



BATMAN

MINIATURE GAME



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(s13)

FIGURES FOR THE COLLECTOR
 KNIGHT MODELS



WHAT IS A MINIATURE GAME

For those new players, wondering what is a miniature game, we would like to explain that it is game, designed for at least two players, in which both players take control of a variable number of miniatures to represent their bands.

Unlike most board games, a miniature game doesn't take place on an already set cardboard, but the players take an active role in designing the gaming board instead. Also, a miniature game usually aims for a more sophisticated representation of a game on the table as well as working on more complex rules.

The scope is to fulfill each player's requirements, to allow him or her to configure his band with great freedom and make it unique to suit his or her playing style. This way, even if two players are playing with the same band, the odds are that their bands will look completely different to match their personal taste, and thus add variety to the game.

Miniature games come in all ranges and scales. Also the number of miniatures may vary enormously. Some games are historically accurate, while others are set on fantasy worlds or in the distant future. Also, some may focus on little scale skirmishes, needing only a handful of miniatures to play, while others try to represent full scale battles and require massive amounts (sometimes numbering in the hundreds) of miniatures to play.

Miniature games are strongly tied to the miniatures hobby world. This hobby consists in collecting, assembling (and sometimes converting, or even sculpting your own miniatures!), painting and playing with miniatures. Most hobbyists do all of them, but some others prefer just to focus on the painting or the conversion aspects of the hobby, while others enjoy the games so much that they got very little time left to paint.

At Knight Models, we are enthusiasts of all these aspects, and we would like to encourage all of our customers, as well as any person attracted by miniatures, to pursue all of them. All of us enjoy to play a game in which all the characters are superbly painted miniatures, but we would also like to see them actually win games. We know it takes time and effort to master them all, but in the end the reward is completely worth it.

We just hope that you enjoy the hobby as much as we do.

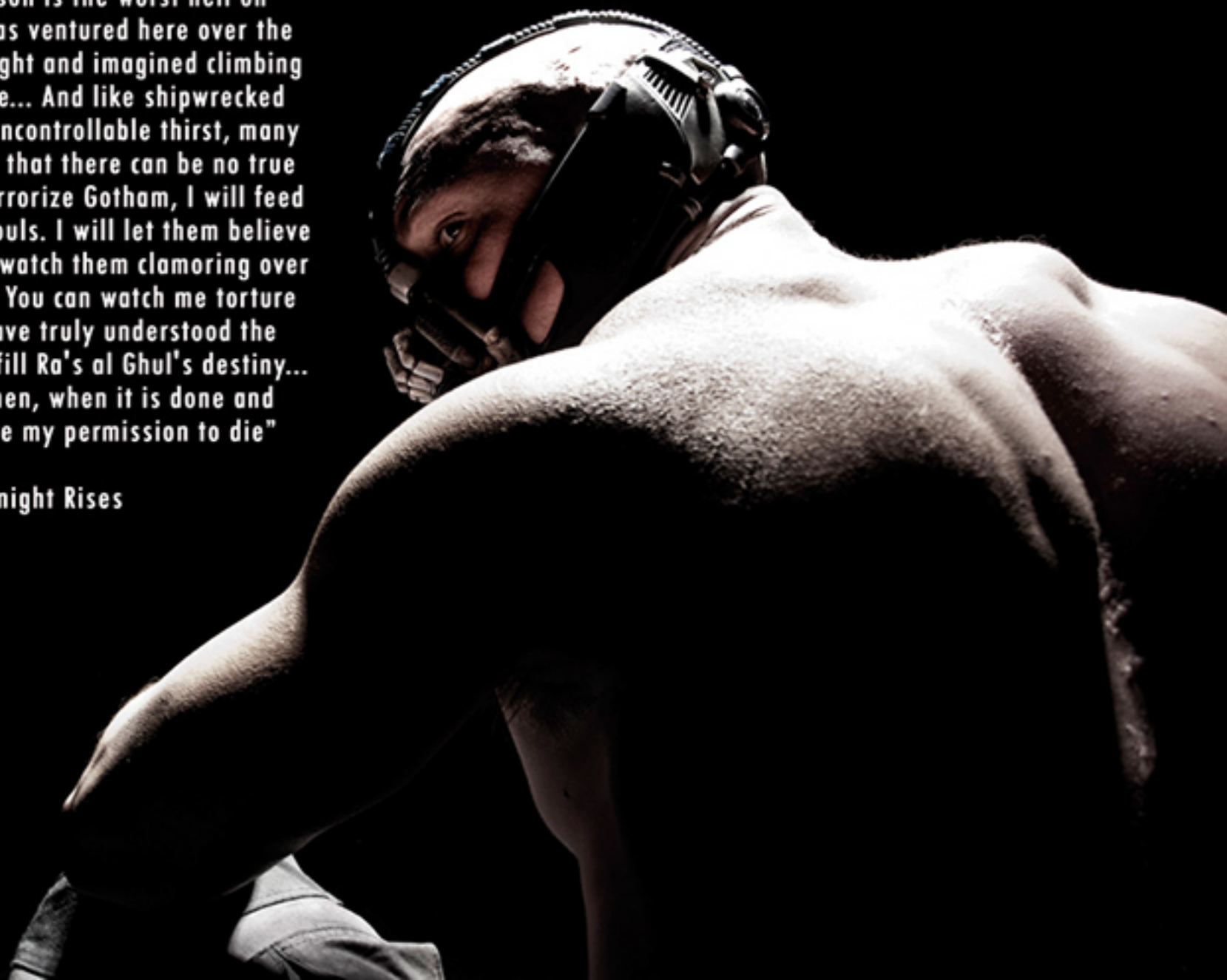
A note on sportivity: No matter how much you like it, in the end the BATMAN MINIATURE GAME is just a game, and the ultimate goal of every game is to have fun. Naturally, we all want to win, but it's not worth it if in our path to achieve victory we must force another person, even one of our friends, to have a hard time. Keep this in mind and you'll see how all your games will become much funnier.

A note on health: Also, we would like to remind you that, being just a game, the BATMAN MINIATURE GAME should not be taken so seriously (Why so serious?). If you, or anyone around you, notice that you are getting stressed or even angry by the game, relax, take a deep breath and think about. Problems in the game stay in the game, and they should never be considered as real problems. Consider that at the end of the day, once the game is over, miniatures aren't more than a nice piece of white metal. Now, it's not worth to get mad about a piece of white metal, is it?

"Home, where I learned the truth about despair, as will you.

There's a reason why this prison is the worst hell on earth... Hope. Every man who has ventured here over the centuries has looked up to the light and imagined climbing to freedom. So easy... So simple... And like shipwrecked men turning to sea water from uncontrollable thirst, many have died trying. I learned here that there can be no true despair without hope. So, as I terrorize Gotham, I will feed its people hope to poison their souls. I will let them believe they can survive so that you can watch them clamoring over each other to "stay in the sun." You can watch me torture an entire city and when you have truly understood the depth of your failure, we will fulfill Ra's al Ghul's destiny... We will destroy Gotham and then, when it is done and Gotham is ashes, then you have my permission to die"

Bane, The Dark Knight Rises





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GAME COMPONENTS

You will only need the following to play **Batman Miniature Game**: a gaming table, which contains as much scenery as you like, to represent the city area where the game takes place, a few six-faced dice, **Counters** and **Markers**, tape measure and, the most important of all, Knight Models miniatures to represent your band on the game.

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

THE GAMING TABLE

In order to set a proper gaming table, you should prepare any table or board (actually, any rigid and plain surface will do) with a minimum area of 90cmx90cm and place the scenery (buildings, trees, cars, etc.) over it. There is no specific way this must be done, as the aim is solely to represent as accurately as possible the streets, gardens, parks and harbors from **Arkham** or **Gotham City**.

Scenery and terrain elements can be easily purchased at any gaming store in your area. Alternatively, many skilled players prefer to use hand-made scenery, designed by their own creativity and imagination.

It doesn't matter where the scenery and terrain comes from, as long as it keeps with the scale of the game. However our advice is that you get your hands on as much as you can, as the more elements are represented on the table, the funnier the game will get imagination.



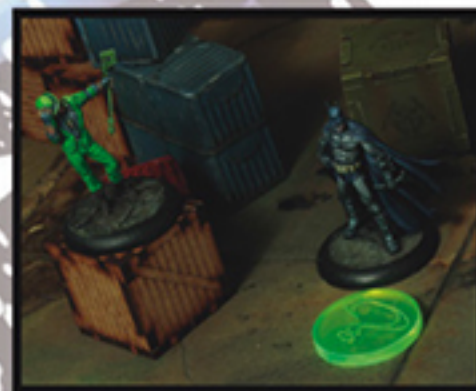
DICE

You will need many six-faced dice (D6) to play the **Batman Miniature Game**. Try to make sure that at least one of them comes in a different color from the rest.

You will notice when reading the rules that sometimes we use expressions like 4+, 5+, etc. We use these to shorten otherwise long sentences when a result is required on the roll of a die. For example: If, to succeed in one action, a character needs to roll a die and score 4 or more, we will just say that the roll will be successful on a roll of 4+.

Please note that, unless otherwise specified, the results when rolling the dice must never be summed up between them. If you need to score a result of 4+, and you can roll more than one die to obtain it, if the results are 2 and 3 you can't add them to obtain a 5 and succeed!

Knight Models Miniatures will provide with special branded dice for each **Band**.



COUNTERS

Counters can be represented by gems, chips, tokens or even other dice. You only have to make sure that whichever **Counter** style you choose fits on the especially designated space for them on each **Character Card**.

You will normally need between 4 and 8 **Counters** per character. **Counters** can be easily purchased from most gaming stores.

Additionally, you will need a small opaque bag or container to keep the **Counters**. This will be also used to determine who will be the first player. We will explain later how the **Counters** are used in various forms during the game.



MARKERS

During the game, a character may pass through various states, and it is very important to remember them (**Damaged**, **Poisoned**, **Knocked Out** - or **K.O.**, etc.).

Knight Models Miniatures has designed special **Markers**, which can be found at the end of this rulebook.

Markers should be placed next to the affected miniature, in order to keep track of the **Damage** or any other special effect or state during the game.

Also, we have included special **Target Markers**, that can be used to designate specific scenario **Objectives**.

GAME COMPONENTS

MEASURING

To play **Batman Miniature Game** you will need a tape measure (in cm) to measure the distance between miniatures and scenery, as well as for any character's movement.

Any measurement between two different miniatures, or between a miniature and an obstacle or terrain piece, must be taken between their closest volume spots.



The distance moved by a miniature standing on the ground/floor starts from its own base edge, and finishes in its new position. When a miniature reaches its new position, its farther base edge cannot be further ahead than the maximum allowed movement distance from its starting point.



During the game, any distance can be measured by any player at any time.

ROUNDING DOWN

Many situations of the game will require you to divide a number. If there is a remainder, the result should be always rounded down. For example: 5 needs to be divided by two, as the result would be 2.5, you will need to round it down to 2.

THE MINIATURES

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

MINIATURE SIZE

Almost all **Batman Miniature Game** characters are human, and share a similar height (30 to 40mm approx.). Size difference between them is insignificant as for matters of game scale, which is the reason why we consider all of them to be of a standard size, unless it is specifically noted on a **Character Card** that this is not the case.

VOLUME

The miniature's volume is determined by the base the miniature is set on. Thus, the miniature occupies a cylindrical space: this space is the miniature's diameter base x its height. Equipment or extended limbs, as well as any other miniature component have to be ignored when calculating this space.



Note: For in-game purposes, you will always have to consider that the miniature's volume is a part of the miniature.

If the character's miniature portrays him/her on its knees, bending, standing over a decorative element, etc. consider the volume as if the character was standing upright over its own base.

Please remember that many of these considerations require a good dose of imagination. The scope of the game is to have fun, so there is no point at arguing, and disputes over a miniature's volume should be reasonably discussed and solved. Ultimately, if no agreement can be reached on this point, we suggest to roll a D6; on a result of 4+ the player that controls the miniature will be right, and if the result is less, the opposing player will be right.

CHARACTER CARD

All characters have their own **Character Card**. This card will work in two different ways: it will display the character's profile and abilities, and it will also feature some uses during the game.

Knight Models will provide each miniature with a **Character Card** displaying the following features:

CHARACTER NAME (1)

This is what makes a character unique. You can't line up more than one identical character in a **Band**. Basically, how could we have two **Batman** in the same **Band**?

RANK (2)

Every character fulfills a different role in their band (some even act as mercenaries of sorts and align with different bands). To represent this, we have included several different ranks: **Leader**, **Sidekick**, **Free Agent**, **Henchman** or **Minion**. The different ranks are important while putting a **Band** together, since the rank is mainly what determines the requisites to field any miniature, and how many of them can be included in a single band.

ALIASES (3)

The **Character Card** will include the most relevant aliases by which the character is known.

AFFILIATION (4)

Affiliation limits the different bands that can be joined by the character. More than one **Band** icon may appear in this section. The icon displayed on your **Leader's Character Card** will determine all the characters who can line up with him. This means that all **Band** members must display the same icon as their **Leader** on their **Character Card**.

REPUTATION (5)

While arranging a **Band** for a game, **Reputation** will set the value of the character within the **Band**. All scenarios have their own **Reputation** limit (but it may be also established by the players) in order to deploy each **Band**. The sum of all **Band** members' reputation cannot be higher than the established **Band Reputation** limit.

\$ FUNDING (6)

Each character may be loaded out with a variety of weapons and equipment. We measure the value of all this gear in **Dollars (\$\$)**. Each **Band** may include a maximum \$\$ amount for their members, which depends on the total reputation limit of the **Band**. Please check "**Band Configuration**" for more details.





CHARACTER'S MAIN CHARACTERISTICS

All Batman Miniatures Game miniatures have their own particular basic skills, as well as their own traits. Every skill has a numeric value attached to it, which will be the key to success during the game (save for WILLPOWER). There are six basic skills:

WILLPOWER (7)

Willpower is one of the most important characteristics. It represents the character's capacity to "act" during his turn. The higher that a character's **Willpower** value is, the more he will be able to do when he is activated. It may mean that he can move, attack, defend himself, perform special actions, etc... more times. This value is equal to the number of **Action Counters** the character generates each turn, and he may place them into his basic skills (**Movement**, **Attack**, **Defense**, **Special**).

MOVEMENT (8)

All characters may "walk" at the same speed, but they can't "run" at the same velocity. This value represents the character's mobility (run, climb, dodge, etc.). Basically, the more **Action Counters** you place into the Movement space in the **Character Card**, the more movement options the character will have.

ATTACK (9)

This skill represents the character's offensive ability. The higher the character's **Attack** is, the more times he may **Strike** in combat. Its value also determines the minimum result the opponent must score in order to **Block** an attack. There is a space in the **Character Card** to place **Action Counters** to attack.

DEFENSE (10)

This skill's value represents how well the character defends himself against attacks. The attacker must score a result equal or higher than the defense rating of a character in order to land a blow on him, or to impact him with a missile weapon. This characteristic's value also limits the number of opportunities a character may have to **Block** his enemy's attacks.

STRENGTH (11)

Strength is related to a character's physical strength. When you score a hit on a character in combat, the **Damage Roll** must be equal to or higher than the value displayed on the attacking character's **Character Card** strength to **Damage** the target.

ENDURANCE (12)

This skill represents the character's ability to soak up damage and carry on. It is a mixture of physical fitness, overall health, determination or just plain stubbornness. Its value represents the maximum **Damage** a character can endure before getting **K.O.** There is a space in the **Character Card** to place **Action Counters** and the corresponding **Damage Markers** to keep track of the status of the character.

SPECIAL (13)

This section in the **Character Card** allows you to place as many **Action Counters** as its value, and then use them or combine with other **Action Counters** placed at other Characteristics to perform **Special Actions**.

Personal and Special traits.

In this section we will indicate all the special rules applied to and the weapons carried by the character.

CHARACTER CARD

(4)AFFILIATION

(1)NAME

(3)ALIASES

(2)RANK



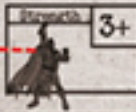

 Code: KNRAC001
 OF GOTHAM
 OFFICE OF THE MAYOR

Name: Bruce Wayne Affiliation: Batman 
 Alias: Batman
 Rank: Leader

	Damage	Cadence	Ammo	Special
Rotarang	★★	2	3	Throwing - R. Range Remote Control
	-	-	-	

Personal Traits:
 Batsuit Countersnatch
 Detective Shock Attack
 Explosive Gel Batarmor Mail
 Batslow Total Vision
 Reinforced Gloves
 Special Traits:

Reputation: 130 \$ Funding: \$0,00

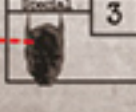
(11)STRENGTH:  3+ Willpower: 

(8)MOVEMENT:  3

(9)ATTACK:  5

(10)DEFENSE:  5

(12)ENDURANCE:  8

(13)SPECIAL:  3

CERTIFIED
INSANE
 ARKHAM CITY

Gov. Gordon



PLAYING SEQUENCE



"SOMEONE CUT THE MASK OFF
HIS FACE. NO NEED TO BE
GENTLE."
PENGUIN. ARKHAM CITY

Playing sequence is structured by rounds. During each round, all players should execute the following steps consecutively, following the exact order as shown below.

Once these steps are completed by every player, a new round will start. Rounds will go on until the scenario goals are achieved, or until the round limit is reached.

1 TAKE THE LEAD

Before the beginning of the first round, players have to introduce as many dice/counters per player as the round limit of the specific scenario they are playing (usually 6 to 8 rounds), and put them into a non-transparent bag or container. The dice/counters should be of similar shape and size, but in different colors (one color per player). Each player must begin the game with the same number on dice/counters inside the bag.

At the beginning of each round one player (taking consecutive turns) will extract a dice/counter from the bag and show it. The owner of the extracted dice/counter will be the player who will **Take the Lead** for the round. The player taking the lead of each the round will choose who starts the next stage.

Players must extract a dice/counter each round until there are no more left inside the bag. If, for any reason, there are no more dice/counters to extract, the game will be automatically over. Also, a game can't last more rounds than initially decided, or specified in the scenario description, even if there are dice/counters left to extract.



PLAYING SEQUENCE

2 RAISE A PLAN

Now, it is time to decide what your characters will do during your turn this round. The lead player will choose the player who starts to **Raise a Plan**.

The chosen player must distribute a number of **Actions Counters** for each of the characters he has on his band, equal to each character's **Willpower**, between the basic skills shown on their **Character Cards**. Once the first player has decided what his characters will do, the next player must do the same with his characters, and so on.

- BASIC SKILLS

The **Character Card** has four blank spaces for each of the character skills (**Movement, Attack, Defense & Special**) that require counters to be used. The player must divide up each character's **Counters** (**Willpower** value) between these skills. Place the **Counters** on the empty space on the **Character Card** next to each skill. This will help the players to use the basic skills and also the special rules during the different game stages.

Remember: for every 2 **Damage Markers** (of any kind) the character has accumulated, at the beginning of the **Raise the Plan** stage, the character will lose 1 **Action Counter**!

- DISTRIBUTING THE ACTION COUNTERS

Please, follow the restrictions explained below before distributing the **Action Counters** into any of your characters. Remember that it is not compulsory to use every **Counter** that a character has available, so you can leave empty spaces if you prefer so.



PLAYING SEQUENCE

MOVEMENT SKILL

The player can place as many **Action Counters** into the appropriate slot as the character's **Movement** value.

These **Counters** will improve the character's movement. We will call them from now on, **Movement Counters** or **MC**.

ATTACK SKILL

The player can place into this slot as many **Action Counters** as his character's **Attack** value.

These **Counters** will allow the character to perform missile and close combat attacks (see **Attack**). We call these **Counters**, **Attack Counters** or **AC**.

DEFENSE SKILL

The player may place as many **Action Counters** into this slot as the character's **Defense** value.

This is a **Passive** skill and can be used also when the character is "not activated". Each **Counter** can be used to block an attack from an opponent during close combat. We will call these **Counters** **Defense Counters**, or **DC**.

SPECIAL SKILL (VALUE 3)

Players can use up to three **Counters** for this skill.

Each of these **Counters** may be used to activate some of the character's special abilities, or to recover from **Damage** at the end of the round. These **Counters** will be called **Special Counters** or **SC**.



**USING YOUR COUNTERS**

During the game, each character will need to make use of his basic skills. He will spend **Action Counters** to do so. Remove the necessary number of **Counters** from the **Character Card** for each action. Once all the **Action Counters** are spent, the character will have to wait until next round to generate more counters and thus be activated again.

If an action requires the character to spend more than one **Action Counter** and he does not possess enough **Action Counters**, or they were not distributed into the necessary slots, he cannot perform that action or use that special rule.

At the end of the round, unless otherwise specified, any unused **Action Counter** is lost, and cannot be used during the next round.

When all players are ready, and have distributed all their **Action Counters** correctly, they can start the next stage: **Execute the Plan**.

3 EXECUTE THE PLAN

As soon as all players have planned all their characters' actions, it is time to activate them and start to attack, move or anything else they have planned. The players will alternate character activations. The player who first raised the plan will always be the first one to activate a character. Each character can only be activated once per round. Once all characters have been activated during a round, players will move onto the final stage.

ACTIVATE A CHARACTER

As soon as a character is active, he can move and attack. He can also use his special skills. At the beginning of a character's activation, players must declare what skills and the order by which they will execute them. This means the character can move & attack, attack & move, just attack, or just move. About any combination is possible, as long as you have enough **Action Counters** to carry it on.

Once the character has used his basic skills and spent the required **Counters**, the activation will be over, and the owning player will give way to the next player, who will follow the same character activation procedure.

Remember: players are not required to use all of the character's **Counters**.

PASSIVE SKILLS

Some skills are passive, such as defending from or blocking an attack. These may be used during another player's turn, as a response to attacks or to trigger special rules. The instructions on how to use them and their **Action Counters** cost will be specified on each passive skill description.

PASSING ACTIVATION

At the beginning of the **Execute the Plan** stage, players must decide how many pass chances the player with fewer characters in his band has. The pass chance is equal to the difference between the number of characters the player with the less numerous band controls compared to the number of characters that compose the most numerous band (K.O. characters do not count for this purpose).

PLAYING SEQUENCE

This way, the player with fewer characters in his band may chose to **Pass** (chose not to activate a character during his turn) and give the activation turn to the other player as many times as the pass chance result. This may mean a player can activate two characters consecutively. A player cannot pass more than twice consecutively.

Passing is tactically useful, as it allows the passing player to respond better to his opponent's moves, and also balances the game out for bands composed by fewer models.

SKILL ROLL:

In order to successfully perform some actions, characters must pass a skill roll. Compare the roll against the value of the character's basic skills.

AGILITY ROLL:

To succeed, you must roll one dice, and score a result equal to or less than the character's Movement value.

RESISTANCE ROLL:

You must roll two dice and the sum up both results. If you score a result equal to or less than the character's Endurance value, the roll will be successful.

WILLPOWER ROLL:

You must roll two dice and sum up both results. To succeed you have to score a result equal to or less than the character's Willpower value.

4 CASUALTY RECOUNT (END OF A ROUND)

At the end of the round, when all characters have been activated, any **K.O.** or stunned characters will have the chance to recover from **Damage** and remove **Injury Markers** or wake up from a **K.O.** To achieve this, make a recovery roll (check Recovery).

Once the recovery rolls are done, players have to apply the effects of all the rules that must be executed at **The end of the round**. After this, remove all unused **Action Counters** from the **Character Cards** and check the victory conditions for the scenario being played. If any player meets this conditions, he will have won and the game will be over.



Capullo
'11
+lco

BASIC RULES

LINE OF SIGHT

In the **Batman Miniature Game** it is always by night ... That's why character's visibility is reduced. No characters are able to see more than 30cm away from their volume in any direction.

Of course, there are traits and equipment that will let a character see farther, or sometimes the contrary.

To **See** another character you must be able to trace a straight, unobstructed line between any point of the volume of both characters. The easiest way is to draw an imaginary line between the characters using a tape measure or a laser pointer.

To **See** another character at least a quarter (1/4) of the target miniature's volume must be visible, not including open arms, or any other equipment elements that may stand out from the base.

In **Batman Miniature Game** all characters have a 360° vision angle unless otherwise specified.

UNSEEN

If the target is farther than 30cm away from a character, it won't be seen so you cannot attack that object or objective.



LIGHTS

In the game streetlights, flashlights and spotlights may be found, which will light up the playing ground. We will specify the area each object illuminates.

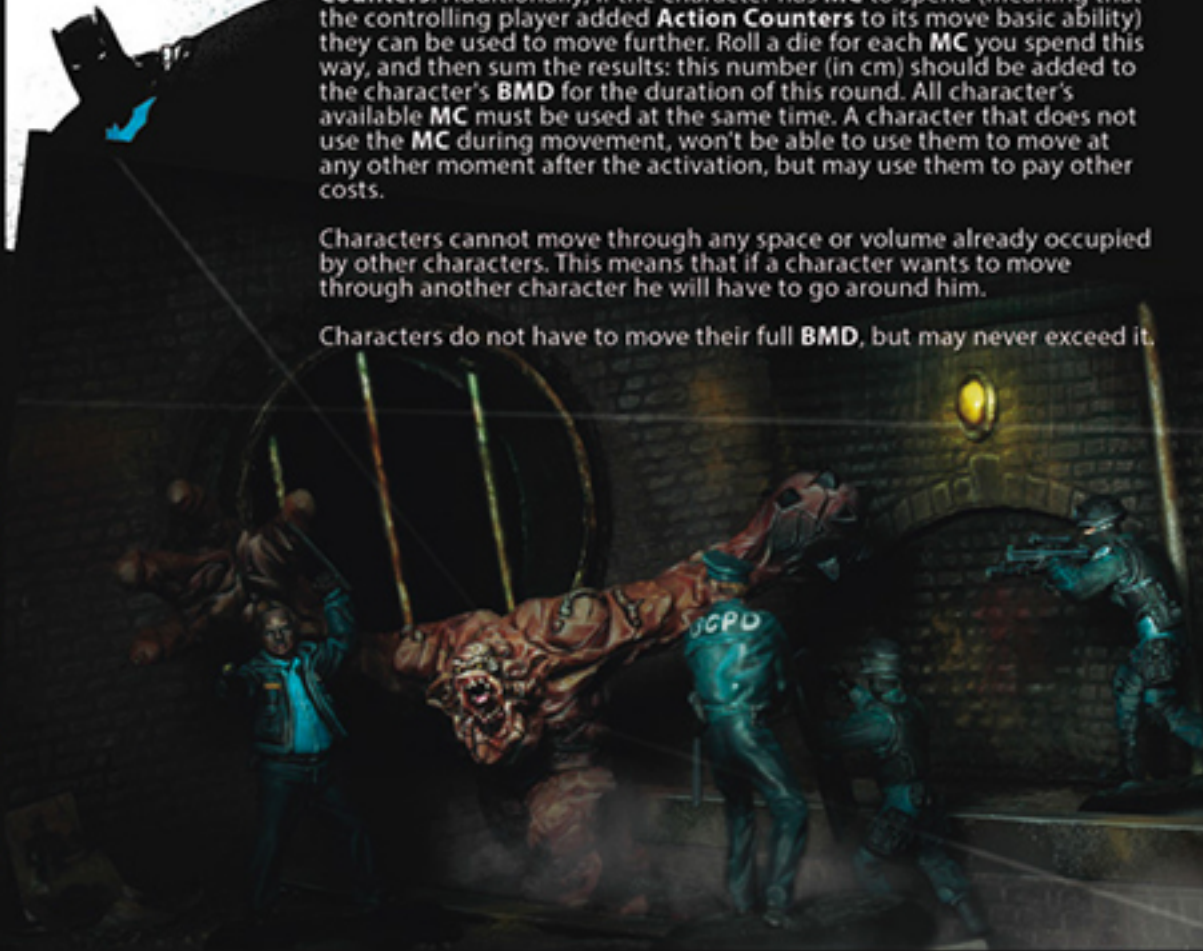
In any case, if a character is under the effect of any **Light**, it will become totally visible by any other characters which can draw a direct line of sight to the illuminated character, regardless of the distance they are from it.

MOVEMENT

All **Batman Miniatures Game** characters have the same basic movement distance (**BMD**) of 10cm. This distance may be subject to some changes by several special rules. When a character is activated, and its controlling player decides to move it, it may move through the playing area as many cm as its **BMD** without spending any **Action Counters**. Additionally, if the character has **MC** to spend (meaning that the controlling player added **Action Counters** to its move basic ability) they can be used to move further. Roll a die for each **MC** you spend this way, and then sum the results: this number (in cm) should be added to the character's **BMD** for the duration of this round. All character's available **MC** must be used at the same time. A character that does not use the **MC** during movement, won't be able to use them to move at any other moment after the activation, but may use them to pay other costs.

Characters cannot move through any space or volume already occupied by other characters. This means that if a character wants to move through another character he will have to go around him.

Characters do not have to move their full **BMD**, but may never exceed it.





RUN

Characters may double their **BMD** spending 1 MC and 1 SC.

During this special movement, the character won't be able to manipulate, cross any obstacle or difficult ground, climb or jump.

If a character runs, he must so following a straight line in any direction he wishes to, and must move at least 10cm.

STAND

When a character is knocked down, it may stand up during its activation using 1 MC.

Once the character is standing again, it can move as normal.

JUMP CAPACITY (JD)

Sometimes, movement may require to jump over obstacles or gaps between buildings. In these cases, check the jump capacity or **JD** of the moving character, to determine how far the character may jump. A character's default **JD** is always equal to half of its **BMD**.

IMPAIRED MOVEMENT

During the game, there will be occasions when a character's movement may be affected by difficult ground or by a special rule which impairs it. When a character is affected by a movement effect which impairs it, its **BMD** will be halved, meaning that every cm it moves will count as 2 for its **BMD**.

MOVING AROUND ARKHAM CITY

Terrain elements on the gaming area are very important for the characters' movement and sight, and play a role in the game. The **Batman Miniatures Game** combat will take place in the city, so the movement rules are designed for an urban environment. All terrain elements are considered obstacles, which will be divided into three different categories: **Small Obstacles**, **Difficult Obstacles**, and **Vertical Obstacles**.



MOVE THROUGH A SMALL OBSTACLE

Small Obstacles won't exceed half of the miniatures height (around 2cm for a regular or human character). **Small Obstacles** can be garden hedges, boxes, buckets, chairs or any domestic furniture in general. Passing through, or jumping over them won't carry any penalty as they don't exceed half of the miniature's size. If the obstacle is higher than that, it will be considered a difficult obstacle.



DIFFICULT OBSTACLE

These obstacles are those higher than half of the miniature size but not taller than the miniature itself (around 2 to 4 or 5cm for a "human" character). These obstacles can be high garden hedges, fences, cars, containers, big trash bins and urban furniture in general.



DIFFICULT GROUND

Areas such as piled debris, dense vegetation, sewers or water are considered Difficult Ground. Difficult ground will impair a character's movement, so any character attempting to move through it will have its BMD halved.

MOVING THROUGH A DIFFICULT OBSTACLE OR DIFFICULT GROUND

If a character needs to move through difficult ground or pass through a difficult obstacle they will need to spend 1 MC, or it won't be able to do it.

Before the mission starts, players should decide which terrain elements are considered Difficult Ground and difficult obstacles.

CLIMB A VERTICAL OBSTACLE

A **Vertical Obstacle** is clearly taller than the miniature, such as a wall or any other element which can be climbed, such as a prison fence. Please set all vertical obstacles before the game starts.

To climb we must measure movement as usual. While the character is climbing he is considered to be moving through difficult ground. Also the character must expend 1 MC or it won't be able to proceed. If a character tries to climb a vertical obstacle, it must finish its movement in an area where the miniature can be placed, such as a roof or the top of a wall that is thick enough. If the character ends its movement in a place where it cannot stand, it will spring into the air and suffer the consequences.



BASIC RULES

JUMP THROUGH A GAP

A character can jump through a gap or empty space that doesn't exceed its **JD**, but must spend **1 MC** to proceed. If the gap exceeds its **JD**, but the character still decides to jump, it will fall.

SPRING INTO THE AIR

Characters may spring into the air when they find a very uneven piece of terrain. If the character springs into the air, they will have to spend **1 MC**, so this movement counts as jumping. Otherwise, it will count as falling.

If the height the character is trying to jump from is less than its **JD**, it will succeed automatically. You may place the character standing at the end of the gap and keep moving if there is **BMD** left.

If the jump distance is higher than the character's **JD** then the character will suffer **Damage**. **Damage** depends on the difference between the jump height and the character's **JD**. Additionally, unless it successfully passes an agility roll, the character will become knocked down.

-If the difference is up to 5cm compared to its **JD**, the character suffers a **Damage Marker (Daze)**

-If the difference is between 6cm and 10cm compared to its **JD**, the character suffers a **Damage Marker (Injured)**

-If the difference is between 11cm and 15cm from the **JD**, the character will suffer as many **Damages Markers (Injured)** as half its **Endurance** value.

-If the jump exceeds 15cm compared to the character's **JD**, it will immediately count as a **Casualty**. Remove the miniature from the game.

FALLING

On some occasions, characters may be forced to spring into the air or be pushed by an opposing character after being attacked. If this happens near the edge of an elevation, such as a terrace roof or balcony, and the character cannot be placed on that terrain element anymore, then it needs to jump from it the corresponding distance.

If the character jumps into the void, it will suffer the same effects as if it were springing into the air, but its **JC** will count as Zero "0cm".

MANIPULATE

Some terrain special rules require the characters to **Manipulate** objects. This requirement can also be established by the players. Different **Manipulate** actions may include opening a door, picking something up from the floor, etc...Please determine before the game starts, which **Manipulate** actions can be performed by characters and the effects or results after the manipulation succeeds or fails.

A character has to spend **1 MC** to **Manipulate** an object if they are in base contact with it (or carrying it), immediately obtaining the benefits given by the object he just manipulated or is carrying.

**ATTACK**

There are two main types of attacks a character may perform: a distance attack or a close combat attack (with or without weapon). A character may only attack using one of these types during each activation.

The attack should be performed before or after movement (as the player decides during the **Execute the Plan** stage), if all the requirements and necessary **Counter** costs are met. The player will distribute the hits or impacts (**Impact dice**) amongst his enemies. Afterwards you must perform the **Impact roll**.

CLOSE COMBAT

To successfully perform a close combat attack and hit the enemy, both miniatures must be in base to base contact on any part of their volumes.

Note: There are weapons and special melee attacks which allow a character to perform a close combat attack without being in base to base contact with its target.



**HITS/ STRIKES**

Each **AC** used in a close combat will be transformed into a **Strike** or **Impact roll** against the opponent. If there is more than one enemy in close combat, the player can freely distribute the **Strikes** between all the enemies it is in contact with. This must be decided before rolling any dice. Then roll the attack separately for each enemy.

A character may perform an attack only once per activation, so, if it spends more than one **AC** to attack the same enemy character, all dice should be rolled at the same time.

If the attacker carries one or more close combat weapons (as noted on the **Character Card**), the player must state which of these weapons will be used before rolling any dice. The character then will use the same weapon for the duration of that round.

Close Combat Weapons.

Some characters are unarmed. However, most of them carry some kind of weapon. Weapons provide the character with a higher **Impact probability** and/or the possibility to inflict more **Damage** on its target. However, whatever loadout a character carries, all share the following special characteristics.



BASIC RULES

DAMAGE

Each attack inflicts a number of **Damage Markers** per **Impact**.

A character may choose to attack **Unarmed** or be forced to do so by a special rule (see page 48 for more information on **Damage**).

-Numerical Inferiority

If during close combat a character finds himself fighting with at least 2 enemy characters which are not in contact with any other miniature, the outnumbered character's **Defense** value will suffer a penalty of -1. For Example: a Gotham Policeman is in base to base contact with two Joker's Clowns, and the Clowns themselves are not in contact with any other of the Policeman's allies, the Gotham Policeman would have his Defense reduced by -1.



-Defensive Positions

If during close combat, the defending character's position meets any of the following cases, its **Defense** value will be increased by +1 against Impact rolls:

-The defending character is on higher ground than his attacker, but they are still in contact.



-The character is behind an object (wall, fence, etc.) that is not thicker than 2cm, and it's not higher than the fighting characters.



-Both the character's sides are covered by elements which could stop him from being attacked on his flanks or by a sweeping attack, such as standing below a door frame, a narrow corridor or alley, etc.



**CLOSE COMBAT GRAB**

Instead of striking its enemies, a character can attempt to grab them. Choose how many **AC** you want to use plus **1 SC** and perform an **unarmed Impact roll**. If the character succeeds and inflicts **Damage**, the immobilize effect will be added to the **Damage** on the target (check effects).

If a character gets immobilized/grabbed by several enemies at the same time, it will suffer a -1 penalty to its **Defense** value for each additional enemy grabbing it, to a minimum of **Defense 1**.

To get released and thus remove the effect, the grabbed character must spend at least **1 AC** during its activation and roll a die for each **AC** spent this way, and compare the result to its own **Strength**. If it succeeds (the roll is equal to or higher than its **Strength**) it will get released, and then activate normally during the rest of the round. The character may be also released automatically if his captor or captors move away or attack another character. If the character is being held by several enemy characters, he must spend at least **1 AC** for each enemy holding him, and become released from one enemy for each success. The player controlling the captive character decides from which character he gets released for each success.

CLOSE COMBAT PUSH

Instead of striking an enemy you may try to push them. Choose how many **AC** you want to use plus **1 SC** and perform an **Impact roll**, as if performing a regular attack. If the attacker successfully **Damages**, the displaced effect will be added to the **Damage** (see effects).

DEFENSE

If a character is attacked in close combat and successfully hit, and he has **DC** left on its character's **Character Card**, he may use them to attempt to **Block** the enemy attacks. The player may decide if he wants to spend his **DC** in an attempt to block after the attacker has made the **Impact Roll**, but before the **Damage roll**. Thus, if the first attack received by a character wasn't successful, it will still be able to defend himself if it's attacked again during the rest of the round.

BLOCK

To **Block** an enemy **Impact**, roll a die for every **DC** you want to spend this way. If the result is equal or higher to the opponent's **ATTACK** value, will mean that the character repealed one of the **Impacts** per success (the defending character chooses which **Impacts** were blocked). If an **Impact** is blocked, it will automatically be ignored as if it had missed the target.

RANGED ATTACK/SHOOTING

If the character carries a ranged or missile weapon, he will be able to perform a **Ranged Attack** with it, if he meets the following requirements:

Only one ranged weapon attack is allowed per activation and **2 AC** must be spent in order to do so. This will allow the character to shoot as many times (or roll for **Impact**) as the weapon's **Rate of Fire (ROF)**.

BASIC RULES

RANGE

All ranged weapons have an unlimited reach, but the character has to be able to see its target and to draw a straight line to the objective. However, weapons require a minimum distance to the target to be used properly. This means that a character cannot attack with a ranged or missile weapon if the target is closer than 5cm to him.

RANGED WEAPONS

These weapons can only be used to perform a **Ranged Attack**, otherwise they are ignored. All ranged and missile weapons possess special characteristics that define their usage and stopping power.

-Rate of Fire (ROF):

This is the number of shots (or dice that can roll for **Impact**) the weapon can make anytime it opens fire. These **Impact dice** can be distributed between several targets, as long as all the conditions required to take the shot are fulfilled.

If the character moved during his activation before he shot, its weapon's ROF will be reduced to one, no matter how much the original ROF was. Also, if a character carries more than one ranged weapon he must choose one of them to attack with, and it will be the only weapon he will be able to use for the rest of the round.

-Ammunition

Ammunition represents how many times a character may attack with the ranged or missile weapon he is carrying during the game. Ammunition is represented on the **Character's Card** by ammunition magazines. Every time a character shoots a weapon, he must spend a magazine. If all ammunition magazines are spent, the weapon cannot be used any more, or until the character finds ammunition and rearms.

A character can't carry more Ammunition than the total magazines it started the game with (including additional Magazines purchased as additional equipment).

-Damage.

This characteristic indicates the type of **Damage**, as well as the number of **Damage Markers**, that the weapons inflict on the targets.



BASIC RULES

BLINK!

If the character wants to shoot at a partially visible target, as it could be a character hidden behind a car, a corner, etc... or even if a few obstacles are in the way, the target character will be able to make a **Blink!** roll for each of the obstacles in between him and the shooter.

The **Blink!** roll should be made after a successful **Impact** roll. If a miniature is in base contact with an obstacle or another (friendly) miniature, they can shoot over it (as long as its size of it allows the character to), and it will not count as a **Blink!** obstacle.

Blink! roll.

If the target has been successfully **Impacted**, it may roll the one die per impact for the first obstacle which is in the shooting trajectory. If the result is below the **Blink!** roll difficulty, the target must keep on making **Blink!** rolls (remember, only one die per impact) for each obstacle in the trajectory until the target is hit, or until the **Blink!** roll is successful (the result is equal to or higher than required). If the **Blink!** roll is successful, the bullet will hit the obstacle, or ricochet against it, and the shot will be a miss (meaning that one impact will be removed from the target before damaging per successful **Blink!** Roll). If all the **Blink!** rolls failed, the target will suffer an Impact as normal.

If the obstacle in the trajectory of the shot is a damageable terrain element or character (friend or foe), it will suffer from the **Cross Fire** effect. (See **Cross Fire**).

Blink! Difficulty:

Not all the obstacles have the same qualities to absorb or ricochet an **Impact**. The **Blink!** Difficulty level is set by the kind of obstacle:

- 4+ for walls or objects considered "solid" or very resistant (steel plates, concrete blocks, armored cars, etc.) or another miniature (friend or foe).
- 5+ for wood fences, trees, cars, streetlights or any other urban furniture.
- 6+ for hedges, wire fences, boxes, tables or any other domestic furniture.

Cross fire

If a character or damageable object has been **Impacted** after a successful **Blink!** roll, the shooting player will have to make a **Damage** roll. If it is passed, the hit character or damageable object will just suffer 1 **injured marker** instead of the normal **Damage** the weapon inflicts.

When activating a character in contact with an obstacle, he can crouch next to it and take cover spending 1 **SC**. If he does so, he will be in cover until he moves or the owning player states otherwise. If the character in cover has to make a **Blink!** Roll for the obstacle he is being covered by, he will benefit from a +1 on that **Blink!** roll.

**IMPACT**

Once all the attack dice are set, the attacking character may make an **Impact** roll for each die.

Roll for all the attacks directed against the same character at the same time. Apply then any and all **Impact** roll modifiers. Any result equal or higher to the target's **Defense** value will be considered an **Impact**.

For each successful **Impact**, a **Damage** Roll should be made (see **Damage**).

A natural (before applying any modifiers) result of 1 in any **Impact** roll is always a failure; however any natural result of 6 will always be a success.

DAMAGE

If a character achieves an **Impact** on an enemy miniature, the controlling player must roll a die for each successful **Impact** (When rolling the corresponding dice to **Damage**, an additional die of a different color will be rolled as well; this extra die is the **Collateral Damage** die) to see the **Damage** inflicted.

For each **Damage** result equal or higher to the strength of the attacker, **Damage** is inflicted. This will be reflected on the damaged character's **Character Card** by **Damage Markers**, as specified for each weapon or attack. **Damage** can also produce some effects (see advanced rules).

Some close combat weapons can modify the wielder's strength. A "+" (Plus) or "-" (Minus) symbol will be shown before a digit. Add or subtract the digit, as indicated by the symbol, to the roll.

Example: If "+1" is indicated in the weapon's description, and the wielder's strength is "4+", when rolling to damage you would apply the "+1" modifier to the roll, effectively decreasing the difficulty by one. Thus the character wielding this weapon, would **Damage** when rolling 3+.

All natural results of any **Damage** roll of 1 will be considered a failure; on the contrary, any natural result of 6 will be considered a success.

Each time **Damage** is inflicted on a character, 1 or more **Damage Markers** will be added to his **Character's Card**.

There are two kinds of **Damage Markers**: **Stun** and **Injury**. ON kind or the other will be applied depending on the characters and/or the weapon(s) which inflicted **Damage** (this will be indicated on the character's or weapon characteristics).

UNARMED

If a character has no weapons he can punch, kick, bite, etc. **Damage** caused by this kind of **Impacts** will always inflict **Stun** Marker.

BASIC RULES

SCRATCH

If an **Impact** is achieved with any distance weapon, a **Stun Marker** will always be inflicted on the target, even if the **Damage roll** fails.

If a character is inflicted both types of **Damage Markers** as a result of the same attack, please award first the **Injured Markers**, and then the **Stun Marker/s**. Both types of **Damage** are accumulative. If the character suffers more **Damage Markers** than his own **Endurance** value, apply the corresponding effect/s. The rest of the **Damage Markers** will be ignored.

Example: If a character receives 2 **Damages** (♦♦), first award the 4 **Injured Markers** (♦) and then the 2 **Stun Markers** (★). If the character had, for example, an **Endurance** value of 5, it would get a **K.O.** result and the last **Stun Marker** will be ignored.

DAMAGE ACCUMULATION EFFECTS

For every 2 **Damage Markers** of any kind accumulated by the same character, an **Action Counter** will be immediately removed from the damaged character's **Character Card**. The player controlling the **Damaged** character may choose which **Action Counter** is removed.

At the **Raise a Plan** stage, if a character has accumulated **Damage Markers**, he will generate 1 less **Action Counter** for every 2 markers during this round.

At the end of each round, all characters can attempt to remove a **Stun Marker** by successfully making a **recovery roll** (see **recovery**).



**K.O. KNOCK OUT**

As soon as a character accumulates as many **Damage Markers** as its own **Endurance** value, they will immediately become **K.O.**

When a character becomes **K.O.**, he loses all of its remaining **Action Counters**. Also, the miniature gets laid on the ground, and remains like that until recovery (he will need to spend AC to stand up). Otherwise, the character will remain **K.O.** until the end of the game.

A **K.O.** character cannot generate **Counters** at the **Raise a Plan** stage, or be activated, but will have a chance to recover at the end of each round. Place a **K.O.** marker next to the miniature to make its status clear to all players, and distinguish it from the knocked down characters.

A **K.O.** Character is not taken into consideration for **Blink! Rolls**, since it is laying still on the ground.

A **K.O.** Character cannot control objectives.

When a character becomes **K.O.**, any surplus **Injury Marker** must be exchanged for previously **Stun Markers**, which may cause the character to become a **Casualty**.

For Example: A character with **Endurance 4** that has suffered **Damage** (♦♦♦), suffers another attack **Damage** (♦♦♦). So the character is **K.O.** (4 **Damage** ♦♦♦♦). The surplus X **Damage** must replace the previous 0 **Damage**. The result is XXXX so the character becomes a **Casualty**.



**CASUALTY**

If a character accumulates **Injury Markers** equal to its **Endurance value**, the character will be considered a casualty and must be removed from the game.

COLLATERAL DAMAGE

Whenever making a **Damage** roll, the player should also roll the **Collateral Damage Dice**. This die should be in different color or size to make it easier to point it out, and it should be rolled together with the rest of the **Damage dice**. However, its result will have a different meaning.

The **Collateral Damage Dice** will determine if the **Damaged** character is knocked down, as well as any critical and/or special **Damage** inflicted by the attacker.

KNOCK DOWN

If the result of the **Collateral Damage Dice** is equal to any of the **Damage dice** results (even to those that failed), the target gets knocked down. The only exception is a double 1 result, which will still be a failure and won't knock down the target.

CRITICAL DAMAGE

If the attacker rolls at least one success to **Damage**, and the **Collateral Damage Dice** result is 6, the target will be inflicted an extra **Damage Marker** (Stun Marker) to the total **Damage**.

SPECIAL CRITICAL (CRT)

Several weapons and/or special attacks may produce different effects. This weapons and/or attacks possess a special critical effect indicated as **CRT** in their description.

CRT effects always replace the extra **Stun Damage** when critical damage is inflicted.

RECOVER.

At the end of each round, during the **Casualty Recount** phase, all characters with accumulated **Stun Markers**, or **K.O.**, may attempt to remove a **Stun Marker** or get up from **K.O.**, by making a recovery roll. **Injury Markers** cannot be recovered.

-Recover from Stun Damage.

To recover from **Stun Damage**, roll 1 dice per character that has at least 1 **Stun Marker** accumulated. A result of 4+ will allow the character to remove a **Stun Marker**. If the character still has unspent **SC** at the end of the round, he may use them now and roll one more die per available **SC**, and try to remove more **Stun Markers**. Each success will remove 1 **Stun Marker**.

-Recover from K.O.

To recover from **K.O.**, the character must first make an **Endurance** roll. If it **K.O.** passes the roll, it will recover from **K.O.** but remain lying down until it is able to stand up. Remove one **Stun Marker** from the character. If the roll is unsuccessful, the character will remain **K.O.**

SET UP

ONCE YOU HAVE EVERYTHING YOU NEED TO PLAY IT IS TIME TO SET UP A BATMAN MINIATURES GAME. FIRST, PLACE ALL THE AVAILABLE TERRAIN ELEMENTS AND GET A BOARD READY ACCORDING TO THE ESTABLISHED REPUTATION. THEN PICK A SCENARIO, AND YOU ARE READY TO START PLAYING!



PLACE TERRAIN ELEMENTS

THE PLAYERS MUST AGREE ON HOW TO PLACE ALL TERRAIN ELEMENTS AT THEIR DISPOSAL. THEY ALSO MUST ESTABLISH WHICH ELEMENTS ARE OBJECTS OR DIFFICULT TERRAIN, WHICH ARE SMALL, ETC.. FINALLY, THEY HAVE TO DECIDE WHICH OBJECTS CAN BE MANIPULATED AND THE RESULT/S OF IT, IF IT IS NOT COVERED BY SCENARIO RULES.



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CONFIGURING YOUR BAND

SET REPUTATION LIMIT

First of all, players must agree on how much **Reputation** each player can spend to configure his **Band**. Usually both players' bands will have the same **Reputation**. We recommend a maximum of 150 points (pts) for short games and 450pts for 2 hour games. 300pts is the recommended Reputation limit for scenarios presented in this book.

Now you can start choosing your band's characters. Remember that the sum of all the characters' **Reputation** can never exceed the established **Reputation** limit.

BAND LEADER

Each player must choose a "**Band Leader**", between the characters ranked as "**Leader**" or "**Sidekick**". The rest of the characters in the **Band** must have the same affiliation as the "**Band Leader**". If a character has an "**Unknown**" affiliation, they may be included in any **Band**.

RANK

All characters have one of the following ranks: **Leader**, **Sidekick**, **Henchman** or **Free Agent**. This rank determines your Band's configuration as follows:

- You can only include 1 **Leader**. This must be the "**Band Leader**".
- You may only include 1 **Sidekick**, unless you choose a **Sidekick** as "**Band Leader**". In that case you may include a second **Sidekick**.
- You may only include 1 **Free Agent** for every 150 reputation points of the **Band**.
- You may include any number of **Henchman** without repeating character (with different own name).
- A **Henchman** with no own name is considered "Minion", you will be able to align more than once in the same band, this will be indicated with a "*" next to Henchman rank.
- You cannot include twice the same character, unless they are a **Henchman Minion**.

\$ FUNDING

Many of the characters have a cost in \$ indicated on their **Character Card**, representing the quality and quantity of the equipment they carry. A **Band** may spend up to \$500 per every 150pts of **Reputation**. Players may spend this money on characters, or equipment for the **Henchmen**.



EQUIPMENT.

Henchmen have several options of available weapons or equipment. Each Henchman may choose only once any of the available options from its Band equipment list, and add their cost (\$) to the total spent. The equipped character may use the purchased equipment just like any other of its original rules or equipment. Each piece of equipment has a limit of times it may be purchased per Band, indicated before its name.



BATMAN (LAW BAND)

0-2 Magazine (\$200)

+1 to Ammunition for 1 weapon.

0-2 Flashlight (\$100)

obtains the "Lantern" rule.

0-2 Handcuffs (\$200)

obtains the "Arrest" rule.

0-2 Whistle (\$200)

obtains the "Halt/Stop" rule.



JOKER CREW

0-2 Magazine (\$200)

+1 to Ammo for 1 weapon.

0-2 Thrower (\$300)

obtains the "Batclaw" rule.

0-2 Clown Painting (\$150)

obtains the "Mislead" rule.

0-2 Flare (\$300)

obtains the "Flare" rule.



POISON IVY CREW

0-2 Titanic Mutation (\$150)

obtains one "Titan Dose".

0-1 Sense Mutation (\$100)

obtains the "Night Vision" rule.

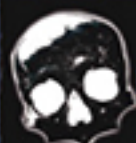
0-2 Extra Spores (\$200)

+1 to ammo for 1 weapon.

0-2 Spikes Mutation (\$200)

obtains the "Claws" rule.

*Note: Only plants can "purchase" this equipment.



BLACK MASK CREW

0-2 Magazine (\$200)

+1 to Ammo for 1 weapon.

0-2 Brass Knuckles (\$200)

obtains the "Reinforced Gloves" rule.

0-2 Thrower (\$200)

obtains the "Batclaw" rule.

0-1 Bribery (\$100)

obtains the "Informer" rule.



PENGUIN CREW

0-2 Magazine (\$200)

+1 to Ammo for 1 weapon.

0-2 Thrower (\$300)

obtains the "Batclaw" rule.

0-2 Laser (\$150)

obtains the "Laser" rule.

0-2 Camouflage (Camo) Vest (\$300)

obtains the "Stealth" rule.



BANE CREW

0-2 Magazine (\$200)

+1 to Ammo for 1 weapon.

0-2 Thrower (\$300)

obtains the "Batclaw" rule.

0-1 Titan Dose (\$100)

obtains one "Titan Dose".

0-2 Night Vision Goggles (\$200)

obtains the "Night vision" rule.



TWO FACE CREW

0-2 Magazine (\$200)

+1 to Ammo for 1 weapon.

0-1 Bribery (\$100)

obtains the "Informer" rule.

0-2 Bulletproof Vest (\$100)

obtains the "Bulletproof vest" rule.

0-2 Handcuffs (\$200)

obtains the "Arrest" rule.



LEAGUE OF SHADOWS

0-2 Magazine (\$200)

+1 to Ammo for 1 weapon.

0-1 Loyalty Tattoo (\$200)

obtains the "Bodyguard" rule.

0-1 Night Vision Goggles (\$200)

obtains the "Night vision" rule.

0-1 Climbing Shoes (\$100)

obtains the "Climbing Shoes" rule.

STRATEGIES (OPTIONAL)

You may choose among a number of strategies to achieve your plans of victory. First choose strategies and then follow the following order:

- A / Scenario selection.
- B / Urban Furniture.
- C / Bands.
- D / Objectives.
- E / Start playing.



Choosing Strategies.

Each strategy has a value ranging from 1 to 3. Players have 3 points to spend on strategies. Strategies should be brought into play at the phase indicated in their description (value/phase):

- 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 10cm. If you have two deployment areas, increase each by 5cm. If both players choose this strategy, then neither can apply its effect.
- 2/C Ambush - Deploy your entire **Band** after the other player has deployed his entire **Band**. If both players choose this strategy, then neither can apply its effect.
- 1/C Patrol - You may place one miniature up to 10cm outside your deployment zone's limits. If this scenario doesn't include a deployment zone, you gain +1 to the enter the game zone roll.
- 1/C Reinforcements - You may pick one miniature of your band and roll a die. If the result is 4+ you may hold it off table. At the **Raise the Plan** stage of the second round of the game you may deploy that miniature at any edge of the playing area, except the edge corresponding to the enemy deployment zone.
- 1/B Maps - gets 2 extra **Lamp posts** or 1 **Sewer Marker**. The player with this strategy decides where to deploy them, but he cannot place them in the enemy deployment area.
- 1/A Secret Objective - Set 1 additional objective of your choice (maximum 1).
- 1/A Change of plans - Roll two dice, sum up the results and then move an objective as many cm in a direction of your choice. This strategy may be used only once per game, and it may be used only after placing the objective markers in the game zone.
- 2/? Informer - When the enemy player would normally apply the effect of one of his strategies, this strategy will cancel those effects, rendering the enemy strategy effectively useless. An Informer may be used to cancel the effect of another Informer.
- 2/E Early Bird - You may choose who takes the lead in the first round without having to extract any **Counter** from the container. If both players choose this strategy, then neither can apply its effect.
- 2/E Battle Cry - Your **Band** flees (see Run Away) when your **Reputation** is reduced by 80% or more compared to its original **Reputation**.
- 3/C Perfect Plan - At the beginning of the game add an extra **Counter**, for your **Band**, to determine who takes the lead.



PHASE A/ SCENARIO ELECTION

Roll a die to see what scenario you will play.

- 1 - CHANCE ENCOUNTER
- 2 - PLUNDER
- 3 - PATROL
- 4 - SKIRMISH
- 5 - SECURING THE AREA
- 6 - AMBUSH

PHASE B/ URBAN FURNITURE

At the beginning of the game, and before any miniatures are deployed, both players must deploy alternatively, 1D3 **Sewer Markers** each. They may be placed anywhere in the playing area, 20cm or more from any other **Sewer Marker** and more than 5cm away from the gaming area edges.

Entering and exiting Sewers.

To enter or exit a sewer you must spend 2 SC and 1 MC (as payment for a **Difficult Movement** and **Manipulate**). Furthermore, during the round a character gets out of a **Sewer**, his basic BMD is reduced to 0; this means that if they want to move, they will have to spend MC. A character can enter a sewer any time during their activation if they already are in contact with a **Sewer Marker**, or if they become in contact with it during their activation, and pay the corresponding **Counter** costs. Remove the miniature from the gaming area and leave him visible at one side as a reminder that they are still inside the sewers. Only one character per Band can be in inside the sewers at the same time and must spend at least one full round inside (the round the character gets in doesn't count). During the next round you can pay again the same **Counter** costs and return the character to the game by placing the miniature in contact with any **Sewer Marker**. Once it has returned, the character may act as normal, if they still have **Action Counters**.

If a player has 1 or more miniatures in base contact with a **Sewer Marker**, the opposing player cannot use that **Sewer Marker** to get in or out the sewer. To block passage to a "Big" character you must have at least 2 miniatures in contact with the **Sewer Marker**.

Note: A K.O character doesn't count to block a Sewer.

LAMP POSTS

At the beginning of the game, and before any miniatures are deployed, both players must deploy alternatively 1D3 **Lamppost Markers** each. The player that gets to deploy the more **Lamppost Markers** starts deploying them. If both players get to deploy the same number of **Lamppost Markers** the player with more miniature in his Band starts. They can be placed anywhere in the playing area, 20cm. or more from any other **Lamppost Markers** and more than 5cm from the gaming edges.

Lampposts illuminate the area 10cm away from them in any direction. Players should consider that light does not pass through solid objects like walls, and should decide the area illuminated by each lamp post.

Lamppost Markers can be the target of a **Ranged Attack**; they have a Defense value of 2. If the **Lamppost Marker** is successfully **Damaged**, remove it from the game. Remember they can be **Damaged** also by the **Crossfire** rule.





PHASE C/ BANDS

Both players have to divide their **Band** into two groups consisting of the same number of miniatures whenever possible. Toss a coin or roll a die to decide who deploys first. First player to deploy chooses his deployment area and places on it one full group of miniatures. Then, the other player places one of his groups in the opposing deployment area. Afterwards, the first player places his second group, and, finally, the second player does the same. Some scenarios may vary this order, or have several areas of deployment; these peculiarities are indicated in each scenario's description. The miniatures should be placed entirely within the corresponding area, but the controlling player may decide to deploy them **Crouched**.

PHASE D/ OBJECTIVES

There are four types of objectives, represented by **Markers**. Players may choose 3 out of them but cannot choose twice the same type. The player that first deployed his **Band** places one of his objectives; then, players take turns to deploy an objective until all the objectives are placed. Objectives should usually (see **Loot**) be placed in the deployment area of the enemy, but this may vary depending on the objective type or the chosen scenario. Objectives must be placed at least 5cm away from any edge of the playing area or any another object (including other objectives).

Objective Markers can never be removed from the playing area. Also, they cannot be placed inside sewers or be carried inside them. If a character carrying an objective wishes to enter the sewers, the objective must stay outside.

A player cannot **deploy Objective Markers** within a 10cm distance of his own deployment area.

CONTROLLING OBJECTIVES

In order to control an objective, there must be at least one miniature in base contact with it, and no other enemy miniatures may be in contact neither with the controlling character nor the objective. Consider only for this purpose the final position of every miniature at the end of the round, during the casualty phase. Also, ignore any characters that are **K.O.**

Each objective provides, to the player who placed and controls it, a number of Victory Points or VP. Some objectives, like **Loot** and **Riddles**, can provide VP to the enemy.

LOOT (AWARDS 1VP TO THE PLAYER WHO CONTROLS IT)

Loot Markers can be deployed at least 20cm away from the enemy deployment zone (on neutral ground). **Loot** can be carried by any character; to pick up the **Loot**, a character must **Manipulate** the objective. If a character wishes to move while carrying **Loot**, he must spend 1 MC. Characters may as well drop the **Loot** any time and **Loot** may be **Stolen** like a **weapon**.

If a character carrying a **Loot Marker** becomes **K.O.** or a Casualty, place the **Loot Marker** in base contact with the character where they became **K.O.** or in base to base contact with the miniature prior to removing it as a casualty.

CONFIGURING YOUR BAND

RIDDLE (VARIABLE VPS TO THE PLAYER THAT SOLVES IT)

Riddle Markers can be deployed 20cm away from the enemy deployment zone (on neutral ground). To attempt to solve a **Riddle**, a character must **Manipulate** the objective and declare its intention to try to solve it. The player controlling the character that attempts to solve must ask the opposing player to say a number between 1 and 6, and then roll a dice.

- If the result is equal to that number, the character solves the **Riddle**, winning 3 VP.
- If the result differs by one, the **Riddle** remains one more round in play, and the character that attempted to solve it, or any other character, may try again to solve it later. There is no need to say the number again as the result required to solve it will be the same.
- If the difference is greater than 1, the **Riddle** awards 1 VP to the player controlling the character.

-If the **Riddle** is finally solved by the opposing player, whatever the result, it will only award 1VP.

Whenever a **Riddle** awards VP to any player, remove it from the game.





AMMO CRATES (3VP TO ITS OWNER WHEN THEY CONTROL IT)

Ammo Crate Markers are considered **Small Obstacles** and **Objectives**. If a character is activated when standing in base to base contact with an **Ammo Crate Marker**, it may **Manipulate** it and obtain an **Ammo Magazine** (see Ammo).

A character can **Manipulate** an **Ammo Crate Marker** only once per round.

TITAN CONTAINER (2VP TO HIS OWNER WHEN CONTROLS IT)

The **Titan Container Markers** are considered **Small Obstacles** and **Objectives**. If a character is activated when standing in base to base contact with a **Titan Container**, it may **Manipulate** it and obtain a **Titan Dose**.

A character can **Manipulate** a **Titan Container** only once per round.

TITAN DOSE (ONE USE ONLY)

If a character has a **Titan Dose**, they may use it during the **Raise a Plan** phase. Using it will increase all its **Basic Skills** values by 1 until the end of the round. A character may only take one **Titan Dose** during the game, since a second dose would kill him.

PHASE E/ START PLAYING

Begin the game by stage 1 **Take the Lead** and follow the corresponding 4 stages.

END GAME

The game finishes at the end of the round indicated in the scenario rules description or if all the opposing **Bands Run Away**.

RUN AWAY

At the end of a round, if the **Reputation** of a **Band** is reduced by 70% or more (count casualty and **K.O.** characters to determine how much **Reputation** the Band has lost), the player controlling that **Band** must choose a character still standing and immediately take a **Motivation Roll**. If he passes it, he may continue playing as normal for another round, otherwise the **Band** flees and the game ends immediately. When a **Band** flees, the opposing player takes as many VP as rounds remain to be played, unless both sides **Run Away** during the same round.

WINNING THE GAME AND VICTORY POINT RECOUNT

The player with most VP at the end of the game is the winner.

At the end of each round, during the **Casualty Phase**, players must add any VP awarded by **Objectives** and/or **Casualties**. At the end of the game, sum up all VPs obtained during each round to determine the winner.

Casualties and first **K.O.** VPs.

A character will award VPs to the opposing player whenever it is removed as a casualty, or the first time during the game that it becomes **K.O.**

CASUALTY/ K.O

LEADER OR BAND LEADER 6VP/4VP

SIDEKICK 4VP/2VP

FREE AGENT 4VP/3VP

HENCHMAN 2VP/1VP

"They may suspect me, but they'll never
see me. They may chase me, but they'll
never catch me. Never, never, ever catch
me."

Selina Kyle





SPECIAL TRAITS

TRAITS PROVIDE THE CHARACTERS WITH VARIOUS SPECIAL RULES. THESE ARE AN EXCEPTION TO THE BASIC RULES AND ALWAYS OVERRIDE THEM. IN ORDER TO BENEFIT FROM A TRAIT, THE CHARACTER MUST POSSESS IT (IT WILL BE DISPLAYED ON THE CHARACTER'S CARD). ALSO, SOME OF THE EFFECTS REQUIRE YOU TO SPEND A VARIABLE NUMBER OF ACTION COUNTERS. IN THESE CASES, THE CHARACTER MUST STILL HAVE ENOUGH COUNTERS LEFT TO SPEND IN THE APPROPRIATE CATEGORIES IN ORDER TO TRIGGER THE EFFECT. IF THERE IS A COST, IT WILL USUALLY BE INDICATED NEXT TO THE TRAIT NAME ON THE CHARACTER'S CARD.

A CHARACTER MAY ONLY BENEFIT FROM A TRAIT EFFECT DURING ITS OWN ACTIVATION, UNLESS OTHERWISE SPECIFIED. THE ONLY EXCEPTION IS THE PASSIVE EFFECTS, SINCE THEY ARE ALWAYS ACTIVE.

**ACROBAT**

The basic **BMD** and the **JC** of the Character is equal to 12cm. Also, the character does not spend any **MC** to move through a Difficult Obstacle or terrain, Jump or Get Up and can move through other miniatures. Characters with **Acrobat** also obtain the special rule **Dodge**.

ADAPTABLE

At the beginning of the **Raise the Plan** phase, the Player controlling a Character with this **Trait** must choose between the Attack, Defense or Move abilities. The character receives +1 to the chosen ability until the end of the round.

AFFINITY TO: (CHARACTER)

A Character with this **Trait** can be recruited as a **Free Agent** by the Band of the indicated **Affinity**: character, even if it has the Leader or Sidekick rank and the Band already includes a character with one of those ranks.

AGGRESSIVE SCHIZOPHRENIA. (MENTAL DISORDER)

At the end of the round, this character must be closer to any other character (friend or foe) than it started, until it is in base to base contact with any other miniature. The character must also attack the closest character (friend or foe) if it can.

AIR SUPPORT (3SC)

Place the **Explosive Template** (Circular) anywhere on the table. During this Round the area under the template is considered to be under the effect of **Light**.

AMPHIBIOUS.

This character does not spend **MC** to move through Difficult Terrain provided the Difficult Terrain element is mainly composed of water.

ARREST (1MC + 1SC)

When in base contact with a **K.O.** miniature, the Character with this trait may remove the **K.O.** miniature from game as Casualty.

BAT-ARMOR MK1

Roll a dice for each hit you suffer. On a result of 5+ the impact is ignored.

BAT-ARMOR MK2

Roll a dice for each hit you suffer. On a result of 6+ the impact is ignored.

BAT CAPE (1SC)

Spending **1SC**, the Character cannot be damaged or knocked down as a result from Jump or Fall. **Bat Cape** can be used as a passive skill.

SPECIAL TRAITS

BATCLAW (ISC+IMC)

Using this trait allows the **Character** to move to a point as far as 30cm from him. Follow this procedure in the established order to use the **Batclaw**:

1. Draw a straight line between the character's starting position and the final position.
2. This line must be free of obstacles and can't go through any solid terrain element.
3. However, it allows the character to pass through any gap that he could usually pass through.
4. The Miniature must be able to stand at its final position
5. Using the Batclaw automatically counts as the Character's BMD. However, the Character may move as normal spending MC before or after using the Batclaw.
6. The Batclaw movement cannot be used if the character moves through the same surface.

BIPOLAR (MENTAL DISORDER)

Roll a die or flip a coin at the beginning of every round. If the result is even/heads this character gets 1 extra **Action Counter**, if it is odd/tails it loses one.

BLOODTHIRSTY (MENTAL DISORDER)

During the **Raise a Plan** phase, if this character has accumulated at least a **Damage Marker** of any kind, he gains 1 Free AC. (This AC will count for the maximum counters the character can award to the **Attack Ability**).

BODYGUARD (ISC PASSIVE)

If a character with a **Leader** or **Sidekick** rank within a 5cm range of the character is hit by an attack (of any kind), the **Bodyguard Character** takes the hit instead.

BRUTAL

This **Trait** allows the character to reroll the **Collateral Damage** die, but the second result will have to be taken.

BULLETPROOF VEST

Firearms Weapons require a 4+, instead 2+, to Damage a Character with this **TRAIT**.

CANNIBAL

If during the round a **Character** with this **Trait** is in base to base contact with a **K.O.** character (friend or foe), it must make a **Motivation** roll immediately before doing anything else, provided that it still has AC to spend. If it succeeds, it may play the round normally, but if it fails, the character must spend immediately 2 **Action Counters** to **Devour** the **K.O.** character. If the character doesn't have enough counters, it must remain stationary until next round to try to **Devour** the **K.O.** character again. A **Devoured** miniature is taken as a **Casualty** immediately.

CATCHER GEAR

This character ignores the rules **Tough** when attacked.

SPECIAL TRAITS

CHARISMATIC

This Character's Band can align 1 **Free Agent** for every 100 Reputation points, instead of the usual 150.

CLAWS

This Character's Unarmed attacks inflict Damage (1+).

CLIMBING SHOES

This character does not need to spend MC to Climb and his climbing movement will not be considered Disabled. Also, if the Character spends 1SC, it may finish its movement at any point, even on the side of a wall. Make clear to the opposing player the exact point if the miniature cannot stand.

COMBO: WEAPON

For every 2 AC spent using the **Combo: Weapon**, this character may Strike 3 times.

COMMISSIONER

This Character can use **Arrest** spending only 1MC.

CONFUSION (2SC)

Once per round the Character with this Trait may choose an enemy within its line of sight and standing not farther than 20cm away from it. Reduce the target character's **Attack** and **Defense** values by 1. Also, the target won't be able to spend SC. Both effects stand until the end of the round.

CONTROL PHEROMONES (3SC)

A character with this Trait may choose an enemy character within its line of sight and standing not farther than 10cm away from it. The target immediately suffers the effect: Hypnotize.

COUNTER ATTACK (1SC) (PASSIVE)

If this character **Blocks** any hit, it may make one Strike against his attacker. This counter-blow takes place simultaneously to the attack, so its effects must always be solved.

CRIMINAL

The first time during the game that this character makes an enemy character become K.O. or a Casualty, it will receive +1 **Willpower** until the end of the game.

DETECTIVE

For each **Detective** character you have in the band, you may cancel an opponent's "pass" at the beginning of each round.

DIRTY FIGHTER

This Character's ranged weapons obtain the rule **Light**.

DISARRAY (1SC)

Once per turn, this character may change the position of 2 **Action Counters** on an enemy character's Character Card. The character must be able to draw a line of sight to its target.

DISCOURAGE (2SC)

Once per turn, this character can reduce an enemy Character's **Willpower** by 2. This effect lasts until the end of the next **Raise a Plan** Phase. The character must be able to draw a line of sight to its target.

DISTRACT (1SC)

Once per round, you can choose a character within the character's line of sight and no farther than 10cm away. The target reduces his **Defense** by 1 until the end of the round. This effect is not cumulative.

DODGE (PASSIVE)

This character may spend MC to avoid Ranged Attack Impacts. Each MC spent this way allows the character to make an Agility roll. Each success cancels an impact.

ELITE: TYPE

Your band can only include 1 **Elite** character of each Type.

ELITE BOSS: TYPE

Your Band can align any number of **Elite** characters of the same type as the Elite Boss.

ELUSIVE (1MC PASSIVE)

This character may spend 1MC to get a +1 bonus to **Defense** against ranged attacks. This effect doesn't stack.

EXPERT MARKSMAN (1SC)

This character's targets have a -1 penalty to **Blink!** Rolls.



SPECIAL TRAITS

EXPLOSIVE GEL

If a character with **Explosive Gel** manipulates a lamppost, sewer or urban furniture, place a **Gel marker** on it. During any subsequent rounds this character may choose to destroy the marked item and remove it from the game spending **15C**.

FAST

When spending **MC** to move, the character may repeat the roll. The second result must be accepted.

FLARE

A character with a flare may use it as if he was manipulating an object. If he does so, all the playing area will be under the effect of **Light** until the end of round.

*IF SOMEONE STANDS IN THE WAY OF TRUE JUSTICE, YOU SIMPLY WALK UP BEHIND THEM AND STAB THEM IN THE HEART.
RA'S AL GHUL*



***FOLLOW ME! (ISC)***

All the **Henchmen** within 10cm of this character obtain **1MC** for free. This **TRAIT** may be used only once per round.

FOOTBALL GEAR

This character ignores the rules **Sharp** and **Tough** when attacked.

GOOD AIM (ISC)

This character ignores the **Aim** rule with ranged weapons.

GUNMAN (ISC)

Can attack twice during the same round with ranged weapons. Each **Attack** must be paid for as usual. Each **Attack** consumes ammunition magazines as usual.

HANDYMAN

This character does not have to spend **MC** to **Manipulate**.

HARDENED

Each round, the first **Damage** marker (♦) inflicted on this character becomes a **Damage** marker (▲).

HATES: BAND/S

This character may not be aligned with the specified **Band/s**.

HENCHMAN (RANK)

You may include any number of **Henchmen** and **Henchmen-Minion** in your **Band**. All **Henchmen** can benefit from the special rule **Let's Go!**. Some **Henchman** can be aligned more than once in the same band. This will be indicated with a "*" next to the **Henchman** rank.

HIDDEN

This character may be deployed anywhere in the playing area, but always more than 10cm away from any objective.

HOCKEY GEAR

This character ignores the rule **Sharp** when attacked.

IMMORTAL

Removing this character as a **Casualty** grants **VP** to the opponent as if he was **K.O.** instead.

INFORMER

As long as this character is on the gaming area, and provided it's not **K.O.**, you can **Pass** one additional time during the **Execute the Plan** phase.

INSENSITIVE

This character does not reduce the number of **Action Counters** he generates if he accumulates **Damage** markers.

SPECIAL TRAITS

INSPIRE (ISC)

All **Henchmen** of this character's band within 10cm from him obtain **1 Action Counter**. **INSPIRE Can** be used only once per round.

JUDGEMENT

When this character makes an enemy character become **K.O.**, flip a coin: if the result is "heads" remove it as **Casualty**.

KAOS AGENT

Before the start of the game, remove 1 of the opponent's die or counter from the bag or container you use to **Take the Lead**. This can make the game end before the established minimum number of rounds. All the **Henchmen** of this **Character's Band** obtain the **Trickster Special Rule**.

KEYLAR VEST

Reduce 1 **Damage Marker** whenever this character receives damage, to a minimum of 1.

KILL THEM! (ISC)

All **Henchmen** of this character's band within 10cm from him get **1 AC**. **KILL THEM!** can be used only once per round.

LANTERN (ISC)

If this character is not in contact with an enemy miniature, it can illuminate (see **Light**) an area of 10cm diameter around him like a **Lamppost** until the end of the round.



LARGE/BIG

These characters are usually twice the size of a standard human, so they come mounted on a bigger base and have some special rules.

A **Big Character's BMD** is 12cm. If it **Falls** and **Springs** into the **Air** they only receive **Damage** per every 10cm difference from its **JC**, instead of every 5cm. It cannot be **Pushed** or **Grabbed**, and cannot be **Knocked Down** except by attacks and weapons that also have the special rule **Big**. **Big Characters** suffer a -1 penalty on all their **Blink! Rolls**. **Big Characters** also obtain the special rules **Tough** and **Charge**.

LASER

A character with a **Laser** may manipulate it. If it does so, he may point a character within his line of sight and to which it may trace a straight line. The target will be considered under the effect of **Light** until the end of the round.

If the straight line becomes interrupted by any means, the target won't be under the effect on **Light** anymore.

LEADER (RANK)

You can only include **1 Leader** in a band and that character must always be the **Band Leader**. Its **Band's Henchmen** within 10cm can use the rule **Let's go!** without spending **SC**. **Leaders** can use **Inspire** and reroll a **Willpower** roll, but you must always accept the second result.



LET'S GO! (ISC PASSIVE)

When a henchman from the same band ends its activation, roll a dice. On a 4+ result, you may activate another henchman from the **Band**, who has not yet been activated and has the **LET'S GO!** rule. That **Henchman** immediately activates without giving the opposing player the chance to activate one of his miniatures in between. Any subsequent uses of the **Let's Go!** rule get a cumulative penalty of +1 to the difficulty. A result of 6 is always a success.

LORD OF BUSINESS

A **Band** led by this **Character** has \$500 more to spend when arranging the band, and may take an additional **Objective: Loot**.

LORD OF THE SEWERS

Killer Croc does not count towards the limit of miniatures that can be in the **Sewers** at the same time. **Killer Croc** may start the game inside the **Sewers** but he must remain there for at least one turn. His **Band** generates 1 extra **Sewer Marker**.

LUCK (ISC)

Spending 1SC allows this character to re-roll any dice that affects the character directly. He may also force the opponent to reroll **Impact** rolls against him.

MARTIAL ARTIST

This character ignores the **Numerical Inferiority** rule.

MASTERFIGHTER

This character gets a +1 bonus to **Impact** rolls when attacking **Unarmed**.

MASTER MARKSMAN

This character can reroll **Impact** rolls when shooting. The second result must be taken.

MASTERMIND

Before the start of the game add 1 die or counter of your band to the bag or container you use to **Take the Lead**.

MOB

All **Henchmen** in the **Band** of this character obtain a +1 bonus when rolling for the **Let's Go!** rule.

MOBSTER

When attacking an outnumbered character in close combat, this character receives a free extra attack against the outnumbered character.



**NIGHT VISION**

This character may **See** at any distance.

OBSESSIVE (MENTAL DISORDER).

When this character attacks an enemy character, it must continue attacking him (cannot change target) until the enemy character becomes **K.O.** or a casualty. This character also obtains a +1 bonus to **Strength** against that enemy character.

ONE-ARMED

This **Character** suffers from a -1 penalty to **Block** rolls,

ONE SHOT GUN (2AC + 2SC).

Once per game, instead of attacking, this character may choose an enemy character within its line of sight within 20cm. The target automatically receives one hit with **Strength 2+**, **Damage** (♦♦♦) and **CRT: Casualty**.

ORDER (1SC)

This character may use **ORDER** on a friendly character in its vision line. The chosen character can immediately redistribute up to **2 Action Counters** on its **Character's Card**. **ORDER** can be used only once per turn.

PARANOID (MENTAL DISORDER)

During the **Raise a Plan** stage, this **Character** obtains **1 free DC**, provided that he has accumulated at least 1 damage marker. This **DC** counts towards the maximum that the character can award to the **Defense skill**.

PERSUASIVE (1SC + 1AC)

If this character can **See** an enemy, at the end of this character's activation, he may force the target to be activated, but only if the target hasn't been activated yet this round.

PICKPOCKET

This character may **Manipulate** while in base to base contact with a **K.O.** and thus obtain the rule **Steal**.

POISON MASTER

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

POWER ARMOR

This character ignores the first 3 **Damage Markers** inflicted on him. Once 3 **Damage Markers** have been ignored, the armor can't be used again until repaired. During the **Casualty Recount Phase**, instead of making a **Recovery Roll**, this character may spend **2SC** to repair the armor, making it operational again. This armor is vulnerable to **Fire**, so each **Fire** marker received causes **Damage** (♦♦).

SPECIAL TRAITS

PUZZLE MASTER

The **Riddler** always obtains **3 VP** when trying to solve a **Riddle Marker**. The enemy can't reroll their attempt when they fail to solve a **Riddle** if the **Riddler** is in play.

PRIMARY TARGET: TYPE

Before starting the game, you must choose **1 Objective** of the indicated **Type**. If this character controls it, it awards **1 additional VP**.

PSYCHO

This character's **Willpower** is never altered under any circumstance or the effect of any rule.

PSYCHOLOGIST

This character automatically solves a **Riddle** without rolling the dice. He can also perform **Psychoanalysis**.

• **Psychoanalysis (1SC):** **Cancels** all the special rules labeled as "**Disorder**" of any character within his line of sight and no farther than 20cm away, until the end of the round.

RAPID FIRE (ISC)

When using a ranged weapon, this character gets **+1 Bonus** to his weapon's **Rate of Fire**, even if he moves.

REFLEXES

This character can reroll failed **Agility** rolls, but the second result must be used.

REINFORCED GLOVES

This character's **Unarmed** attacks inflict **Damage (☆☆)**.

RESILIENT

This character can reroll failed **Endurance** rolls, but the second result must be used.

RETRACTABLE CLAWS

This character's **Unarmed** attacks inflict **Damage (☆☆)** and are considered **Sharp** (see **Weapons**).

RUNAWAY

This character is **Immune** to **Arrest**.

SCHEMING (X)

If this character is in the **Band** that **Raises the Plan** first, it can always make **X** number of characters **Raise their Plan** after the enemy.

SCIENTIFIC

This character's **Special Characteristic** is **4** instead of **3**. If this character is removed as a casualty, he awards one additional **VP** to the enemy.



**SEARCHER**

Before the game starts, subtract **1 Strategy** point from your opponent.

SHOOTER

This character ignores 1 obstacle that would force a **Blink!** roll with each shot he makes. Choose the obstacle to be ignored before making any **Blink!** rolls.

SIDEKICK (RANK)

You can only include **1 Sidekick**, unless you choose a **Sidekick** as your **Band Leader**. In that case, you may include a second **Sidekick**. **Henchmen** of the **Band**, who are within 20cm of this character may reroll the roll for **Let's go!**

SMALL

This character's **BMD** is 8cm. He also benefits from a +1 bonus on **Blink!** Rolls.

STEALTH

Enemies can only **See** this character if he is within 20cm. However, he can be **Seen** by other rules like: **Light**, **Total Vision** or **Superior Smell...**

STOP! / HALT! (ISC PASSIVE)

A character using this **TRAIT** may interrupt the activation of an enemy character that he can **See**, and prevent the use of **MC**.

STRATEGIST / GRAND STRATEGIST

A character with **Strategist** receives 1 additional **Strategy** point and **GrandStrategist** receives 2 additional **Strategy** points at the beginning of the game.

STREET GUY

This character may **Crouch** without spending **SC**.

STUPID

This character cannot **Manipulate** under any circumstance.

STURDY

This character generates 1 less **Action Counter** for every 3 **Damage Markers** accumulated, instead of 2.

SUPERIOR SMELL (ISC)

This character doesn't need an uninterrupted straight line to **See** his target. Anything within 40cm can be **Seen** by this character, even if the target is not under the effect of light. The character is also immune to **Blind** effect.

SUSTAINED DEFENSE

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

TAKE COVER! (ISC)

Henchmen in this character's **Band** within 10cm of him, obtain **1 free DC**. Can be used only once per turn.

TENSION

This character obtains a +1 bonus to his **Attack** and **Defense** values when he has been inflicted at least one **Damage Marker**.

SPECIAL TRAITS

TIRELESS

This character can **Run** spending only 1SC.

TITAN ADDICT

This character may use a **Titan Dose** more than once per game, but not more than once per round. If, at the beginning of the round, this character can **See** a **Titan Container** marker, he must move all its available movement straight towards the marker. The character may resist its urge by spending 1 **Action Counter** of its choice.

TITAN DOSE (ONE USE ONLY)

If a character has a **Titan Dose** he may use it during the **Raise the Plan** phase. If it does so, the character obtains +1 to all the values of its **Basic Skills** during this round. A character may only use one dose per game, as a second one would kill him.

TOTAL VISION

This character benefits from the **Night Vision** trait. Additionally, his line of sight can cross any obstacles or terrain element, although it may not shoot through these elements, unless the weapon has **Remote Control**.

TOUGH SKIN

Damage rolls against this character always suffer -1 penalty.

TRICKSTER

At the beginning of this character's activation, it may reposition all his **Action Counters** on his **Character's Card**.

TRUE LOVE: CHARACTER

If the **True Love**: character and this character are in the same **Band** and the **True Love: Character** is removed as a casualty, this character obtains +1 **Willpower** and +1 **Attack** until the end of the game.

UNDERCOVER

This character may be deployed up to 20cm away from the deployment area, but must still deploy more than 10cm from an objective.

UNPREDICTABLE

This character's **SC** can be spent in any other skill or special rule, as a wildcard. These **Counters** do not count for the **Maximum of the Ability** limit.

VETERAN

At the beginning of his activation, this character can relocate 2 of his **Action Counters**.

WEAK

This character generates 1 less **Action** counter for each **Damage** marker it has accumulated rather than every 2 **Damage** markers.

WEAPON MASTER

This character benefits from a +1 bonus to **Impact** rolls when it is not **Unarmed**.





SPECIAL ATTACKS

THE SPECIAL ATTACKS WILL BE SHOWN ON THE CHARACTER CARD, MARKED IN RED.

SPECIAL ATTACKS ARE CONSIDERED JUST AS TRAITS UNDER ALL CIRCUMSTANCES.

DURING THEIR ACTIVATION, CHARACTERS MAY ATTEMPT TO MAKE A SINGLE SPECIAL ATTACK AGAINST A SINGLE ENEMY (EVEN IF THEY ARE IN BASE TO BASE CONTACT WITH MORE THAN ONE). THIS SPECIAL ATTACK MUST BE DECLARED BEFORE ROLLING ANY DICE, BUT CAN BE MADE BEFORE OR AFTER ANY OTHER NORMAL ATTACKS. SPECIAL ATTACKS USUALLY MODIFY THE EFFECTS OF NORMAL ATTACKS, SO IF A CHARACTER PERFORMS A SPECIAL ATTACK AGAINST ANOTHER CHARACTER, HE MAY NOT STRIKE HIM AGAIN, UNLESS OTHERWISE SPECIFIED.

TO PERFORM SPECIAL ATTACKS, THE CHARACTER MUST MEET ALL THE REQUIREMENTS AND ACTION COUNTER COSTS. MANY OF THEM MUST BE MADE WHILE UNARMED OR WITH A PARTICULAR TYPE OF WEAPON. HOWEVER, IF NOTHING IS INDICATED IN THE DESCRIPTION, THE CHARACTER MAY CHOOSE TO MAKE IT WITH ANY WEAPON OR UNARMED.

360 ATTACK WITH: (1SC +1AC).

THIS SPECIAL ATTACK ALLOWS THE CHARACTER TO ATTACK, SIMULTANEOUSLY AND IN THE SAME ACTION, ALL MINIATURES WITHIN 3CM. THIS ATTACK CAN ONLY BE MADE ONCE PER ROUND, BUT THE CHARACTER MAY ATTACK NORMALLY BEFORE OR AFTER THIS SPECIAL ATTACK, IF IT STILL HAS ENOUGH AC.

SPECIAL ATTACKS

CHARGE (1MC + 1SC)

When using this **Special Attack**, the attacking character must move in a straight line as if he spent a **MC**. While moving this way, it may **Strike** (or **Push** without spending **SC**) any miniatures in his path, displacing them just enough to pass. At the end of this movement he may also attack normally.

DEADLY STRIKE WITH: (1SC)

When hitting an enemy character with this **Special Attack**, this character obtains **CRT: Casualty**.

DEVASTATING BLOW (1SC)

When attacking an enemy character, this character obtains a +1 **Strength** bonus.

ELECTRIC STORM (3SC+1AC)

When using this **Special Attack**, center the explosion template on the attacking character. All miniatures partially or totally under the template (except the attacking character) receive one impact with **Strength 4+** and **Damage (11)**. A character may only use **Electric Storm** once per activation, but it may attack normally before and/or after this **Special Attack**.

LETHAL BLOW (1SC)

If you **Damage** an enemy character with this special attack, that character also suffers the **Stun Effect**.

POWER STRIKE WITH: (1SC)

If this character **Hits** the target with this special attack, the target will be **Knocked Down** automatically.

PRECISE BLOW (1SC)

When attacking an enemy character using this **Special Attack**, this character benefits from a +1 bonus on the **Impact Roll**, and can reroll the **Collateral Damage** dice. The second result prevails.

SNEAK ATTACK (1SC)

This attack may only be performed if, at the beginning of the round, the target cannot **See** the attacker. Target character cannot **Block** attacks from the character using this **Special Attack**.

TECHNIQUE (1SC)

If a character **Damages** an enemy character while using this **Special Attack**, the target will suffer from the **Knock Down** effect. If he would also suffer from the **Knock Down** effect, due to the **Collateral Damage** dice result, then the target character will suffer also an automatic **Impact Strength 4+** and **Damage (11)**.

THIEF WITH: (1SC)

When an enemy character is **Hit** by this **Special Attack**, the attacking character obtains **CRT: Steal**.





AIM

These weapons cannot be used if the wielder **Moves**.

DEFENSIVE

If a character carries a defensive weapon, it allows him to reroll any **Block** rolls. The second result prevails.

EXPANSIVE

Instead of regular weapon **Rate of Fire**, this weapon uses the **Spray Template** to determine how many miniatures are hit (see **Spray Template**).

EXPLOSIVE

When this kind of weapon **Impacts**, you may place the **Explosive Template** over the impact point (usually the target character).

FIREARM

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

HANDY

When using these weapons, the wielder may reroll the **Impact** roll. The second result must be used.

LIGHT

A character can shoot these weapons even when the target is within 5cm, the **Rate of Fire** will be 1 in this case.

MECHANIC

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

MEDIUM RANGE

Maximum range for these weapons is 40cm, **NOT** unlimited.

PROTECTIVE

These weapons award a +1 bonus to any **Block** rolls. Furthermore, the wielder benefits from an extra **Blink!** roll after normal **Blink!** rolls have been made. This last **Blink! Roll** will succeed on a 4+ result.

REACH

These weapons do not require the wielder to be in base to base contact with an enemy to hit him. Instead, the wielder may strike any miniature up to 3cm away.

RELOAD

These weapons cannot be used for 2 consecutive rounds. In order to reload the weapon, the wielder may not use it for at least 1 round after having used it.

WEAPONS SPECIAL RULES

REMOTE CONTROLLED

When using these weapons, the character needs to **See** the target, but does not need to draw a straight uninterrupted line to it. The weapon's maximum range cannot be exceeded in order to reach the target. Ignore all **Blink!** rolls when shooting a **Remote Controlled** weapon.

SCOPE

Shooting with a weapon with this rule provides the wielder with the **Night Vision** rule, and allows it to ignore **Blink!** Rolls.

SHARP

When attacking with this weapon, the character may reroll one **Damage** roll. The second result must be used.

SHORT RANGE

Maximum range for these weapons is 20cm, **NOT** unlimited.

THROWING

This weapon does not see its rate **Rate of Fire** decrease after moving.

TOUGH/HEAVY

Using these weapons grants the attacker a +1 **Strength** bonus.





EXPLOSION TEMPLATE

When an attack or weapon uses an **Explosive Template** the attacker may place this template centered on the target (or the obstacle, in case a successful **Blink!** roll was made), unless otherwise specified.

All miniatures totally or partially under the template will be automatically impacted, and suffer any possible effect as per the attack or weapons description (unless the effect only triggers on **Critical** hits. For example **CRT:Freeze**).



SPRAY TEMPLATE

When a weapon allows a **Spray Template** to be used, the controlling player must place the narrow end of the template in full contact with the base of the shooting character, and direct the other end in any direction he wants.

Afterwards, determine Impacts and **Damage** as indicated by the rule description.

All miniatures totally or partially under the template will automatically be Impacted and suffer any possible effect as per the attack or weapons description (unless the effect only triggers on **Critical** hits. For example **CRT:Freeze**). However, the impacted character may suffer different **Damage** and effects depending on its position inside the template.

The **Spray Template** has 4 range-bands, marked by stripes; the closest indicates that if there are miniatures in this area no Impact is done, the following stripes are **Lethal**, **Serious** and **Mild**. A miniature between 2 damage bands will always be affected by the narrowest (**Damage** will be specified on the weapon's description).



EFFECTS

BLIND

A character suffering from **Blind** cannot **See**, cannot attack with a distance weapon and his **Impact** and **Block** rolls will only succeed on a 6+ result. The character won't be able to spend **MC**, and, furthermore, all his movement will be considered disabled until the effect is removed.

COOLED

Inflicts the **Paralyze** effect until the end of the round.

DISPLACED/PUSHED

The target is displaced directly away from the attacker as many centimeters as the result on the **Collateral Damage** dice. If the target can't be **Displaced** the corresponding distance because a terrain element is in its way, it will immediately suffer an **Impact** with **Strength 4+** and **Damage (3)**. If the Target is displaced into a hole or off a roof, etc., take it as if it had **SPRING INTO THE AIR**.

ENERVATING (X)

The target immediately loses "X" Action Counters if successfully **Damaged**.

FIRE

If a character is affected by fire, place a fire marker next to the miniature. If a character has two or more fire markers it will automatically suffer a **Damage** marker (●) for each fire marker. Spending **2 Action Counters** allows the character to remove 1 fire marker. At the end of the round, if a miniature has at least 1 fire marker, it will receive an additional fire marker.

FLASH

Inflicts the **Blind** effect until the end of the round.

FREEZE

Inflicts **Paralyze** effect, until an **Endurance** roll is passed. The target may only start to roll at the beginning of the next round.

HYPNOTIZE

Any character affected by **Hypnotize** must pass a **Willpower** roll. If it fails, it will become completely under control by the player who controls the Hypnotizing character until the end of the target's next activation.

IMMOBILIZED/PINNED DOWN

Place an **Immobilized** marker next to the immobilized/pinned down miniature. It cannot move or spend **MC**, and its **Attack** value will be reduced by -1, until the effect is cancelled.

KNOCK-DOWN / FALLEN

A knocked down figure must lay on the ground (or place a fallen marker next to the miniature) at the same spot that it was **Knocked Down**. A fallen miniature cannot **Attack** or **Defend** itself, and it cannot use any **Special Ability** until it stands up. A character may move while knocked down, but this movement will be **Disabled**. A fallen figure will always be **Impacted** on a roll of 2+. A **Knocked Down** character doesn't count for **Blink!** when shooting through or above it.



PARALYZE

Place a **Paralyze** marker next to the affected miniature. A paralyzed character reduces his **Defense** value by -2 and cannot do anything (move, attack, defend itself, follow special rules, or spend action counters) until the effect is cancelled.

POISON

The **Poison** effect will be inflicted at the same time as any other effects, as shown next to the each poison type listed. If a character has several poison options they may choose, he must pick just one before making a poisoned attack. If a character is affected by poison, place a poison marker next to the character and resolve the poison effects immediately. At the beginning of its next activation, the character must make an **Endurance** roll. If the roll fails, the poison effect will be resolved again and so on, until the roll is passed. Take the test once per poison counter per activation. A character may be affected by more than one poison at the same time, but the same effect cannot be applied more than once on the same character.

SHOCK / STUNNED

A **Stunned** character cannot spend **Action Counters** until the end of the round.

SMOKE

An area affected by smoke will not allow characters to **See** through it, and characters inside it will suffer **Blind** until the end of the round. **Smoke** dissipates at the end of the round.

**STEAL**

A character with the corresponding ability may attempt to **Steal** a weapon from another character (if the target character carries more than one weapon, choose randomly which one is stolen, either by rolling a dice or flipping a coin). From that moment on, the stealing character will be able to use that weapon afterwards. A stolen weapon cannot be used by its previous owner unless it gets it back. A character may carry just one stolen weapon at a time, but it may try to steal different weapons in subsequent turns. If a character steals more than one weapon, it needs to choose which one of them he would like to keep and destroy the rest (destroyed weapons will no longer be available to use by any character for the rest of the game).

TOXIC (X)

The target instantly receives "X number" of **Damage Markers** (♦).



Madness is the emergency exit.
You can just step outside, and close
the door on all those dreadful things
that happened. You can lock them
away...
FOREVER

Joker: The Killing Joke

SELECT YOUR SCENARIO

Batman Miniature Game scenarios are quite simple to set up: check the "Phase A: preparation of a game" section. Remember: you must choose a scenario before bringing any Strategy into play.

Players may choose a specific scenario to play, or they can randomly select one. Also, feel free to design your own scenarios. Roll a die to randomly select a scenario:



.....Chance Encounter.



.....Plunder.



.....Patrol.



.....Skirmish.



.....Securing the area.



.....Ambush

Each scenario has specific objectives and special deployment rules that players must follow.





CHANCE ENCOUNTER

Bands go across the city, to undertake a special mission. They suddenly come across each other and the battle begins...

Scenario Special Rules:

-Game length: 8 rounds (Take the Lead: 4 counters per player)

Objectives:

All objectives must be placed in the central zone (see image), which is considered as the enemy objective deployment zone.

Bonus VPs:

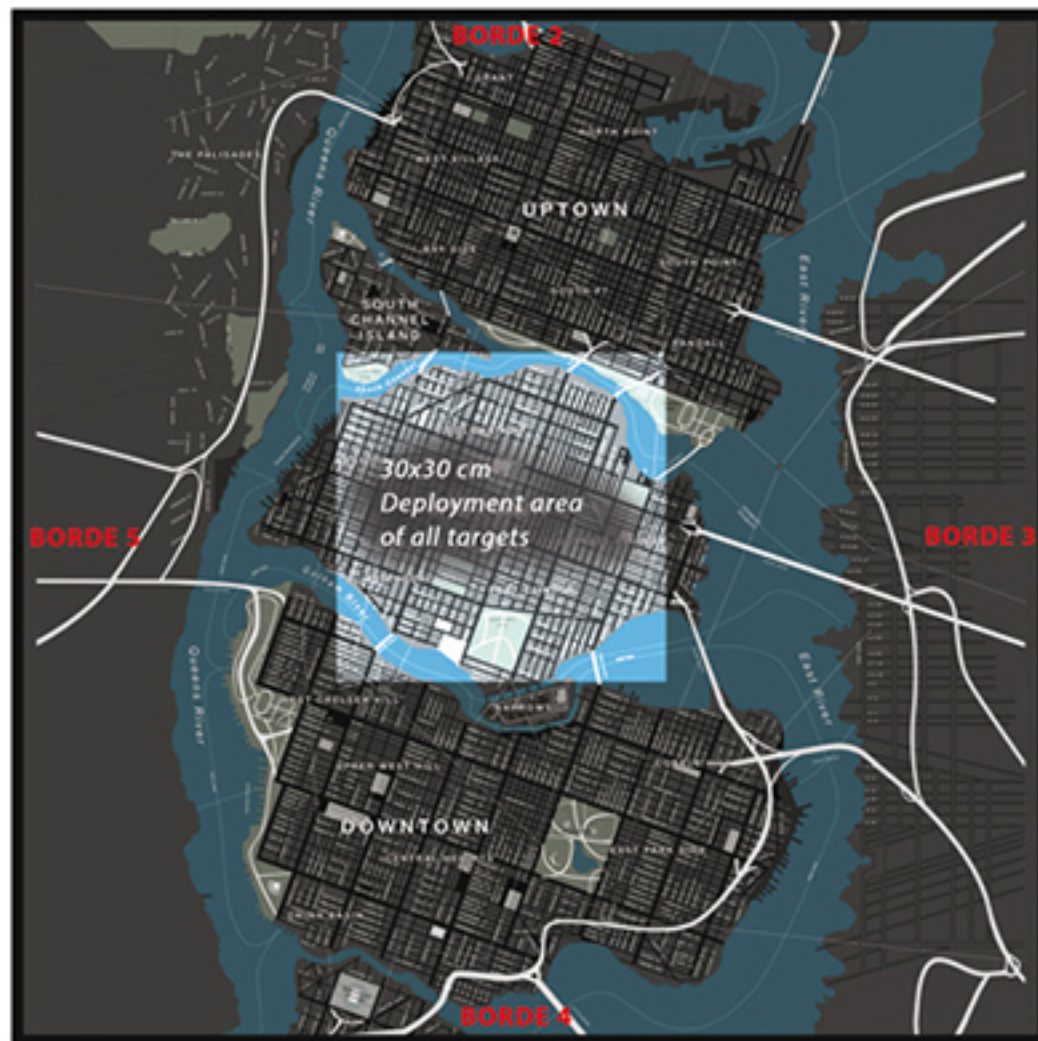
-Hurry up, take it all!!!

3VP awarded to the first player who controls one of his own objectives (if both players achieve it during the same round, both will be awarded 1VP).

-First Strike!!

1VP awarded to the first player who makes an enemy miniature become K.O. or a casualty.

DEPLOYMENT



**All miniatures start the game outside the playing area. At the beginning of each round, roll a die separately for each miniature still outside, and place the miniatures on the corresponding table edge according to the die result (see image).*

- On a result of 1, the miniature doesn't arrive, but may try again next round.

- On a result of 6, the player may choose the edge.



PLUNDER

Tow bands struggle to recover a supply shipment... which band will get out with the loot?

Scenario Special Rules:

-Game length: 6 rounds (Take the Lead: 3 counters per player).

Objectives:

All objectives must be placed in the central zone (see image), which is considered as the enemy objective deployment zone.

Bonus VPs:

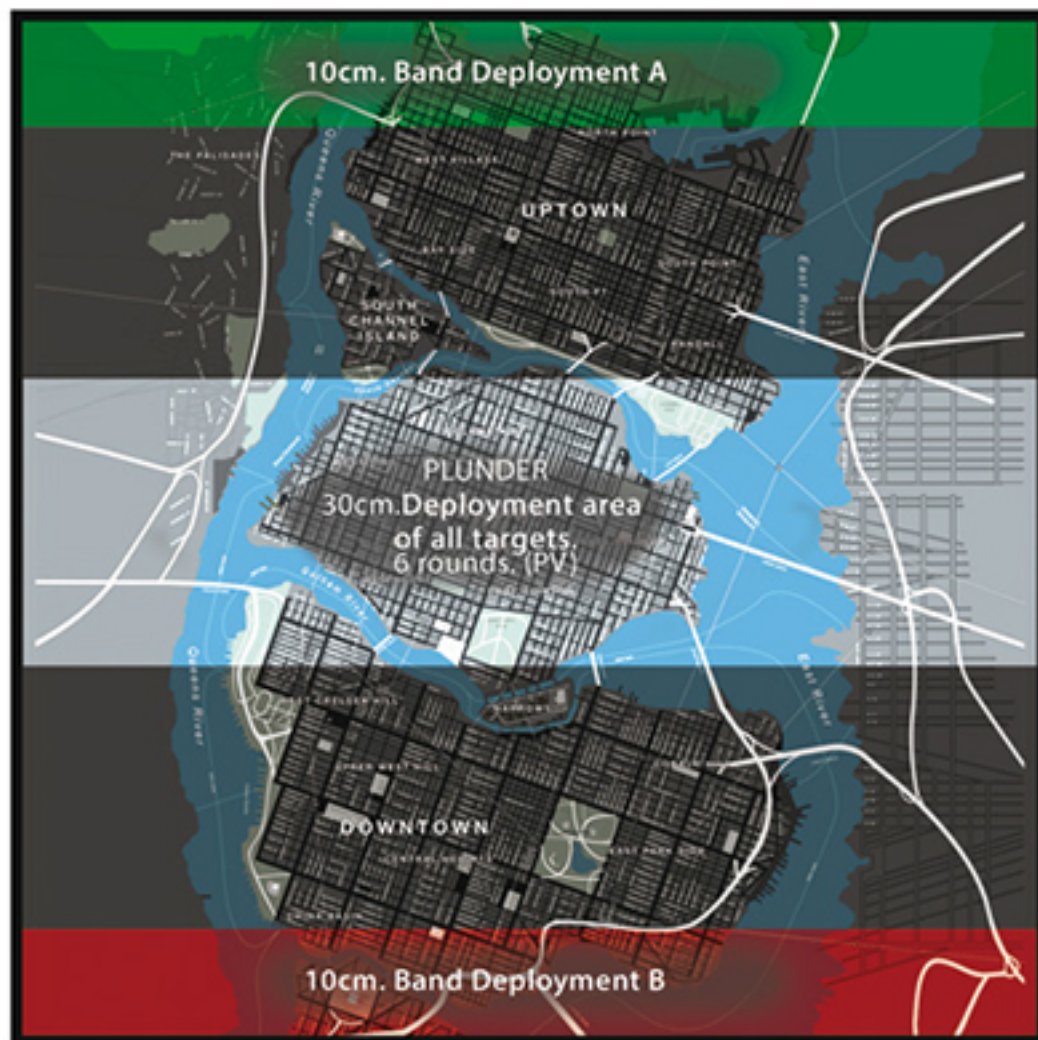
-The more the better!!!

4VPs awarded to the player who first controls 2 objectives at the same time during the Objective Control Stage (oVP awarded if both players achieve this during the same round).

-It's Mine!!!

1VP awarded to each player who controls at least one of his own objectives, at the end of the last round.

DEPLOYMENT





PATROL

Bands patrol their territory to prevent any enemy intruders to trespass it.

Scenario Special Rules:

-Game length: 6 rounds (Take the Lead: 3 counters per player).

Objectives:

Follow the basic rules.

Bonus VPs:

-Diversion...

3 VP awarded to any player, if one of his Band's miniatures (the Band Leader doesn't count for this) is standing inside the enemy deployment zone at the end of the game (ignore K.O. characters).

-Let's make some noise...

1 VP awarded to the first player who Hits an enemy, regardless of the result.

DEPLOYMENT

BAND DEPLOYMENT A



BAND DEPLOYMENT B



SKIRMISH

Two bands fight just to see who is best.

Scenario Special Rules:

-Game length: 6 rounds (Take the Lead: 3 counters per player).

Objectives:

Follow the basic rules.

Bonus VPs:

-Bring me their leader's head!!!

3VP awarded to any player if the opposing Band's Leader is K.O. or a casualty at the end of the game.

-Teach them a lesson!!!

2VP awarded to any player if the casualties of the enemy Band equal 50% or more of the total band reputation, at the end of the game (rounding down).

DEPLOYMENT



SKIRMISH:
6 rounds. (PV)



SECURING THE AREA

Bands struggle to expand their territory at any cost.

Scenario Special Rules:

-Game length: 8 rounds (Take the Lead: 4 counters per player).

Objectives:

Each player must place, at least, one objective inside each of the enemy deployment zones, and another one in the central zone (check image).

Bonus VPs:

-Hurry up, take it all!!!

3VP awarded to the first player who controls one of his own objectives (if both players achieve this during the same round, 1VP will be awarded to both).

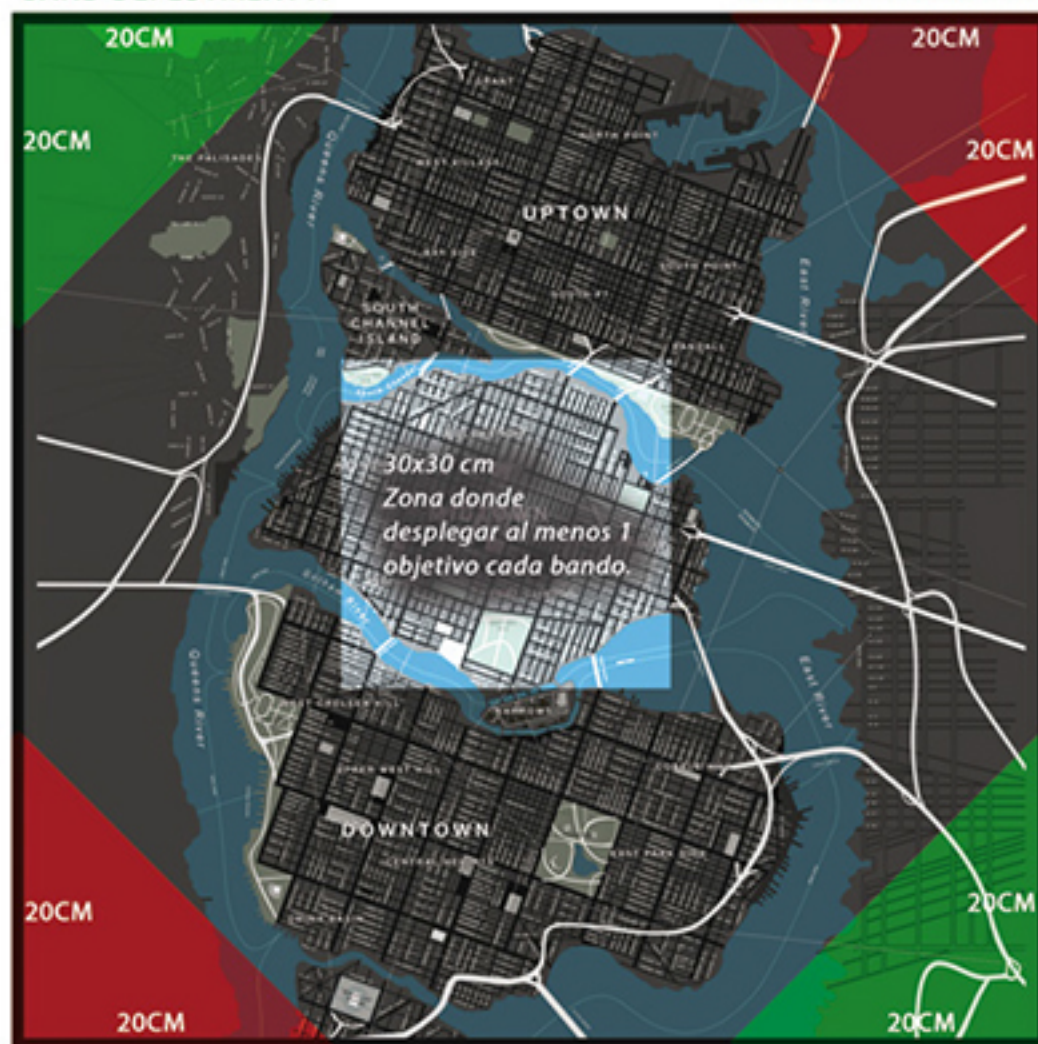
-Teach them a lesson!

2VP awarded to any player if the casualties of the enemy Band equal 50% or more of the total band reputation, at the end of the game (rounding down).

DEPLOYMENT

BAND DEPLOYMENT A

BAND DEPLOYMENT B



BAND DEPLOYMENT B

BAND DEPLOYMENT A

Each player must deploy one Group inside one of his deployment zones (check image). Then, both must deploy their second Group inside their other deployment zones.



AMBUSH

A Band caught its enemy by surprise...

Scenario Special Rules:

-Game length: 8 rounds (Take the Lead: 4 counters per player).

Objectives:

- B Band must place, at least, one of its objectives inside each of the enemy's deployment zones.

Bonus VPs:

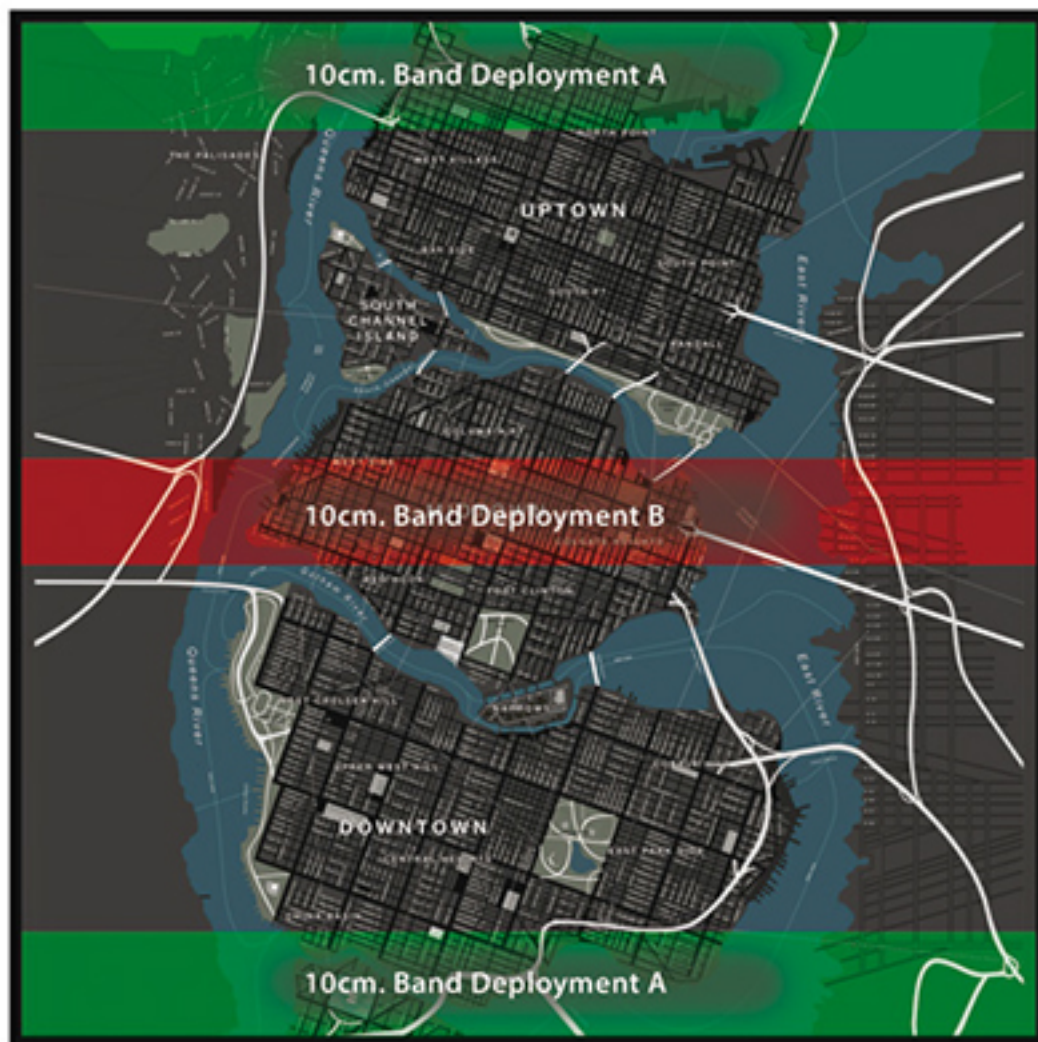
-Bring me their leader's head!!!

3VP awarded to any player if the opposing Band's Leader is K.O. or a casualty at the end of the game.

-First Strike!!

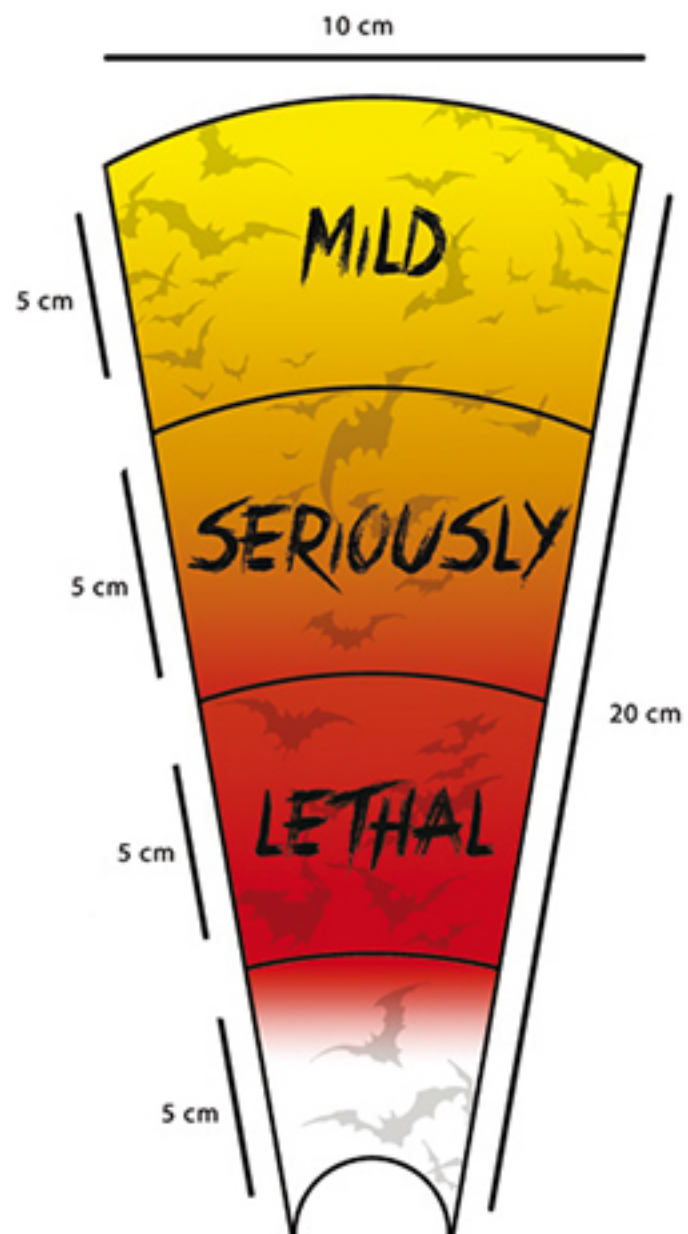
1VP awarded to the first player who makes an enemy miniature become K.O. or a casualty.

DEPLOYMENT



-In this scenario, one of the Bands must be the Attacker or A. This will always be the Band with the most characters in it. However, if both Bands contain the same number of miniatures, flip a coin. The winner decides which Band will be the Attacker. The Attacker must deploy one of his Groups inside each of his deployment areas. Defender Band or B Band will deploy inside its own deployment area (check image)

SPRAY TEMPLATE



EXPLOSION TEMPLATE



12 cm





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