



ARKHAM ASYLUM

Artist's mark

AHA, BATS!

AHA, Batsy!

We finally meet again!

And what a surprise to see you!

Well, maybe not. I know you better than you know yourself, after all! And now people will finally understand that we're not so different, you and I.

HaHa ha!! That's the best joke of the day. What is it? Bat got your tongue?

HaHa ha ha!!

Speaking of jokes, here's a good one, What do bats and clowns have in common?

Don't know!? Eh, I don't know either...

Ah! Now that you bring it up, I'm delighted you chose to share my room. Make yourself comfortable, Batsy. Unpack your things.

I'll clear a shelf in the wardrobe for your capes.

You'll see they take good care of you here. The food isn't bad. On Mondays, we're treated to blue pills that melt under your tongue. And Thursdays it's all sweet and salty red caps. But be warned Bats, the fat cook gets lazy on weekends and then it's nothing but leftovers and indigestion!

HA ha HA ha Ha !!!!!!

Oh, and how lucky you are to be seeing so many old friends. **HaHa ha!!!**

And they'll be thrilled to see you. But don't worry, I'll keep an eye on you. You've got nothing to fear if you follow the Clown Prince's advice.

Which, by the way —I'm not sure—but I think that's me.

PSSst... ! Come closer...

I'll tell you about my next great escape...

Y'know, it's funny...This situation. It reminds me of a joke...

See, there were two patients wanting to escape from the madhouse. One says to the other,

"If the warden is on the right, we go left. If he's on the left, we sneak to the right."

Later that night, the second patient tells the other,

"The plan's not gonna work. We can't escape! I don't see the warden anywhere!"

HaHa ha ha!! HA ha

Anyway... I'll explain my new plan— a plan you can only truly appreciate when you consider the fact that we're both out of our minds! Gotham City's gonna fall down laughing when they get a load of us!

But I don't want anyone else to hear, so bring your pointy ears closer, and I'll whisper it to you.

I'm going to... no, no, we're going to show the whole world that they're not so sane and that the only difference between us and them is...

One...Bad...Day.

haHa HA ha!!!

SSshHh... ! They're coming..."

ARKHAM ASYLUM

This expansion is dedicated to the villains and their sordid world of crime. It's for this reason that players will move between Arkham Asylum and The Joker Funhouse.

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MISSIONS



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la!!!!





Batman, you're needed at Arkham Asylum! Thanks to Victor Zsasz and Clayface, the worst of the worst are free from their cages. The facility is locked down, but the riot is full-blown. A handful of guards managed to survive the onslaught and are hiding out as best as they can. But... I don't think they've got much time. If you can get in there and find them, they should be able to lend a hand. My men are on their way, but they won't be able to contain this threat without you. Please hurry; we cannot let these freaks claim more innocent lives.



END-GAME CONDITIONS

- ◆ at the end of hero Turn 6, the game ends - the current step is Check End-game Conditions 1 of turn 6
- ◆ the heroes have taken control of the asylum - 1 reinforcement token remains on the board

VICTORY CONDITIONS

- ◆ HEROES: the heroes have taken control of the asylum - 1 reinforcement token remains on the board
- ◆ VILLAIN: the asylum is in the hands of its patients - 2 or more reinforcement tokens remain on the board



3

1st HERO

BATMAN

BATMAN

2nd HERO

MONTOYA

SERVICE GUN, TONFA

BULLOCK

3rd HERO

KATANA

NIGHTWING

BATON X2

AZRAEL

FLAMING SWORD



1 **0 REINFORCEMENT POINT + GROUP DELIRIUM:** the heroes choose an area and immediately perform a character activation with each of the villain's characters there. During these activations, the heroes ignore all Spend Energy Cubes steps.

SECTOR: a sector is a set of areas highlighted on the setup diagram. At the beginning of the game, there is a reinforcement point in each sector.

SUPPORT FROM THE GUARDS: during setup, a hero with the henchman command skill must choose the Guards as their friendly tile. No matter what the skill level is, it is set at 2.

TAKE BACK THE ASYLUM: during the Trigger the End of the Heroes' Turn Effects step, the heroes check to see if the following two conditions have been met in each sector that doesn't belong to them:

- no villain miniatures are located in the sector
- at least one miniature from the heroes' side is located in the sector

If both of these conditions are met, then the heroes have taken control of the sector. To indicate this, they remove the reinforcement token from this sector.

EVENT TILE ACTIVATION: during their turn, the villain does not activate the event tile in the usual manner. Instead, the following exceptions apply:

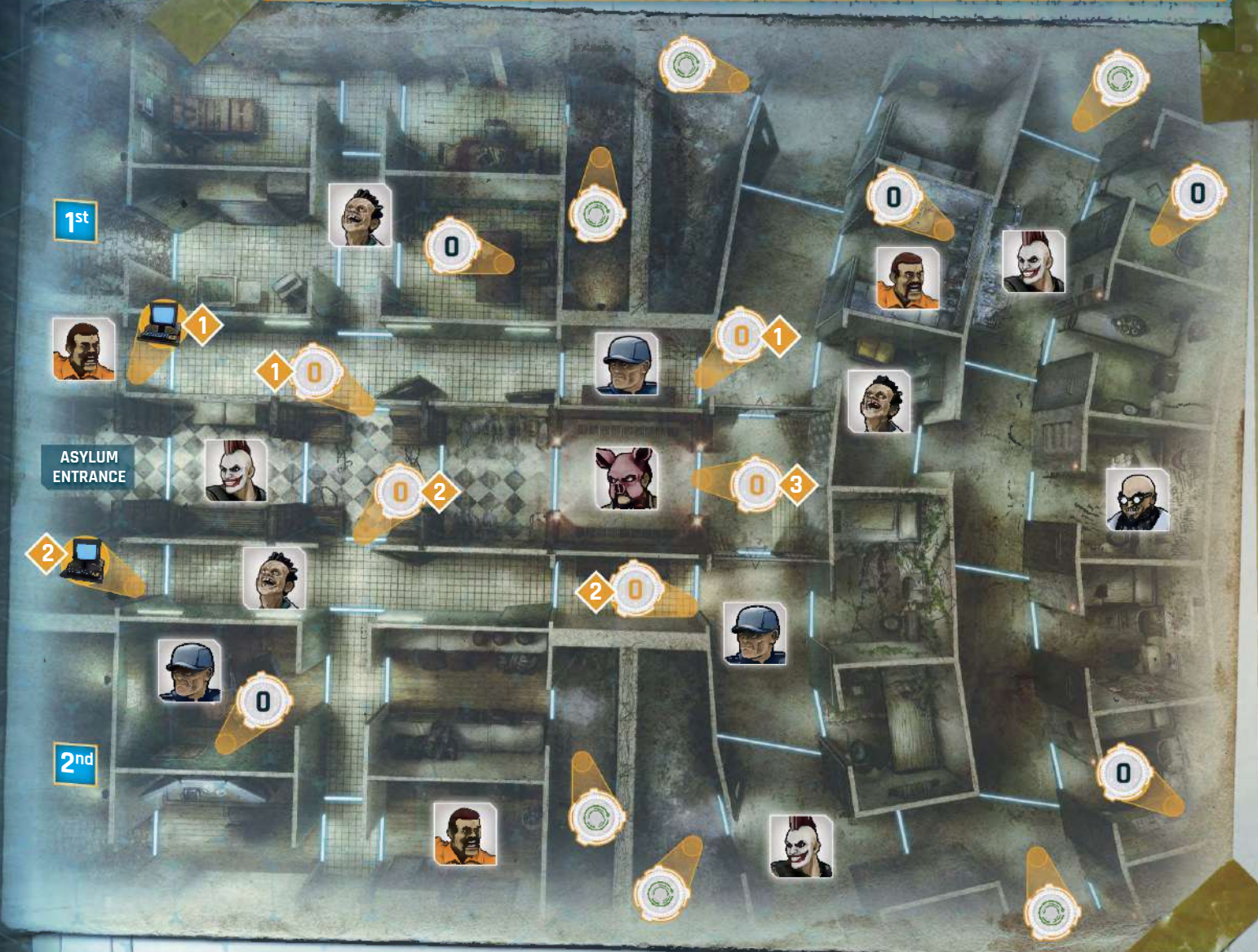
- they cannot activate the event tile if it is not located in position 1 on the river
- they must activate the event tile if it is in position 1 on the river
- the villain does not spend any energy cubes activating the event tile
- activation of the event tile is a free activation, it is not considered as a first or second activated tile
- the villain must trigger the Group Delirium event
- if the villain makes a tile activation that pushes the event tile into position 1, they must finish the current activation before activating the event tile

RESCUE THE GUARDS: when the heroes take control of a sector, if 3 Guards or fewer are in play, then the heroes place a Guard in the same area as the reinforcement token that was just removed. These Guards are characters of the friendly Guards tile and follow the same rules of activation.

CONSTANT REINFORCEMENTS: during the Upkeep Villain step, they can bring up to 3 reinforcement miniatures into play, with a maximum of one miniature per reinforcement area.



Though this should come as no surprise, all is not well in Arkham Asylum. Professor Pyg and Hugo Strange have escaped their cells and assumed control of the west wing of the facility. They've managed to concoct a vicious substance and are experimenting on the more vulnerable patients. Though many residents of the asylum probably deserve much worse, not all of them are evil criminal masterminds. You must find the documents that outline the substance's creation. With that, we may be able to create an antidote and save these poor souls.



END-GAME CONDITIONS

- at the end of hero Turn 6, the game ends - the current step is Check End-game Conditions 1 of turn 6
- the heroes have obtained enough information about the toxic substance - 4 safes have been opened

VICTORY CONDITIONS

- HEROES: the heroes have obtained enough information about the toxic substance in order to create the antidote - 4 safes have been opened
- VILLAIN: it is too late to treat the patients affected by the experiments - fewer than 4 safes have been opened



4

1st HERO

BATMAN

MEDKIT

BATMAN

MEDKIT

MONTROYA

SERVICE GUN, TONFA, HACKING EQUIPMENT

2nd HERO

CATWOMAN

CLAWS, MEDKIT

CATWOMAN

WHIP, MEDKIT

DUKE

SHORT BATON, MEDKIT, LOCKPICK EQUIPMENT



1 3 REINFORCEMENT POINTS

2 3 REINFORCEMENT POINTS + ACTIVATE THE MUTATION: the villain selects a non-neutralized tile from the river and places a Mutation token on it.

MUTATED TILE: a tile with a Mutation token on it is a mutated tile. The melee attack characteristic of this tile is replaced by 1 rerollable black die. Characters controlled by a mutated tile can no longer perform ranged attacks, manipulations or thoughts.

OPEN A SAFE: a hero in the same area as a Safe token can open it to find documents related to the preparation of the toxic substance. To do so, they perform a complex manipulation of difficulty 5. The lock picking skill is taken into account. If successful, the hero removes the Safe token from the board to indicate that it has been opened.

RESTRICTED ACCESS: an area boundary upon which a Closed Door token has been placed is impassable. Movement between two areas separated by a Closed Door token is impossible. However, the villain's characters ignore this rule when they move. There is no line of sight between two areas separated by a Closed Door token.

HACK THE DOOR-OPENING SYSTEM: a heroes' miniature in the same area as a computer miniature can try to open

the doors. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, the heroes remove the computer miniature from the board to indicate that it has been hacked.

THE DOORS OPEN: when computer 1 on the setup diagram is removed from the board, the heroes remove all the Closed Door 1 tokens from the board as well. When computer 2 is removed from the board, the heroes remove all the Closed Door 2 tokens from the board as well. When there are no more computers on the board, the heroes remove the Closed Door 3 token from the board.

UNSTABLE MUTATION: if Hugo Strange or Prof. Pyg are in the same area as an ally character, they can inject an unstable mutation of the substance. To do so, Hugo Strange or Prof. Pyg perform a complex manipulation of difficulty 3. If successful, the villain immediately performs a character activation with the ally character located in the active character's area. To do so, they follow the Activate a Character Controlled by a Tile steps, with the following exceptions:

- if they declare an attack, they are obliged to declare a melee attack with a characteristic of 1 rerollable black die.
- the character is neutralized at the end of their activation.

ASYLUM ENTRANCE : the area marked "asylum entrance" on the setup diagram is considered a reinforcement area.

Hey! Wake up! I can see you on the surveillance feed. You took a blow to the head when you delivered The Joker back to Arkham. What you didn't realize, however, is that The Joker isn't The Joker; he's Clayface! And now he's taken over the asylum. Reinforcements are on their way, but that won't help you right now. You have to get back on your feet and prepare for a fight. Find out which is the real Clayface and bring him down. Remember that Arkham has a cooling system. If you can tap into that, you will be able to disrupt Clayface's powers.



END-GAME CONDITIONS

- ◆ at the end of hero Turn 8, the game ends - the current step is Check End-game Conditions 1 of turn 8
- ◆ Clayface has been neutralized - The Joker (Clayface)'s tile has been neutralized.

VICTORY CONDITIONS

- ◆ HERO: the hero has neutralized Clayface - The Joker (Clayface)'s tile has been neutralized.
- ◆ VILLAIN: the hero has not neutralized Clayface - The Joker (Clayface)'s tile has not been neutralized.

0 3
COOLING SYSTEM

0 4
DOPING SUBSTANCE

SUPER MEDKIT

THROWING BLADES

5
STUN GRENADE

8

01 05 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80



0

1st HERO

DUKE

TONFA MEDKIT

BATMAN

TONFA MEDKIT



1

2 REINFORCEMENT POINTS

2

2 REINFORCEMENT POINTS + CAPTURE:

the villain immediately performs a character activation with a Guard miniature. To do so, they follow the Activate a Character Controlled by a Tile steps, with the following exceptions:

- during this activation, the Guard has the Shackle skill level 1
- during the Declare an Action Other than Movement step, they must declare a melee attack and that they are using the Shackle skill.

DISARMED: the hero does not have access to bat-gadgets in this mission. During setup, the hero does not select any bat-gadgets.

A LION AMONG THE WOLVES: Clayface is hiding among the residents of Arkham, disguised as The Joker. During setup, the villain places The Joker (Clayface) miniature and tile next to the board. They place the LP marker of The Joker (Clayface) on the command post at the usual level.

TURN DOWN THE TEMPERATURE: a hero in the same area as a Cooling System token can turn down the temperature in order to disrupt Clayface's powers. To do so, they perform a complex thought of difficulty 4. If successful, the temperature drops. To indicate this, the hero takes the Cooling System token from the board and places it on their hero board.

BITTER COLD: each time the temperature drops, The Joker (Clayface) loses 3 LPs, even if he is not in play yet.

SLOWING DOWN: each time the temperature drops, all the miniatures present in the asylum suffer its effects. As long as the hero has at least one Cooling System token on their hero board:

- the recovery value of the villain is decreased by 1
 - the active and resting recovery values of the hero are decreased by 1
- After the hero has recovered during the Declare Heroes' Stance step, they remove a Cooling System token from their hero board and return it to the box.

UNSTABLE FORM: the first time the temperature drops, if The Joker (Clayface) is not present on the board, Clayface is revealed. The villain selects a non neutralized tile, either The Joker or The Joker (Mr. Joe), and replaces it with the tile of The Joker (Clayface). They replace the chosen The Joker miniature with The Joker (Clayface) miniature.

REVELATION: when The Joker or The Joker (Mr. Joe) is neutralized, if The Joker (Clayface) is not present on the board, Clayface is revealed. The villain chooses a non-neutralized tile, either The Joker or The Joker (Mr. Joe), and replaces it with The Joker (Clayface)'s tile. They replace the chosen The Joker miniature with The Joker (Clayface) miniature.

DOPING SUBSTANCE: a villain's character in the same area as a Doping Substance token can inject it to regain energy. To do so, they perform a complex thought of difficulty 3. If successful, the villain moves an energy cube from their fatigue zone into their reserve zone. They then remove the Doping Substance token from the board.

A FRIEND IN NEED

Batman Ba—... It's my father! The Joker has him. He said he wants to make him "the headline act." Wh— what is he planning to do? Please, I need your help. My father needs your help! You must get to that old amusement park. That's where he must be. I know it's a trap, Bruce, but you have to... you have to save him.



END-GAME CONDITIONS

- ◆ at the end of hero Turn 10, the game ends - the current step is Check End-game Conditions 1 of turn 10
- ◆ Commissioner Gordon has been saved - fewer than 2 computers remain on the board and Commissioner Gordon has been freed
- ◆ The Joker has proven that even Batman's sanity can be tested - the hero's level of insanity is 8 or more

VICTORY CONDITIONS

- ◆ HERO: Commissioner Gordon has been saved - fewer than 2 computers remain on the board and Commissioner Gordon has been freed
- ◆ VILLAIN: Commissioner Gordon has not been saved - 2 computers or more remain on the board **AND/OR** Commissioner Gordon has not been freed

FIREWORKS

0

TRAP

4

0

INSANITY

1

2

4

10

01 05 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80

0

1st HERO

BATMAN

MEDKIT, HACKING EQUIPMENT

BATMAN

MEDKIT



1

2 REINFORCEMENT POINTS

2

2 REINFORCEMENT POINTS + SCREAMS IN THE NIGHT: the hero hears the sound of Commissioner Gordon's screams from the loudspeakers in the park. The hero immediately rolls two yellow dice, and increases their level of insanity by 1 per success obtained.

CAPTURED: the Commissioner Gordon is being held in the ghost train and tortured by The Joker's henchmen. During setup, the villain places the Commissioner Gordon miniature next to the board.

GOING INSANE: during setup, the hero places the Insanity token on the 0 on the turn track. This token represents the hero's level of insanity and the hero moves it whenever they have to change their level of insanity.

UNPERTURBED: in this mission, the hero has the nerves of steel skill at a level equal to that of their insanity.

MURDEROUS MADNESS: when The Joker (Mr. Joe) declares a melee attack, if he is in the same area as the hero, he can attempt to drive them insane. To do so, The Joker (Mr. Joe) targets an ally miniature located in the same area. If he manages to neutralize the miniature, the hero increases their insanity level by 1.

LAY A TRAP: a villain's character in an area that does not already contain a Trap token can lay a trap to make the hero lose their mind. To do so, they perform a complex thought of difficulty 2. If successful, the trap is set. To indicate this, the villain places a Trap token on the area. The villain has only 4 Trap tokens for the duration of the game.

TRIGGERING THE TRAP: when the hero enters an area that contains a Trap token, it is immediately triggered and releases The Joker's gas into the area. All villain characters in the trap's area are neutralized, except for The Joker (Mr. Joe). The hero rolls a red die, then increases their level of insanity by 1 per success obtained. The hero then removes the trap token from the board and returns it to the box.

TORTURE VIDEOS: whenever the hero performs a complex thought to restart the ghost train, videos of Commissioner Gordon's torture are broadcast throughout the park. Once the action is over (whether successful or not), the hero increases their level of insanity by 1 in response to the disturbing effect of the videos.

RESTART THE GHOST TRAIN: a hero in the same area as a computer can try to restart the ghost train to free the Commissioner Gordon from his captors. To do so, they perform a complex thought of difficulty 6. The hacking skill is taken into account. If successful, the park system reconnects

to the ghost train. To indicate this, the hero removes the computer from the board.

GHOST TRAIN RUNNING: when only one computer remains on the board, the ghost train has been restarted. The villain places the Commissioner Gordon miniature on the board in the area marked "Commissioner Gordon's entry area". The miniature of Commissioner Gordon is treated as a simple token, not as a hero or character.

SAVE GORDON: a hero in the same area as Commissioner Gordon can set him free. To do so, they perform an automatic manipulation. Once this is done, Commissioner Gordon is freed from his captors.

SANITY RESTORED: the hero can refocus themselves to avoid succumbing to insanity:

- during the Declare Heroes' Stance step, if the hero declares they are resting, they are able to calm their mental state. To indicate this, they decrease their insanity level by 1

- the hero can regain their mind by concentrating. To do so, they perform a complex thought of difficulty 3. If successful, they come to their senses. To indicate this, they decrease their insanity level by 2

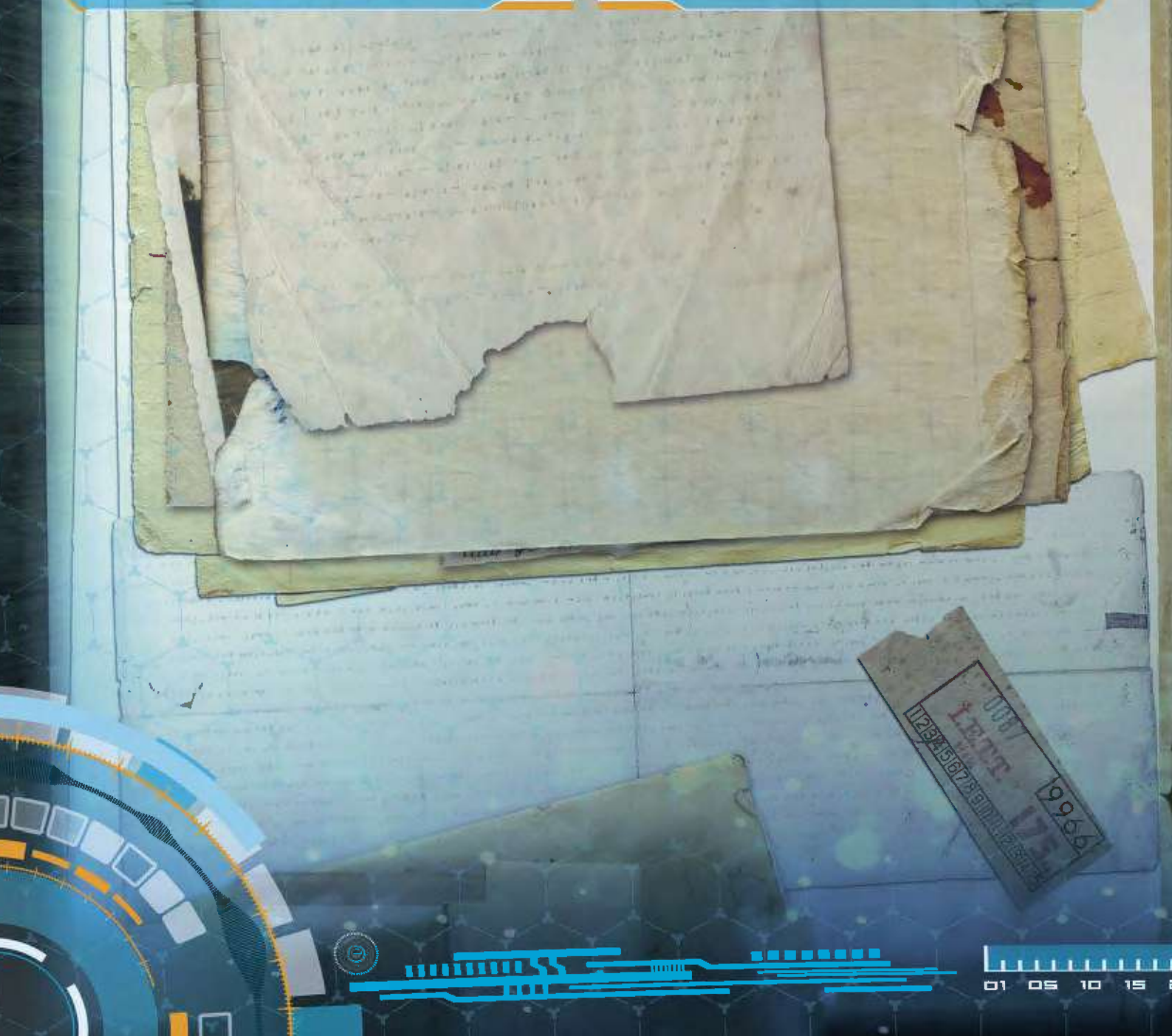
HALL OF MIRRORS: a miniature in this area is considered isolated. They cannot be targeted with attacks or explosions. The skills of allies and enemies are ignored.

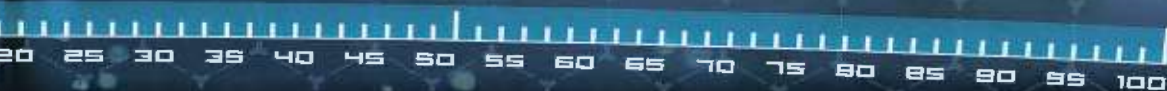
The difficulty of all complex manipulations and complex thoughts that a miniature performs in this area are increased by 2.

The cost in move points required to leave this area is increased by 2.

KNIFE THROWING ROOM: the Knife Throwing room is a scene of horror. A hero who moves into this area treats it as containing an enemy character with the horror skill level 1.

BALLOON ROOM: this area is a level 3 Dangerous terrain. Miniatures with the Gas immunity trait and The Joker (Mr. Joe) ignore this effect.





My intel has uncovered something truly unbelievable. That new amusement park that's set to open tomorrow night—its promoter is none other than The Joker! Yeah, I can't believe it either. Even for him, it's a bold move. His jokes are often this big and terrible, but aren't usually so obvious. In any case, I don't have to highlight all the ways in which this will be a disaster. Perhaps it's best we respond boldly ourselves and destroy this park a piece at a time. Good luck.



1st
2nd

END-GAME CONDITIONS

- at the end of hero Turn 6, the game ends - the current step is Check End-game Conditions 1 of turn 6
- the amusement park has been destroyed - 4 bombs are on the board

VICTORY CONDITIONS

- HERO: the amusement park has been destroyed - 4 bombs are on the board
- VILLAIN: the amusement park has not been destroyed - fewer than 4 bombs are on the board

ATTRACTION

0 3
OFF ON

4

BOXING GLOVE GUN

FIREWORKS

SHARK REPELLANT

WOLF TRAP

DESTROY THE ATTRACTION!

14



0

1st HERO

BATMAN

ROBIN

2nd HERO

CATWOMAN

CLAWS, MEDKIT

MEDKIT, TASER HANDGUN



1 2 REINFORCEMENT POINTS

2 2 REINFORCEMENT POINTS + FORCE FEED: the villain can turn an Attraction token over.

UNPOWERED ATTRACTIONS: the special rules of an attraction are ignored if the Attraction token in its area is "off" side up.

LOOSE CONNECTIONS: during the Trigger the Start of the Villain's Turn Effects step, all Attraction tokens are turned over.

SURPRISE PACKAGE: during setup, the villain creates a "surprise package" deck using the following equipment cards: 3 wolf traps, 1 fireworks, 1 boxing glove gun and 1 shark repellent. These cards are shuffled and placed on the Ball Pool area.

BALL PIT: when a miniature enters the Ball pool area, and there are still surprise package cards, they draw the top card from the deck:
 - if the miniature is a hero, they can decide to keep the equipment card. They are then considered to be carrying it. If they decide not to keep the card, it is placed next to the board.

- if it is a villain's character, they place the card next to the board.
 If a wolf trap card is drawn this way, the miniature that has drawn it rolls two yellow dice, then suffers one wound per success obtained.

DEATH ROLLERS: during the Trigger the End of Turn Effects step of both sides, any miniatures in the Death Rollers area are moved into the Ball Pool area.

BUMPER CARS: this area is a level 2 Dangerous terrain.

HALL OF MIRRORS: a miniature in this area is considered isolated. They cannot be targeted with attacks or explosions. The skills of allies and enemies are ignored. The difficulty of all complex manipulations and complex thoughts that a miniature performs in this area are increased by 2.
 The cost in move points required to leave this area is increased by 2.

PLACE A BOMB: a hero in the same area as a Destroy the Attraction! token can place a bomb. To do so, they perform a complex manipulation of difficulty 6. The munitions specialist skill is taken into account. If successful, the bomb is placed. To indicate this, the hero places a bomb miniature in the area.



Gotham City Chronicles

AMUSEMENT MILE

Batman, I'm hearing reports of strange behavior and violent incidents coming out of the Wonderland amusement park. This is supposed to be a place for fun and leisure, but it sounds more like a nightmare. I think it's time the Dark Knight paid a visit to see who's really running the show. Don't worry, in a place like that—with all the strange costumes— you'll fit right in... That was a joke, Batman... Batman? Are you there?



END-GAME CONDITIONS

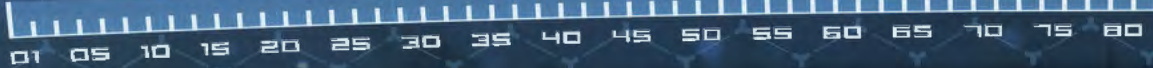
- at the end of hero Turn 6, the game ends - the current step is Check End-game Conditions 1 of turn 6
- the visitors have been freed - 1 Mind Control Device token remains on the board

VICTORY CONDITIONS

- HEROES:** the visitors have been freed - only 1 Mind Control Device token remains on the board
- VILLAIN:** the visitors are under the Mad Hatter's control - 2 or more Mind Control Devices are on the board



16



5

1st HERO

BATMAN

BATMAN

2nd HERO

BATGIRL

ROBIN

KATANA, HACKING EQUIPMENT

3rd HERO

RED HOOD

REVOLVER, STUN GRENADE

HUNTRESS

CROSSBOW, STUN GRENADE

1

x4 MINIATURES

2

x4 MINIATURES

3

x1 MINIATURE

4

x2 MINIATURES

5

x4 MINIATURES

6

x4 MINIATURES



POSSESSED: Possessed Citizens and Possessed By-Standers are characters on the villain's side.

A VISION OF THE FUTURE: if the controlling player does not already have a Good Fortune token, a miniature in the Fortune Teller's room area can look into their future. To do so, they perform a complex thought of difficulty 2. If successful, the player who controls the miniature receives a Good Fortune token.

GOOD FORTUNE: when a player in possession of a Good Fortune token performs a dice roll, they can decide to push their luck. To do so, they place the Good Fortune token into the character pool. In this case, they can perform up to three paid rerolls, ignoring any spend energy cubes step for their rolls.

KNIFE THROWING ROOM: the Knife Throwing room is a scene of horror. A hero who moves into this area treats it as containing an enemy character with the horror skill level 1.

THEY'RE EVERYWHERE: during the Trigger the Start of the Villain's Turn Effects step, the villain can bring into play one reinforcement miniature for each of the following tiles: Possessed Citizens and Possessed By-Standers tiles.

DESTROY THE DEVICES: a hero in the same area as a Mind Control Device token can destroy it. To do so, they perform a complex thought of difficulty 6. The hacking skill is taken into account. If successful, the device is destroyed. To indicate this, the hero removes the Mind Control Device token from the board.

TAKE CONTROL: if Take Control has not already been used this turn, a villain's character in the same area as a Mind Control Device token may use it to possess an ally character. To do so, they perform a complex thought of difficulty 3. If successful, the villain immediately performs a character activation with another character on their side.



THE CHALLENGE



Master Bruce, I'm afraid your other engagements must wait; Clayface has issued you a challenge. Well, really, it's more of a threat, sir. It seems the failed actor has kidnapped an actress with whom he worked in the past. Unlike him, this young lady went on to have a very successful career. Perhaps jealousy is the very reason he is threatening her life? I'm never quite sure why you are brought into these things, but the amorphous villain is insisting you complete a series of mad challenges. If you are able to do as he says, he claims the good lady will be set free. Of course, this is very likely a trap. So might I suggest bringing along the Batmobile?



- 1st
- 2nd
- 3rd

END-GAME CONDITIONS

- ◆ at the end of hero Turn 6, the game ends - the current step is Check End-game Conditions 1 of turn 6
- ◆ the heroes have completed Clayface's challenge and the actress has been freed - there is only 1 remaining Test token on the board

VICTORY CONDITIONS

- ◆ HEROES: the heroes have completed Clayface's challenge and the actress has been freed - there is only 1 remaining Test token on the board
- ◆ VILLAIN: the heroes have failed to complete Clayface's challenge - there are 2 or more remaining Test tokens on the board



5

1st HERO

BATMAN

2nd HERO

ROBIN

ROBIN

BATGIRL

CROWBAR

3rd HERO

NIGHTWING

SHORT BATON, STUN GRENADE

AZRAEL

NUNCHAKU, STUN GRENADE



1 3 REINFORCEMENT POINTS

2 3 REINFORCEMENT POINTS + JAMMERS: the villain places a Jammer token on the Batmobile board. During the Upkeep Heroes' Start of Turn step, if there is a Jammer token on the Batmobile board, its controller removes the Jammer token and the Batmobile cannot perform any vehicle action for the current turn.

CONTROLLER OF THE BATMOBILE: in this mission, the controller of the Batmobile is the 1st hero.

ACTRESS: during setup, the villain places a Citizen miniature on the Freak Show area. The Citizen miniature is considered as a simple token and is not a hero or a character.

FREAK SHOW: this area is inaccessible, even with the wall breaker skill. It does not share any lines of sight with other areas. The Joker Clayface ignores this effect.

BALLOON ROOM: this area is a dangerous terrain level 3. Miniatures with the gas immunity trait ignore this effect.

STRENGTH TESTER ROOM: a Test token in the Strength Tester Room is considered a character from the villain's side with an automatic defense of 5, 1 life point, 0 size index, 0 menace index, and with the protected skill

level 1. This token cannot be targeted with explosions or ranged attacks. The Strength Test takes place in this room (see Strength Test).

KNIFE THROWING ROOM: the Knife Throwing Room is a scene of horror. A hero who performs a movement towards this area treats it as if it contains an enemy character with the horror skill level 1. A Test token in the Knife Throwing Room is considered as a character from the villain's side with an automatic defense of 5, 1 life point, 0 size index, 0 menace index, and with the protected skill level 1. This token cannot be targeted with explosions or melee attacks. The Skill Test takes place in this room (see Skill Test).

SKILL TEST: a hero in the same area as the Test token in the Knife Throwing Room can pass the skill test. To do so, they perform a ranged attack naming the Test token as the target of the attack. No player can spend energy cubes during the defense steps of the Test token. If the Test token is neutralized, the hero has passed the test. To indicate this, the Test token is removed from the board.

STRENGTH TEST: a hero in the same area as the Test token in the Strength Tester Room can pass the strength test. To do so, they perform a melee attack naming the Test token as the target of the attack. No player can spend energy cubes during the defense steps of the Test token.

If the Test token is neutralized, the hero has passed the test. To indicate this, the Test token is removed from the board.

ACCURACY TEST: a hero in the same area as the Test token in the Dunk Tank Room can pass the accuracy test. To do so, they perform a complex manipulation of difficulty 6. If successful, the hero has passed the test. To indicate this, the Test token is removed from the board.

LUCK TEST: a hero in the area marked "Luck test" on the setup diagram, if there is a Test token in the area, can pass the luck test on the slot machines. To do so, they perform an automatic manipulation. They then create a dice pool with 4 yellow dice and 2 white dice. The hero then rolls it. Do not forget that the hero can attempt to improve the roll result by performing rerolls.

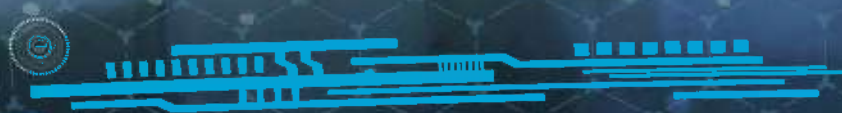
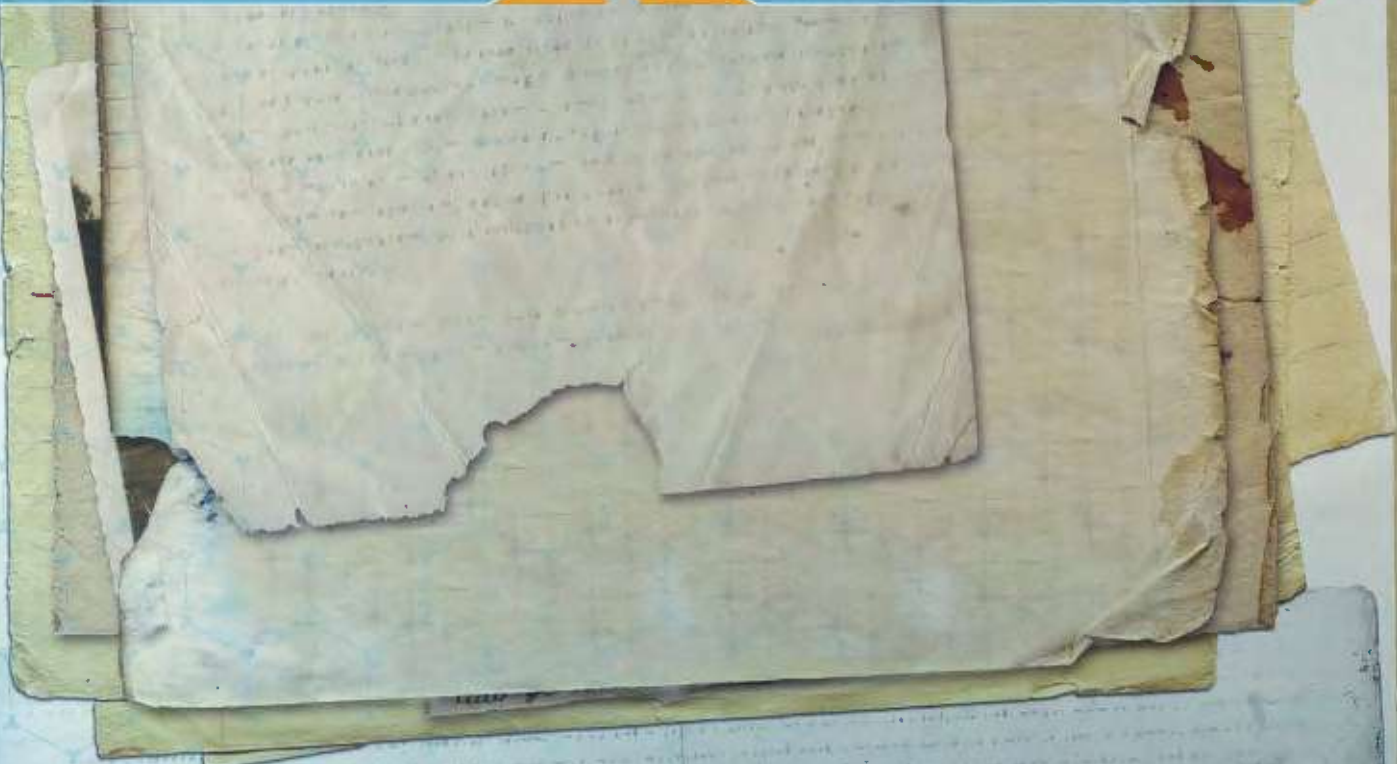
For this action, each enemy character in the same area gains the misfortune skill level 1.

If the hero obtains exactly 7 successes (no more, no less) during this roll, they have passed the test. To indicate this, the Test token is removed from the board.

REASONING TEST: a hero in the same area as the Test token in the Fortune Teller's room can pass the reasoning test. To do so, they perform a complex thought of difficulty 6. If successful, the hero has passed the test. To indicate this, the Test token is removed from the board.

RAM: Ram is a vehicle action. This action follows the same rules as the Batmobile movement action with the following exceptions:

- the area from which the Batmobile starts its Ram must be the area marked 1 on the setup diagram,
- when the Batmobile is removed from the board, to carry out its charge, each miniature in the area marked RAM on the setup diagram immediately rolls a yellow die. For each success on the die, they suffer one wound.

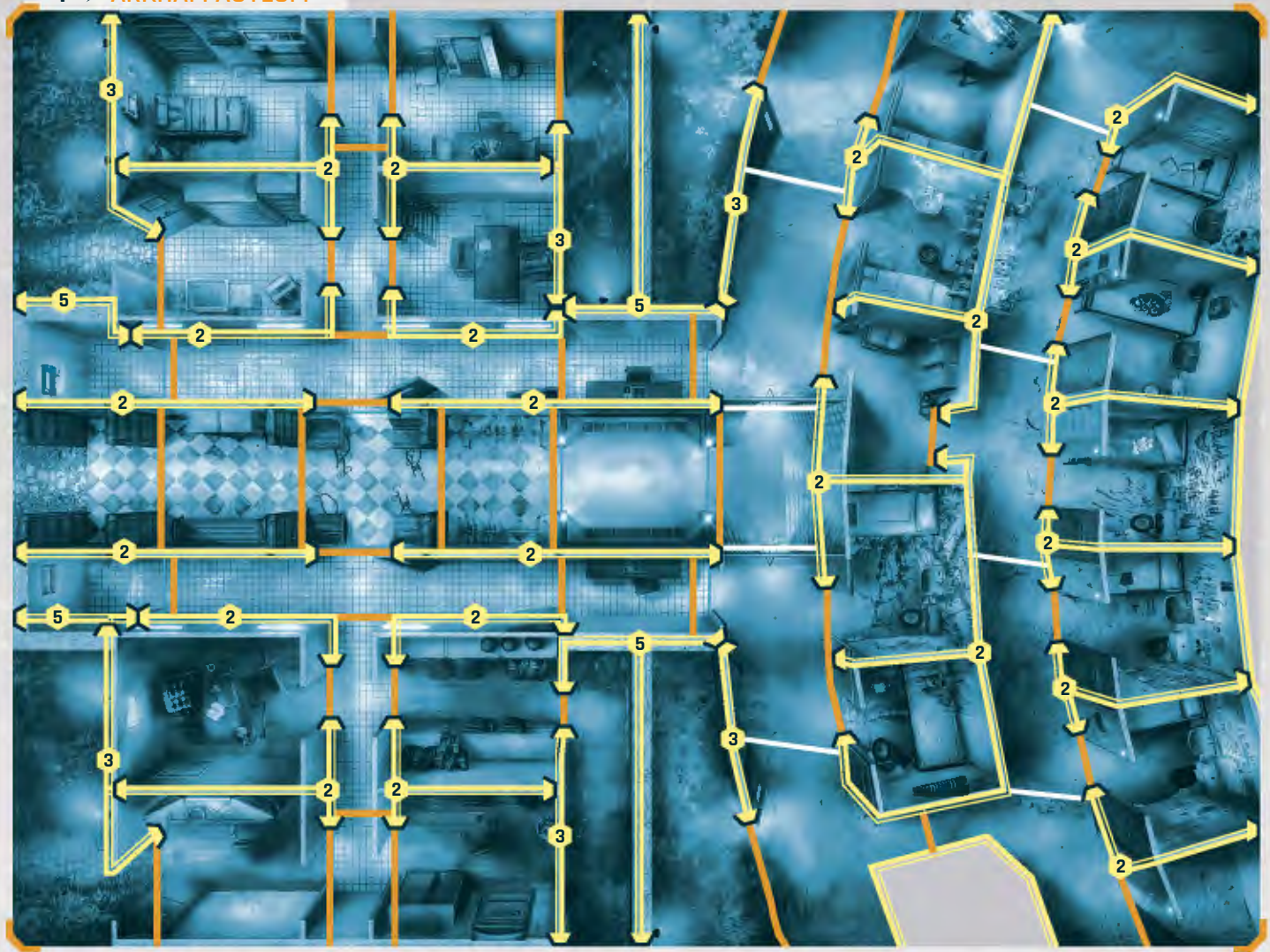


II

GAME BOARDS RULES

- 1 ▷ ARKHAM ASYLUM
- 2 ▷ THE JOKER FUNHOUSE
- 3 ▷ ATTRACTION TILES

1 ▷ ARKHAM ASYLUM



ELEVATION LEVELS

■ Elevation level 1

AREA BOUNDARIES

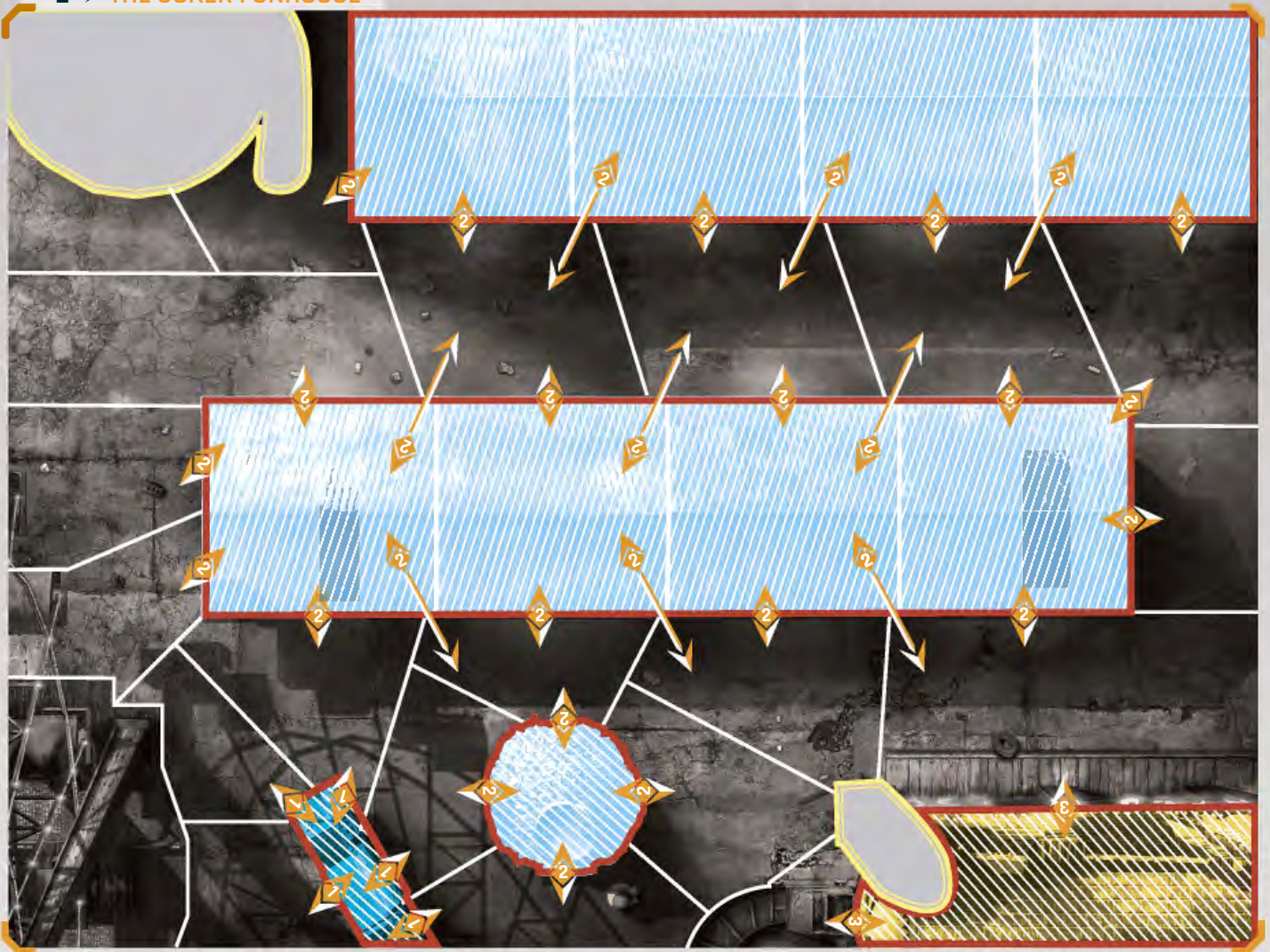
— Orange area boundary

— White area boundary

— Wall

X Level X wall




2 ♦ THE JOKER FUNHOUSE



ELEVATION LEVELS

-  Elevation level 0
-  Elevation level 1
-  Elevation level 2
-  Elevation level 3

AREA BOUNDARIES

-  White area boundary
-  Wall
-  Special area boundary

AREAS

-  Promontory

SPECIAL MOVES



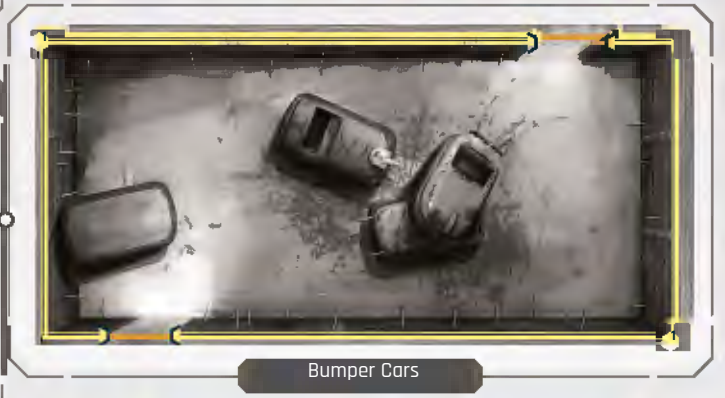
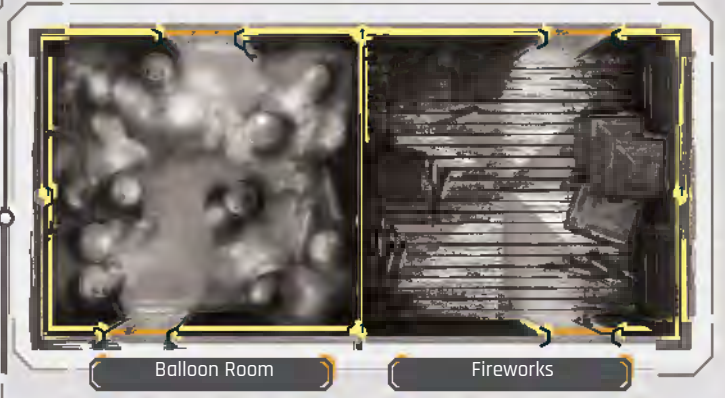
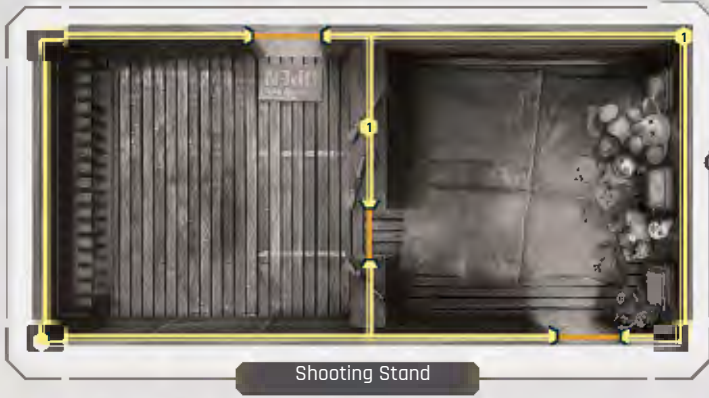
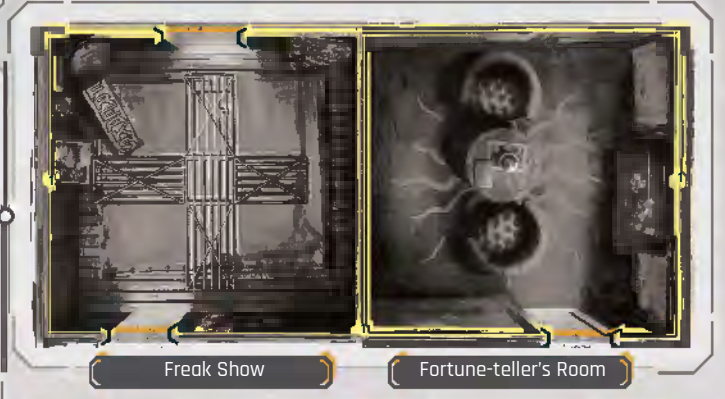
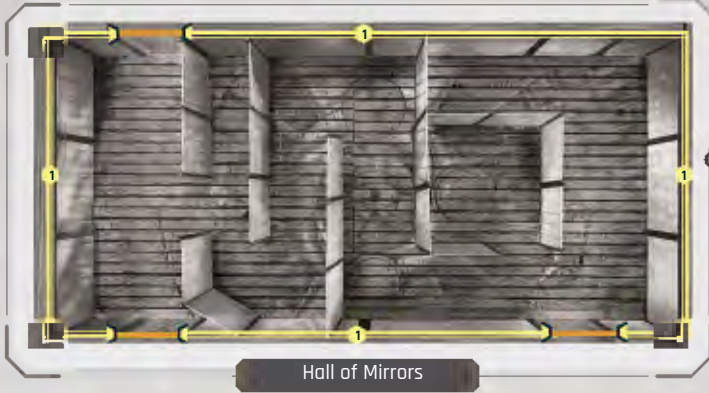
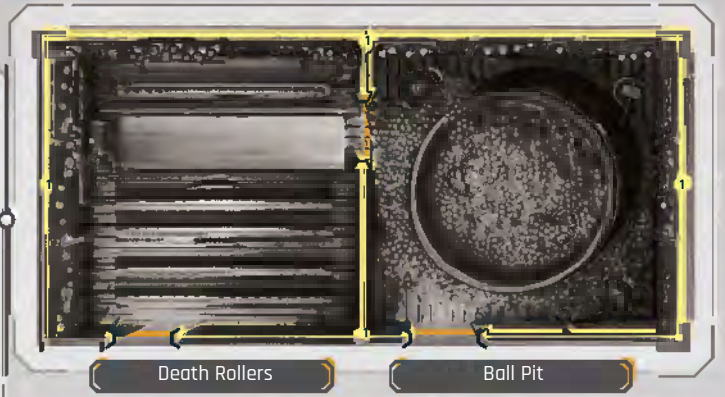
A level X climb can be performed between those two areas following the arrows' direction.



A level X climb and fall can be performed between those two areas
The Climb can be performed in both ways
The fall can be performed following the white arrow's direction




3 ▶ ATTRACTION TILES





Each attraction has 1 or 2 areas. These attractions may have their own rules. If so, these rules are described in the mission's Special Rule. No special movement can be performed to access the attractions.

ELEVATION LEVELS

 Elevation level 0

AREA BOUNDARIES

 Level X wall

 Orange area boundary

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