model gains +8" to its basic movement distance. It can neither jump, climb, nor can it enter Sewers. At the beginning of the Raise the Plan phase, you may remove this model from the Game and replace it with Batman (The Dark Knight Rises). If you do this, swap the Character Card, maintaining all damage and effect markers. Place the new model in a position previously occupied by the Batpod.

BIPOLAR (MENTAL DISORDER)

At the beginning of this model's activation, roll a die or flip a coin. If the result is even/heads, this model gets 1 extra Action Counter to spend during the round. If the result is odd/tails the model loses an Action Counter instead!

BLOODTHIRSTY (MENTAL DISORDER)

During the Raise the Plan phase, if this model has at least 1 Damage marker of any kind, it gains 1 extra Action Counter to use during the round, which must be allocated to Attack.

BLUFF (1SC)

Choose an enemy model within line of sight, no further than 6" away. The target reduces its Attack by 1 until the end of the round. If multiple models with this trait target the same model, the effect is not cumulative. This model can use this trait only once per round.

BODYGUARD (1SC, PASSIVE)

If a friendly model with the Leader or Sidekick rank within 2" of this model and Line of Sight is hit by an attack (of any kind), this model takes the hit instead.

BONEBREAKER (1SC)

Until the end of the current round, this model's unarmed strikes have CRT (♠♠).

BOSS'S ORDERS (2SC)

Until the end of the round, all friendly Henchmen within 8" of this model gain +1 to their Hit rolls in close combat. This model can use this trait only once per round.

BOT BOMB (2SC)

Once per round, choose one of your models with the Bot trait to explode. Center the Explosion template over the bot. There is no need to roll to hit. This is an Explosive attack with Strength 4+ and Damage (♠♠). Once the attack is resolved, remove the Bot as a Casualty.

BOT

This model cannot recover from KO or recover Stun damage in the Recount phase. However, Firearms, Mechanical and Beam weapons damage this model on a result of 4+ instead of their usual specified score. In addition, this model cannot use Doses of any kind, and is immune to the Enervating, Hypnotize, Poison, Scared and Terror effects.

BOT MECHANIC (2SC)

Target a model with the Bot trait within 4" and in Line of Sight. Remove up to 3 Damage markers from that model. A model can use this trait only once per round.

BOY WONDER

Enemy models cannot reroll Hit rolls against this model granted by the Handy rule.

BRACELETS OF SUBMISSION

The first time this model is hit by an enemy ranged attack in each round, it may make an Agility roll. If successful, one hit is canceled. This Agility roll takes place before any Dodging Ranged Attacks attempts.

BRUTAL

This Trait allows the model to reroll the Collateral Damage dice (the second result must be accepted, even if it worse than the first).

BULLET TIME (3SC)

One use only. This model can attack twice during its activation, with different ranged weapons. Each Attack must be paid for as usual (2AC) and consumes an Ammunition magazine. This model doesn't lose RoF this round for firing after moving. However, the model cannot Crouch in the same round that it uses this ability.

BULLETPROOF VEST

Firearms weapons require a 4+ to Damage a model with this Trait, instead of the usual 2+.

BUSINESS AGENT

When this model is recruited, add \$350 to the crew's available Funding.

CANARY CRY (2SC)

Place the Spray template in base contact with this model – all models whose volume lies partially or wholly beneath it will receive one automatic hit with the Sonic special rule. Affected models must pass a Willpower roll or take (◆) Damage and become Stunned. This action doesn't count as an attack action. A model can use this trait only once per round.

CANNIBAL

When this model causes a non-vehicle enemy a Casualty in close combat, remove up to 2 Damage markers of any kind from its Character Card.

CAN YOU SOLVE THIS? X+ (1SC)

Once per round this model can attempt to place a friendly Clue marker. Roll a dice – on a result of X+, place a Clue Marker in contact, if it won't fit, the marker is lost. A Clue marker cannot be placed within either player's deployment area, or within 4" of any other Clue marker, friendly or enemy. No more than five friendly Clue markers may be placed on the board at any one time. In the Recount phase, your side scores 1 VP for each friendly Clue marker in play. A model in contact with a Clue marker can remove it from the game with a Manipulate action.

CATCHER GEAR

Enemies attacking this model never benefit from the Heavy weapon special rule.

CHAIN OF COMMAND

When its crew's Boss becomes a Casualty, this model gains the Leader rank. If more than one model in the crew has this trait, the controlling player must choose which is affected.

CHILL TOUCH

Unarmed close combat attacks made by this model deal (◆) and have CRT: Cooled.

CHAOTIC FRIENDS

Friendly models with the Gotham City Siren trait in this model's crew gain the Unpredictable rule until the end of the game.

CHAOTIC PLANNER

Each time you use a strategy, roll 1D6. On a result of 1, the strategy is cancelled.

CHARISMATIC

A crew that includes this model can recruit 1 additional Free Agent, ignoring the usual restrictions.

CHARM

Whenever this model becomes the target of a close combat attack, the attacker must pass a Willpower roll or the attack automatically fails.

CHLOROKINESIS (1SC)

Once per round, this model can be removed from one point inside of an action zone of a plant and placed at another point in the same action zone.

CLAWS

This model's Unarmed attacks inflict Damage (◆★).

CLAY BODY

When this model uses the Charge special attack it only costs 1SC. In addition, this model is immune to the Steal effect.

CLIMBING CLAWS

This model never suffers Impaired Movement when Climbing. In addition, the model may end its movement at any point on a climbable surface, such as on the side of a wall. Make the model's end position clear to the opposing player if it is not possible to physically place the model there.

CLOSE COMBAT MASTER

When fighting Unarmed, this model may reroll failed Hit rolls in close combat.

CLUE LAUNCHER

If the Riddler is driving this vehicle and uses the Can You Solve This? trait, the Clue marker can be placed within 4" and in LoS of this model.

COMBAT FLIP (1SC)

This ability may be used when the model is in contact with an enemy. Move this model up to 3". This model can use this trait once per turn.

COMBAT-MODE (3MC)

Until the end of the round, this vehicle can move in any direction while moving, not just straight forward.

COMBO: (WEAPON)

For every 2 AC spent using the specified weapon, this model may strike 3 times.

COMMISSIONER

Friendly models within 8" can use the Arrest rule by spending only 1MC.

CONCEALMENT (1MC+1SC)

Until the end of the round in which this ability is used, enemy models can only see this model if it is in contact with them. This ability works even when the model is within the area of effect of a Light. However, the model is still subject to other rules that aid detection, such as Total Vision or Superior Sense of Smell, etc. This model can be affected by templates, but cannot be targeted directly.

CONFUSION (2SC)

Once per round, this model can target a non-vehicle enemy model within its line of sight, and no further than 8" away. Reduce the target model's Attack and Defense ratings by 1. Also, the target cannot spend SC this round. Both effects last until the end of the round.

CONTROL PHEROMONES (3SC)

A model with this Trait may choose a non-vehicle enemy model within its line of sight and no further than 5" away. The target immediately suffers the Hypnotize effect. A model can use this trait once per round.

COP

This model gains +1 to Hit rolls against models with the Criminal trait.

CORRUPT

If this model is included your crew, you can recruit up to 3 Henchmen with the Cop trait. Additional models in the crew with this trait have no further effect.

COUNTER ATTACK (1SC) (PASSIVE)

Once this trait is activated, for the rest of the round this model may make one strike against an attacker for each successful Block roll it makes against that attacker (to a maximum equal to the number of successful strikes the attacker made). These Counter Strikes take place immediately, thus they are resolved before the normal sequence of play resumes.

COUNTERMEASURES

This model gains one of the following rules at the start of each activation, until its next activation: Stealth, Night Vision, Ignore the Anti-tank rule.

COURT OF OWLS CREW

This crew can only hire models with Court of Owls (🦉) affiliation.

COWARD'S REWARD (1SC)

Until the end of the round, when an enemy model in contact with this model wishes to move away, it must first pass an Agility roll or suffer (🔴) damage.

CRIMINAL

The first time that this model makes an enemy model KO or Casualty, it receives +1 Willpower until the end of the game.

CRIMINOLOGY

All enemy models within 12" of this model lose the Runaway trait.

CRITICAL STRIKE (1SC)

When striking an enemy model in close combat, before rolling for damage, the Collateral die isn't rolled and is automatically a 6.

CRUEL (2SC)

Choose a non-vehicle, KO enemy in contact. That model is removed from play as a Casualty.

CYBERNETIC

This model gains +1 to its Block attempts, and can reroll Recovery rolls.

CYCLOPS

This model's ranged attacks gain the Imprecise rule when the target is more than 8" away.

DADDY'S GIRRRRL

If this model starts her activation within 6" of a Leader, she gains an extra Attack counter. This may take the number of Attack Counters above the usual maximum.

DEATH MARKS

The first Casualty inflicted by this model in the game gives 1 extra VP to its crew.

DEATH OR EXILE (2SC)

Target one KO, non-vehicle model within 8". The targeted model is removed as a Casualty.

DEATH PACK

If the target of this model's close combat attacks is already in contact with one or more other friendly models with this trait, this model gains +1 to Hit rolls and one free attack dice against that target.

DELIRIUM

This model cannot make recovery rolls at the end of the round (for example, to remove a (★) or recover from KO).

DEMORALIZE (1SC)

All enemy Henchmen within 6" lose 1 Action Counter of your choice. This model can use this trait only once per round.

DEMOTIVATE (2SC)

Pick a target model within 8" and line of sight. The model must pass a Willpower roll or immediately lose up to 2 Action Counters of your choice.

DESENSITIZED

This model does not reduce its number of Action Counters as it accumulates Damage markers. This trait have priority over another traits who affects the accumulation of damage.

DETECTIVE

For each Detective model you have in play, you may cancel one of your opponent's 'passes' at the beginning of each round.

DETECTIVE MODE

This model does not suffer the Blind effect and can see through Smoke.

DIRECT CONNECTION TO THE SPEED FORCE

This model may reroll the Paradox roll.

DIRTY FIGHTER

This model can use ranged weapons even if it is in contact with enemy models. If it uses a ranged weapon to target an enemy model in contact, it gains +1 to its Hit rolls.

DIRTY MONEY

If this model is the Boss, its crew has an extra \$300 in its Funding stash than is normal for the game size.

DISARRAY (1SC)

Once per turn, this model may change the position of 2 Action Counters on the Character Card of a non-vehicle enemy model in line of sight.

DISCOURAGE (2SC)

Once per round, this model can choose a non-vehicle enemy model within line of sight. The target model must reduce its Willpower by 2 until the end of the next Raise the Plan phase.

DISRUPTOR (2SC)

Target one enemy model within 8" and in line of sight. The target cannot use ranged weapons with the Firearm or Beam rule until the end of the round.

DISTRACT (1SC)

Target one enemy model within 4" and in line of sight. The target reduces its Defense by 1 until the end of the round. If multiple models with this trait target the same model, the effect is not cumulative. A model can use this trait only once per round.

DISTURB (1SC)

Choose one model in line of sight. That model's Action Counters cannot be reallocated during this round (even by a trait such as Disarray, for example).

DODGE

This model can use the Dodging Ranged Attacks rule.

DOLLOTRONS

When you recruit Professor Pyg, you must also recruit three Dollotron models, at no additional Reputation cost.

DUELIST

While in contact with only one enemy model, this model may reroll failed Hit rolls in close combat.

DUKE OF DUALITY

When the controlling player of this model gains any number of VP, flip a coin or roll a D6: if the result is 'heads' (or an even number) gain an additional VP, if not, gain one less VP.

ECHOLOCAION (1SC)

Until the end of the round, this model is immune to the Smoke effect. In addition, this model may see at any distance, limited only by line of sight and intervening scenery.

ECM

All light sources within 6" of this model become canceled (effectively illuminating an area of 0").

ELECTRIC HANDSHAKE (3SC)

Choose a model in contact. The target model must pass a Willpower roll or suffer the Stunned effect.

ELITE: TYPE

Your crew can only include 1 Elite model of each type, unless you also include the Elite Boss: Type.

ELITE BOSS: TYPE

If your crew includes a model with this trait, you may ignore the trait of Elite models of the same type as the Elite Boss.

ELUSIVE (1MC, PASSIVE)

This model may spend 1MC to reroll a Ping!

EMP

This model rerolls failed Damage rolls against models with the Cybernetic, Bot or Robot traits, and against models with the Vehicle rank.

ENEMIES OF THE COURT

While this model is in play, your crew gains 1 additional VP each time an enemy model becomes a Casualty.

ENERGY FIELD

Roll 1D6 for each hit this model suffers from a ranged attack (before the attacker takes Damage rolls). On a result of 5+, the hit is ignored.

ENHANCED VISION

This model can see at any distance and ignores the Concealment trait. In addition, the model is immune to the Blind effect.

ESCAPE ARTIST

Enemies may not make Grab special attacks against this model.

EXCLUSIVE DRIVER X

Only X can be the driver of this Vehicle.

EXHAUSTIVE PLANNER

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

EXPENDABLE

Your opponent cannot score VPs for making this model KO.

EXPERIMENTAL AMMO

This model can't manipulate Ammo Crates (or the SWAT Van).

EXPERT MARKSMAN

This model's ranged attack targets suffer a -1 penalty to their Ping! rolls.

EXPLOSIVE GEL

A model with Explosive Gel may Manipulate a lamppost, sewer, dumpster, phone booth, or other item of urban furniture (at a cost of 1MC as usual). When he does so, place a Gel marker on it. This model may then choose to destroy the marked item and remove it from the game spending by 1SC at any time during any of its activations. Note that Explosive Gel may not be used to destroy Objective markers.

EXTREMELY MUTATED

This model cannot buy more than one item of equipment.

FAST

This model gains +2" to its basic movement distance.

FEINT (1SC)

Target a single enemy model in contact and make an Agility roll – if successful, the target cannot Block this model's attacks until the end of the round.

FERAL

This model gains +1 to Hit rolls when attempting a Grab attack in close combat.

FEROCIOUS

When this model attempts a Push attack in close combat, they do not have to spend SC.

FLAK ARMOR

This model is immune to damage caused by weapons with the Explosive and/or Expansive rules.

FLARE (1MC)

One use only. The entire gaming area is under the effect of Light until the end of round.

FLY (1MC+1SC)

Once per round, during this activation this model gains +8" to its basic movement distance and can move in any direction (including vertically). The model can move over other models, obstacles and Difficult Ground without extra cost or penalty. When this model suffers a Fall, reduce the result on the Falling chart by one step.



Hawkman spends 1SC + 1MC to Fly. As he can travel 12" in any direction, ignoring intervening models and terrain, he opts to move straight up, landing on the platform of the water tower.

FLYING HIGH (1MC+3SC)

One use only. This model gains +20" to its basic movement distance and can move in any direction (including vertically). The model can move over other models, obstacles and Difficult Ground without extra cost or penalty.

FOLLOW ME! (1SC)

All friendly Henchmen within 4" of this model (but not the activated model itself) gain 1 free MC. This MC may take the number of assigned Action Counters above the normal maximum. A model can use this trait only once per round.

FOOTBALL GEAR

Enemies attacking this model never benefit from the Sharp and Heavy weapon special rules.

FOR THE FAMILY (1SC) (PASSIVE)

If a friendly Carmine Falcone within 2" and line of sight of this model is hit by an attack (of any kind), this model takes the hit instead. This Trait can't be used against attacks by models with Name: Selina Kyle.

FULLY EQUIPPED

This model can purchase any equipment listed for Jason Todd even if it comes from a different crew's equipment list.

FUNNY BOMB (1AC+1SC)

Treat this ability as a ranged attack action. Center the Explosion template over this model. There is no need to roll to hit. This is an Explosive attack with Strength 3+ and Damage (♦★). Once the attack is resolved, remove this model as a Casualty.

GAS MASK

This model ignores Damage and effects caused by any attack (weapon or trait) with the Gas special rule.

GET 'EM (1SC)

One friendly Henchman within 8" and line of sight of this model gains 2AC.

GOAD (1SC)

Target one enemy non-vehicle model within 8" and line of sight, the target must make a Willpower roll. If the roll is failed, you may move the enemy model up to 2", following all of the usual Movement rules. During this movement, you cannot force the target to Fall, nor may you spend any of its Action Counters. You may not target the same model more than once per activation.

GOD KILLER

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

GOOD AIM (1SC)

By spending 1SC, this model can move and fire (or fire and move) when using a weapon with the Aim weapon special rule. In addition, the model gains +1 to hit rolls with ranged attacks until the end of the round. A model can use this trait only once per round.

GOTHAM CITY SIREN

One use only. Target another friendly model with this trait within 4" – the target gains 1 Action Counter. This may take the number of assigned Action Counters above a model's normal maximum.

GREED

The only Objectives this model can control are Loot and Safe Boxes.

GREEN TRAVEL (2MC+2SC)

One use only. This model may be placed up to 16" from its starting position. A model may not perform any other movement action in the same round that it uses Green Travel.

GRIN TWINS

This model gains +1 to Attack, Defense and Willpower while there is at least one other friendly model in play with this trait.

GUNMAN (2SC)

Until the end of the round, when this model makes a ranged attack, it can make 2 ranged attacks instead of 1. Each Attack consumes an Ammunition Magazine as usual. The two attacks can be performed with different weapons.

HACKING (1SC)

Once per turn this model may change the position of 2 Action Counters on the Character Card of an enemy model with the Bot, Robot or Cybernetic Trait.

HANDYMAN

This model does not have to spend MC to Manipulate an object. In addition, if the Handyman is in contact with a damaged or Broken vehicle at the end of the Recount phase, he may spend 1SC to attempt to repair the vehicle. Roll a D6 – on a 4+, the vehicle removes 1 ★.

HARD DRIVING

For each two Action Counters spent in the same Basic Skill, this model has -1 Handling in the next Raise the Plan phase (can be cumulative).

HARD GUYS

If this model is the Boss, all friendly Henchman with the Reinforced Gloves trait or Brass Knuckles weapon may reroll failed Damage rolls.

HARDENED

Each round, the first Injury Damage marker (♣) inflicted on this model becomes a Stun Damage marker (★) instead.

HATES: CREW/S

This model can never be hired with the specified crew/s.

HATES HUMANITY

This model cannot be affected by friendly models' traits.

HEAVY ARMOR

Damage rolls against this model suffer a -3 penalty.

HEIR TO THE COWL

During the crew configuration, if there is no model with the Alias 'Batman' (any version) in the same crew, this model changes its Rank to Leader.

HENCHMAN BOMB (2SC)

One use only. Choose one friendly Henchman model you hired and center an Explosion template on it. There is no need to roll to hit. This is an Explosive attack with Strength 2+ and Damage (♣♣♣). After resolving this attack, the chosen Henchman is removed as a casualty.

HEROIC (1SC)

Target any one friendly model on the board. That model immediately gains 1 Action Counter of your choice. This may take the number of assigned Action Counters above a model's normal maximum. A model can use this trait once per round.

HIDDEN

After Objectives have been placed (at the end of the pre-game phase D), this model may be deployed anywhere in the playing area. The model must be placed more than 4" away from any Objective and out of line of sight of any enemy model or at least 12" away from them. If this is not possible, this model should be deployed in the usual deployment zone.

HIDDEN BOSS

When your crew's Leader becomes a Casualty, this model gains +1 Willpower and the Leader Rank until the end of the game.

HIDDEN SNIPER (2AC)

Select a target that this model can see, and that is also within 12" of any board edge. The target receives a Ranged Attack ignoring the Ping! rule. This attack has RoF 2, Damage (♦♦) and the Firearm rule. This model can use this trait once per round. This trait can't be used during the first round of the game.

HOCKEY GEAR

Enemies attacking this model never benefit from the Sharp weapon special rule.

HOVER (1MC)

When this ability is activated, place a Hover marker on the character card. The model is in Hover mode for the rest of the round. While a model is in Hover mode, they can only be hit in close combat on a natural result of 6. A model with a Hover marker cannot benefit from the Ping! or Crouch rules. If a model with a Hover marker becomes KO, Knocked Down, Paralyzed, Pinned Down or Stunned, it receives (♦♦) in addition to any other effects, and immediately loses the Hover mode. At the beginning of the Raise the Plan phase, the model loses the Hover mode.

HUGE

These models are usually a lot bigger than a standard human, so they are subject to the following special rules:

- Huge models have a base size of 60mm.
- The model gains +3" to its basic movement distance.
- A Huge model cannot be Pushed or Grabbed, and cannot be Knocked Down in close combat except by attacks from models that also have the Large or Huge trait.
- Huge models suffer a -2 penalty to their Ping! rolls.
- Huge models gain the Charge special attack and can reroll Endurance rolls.

I BELIEVE IN HARVEY DENT

If this model is the Boss, friendly henchmen roll a die or flip a coin at the beginning of their activations, if the result is even/heads that model immediately allocates 1 extra Action Counter.

I KNOW WHAT I'M DOING

Once per game, this model can ignore the result on the Paradox table. The Speed Power still fails.

ICE FLASH (2SC)

Select a target model within 10" and line of sight. The target must pass an Endurance roll, or become subject to the Cooled effect. If the target passes the Endurance roll, it still suffers -1 to Defense until the end of the round, and loses 1MC. This model can use this trait once per round.

IMMORTAL

This model doesn't award VPs to opponents when it is removed as a Casualty.

INCORPOREAL (1SC)

Until the end of the round, this model is immune to Stun Damage (★). The model can move ‘through’ other models and scenery as though they weren’t there, but cannot end its move over another model or inside solid scenery.

INFORMER

As long as this model is in play, and provided it’s not KO, the crew gains one additional Pass on Activation.

INSPIRE (1SC)

All friendly Henchmen within 4” of this model (but not the activated model itself) gain 1 free additional Action Counter (it may be assigned to Movement, Attack, Defense or Special). This may take the number of assigned Action Counters above a Henchman’s normal maximum. A model can use this trait only once per round.

INSPIRE FEAR (2SC)

Select an enemy non-vehicle model within 4” and line of sight. The target must pass a Willpower roll. If it fails, compare the amount that it failed by with the Fear Chart below to determine the effects.

FEAR CHART

DIFFERENCE ON THE WILLPOWER ROLL	
RESULT	EFFECT
1 or 2	Scared
3 or 4	Scared + Terror 1
5 or 6	Scared + Terror 2
7	Scared + Terror 3
8 or More	Model becomes Casualty; +1VP

INSTINCTIVE SHOOTING (1SC)

Until the end of the round, this model can move and its weapons can still be used at full RoF.

INTIMIDATE (2SC)

Target an enemy non-vehicle model within 8” and line of sight. For the rest of the round, the target cannot spend SC and cannot reroll Willpower. A model can use this trait once per round.

INTIMIDATION (1SC)

Target an enemy non-vehicle model within 8” and line of sight. The target must make a Willpower roll. If they fail, they can’t make close combat attacks for the rest of the round. A model can use this trait only once per round.

INVALUABLE

When this model becomes a Casualty, the opponent gains 1 additional VP.

INVULNERABILITY (X)

This model is immune to CRT: Casualty. In addition, the first ‘X’ Damage markers received by this model during each round are ignored.

I WILL BREAK YOU

When you hire this model, chose one of the following options:

- Bane gains +3 Extra Venom Doses.
- Bane gains Exhaustive Planner and +1 to Willpower.
- Bane Gains Close Combat Master.

JOKER’S GAS (2SC)

All models within 4” must pass an Endurance roll or suffer Enervating/1 and (♦) Damage. A model can use this trait once per round.

JOY FOR THE VICTORY

While this model is in play its crew can't be affected by the Run Away rule (they can't flee). In addition, Friendly models within 8" have -1 to their Willpower rolls.

JUDGMENT

When this model makes an enemy model KO, flip a coin or roll a D6: if the result is 'heads' (or an even number) remove the enemy model as a Casualty.

JUMP UP

If this model suffers the Knocked Down effect, it can lose 1 action counter to ignore the effect.

KAOS AGENT

Before the start of the game, remove 1 of each of your opponents' dice or counters from the bag or container you use to Take the Lead. This can make the game end before the established Round Limit. In addition, all Henchmen in this model's crew gain the Trickster trait until the end of the game.

KAPOW!!! (1SC)

Until the end of its activation this model's Unarmed strikes gain +1 to hit rolls and CRT: (★★★). A model can use this trait only once per round.

KEVLAR VEST

Whenever this model takes Damage, reduce the total number of Damage markers it receives by 1, to a minimum of 1. You may choose which marker is ignored.

KILL THEM! (1SC)

All friendly Henchmen within 4" of this model (but not the activated model itself) gain 1 free Attack Counter. This AC may take the number of assigned Action Counters above a Henchman's normal maximum. A model can use this trait only once per round.

KRYPTONIAN/X

A model with this trait gains a number of rules determined by the trait's level (X), see below. A model with this trait can Push, Grab and Knock Down a model with the Large trait even if it is not itself Large or Huge.

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

TABLE 1: NIGHT RULES	
LEVEL	KRYPTONIAN RULES
1	Fast, Invulnerability/1, Natural Immunities.
2	Fast, Invulnerability/2, Natural Immunities, Super Jump.
3	Fast, Fly, Invulnerability/3, Natural Immunities.
4	Fast, Fly, Invulnerability/3, Natural Immunities, Tough Skin.
5	Fast, Fly, Hover, Fly High, Invulnerability/4, Natural Immunities, Tough Skin.
6	Fast, Fly, Hover, Fly High, Invulnerability/5, Natural Immunities, Tough Skin.

TABLE 2: DAY RULES

LEVEL	KRYPTONIAN RULES
1	Fast, Invulnerability/2, Natural Immunities.
2	Fast, Invulnerability/3, Natural Immunities, Regeneration, Super Jump.
3	Fast, Fly, Invulnerability/4, Natural Immunities, Regeneration.
4	Fast, Fly, Invulnerability/4, Natural Immunities, Regeneration, Swift, Tough Skin.
5	Fast, Fly, Hover, Fly High, Invulnerability/5, Natural Immunities, Regeneration, Swift, Tough Skin.
6	Fast, Fly, Hover, Fly High, Invulnerability/6, Natural Immunities, Regeneration, Swift, Tough Skin.

KRYPTONITE

While a model with this trait is within 4” of a model with the Kryptonian trait, the Kryptonian model loses the Invulnerability and Regeneration traits (if they possess them).

LANTERN (1SC)

If this model is not in contact with an enemy model, it can illuminate (see Light) an area of 2” radius around itself (measured from the center of its base). This ability lasts until the end of the round.

LARGE

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

- Large models have a base size of 40mm.
- The model gains +2” to its basic movement distance.
- A Large model cannot be Pushed or Grabbed, and cannot be Knocked Down in close combat except by attacks from models that also have the Large or Huge trait.
- Large models suffer a -1 penalty to all their Ping! rolls.
- Large models gain the Charge special attack, and can reroll Endurance rolls.

LASER SIGHT (1MC)

Target one model in line of sight. The target counts as being under the effect of Light until the end of the round, or until the target moves or changes its current position.

LAZY COUSINS

This model suffers -1 to its Willpower skill if there are no other models with this trait in play.

LEADERSHIP

All friendly models within 8” of this model may reroll Willpower rolls.



LET'S GO! (1SC, PASSIVE)

When a friendly Henchman ends its activation, roll a die. On a 4+, you may immediately activate this model who has not yet been activated this round. This model activates without giving the opposing player the chance to activate one of his models in between. When this model has finished its turn, subsequent models with the Let's Go! trait may also attempt to activate, incurring a -1 penalty to the die each time (so the third model in a row activates on a 5+, the fourth and all subsequent model on a 6). A result of 6 is always a success.

LIGHT ARMOR

Damage rolls against this model suffer a -1 penalty.

LIVING LEGEND

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

In addition, once per round, when a trait specifies this model as a target, you may cancel the use of that trait. A crew that includes a Living Legend loses one Pass on Activation each round, if applicable.

LONG GUNS

If this model is the Boss, select up to three friendly Henchmen with ranged weapons with the Short Range and Firearm rules. Those weapons replace the Short Range rule with the Medium Range rule. These models must be selected before Pre-Game Phase C.

LORD OF BUSINESS

If this model is the Boss, its crew has an extra \$500 in its Funding stash than is normal for the game size, and may choose one more Objective: Loot than normal.

LORD OF THE SEWERS

This model does not count towards the maximum number of models that can enter Sewers during a round. This model may deploy in contact with any Sewer Marker. In addition, this model's Crew generates 1 extra Sewer marker. Once per game, this model can exit from a Sewer marker without ending its activation.

LUCK (1SC, PASSIVE)

This model may spend 1SC to reroll any single die that he has rolled, for whatever reason.

LUNATIC LAUGH (2SC)

All non-vehicle models within 4" of this model (but not this model itself) lose 1 Action Counter (of their choice).

MAGIC TATTOOS

This model is immune to the Steal and Fire effects.

MAKE THEM PERFECT

This model may perform a Grab special attack without paying the SC cost.

MAN OF STEEL

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

MARTIAL ARTIST

This model ignores the penalty for being Outnumbered in combat.

MARTIAL EXPERT

This model causes a Critical on a collateral result of 4, 5, or 6, not just 6.

MASTER CRIMINAL

All friendly Henchmen with the Criminal trait benefit from a +1 bonus to their Hit rolls when making attacks.

MASTER FIGHTER

This model gets a +1 bonus to its Hit rolls when making Unarmed attacks.

MASTER MARKSMAN

This model can reroll failed Hit rolls when making ranged attacks.

MASTER OF STEALTH

Enemies can only see this model if it is within 6". It is still subject to rules that aid detection, such as Light, Total Vision, etc. When this model uses the Sneak Attack special attack, it gains +1 to its Hit rolls.

MASTERMIND

Before the start of the game, add 1 extra die or counter representing your crew to the bag or container you use to Take the Lead.

MEDIC (2SC)

This model may remove (●) or (★★) markers from a friendly non-vehicle model in contact. This trait may not be used if this model is also in contact with an enemy. The model with the Medic trait may not use the ability on itself. During a round in which a model recovers from KO using this ability it will not have an activation or be able to generate any counters.

MEDIUM ARMOR

Damage rolls against this model suffer a -2 penalty.

MENACE (2SC)

Enemy models must spend 1 additional Action Counter to attack this model, in close combat or at range. This effect lasts until the end of the round.

MENTAL DOMINANCE (2SC)

Once per turn, this model may change the position of 4 Action Counters on an enemy non-vehicle model's Character Card in line of sight.

MERCENARY

You can only recruit this model in a League of Assassins Crew if a model with Name: Bane is also included in the crew.

MILITARY TRADITION (2SC)

Friendly models with the Veteran trait (excluding this model) within 8" can move up to 2" immediately. This model can use this trait once per round.

MILLIONAIRE

This model's crew gains an additional \$400 Funding.

MIND BLAST (2SC)

Target a non-vehicle model within 8" and line of sight. The target must pass a Willpower roll or receive (●●) damage. A model can use this trait once per round.

MIND CONTROL (2SC)

Choose a non-vehicle enemy model within 8" and line of sight. The target immediately suffers the Hypnotize effect. In addition, if the target fails the Willpower roll, it loses 1 Action Counter of your choice. A model can use this trait once per round.

MIND CONTROL DEVICE (2SC)

Choose a non-vehicle enemy model within 8" and line of sight. The target immediately suffers the Hypnotize effect. If the target fails the Willpower roll, gain 1 VP. A model can use this trait once per round.

MINE (1MC+1SC)

Place a Mine marker (30mm diameter) in base contact with this model. The model may subsequently move away, leaving the marker in place. When a Vehicle moves into contact with the marker, immediately perform a Strength 1+ Damage roll against it. If the roll is successful, the vehicle suffers (◆◆◆), and the marker is removed from play. If the roll fails remove the Mine Marker. A model may only place two Mine markers in a game, so make a note when they are used.

MINION

This model can be hired up to three times in a crew, regardless of its name.

MIXED COMBAT STYLE (2SC)

The model may perform a close combat attack action and a free ranged attack action in the same activation this round (no Action Counters are required for the ranged attack).

MOB

All models in the same crew as this model gain a +1 bonus to their **Let's Go!** rolls.

MOBSTER

When attacking an Outnumbered model in close combat, this model makes an additional strike at no AC cost.

MONITORING DEVICE (1SC)

This model gains Total Vision and its ranged weapons gain Remote Controlled until the end of the round.

MORAL COMPASS

As long as this model is in play and not KO, none of your models may use Coup de Grâce.

MORTAL KISS (2SC)

If this model successfully performs a Grab attack against a non-vehicle model and damages the target, remove the target model as Casualty.

MULTIFIRE (2SC)

When using a ranged weapon, this model gains +2 to the weapon's Rate of Fire. The model cannot move in the same round that it uses this ability. A model can use this trait once per round.

MULTITASK

When you hire this model, choose one of the following options:

- Explorer: Gain the Undercover trait and +1 Movement.
- Hacker: Gain +1 Willpower. Also gains Computer Intrusion (1SC): Once per turn this model may change the position of 2 Action Counters on the Character Card of an enemy model within 8", as long as the target has the Bot, Robot or Cybernetic trait.
- Defensor: Gain +2 to Endurance. Also gains Force Field (1SC): Target friendly model in base contact benefits from a Ping! roll until the end of the round, even if it is not behind cover.
- Fighter: Gains +1 Attack, +1 Defense and the Claws trait.

MULTIVERSE TELEPORTATION DEVICE

This model is not deployed as normal at the start of the game. At the start of the Raise the Plan phase of the second round, place this model anywhere on the board (but not inside a building or similar enclosed space), as long as there is enough space for the model's volume to fit.

NARCOTIC DOSE (DOSE)

A model may use a Narcotics Dose at the beginning of the Raise the Plan phase. If it does so, the model gains the Desensitized trait until the end of the round.

NATURAL IMMUNITIES

This model cannot be affected by the Blind, Poison or Steal effects.

NEGATIVE SPEED FORCE

While this model is in play, the Speed Force Pool maximum is reduced by 2.

NIGHT VISION

This model may see at any distance, limited only by line of sight and intervening scenery.

NO MERCY!!!

All friendly Henchmen have CRT: (♠) Damage.

NON-LETHAL AMMO

When this model attacks non-vehicle models with its ranged weapons, all (♠) damage becomes (★) damage.

OBJECTIVES? PUZZLES EVERYWHERE!!!

A crew that includes this model does not follow the normal rules for placing Objectives during Phase D of the Pre-Game Sequence. Instead, this crew uses Clue markers to obtain VPs.

OBSESSIVE (MENTAL DISORDER)

If this model selects the same target for all of its attacks in a single activation, it gains +1 to Damage rolls of this attack.

OBSTINATE

This model's Action Counters cannot be reallocated/swapped by other models.

OCD (MENTAL DISORDER)

If this model selects the same target for all of its attacks in a single activation, it gains +1 to Hit rolls to this attack.

ONE-ARMED

This model suffers a -1 penalty to Block rolls.

ONE OF THE BOYS

This model can use the Let's Go! trait (treat the model like a Henchman for the purposes of this rule).

ONE-SHOT GUN (2AC+2SC)

One use only. Instead of attacking, this model may choose an enemy model within 8" and line of sight. The target automatically receives one Hit, with Damage (♠♠♠), and CRT: (♠♠♠). This ability is considered a ranged weapon with the Firearm rule, so all rules, traits and abilities that relate to it are in effect – line of sight, Ping! rolls and abilities that affect Firearms (such as Bulletproof vests, and Disruptors).

ORDER (1SC)

This model may use an Order on another friendly model within line of sight. The chosen model can immediately reallocate up to 2 Action Counters on its Character Card.

OUTLAW FIELD COMMANDER (1SC)

Choose one friendly model within 4" and line of sight. That model gains 1 Action Counter. This may take the number of assigned Action Counters above a model's normal maximum. A model can use this trait once per round.

PAINFUL EMPATHY (1SC)

Transfer up to (◆◆) Damage markers from a friendly non-vehicle model in line of sight to this model. If any Damage marker is moved in this way, this model gains +1 to Attack and Defense until the end of the round. A model can use this trait only once per round.

PANDA COSTUME

This model must spend 2 Action Counters to stand up.

PARANOID (MENTAL DISORDER)

If this model has at least 1 Damage marker on its Character Card, then during the Raise the Plan phase it gains 1 free Action Counter, which must immediately be allocated to Defense.

PERFECT CREATIONS

If a friendly Professor Pyg is removed from the game as a Casualty, all friendly Dollotrons are removed as well. Dollotrons do not award VP for being made KO or becoming a Casualty. If a friendly Professor Pyg within 2" of this model and LoS is hit by an attack (of any kind), this model can spend 1SC to take the hit instead. Dollotrons can only be hired with Professor Pyg.

PERSUASIVE (1AC+1SC)

At the end of this model's activation, nominate any enemy model in line of sight that is yet to activate this round. That model must be the next to activate. The opponent can't use a Pass to ignore this rule. A model can use this trait once per round.

PICKPOCKET

This model may perform a Manipulate action while in contact with a KO model. If it does so, immediately follow the rules for the Steal effect.

PLANNING THE MOVE

All friendly models with the Gotham City Siren rule in this model's crew (but not this model itself) gain the Primary Target X trait until the end of the game, where X is the Objective of your choice.

PLANT

A crew can recruit up to three Plants for every 200 Reputation points, or parts thereof, of the crew limit. Each Plant recruited to your crew grants you two Seed markers (30mm diameter).

Plants are not deployed as usual, instead follow the rules below. After Objectives and all other models have been placed, deploy the seed markers at any point on the tabletop at least 2" away from any other marker (including Sewers, Lampposts, Objectives, etc.).

At the beginning of any Raise the Plan phase, you may replace one or more Seed markers with one of your Plants (place them one by one if you want to replace more than one Plant). Once placed, the Plant is treated as a normal model in your crew.

If a Plant gets Knocked Out, remove it immediately from the game as a Casualty.

Plants can only be Pushed by Large or Huge models. If they are successfully Pushed, it is removed as a Casualty.

A Plant's basic movement distance is 0, and it cannot use MCs.

Plants do not grant VPs in the usual way. Instead, the total VPs earned for removing a plant as a Casualty is always 1.

Plants have a 4" 'action area' radius. Within that radius, Plants are able to attack in close combat (no line of sight is needed), and prevent enemy models from controlling objectives.

Plants can't control objectives or Manipulate.

Plants are immune to Poison, Knocked-Down, Hypnotize and Blind effects.

PLAY NICE!

All friendly Henchmen in this model's crew gain the Bluff trait.

PLEAD (2SC)

Choose one enemy non-vehicle model within 4" and line of sight of this model. The target must pass a Willpower roll or be unable to attack this model this round.

POISON IMMUNITY

This model cannot be affected by the Poison effect.

POISON MASTER

To remove Poison markers inflicted by this model, the poisoned model must roll 3 dice instead of 2 and ignore the lowest result.

POLLUTION HATE

This model cannot enter Sewers.

POSSESSED

When this model is the Boss you can recruit up to three Henchman with any Affiliation (as long as they don't have the Bot or Cybernetic traits). Their Affiliation is assumed to be the same as this model. However, Henchmen hired in this way lose -1 Willpower and gain the Self-Discipline trait if they do not have it already.

POWER ARMOR (PASSIVE)

You can spend SC to ignore 1 Damage marker received per each SC used. Damage rolls against this model always suffer a -1 penalty.

POWER ARMOR MKII (PASSIVE)

You can spend SC to ignore 1 Damage marker received per each SC used. In addition, this model is Immune to CRT.

POWER DAMPENING (1SC)

All models within 4" of this model lose the Incorporeal and Invulnerability traits until the end of the round.

PRECISE AIM (1SC)

If this model has not moved, it can activate this ability to gain a +2 bonus to ranged attack rolls. This model may not move after using Precise Aim. A model can use this trait once per round.

PRIMARY TARGET: TYPE

Before starting the game, choose 1 Objective in play of the indicated Type. If this model controls it at the end of a round, it awards 1 additional VP.

PROTECT ME! (1SC, PASSIVE)

If this model is hit by an enemy attack (close combat or ranged), you may nominate a friendly non-vehicle model within 2" and line of sight to take the attack instead. Resolve any Damage and/or effects against the nominated model.

PSYCHIATRIST (1SC)

All friendly Henchmen models within 8" and line of sight of this model, with a Mental Disorder trait, gain +1 to their Attack and Defense skills. These bonuses last until the end of the next Raise the Plan phase. A model can use this trait once per round.

PSYCHO

This model's Willpower skill is never reduced under any circumstance or by the effect of any rule. However, the model still loses Action Counters as a result of accumulated Damage markers as usual.

PSYCHOLOGIST

This model gains 2VP when it Manipulates a Riddle; no roll is needed. In addition, it can perform the sub-trait, Psychoanalysis.

Psychoanalysis (1SC): Target a model, friend or foe, within 8" and line of sight, and who is also subject to any Mental Disorder Trait. The target ignores the effects of their Mental Disorder until the end of the round.

PUBLIC RESOURCES

If this model is in your crew, you may place one additional Lamppost and Sewer marker before the game starts. In addition, add \$300 to the crew's available Funding.

PUZZLE MASTER

This model gains 4VP when it Manipulates a Riddle; no roll is needed. In addition, while this model is in play, enemy models cannot reroll when Manipulating a Riddle under any circumstances.

PYROMANIA (MENTAL DISORDER)

If, at the beginning of its activation, this model can see a model with a Fire marker, this model gains 1 Action Counter.

QUIZ MASTER

You can repeat the Objective: Riddle. Each Riddle objective you take let you to place 3 Riddle Markers instead of 2.

RADIO

This model can reroll failed Let's Go! rolls.

RAISED IN THE SEWERS

This model does not count towards the limit of models that can enter in the Sewers during a round.

RANGED MASTER

This model gains +1 bonus to its Hit rolls when using ranged attacks.

RAPID FIRE (1SC)

When using a ranged weapon, this model gains +1 to the weapon's Rate of Fire. If the model moves, it still gains this bonus. A model can use this trait once per activation

REANIMATED OWL

This model can reroll failed rolls to recover from KO. When this model becomes a Casualty, however, the opponent gains +1 VP.

REFLEXES

This model can reroll failed Agility rolls.

REGENERATION (1SC)

When this ability is used, remove any one Damage marker from the model. A model can use this trait once per round.

REGRETS

At the start of each of this model's activations, it must pass a Willpower roll or be unable to make any attack or use Flaming Wave during this round.

REINFORCED GLOVES

This model's Unarmed attacks inflict Damage (★★).

REPAIRMAN (1SC)

Remove 1 Damage counter from a target vehicle in contact.

RESILIENT

This model can reroll failed Endurance rolls.

RETRACTABLE CLAWS

This model's Unarmed attacks inflict Damage (♣★) and have the Sharp weapon special rule.

REVENGE (1SC)

All friendly Henchmen within 8" gains 1AC. This may take the number of assigned Attack Counters above a model's normal maximum.

Ricochet (1SC)

After this model successfully hits with a ranged attack, whether or not the attack causes Damage, select another model within 2" and line of sight of the target. Perform a free ranged attack against this second target with the same weapon, ignoring line of sight and range. A model can use this trait once per round.

RIDDLER BOTS

When you hire a model with the trait 'Can you solve this?/X', this trait changes to Autorepair/X (X is the value of the 'Can you solve this?' trait) and Multitask.

ROOTS (2SC)

Target an enemy model within 8" and line of sight. The target model must pass an Agility roll or become Pinned Down until the end of the round.

RUNAWAY

This model is immune to the Arrest trait.

SAFE HANDS

This model is immune to the Steal effect.

SAPPER (2SC)

Once per game, this model may place a marker (30mm diameter) in base contact. The marker has Defense 2, Endurance 4, and is treated as a small obstacle that provides Ping!

SAVAGE FIGHTER

This model gains +1 to Hit rolls when attempting a Push attack in close combat.

SCHEMING (X)

If this model is in the crew that Raises the Plan first, the controlling player can nominate X number of models to Raise their Plan after all opposing players have done so. If your opponent uses this rule and you also have a model with the Scheming trait, you may reduce the number of models they nominated by X.

SCIENTIFIC

This model gains +1 to its Special skill. If this model is removed as a casualty, it awards 1 additional VP to the enemy.

SEARCHER

Before the game starts, your opponent loses 1 Strategy point.

SELF-DESTRUCTION (1AC+1SC)

Treat this ability as a ranged attack action. Center an Explosion template on this model. There is no need to roll to hit. This is an Explosive attack with Strength 2+ and Damage (♣★). After resolving this attack, remove this model as a casualty.

SELF-DISCIPLINE

This character cannot be controlled by an opponent (for example, by means of an ability that inflicts the Hypnotize effect).

SHARPSHOOTER

Ranged attacks made by this model ignore the Ping! rule.

SHOCKWAVE (1SC)

When this ability is used, remove 1MC from all enemy models within 4" of this model.

SHOOTER

When this model performs ranged attacks against targets within 8", the target does not benefit from the Ping! rule.

SMALL

This model gains a +1 bonus to its Ping! rolls.

SMUGGLER

When this model is recruited, its crew can buy equipment listed as Magazines and Radio at half of the cost.

SNEAKING

At the start of the Recount phase, this model can move up to 2", using the rules for normal movement (but with no cost in MC).

SOUL ARMOR (3SC)

One use only. Remove up to 2 Damage marker (any type) from this model.

SPEEDSTER X

This model can use Speed Force Powers, and has a maximum reserve of X Speed Force counters. A Speedster model gains +2" to its basic movement distance. The model does not treat Difficult Ground and Climbing as Impaired Movement, although others effects that modify the terrain (i.e. Ice templates) must be taken into account. Close combat attacks from this model cannot be Blocked unless the target has the Speedster trait too.

SPEED FORCE ABSORPTION

This model can steal 1 Speed Force counter from another model with the Speedster trait at the end of the Drain Speed Force sub-phase. This counter may cause the model to exceed the normal maximum reserve of Speed Force counters.

SPEED FORCE MASTER

This model can spend up to 2 Speed Power counters during the round like Action Counters.

STEALTH

Enemies can only see this model if it is within 8". However, it is still subject to other rules that aid detection, such as Light, Total Vision, Superior Sense of Smell, etc.

STEEL HANDS

This model's Unarmed attacks inflict Damage (★★★) and inflict the Pushed effect.

STOP! (1SC)

Target a non-vehicle enemy model within 8" and line of sight. Reduce the target model's Defense skill by 1 (this trait is not cumulative if used multiple times on the same model). In addition, the target cannot spend MC this round. Both effects last until the end of the round. A model can use this trait once per round.



STRATEGIST/GRAND STRATEGIST

A model with Strategist receives 1 additional Strategy point at the beginning of the game. A model with Grand Strategist receives 2 additional Strategy points at the beginning of the game.

STREET GUY

This model may Crouch without spending SC.

STUPID

This model cannot Manipulate anything, under any circumstances.

STURDY

This model loses 1 Action Counter for every 3 Damage markers accumulated, instead of the usual 2.

SUBLIMINAL SUGGESTION (2SC)

Choose a single model (friend or foe) within 8" and line of sight of this model, with a Mental Disorder sub-trait. You may move the target model up to 4", but cannot force the target to Fall, or spend any Action Counters.

SUPERIOR SENSE OF SMELL

This model doesn't need an uninterrupted line of sight to see its target. Instead, anything within 10" can be seen by this model, even if the target is not under the effect of Light. In addition, this model is immune to the Blind effect.

SUPER JUMP (2MC+1SC)

Place this model anywhere within 8" from its start position. A model can use this trait once per activation.

SUPERNATURAL

All attacks made by this model have the Magic weapon rule.

SURGICAL MADNESS (MENTAL DISORDER)

When this model uses the Medic trait, the target model removes 1 extra Damage marker. In addition, roll 1D6. The target model gains the following trait until the end of its next activation:

1. Weak
2. Stupid
3. Aggressive Schizophrenia
4. The Voices
5. OCD
6. Desensitized

SURVIVOR

When this model is made a Casualty, do not remove it from play. Instead, roll a D6: on a result of 5+ the model removes 1 Injury marker and remains in play (the model is Knocked Down, and removes the Action Counters for accumulated Damage markers as normal). If the roll is failed, the model becomes a Casualty.

SUSTAINED DEFENSE

This model may roll 3 Block dice for every 2DC spent.

SWIFT

For every 2MC spent to improve its basic movement distance, this model gains an extra +2".

TACHYON DEVICE

In the Drain Speed Force sub-phase, if there aren't any Speed Force counters in the Speed Force pool, this model adds up to 2 Speed Force counters to its own reserve.

TAKE COVER! (1SC)

All friendly Henchmen within 4" of this model (but not the activated model itself) gain 1 free DC. This DC may take the number of assigned Action Counters above a Henchman's normal maximum. A model can use this trait only once per round.

TAKEDOWN (1SC)

When this model makes another model KO with an attack, they may spend 1SC to immediately make the target a Casualty.

TAUNT (1SC)

Choose one enemy non-vehicle model within 8" and line of sight. You may reallocate up to 2 Action Counters on the target's Character Card into Attack.

TEAMWORK X (ALL)

During its activation, this model may use X Action Counters from any friendly model with the Teamwork trait within 4" as if they were their own.

TEAMWORK X (MODEL)

During its activation, this model may use X Action Counters from the named friendly model within 4" as if they were their own.

TEEN TITANS FOUNDER

This model can be recruited in a Teen Titans Team, ignoring 'The Sidekick' trait. When operating as part of a Teen titans crew, this model gains +1 Willpower, +1 Strength and the Reinforced Gloves trait.

TENSION

This model gains a +1 bonus to Attack and Defense while it has at least one Damage marker on its Character Card.

THE BIG BLUE BOY SCOUT (1SC, PASSIVE)

If an allied Bruce Wayne model receives any number of hits while within 4" of this model, the hits may be resolved against this model instead.

THE BOSS

If this model is the crew's Boss, friendly Henchmen gain the Expendable trait.

THE DYNAMIC DUO

This model can activate immediately after a friendly Robin (Boy Wonder) model within 8", interrupting the usual sequence of play.

THE FEAR MASTER (1SC)

When this model uses the Inspire Fear trait, it can choose to have it affect all non-vehicle models within 4" and line of sight (friend and foe). When using this ability, Inspire Fear also gains the Gas weapon special rule.

THE HIDDEN BOSS

When his Crew's Leader (not Boss) becomes a Casualty, this model gains +1 Willpower and the Leader Rank until the end of the game.

THE HOLIDAY KILLER

When this model attacks a target with a Reputation cost higher than 50, it may reroll Hit and Damage rolls.

THE MAIN MAN

One use only. At the start the Raise the Plan phase, this model gains +1 to its Attack and Defense skills until the end of the round.

THE MURDERER

This model only earns VP for making enemy models KO or Casualty. This model cannot control Objectives.

THE SIDEKICK

This model can only be hired if Batman (Modern Age) is leading the crew. While a friendly Batman model is in play, this model gains +1 Strength. If a friendly Batman is removed as a Casualty, this model suffers -1 Willpower.

THE SONG OF THE SIRENS

All friendly Henchmen can use their Bodyguard rule on any model in the crew with the Gotham City Siren trait until the end of the game.

THE TARGET OF THE BAT

If a model with Name: Bruce Wayne KO's this model, the Bruce Wayne model's controlling player gains 2 bonus VPs.

THE UNTOUCHABLE

If this model is your crew's Boss, friendly Henchmen using the Bodyguard trait to take a hit on its behalf do not spend SC to do so. In addition, while this model is the Boss, all friendly Henchmen gain the For the Family trait until the end of the game.

THE VOICES (MENTAL DISORDER)

This model's Attack Counters (AC) are wildcards. It may spend these counters on any other skill or action, immediately converting them into the appropriate type of counter for that action. When converted, the counters do not count towards the maximum counters the model may hold in any particular skill.

THE WORLD'S GREATEST DETECTIVE

At the end of the Raise the Plan phase, you may choose one enemy non-vehicle model on the board (line of sight is not required). The target model must immediately make a Willpower roll. If it fails, you may force the opponent to activate the target model first.

THIRTY DAYS HAS...

Depending on the month the game starts Calendar Man gains the specific trait for that month: January-Demotivate, February-Confusion, March-Luck, April-Trickster, May-Disarray, June-Demoralize, July-Veteran, August-Intimidate, September-Cruel, October-Undead, November-Unpredictable, December-Survivor.

TIMELY ARRIVAL

This model is not deployed as normal at the start of the game. Instead, at the start of the Raise the Plan phase of the second round, you may place this model anywhere on the table, no closer than 4" to any Objective or enemy model. The model's volume must fit in the chosen position.

TIRELESS

This model can spend up to 1SC like 1MC per turn.

TITAN ADDICT

This model may use the Titan Dose rule more than once per game (if it has enough), but no more than once per round.

TITAN BERSERK

When this models uses the Titan Dose rule it gains Invulnerability (3) too.

TITAN DOSE (DOSE)

A model may use a Titan Dose at the beginning of the Raise the Plan phase. If it does so, the model gains +1 to all of its basic skills until the end of the round. The same model cannot use more than 1 Titan dose per game.

TOTAL VISION

This model may see at any distance, limited only by line of sight. Additionally, the model's line of sight can cross any obstacle or terrain element. It may not shoot through these elements, unless using a weapon with the Remote Control rule.

TOUGH SKIN

Damage rolls against this model suffer a -1 penalty.

TRACKING (2SC)

At the end of the Recount phase, this model can move up to 1D6 inches, using the rules for normal movement (but with no cost in MC).

TREACHEROUS

This model cannot be the Boss of your crew.

TRICKSTER

At the beginning of this model's activation, it may reallocate any or all of its Action Counters on its Character Card.

TRUE LOVE (NAME)

If the model named as the True Love (in parentheses) and this model are in the same crew, and it is removed as a Casualty, this model gains +1 Willpower and +1 Attack until the end of the game.

UNDEAD

This model is immune to all effects and CRT, except Knock Down and Smoke.

UNDERCOVER

After placing Objectives, this model may be deployed up to 8" away from its deployment area, but no closer than 4" to an objective.

UNSTOPPABLE (1SC)

Each strike the model makes this round requires 2 successful Blocks to successfully defend against.

UNPREDICTABLE

This model's SC are wildcards. It may spend Special Counters on any other skill or action, immediately converting them into the appropriate type of counter for that action. When converted, the counters do not count towards the maximum counters the model may hold in any particular skill.

VANISH (2SC)

Make a free EM Smoke Grenades attack (not affected by Rapid Fire) with a single automatic Hit. For the duration of this attack, the EM Smoke Grenades gain the Light special rule. If this model has not moved during its activation and is beneath the template when it makes this attack, this model may be placed anywhere within 4" of its current position. This placement does not count as movement, but this model cannot move for the remainder of its activation (or use the Grapple Gun/Batclaw Trait). This model ignores the effects and Damage caused by its own EM Smoke Grenades (like the Smoke effect). This use of this trait requires a magazine as usual but does not count as the model's Attack Action.

VENOM DOSE (DOSE)

A model may use a Venom Dose at the beginning of the Raise the Plan phase. If it does so, for the rest of the round the model gains +1 Strength and can reroll Damage rolls when fighting in close combat.

VENOM ENRAGE

When this models uses the Venom dose rule it gains Invulnerability (2) too.

VERTIGO DOSE (DOSE)

A model may use a Vertigo Dose at the beginning of the Raise the Plan phase. If it does so, for the rest of the round the model gains +1 Willpower and can reroll failed Willpower and Agility rolls until end of the round.

VETERAN

At the beginning of its activation, this model can reallocate up to 2 Action Counters on its Character Card.

VOLUNTEER

This model cannot be removed from play due to the Suicide Mission rule. The Boss of a Suicide Squad Team automatically gains this trait.

VULNERABILITY TO FIRE

Each Fire marker received causes Damage (♦♦) to this model.

WATCHMEN

Can only be affiliated with other models with the special 'Watchmen' rank. A Watchmen crew does not require a model of the Leader rank. This model is not affected by the Run Away rule, and is considered a Free Agent for awarding VPs.

WEAK

This model generates 1 less Action Counter for each Damage marker it has accumulated, rather than every 2 Damage markers as usual. It also immediately loses 1 Action Counter (of your choice) for each Damage marker received.

WEAKNESS TO COLD

If this model receives the Cooled or Freeze effect, they also receive an Injury marker (♦). On some older Character Cards this trait may be listed as 'Weakness to Cold'.

WEAPON MASTER

This model benefits from a +1 bonus to Hit rolls when making close combat attacks, as long as it is not Unarmed.

WIZARD OF QUIZ

Objectives within 6" of this model grant 1 VP less to opponents (to a minimum of 1 VP).



SPECIAL ATTACKS

Special attacks are shown on the Character Card, and are treated much like Traits. They are additional combat tactics, giving certain models much more versatility in combat beyond the standard Attack/Grab/Push options.

During their activation, models may attempt to make a single special attack. Special attacks usually modify the effects of normal attacks. To perform a special attack, the character must meet all the requirements and be able to pay the associated Action Counter costs.

360° ATTACK (1SC+1AC)

The model performs a single, free strike against each model in range (friend and foe). This special attack doesn't count as an attack action. A model can use this rule once per round.

CHARGE (1MC+1SC)

This special attack must be activated before the models moves during its activation. During its Movement action, this model must move in a straight line; it can move through other models whose bases of equal size or smaller than its own, but cannot end its move on another model. All models that the charging model contacts during this movement receive an automatic close combat Hit (this Hit can be Blocked) with a Strength value equal to this model's Strength skill, and Damage (★ ★). At the end of the Movement Action, this model can attack normally.

DEADLY STRIKE (1SC)

Once this trait is activated, for the rest of the round this model gains CRT: Casualty on all its Close Combats Attack Actions.

DEVASTATING BLOW (1SC)

Once this trait is activated, for the rest of the round this model gains a +1 Strength bonus and CRT: (♠) on all its Close Combats Attack Actions.

ELECTRIC STORM (3SC)

When using this Special Attack, center the Explosion Template on the attacking model. All models partially or totally under the template (except the attacking model himself) receive one hit with a Strength of 3+ and Damage (★ ★). This model may attack normally before and/or after this Special Attack.

FLAMING WAVE (3SC)

When using this Special Attack, center the Explosion template on this model. All models partially or totally under the template (except this model) receive one hit with a Strength of 3+ and Damage (♠), plus 1 Fire effect marker.

This model can only use Flaming Wave once per activation, and may attack normally before and/or after this Special Attack.

This model receives damage (★) after using this special attack.

LETHAL BLOW (1SC)

Once this trait is activated, for the rest of the round when this model damages a non-vehicle enemy model in a Close Combat Attack Action, the damaged model suffers the Stunned effect too.

POWER STRIKE (1SC)

Once this trait is activated, for the rest of the round when this model damages a non-vehicle enemy model in a Close Combat Attack Action, the damaged model suffers the Knocked Down effect too.

PRECISE BLOW (1SC)

Once this trait is activated, for the rest of the round this model gains +1 bonus on the Hit roll, and may reroll the Collateral Damage die.

SNEAK ATTACK (1SC)

This trait may only be performed if, at the beginning of the attacker's activation, the target could not see the attacker. The target model cannot Block strikes from this model during this activation.

TECHNIQUE (1SC)

Once this trait is activated, for the rest of the round when this model damages a non-vehicle enemy model in a Close Combat Attack Action, the damaged model suffers the Paralyze effect too.

THIEF (1SC)

Once this trait is activated, for the rest of the round this models close combat attacks gains CRT: Steal.

WEAPON SPECIAL RULES

The following special rules are attributes that are applied to particular weapons. Remember, once a model attacks with a particular weapon, it must use it for the remainder of the round – a model does not benefit from all of the weapon special rules it has, just those for the weapon it is using.

ACCURATE

The targets of an attack made by this weapon suffer a -1 penalty to Movement Basic skill when using the Dodging Ranged Attacks rule against it.

ACID

When this weapon damages a target, that model reduces its Attacks and Defense by 1 until the end of the round (this effect does not stack if the weapon or another weapon with the same rule damages the target several times). In addition, these weapons ignore the Light Armor trait.

AIM

The wielder of this weapon will not be able to move if he will use it during its activation.

ANTI-TANK

This weapon ignores the penalty to Damage rolls of Light, Medium and Heavy Armor traits, and may re-roll failed Damage rolls against models with those traits. Furthermore, Anti-Tank weapons ignore the Bulletproof Vest, Hardened and Kevlar Vest traits.

ASSAULT X

If the wielder moves during its activation before firing this weapon, the weapon's RoF will be X, no matter what the original RoF was.

BEAM

All hits from this weapon inflict Damage on a result of 2+. Ignore the wielder's Strength for the Damage roll. In addition, the target of this weapon suffers a -2 penalty on their Ping! rolls. Beam weapons cannot receive an Ammo Magazine from an Ammo Crate or SWAT Van.

BLEED: (X)

If you score a Critical Damage with this weapon, instead of the normal Critical Damage, the target suffers X Damage (♠).

BLUNT: (X)

If you score a Critical Damage with this weapon, instead of the normal Critical Damage, the target suffers X Damage (★).

COLD

When this weapon hits, the target model loses 1MC.

CAUSTIC

Even when this weapon fails to damage, the target takes (♣) Damage. This replaces Damage caused by the Just a Scratch! rule.

CRUSHING

Each strike from these weapons requires the target to make two successful Blocks to defend against it.

DEFENSIVE

A model carrying this weapon can reroll failed Block rolls. This is a passive ability, and may be used even if the model used a different weapon during its activation.

DEVASTATING

Attacks with this weapon roll two Collateral Damage dice. You must apply both results.

ELECTRIC

This weapon has CRT: Stunned, and can reroll failed Damage rolls against targets with the Bot, Cybernetic or Robot traits.

EXPANSIVE

Instead of having a Rate of Fire, this weapon uses the Spray Template to determine how many models are hit (see Templates, below).

EXPLOSIVE

When this kind of weapon hits, place the Explosion Template over the impact point (usually the target model). See Templates, below.

FIREARM

All hits from these weapons inflict Damage on a result of 2+, regardless of the wielder's Strength.

GAS

This weapon ignores the Just a Scratch and Ping! rules. Characters in the 'blank' area of a Spray Template are considered to be in the 'lethal' area.

GRENADE

These weapons use their own special rules. See grenades, later.

HANDY

When using this weapon, the wielder may reroll failed Hit rolls.

HEAVY

When using this weapon the attacker gains a +1 Strength bonus.

IMPRECISE

This weapon suffers a -1 penalty to Hit rolls.

KRYPTONITE

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

LIGHT

A model can fire this weapon even when it is in contact with an enemy model.

MAGIC

If a weapon with this rule hits a model with the Invulnerability, Incorporeal and Tough Skin traits, that model loses those traits (if they possess them) until the end of the round.

MECHANICAL

All hits from these weapons inflict Damage on a result of 3+, regardless of the wielder's Strength.

MEDIUM RANGE

Unlike most ranged weapons, the maximum range of these weapons is not unlimited. They may never fire more than 16", even if the wielder can see a target further away than that.

ONE USE

This weapon can only be used once per game.

OVERWHELMING

The target of an attack made by this weapon suffers -1 to dice rolls when blocking.

PROTECTIVE

These weapons award a +1 bonus to the wielder's Block rolls. Furthermore, the wielder benefits from an extra Ping! roll after normal Ping! rolls have been made. This is a passive ability, and may be used even if the model used a different weapon during its activation. Once per round a friendly model in contact can benefit from the extra Ping! Roll too.

REACH

These weapons do not require the wielder to be in contact with an enemy model in order to perform a Close Combat Attack against it. Instead, the wielder may strike a model up to 2" away and in line of sight.

RED DOT

Weapons with this special rule can reroll up to 1 failed Hit roll when performing a ranged attack.

RELOAD

Weapons with this special rule cannot be used in two consecutive rounds. In order to reload the weapon, the wielder must spend at least one round in which it does not declare any ranged attacks with this weapon. If the model has more than one weapon that requires reloading, it may only reload one per round spent reloading – declare which weapon is being reloaded during the activation. These weapons cannot be reloaded while a model is KO.

REMOTE CONTROLLED

When using these weapons, the model needs to be able to see the target as usual, but does not need to draw a straight uninterrupted line to it. Instead, measure range from the firer's volume to the target, carefully measuring around obstacles. The weapon's maximum range cannot be exceeded in order to reach the target. Targets of Remote Controlled weapons cannot benefit from Ping! rolls against these attacks.

SCOPE

While performing a ranged attack with this weapon, the firer can see at any distance, limited only by their line of sight. Targets of this weapon cannot benefit from Ping! rolls against it.

SHARP

When using these weapons, the wielder may reroll failed Damage rolls.

SHORT RANGE

Unlike most ranged weapons, the maximum range of these weapons is not unlimited. They may never fire more than 8", even if the wielder can see a target further away than that.

SILENCER

The target of an attack made by this weapon cannot use the Dodging Ranged Attacks rule against it.

SONIC

When this weapon hits, the target model loses up to 1SC.

THROWING

This weapon always uses its full Rate of Fire, even if the wielder has moved.

TEMPLATES

Some weapons shoot clouds of gas, flames or other lethal substances rather than conventional ammunition. Others, such as grenades, rockets or Molotov cocktails explode upon impact. To represent the area of effect of these weapons, we use templates. There are two types of template – Explosion and Spray. You can download them from our website. If a weapon requires the use of a template, the exact type will be noted in its special rules or Rate of Fire. Special rules that allow a model to avoid ranged attacks (such as Dodge) may be used against templates as normal. All hits caused by a template are resolved at the same time.

Note: When a template is used, it affects any model whose volume it interacts with – depending on how your tabletop scenery is arranged, this means that sometimes models on different levels of the board (on stairs, walkways, or rooftops, etc.) may be affected by a template on another level. Templates are considered to extend 2" above and below the point of impact.

EXPLOSION TEMPLATE

When an attack or weapon uses an Explosion template, the attacker must roll to hit the initial target as usual. If successful, center the Explosion template over the target, unless otherwise specified in the weapon's special rules. If fails or the hit becomes ignored the explosion template is not placed and the attack is lost.

All models totally or partially under the template (friend and foe) will receive one automatic hit (with no further Ping! rolls allowed). Make a Damage roll for each model. Affected models may suffer additional effects depending on the exact weapon used (for example, CRT: Freeze).



Explosion templates do not pass through solid objects like walls – don't worry about the small obstacles, but certainly consider things like building, tall advertising hoardings, huge shipping crates etc).

GRENADES

Weapons with the 'Grenade' type (i.e. Freeze Grenades) are used just like other ranged weapons for the purposes of line of sight and Ping!

However, when a model throws a grenade, it may target any point on the table within range and line of sight, not just a model. Roll a D6 – on a score of 3+, center the Explosion template on the target point, rolling to damage and applying any effects to all models even partially beneath the template (with no further Ping! rolls allowed). If the roll to hit was a 1 or 2, then the attack fails – the grenade was a dud, or rolled away harmlessly.

SPRAY TEMPLATE

If a weapon requires the use of a spray template, the controlling player must place the narrow end of the template in contact with the base of the firing model, and direct the other end in any direction they wish. To affect a model with this template, the attacker must be able to trace Line of Sight to the affected model, although cover is ignored. All models totally or partially under the template (friend and foe) receive one automatic hit (with no Ping! rolls allowed) – make a Damage roll for each model. Affected models may suffer additional effects depending on the exact weapon used (for example, CRT: Freeze). However, the affected models may suffer different Damage and effects depending on their position within the template, as follows.

The Spray template has four range-bands marked upon it: One is blank, the others are Lethal, Serious and Mild. The blank area closest to the shooter indicates that no damage is done to models within the area. The Damage done to models within other areas will be noted in the weapon's rules. A model between two damage bands always counts as standing in the narrowest area.

A weapon with the Expansive rule that has only a single Damage icon on its profile applies this Damage to all zones on the Expansive template.

ICE TEMPLATE

Place an Explosion Template centered on the target. Until the end of the round, any model moving through or into contact with the template suffers Impaired Movement. Furthermore, each model in contact with the template during its activation must pass an Agility roll or become Knocked Down. A model must roll only once; if the roll is passed, then the model continues its activation normally.

Models with the Speedster trait that come into contact with the template lose 1 Speed Power counter from their personal reserve.



EFFECTS

As these special effects are shared between a wide range of rules, they are collected together here for convenience.

Many of the traits or special rules presented so far trigger particular effects as a result of their use.

Weapons trigger their effects on a successful Hit, or when they roll Critical Damage (CRT). Multiple hits or CRT rolls in the same activation only apply the effect once. Any marker produced by an effect must be placed on the affected model's Character Card.

When effects and special rules remove Action Counters from a model at the same time, the active player must decide the order in which to resolve them.

BLIND

A model suffering from Blind cannot see (i.e. draw line of sight), and cannot perform ranged attacks. All of the model's Hit and Block rolls will only succeed on a natural result of 6. In addition, the model cannot spend MC. This effect lasts until the end of the round.

CASUALTY

If this effect is triggered (usually as part of a Critical effect, i.e. CRT: Casualty), then the target model is removed from play as though it had received its maximum allocation of Injury markers.

COOLED

Place a Cooled marker on the Character Card of the affected model. A cooled model reduces its Defense skill by -1, and cannot spend Action Counters of any kind, for any reason, until the end of its next activation. Speedsters cannot use Speed Force Powers if they are affected by the Cooled effect.

ENERVATING (X)

The target loses up to 'X' Action Counters.

FIRE

If a Model is affected by Fire, place a Fire marker on its Character Card. At the start of the Recount phase, models with at least one Fire marker receive 1 (🔥) for each Fire marker they have, and add 1 more Fire marker. A model may spend one Movement Counter at any time to remove one Fire marker.

FLASH

A model suffering from Flash cannot see (i.e. draw line of sight), and cannot perform ranged attacks. All of the model's Hit and Block rolls suffer a -2 penalty. This effect lasts until the end of the round.

FREEZE

Place a Freeze marker on the Character Card of the affected model. The model reduces its Defense skill by -1, and cannot spend Action Counters of any kind, for any reason. At the beginning of the model's activation, it must pass an Endurance roll to remove the Freeze effect. Speedsters cannot use Speed Force Powers if they are affected by the Freeze effect.

HYPNOTIZE

Any non-vehicle model affected by Hypnotize must make a Willpower roll immediately. If it fails, it becomes completely under the control of the player who hypnotized it, counting as one of that player's crew in all respects, until the end of the target's next activation. Models that are Hypnotized cannot be moved so they would Fall, nor can they enter sewers.

KNOCKED DOWN

Place a Knocked Down marker on the Character Card of the affected model. A Knocked Down model cannot attack, or defend itself, and it cannot use any traits with an activation cost until it stands up again. A model may move while Knocked Down, but this movement will be Impaired. A Knocked Down model will always be hit by close combat attacks on a roll of 2+. A Knocked Down model doesn't grant Ping! rolls when a shot passes through or over it, however.

PARALYZE

Place a Paralyze marker on the card of the affected model. A paralyzed model reduces its Defense skill by -2, and cannot spend Action Counters of any kind, for any reason, until the end of the round.

POISON

If a non-vehicle model is affected by Poison, place a Poison marker on its Character Card. At the beginning of its next activation, the poisoned model must make an Endurance roll. If the roll succeeds, remove the Poison marker. This will continue in each round until the roll is passed. Make one roll for each Poison Marker the model has. A model may be affected by more than one Poison Marker at the same time. At the beginning of the Recount phase the affected model suffers 1 (♣) Damage marker for each Poison marker it has.

SCARED

The affected non-vehicle model cannot Crouch or use the Dodging Ranged Attacks rule, and suffers a -1 penalty to its Hit rolls (close combat and ranged) and Block rolls. This effect lasts until the end of the round.

SMOKE

Place an Explosion template in the location of the Smoke cloud. Models cannot draw line of sight through the template. Models affected (or models that enter in contact with the template) suffer the Blind effect. The Smoke dissipates at the end of the round – remove the template automatically. Weapons with the Smoke rule cannot be canceled. Unlike other templates, a smoke template is of infinite height.

STEAL

A model triggering this effect may attempt to steal a weapon from another non-vehicle model (if the target model carries more than one weapon, choose randomly which one is stolen, either by rolling a die or flipping a coin). From that moment on, the model will be able to use that weapon in addition to its usual armament (with whatever Ammunition it had left at the time of the theft). A stolen weapon cannot be used by its previous owner (unless it gets it back). A model may only carry a single stolen weapon at a time, but it may try to steal different weapons in subsequent turns. If a model steals more than one weapon, it must choose which one of them it would like to keep, and discard the other (discarded weapons are lost, and will no longer be available to use by any model for the rest of the game).

STUNNED

A Stunned model cannot spend Action Counters until the end of the round, when the effect is removed.

TERROR (X)

When a non-vehicle model is affected by Terror, it loses up to 'X' Action Counters. For the entirety of the following round, their Willpower is reduced by 'X' points, this penalty does not stack, the highest value suffered is applied.

TOXIC (X)

The target receives a number of (☠) Damage markers equal to 'X'.

STRATEGIES (OPTIONAL RULES)



The following rules are optional, and are included so that more experienced players can add an extra tactical element to their games. You may choose from a number of strategies to help achieve your plans of glorious victory. Rules for choosing Strategies are presented below. Strategies are then played before the game begins, using the Pre-Game Sequence.

CHOOSING STRATEGIES

Each Strategy has an associated value ranging from 1 to 3. Players have 3 points to spend on Strategies, chosen from the chart below. Players can repeat strategies unless it states otherwise. Strategies should be played during the Pre-Game phase indicated in their description.



VALUE	PHASE	STRATEGY
3	A	Global Plan – You may choose a specific scenario, instead of a random pick. If both players choose this strategy, then neither can apply its effect.
2	C	Fast Advance – Increases your deployment area by 4". If you have two deployment areas, increase each by 2". If both players choose this strategy, then neither can apply its effect.
2	C	Ambush – Deploy your entire crew after the other player has deployed his. If both players choose this strategy, then neither can apply its effect.
1	C	Patrol – You may place one model up to 4" outside your deployment zone's limits. If this scenario doesn't include a deployment zone, you gain +1 to the rolls to enter the game zone instead.
1	C	Reinforcements – You may pick one model from your crew and roll a die. If the result is 4+ you may hold it off table rather than deploy it. At the Raise the Plan stage of the second round of the game, you may deploy that model in contact with any edge of the playing area, except within the enemy deployment zone.
1	B	Maps – Gain 2 extra Lampposts or 1 Sewer marker (your choice).
2	D	Secret Objective – Place 1 additional objective of your choice. This Strategy allows the player to exceed the objective limit and may only be chosen once per player.
2	D	Change of Plans – Roll 1D6, and then move an objective marker that many inches in a direction of your choice. This strategy may only be chosen once per player, and it may only be played after all players have finished placing their Objective markers.
2	E	Early Bird – You may choose who Takes the Lead in the first round without having to draw counters. If both players choose this Strategy, then neither can apply its effect.
2	E	Battle Cry – Your crew only tests to Run Away when your Reputation is reduced by 80% or more of its starting value.
3	C	Perfect Plan – At the beginning of the game add an extra counter for your crew to the bag or container for determining who Takes the Lead.

VALUE	PHASE	STRATEGY
1	B	Vandalism: When your opponent has placed all their Sewers and Lampposts, you can remove 1 of them from play. This strategy may not be chosen by The Brave and the Bold crews. This Strategy can be selected once per player.
1	E	Rapid Response Training: Select up to two Henchmen in your crew – these models gain +2” to their basic movement distance during their first activation of the game. This strategy may only be selected by The Brave and the Bold crews. This Strategy can be selected once per player.
1	D	Objective Trap: Choose and mark one objective. The first model that comes into contact with the marked objective must pass an Agility roll or suffer   damage. Once triggered, the trap does not work again. This Strategy can be selected once per player.
2	E	Fake Objective: Choose one of the opponent’s objectives. That objective awards 1VP less than usual, to a minimum of 1VP. If the opponent doesn’t have any objectives, subtract 4VP from their points’ total at the end of the game instead. This Strategy can be selected once per player.
1	E	Public Resource Upgrade: Choose up to 3 Lampposts on the board. Those lampposts now illuminate an area of 6” radius instead of 4”. This strategy may only be selected by the Brave and the Bold crews. This Strategy can be selected once per player.
2	E	Sewer Maps: The maximum number of models in your crew entering a sewer per round is increased by 1. This Strategy can be selected once per player.
1	B	Road warning signals: After both players have finished placing Lamps and Sewers, you may deploy up to 4 Road warning signals, 2” from the edge of the playing area, and 4” from each other. Road warning signals count as Lampposts, but only illuminate a radius of 2”. This Strategy can be selected once per player.



BATMAN

MINIATURE GAME

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CREW STRATEGIES

The following strategies are used in addition to the ones presented above. You may only choose these strategies if your crew or your Boss is the one written in the first column. Each of these strategies can be selected only once per player.

CREW/BOSS	VALUE	PHASE	STRATEGY
Batman	1	?	I Am the Night: Once per game at the beginning of any Take the Lead phase, your Boss can be placed up to 6" from its current position.
Penguin	2	?	Effective Henchmen: When a Henchman passes the Let's Go! roll and becomes activated, that model can immediately move a free 2".
Joker	1	?	Why so serious?: Your crew's Boss gets the Immortal trait.
League of Assassins	2	?	Indomitable Will: All of your Henchmen gains a -2 on Willpower rolls.
The Brave and the Bold	1	?	Police Training: All Henchmen in the crew with the Arrest rule only need to use 1SC to activate it.
Two Face	1	?	Guardian of Gotham: Once per game at the beginning of any Take the Lead phase, your Boss gains +2 to Willpower until the end of the round.
Black Mask	1	?	One Night to Kill the Bat!: All friendly Henchmen gain +1 to their Hit rolls in close combat against an enemy Leader or Sidekick.
Poison Ivy	1	?	Regrowth: Once per game, at the start of the Take the Lead phase, you can change the position of one friendly Plant in play to another Seed counter.
Organized Crime	1	?	Payday: When a friendly Henchmen makes an enemy Free Agent, Sidekick or Leader a casualty you obtain 1 additional VP.
Riddler	2	E	Undercover Spy: Select an enemy Henchman. The target model cannot control or contest objectives.
Mr. Freeze	1	E	Frozen Area: Place an Ice Template in the neutral zone. Roll a die at the end of each Recount phase – on a roll of 5+, remove the Ice Template, otherwise it remains in play.
Militia	2	?	A City in Fear: At the beginning of the Take the Lead phase of each round, select an enemy non-vehicle model that is not a boss. The target must pass a Willpower roll or become Scared.

Mad Hatter	1	E	Weird Crew: One Free Agent in your crew is treated as a Henchman for the rest of the game. Note: This model is still considered a Free Agent for the purposes of configuring your crew, and cannot therefore select equipment limited to Henchmen.
Court of Owls	1	B	Lords of Gotham: Place 2 additional Sewer markers on the game area, and clearly mark these as 'special' in some way. These Sewers can only be used by friendly models.
Oliver Queen	1	E	Adaptable Plan: Once per game at the end of any Recount phase, up to 2 friendly models can be moved 1D6 inches.
Bane	1	D	Titan Container Located!: Choose any one Titan Container objective. You may move the chosen objective up to 4", ignoring the usual rules for placing objectives.
Gorilla Grodd	2	?	Hunting Pack: All friendly henchmen gain the Fast rule.

Name: Alias:

Rank	Affiliate	Rivals	Reputation	Funding
		-	-	\$ -
-	-	-	-	-

CASE: KPROM003

Dodge.	Immortal.	Speedster:5.
Escape Artist.	Speed Force	Supernatural.
Fast.	Absorption.	Undead.

<div style="border: 1px solid black; padding: 2px;"> Willpower 8 Strength 3+ </div>	<div style="border: 1px solid black; padding: 2px;"> Movement 5 </div>	<div style="border: 1px solid black; padding: 2px;"> Attack 4 </div>	<div style="border: 1px solid black; padding: 2px;"> Defense 5 </div>	<div style="border: 1px solid black; padding: 2px;"> Special 3 </div>	<div style="border: 1px solid black; padding: 2px;"> Endurance 10 </div>
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GGC
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SHOWCASE

In this section you will find a gallery of models for the Batman Miniature Game. Each example herein is painted to the highest standard, to inspire and inform your collection.









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