RULEBOOK

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1 RULES PRIORITY HIERARCHY

Batman: Gotham City Chronicles involves numerous effects due to cards, powers, abilities, etc. As such it is possible that two rules can appear to contradict each other.

When this occurs, the following priority hierarchy is applied:

1 ◈ MISSION SPECIAL RULES ▶ **2** ◈ TRAITS ▶ **3** ◈ SKILLS ▶ **4** ◈ GAME RULES

II GAME COMPONENTS

MINIATURES x166

There are three different colors:
- blue for the heroes' side;
- gray for the villain's side;
- orange for the neutral side.

Miniatures controlled with a tile are characters. Miniatures controlled with a hero board are heroes. The players who control them are also called heroes. The player controlling the villain's side is called the villain.

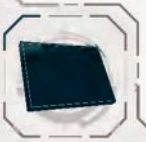
ENERGY CUBES x46

The red cubes placed on the hero board and the villain Command Post represent the quantity of energy available to the players to manage their miniatures.

DICE x20

The dice are used to resolve all kinds of actions such as fights and bomb diffusals. Each symbol on them represents a success. There are 5 different dice types (4 of each color): white, yellow, orange, red, and black.

GAME BOARDS x2



Each game board is double-sided and represents the game environment in which heroes and villains clash. They are divided into areas in which the miniatures operate.

TURN TRACK AND TURN MARKER x1 x1

The turn marker is placed on the turn track which is numbered from 0 to 12 to keep track of the number of turns played in a mission. At the beginning of each mission, the marker is placed at 0.

HERO BOARDS: SCREENS AND BAT-TABLETS x25 x3

Each hero uses a hero board to control their miniature. A hero board is made up of two parts: a screen and the Bat-tablet. When a player chooses their hero, they slide the corresponding screen into the Bat-tablet. Its use is described in the Hero Boards presentation paragraph (*see page 10*).

ITEM CARDS x70

These cards represent the equipment and bat-gadgets the heroes can use during their missions.

TILES x65

These describe the profile of each controlled character. They belong to three different sides:
- blue for the heroes;
- gray for the villain;
- orange for the neutral.

There are three different types of tiles:
- simple;
- double;
- event.

LIFE POINT MARKERS x37

Characters with more than one life point use a life point marker that is placed on the life point track on the command post.

COMMAND POST x1

The command post is the board used by the villain to control their troops. Its use is described in detail on page 28.

III GAME BOARDS

**Each mission indicates which game board to use.
These boards have common characteristics as described below, in addition to special rules described in the game boards rules.**

III A AREAS

An area is a board space defined in the game boards rules and which can contain miniatures. It has an elevation level and an occupation limit (*see explanation on page 43*). Each area is delineated by area boundaries.

NOTE: the decorative elements of an area are purely illustrative and have no effect on the location of a miniature (**FIG._1**).

FIG._1

III B AREA BOUNDARIES

Area boundaries are defined in the game boards rules. There are four categories:

- The white area boundary allows clear lines of sight (*see explanation on page 43*) and allows simple moves (*see explanation on page 21*).
- The orange area boundary allows clear lines of sight and allows simple moves. In addition, it indicates that the two areas separated share a clear line of sight.
- The special area boundary is indicated in the game boards rules, but is not marked by a boundary line on the board. It allows clear lines of sight but prevents simple moves.
- A wall is indicated in the game boards rules and is not marked by a line on the board. It blocks lines of sight and prevents simple moves. A wall may be associated with a level indicated in the game boards rules.

III C ADJACENT AREAS

Two areas are adjacent if they are separated by a white or orange area boundary (**FIG._2**).

FIG._2

III D AREA OCCUPATION LIMIT

An area can only accommodate a limited number of miniatures. This is represented by its occupation limit:

The total of the size indexes (*see explanation on page 43*) of the miniatures present in an area can never exceed this limit (**FIG._3**).

FIG._3

III E LINE OF SIGHT MARKER

Some areas have one or more line of sight markers. These are used to determine if a miniature has a clear line of sight to another area. A line of sight marker can also include letters around it to facilitate this process. (*see Determination of a clear line of sight on page 43*) (**FIG._4**).

FIG._4

F ELEVATION LEVEL

The level of elevation of each area is indicated in the game boards rules.

G PROMONTORY

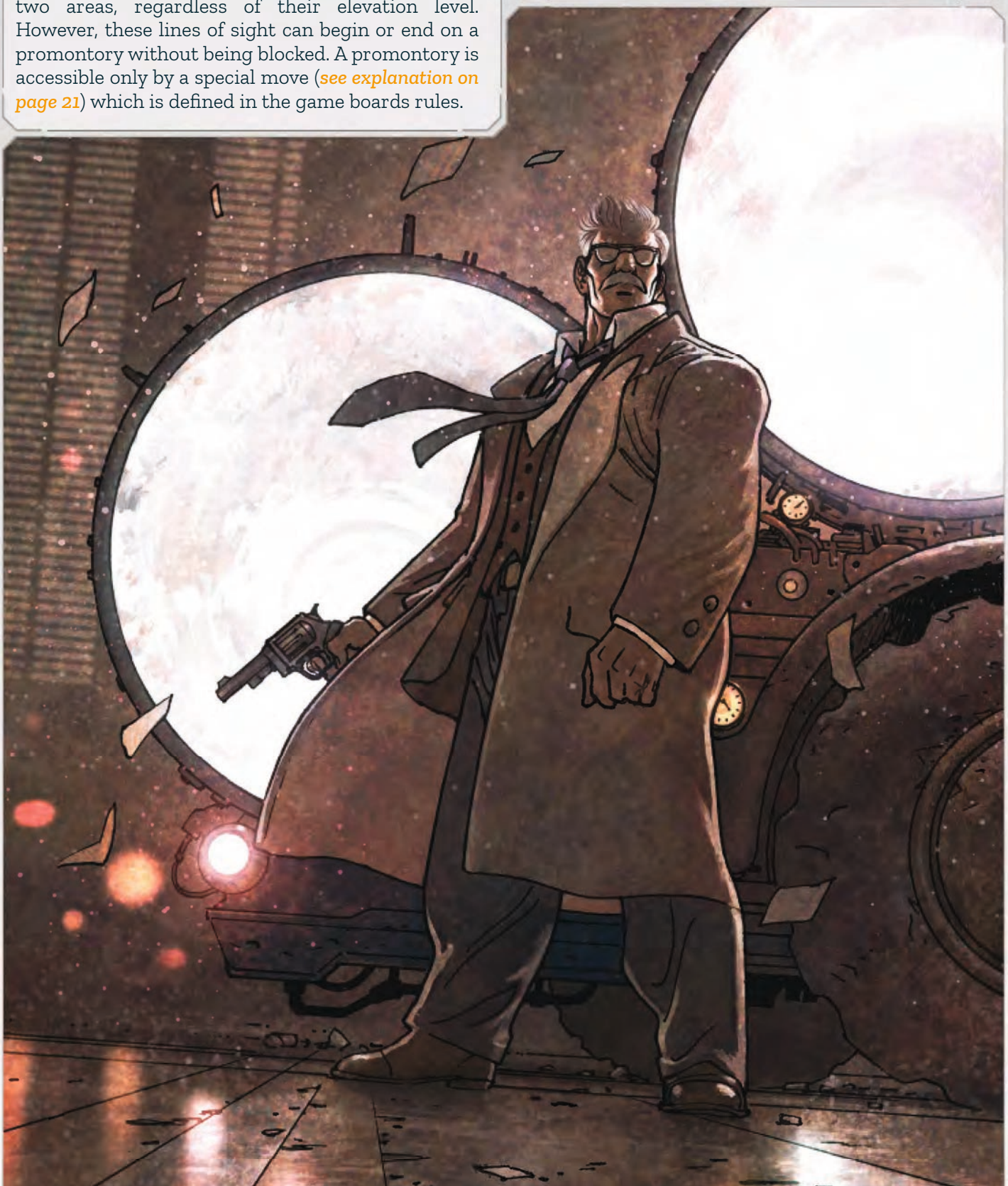
A promontory is a high area defined in the game boards rules. It blocks the lines of sight between two areas, regardless of their elevation level. However, these lines of sight can begin or end on a promontory without being blocked. A promontory is accessible only by a special move (*see explanation on page 21*) which is defined in the game boards rules.

H DIFFICULT AND DANGEROUS TERRAIN

Some areas are rugged and more difficult or dangerous for anyone to enter.

The difficult nature of an area is indicated on the board by an icon:

The dangerous nature of an area is indicated on the board by an icon:



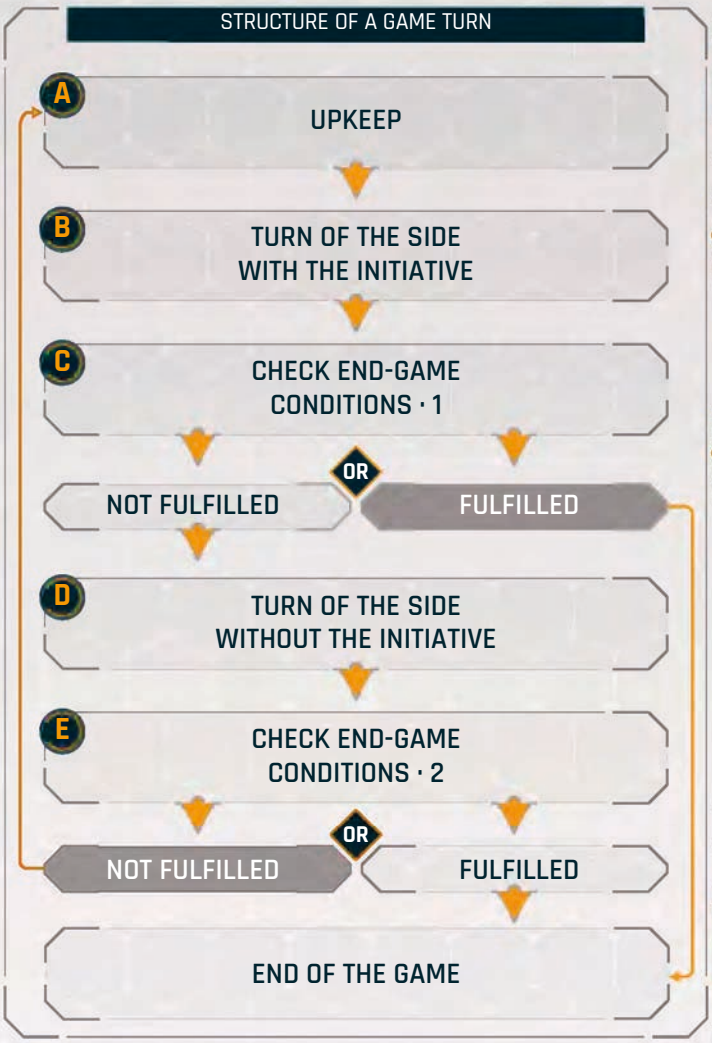
IV GAME TURN STRUCTURE

The heroes' side and the villain's side take turns playing. The side with initiative is specified by the mission.

The heroes' side does not act according to a defined game turn (there is no notion of playing round-the-table), but instead they have the freedom to coordinate their actions. For example, a hero can carry out their chosen actions and then allow another hero to perform actions. This hero can then carry out any number of actions they wish before handing over to another hero, or the one that performed previously. The heroes' turn continues in this way until the heroes decide unanimously to finish their turn, either because they no longer have any energy cubes available or because they wish to save them for a future turn.

Once the heroes declare they are finished, it becomes the villain's turn. The villain may play 0, 1, or 2 tiles in the river (see explanation on page 28) to activate their characters or trigger events. Each character tile represents a miniature or a group of miniatures that the villain takes control of when activating it. The villain's turn ends when they choose or when they cannot activate tiles anymore.

The two sides alternate until an end-game condition of the mission is met.



A game turn consists of the following phases:

- A · Upkeep
- B · Turn of the Side with Initiative
- C · Check End-game Conditions 1
- D · Turn of the Side without Initiative
- E · Check End-game Conditions 2

IV A UPKEEP

IV A 1 ADVANCE THE TURN MARKER

The turn marker is moved forward one space on the turn track by **the side with initiative**.

IV A 2 TRIGGER THE EFFECTS OF THE UPKEEP PHASE

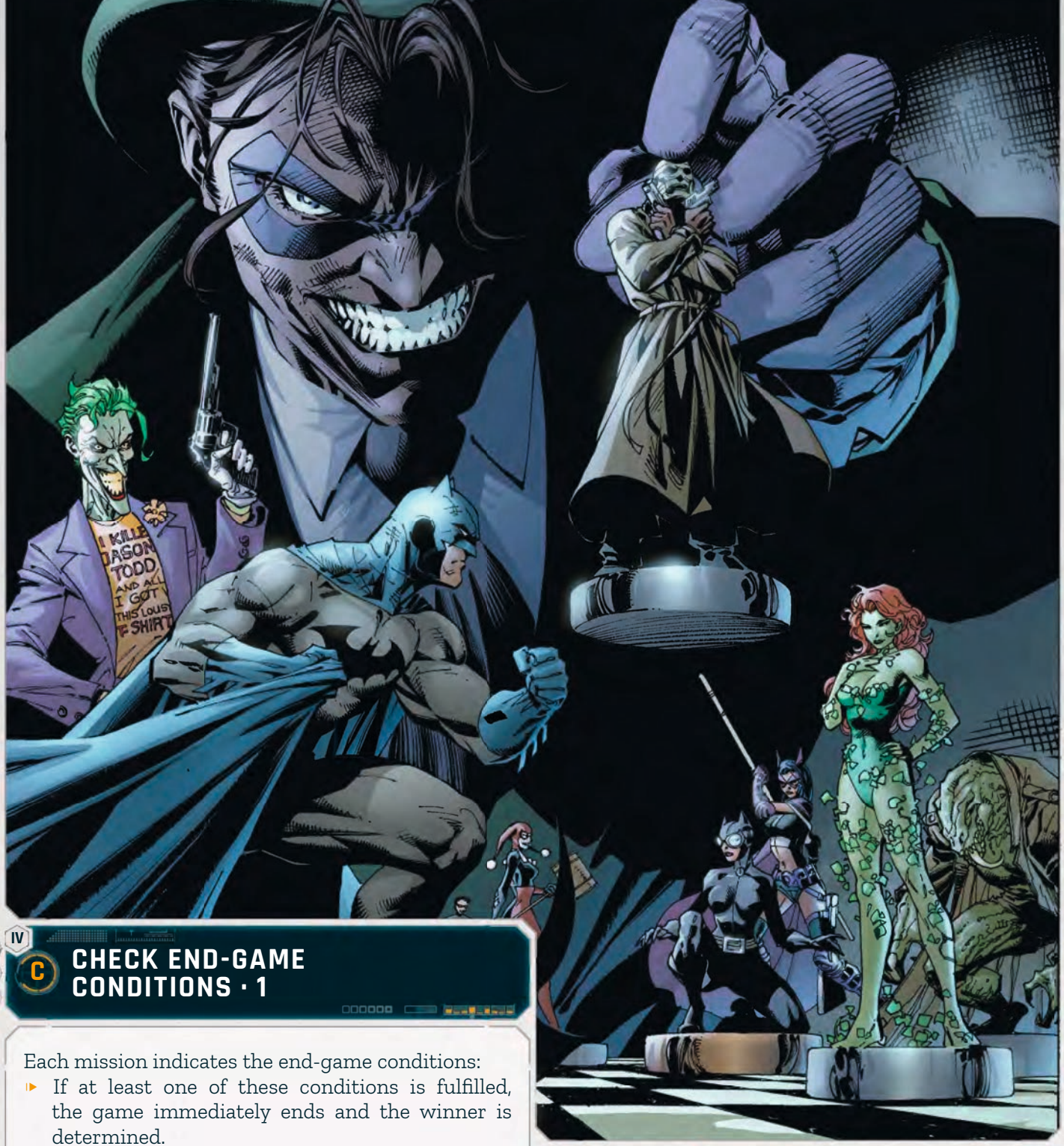
Some effects are plot-related and can range from a bomb exploding to an unexpected surge of reinforcements. These are specified in the mission.

- If the conditions for these effects are fulfilled, the effect is triggered as described in the mission.
- If several effects happen at the same time, the side with initiative chooses the order in which they occur.

IV B TURN OF THE SIDE WITH INITIATIVE

Each mission indicates which side has initiative:

- If the heroes have initiative, they play according to the rules described in the Heroes' Turn chapter. (*see page 11*)
- If the Villain has initiative, they play according to the rules described in the Villain's Turn chapter. (*see page 30*)



IV C CHECK END-GAME CONDITIONS · 1

Each mission indicates the end-game conditions:

- If at least one of these conditions is fulfilled, the game immediately ends and the winner is determined.
- If not, the turn continues with the next phase.

NOTE: Some end-game conditions must be constantly checked during the game and not just during this phase.

IV D TURN OF THE SIDE WITHOUT INITIATIVE

- If the heroes do not have initiative they play according to the rules described in the Heroes' Turn chapter. (*see page 11*)
- If the villain does not have initiative, they play according to the rules described in the Villain's Turn chapter. (*see page 30*)

IV E CHECK END-GAME CONDITIONS · 2

Each mission indicates the end-game conditions:

- If at least one of these conditions is fulfilled, the game immediately ends and the winner is determined.
- If not, the turn continues with the first phase of a game turn: A · Upkeep.

NOTE: Some end-game conditions must be constantly checked during the game and not just during this phase.

V THE HEROES

Each mission stages from 1 to 3 heroes than can be embodied by one or several players.

V A DESCRIPTION OF THE HERO BOARDS

1 · **MINIATURE**
2 · **HERO'S ENERGY:** This value indicates the total number of energy cubes available to the hero.
3 · **SIZE INDEX**
4 · **MENACE INDEX**
5 · **AUTOMATIC DEFENSE:** This indicates the type of defense bonus possessed by the hero.
6 · **HERO'S TRAIT:** The trait is a particularly important part of the hero that impacts their actions, for example the ability to fly.
7 · **UTILITY BELT:** Some of the heroes have a utility belt that allows them to carry bat-gadgets. This value represents its size.
8 · **ACTION SPACES:** These represent the 5 actions a hero can perform by spending energy cubes. Each space is associated with a characteristic (a die type or a move point multiplier) and an exertion limit.
8.1 · **MELEE ATTACK**
8.2 · **RANGED ATTACK**
8.3 · **MANIPULATION**
8.4 · **THOUGHT**
8.5 · **MOVEMENT**

9 · **DEFENSE SPACE:** Heroes defend themselves by spending energy cubes. An exertion limit and a characteristic (a die type) are indicated here.
10 · **REROLL SPACE:** If the results of a dice roll are unsatisfactory a hero can reroll by spending energy cubes. An exertion limit is indicated here.
11 · **ENCUMBRANCE TABLE:** Indicates the move point bonus for the first movement of the hero, as affected by their encumbrance total. The maximum encumbrance value is indicated by the far right value.
12 · **RECOVERY VALUES:** Indicates the number of energy cubes recovered by a hero during the Hero's stance phase, whether active or resting. A stance marker indicates the chosen stance.

13 · **SKILLS:** Each hero has a combination of skills that allow them to perform actions with an improved efficiency. Each skill is represented by an icon, a skill level and, in certain cases, an encumbrance limit.

14 · **RESERVE ZONE:** When a hero spends an energy cube, it is always taken from this zone.

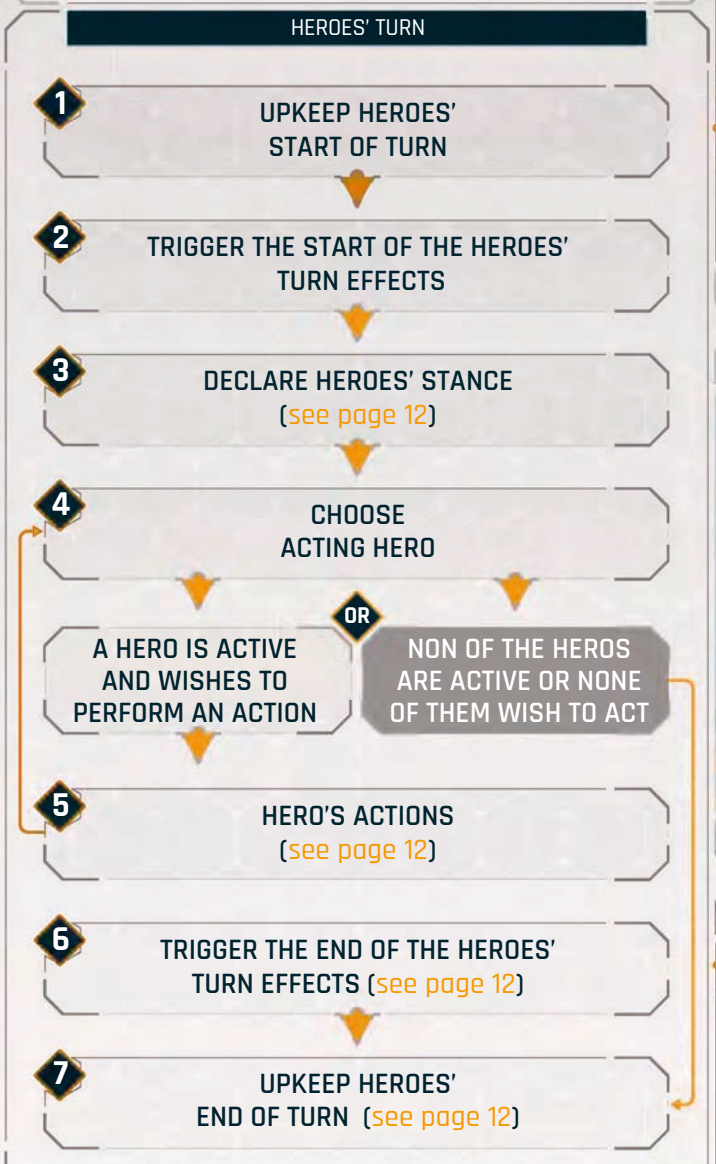
15 · **FATIGUE ZONE:** All spent energy cubes are moved to this zone. A certain number of these cubes are recovered later.

16 · **WOUND ZONE:** When a hero is wounded, the corresponding number of energy cubes are moved to this zone. A certain number of these energy cubes can be recovered later.

V

B HEROES' TURN

The heroes do not act in a traditional around-the-table way but have the freedom to coordinate their actions.



The heroes' turn consists of the following steps:

1 · Upkeep Heroes' Start of Turn
2 · Trigger the Start of the Heroes' Turn Effects
3 · Declare Heroes' Stance
4 · Choose Acting Hero
5 · Hero's Actions
6 · Trigger the End of the Heroes' Turn Effects
7 · Upkeep Heroes' End of Turn

V B

1 UPKEEP HEROES' START OF TURN

All energy cubes spent by the heroes during the villain's turn are moved to the fatigue zone (**FIG._5**).

FIG._5

V B

2 TRIGGER THE START OF THE HEROES' TURN EFFECTS

Some effects are linked to the start of the heroes' turn. If at least one of the trigger conditions is fulfilled, the corresponding effect takes place in the order chosen by the heroes.

V B

3 DECLARE HEROES' STANCE

Each hero must choose their stance: **active** or **resting**.

A neutralized hero (*see explanation page 42*) must choose the resting stance.

V·B·3 [a] Active hero

If a hero chooses an active stance, their stance marker is placed with the "**active hero**" face up. They then move the number of energy cubes indicated by the stance marker from their fatigue zone to their reserve zone. (**FIG._6**). If there are not enough energy cubes in the fatigue zone, the missing number is moved from their wound zone to their fatigue zone (**FIG._7**).

FIG._6

FIG._7

As long as they have enough energy available and within the exertion limit of their action spaces, an active hero is free to perform as many actions as they wish during their turn.

V·B·3 [b] Resting hero

If a hero chooses a resting stance, their stance marker is placed with the "**resting hero**" face up. They then move the number of energy cubes indicated by the stance marker from their fatigue zone to their reserve zone (**FIG._8**). If there are not enough energy cubes in the fatigue zone, the missing number is moved from their wound zone to their fatigue zone (**FIG._9**).

A resting hero can only perform free actions, rerolls and defenses (*see explanations for these last two terms on pages 41 and 38*).

FIG._8

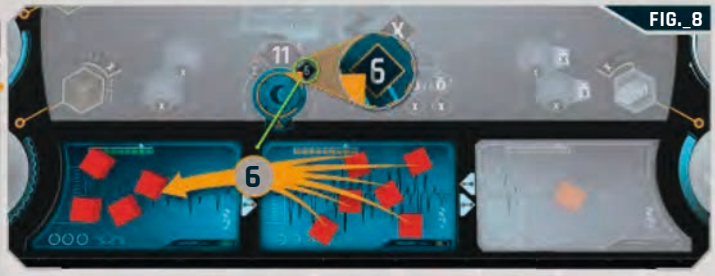


FIG._9

V B

4 CHOOSE ACTING HERO

- If one or several active heroes wishes to perform an action, they collectively decide who starts. This hero then carries out the following step. They are considered the acting hero.
- If none of the heroes are active or if none of them wish to perform an action, the heroes must move on to the Trigger the End of the Heroes' Turn Effects step.

V B

5 HERO'S ACTIONS

The acting hero can perform one of the 5 actions available. They declare which one they wish to perform and then carry out that action.

After having performed the action:

- If at least one active hero still wishes to perform action(s), the heroes return to the previous step.
- If none of the active heroes want to perform an action, the heroes move on to the next step.

V B

6 TRIGGER THE END OF THE HEROES' TURN EFFECTS

Some effects are linked to the end of the heroes' turn. If at least one of the trigger conditions is fulfilled, the corresponding effects take place in the order chosen by the heroes.

V B

7 UPKEEP HEROES' END OF TURN

All the energy cubes spent by the heroes during their turn are moved to their fatigue zone.

V

C HEROES ACTIONS

During this step, an active hero may perform one of the 5 following actions:

1. Hero melee attack
2. Hero ranged attack
3. Hero manipulation
4. Hero thought
5. Hero movement

V C

1 HERO MELEE ATTACK

HERO MELEE ATTACK

[a] DECLARE A MELEE ATTACK

[b] DECLARE THE TARGET

[c] SPEND ENERGY CUBES

EXERTION LIMIT NOT REACHED

OR

EXERTION LIMIT ALREADY REACHED

[d] CREATE THE DICE POOLS

[e] ADD THE WEAPON BONUSES

[f] ROLL THE DICE POOL

[g] REROLLS (see page 14)

[h] CALCULATE THE NUMBER OF SUCCESSES (see page 14)

[i] DEFENDING AND WOUNDS (see page 14)

[j] END THE MELEE ATTACK

V·C·1 [a] Declare a Melee Attack

The hero declaring the melee attack is the attacker.

V·C·1 [b] Declare the Target

The attacker declares the target of their melee attack. The target is the defender. If the attacker is unable to declare a target, the attack ends immediately.

The defender must be located:

- In the same area as the attacker
- In an adjacent area that the attacker would over-occupy (*explanation page 43*) and to which they have a clear line of sight.

V·C·1 [c] Spend Energy Cubes

The attacker chooses the number of energy cubes they wish to spend on this attack, with a minimum of one energy cube, and moves them from their reserve zone to their melee attack action space. This corresponds to the attack intensity.

The attacker cannot spend energy cubes on the melee attack action space if doing so would exceed its exertion limit.

If it has already been reached, the action ends immediately.

V·C·1 [d] Create the Dice Pool

The attacker creates their dice pool. For that, they take as many dice indicated by their melee attack characteristic as the amount of cubes just spent.

V·C·1 [e] Add the Weapon Bonuses

The attacker can decide to use a melee attack weapon card. For this attack, they benefit from the bonuses conferred by the weapon card.

V·C·1 [f] Roll the Dice Pool

The attacker rolls their dice pool.

V·C·1 [g] ⟐ **Rerolls**

The hero can attempt to improve the result by rerolling (*see page 41*).

V·C·1 [h] ⟐ **Calculate the Number of Successes**

The attacker adds together the number of successes. The melee attack action is not affected by hindering (*explanation page 44*).

V·C·1 [i] ⟐ **Defending and Wounds**

The defender must defend themselves, and then apply any wounds. (*see page 42*).

V·C·1 [j] ⟐ **End the Melee Attack**

The hero melee attack ends.

FIG._10/11 · *Commissioner Gordon decides to attack a Thug with crowbar.*

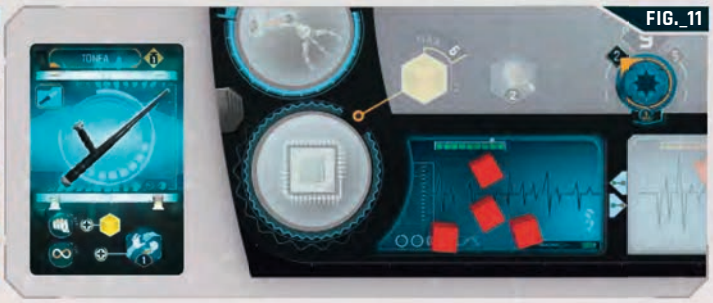
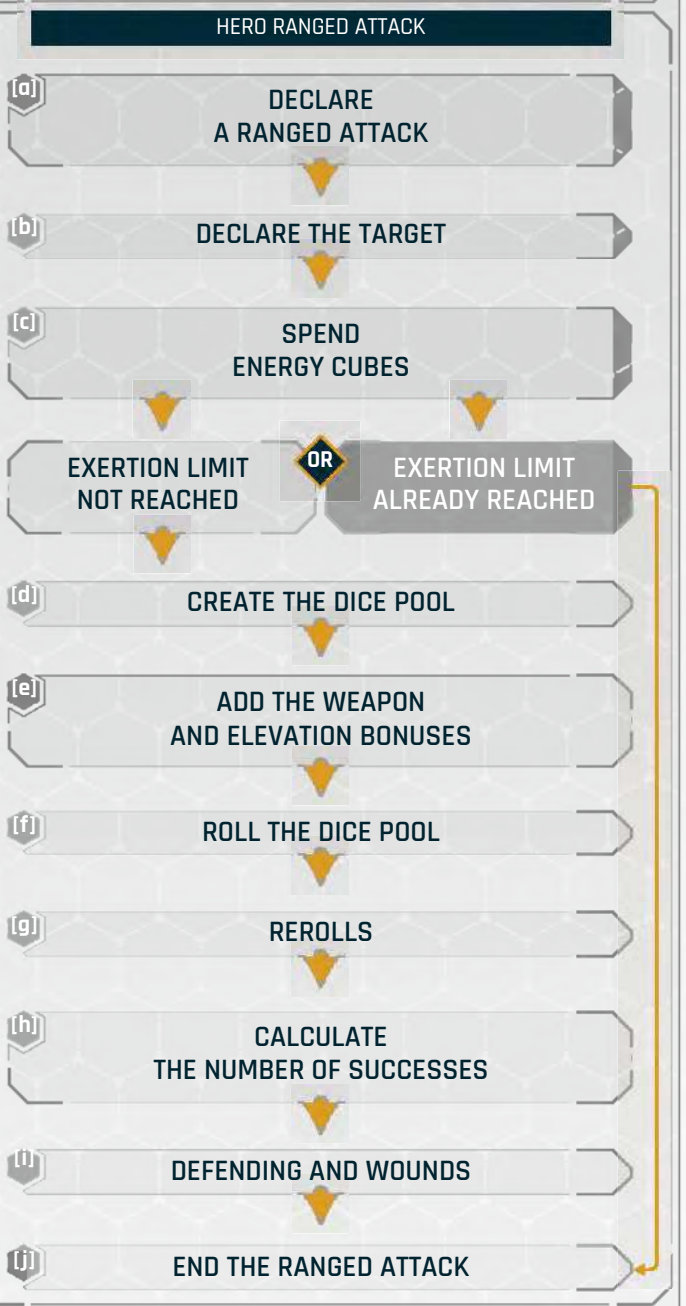


FIG._12 · *The player controlling Commissioner Gordon declares they perform a melee attack. They target the Thug with crowbar in the same area and decide to spend 2 cubes on a melee attack.*
FIG._13 · *Commissioner Gordon carries a tonfa which grants him a bonus for his attack.*

FIG._14 · *The player controlling Commissioner Gordon rolls their dice pool. No dice can be rerolled for free and the player decides not to buy any rerolls.*
FIG._15 · *The hero gets a total of 3 successes. This attack is a melee attack so it is not affected by hindering. During the defense step, the villain decides not to spend energy cubes. They subtract 1 automatic defense success from the 3 attack successes. The Thug with crowbar suffers 2 wounds and only has one life point. He is then neutralized, removed from the board and placed in the character pool.*

V C

2 HERO RANGED ATTACK



V·C·2 [a] Declare a Ranged Attack

A hero can only perform a ranged attack if they are carrying a ranged weapon that they can use (*see page 24*). The hero declaring the ranged attack is the attacker.

V·C·2 [b] Declare the Target

The attacker declares the target of their ranged attack. The target of the attack is the defender. The attacker must have a clear line of sight to the defender (*see page 43*).

V·C·2 [c] Spend Energy Cubes

The attacker chooses the number of energy cubes they wish to spend on this attack, with a minimum of one energy cube, and moves them from their reserve zone to their ranged attack action space. This corresponds to the attack intensity.

The attacker cannot spend energy cubes on an action space if doing so would exceed its exertion limit.

If it has already been reached, the action ends immediately.

V·C·2 [d] Create the Dice Pool

The attacker creates their dice pool. For that, they take as many dice indicated by their ranged attack characteristic as the amount of energy cubes just spent.

V·C·2 [e] Add the Weapon and Elevation Bonuses

- The attacker must choose which ranged weapon card they use (*see page 24*). For this attack, they benefit from the bonuses conferred by the weapon card.
- They can also benefit from a possible elevation bonus: if an attacker targets a defender located in an area at a lower elevation, they add an extra yellow die to their dice pool.

V·C·2 [f] Roll the Dice Pool

The attacker rolls their dice pool.

V·C·2 [g] Rerolls

The hero can attempt to improve the roll result by rerolling (*see page 41*).

V·C·2 [h] Calculate the Number of Successes

The attacker adds together the number of successes. The ranged attack action is affected by hindering. This means that the hindering index (*explanation page 44*) must be subtracted from the number of successes obtained.

V·C·2 [i] » Defending and Wounds

The defender must defend themselves, and then apply any wounds (*see page 42*).

V·C·2 [j] » End the Ranged Attack

The hero's ranged attack ends.

FIG._16/17 · *Batman decides to throw a batarang at a Brute with chains.*

FIG._18 · *Batman is equipped with batarangs, so the player controlling him can perform a ranged attack. They target the Brute with chains in the same area. A model has a clear line of sight in their own area. They decide to spend 2 cubes to perform a ranged attack.*
FIG._19 · *The batarangs grant Batman a bonus to his attack.*

FIG._20 · *The player controlling Batman rolls their dice pool. They decide to use the free reroll on the yellow dice and get one success.*
FIG._21 · *The hero gets a total of 3 successes on their roll. The ranged attack is affected by hindering. The hindering index is 0 as Commissioner Gordon is in the same area fighting the Brute with chains. So the hero gets a total of 3 successes for their attack.*
FIG._22 · *During the defense step, the villain decides not to spend energy cubes. They subtract 2 automatic defense successes from the 3 attack successes. The Brute with chains suffers 1 wound and has only one life point. He is then neutralized, removed from the board and placed in the character pool.*

V C

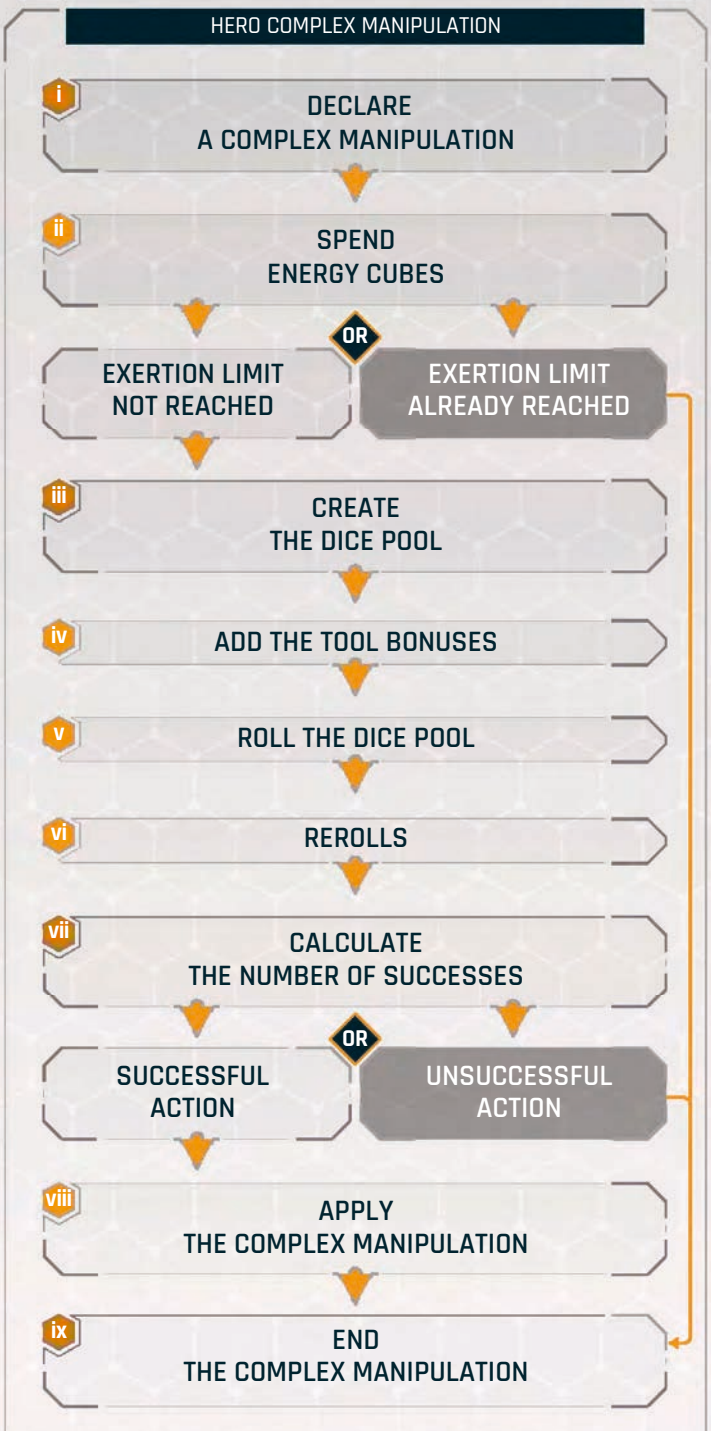
3 HERO MANIPULATION

The manipulation action represents the physical interactions of the heroes with their surroundings.

There are two types of manipulation:

- **complex manipulation**
- **automatic manipulation**

V·C·3 [a] » Complex manipulation



This covers all actions with uncertain results, such as throwing an object or disarming an explosive device.

Complex manipulations have a difficulty level that the hero must at least reach to succeed.

V·C·3 [a] i » Declare a Complex Manipulation

When a hero declares a complex manipulation, the nature of the manipulation must first be specified. A hero can only:

- throw a piece of equipment
- perform the complex manipulations specified by the mission or in their skills description.

V·C·3 [a] ii » Spend Energy Cubes

The hero chooses the number of energy cubes they wish to spend on this complex manipulation, with a minimum of one energy cube, and moves them from their reserve zone to their manipulation action space. This corresponds to the attack intensity.

The hero cannot spend energy cubes on the manipulation space if doing so would exceed its exertion limit.

If the exertion limit has already been reached, the action ends immediately.

V·C·3 [a] iii » Create the Dice Pool

The hero creates their dice pool. For that, they take as many dice indicated by their manipulation characteristic as the amount of energy cubes just spent.

V·C·3 [a] iv » Add the Tool Bonuses

The hero constantly benefits from the bonuses conferred by their tool cards (*see page 25*).

V·C·3 [a] v » Roll the Dice Pool

The hero rolls their dice pool.

V·C·3 [a] vi » Rerolls

The hero can attempt to improve the roll result by rerolling (*see page 41*).

V·C·3 [a] vii » Calculate the Number of Successes

The hero adds together the number of successes. The complex manipulation is affected by hindering (*see page 44*). This means that the hindering index must be subtracted from the number of successes obtained and the result compared to the difficulty level of the action:

- If the result is equal to or higher than the action's difficulty level, the hero succeeds and they move on to the next step.
- If the result is lower than the action's difficulty level, the hero fails and they move directly to the End the Complex Manipulation step.

V·C·3 [a] viii » Apply the Complex Manipulation

The effects of the action are applied.

V·C·3 [a] ix » End the Complex Manipulation

The complex manipulation ends.

FIG._23/24 · *Batman tries to open the safe located in his area in search of evidence.*

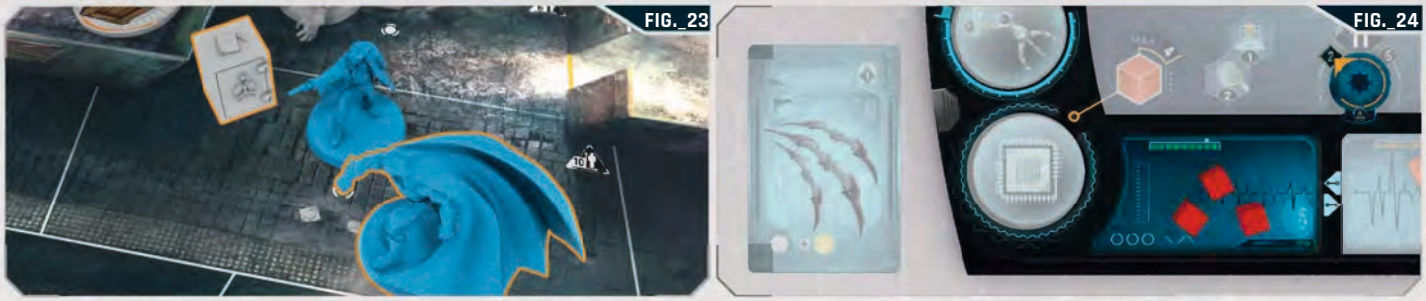
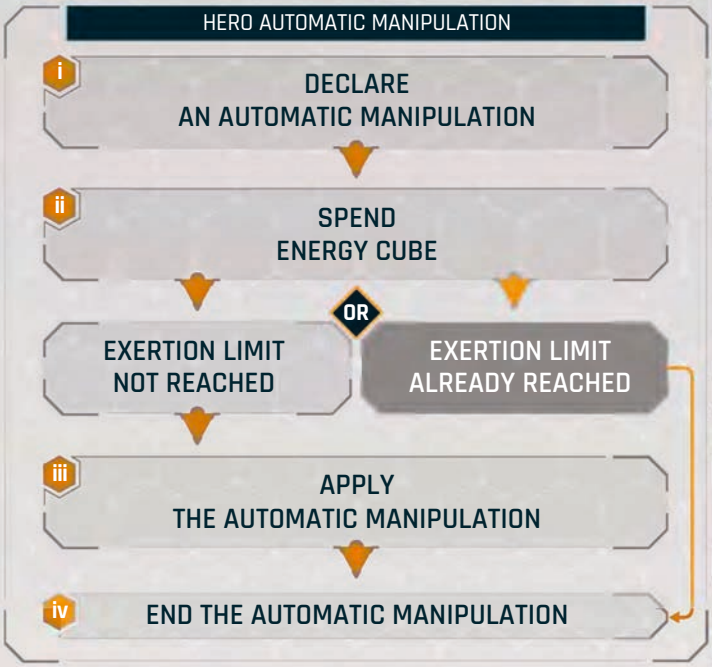


FIG._25 · *The special rules of the mission indicate that a hero in the same area as the safe may try to open it and retrieve its contents. To do so, they must perform a complex manipulation with a difficulty of 3. If it is successful, the hero opens the safe and may add its contents to the items they carry, should they want to and if able to. The player controlling Batman declares they open the safe and spends 3 energy cubes on the manipulation.*

FIG._26 · *The player controlling Batman rolls their dice pool. No dice can be rerolled for free and the player decides not to buy rerolls.*
FIG._27 · *The complex manipulation is subject to hindering but there is no enemy left in Batman's area. So he is not hindered, gets 3 successes and opens the safe. He finds a submachine gun he decides to carry.*

V·C·3 [b] Automatic manipulation

Automatic manipulation includes the actions with non-random outcomes, such as picking up or exchanging an equipment card.



V·C·3 [b] i Declare an Automatic Manipulation

The hero must first specify the nature of the action when they declare an automatic manipulation.

They can only:

- give a piece of equipment,
- take a piece of equipment,
- pick up a piece of equipment
- perform the automatic manipulations specified by the mission or in their skills description.

V·C·3 [b] ii Spend Energy Cube

The hero moves one cube to the manipulation action space. If the exertion limit has already been reached, the action ends immediately.

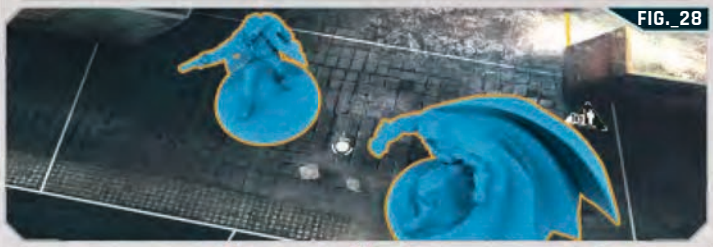
V·C·3 [b] iii Apply the Automatic Manipulation

The automatic manipulation is always a success. Dice are not rolled and it is not affected by hindering (*see page 44*). The effects of the action are applied.

V·C·3 [b] iv End the Automatic Manipulation

The automatic manipulation ends.

FIG._28/29 · *Commissioner Gordon decides, in agreement with Batman, to take the submachine gun previously found in the safe.*



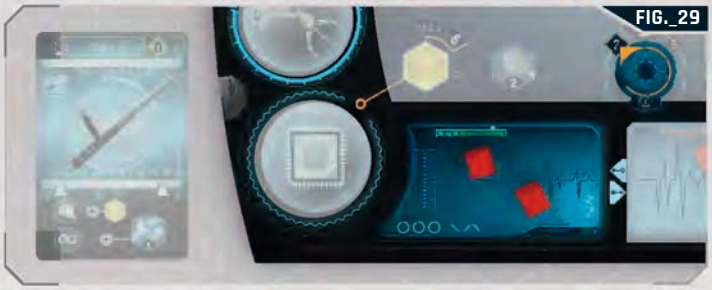


FIG._30 · *The player controlling Commissioner Gordon declares they take the submachine gun from Batman. They spend 1 cube on the manipulation.*

FIG._31 · *Commissioner Gordon and Batman update their encumbrance total. Commissioner Gordon can now use the submachine gun to perform ranged attacks.*

V C 4 HERO THOUGHT

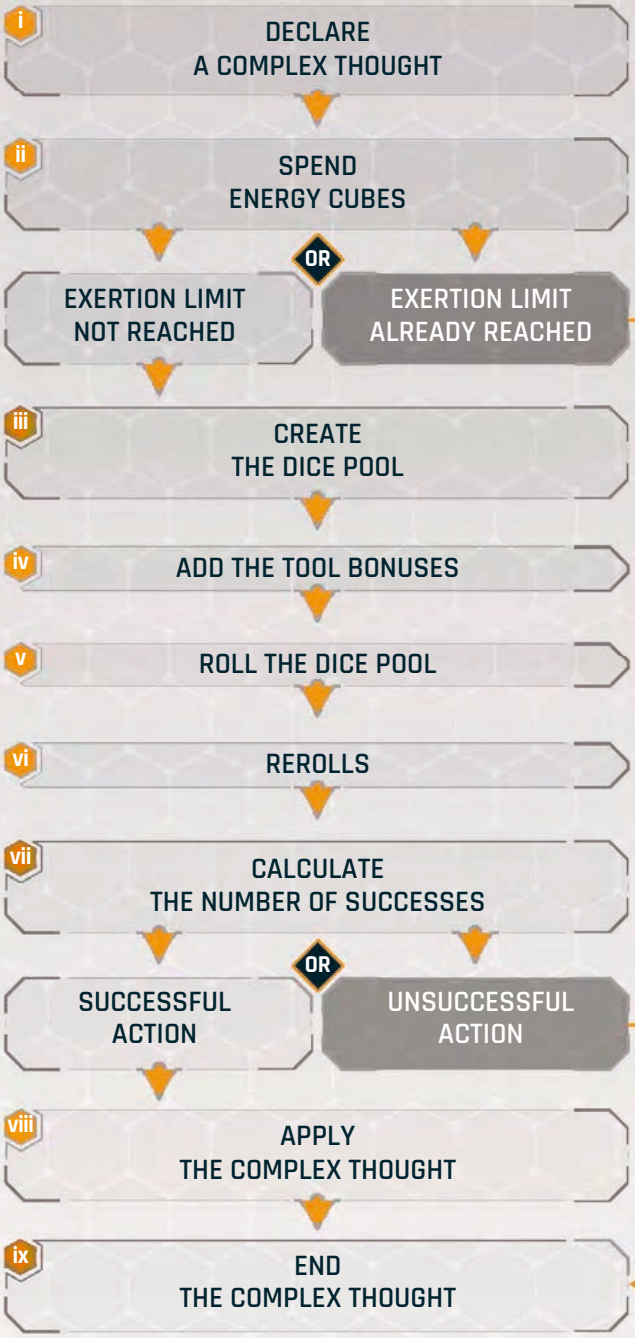
Thought is an action that represents the interactions of the heroes with their environment when they are based on reasoning.

There are two types of thought:

- **complex thought**
- **automatic thought**

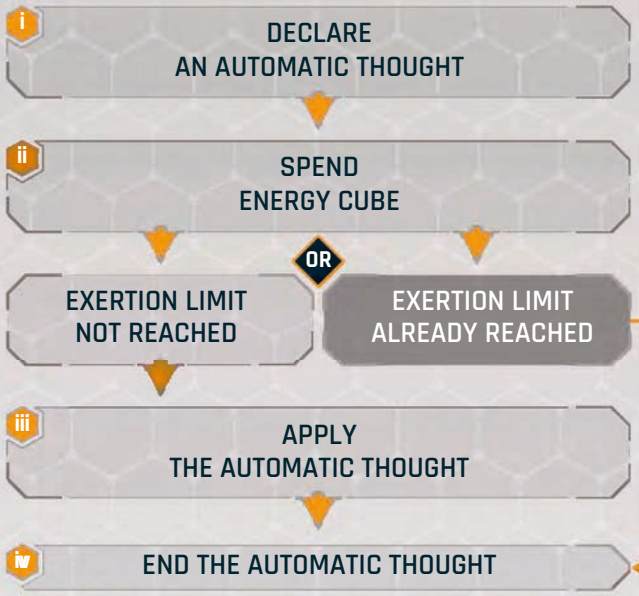
Complex thought, although a totally different action, works in exactly the same way as complex manipulation. The player must follow the same sequence as for complex manipulation, replacing the term "manipulation" with "thought" (*see page 17*).

HERO COMPLEX THOUGHT



Automatic thought, although a totally different action, works in exactly the same way as automatic manipulation. The player must follow the same sequence as for automatic manipulation, replacing the term "manipulation" with "thought" (*see page 19*).

HERO AUTOMATIC THOUGHT



V C

5 HERO MOVEMENT

The movement action consists of one or several moves made using move points. The move point pool corresponds to the number of move points the miniature can spend.

V·C·5 [a] **Declare a Movement**

The hero declares a movement.

V·C·5 [b] **Create the Move Point Pool**

The move point pool equals zero plus eventual bonuses conferred by skills, traits and special rules.

V·C·5 [c] **Add Move Point Bonus for the First Movement**

If this movement action is the first of the hero's turn for this miniature, they add their move point bonus to their move point pool.

V·C·5 [d] **Choose Move Type**

The area in which the miniature is located is the start area. The hero chooses the area to which the miniature will move. This area is the destination area. A miniature cannot enter an area if by doing so they would over-occupy it (*see page 43*). The destination area determines the type of move required: **simple** or **special**.

- **A simple move** crosses a white or orange area boundary from one area to an adjacent area.
- **A special move** is indicated in the game boards rules by a fall, jump, or climb icon. A special move is always associated with a level.

MOVEMENT

[a] DECLARE A MOVEMENT

[b] CREATE THE MOVE POINT POOL

[c] ADD MOVE POINT BONUS FOR THE FIRST MOVEMENT

[d] CHOOSE MOVE TYPE

[e] CALCULATE THE MOVE COST

[f] SPEND ENERGY CUBES

[g] SPEND MOVE POINTS

[h] MOVE THE MINIATURE

[i] APPLY THE EFFECTS OF THE DESTINATION AREA

[j] END THE MOVE

OR

NEW MOVE

NO OTHER MOVE

[k] END THE MOVEMENT

V·C·5 [e] Calculate the Move Cost

The cost of the move is calculated based on the type of move involved:

SIMPLE MOVE =

1 move point + hindering index of the start area + the total level of difficult terrain of the start area.

SPECIAL MOVE

FALL =

1 move point + hindering index of the start area + the total level of difficult terrain of the start area.

JUMP =

1 move point + jump level + hindering index of the start area + the total level of difficult terrain of the start area.

CLIMB =

1 move point + climb level + hindering index of the start area + the total level of difficult terrain of the start area.

V·C·5 [f] Spend Energy Cubes

- If the move cost is higher than the move point pool, the hero must spend energy cubes to the movement space to buy the missing move points. Each spent cube gives the miniature as many move points as their movement characteristic. These are added to their move point pool. If, however, the exertion limit of the movement space has been reached or if the hero cannot buy the missing move points, they pass directly to the End the Move step.

  The hero cannot spend energy cubes on the movement space if doing so would exceed its exertion limit.

- If the move cost is equal or lower than the move point pool, the hero passes to the next step

V·C·5 [g] Spend Move Points

The cost of the move is subtracted from the move point pool.

V·C·5 [h] Move the Miniature

The hero moves the miniature to the destination area.

V·C·5 [i] Apply the Effects of the Destination Area

The effects linked to the destination area, such as the effects of dangerous terrain (*see explanation on page 45*), are applied.

If the miniature performs a fall, they roll the same number of yellow dice as the level of the fall and then suffer as many wounds as the number of successes obtained.

V·C·5 [j] End the Move

The miniature's move ends.

- If the hero decides to perform another move during this movement action, they return to the Choose Move Type step.
- If they do not want to or if the miniature cannot move again, they pass onto the End the Movement step.

V·C·5 [k] End the Movement

The move point pool is reduced to zero; thus the miniature loses all unused move points.

The miniature movement ends.

FIG._32/33 · *After opening the safe, Batman decides to move and enter Killer Croc's area.*

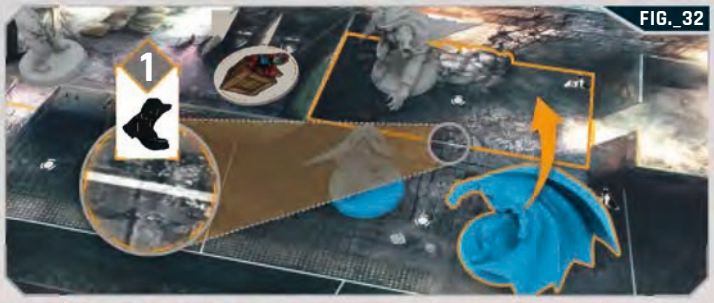


FIG._34 · *The player controlling Batman declares they perform a movement.*

Batman has not yet moved this turn, so he adds his move point bonus for the first movement to his move points pool. As he does not carry any equipment, his move point bonus for the first movement is 2. So his move points pool is currently at 2.

FIG._35/36 · *Killer Croc is in an adjacent area separated by a white boundary. Batman has to perform a simple move to get to that area. There is no hindering, so the cost of the move is 1 point.*

FIG._37 · *Batman does not wish to continue moving. His movement action ends and his move points pool is reset to 0. He loses the unspent move point.*

FIG._38/39 · *Renee Montoya decides to join Batman in Killer Croc's area.*

FIG._40 · *The player controlling Renee Montoya declares they perform a movement action. With her move point bonus for the first movement, Renee Montoya has a pool of 2 move points.*
FIG._41/42 · *She first has to get closer by performing a simple move, with hindering. This costs her 1 move point. She still has 1 move point left in her move points pool.*

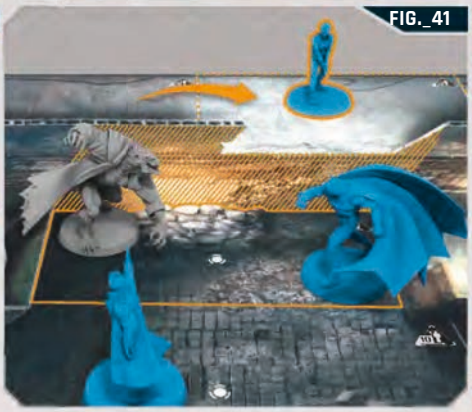


FIG._43 · *Now she has to perform another move to enter Batman and Killer Croc's area. This is a special move, as indicated in the game boards rules. More precisely, this is a level 2 climb. So the cost of the move is 3 points.*

FIG._44 · *Renee Montoya currently has 1 move point remaining in her move point pool. She has to spend 2 cubes on her movement space to buy the additional 2 move points required.*

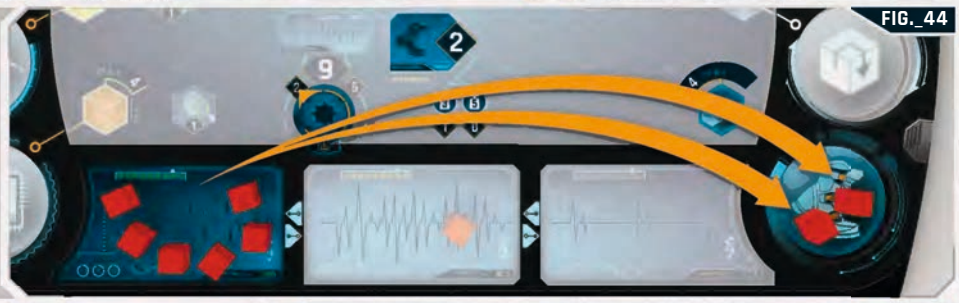


FIG._45/46 · *Her move points pool has now increased to 3, those 3 move points she immediately spends to pay for the cost of the special move and meet Batman and Killer Croc.*

D ITEM MANAGEMENT

Only the heroes can use the item cards. There are two categories:

- **equipment cards**
- **and Bat-gadget cards.**

A hero can only use the item cards they carry. A card carried by a hero is placed next to their hero board.

It contains the following information:

1 · NAME

2 · ENCUMBRANCE OF THE EQUIPMENT or **SIZE OF THE BAT-GADGET**

3 · ARTWORK

4 · TYPE OF ITEM

OBJECTS: These cards represent various objects whose rules are specified in the missions.

TOOLS: A hero cannot combine identical tool bonuses.

MELEE WEAPON: A hero cannot combine the bonuses of multiple melee weapons.

RANGED WEAPON: A hero cannot combine the bonuses of multiple ranged weapons.

5 · USE RESTRICTION

Only **THE HERO WHOSE NAME IS INDICATED** on the item card can benefit from its bonuses.

This icon indicates that the heroes with **THE MORAL CODE TRAIT** cannot benefit from these bonuses.

This icon indicates that **THE HERO MUST REMOVE THE ITEM CARD FROM THE GAME** after they have benefited from at least one of its bonuses.

6 · BONUS LINE

Different bonus lines, constituted of icons, explain the bonuses conferred to the heroes by the item cards and how they are used.

The bonus lines begin with an icon which indicates when those bonus are applied:

6.1 During **MELEE ATTACK**.

During **RANGED ATTACK**.

During **MANIPULATION**.

During **THOUGHT**.

During **MOVEMENT**.

During **DEFENSE**.

The bonus has a **PERMANENT EFFECT**.

If different bonus lines from an item card begin with the same icon and may be applied, then the hero chooses which line is applied.

6.2 indicates that when the bonus line is applied, every bonus following that icon **must be added**:

6.3 · **DICE:** The hero gains a certain number of dice of a defined type which must be added to a dice pool.

6.4 · **SKILL:** The hero gains a skill of a given level. If the hero already has this skill, the skill level of the card is added to the hero's own skill level.

6.5 · **AUTOMATIC SUCCESS:** The hero gains a certain number of automatic successes (*see page 43*) that are added to an obtained result.

V D 1

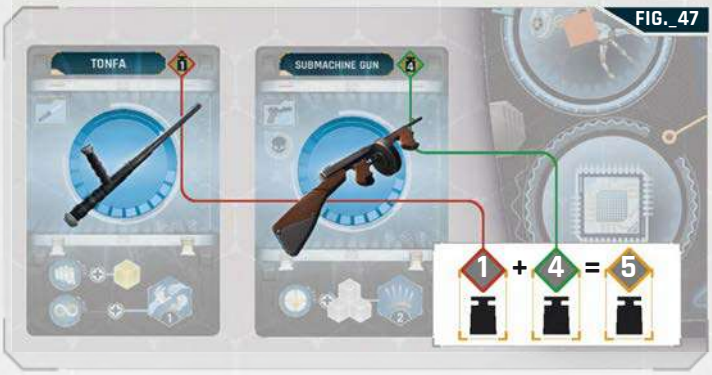
EQUIPMENT CARDS

V·D·1 [a]

Hero encumbrance total

The encumbrance total of a hero is the total of the encumbrance values of the equipment they are carrying.

FIG._47 · *Commissioner Gordon carries a tonfa and a submachine gun, that bring his encumbrance total to 5.*



It cannot exceed the hero's maximum encumbrance value.

FIG._48 · *With an encumbrance total of 5, Commissioner Gordon is below his maximum encumbrance value.*

It determines their move point bonus.

FIG._49 · *With an encumbrance total of 5, Commissioner Gordon's Move Point Bonus for the First Movement is 1.*

A hero can benefit from a skill only while their encumbrance total is lower than the encumbrance limit of the skill.

FIG._50 · *With an encumbrance total of 5, Commissioner Gordon loses the benefits of the retaliation skill.*

V·D·1 [b]

Picking up equipment

Picking up equipment is an automatic manipulation. A hero can only pick up equipment if it is located in their area and their maximum encumbrance value is not exceeded when the equipment is picked up. During the Apply the Automatic Manipulation step (*see page 19*), the hero places the picked-up equipment next to their hero board.

V·D·1 [c]

Giving equipment

Giving equipment is an automatic manipulation. During the Spend Energy Cube step of an automatic manipulation, only the hero who gives the equipment spends an energy cube.

To give equipment, the following criteria are necessary:
- The receiving hero accepts the equipment.
- Both heroes are in the same area.
- The equipment would not cause the maximum encumbrance value of the hero receiving it to be exceeded.

During the Apply the Automatic Manipulation step (*see page 19*), the hero receiving the equipment places it next to their hero board.

V·D·1 [d]

Taking equipment

Taking equipment is an automatic manipulation. During the Spend Energy Cube step of an automatic manipulation, only the hero receiving the equipment spends an energy cube.

To take equipment, the following criteria are necessary:
- The hero carrying the equipment agrees to give it.
- Both heroes are in the same area.
- The equipment would not cause the maximum encumbrance value of the hero taking it to be exceeded.

During the Apply the Automatic Manipulation step (*see page 19*), the hero who takes the equipment card places it next to their hero board.

V·D·1 [e] Throwing equipment

Throwing equipment is a complex manipulation.

To perform this action, a hero must have a clear line of sight to the target area.

During the Declare a Complex Manipulation step, the difficulty level of the throw must be calculated. This is equal to the distance (*see page 43*) from the hero's area to the target area.

During the Calculate the Number of Successes step, the encumbrance value of the thrown equipment as well as any possible hindering index is subtracted from the number of successes obtained.

During the Apply the Complex Manipulation step, the number of successes is compared to the difficulty level of the throw:

- If the number of successes is equal to or higher than the difficulty level of the throw, the hero places the equipment in the target area.
- If the number of successes is lower than the difficulty level of the throw, the hero places the equipment at a distance that is equal to the obtained number of successes, along the line of sight towards the target area.

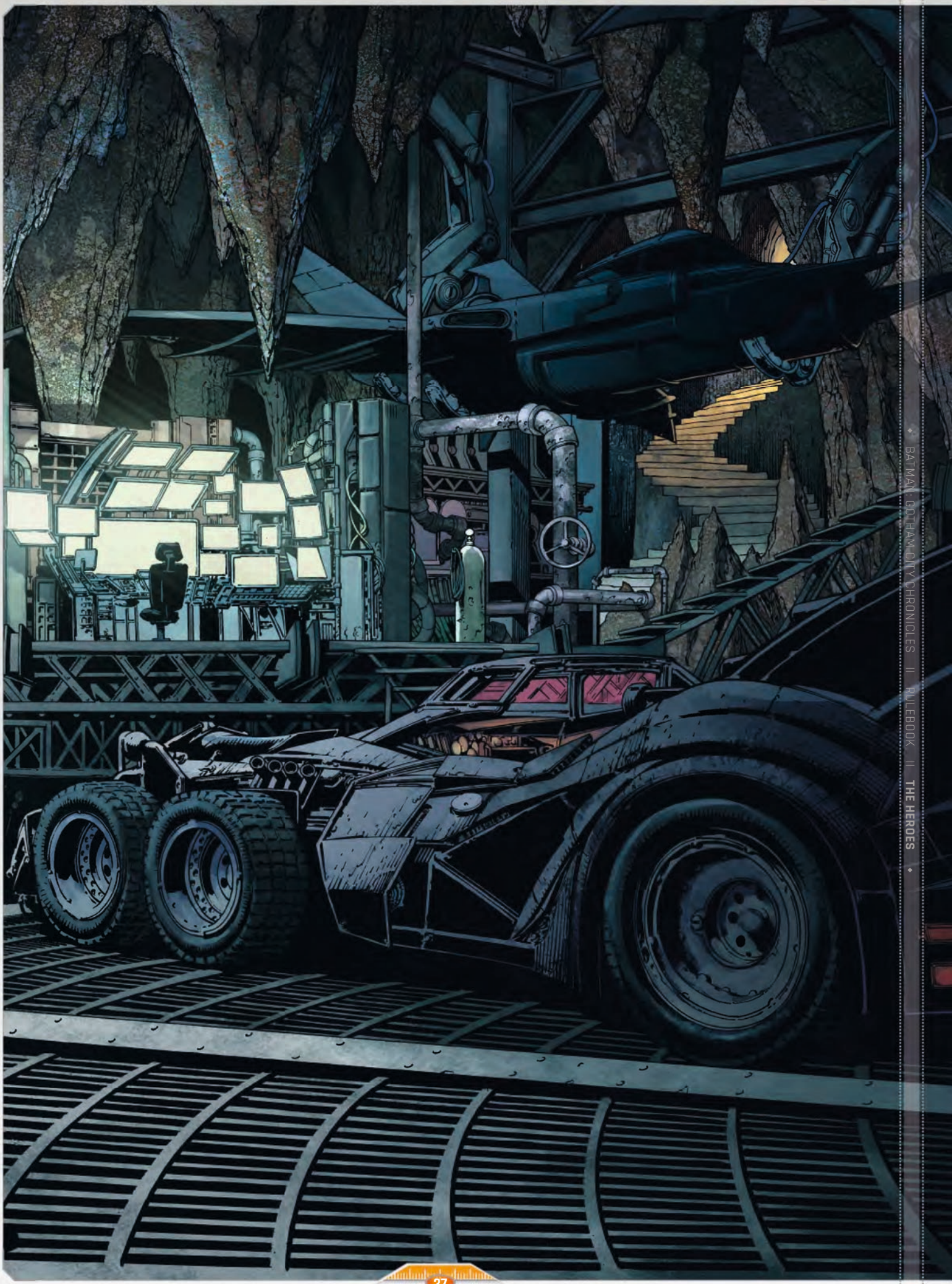
V·D·1 [f] Dropping equipment

Dropping equipment is not an action and does not require any energy cubes to be spent. A hero can drop equipment at any time. The card is then placed in their area.

V D 2 BAT-GADGET CARDS

During the set-up of a mission, the heroes with a utility belt can choose their bat-gadgets from all the bat-gadgets available in the game. However, the total of the hero's bat-gadget sizes cannot exceed the size of their utility belt.

IMPORTANT: a bat-gadget is not included in the encumbrance total value of the hero. A hero cannot pick up, give, take, throw or drop a bat-gadget.



VI THE VILLAIN

VI A COMMAND POST AND TILES

VI A 1 THE COMMAND POST

This is the component used by the villain to control their troops.

1. **RESERVE ZONE:** When the villain spends an energy cube, they take it from this zone. It represents the villain's action capacity.
2. **FATIGUE ZONE:** Energy cubes that have been used by the villain are placed in this zone. A certain number of these energy cubes can be recovered by the villain during the Upkeep Villain.

3. **RECOVERY VALUE:** During the Upkeep Villain step, the villain recovers a number of energy cubes equal to the recovery value that is given by the mission.
4. **MOVEMENT SPACE:** This space represents the movement action of the villain and includes their movement characteristic and their exertion limit.
5. **DEFENSE SPACE:** This space represents the villain's defense and includes their defense characteristic and their exertion limit.
6. **REROLL SPACE:** This space represents the villain's reroll and includes their exertion limit.
7. **LIFE POINT TRACK:** This track is used to show the physical state of the characters who have several life points.
8. **THE RIVER:** The river is the space in which the villain places their character and event tiles in the order indicated by the mission. During the game, they are moved according to their activation.
9. **TILE ACTIVATION COSTS:** The cost of activating a tile corresponds to its position in the river or the position pointed by the tile's cost indicator and is indicated by the number above it.

VI A

2 THE TILES

There are two categories of tiles:

- **character tiles**
- **event tiles.**

VI·A·2 [a] » The character tiles

Each tile represents one or more characters that can be controlled. Usually controlled by the villain, using their command post, however some heroes can control characters associated with a tile using their elite command skill or henchman command skill (*see page 48*).

A character tile defines each character it controls. The following features apply to each character of that tile:

1. **TILE NAME**
2. **SIDE:** The color indicates the side of the tile and of the characters it controls.
3. **ARTWORK**
4. **LIFE POINTS:** This value indicates the number of life points of each character. Most characters only have one life point. Those who have several have their own life point marker which is used on the command post to track their current life points.
5. **AUTOMATIC DEFENSE:** This value indicates the number of automatic successes attributed during the Defense step.
6. **MOVE POINT BONUS FOR THE FIRST MOVEMENT**
7. **SIZE INDEX**
8. **MENACE INDEX**
9. **TRAIT:** Indicates the trait of the character (*see page 58*).
10. **MELEE ATTACK:** Indicates the melee attack characteristic(s) (each composed of one or several types of dice). The action multiplier associated with each characteristic indicates the number of times each action can be performed.
11. **RANGED ATTACK:** Indicates the ranged attack characteristic(s) (each composed of one or several types of dice). The action multiplier associated with each characteristic indicates the number of times each action can be performed.
12. **MANIPULATION:** Indicates the manipulation characteristic(s) (each composed of one or several types of dice). The action multiplier associated with each characteristic indicates the number of times each action can be performed.
13. **THOUGHT:** Indicates the thought characteristic(s) (each composed of one or several types of dice). The action multiplier associated with each characteristic indicates the number of times each action can be performed.
14. **SKILLS:** Indicate the skills and their level for each character.
15. **REINFORCEMENT COST:** This value represents the number of reinforcement points the villain must pay to bring back a character whose miniature is in the character pool (*see Reinforcements page 37*). A tile without a reinforcement cost indicates that those characters cannot be brought back into play.
16. **NIVEAU DE LA TUILE :** Indicates the level of the tile:
    - Leader / Lieutenant
    - Elite
    - Henchman

VI·A·2 [b] Double Tiles

Double tiles work in the same way as tiles, except that they occupy two positions in the river.

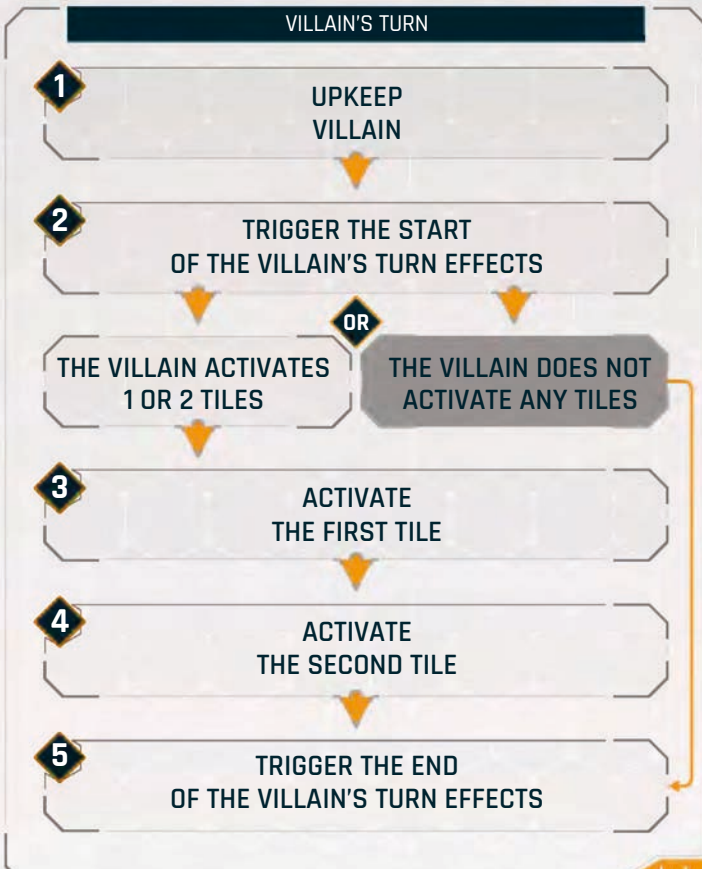
Tile's cost indicator: Indicates the position in the river that determines the cost for activating the tile.

VI·A·2 [c] Event tile

The event tile is placed in the river. When it is activated, it allows the villain to trigger various events as described in the mission and also to return miniatures to the game board from the character pool as reinforcements (*see Reinforcements page 37*).

VI B VILLAIN'S TURN

During this phase, the villain takes over, activates their characters and triggers events. To do this, they can activate 0, 1 or 2 tiles each turn.



The villain's turn consists of the following steps:

1. Upkeep Villain
2. Trigger the Start of the Villain's Turn Effects
3. Activate the First Tile
4. Activate the Second Tile
5. Trigger the End of the Villain's Turn Effects

VI B 1 UPKEEP VILLAIN

All energy cubes that are neither in the fatigue zone nor in the reserve zone must be moved to the fatigue zone.

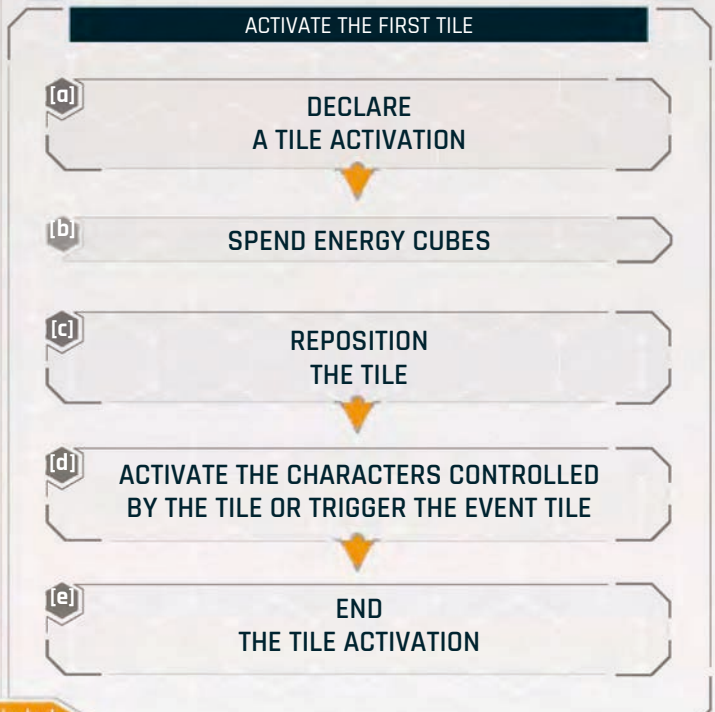
The villain recovers a number of energy cubes corresponding to their recovery value, given by the mission.

VI B 2 TRIGGER THE START OF THE VILLAIN'S TURN EFFECTS

Some effects are linked to the start of the villain's turn. If at least one of the trigger conditions is fulfilled, the corresponding effects take place in the order chosen by the villain.

VI B 3 ACTIVATE THE FIRST TILE

If the villain wishes to activate at least one tile, these steps are followed. If not, the game moves directly on to the Trigger the End of the Villain's Turn Effects step



VI·B·3 [a] Declare a Tile Activation

The villain choses a tile to activate in the river with an activation cost they can afford to pay. The activation cost of a tile is indicated by the number on the river position track above the tile or above its tile's cost indicator.

FIG._51 · *The villain declares they activate Killer Croc's tile.*

VI·B·3 [b] Spend Energy Cubes

The villain spends the number of cubes corresponding to the tile's activation cost and moves them from their reserve zone to their fatigue zone.

FIG._52 · *Killer Croc's tile is in the third position of the river and therefore has an activation cost of 3. The villain moves 3 energy cubes from their reserve zone to their fatigue zone.*

VI·B·3 [c] Reposition the Tile

The villain removes the activated tile from the river, slides the remaining tiles to the left and then places the tile at the end of the river to the right.

FIG._53 · *The activated tile is placed at the end of the river to the right.*

VI·B·3 [d] Activate the Characters Controlled by the Tile or Trigger the Event Tile

- If the villain has chosen a character tile, they activate any number of the tile's characters (or none, if they so choose).

  The villain must finish the activation of a character before they move onto the next active character

- If the villain has chosen the event tile, they must carry out one of the events described by the mission and also gain a certain number of reinforcement points (*see page 37*). In some missions, the event tile allows multiple events to be triggered each time it is activated. The number, nature, trigger conditions, order of events as well as the number of reinforcement points gained, are mission specific.

VI·B·3 [e] End the Tile Activation

VI B 4 ACTIVATE THE SECOND TILE

- If the villain wishes to activate a second tile, they repeat the steps specified in Activate the First Tile.

- If not, the villain moves directly on to the Trigger the End of the Villain's Turn Effects step.

VI B 5 TRIGGER THE END OF THE VILLAIN'S TURN EFFECTS

Some effects are linked to the end of the villain's turn.

If at least one of the trigger conditions is fulfilled, the corresponding effects take place in the order chosen by the villain.

VI C ACTIVATE A CHARACTER CONTROLLED BY A TILE

During the activation of a tile, each of the characters controlled by the tile can be activated once.

ACTIVATE A CHARACTER

1. DESIGNATE A CHARACTER
2. FIRST MOVEMENT STEP
3. DECLARE AN ACTION OTHER THAN MOVEMENT
4. PERFORM THE ACTION
5. REPEAT THE ACTION
6. SECOND MOVEMENT STEP
7. END THE CHARACTER ACTIVATION

Activate a character controlled by a tile consists of the following steps:

1. Designate a Character
2. First Movement Step
3. Declare an Action Other than Movement
4. Perform the Action
5. Repeat the Action
6. Second Movement Step
7. End the Character Activation

VI C

1 DESIGNATE A CHARACTER

The villain designates a character, choosing from those that have not yet been activated during the activation of this tile. They then proceed through the following steps with this character.

VI C

2 FIRST MOVEMENT STEP

If the villain wishes, they declare a movement. Movement of a character follows the same rules as that of a hero (*see page 21*) by replacing the term "hero" with "villain" and the term "hero's turn" with "character's activation" in chapter Movement.

VI C

3 DECLARE AN ACTION OTHER THAN MOVEMENT

- If the villain wishes, they declare that they will carry out an action other than a movement:
  - *melee attack*
  - *ranged attack*
  - *manipulation*
  - *thought*
- If so, and if they have a choice between two characteristics (each associated with an action multiplier), they must specify which one they will use.

VI C

4 PERFORM THE ACTION

They carry out the action chosen in the previous step.

VI C

5 REPEAT THE ACTION

The character may repeat this action as long as they have not exceeded their multiplier value. The villain compares the action multiplier of a character to the number of times they have carried out this action during the activation:

- If the action multiplier is higher than the number of times this action has been carried out, the villain may repeat the same action with this character by returning to the previous step.
- If the action multiplier is equal or lower than the number of times this action has been carried out, the villain moves on to the following step.

VI C

6 SECOND MOVEMENT STEP

If the villain wishes, they declare a movement. Movement of a character follows the same rules as that of a hero by replacing the term "hero" with "villain" and the term "hero's turn" with "character's activation" in the chapter Movement.

VI C

7 END THE CHARACTER ACTIVATION

ACTIONS OF A CHARACTER

1 CHARACTER MELEE ATTACK

CHARACTER MELEE ATTACK

[a] DECLARE A MELEE ATTACK

[b] DECLARE THE TARGET

[c] CREATE THE DICE POOL

[d] ROLL THE DICE POOL

[e] REROLLS

[f] CALCULATE THE NUMBER OF SUCCESSES

[g] DEFENDING AND WOUNDS

[h] END THE MELEE ATTACK

VI·D·1 [a] Declare a Melee Attack

The villain declares a melee attack. The character is the attacker.

VI·D·1 [b] Declare the Target

The villain declares the target of their melee attack. The target is the defender. If the villain is unable to declare a target, the attack immediately ends.

The defender must be located:

- In the same area as the attacker
- In an adjacent area that the attacker would over-occupy (*explanation page 43*) and to which they have a clear line of sight.

VI·D·1 [c] Create the Dice Pool

The villain creates their dice pool by taking the dice indicated by the characteristic previously chosen by the attacker, during the Declare an Action Other than Movement step.

VI·D·1 [d] Roll the Dice Pool

The villain rolls their dice pool.

VI·D·1 [e] Rerolls

The villain can attempt to improve the roll result by rerolling (*see page 41*).

VI·D·1 [f] Calculate the Number of Successes

The villain adds together the number of successes. The melee attack action is not affected by hindering (*see page 44*).

VI·D·1 [g] Defending and Wounds

The defender must defend themselves, and then apply any wounds (*see page 42*).

VI·D·1 [h] End the Melee Attack

The melee attack ends.

2 CHARACTER RANGED ATTACK

VI·D·2 [a] Declare a Ranged Attack

The villain declares a ranged attack. The character is the attacker.

CHARACTER RANGED ATTACK

[a] DECLARE A RANGED ATTACK

[b] DECLARE THE TARGET

[c] CREATE THE DICE POOL

[d] ROLL THE DICE POOL

[e] REROLLS

[f] CALCULATE THE NUMBER OF SUCCESSES

[g] DEFENDING AND WOUNDS

[h] END THE RANGED ATTACK

VI·D·2 [b] » Declare the Target

The villain declares the target of their attack. The target is the defender. The attacker must have a clear line of sight to the defender (*see page 43*).

VI·D·2 [c] » Create the Dice Pool

The villain creates their dice pool by taking the dice indicated by the characteristic previously chosen by the attacker, during the Declare an Action Other than Movement step.

They can then benefit from a possible elevation bonus:

- if an attacker targets a miniature at a lower elevation level than their area, they add an extra yellow die to their dice pool.

VI·D·2 [d] » Roll the Dice Pool

The villain rolls their dice pool.

VI·D·2 [e] » Rerolls

The villain can attempt to improve the roll result by rerolling (*see page 41*).

VI·D·2 [f] » Calculate the Number of Successes

The villain adds together the number of successes. Ranged attack is affected by hindering. This means that the hindering index (*explanation page 44*) must be subtracted from the number of successes obtained.

VI·D·2 [g] » Defending and Wounds

The defender must defend themselves, and then apply any wounds (*see page 42*).

VI·D·2 [h] » End the Ranged Attack

The ranged attack ends.

VI D 3 CHARACTER MANIPULATION

The manipulation action represents the physical interactions of the characters with their surroundings. There are two types of manipulation:

- **complex manipulation**
- **automatic manipulation**

VI·D·3 [a] » Character Complex Manipulation

This covers all actions with uncertain results, such as throwing an object or disarming an explosive device.

Complex manipulations have a difficulty level that the character must at least reach to succeed.

VI·D·3 [a] i » Declare a Complex Manipulation

When the villain declares a complex manipulation, the nature of the manipulation must first be specified. A character can only perform the complex manipulations that are specified by the mission or in their skill description.

V·C·3 [b] ii » Create the Dice Pool

The villain creates their dice pool by taking the dice indicated by the previously chosen characteristic of the character, during the Declare an Action Other than Movement step.

V·C·3 [b] iii » Roll the Dice Pool

The villain rolls their dice pool.

V·C·3 [b] iv » Rerolls

The villain can attempt to improve the roll result by rerolling (*see page 41*).

V·C·3 [b] v » Calculate the Number of Successes

The villain adds together the number of successes.The complex manipulation is affected by hindering (*see page 44*). This means that the hindering index must be subtracted from the number of successes obtained and the result compared to the difficulty level of the action:

- If the result is equal to or higher than the action's difficulty level, it is successful and the villain moves on to the next step.
- If the result is lower than the action's difficulty level, it fails and the villain moves directly to the End the Complex Manipulation step.

V·C·3 [b] vi » Apply the Complex Manipulation

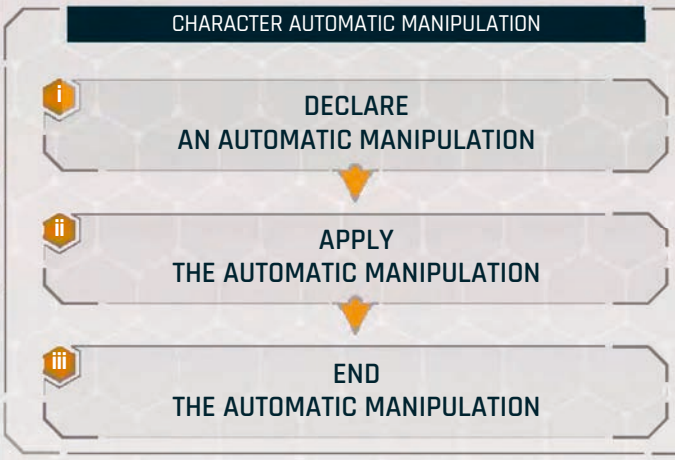
The effects of the action are applied.

V·C·3 [b] vii » End the Complex Manipulation

The complex manipulation ends.

VI·D·3 [b] » Character Automatic Manipulation

Automatic manipulations represent simple actions such as pushing a lever.



VI·D·3 [b] i » Declare an Automatic Manipulation

The villain must first specify the nature of the action when they declare an automatic manipulation. A character can only apply the automatic manipulations that are indicated in the mission and their skill description.

VI·D·3 [b] ii » Apply the Automatic Manipulation

The automatic manipulation is always a success. Dice are not rolled and it is not affected by hindering (*see page 44*). The effects of the action are applied.

VI·D·3 [b] iii » End the Automatic manipulation

The automatic manipulation ends.

VI D

4 CHARACTER THOUGHT

Thought is an action that represents the interactions of the characters with their environment when they are based on reasoning.

There are two types of thought:

- **complex thought**
- **automatic thought**

Complex thought, although a totally different action, works in exactly the same way as complex manipulation. The villain must follow the same sequence as for complex manipulation, replacing the term "manipulation" with "thought" (*see page 35*).

CHARACTER COMPLEX THOUGHT

[a] DECLARE A COMPLEX THOUGHT

[b] CREATE THE DICE POOL

[c] ROLL THE DICE POOL

[d] REROLLS

[e] CALCULATE THE NUMBER OF SUCCESSES

SUCCESSFUL ACTION — OR — UNSUCCESSFUL ACTION

[f] APPLY THE COMPLEX THOUGHT

[g] END THE COMPLEX THOUGHT

Automatic thought, although a totally different action, works in exactly the same way as automatic manipulation. The villain must follow the same sequence as for automatic manipulation, replacing the term "manipulation" with "thought" (*see page 35*).

CHARACTER AUTOMATIC THOUGHT

[a] DECLARE AN AUTOMATIC THOUGHT

[b] APPLY THE AUTOMATIC THOUGHT

[c] END THE AUTOMATIC THOUGHT

VI D

5 CHARACTERS ACTIVATION EXAMPLE

FIG._54/55 · *After activating his tile, the villain activates Killer Croc and decides not to move and to attack the heroes in his area.*

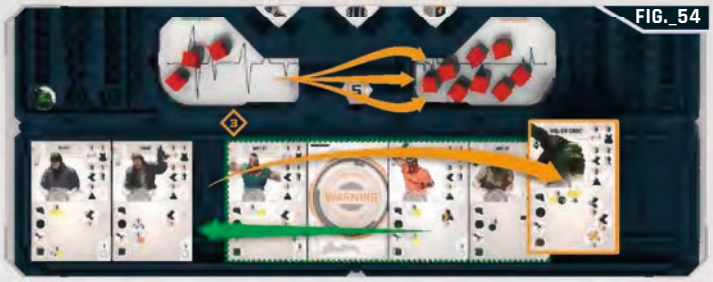


FIG._54

FIG._55

FIG._56 · *The villain chooses to use the melee attack characteristic of 1 yellow die with a reroll and 1 yellow die, and action multiplier of 4. They may perform this action up to 4 times with 1 yellow die with a reroll and 1 yellow die.*

FIG._56

FIG._57 · *The villain attacks Batman 3 times, inflicting 4 wounds, and Renee Montoya once, inflicting 2 wounds.*

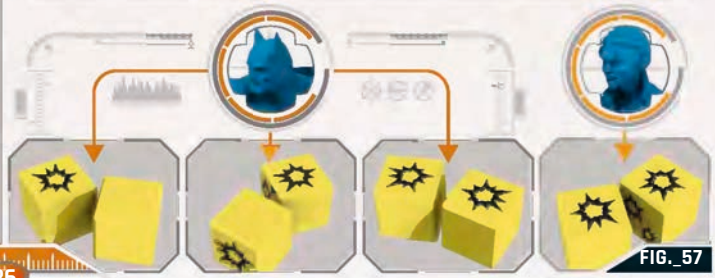


FIG._57

FIG._58/59 · *The villain wishes to start the countdown on a bomb by activating a Thug with crowbar.*

FIG._58

FIG._59

FIG._60 · *The special rules of the mission indicate that a character in the same area as a bomb may activate it. To do so, they must perform an automatic manipulation. The villain activates the Thug with crowbar and decides not to move. Then they declare they perform an automatic manipulation to activate the bomb.*

FIG._60

FIG._61 · *The villain flips the bomb token and decides not to move in order to protect this objective, ending the activation of this Thug with crowbar.*

FIG._61

VI

E REINFORCEMENT

As soon as reinforcement points have been gained by the villain, they must be spent. Miniatures with a reinforcement cost on their tile can be returned to the game as a reinforcement. To do this, the villain must spend the indicated reinforcement points. The miniature is then taken from the character pool and placed in any of the reinforcement areas indicated in the mission by this token:

A reinforced character must not over-occupy the area they are placed in.

If a character must come into play in an area that it would over-occupy, it is placed in an adjacent area that it does not over-occupy. If the adjacent areas are all over-occupied, the character does not come into play.

Unspent reinforcement points are lost.

When a miniature of a neutralized tile (a facedown tile) (*see page 42*) is brought back into play, the villain flips the tile face up.

Character pool

The character pool represents the miniatures that the villain can use as reinforcements.

Unless otherwise indicated, the pool of characters of a tile is zero. However, a mission may specify that miniatures should be placed in this pool during setup.

VI

F DREDGING THE RIVER

Dredging the river is not an action and does not count as activating a tile.

At any moment during their turn, the villain can dredge the river by removing one or several neutralized tiles (*see page 42*) and placing them back in the game box. This costs two energy cubes per tile. These cubes are removed from the game and must be taken from the villain's fatigue zone. If there are not enough cubes in this zone, the villain can remove cubes from their spaces, then from their reserve zone. There is no limit to the number of neutralized tiles that can be removed from the river as long as the villain has enough energy cubes to do so. The miniatures of a tile thus removed cannot be brought back into play, even during reinforcement.

VI

G DEMOBILIZATION

The demobilization is not an action and does not count as activating a tile. Once per game, during their turn, the villain can demobilize an elite or henchman character tile. In other words, dredge the river of this tile as though it was neutralized and remove all the miniatures under its control from the board.

VII DEFENSE

Defense is not an action. It allows a miniature to defend itself by cancelling a number of successes during an attack and so reduce or avoid wounds. Unless otherwise indicated, the Defense step is obligatory.

DEFENSE

A DECLARE A DEFENSE

B SPEND ENERGY CUBES

C CREATE THE DICE POOL

D ADD THE AUTOMATIC DEFENSE DICE

E ROLL THE DICE POOL

F REROLLS

G CALCULATE THE NUMBER OF SUCCESSES

H DETERMINE THE NUMBER OF WOUNDS

I END THE DEFENSE

VII A DECLARE A DEFENSE

The player declares a defense with their miniature.

VII B SPEND ENERGY CUBES

The defender choses the number of energy cubes they will move from their reserve zone to their defense space, with a minimum of zero. This corresponds to their defense intensity.

The defender cannot spend energy cubes on the defense space if doing so would exceed its exertion limit.

If the exertion limit has already been reached, the defender moves directly to the Add the Automatic Defense Die step.

VII C CREATE THE DICE POOL

The defender creates their dice pool, they take as many dice indicated by their defense characteristic as the number of energy cubes just spent.

VII D ADD THE AUTOMATIC DEFENSE DICE

The defender adds the potential automatic defense die to their dice pool.

VII E ROLL THE DICE POOL

The defender rolls their dice pool.

VII F REROLLS

The defender can attempt to improve the roll result by rerolling (*see page 41*).

VII G CALCULATE THE NUMBER OF SUCCESSES

The defender adds together the number of successes. Any automatic defense successes are added to this number.

Defense is never affected by hindering.

VII

H DETERMINE THE NUMBER OF WOUNDS

The defender subtracts the number of their defense successes from the number of attacker successes.

The result indicates the number of wounds suffered by the defender:

WOUNDS SUFFERED

Total number of attacker's successes **-** Total number of defender's successes

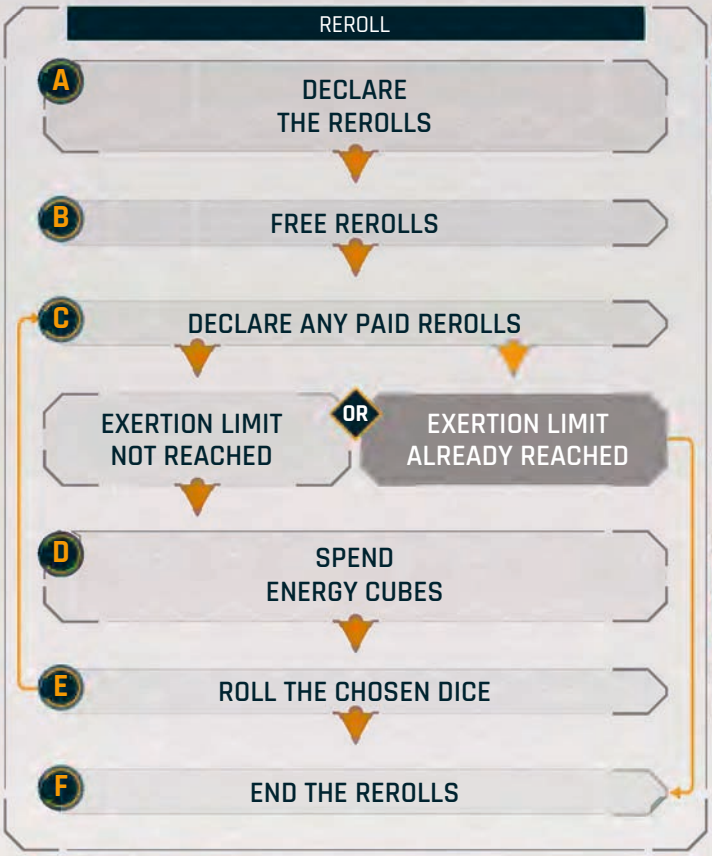
VII

I END THE DEFENSE

The defense ends.

VIII REROLL

Rerolling is not an action. It allows a miniature to ignore the result of one or more dice and reroll them. The new results must be taken into account. Unless otherwise indicated, the players may always reroll after any dice roll. The reroll step is obligatory.



VIII A DECLARE THE REROLLS

The player declares a reroll with their miniature.

VIII B FREE REROLLS

This icon shows the player that they have a free reroll of the specified die type (in this example, a free reroll of an orange die). When you roll your dice pool, you may reroll one die of this color for every reroll icon (of the same color) you have. A die can be rerolled for free only once.

The player can use the free rerolls available to him. They then roll the dice of the free reroll.

VIII C DECLARE ANY PAID REROLLS

The player can then pay to carry out additional rerolls. They declare if they will pay to reroll the dice.

First, choose one or more of the dice from the rolled dice pool. These dice can come from the free rerolls carried out in the previous step.

If the player does not want to reroll, they move directly to the End the Rerolls step.

VIII D SPEND ENERGY CUBES

The player moves as many energy cubes as the number of dice they wish to reroll to the reroll space. The player cannot spend energy cubes on the reroll space if doing so would exceed its exertion limit.

If the exertion limit has already been reached, the reroll ends.

VIII E ROLL THE CHOSEN DICE

The player rolls their chosen dice.

They then decide if they will continue to carry out rerolls. If yes, they return to the Declare the Paid Rerolls step. If not, they move to the next step.

VIII F END THE REROLLS

Rerolls end.

IX GENERAL CONCEPTS

IX A WOUNDS

When a hero is wounded, they move the same number of energy cubes as wounds suffered into their wound zone. These cubes are first taken from their fatigue zone, then from their spaces, and finally from their reserve zone. A hero is neutralized when all their energy cubes are in their wound zone.

FIG._62

FIG._63

When a character with several life points is wounded, the cube used as the life point marker is moved down the same number of spaces in the command post as wounds suffered. If the cube reaches 0, the character is neutralized.

When a character with only one life point is wounded, they are neutralized.

IX B NEUTRALIZED

A neutralized hero can no longer perform actions. They must choose a resting stance and their skills are no longer taken into account for this turn.

When a character is neutralized, their miniature is removed from the board and placed in the character pool. When all the characters of a tile have been removed from the board, the tile is neutralized.

When a tile is neutralized, the villain removes it, slides the remaining tiles to the left and then replaces it neutralized side face up at the end of the river on the right.

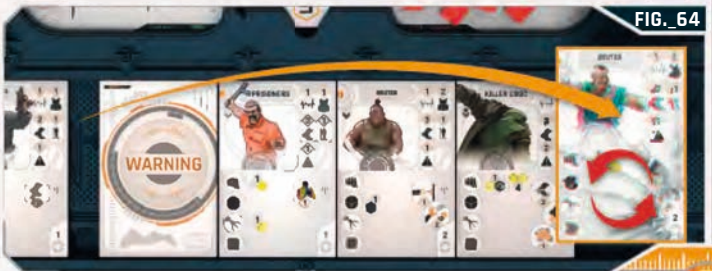


FIG._64

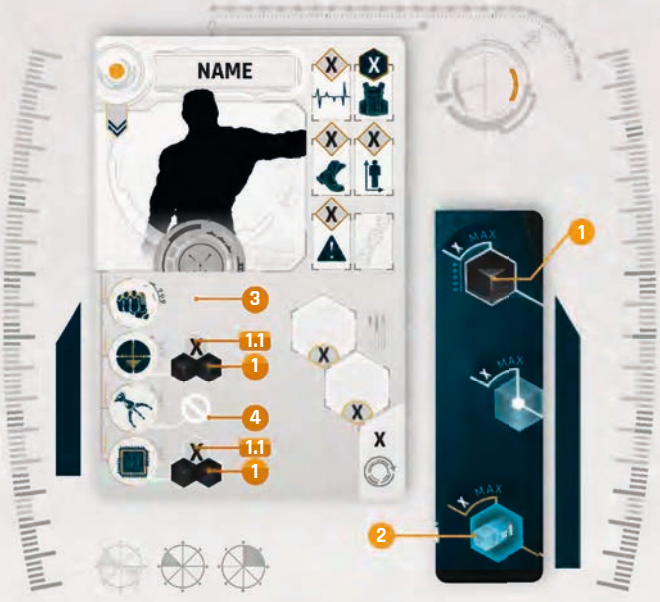
IX C SPENDING ENERGY

This is the term used to describe the transfer of a number of cubes from the reserve zone to an action space, the reroll space, the defense space or the fatigue zone.

IX D DICE TYPES

A dice type is characterized by its color and the presence or absence of a free reroll icon.

IX E CHARACTERISTICS



A characteristic defines the ability of a miniature to perform an action or defend itself. It can be presented in different ways:

- 1 · One or several dice of one or several types
- 1.1 · A multiplier of action
- 2 · A multiplier of move points
- 3 · No dice are added during the Create the Dice Pool step. However, the miniature can benefit from bonuses (weapon bonus, skill, etc.).
- 4 · The miniature cannot perform the action or defend itself.

IX

F AUTOMATIC SUCCESS

An automatic success is a success that is always added to the obtained result during the Calculate the Number of Successes step.

IX

G FREE ACTION

The actions that are gained during the use of a skill, or with a special rule in a mission, are called free actions.

IX

H AREA OVER-OCCUPATION

When a player wants to check if an area is over-occupied for a miniature, the size indexes of the miniatures already in this area must be added together plus the size index of the miniature in question. If this total is greater than the area's occupation limit, it is said that the miniature "over-occupies" it. If a miniature must come into play in an area that it over-occupies, it is placed in an adjacent area that it does not over-occupy. If the adjacent areas are all over-occupied, the miniature does not come into play.

IX

I EXERTION LIMIT

When a player moves an energy cube to a space, they must first check that the exertion limit has not been reached. A space is considered saturated if it contains the same number of energy cubes as its exertion index. If it is saturated, the player cannot spend cubes on it.

IX

J DISTANCE

The distance between two areas is measured by counting the minimum number of moves that separates them (not the move cost).

IX

K NEGATIVE VALUE

There is never a negative value in **BATMAN™: GOTHAM CITY CHRONICLES**. Therefore, there cannot be a negative hindering index, number of successes, etc. Any result that would be negative is considered equal to zero.

IX

L DETERMINATION OF A LINE OF SIGHT

Some actions and skills require having a clear line of sight to the target, as indicated in their description.

There is a clear line of sight between two areas if at least one of the following conditions is met:

- An imaginary straight line is drawn between their respective line of sight markers, independently of distance, without this line crossing walls, promontories or an area with an elevation higher than the two areas. However, this line can start or finish on a promontory (*see page 7*)

FIG._66

- They are adjacent and separated by the orange area boundary.

FIG._67

- They have at least one letter in common around their respective line of sight markers.

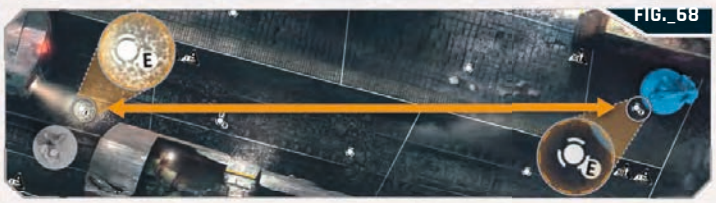


FIG._68

As soon as there is a clear line of sight between two areas, the miniatures present in these areas have a clear line of sight to each other.

When a line of sight must be determined between two areas of different elevation levels, an additional condition must be fulfilled: the line of sight must not cross an area with an elevation level equal to the higher elevation level of the two areas.

FIG. 69

A miniature always has a clear line of sight to its own area. Lines of sight are not blocked by miniatures.

IX M ENEMY AND ALLY MINIATURES

Enemy: a character or hero that belongs to the opposite side of a miniature.

Ally: a character or hero that belongs to the same side of a miniature. The one is not taken into account when counting the number of ally miniatures.

IX N HINDERING

When a miniature performs certain actions in an area that contains enemy miniatures, the actions can be affected by hindering.

Hindering is represented by a hindering index that is calculated differently according to the action being performed:

- If a miniature performs a move, the hindering index is calculated based on the **size indexes** of the other miniatures present in the area the miniature is leaving:

HINDERING INDEX (MINIMUM 0)

=

Total size index of allied miniatures **-** Total size index of allied miniatures

- If a miniature performs a ranged attack, a complex manipulation or a complex thought, the hindering index is calculated based on the **menace indexes** of the other miniatures present in the action area:

HINDERING INDEX (MINIMUM 0)

=

Total menace index of the enemy miniatures **-** Total menace index of allied miniatures

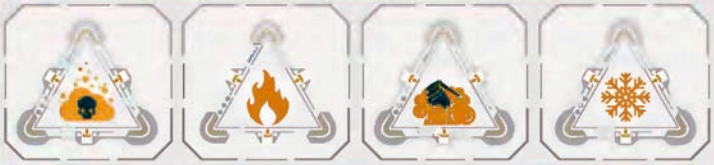
IMPORTANT: the miniature performing the action is not included in the calculation.

IX O DISSIPATION

The dissipation tokens have temporary effects then dissipate. Their effects are described in the skills description or in the mission. Triangle shaped, these tokens have two different sides:

Gas Token	Flame Token	Smoke Grenade Token	Frost Token

AN ICON "ACTIVE" FACE UP



AN ICON "DISSIPATING" FACE UP

During the Trigger the Start of the Turn Effects step of the side of the player who placed it:

- If the token is "active" face up, it is turned face down with the "dissipating" side visible.
- If the token is "dissipating" face up, it is removed.

IX P DIFFICULT TERRAIN

Difficult terrain are areas ill-suited for movement (ice, roof, etc.).

They are indicated by this icon on the game board:

Difficult terrain is always associated with a level. The total level of difficult terrain is calculated, at all times, by adding together the different levels of difficult terrain present in the area. Some skills or special rules add levels of difficulty to terrain by using tokens.

If a miniature wants to leave a difficult terrain area, the total level must be added to the move cost.

IX Q DANGEROUS TERRAIN

Dangerous terrain are areas that can wound the miniatures that enter (tanks of acid, rooms filled with toxic gas, etc.).

This icon represents dangerous terrain. It always indicates the associated level.

The total level of dangerous terrain is calculated, at all times, by adding together the different levels of dangerous terrain present in the area. Some skills or special rules add levels of danger to terrain by using tokens.

- If a miniature wants to enter dangerous terrain, during the Apply the Effects of the Destination Area step, they roll the same number of yellow dice as the total level of dangerous terrain of the area. They then suffer a number of wounds equal to the successes obtained.
- If terrain becomes dangerous, a miniature present in the area must immediately roll the same number of yellow dice as the total level of dangerous terrain of the area. They then suffer a number of wounds equal to the successes obtained.
- If the total level of the dangerous terrain increases, a miniature present in the area must immediately roll the same number of yellow dice as the increase in level. They then suffer a number of wounds equal to the successes obtained.

IX R EXPLOSION

An explosion is an effect. It is always associated with a level and a target area determined by a skill or a special rule.

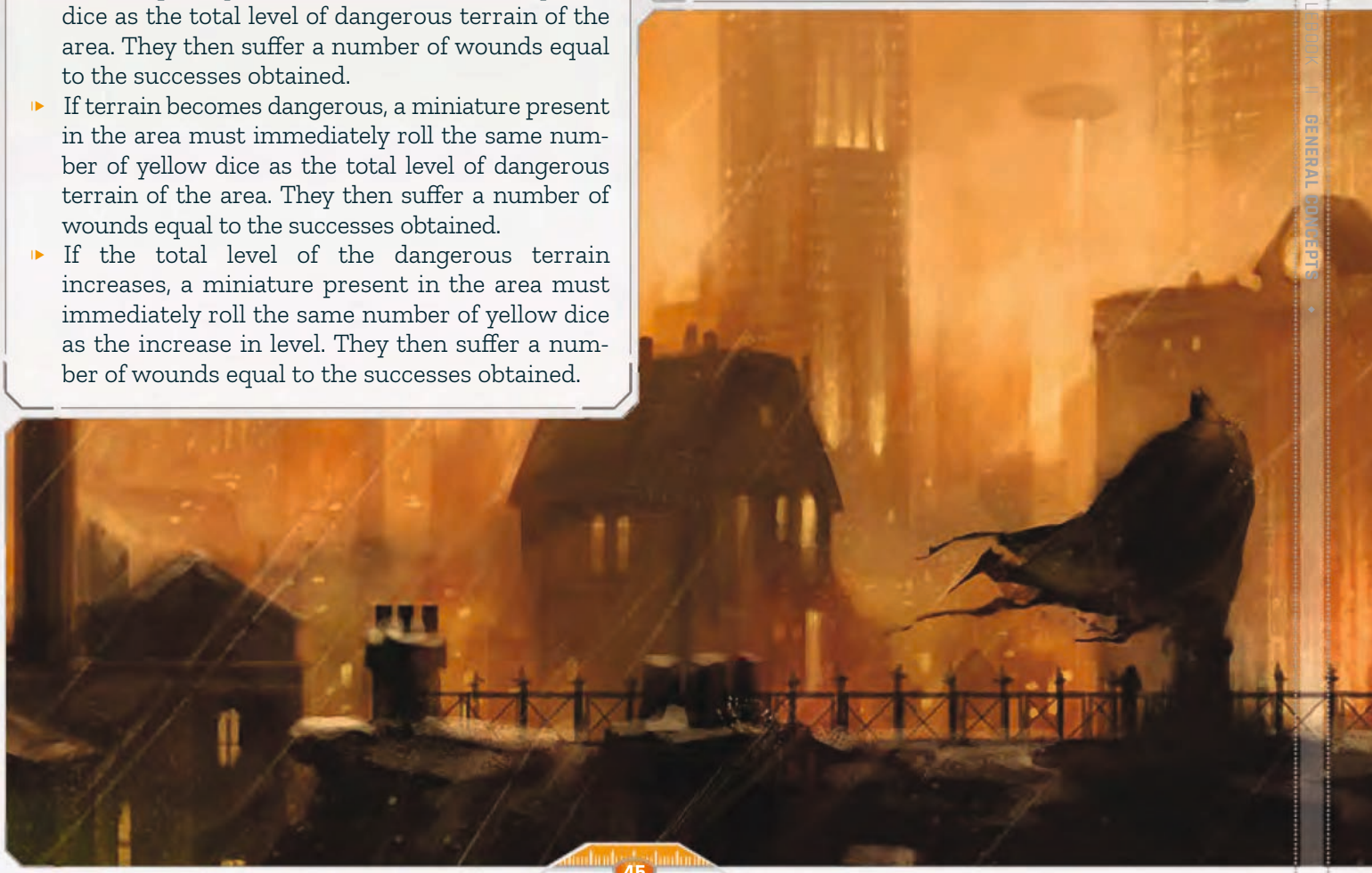
During an explosion, the player who triggers it performs the following steps:

IX R 1 TEMPORARILY INCREASE THE DANGEROUS TERRAIN LEVEL OF THE TARGETED AREA

- If the targeted area is not dangerous terrain, it becomes one whose level is equal to that of the explosion.
- If the targeted area is dangerous terrain, its level is increased by the level of the explosion.

IX R 2 RETURN TO THE INITIAL STATE OF THE TARGETED AREA

After having applied the wounds linked to the temporary increase of the total level of the dangerous terrain, the total level of dangerous terrain reverts to its initial value.



X LIST OF SKILLS

The use of a skill is always optional. A neutralized miniature cannot use their skills.
By convention, we use keywords between square brackets in skill descriptions:

[X] = skill level ;
[the possessor] = the possessor of the skill.

Skills are presented as follows:

ICON / SKILL NAME

Skill

DETAILS
WHEN: indicates the moment when the possessor of the skill activates it.
REQUIREMENT(S): indicates the condition(s) needed to activate it.
EFFECT: indicates the effect of the skill.

AMBIDEXTERITY

Allows its possessor to use two weapons of the same type simultaneously during their attacks, and therefore to add their bonuses. Their encumbrance or size must be lower or equal to [X].

DETAILS

WHEN:
during the Add the Weapon Bonuses step of a melee or ranged attack of a hero.

REQUIREMENTS:
- [the possessor] is the attacker.
- They have two weapon cards whose individual encumbrance or size is lower or equal to [X].
- The two weapon cards must be the same item type.

EFFECT:
[the possessor] can use their two weapon cards and add their bonuses.

ATTRACTION

Allows its possessor, at the cost of an automatic manipulation, to attract a miniature they share a clear line of sight with and draw it into their area. The target must be at a lower or equal distance than [X] and their size index must be lower or equal to that of its possessor.

DETAILS

WHEN:
during the Declare an Automatic Manipulation step.

REQUIREMENTS:
- [the possessor] declares its use.
- [the possessor] performs the action.

EFFECT:
[the possessor] can target a miniature that meets the following requirements:

- [the possessor] must have a clear line of sight on the target.
- the size index of the target is lower or equal to that of [the possessor].
- the target must be at a distance inferior or equal to [X] from [the possessor].
- the target must not over-occupy [the possessor]'s area.

During the Apply the Automatic Manipulation step, [the possessor] removes the targeted miniature and replaces it in their area.

BLAST

Allows its possessor, at the cost of an automatic manipulation, to trigger a level [X] explosion in their area and in an adjacent area with a clear line of sight.

DETAILS

WHEN:
during the Declare an Automatic Manipulation step.

REQUIREMENTS:
- [the possessor] performs the action.
- [the possessor] declares the use of the skill.
- [the possessor] has not already used the skill during this turn.

EFFECT:
during the Apply the Automatic Manipulation step, [the possessor] triggers a level [X] explosion in their area as well as in an adjacent area to which they have a clear line of sight. [The possessor] is not wounded during this explosion.

BERSERK

Allows its possessor to increase the strength of their melee attacks by adding [X] white dice to each of them. If they are a hero, they must have at least half their energy cubes in their wound zone. If they are a character, they must have lost at least half their life points.

DETAILS

WHEN:
during the Create the Dice Pool step of a melee attack.

REQUIREMENTS:
- [the possessor] is the attacker.
- if [the possessor] is a hero, they must have at least half of their energy cubes (rounded up) in their wound zone.
- if [the possessor] is a character, they must have lost at least half of their life points (rounded up).

EFFECT:
[the possessor] adds [X] white dice to their melee attack dice pool for each attack.

BODY GUARD

Its possessor increases by [X] automatic successes the defense of allied miniatures located in the same area.

DETAILS

WHEN:
during the Calculate the Number of Successes step of a defense.

REQUIREMENTS:
- [the possessor] is neither the defender nor the attacker.
- [the possessor] is located in the same area as the defender.
- the defender is an allied miniature.
- no other miniature is using the bodyguard skill against this attack.

EFFECT:
the defender adds the [X] automatic successes to their defense result.

BURST

After having neutralized an enemy with a ranged attack, its possessor can use their remaining successes on [X] other miniatures they share a clear line of sight with.

DETAILS

WHEN:
during the Defending and Wounds step of a ranged attack.

REQUIREMENTS:
- [the possessor] is the attacker.
- the attack is not a free action but can be a deferred attack.
- there are remaining successes. They are equal to the number of successes not converted into wounds and/or not cancelled by defense.
- [the possessor] has performed less than [X] deferred attacks for this same initial attack.

EFFECT:
[the possessor] immediately performs a free action of ranged attack called a deferred attack.

A deferred attack works in the same way as a ranged attack with the following exceptions:

- after the Declare the Target step, [the possessor] moves directly on to the Calculate the Number of Successes step.
- during the Calculate the Number of Successes step, the number of successes is considered as equal to the remaining successes from the previous attack.

CIRCULAR STRIKE

After having neutralized an enemy with a melee attack, its possessor can use their remaining successes on [X] other miniatures.

DETAILS

WHEN:
during the Defending and Wounds step of a melee attack.

REQUIREMENTS:
- [the possessor] is the attacker.
- the attack is not a free action but can be a deferred attack.
- there are remaining successes. Those remaining successes are equal to the number of successes not converted into wounds and/or not cancelled by defense.
- [the possessor] has performed less than [X] deferred attacks for this same initial attack.

EFFECT:
[the possessor] immediately performs a free action of melee attack called a deferred attack.

A deferred attack works in the same way as a melee attack with the following exceptions:

- after the Declare the Target step, [the possessor] moves directly on to the Calculate the Number of Successes step.
- during the Calculate the Number of Successes step, the number of successes is considered as equal to the remaining successes from the previous attack.

COMBO

When the possessor neutralizes a miniature during a melee attack, the possessor gains a free melee attack of [X] dice corresponding to their characteristic, without any weapon bonuses, against another miniature.

DETAILS

WHEN:
during the End the Melee Attack step.

REQUIREMENTS:
- [the possessor] is the attacker.
- the target of the initial attack is neutralized.
- the attack in progress is not a free action.

EFFECT:
[the possessor] immediately performs a free action of melee attack called a combo.

A combo works in the same way as a melee attack with the following exceptions:

- [the possessor] ignores the Spend Energy Cubes step.
- during the Create the Dice Pool step, [the possessor] takes [X] dice indicated by their melee attack characteristic.
- [the possessor] ignores the Add the Weapon Bonuses step.

COUNTERATTACK

After a melee attack has been resolved against its possessor, they can perform a free melee attack upon the attacker with [X] yellow dice, for which they don't benefit from any weapon bonuses.

DETAILS

WHEN:
during the End the Melee Attack step.

REQUIREMENTS:
- [the possessor] is the target of the initial melee attack.
- the initial melee attack is not already a counterattack.
- [the possessor] must be able to target the initial attacker with a melee attack.

EFFECT:
[the possessor] immediately performs a free melee attack called a counterattack.

The counterattack works in the same way as a melee attack with the following exceptions:

- during the Declare the Target step, [the possessor] targets the initial attacker.
- during the Create the Dice Pool step, [the possessor] takes [X] yellow dice to create their dice pool.
- heroes ignore the Spend Energy Cubes and Add the Weapon Bonuses steps.

CRY

Allows its possessor, once per turn, to trigger a level [X] explosion in their area and in an adjacent area with a clear line of sight.

DETAILS

WHEN:
during the Declare an Automatic Manipulation step.

REQUIREMENTS:
- [the possessor] declares the use of the skill.
- [the possessor] performs the action.
- [the possessor] has not already used the skill during this turn.

EFFECT:
a cry works in the same way as an automatic manipulation with the following exception: the Spend Energy Cube step is ignored.

During the Apply the Automatic Manipulation step, [the possessor] triggers a level [X] explosion in their area as well as an adjacent area with a clear line of sight. [the possessor]is not wounded during this explosion.

ELITE COMMAND

Allows its possessor to control friendly elite units. They choose an elite level tile from their side and [X] miniatures. These friendly miniatures start the mission in [the possessor]'s area. They can activate them by performing an automatic thought. Each energy

cube spent on defense, reroll, or move for the friendly miniatures is move to [the possessor]'s thought space.

WHEN:
all the time.

REQUIREMENT:
- [the possessor] declares the use of the skill.

EFFECT:
during the mission setup, [the possessor] chooses an elite level character tile from the same side as themselves and places that tile next to their hero board. The character tile must not already be in the river or already selected as part of another command skill. This tile is known as a "friendly tile".

[the possessor] takes [X] miniatures of that tile. These start the mission in the same area as them. If the area would become over-occupied with the miniatures, they are placed in adjacent areas.

[The possessor] can take command of as many elite level character tiles as the number of times they have this skill.

To activate all the characters of one of their friendly tiles, [the possessor] has to perform an automatic thought. This activation follows the same rules as the Activate a Character Controlled by a Tile step (*see page 31*) with the following exception:

- when the text refers to the villain, it is considered that it refers to [the possessor].

When a character of one of their friendly tiles performs a defense, [the possessor] must respect the following exceptions:

- during the Spend Energy Cubes step, instead of moving their energy cubes to the defense space, [the possessor] moves them to their thought action space.
- during the Create the Dice Pool step, the defense characteristic is equal to an orange die.

When a character of one of their friendly tiles performs a reroll, [the possessor] must respect the following exception:

- during the Spend Energy Cubes step, instead of moving their energy cubes to the reroll space, [the possessor] moves them to their thought action space.

When a character of one of their friendly tiles performs a movement, [the possessor] must respect the following exception:

- during the Spend Energy Cubes step, instead of moving their energy cubes to the movement action space, [the possessor] moves them to their thought action space. The movement characteristic is equal to 1.

ELUSIVE

Allows its possessor to ignore [X] enemy size indexes when moving.

DETAILS

WHEN:
during the Calculate the Move Cost step of a movement.

REQUIREMENT:
- [the possessor] performs the action.

EFFECT:
[the possessor] adds [X] automatic successes to the number of successes of their defense.

FLAME / TOXIC GAS

Allows its possessor, during an attack or after an explosion, to place [X] flame/gas tokens on the area of the attack or the explosion (*see Dissipation page 44*). Each token adds 1 level of dangerous terrain to its area. Its possessor is immune to this effect.

DETAILS

WHEN:
during the End the Melee Attack step or the End the Ranged Attack step or just after an explosion.

REQUIREMENT:
- [the possessor] is the attacker, or the player triggering an explosion.

EFFECT:
[the possessor] places [X] flame/gas tokens in the area of the target or the explosion.

A flame/gas token adds 1 to the level of "dangerous terrain" of its area.

[possessor] ignores all the flame/gas tokens.

FROST

Allows its possessor, during an attack or after an explosion, to freeze the terrain by placing [X] frost tokens on the area of the attack or the explosion (*see Dissipation page 44*). Each token adds 1 level of difficult terrain to its area. Its possessor is immune to this effect.

DETAILS

WHEN:
during the End the Melee Attack step or during the End the Ranged Attack step, or just after an explosion.

REQUIREMENT:
- [the possessor] is the attacker or the player triggering an explosion.

EFFECT:
[the possessor] places [X] frost tokens in the area of the target or the explosion.

A frost token adds 1 to the level of "dangerous terrain" of its area.

[the possessor] ignores all the frost tokens.

GRENADE

Allows its possessor to trigger a level [X] explosion in a targeted area by performing a complex manipulation. Its difficulty is equal to the distance between its possessor's area and the targeted area. In case of failure, the level [X] explosion is triggered in an area located at a distance equal to the number of successes obtained, along the line of sight.

DETAILS

WHEN:
during the Declare a Complex Manipulation step.

REQUIREMENTS:
- [the possessor] declares the use of the skill.
- [the possessor] has a clear line of sight to the targeted area.

EFFECT:
[the possessor] must successfully perform a complex manipulation with a difficulty level equal to the distance between them and the targeted area.

During the Apply the Complex Manipulation step, the number of successes is compared to the complex manipulation difficulty level:

- If the number of successes is equal to or higher than the difficulty level of the complex manipulation, [the possessor] triggers a level [X] explosion in the targeted area.
- If the number of successes is lower than the difficulty level of the complex manipulation, [the possessor] triggers a level [X] explosion in an area located at a distance equal to the number of successes obtained, along the line of sight to the targeted area.

HACKING

Allows its possessor to benefit from [X] automatic successes during certain thought actions indicated by the missions.

DETAILS

WHEN:
during the Calculate the Number of Successes step of a complex thought.

REQUIREMENTS:
- [the possessor] performs the action.
- in the description of the performed thought, it is indicated that the skill is taken into account.

EFFECT:
[the possessor] adds [X] automatic successes to the number of successes obtained.

HENCHMAN COMMAND

This skill works in the same way as the Elite command skill, replacing the term 'elite' with 'henchman'.

HORROR

Allows its possessor to increase by [X] the move point cost for enemy miniatures wishing to enter the area in which its possessor is located.

DETAILS

WHEN:
during the Calculate the Move Cost step of a movement.

REQUIREMENTS:
- the miniature who performs the movement is an enemy to [the possessor].
- [the possessor] is in the destination area of the miniature performing the movement.

EFFECT:
the move cost of the miniature is increased by [X].

IMAGINARY FRIEND

Allows its possessor to gain assistance from the `little voice in their head'. For their actions, they have an additional yellow die while they are accompanied by their imaginary friend. To nullify this effect, an opponent in their area must perform a complex thought of difficulty [X].

DETAILS

WHEN:
all the time.

REQUIREMENT:
- [the possessor] declares the use of the skill.

EFFECT:
at the end of the mission setup, [the possessor] chooses an unused miniature for the mission that they place in their area. That miniature is called the imaginary friend.

The imaginary friend has a size and menace index of zero. It is considered as a miniature that does not belong to any side. It cannot be targeted. It does not have any life points. The only way to neutralize it is if an enemy miniature, located in the same area as [the possessor], successfully performs a complex thought with a difficulty level equal to [X].

The imaginary friend must always be in the same area as [the possessor]. So, when the latter is moved, the imaginary friend also moves without additional cost.

As long as the imaginary friend is present on the board, [the possessor] gains an additional yellow die for each of their actions.

IMMOBILIZATION

Allows its possessor, after an attack or an explosion that inflicts at least [X] wounds, to lay down the wounded miniature. To stand back up, they must spend their Move Point Bonus for the First Movement.

DETAILS

WHEN:
during the End the Melee Attack step or the End the Ranged Attack step, or just after an explosion.

REQUIREMENTS:
- [the possessor] is the attacker or the player triggering an explosion.

EFFECT:
every miniature which have suffered at least [X] wounds due to the attack or the explosion are laid down in their area. At the start of their next activation, they are stood back up. Their Move Point Bonus for the First Movement is reduced to zero for this activation.

IMPENETRABLE DEFENSE

Allows its possessor to benefit from [X] automatic defense successes against melee attacks.

DETAILS

WHEN:
during the Calculate the Number of Successes step of a defense against a melee attack.

REQUIREMENT:
- [the possessor] is the target of the attack.

EFFECT:
[the possessor] adds [X] automatic successes to the number of successes of their defense.

INVESTIGATION

Allows its possessor to benefit from [X] automatic successes during certain thought actions indicated by the missions.

DETAILS

WHEN:
during the Calculate the Number of Successes step of a complex thought.

REQUIREMENTS:
- [the possessor] performs the action.
- in the description of the performed thought, it is indicated that the skill is taken into account.

EFFECT:
[the possessor] adds [X] automatic successes to the number of successes obtained.

LOCK PICKING

Allows its possessor to benefit from [X] automatic successes during certain manipulation actions indicated by the missions.

DETAILS

WHEN:
during the Calculate the Number of Successes step of a complex manipulation.

REQUIREMENTS:
- [the possessor] performs the action.
- in the description of the performed manipulation, it is indicated that the skill is taken into account.

EFFECT:
[the possessor] adds [X] automatic successes to the number of successes obtained.

LUCK

Allows its possessor to benefit from [X] free rerolls.

DETAILS

WHEN:
during a reroll.

REQUIREMENT:
- [the possessor] performs the reroll.

EFFECT:
at the start of the Free Rerolls step, and before any free rerolls are made, [the possessor] may perform [X] rerolls from the previously rolled pool. The same die can be rerolled several times.

MARKSMAN

Allows its possessor to add [X] automatic successes during a ranged attack if they have obtained at least one success.

DETAILS

WHEN:
during the Calculate the Number of Successes step of a ranged attack.

REQUIREMENTS:
- [the possessor] is the attacker.
- [the possessor] has obtained at least one success.

EFFECT:
[the possessor] adds [X] automatic successes to the number of successes obtained.

MARTIAL ARTS

Allows its possessor to add [X] automatic successes during a melee attack, if they have obtained at least one success.

DETAILS

WHEN:
during the Calculate the Number of Successes step of a melee attack.

REQUIREMENTS:
- [the possessor] is the attacker.
- they have obtained at least one success.

EFFECT:
[the possessor] adds [X] automatic successes to the number of successes obtained.

MISFORTUNE

Allows its possessor to force an enemy in their area to reroll [X] dice. Its possessor chooses the dice to reroll after the free rerolls.

WHEN:
at the beginning of the Declare the Paid Rerolls step.

REQUIREMENTS:
- [the possessor] is located in the same area as the miniature rolling the dice.
- [the possessor] is an enemy of the miniature rolling the dice.

EFFECT:
[the possessor] can force the player controlling the miniature who has rolled the dice to reroll, for free, [X] dice. [the possessor] chooses the dice to be rerolled. Then, the Declare the Paid Rerolls step follows as usual.

MOBILITY

Allows its possessor to ignore [X] difficult terrain levels when moving.

DETAILS

WHEN:
during the Calculate the Move Cost step of a movement.

REQUIREMENT:
- [the possessor] performs the action.

EFFECT:
[the possessor] ignores [X] levels of difficult terrain for each move.

MUNITIONS SPECIALIST

Allows its possessor to benefit from [X] automatic successes during certain manipulation actions indicated by the missions.

DETAILS

WHEN:
during the Calculate the Number of Successes step of a complex manipulation.

REQUIREMENTS:
- [the possessor] performs the action.
- in the description of the performed manipulation, it is indicated that the skill is taken into account.

EFFECT:
[the possessor]adds [X] automatic successes to the number of successes obtained.

NERVES OF STEEL

Allows its possessor to ignore [X] enemy menace indexes when performing ranged attacks, manipulations, or thoughts.

DETAILS

WHEN:
during the calculation of the hindering index.

REQUIREMENT:
- [the possessor] performs the action.

EFFECT:
[the possessor] ignores [X] enemy miniature menace indexes.

PARKOUR

Allows its possessor to ignore [X] jump or climb levels when performing a special move, and [X] wounds caused by a fall.

DETAILS

For climb or jump

WHEN:
during the Calculate the Move Cost step.

REQUIREMENT:
- [the possessor] performs the action.

EFFECT:
[the possessor] ignores [X] levels of jump or climb..

For a fall

WHEN:
during the Apply the Effects of the Destination Area step.

REQUIREMENT:
- [the possessor] performs the action.

EFFECT:
[the possessor] ignores [X] wounds caused by the fall.

POINT BLANK

Allows its possessor to benefit from [X] free rerolls during a ranged attack targeting a miniature in their area.

DETAILS

WHEN:
during the Rerolls step of a ranged attack.

REQUIREMENTS:
- [the possessor]is the attacker.
- the defender is located in the same area as [the possessor].

EFFECT:
at the start of the Free Rerolls step, and before any free rerolls are made, [the possessor] may perform [X] rerolls from the previously rolled pool. The same die can be rerolled several times.

POISON / ELECTRICITY

Allows its possessor, if they manage to exceed their opponent's defense, to inflict [X] automatic wounds, before the attack's wounds are inflicted. The rest of the wounds are then applied as usual.

DETAILS

WHEN:
during the end of the Calculate the Number of Successes step of a defense.

REQUIREMENTS:
- [the possessor] is the attacker.
- the defender has obtained a number of defense successes that is lower than the number of attack successes.

EFFECT:
[the possessor] immediately inflicts [X] wounds on the defender. The defender then moves on to the Determine the Number of Wounds step.

PROTECTED

Allows its possessor, if they are accompanied by at least [X] allied miniatures without this skill, to avoid being the target of an attack.

DETAILS

WHEN:
during the Declare the Target step of an attack.

REQUIREMENTS:
- [the possessor] is not the attacker.
- [the possessor] has [X] or more allied miniatures, who do not have the protected skill, in their area.

EFFECT:
[the possessor] cannot be declared the target of an attack.

PUSHING LIMITS

Allows its possessor to wound themselves to perform actions. They suffer [X] wounds. Energy cubes moved in this way to the wound zone are considered to have been spent on the current action space, regardless of its exertion limit.

DETAILS

WHEN:
at the start of the Spend Energy Cubes step of an action and before spending any other energy cubes.

REQUIREMENTS:
- [the possessor] performs the action.
- [the possessor] has not yet used it during this turn.

EFFECT:
[the possessor] suffers [X] wounds. For each of those wounds, the energy cubes that have just been moved to the wound zone are considered to have been spent on the current action space, regardless of its exertion limit.

REACH

Allows its possessor to target a miniature that is not present in their area for a melee attack. They must share a clear line of sight and be at a distance lower or equal to [X].

DETAILS

WHEN:
during the Declare the Target step of a melee attack.

REQUIREMENT:
- [the possessor] is the attacker.

EFFECT:
[the possessor] can declare a target, in their line of sight, at a distance lower or equal to [X].

REGENERATION

Allows its possessor to regenerate. If they are a hero, during the Declare Heroes' Stance step, they move [X] energy cubes from their wound zone to their fatigue zone. If they are a character, at the start of their activation, they recover [X] life points.

DETAILS

» If [the possessor] is a hero

WHEN:
during the Declare Heroes' Stance step and before any recovery.

REQUIREMENT:
- [the possessor] has at least one energy cube in their wound zone.

EFFECT:
[the possessor] moves up to [X] energy cubes from their wound zone to their fatigue zone.

» If [the possessor] is a character

WHEN:
at the start of its activation.

REQUIREMENT:
- [the possessor] does not have all their life points.

EFFECT:
[the possessor] recovers up to [X] life points. A character cannot have more life points than their initial life point count.

RETALIATION

After a ranged attack has been resolved against its possessor, they can perform a free ranged attack upon the attacker with [X] yellow dice, for which they don't benefit from any weapon or elevation bonuses. To use this skill, its possessor must have a ranged weapon.

DETAILS

WHEN:
during the End the Ranged Attack step.

REQUIREMENTS:
- [the possessor] is the target of the initial ranged attack.
- the initial ranged attack is not already a retaliation.
- [the possessor] must be able to target the initial attacker with a ranged attack with a weapon that does not have the disposable restriction.

EFFECT:
[the possessor] immediately performs a free ranged attack called retaliation.

The retaliation works in the same way as a ranged attack with the following exceptions:

- during the Declare the Target step, [the possessor] targets the initial attacker.
- during the Create the Dice Pool step, [the possessor] takes [X] yellow dice to create the attack dice pool.
- if [the possessor] is a hero, they ignore the Spend Energy Cubes and Add the Weapon and Elevation Bonuses steps.

SACRIFICE

Its possessor must declare the use of this skill during the Create the Dice Pool step of an attack. They take [X] successes from the attack if it targets an ally miniature in their area. They cannot defend against it. The remaining successes are applied as usual to the defender.

DETAILS

WHEN:
during the Calculate the Number of Successes step of an attack.

REQUIREMENTS:
- [the possessor] is neither the attacker nor the defender.
- [the possessor] is located in the same area as the defender.
- [the possessor] has previously declared that they will use their skill during the Create the Dice Pool step of the attack.

EFFECT:
[the possessor] subtracts [X] to the number of successes obtained. They immediately suffer as many wounds as the number of successes they have subtracted.

The remaining successes, if any, are then applied as usual to the defender.

SHACKLE

Allows the possessor, if they successfully perform a melee attack, to place [X] shackle tokens on the defender. No wounds are inflicted by the attack. The number of successes obtained by the shackled miniature when performing attacks, thoughts, manipulations or defenses are reduced by [X]. These tokens can be removed if the affected miniature (or another allied miniature in the same area) successfully performs a complex manipulation of difficulty [X].

DETAILS

WHEN:
during the Declare a Melee Attack step.

REQUIREMENTS:
- [the possessor] is the attacker.
- [the possessor] declares the use of the skill.

EFFECT:
the Add the Weapon Bonuses step is ignored. During the Defending and Wounds step, if the defender suffers one or more wounds, these are ignored and [X] shackle tokens are placed on the defender's base.

A shackle token placed on a miniature's base must follow the miniature's movements. At the very end of the Calculate the Number of Successes step of attacks, thoughts, manipulations and defenses, a miniature with at least one shackle token removes the same number of successes as the number of shackle tokens on its base from the number of successes obtained.

To remove all shackle tokens from a miniature, the miniature or another miniature in the same area must successfully perform a complex manipulation with a difficulty level equal to the number of shackle tokens. The Lock picking skill can be used for this manipulation.

SMOKE GRENADE

Allows its possessor, after having triggered an explosion, to place [X] smoke grenade tokens in this area (*see Dissipation page 44*). During a ranged attack, the attacker must count the number of smoke grenade tokens on the areas their line of sight crosses and subtract it from the number of the attack's successes.

DETAILS

WHEN:
just after an explosion.

REQUIREMENT:
- [the possessor] triggers an explosion.

EFFECT:
[the possessor] places [X] smoke grenade tokens in the area of the explosion.

During the Declare the Target step of a ranged attack, the attacker counts the number of smoke grenade tokens in the areas that cross their line of sight (start area and target area included). At the very end of the Calculate the Number of Successes step of the ranged attack, the attacker subtracts the number of tokens from the number of successes obtained.

SNEAK ATTACK

Allows its possessor to add [X] automatic successes during attacks in their area, if the total menace indexes of allies is equal to or higher than the total menace indexes of the enemies.

DETAILS

WHEN:
during the Calculate the Number of Successes step of an attack.

REQUIREMENTS:
- [the possessor] is the attacker.
- the defender is in the same area as them.
- the total menace indexes of the allies is equal to or higher than the total menace indexes of the enemies in the area of the attack.

EFFECT:
[the possessor] adds [X] automatic successes to the number of successes of the attack.

SUPPORT

Allows its possessor to provide [X] free rerolls to all the allied miniatures in their area.

DETAILS

WHEN:
during a reroll.

REQUIREMENTS:
- the miniature performing the reroll is an allied to [the possessor].
- the miniature performing the reroll is located in the same area as [the possessor].

EFFECT:
at the start of the Free Rerolls step, before any free rerolls are made, the allied miniature may perform [X] dice rolls from the pool previously rolled. The same die may be rerolled more than once.

TACTICIAN

Allows its possessor to perform an automatic thought to immediately grant [X] free move points to an allied miniature that hasn't been the target of this effect this turn. If the miniature is a character, they also get their Move Point Bonus for the First Movement.

DETAILS

WHEN:
during the Declare an Automatic Thought step.

REQUIREMENTS:
- [the possessor] declares the use of the skill.
- [the possessor] performs the action.

EFFECT:
during the End the Automatic Thought step, [the possessor] targets:
- a character that has not yet benefited from this skill
- or a hero that has not yet benefited from this skill, that is in the active stance.

If the targeted model is a character:

[the possessor] performs an Activation of the character controlled by a tile (*see page 31*) with the following exceptions:

- only the targeted character is activated.
- they only perform their First Movement step.
- during the Create the Move Point Pool step of the movement action, the character adds [X] move points to their move point pool.

If the target model is a hero:

The targeted hero immediately performs a Movement action. During the Create the Move Point Pool step of the movement action, the hero adds [X] move points to their move point pool.

UNTOUCHABLE

Allows its possessor to benefit from [X] automatic defense successes against ranged attacks.

DETAILS

WHEN:
during the Calculate the Number of Successes step of a defense against a ranged attack.

REQUIREMENT:
- [the possessor] is the target of the ranged attack.

EFFECT:
[the possessor] adds [X] automatic successes to the number of successes of their defense.

WALL BREAKER

Allows its possessor to move through a level [X] or lower wall, then to put a broken wall token on it. The cost of this movement is raised by 2. The two areas become adjacent, a clear line of sight can be drawn between them, and movement is possible.

DETAILS

WHEN:
during the Choose Move Type step of a movement action.

REQUIREMENTS:
- [the possessor] performs the action.
- at least one wall limiting their area is associated with a level. This level must be lower than or equal to [X]. The two areas separated by that wall must be at the same elevation level.

EFFECT:
[the possessor] can consider that wall as being a white area boundary during movement.

They can therefore perform a simple move through the wall with the following exceptions:

- the destination area must be at the same elevation level as the start area.
- during the Calculate the Move Cost step, this cost is raised by 2 move points.
- during the End the Move step, [the possessor] places a broken wall token on the boundary between the two areas.

BROKEN WALL:

two areas connected by a broken wall token share a clear line of sight. A miniature may perform a simple move between these two areas.

XI LIST OF TRAITS

A trait is a feature belonging to a hero or a character. Traits are not optional and are always in effect.

By convention, we use keywords between square brackets in trait descriptions:

[the possessor] = the possessor of the trait.

Traits are presented as follows:

ICON / TRAIT NAME

Trait

DETAILS

WHEN: indicates the moment when the possessor of the trait uses it.
REQUIREMENTS: indicates the conditions needed to use it.
EFFECT: indicates the effect of the trait.

FLY

Its possessor moves by flying. They then ignore hindering and difficult terrain when moving. They ignore additional costs and effects of special moves.

DETAILS

WHEN:
during a movement action.

REQUIREMENT:
- [the possessor] performs the action.

EFFECT:
[the possessor] must respect this exceptions:

- during the Calculate the Move Cost step, the cost is always equal to 1 move point. The type of move, the hindering index, and difficult terrain are ignored in the cost calculation.
- during the Apply the Effects of the Destination Area step, [the possessor] ignores wounds suffered by falls

GAS IMMUNITY

Its possessor ignores wounds caused by gas tokens.

DETAILS

WHEN:
during the allocation of wounds caused by a gas token.

REQUIREMENT:
- [the possessor] suffers wounds.

EFFECT:
[the possessor] ignores all wounds caused by a gas token or a toxic gas token.

HARMLESS

Its possessor has a weak constitution. During an attack, the wounds they inflict are reduced to 0.

DETAILS

WHEN:
during the Determine the Number of Wounds step of a defense.

REQUIREMENT:
- [the possessor] is the attacker.

EFFECT:
[the possessor] reduces the total number of wounds that they inflict on the target to zero.

MORAL CODE

Its possessor cannot use lethal items.

DETAILS

WHEN:
all the time.

REQUIREMENT:
- when the item card carried by [the possessor] indicates

EFFECT:
[the possessor] cannot benefit from the bonuses of this item card.

REDUCED MOBILITY

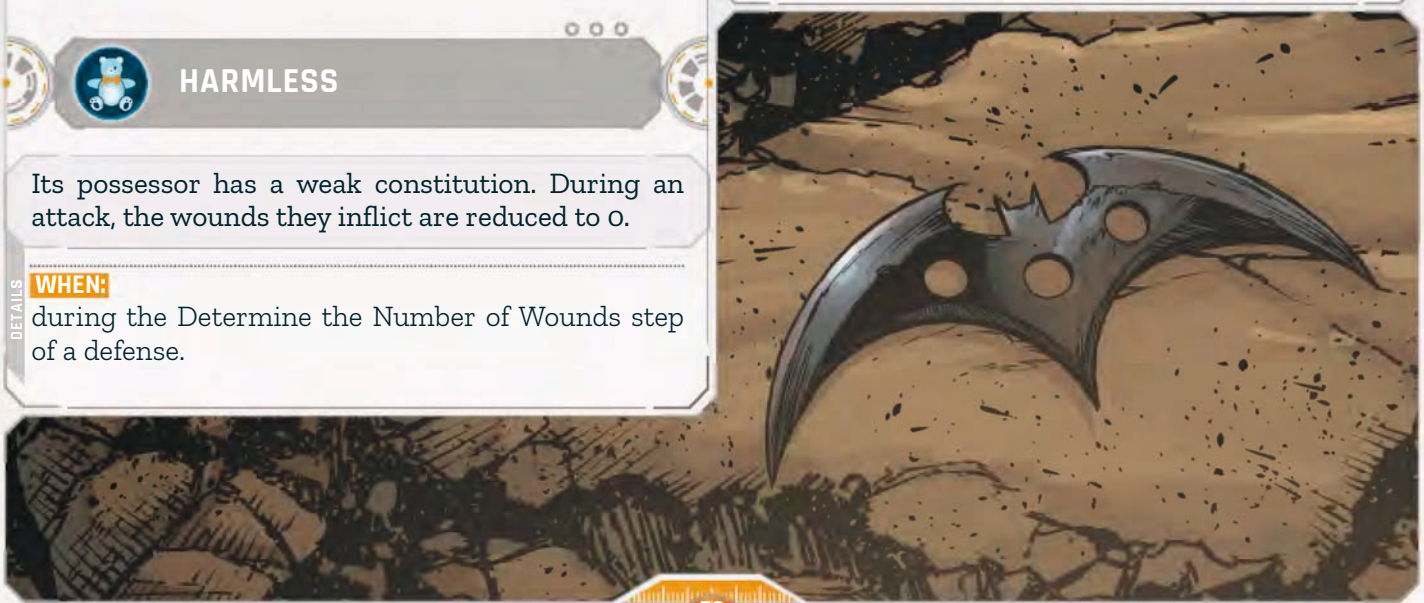
Its possessor has limited mobility. They cannot perform special moves (climb, jump and fall).

DETAILS

WHEN:
during the Choose Move Type step of a movement.

REQUIREMENT:
- [the possessor] performs the action.

EFFECT:
[the possessor] cannot choose to perform a special move.



CREDITS

Game Designer: Frédéric Henry.
Box Artwork: David Finch.
Artworks: David Finch, Anthony Jean, Jae Lee, Alex Maleev, Paul Renaud, Stéphane Roux, Arnaud Boudoiron, Tomeu Morey, Sandro H. Archer & June Chung.
Boardmap Artwork: Georges Clarenko & David Demoret.
Items Artwork: Milon Nikolic.
Lead Sculptor: Arnoud Boudoiron.
Sculptors: Aragorn Marks, Edgor Ramos, Edgor Skomorovski & Irek Zielinski.
Graphic Designers: Loïg Hoscoët, Vincent Jomgotchian
Layout Artists: Morine Guéguen, Benjamin Goupil, Sandro Tessieres & Delphine Guerder.
Rules Writer: Tony Berart.
Scenario Writers: Manu Crochet, Yohann Hériot & Frédéric Henry.
Translators: Rebecca Sevoz & Bart Hulley.
Introductions: Matt John Sullivan, Yohann Hériot & Manu Crochet.
Characters Biographies: Alex Nikolovich, Xavier Fournier & Matt John Sullivan.
Proofreaders: Yohann Hériot, Manu Crochet, Chaz Elliott, Matt John Sullivan, Maïwenn Clémence & David Bertolo.
Production Manager: Tracey Fraser-Elliott.
Assistants Editor: Adnane Badi & David Bertolo.

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