




VERSUS MODE



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|---|---|--------------------|------|
| 1 | ◇ | VERSUS MODE RULES | P.4 |
| 2 | ◇ | POWERS DESCRIPTION | P.8 |
| 3 | ◇ | MISSIONS | P.23 |

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VERSUS MODE RULES

Versus invites two players, each equipped with a command post, to oppose each other in a skirmish mode.

This is an expansion to the game system, the specificities of which take priority over the core game's rules. In this game mode all miniatures, heroes or villains, are characters controlled by tiles. Consequently, the rules related to item management do not apply here.

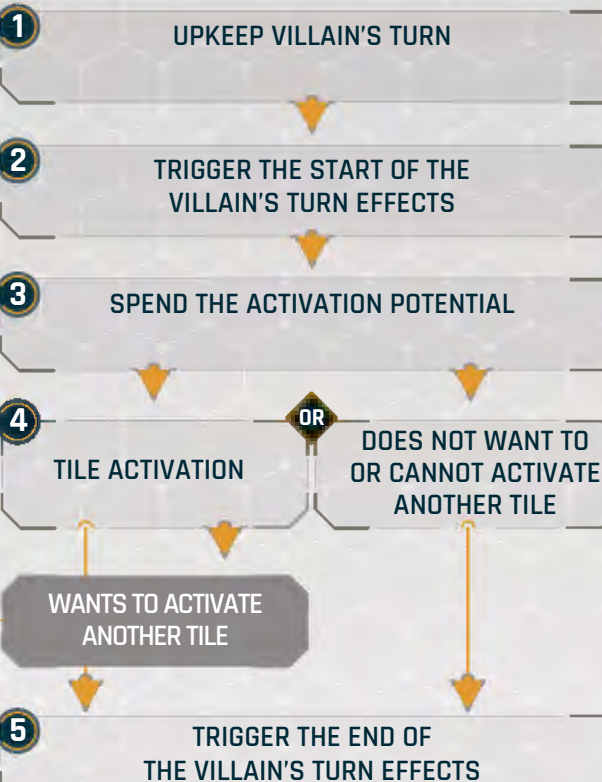
Contrary to the usual rules, the exertion limit of the defense spaces is 3 (rather than the usual 4).

In this game mode the structure of a game turn is the same; however, the structure of each side is modified.

The structure of the villain's turn has been modified as follows.

A STRUCTURE OF THE VILLAIN'S TURN:

STRUCTURE OF THE VILLAIN'S TURN



The villain's turn includes the following steps:

- 1 • Upkeep Villain's Turn
- 2 • Trigger the Start of the Villain's Turn Effects
- 3 • Spend the Activation Potential
- 4 • Tile Activation
- 5 • Trigger the End of the Villain's Turn Effects

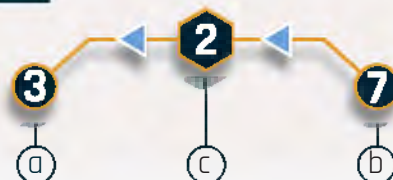
1 UPKEEP VILLAIN'S TURN

During this step, in addition to the usual rules, the villain recovers 2 activation potential points. To do so, they transfer 2 Activation Potential Discs (APDs) from their unavailable activation potential zone to their available activation potential zone.



FIG. 1

SETUP EXAMPLE



- a • Number of APDs in the available activation potential zone at the start of the game
- b • Number of APDs in the unavailable activation potential zone at the start of the game
- c • Number of activation potential points recovered each turn

2 TRIGGER THE START OF THE VILLAIN'S TURN EFFECTS

This step remains unchanged.

3 SPEND THE ACTIVATION POTENTIAL

The villain can decide not to activate tiles and end their turn. In this case, they go directly to the Trigger the End of the Villain's Turn Effects step.

If not, they must first buy the right to activate a tile by paying a cost in APDs. To do so, the villain must move APDs from their available activation potential zone to their spend activation potential zone.

The cost is equal to the number of tile activations already made during the turn plus 1, meaning the number of the activation in progress.



FIG. 2

Example : The player wants to activate the third tile of the turn, so they must pay a cost in APDs of 3 discs.



4 TILE ACTIVATION

This step follows the same rules as the Activate the First Tile step.

At the end of this step, the player decides if they want to activate another tile or not. If they decide to do so, they return to the Spend the Activation Potential step.

Don't forget to spend the energy cubes required to activate the tile! (fig.3)



FIG. 3

5 TRIGGER THE END OF THE VILLAIN'S TURN EFFECTS

In addition to the usual steps of Trigger the End of the Villain's Turn Effects, the villain transfers all the APDs from their spend activation potential zone to their unavailable activation potential zone.

B STRUCTURE OF THE HERO'S TURN:

In Versus mode, the hero's side turn follows the same rules as the villain's side turn, with the exception of switching the terms villain and hero.

C PLAYING A MISSION:

1 MISSION SELECTION

The players agree on the mission to play. They place their energy cubes and APDs as indicated in its setup.

2 LEADER SELECTION

Each player must choose their Leader from the Leader/Lieutenant level character tiles (core box and expansions) of their side, starting with the player who has initiative. The type (simple or double) of the Leader tile

that they must select is determined by their initial river, as indicated in the mission setup. After choosing, the players place the life point markers of the characters on the command post. Each Leader miniature is placed on the board as indicated by the setup plan.

The Leader has their power and event tile. The event tile is placed in the river as indicated by the setup diagram.

EXAMPLE OF AN INITIAL RIVER FOR THE HERO'S SIDE



EXAMPLE OF AN INITIAL RIVER FOR THE VILLAIN'S SIDE



3 TEAM COMPOSITION

The players build/draft the rest of their team. To do so, they must choose between all the character tiles of their own side (core boxes and expansions).

The number, type and level of the tiles that they must select is determined by their initial rivers.

Players take turns selecting tiles, one at a time, starting with the one who has initiative.

When a Leader/Lieutenant level character tile is selected for a space other than the Leader one, their life points marker is placed on the command post. This tile is a Lieutenant tile, and it adds no effects to the event tile.



This icon indicates where the miniatures of a tile are placed on the board. The number on the icon indicates the activation cost of the corresponding tile.



FINISHING THE SETUP

The players finish setting up the mission as indicated in the setup.



NEUTRALIZING A LEADER

When a Leader is neutralized, if the event tile does not have any more associated events, it is neutralized as well.



POWERS :

Each Leader has one or more specific powers that have priority over all the rules, except the mission rules.

The use of this power is mandatory:

- ▶ if the power is a special event, it is associated with an event tile. Its effect must be applied when the event tile of their side is activated. When a Leader is neutralized, their special event powers are no longer associated with the event tile.
- ▶ permanent powers are not associated with the event tile. These effects are taken into account throughout the game.

Moreover, if a power makes you replace the event tile with another tile, you can no longer benefit from the effect of the event related to the mission.

Powers are presented as follows:



HERO

POWERS



ALFRED

CARE

The hero takes care of their lieutenant.

SPECIAL EVENT

The hero resets the lieutenant's life point marker back to its initial value.

OR

Alfred immediately performs a movement.

SPECIAL EVENT

The hero immediately performs a character activation with Alfred. They only carry out their First Movement Step.

MINIATURE NAME

NAME OF THE POWER

Explanatory text

TYPE OF POWER

Description of the effect



AZRAEL

FLAMING SWORD

Azrael immediately performs an attack using his flaming sword.

SPECIAL EVENT

The hero immediately performs a character activation with Azrael. They only carry out a melee attack with 2 orange dice. The villain ignores the Spend Energy Cubes step during defense for this attack.

OR

Azrael immediately performs a movement.

SPECIAL EVENT

The hero immediately performs a character activation with Azrael. They only carry out their First Movement Step.



BATGIRL (BARBARA GORDON)

RADIO-CONTROLLED BATARANG

Batgirl performs a ranged attack using a radio-controlled batarang.

SPECIAL EVENT

The hero immediately performs a character activation with Batgirl. They only carry out a ranged attack with the following exceptions:

- ▶ Batgirl does not necessarily need a line of sight to the defender.
- ▶ The defender must be within a maximum distance of 3 areas from Batgirl.
- ▶ During the Create the Dice Pool step, the attack characteristic of the hero is 1 black die with reroll + 1 yellow die.

OR

Batgirl immediately performs a movement.

SPECIAL EVENT

The hero immediately performs a character activation with Batgirl. They only carry out their First Movement Step.

BATMAN

HIDE IN THE SHADOWS

Batman conceals his location with a smoke bomb.

SPECIAL EVENT

SHADOW TOKEN



The hero places a smoke grenade token in the same area as Batman and then places a second token in an area that is at a distance of 1 away from the first one. They then finally place a third token in an area that is at a distance of 1 away from the second one.

The hero then places, without showing the villain, their 3 shadow tokens (shadow side up) as they choose in the 3 areas with the smoke grenade tokens. The hero then removes the Batman miniature and places him in their reserve pool.

A shadow token can be targeted for attacks and explosions. In this case, the hero turns over the token:

- ▶ If the revealed side is blank, the attack action or the explosion have no effect on the shadow token. The shadow token is then removed.
- ▶ If the revealed side is the Batman side, the hero replaces the Batman miniature in the token's area. The remaining shadow tokens are removed. The attack is then triggered as usual.

When Batman is activated, if there are shadow tokens on the board and his miniature is not in play, the hero swaps the Batman miniature from the reserve pool with the shadow token showing the Batman side. Batman can immediately perform a melee attack action with 2 red dice. The hero then activates Batman as usual.



BATMAN (THE DARK KNIGHT RETURNS)

NO LIMITS

Batman immediately performs a movement and several attacks, injuring himself.

SPECIAL EVENT

The hero immediately performs a character activation with Batman. To do so, they follow the Activate a Character Controlled by a Tile steps with the following exceptions:

- ▶ They can perform their First Movement Step but not the second.
- ▶ During the Declare an Action Other than Movement step, they can only declare melee attack actions with 2 orange dice and an action multiplier of 3. They then suffer one wound.

OR

Batman immediately performs a movement and a big attack injuring himself.

SPECIAL EVENT

The hero immediately performs a character activation with Batman. To do so, they follow the Activate a Character Controlled by a Tile steps with the following exceptions:

- ▶ They can perform their First Movement Step but not the second.
- ▶ During the Declare an Action Other than Movement step, they can only declare a melee attack action with 2 black dice + 1 red die. They then suffer two wounds.



BATMAN (ZERO YEAR)

PRECISE SHOT

Batman immediately performs a ranged attack using his crossbow.

SPECIAL EVENT

The hero immediately performs a character activation with Batman. They only carry out a ranged attack for which they benefit from the marksman skill level 2.

OR

Batman immediately performs a movement.

SPECIAL EVENT

The hero immediately performs a character activation with Batman. They only carry out their First Movement Step.



BATMAN (YEAR 100)

LUCKY ESCAPE

Batman immediately performs a movement to take cover and heal.

SPECIAL EVENT

The hero immediately performs a character activation with Batman. They only carry out their First Movement Step. For this movement, they benefit from the elusive skill level 3. If the area in which Batman finishes his movement does not contain any character from the villain's side, Batman recovers up to 2 life points. He cannot recover more life points than his life point characteristic.



BATWING

ELECTRIC SHOCK

Batwing triggers an electric shock in his zone.

SPECIAL EVENT

The hero triggers a level 3 explosion in the same area as Batwing. He ignores this explosion.

OR

Batwing does nothing.

SPECIAL EVENT

No effect.



BATWOMAN

STRATEGIC ADVANTAGE

Batwoman uses her military education to take a strategic advantage.

SPECIAL EVENT

The villain transfers an APD from their unavailable activation potential zone to their spend activation potential zone.

During the next villain turn, they are considered to have already performed an activation.



BLACK CANARY

CRY

Black Canary uses her cry to attack opponents.

SPECIAL EVENT

The hero immediately performs a character activation with Black Canary. They only carry out an automatic manipulation by using the blast skill level 2.

OR

Black Canary immediately performs a movement.

SPECIAL EVENT

The hero immediately performs a character activation with Black Canary. They only carry out their First Movement Step.



BLUE BIRD

TASER RIFLE

Blue Bird performs a ranged attack using a taser rifle.

SPECIAL EVENT

The hero immediately performs a character activation with Blue Bird. They may only carry out a ranged attack with 1 white die with reroll + 1 orange die. For this attack, they benefit from the electricity skill level 3.

OR

Blue Bird immediately performs a movement.

SPECIAL EVENT

The hero immediately performs a character activation with Blue Bird. They only carry out their First Movement Step.



BRUCE WAYNE

BODYGUARD

Bruce Wayne arrives on the scene, accompanied by his personal bodyguards.

PERMANENT

At the end of the Leader Selection step, the hero replaces the event tile in their river with a Bat-Robots tile. They then place 2 Bat-Robots miniatures in the same area as Bruce Wayne.



CATWOMAN



CATWOMAN (THE LONG HALLOWEEN)

MASTER THIEF

Catwoman moves then performs a manipulation in the same area.

SPECIAL EVENT

The hero immediately performs a character activation with Catwoman. To do so, they follow the Activate a Character Controlled by a Tile steps with the following exceptions:

- ▶ Catwoman can perform her First Movement Step but not the second.
- ▶ During the Declare an Action Other than Movement step, she can only declare one manipulation action.



COMMISSIONER GORDON

ELITE SQUAD

Commissioner Gordon arrives on the scene, accompanied by an elite squad.

PERMANENT

At the end of the Leader Selection step, the hero replaces the event tile in their river with the Heavy GCPD tile. They then place 2 Heavy GCPD miniatures in the same area as Commissioner Gordon.



DUKE

PRECOGNITION

Duke uses his abilities to predict the movements of his opponent.

SPECIAL EVENT

The hero designates a character located in the same area as Duke and rolls two orange dice. The designated character suffers as many wounds as the number of successes obtained.

OR

Duke immediately performs a movement.

SPECIAL EVENT

The hero immediately performs a character activation with Duke. They only carry out their First Movement Step.



GREEN ARROW

BORN HUNTER

Green Arrow uses his hunting abilities to track down his prey.

SPECIAL EVENT

The hero immediately performs a character activation with Green Arrow. To do so, they follow the Activate a Character Controlled by a Tile steps with the following exceptions:

- ▶ They can perform their First Movement Step but not the second.
- ▶ During the Declare an Action Other than Movement step, they can only declare a ranged attack with 1 black die with a reroll + 1 orange die with a reroll.



HARVEY BULLOCK

VETERAN OFFICER

Harvey Bullock uses his experience to lead a squad.

SPECIAL EVENT

The hero immediately activates all the characters of a henchmen or elite tile that they control.



HUNTRESS

SPINNING ATTACK

Huntress performs a spinning attack with her Bo staff.

SPECIAL EVENT

The hero immediately performs a character activation with Huntress. They may only carry out melee attacks with 2 yellow dice and an action multiplier of 5.

OR

Huntress immediately performs a movement.

SPECIAL EVENT

The hero immediately performs a character activation with Huntress. They only carry out their First Movement Step.



JULIA PENNYWORTH

MILITARY PLANNING

Julia Pennyworth uses her military education to lead operations.

PERMANENT

If Julia Pennyworth is not neutralized, the hero recovers 2 additional Energy cubes during the Upkeep Hero phase.

During the activation of the event tile, this power has no effect.



KATANA

SOULTAKER

Katana performs a charge and attacks by freeing the souls trapped in her sword.

SPECIAL EVENT

When a character is neutralized by Katana, the hero takes the neutralized miniature and places it next to their command post. This miniature no longer belongs to their opponent's character pool. Instead, it is said that they are now trapped in Soultaker (Katana's samurai sword).

When the hero activates the event tile, they immediately perform a character activation with Katana. To do so, they follow the Activate a Character Controlled by a Tile steps with the following exceptions:

- ▶ They can perform their First Movement Step but not the second.
- ▶ During the Declare an Action Other than Movement step, they can only declare a melee attack with 1 orange die + 2 yellow dice. The hero then takes the miniatures that have been trapped in the sword and places them in their controller's character pool.



NIGHTWING

IMPETUOUS

Nightwing performs a charge.

SPECIAL EVENT

The hero immediately performs a character activation with Nightwing. To do so, they follow the Activate a Character Controlled by a Tile steps with the following exceptions:

- ▶ Nightwing can only perform one of the two movement steps.

- ▶ During the Declare an Action Other than a Movement step, they can only declare melee attacks.



ORACLE

ACCOMPLISHED STRATEGIST

Oracle is at the head of operations.

PERMANENT

If Oracle is not neutralized, the hero recovers 1 additional activation potential point during the Upkeep Hero phase.

This power has no effect during the activation of the event tile.



ORPHAN (CASSANDRA CAIN)

DEFENSIVE STANCE

Orphan opts for a defensive stance.

SPECIAL EVENT

The hero places the Defensive Stance token on Orphan's base.

If there is a Defensive Stance token on Orphan's base when the hero activates her, or if she is neutralized, it is removed.



DEFENSIVE STANCE TOKEN

while the defensive stance token is on Orphan's base, her automatic defense is 4 and she has the counterattack skill level 3.



RED HOOD (JASON TODD)

REPOSITIONING

Red Hood quickly repositions himself in the field.

SPECIAL EVENT

The hero immediately performs a character activation with Red Hood. During this activation, they only perform their First Movement Step and their move point bonus is 4. They lose the reduced mobility trait and have the parkour skill level 1.



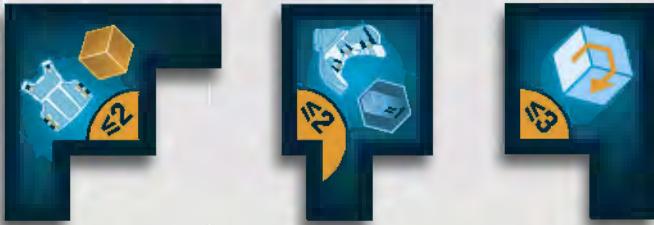
RED ROBIN

CYBERATTACK

Red Robin hacks into enemy communications.

SPECIAL EVENT

HACKING TOKEN



The hero can hack the enemy command post. To do so, they take a Hacking token and place it in one of the following spaces of the enemy command post that does not yet contain a Hacking token: movement, defense or reroll.

AND

Communications are hacked.

PERMANENT

The exertion limit of a movement, defense or reroll space that contains a Hacking token is reduced by 1.



Renee Montoya holds several opponents at gunpoint.

SPECIAL EVENT

The hero places the Freeze token in the same area as Renee Montoya.

If there is a Freeze token on the board when the hero activates Renee Montoya, or if she is neutralized, it is removed.

FROZEN TOKEN

The henchmen or elite characters from the villain's side in the same area as the Freeze token cannot be activated.

OR

Renee Montoya immediately performs a movement.

SPECIAL EVENT

The hero immediately performs a character activation with Renee Montoya. They only carry out their First Movement Step.



Robin is able to reactivate thanks to his exceptional abilities.

SPECIAL EVENT

The hero immediately performs a character activation with Robin.

AND

Robin isn't much of a team player.

PERMANENT

While Robin is not neutralized, the lieutenant's tile costs an additional APD to activate.



Robin uses a device to carry out a remote thought.

SPECIAL EVENT

The hero selects an ally character to carry out a thought action. Robin then performs a complex thought with his characteristics as though he was in the same area as the ally character.

OR

Robin immediately performs a movement.

SPECIAL EVENT

The hero immediately performs a character activation with Robin. They only carry out their First Movement Step.



Spoiler sticks to the shadows.

SPECIAL EVENT

The hero immediately performs a character activation with Spoiler. They only perform their First Movement Step during which Spoiler has the elusive skill level 5. After this movement, the hero places the Stealth token on Spoiler's base.

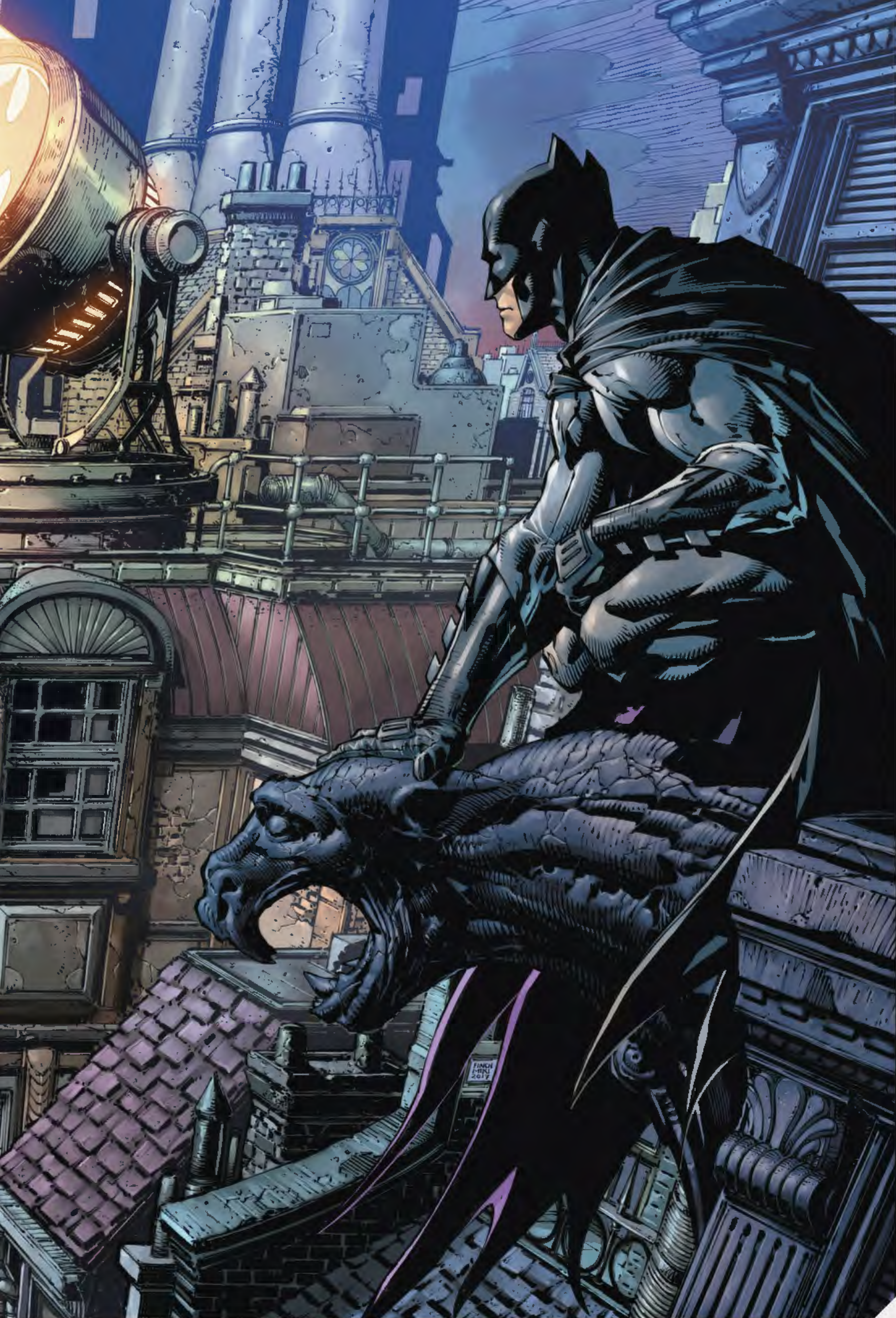
If there is a Stealth token on Spoiler's base when the hero activates her, or if she is neutralized, it is removed.



STEALTH TOKEN

While the Stealth token is on Spoiler's base, she has the untouchable skill level 5.







VILLAIN
POWERS



BANE

VENOM INJECTION

Bane injects himself with a massive dose of Venom.

SPECIAL EVENT

The villain can transform Bane into Venom Bane. To do so, they replace Bane's tile, miniature and life point marker with those of Venom Bane. The event then becomes that of Venom Bane.

OR

Bane injects himself with a small dose of Venom.

SPECIAL EVENT

The villain immediately performs a character activation with Bane during which they can only carry out one action.



BANE (VENOM INJECTED)

UNCONTROLLED INJECTION

Bane cannot stop himself from injecting Venom.

SPECIAL EVENT

The villain immediately performs a character activation with Venom Bane. At the end of the activation, he suffers 2 wounds.



BLACK MASK

EXTREME MOTIVATION

Black Mask hurts one of his own to motivate the rest.

SPECIAL EVENT

The villain neutralizes an ally character within line of sight of Black Mask. Then, they may perform a character activation with each character of one of the henchmen or elite tiles they control.

OR

Black Mask does nothing.

SPECIAL EVENT

No effect.



CLAYFACE

AVATAR

Clayface takes on the appearance of someone else.

PERMANENT

During the Team Composition step, immediately after the two players have chosen their Leader, the villain chooses a Hero or Villain Leader/Lieutenant tile (separate from the ones they've already chosen). The character selected is called the «avatar».

The villain takes the miniature and the corresponding tile and places them next to their command post.

During the activation of the event tile:

- If the avatar is not in play, the villain replaces Clayface's tile and miniature with that of the avatar.
- If the avatar is in play, the villain replaces the avatar's tile and miniature with that of Clayface.

When the avatar is in play, they have no traits or Leader powers. Each time the avatar must suffer one or several wounds, the life points are taken away from Clayface instead. When Clayface is neutralized, so is the avatar.

As long as the avatar or Clayface is in play, this special event is associated with the event tile.



DEADSHOT

RICOCHET

Deadshot makes a special shot.

SPECIAL EVENT

The villain immediately performs a character activation with Deadshot. They can only carry out a ranged attack with 2 white dice. The restrictions related to lines of sight are ignored.



DEATHSTROKE

WEAK SPOT

Deathstroke charges ahead, attacking an opponent's weak spot.

SPECIAL EVENT

The villain immediately performs a character activation with Deathstroke. They only carry out their First Movement Step.

The villain then chooses a character in the same area as Deathstroke and rolls a red die. The designated character suffers as many wounds as the number of successes.



DOCTOR DEATH

BERSERK SERUM

Doctor Death injects an ally with serum.

SPECIAL EVENT

The villain immediately performs a character activation with an ally miniature in the same area as Doctor Death. To do so, they follow the Activate a Character Controlled by a Tile steps with the following exceptions:

- ▶ The character can perform their First Movement Step but not the second.
- ▶ During the Declare an Action Other than Movement step, they can only declare a melee attack during which they add 2 white dice to their attack characteristic.

Following this activation, the character is neutralized.

OR

Doctor Death does nothing.

SPECIAL EVENT

No effect.



FIREFLY

PURIFICATION BY FIRE

Firefly feeds all fires on the board.

SPECIAL EVENT


The villain turns all the flame tokens dissipating side up to their full side up.

OR

Firefly immediately performs a movement.

SPECIAL EVENT

The villain immediately performs a character activation with Firefly. They only carry out their First Movement Step.



HARLEY QUINN


SWEET MADNESS

Harley Quinn acts unpredictably.

SPECIAL EVENT

The villain rolls 1 orange die that cannot be rerolled. The number of successes indicate the effect of the event:

- ▶ 2 successes (kleptomania): the villain can take an APD from the hero's unavailable activation potential zone and put it in their own available activation potential zone.
- ▶ 1 success (schizophrenia): the villain exchanges Harley Quinn's miniature with another miniature they control, from a different area.
- ▶ 0 success (bipolar): the villain exchanges the positions of two tiles in their river other than the event tile.



HUGO STRANGE

HYPNOSIS

Hugo Strange uses his knowledge of the human spirit to control his opponents.

SPECIAL EVENT

The villain immediately performs a character activation with one or two different henchmen or elite miniatures of the same tile controlled by the hero. They only carry out their First Movement Step. During this activation, they cannot perform a fall or enter a dangerous terrain area.



HUSH

CHARISMATIC LEADER

Hush has managed to hire an additional lieutenant.

PERMANENT

Immediately after having chosen their Leader, the villain choses a Leader/Lieutenant tile from their side. This tile replaces the event tile.

During setup, place the miniature that corresponds to this tile in the same area as the Hush miniature. This character starts the game with their life point value divided by two and rounded down to the nearest number.



JASON TODD (HUSH)

BRUTAL CHARGE

Jason Todd charges at an enemy to strike them with a powerful blow.

SPECIAL EVENT

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

- ▶ Jason Todd can perform his First Movement Step but not the second.
- ▶ During the Declare an Action Other than Movement step, they can only declare a melee attack with 2 red dice.

OR

Jason Todd does nothing.

SPECIAL EVENT

No effect.



JERVIS TETCH

MIND CONTROL

Jervis Tetch uses one of his mind control devices to add members to his gang.

PERMANENT

At the end of the Team Composition step, the villain replaces their event tile with an available henchmen or elite tile from the hero side. They now control it. If this is a henchmen tile, the villain places the 3 corresponding miniatures in the same area as Jervis Tetch. If this is an elite tile, the villain places the 2 corresponding miniatures in the same area as Jervis Tetch.



THE JOKER

JOKER VENOM

The Joker spreads his venom on the battlefield.

SPECIAL EVENT

The villain immediately places a Joker venom token in the same area as a character from the villain's side.

**JOKER VENOM TOKEN**

This token follows the same rules as gas tokens and increases the dangerous terrain level by 2 in the same area as it is located.

OR

The Joker immediately performs a movement.

SPECIAL EVENT

The villain immediately performs a character activation with The Joker. They only carry out their First Movement Step.



THE JOKER (MR. JOE)

TERROR

The Joker Mr. Joe mutilates himself to scare his opponents.

SPECIAL EVENT

The Joker Mr. Joe immediately suffers 1 wound. Then, the villain places the tile of a character controlled by the hero, located in the same area as The Joker Mr. Joe, in the last position of the hero's river.

OR

The Joker Mr. Joe immediately performs a movement.

SPECIAL EVENT

The villain immediately performs a character activation with The Joker Mr. Joe. They only carry out their First Movement Step.

KILLER CROC

BESTIAL CHARGE

Killer Croc performs a ferocious charge.

SPECIAL EVENT

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

- ▶ Killer Croc can perform his First Movement Step but not the second.
- ▶ During the Declare an Action Other than Movement step, they can only declare a melee attack with 1 orange die per number of boundaries crossed during the previous movement.

KILLER MOTH

MIASMA

Killer Moth's toxic gas intensifies.

SPECIAL EVENT

The villain turns all the gaz tokens dissipating side up to their full side up.

OR

Killer Moth immediately performs a movement.

SPECIAL EVENT

The villain immediately performs a character activation with Killer Moth. They only carry out their First Movement Step.

MAN-BAT

THE TRANSPORTER

Man-Bat transports a miniature of his own side.

SPECIAL EVENT

The villain immediately performs a character activation with Man-Bat. They only carry out their First Movement Step with the following exceptions:

- ▶ At the start of the movement step, the villain chooses a miniature located in the same area as Man-Bat and removes it from the board. This miniature is called the passenger.
- ▶ For this movement, the size index of Man-Bat is that of Man-Bat plus that of his passenger.
- ▶ At the end of Man-Bat's movement, the villain places the miniature of the passenger in the same area as Man-Bat.

OR

Man-Bat immediately performs a movement.

SPECIAL EVENT

The villain immediately performs a character activation with Man-Bat. They only carry out their First Movement Step.

MR. FREEZE

ICE AGE

Mr. Freeze triggers a frost bomb.

SPECIAL EVENT

The villain chooses an area containing an ally character. All the characters in the same area suffer the effects of the immobilization skill as if they had suffered a wound.

Mr. Freeze ignores this effect.

OR

Mr. Freeze immediately performs a movement.

SPECIAL EVENT

The villain immediately performs a character activation with Mr. Freeze. They only carry out their First Movement Step.

MR. BLOOM

MUTATION

Mr. Bloom mutates his opponents.

PERMANENT

During the Team Composition step, the villain replaces the event tile by the Bloom's Gang tile. This tile cannot be selected during the composition of the team.

During setup, a Bloom's Gang miniature is put in the same area as Mr. Bloom. The 3 other miniatures are placed in the player's character pool.

When Mr. Bloom neutralizes a character with a melee attack, that character may be replaced with a Bloom's Gang miniature from their pool. The neutralized character is then placed in the controlling player's character pool.



ORPHAN (DAVID CAIN)

PUNISHMENT

Orphan charges in to battle his enemies.

SPECIAL EVENT

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

- ▶ Orphan can perform his First Movement Step but not the second.
- ▶ During the Declare an Action Other than Movement step, they can only declare a melee attack with 2 red dice.



THE PENGUIN

MULTIFUNCTION UMBRELLA

The Penguin uses his umbrella to shoot his opponent in the back.

SPECIAL EVENT

The villain targets a character that shares a line of sight with The Penguin. They then roll a white die with a reroll. The chosen character suffers as many wounds as successes obtained.

OR

The Penguin attacks an opponent with a poisoned blade concealed in his umbrella.

SPECIAL EVENT

The villain immediately performs a character activation with The Penguin. During this activation, they only carry out a melee attack with 1 orange die + 1 yellow die. For this attack, The Penguin has the poison skill level 2.



POISON IVY

PHEROMONE

Poison Ivy uses her pheromones to control her opponents.

SPECIAL EVENT

The villain immediately performs a character activation with a miniature controlled by the hero and in the same area as a miniature controlled by themselves. This miniature is considered an ally of the villain's side for the current activation. The villain cannot perform a fall or enter an area of dangerous terrain during this activation.



PROF. PYG

INHUMAN EXPERIMENT

Prof. Pyg has experimented on the members of his team, transforming them.

PERMANENT

INHUMAN EXPERIMENT TOKEN



At the end of the Team Composition step, the villain places an Inhuman Experiment token on each miniature's base of a henchmen or elite tile of their river. This tile is called the Experiment tile.

The characters controlled by the Experiment tile gain the horror skill level 1. They cannot perform manipulation or thought actions.

When the event tile is activated, the villain immediately activates the characters controlled by the Experiment tile.



RA'S AL GHUL

VETERAN LEADER

Ra's Al Ghul commands his troops like a true master of the battlefield.

SPECIAL EVENT

The villain immediately performs a tile activation, but does not spend any cubes for the activation cost.

Important: the Spend the Activation Potential step is not part of the activation step of a tile.



RATCATCHER

RAT SWARM

Ratcatcher attracts hordes of rats.

PERMANENT

During the activation of the event tile, if Ratcatcher's area does not already contain a Rat Swarm token, the villain places one there. A character (other than the Ratcatcher) that moves to the same area as a Rat Swarm token acts as if an enemy character with the horror skill level 2 is in that area.

RAT SWARM TOKENS (4 TOKENS)





RED HOOD

GANG

Red Hood never moves without his cronies.

PERMANENT

Immediately after having selected Red Hood during the Team Composition step, the villain replaces the event tile with the Red Hood's Gang tile. During setup, three miniatures of Red Hood's Gang are placed in the same area as Red Hood.



SCARECROW

FEAR TOXIN

Scarecrow uses his terrifying gas on the field.

SPECIAL EVENT

The villain places a Fear Toxin token in the same area as a character under their control.

FEAR TOXIN TOKEN



This token follows the same rules as the gas tokens. Characters that perform actions in the same area as a Fear Toxin token add 3 to the total when calculating the total opposing threat. The characters with the gas immunity trait ignore the effects of this token.



SOLOMON GRUNDY

RESURRECTION

Solomon Grundy is immortal.

PERMANENT

When Solomon Grundy is neutralized, the villain follows the usual steps when a character is neutralized with the exception that his miniature is not removed from the board. Instead, it is laid down in his area (Solomon Grundy is still considered neutralized). During the activation of the event tile, the villain sets his miniature upright and turns his tile active side up in the river. They then set his life point marker at its initial value.

The villain's event tile cannot, under any circumstances, be neutralized.

OR

Solomon Grundy picks up the pace.

SPECIAL EVENT

The villain immediately performs a character activa-

tion with Solomon Grundy. They only carry out their First Movement Step and the move point bonus for Solomon Grundy's first movement is 4.



TALON

RESURRECTION

Talon is immortal.

PERMANENT

When Talon is neutralized, the villain follows the usual steps with the exception that Talon's miniature is not removed from the board. Instead, it is laid down in his area (Talon is still considered neutralized).

During the activation of the event tile, the villain sets his miniature upright and turns his tile active side up. They then set his life point marker at its initial value.

The villain's event tile cannot, under any circumstances, be neutralized.

OR

Talon performs a multi shot.

SPECIAL EVENT

The villain immediately performs a character activation with Talon. During this activation, they only carry out a ranged attack with 2 white dice and an action multiplier of 3.



THE RIDDLER

MIND GAMES

The Riddler gains a tactical advantage.

SPECIAL EVENT

The villain and the hero compare the number of APDs in their available activation potential zones:

- ▶ If the villain has fewer than the hero, they transfer the difference in APDs from their unavailable activation potential zone to their available activation potential zone. As for the hero, they transfer this amount of APDs from their available activation potential zone to their unavailable activation potential zone.
- ▶ If the villain has as many or more APDs than the hero, the villain transfers 1 APD from their unavailable activation potential zone to their available activation potential zone, as well as 3 energy cubes from their fatigue zone to their reserve zone.



TUSK

FEROCIOUS CHARGE

Tusk performs a ferocious charge.

SPECIAL EVENT

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

- ▶ Tusk can perform his First Movement Step but not the second.
- ▶ During the Declare an Action Other than Movement step, he can only declare a melee attack against each character in his area.



TWO-FACE (HEADS)

SPLIT PERSONALITY

Two-face is torn between his two identities.

PERMANENT

Immediately after having selected the Leader, the villain replaces the event tile with Two-face Tails' tile.



TWO-FACE (TAILS)

SPLIT PERSONALITY

Two-face is torn between his two identities.

PERMANENT

Immediately after having selected the Leader, the villain replaces the event tile with Two-face Heads' tile.



WRATH

GADGETS

Wrath uses his various gadgets.

SPECIAL EVENT

The villain immediately performs a character activation with Wrath. They perform one of the following actions:

- ▶ A movement. For this action, Wrath benefits from the parkour skill level 3.
- ▶ A melee attack. For this action, Wrath benefits from the martial arts skill level 1.
- ▶ A ranged attack. For this action, Wrath benefits from the burst skill level 1.
- ▶ A complex manipulation. For this action, Wrath benefits from the luck skill level 2.

- ▶ A complex thought. For this action, Wrath benefits from the hacking skill level 2.



ZSASZ

LEAVING SCARS

Zsasz attacks an opponent in the same area.

SPECIAL EVENT

A hero's character in the same area as Zsasz suffers two wounds, then Zsasz also suffers 1 wound.

OR

Zsasz immediately performs a movement.

SPECIAL EVENT

The villain immediately performs a character activation with Zsasz. They only carry out their First Movement Step.

VERSUS MODE

DEFUSING THE SITUATION

P.24

COMMUNICATION BREAKDOWN

P.26

TRAFFIC STOP

P.28

CAUGHT IN THE MIDDLE OF FIRE

P.30

MAXIMUM CASUALTIES

P.32

TURF WAR

P.34

PROTECTING THE BRAIN

P.36

DRUG IN STOCK

P.38



The villain has taken over an abandoned subway station beneath Gotham City Hall and armed it with explosives. Lives are at risk as the villain threatens to collapse the entire building! The hero must neutralize the bombs and put an end to this threat.



END-GAME CONDITIONS

- at the end of hero Turn 8, the game ends - the current step is Check End-game Conditions 2 of turn 8
- the hero has managed to neutralize enough bombs - 4 bombs have been neutralized



VICTORY CONDITIONS

- HERO: the hero has prevented the building from collapsing - fewer than 2 bomb miniatures are on the board
- VILLAIN: the hero was not fast enough; the bombs explode and the building collapses - 2 or more bomb miniatures are on the board





PRIMING A BOMB: a villain's character in the same area as a bomb token can prime the bomb. To do so, they perform a complex manipulation of difficulty 3. The munitions specialist skill is taken into account. If successful, the bomb is primed. To indicate this, the villain replaces the bomb token with a bomb miniature.

NEUTRALIZATION OF A BOMB: a hero's character in the same area as a bomb token or a bomb miniature can neutralize the bomb. To do so, they perform a complex manipulation of difficulty 3. The munitions specialist skill is taken into account. If successful, the bomb is neutralized. To indicate this, the bomb token or the miniature is removed from the board and placed next to the hero command post.



The villain has installed signal jammers beneath the Gotham City Police Department. With GCPD communications cut off, the villain will be able to wreak havoc throughout the entire city. The hero must descend into the tunnels and disable the jammers to prevent a catastrophe.



END-GAME CONDITIONS

- at the end of hero Turn 7, the game ends - the current step is Check End-game Conditions 2 of turn 7
- the hero has managed to disable enough jammers - 4 jammers have been disabled

VICTORY CONDITIONS

- HERO: the hero has disabled enough jammers - fewer than 2 jammers are active side up
- VILLAIN: the hero has not disabled enough jammers - 2 or more jammers are active side up



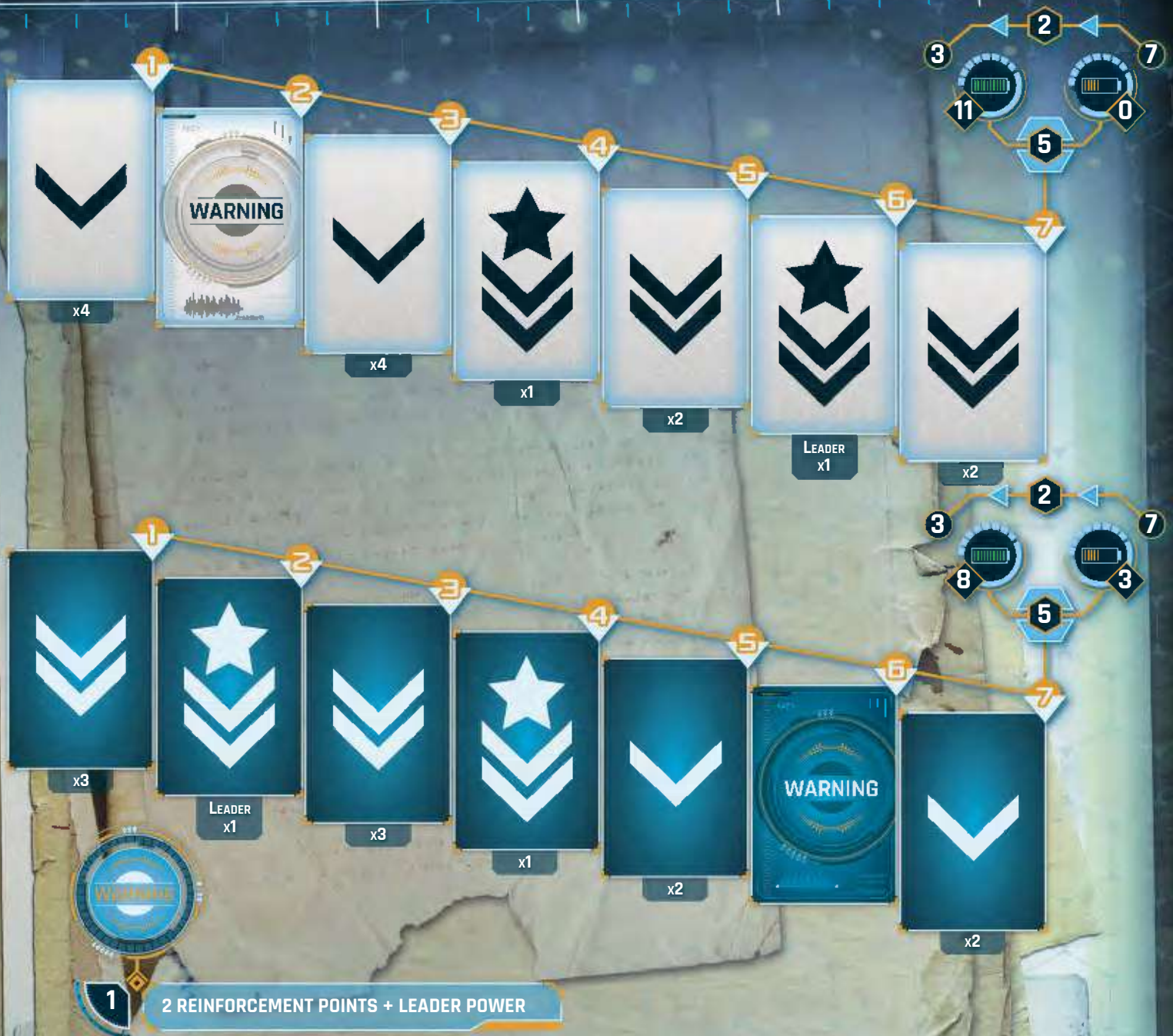
JAMMER



ACTIVE

INACTIVE

4



JAMMER ACTIVATION: a villain's character in the same area as a Jammer token can activate it. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, the jammer is activated. To indicate this, the villain flips the Jammer token over to its active side up.

DISABLING A JAMMER: a hero's character in the area of a Jammer token can disable it. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, the jammer is disabled. To indicate this, the Jammer token is removed from the board and placed next to the hero command post.



The hero has uncovered a far-reaching drug trafficking network. In order to identify and stop the source of the operation, they must collect evidence. Records of the dirty money circulating at the bank will provide adequate clues as to who is behind this. The villain, of course, cannot let this happen. They must do everything in their power to destroy the evidence so that their lucrative enterprise may continue.

END-GAME CONDITIONS

- at the end of villain Turn 8, the game ends - the current step is Check End-game Conditions 2 of turn 8
- the villain has managed to delete all the compromising files - only 1 computer remains on the board

VICTORY CONDITIONS

- HERO: the hero has collected enough evidence - 2 or more computers are activated side up
- VILLAIN: the hero has not collected enough evidence - fewer than 2 computers are activated side up

COMPUTER



INACTIVE



1 LEADER POWER

ALWAYS IN ACTION: for turns 1, 2 and 3, during the Upkeep step of each side's turn, the player whose turn it is has an activation potential point recovery of 3 activation potential points.

OUT OF BREATH: for turns 4, 5, 6, 7 and 8, during the Upkeep step of each side's turn, the player whose turn it is has an activation potential point recovery of 2 activation potential points.

FIND COMPROMISING FILES: a hero's character in the same area as a computer token can find the compromising files on it and begin to transfer them. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, the hero begins to transfer the compromising files. To indicate this, the hero flips the computer token over to its activated side up.

DELETE THE TRACES: a villain's character in the same area as a computer token can delete the compromising files on it. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, the villain deletes the compromising files. To indicate this, the computer token is removed from the board.



CAUGHT IN THE MIDDLE OF FIRE

The robbery has gone wrong. Now the villain has taken hostages and is threatening to kill them all if their demands are not met. Not only are these demands impossible to meet, but the hero believes the hostages may be executed either way. The hero must infiltrate the building and get all the hostages out safe and sound.

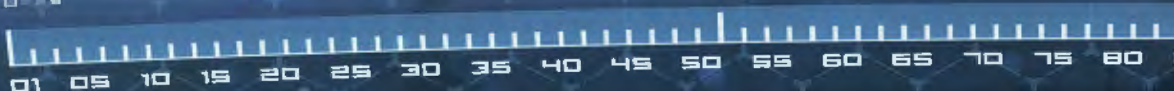


END-GAME CONDITIONS

- at the end of hero Turn 8, the game ends - the current step is Check End-game Conditions 1 of turn 8
- all the hostages are safe and sound - there are no hostages remaining on the board

VICTORY CONDITIONS

- HERO: all the hostages are safe and sound - there are no hostages remaining on the board
- VILLAIN: not all of the hostages have been saved - at least 1 hostage remains on the board





1

LEADER POWER



HOSTAGES: during setup, the Citizens' tile is placed next to the hero's command post. The hostages are represented by the Citizens miniatures and their tile. The hostages are considered as being on the hero's side. They cannot be the target of explosions or attacks. They ignore dangerous terrain. An area containing a hostage cannot be targeted with an explosion.

RESCUE THE HOSTAGES: as soon as a hostage enters an area marked Exit, they are rescued. To indicate this, the hero removes their miniature from the board.

MOVE THE HOSTAGES: a hero's character in the same area as a hostage can move them. To do so, they perform an automatic thought. In this case, the player controlling the character immediately performs a character activation with the hostage. To do so, they follow the Activate a Character Controlled by a Tile steps, with the following exceptions:

- they only perform their First Movement Step.
- they cannot spend energy cubes to buy move points.

STRIKE FORCE: the intervention squads are equipped with two explosive charges. An elite character from the hero's side can be activated twice during the game as if they possess the wall breaker skill level 3.



Gotham City Chronicles

MAXIMUM CASUALTIES

The villain has placed several barrels of a highly toxic substance directly in the heart of Gotham City. Using detonators, they plan to maximize the number of casualties by spreading this gas to busy locations around the city. In order to protect the citizens, the hero must disable the barrel devices before the gas is unleashed. Not only is time running out, but the villain has arrived on the scene to thwart the hero's efforts.



END-GAME CONDITIONS

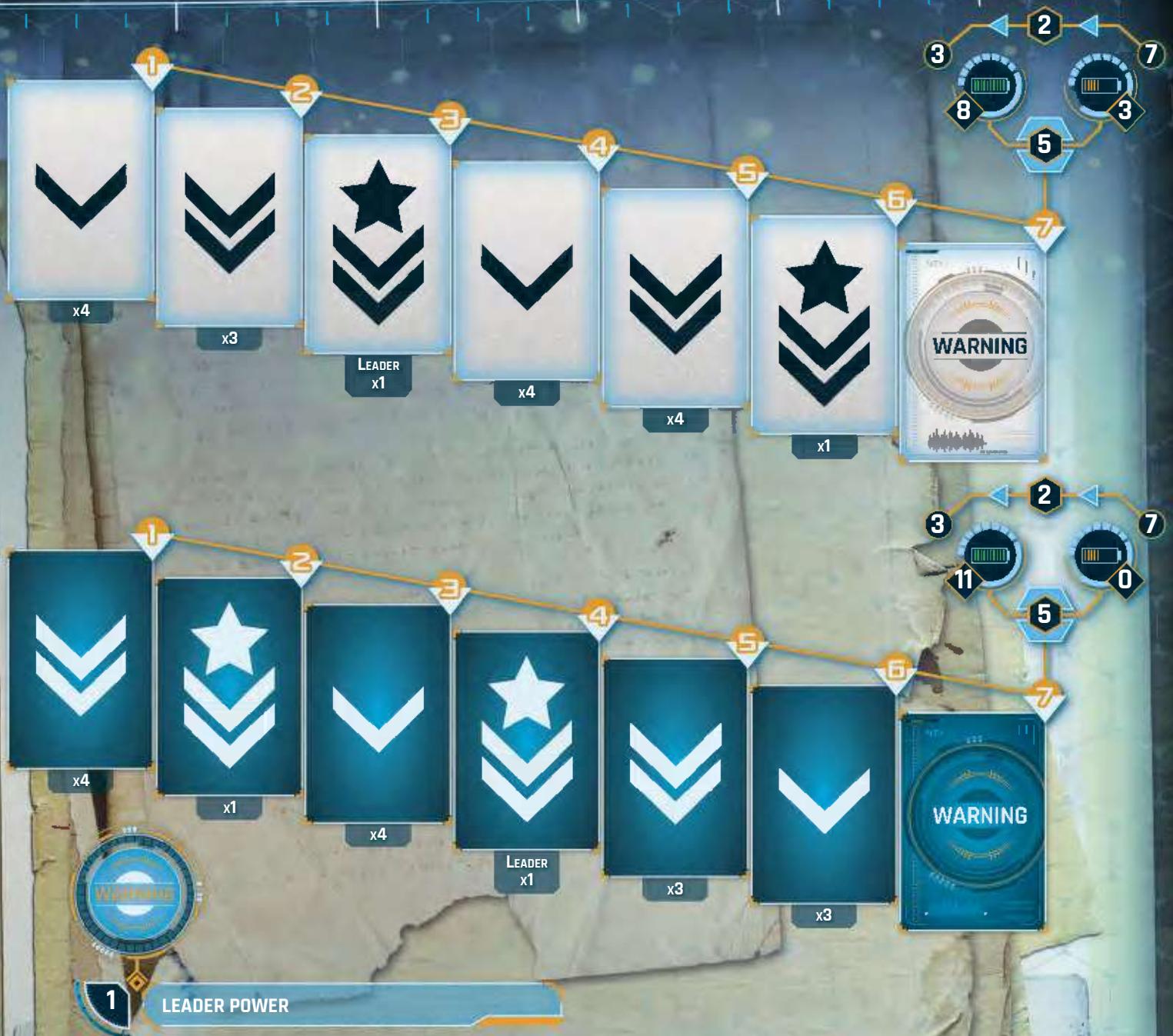
- at the end of villain Turn 8, the devices are triggered and the game ends - the current step is Check End-game Conditions 2 of turn 8
- the villain has managed to discharge the contents of enough barrels - only 1 Barrel remains on the board



VICTORY CONDITIONS

- HERO: the hero has disabled enough barrels and has prevented the villain from discharging them - 2 or more Barrels are disabled side up
- VILLAIN: enough barrels have been armed or discharged by the villain to contaminate the neighborhood - fewer than 2 Barrels are disabled side up





DISABLE A BARREL: a hero's character in the same area as a Barrel token armed side up can disable it. To do so, they perform a complex manipulation of difficulty 3. If successful, the barrel is disabled. To indicate this, the hero flips the Barrel token over to its disabled side up.

DISCHARGE A BARREL: a villain's character in the same area as a Barrel token can discharge it. To do so, they perform a complex manipulation of difficulty 3. If successful, the barrel is discharged. To indicate this, the villain then removes the Barrel token from the board.

TOXIC FUMES: when 3 barrels have been discharged, fumes fill the street, stunning all those present. Each player immediately replaces their recovery token of 5 with a recovery token of 3.



The villain has asserted control over an entire neighborhood, corrupting the local population with their vile antics. The hero arrives to clean up the street, but the villain saw them coming and created a dead-end ambush. The result will be a violent skirmish where maximum casualties is the primary goal.



END-GAME CONDITIONS

- ◆ at the end of villain Turn 8, the game ends - the current step is Check End-game Conditions 2 of turn 8
- ◆ enough troops have been wiped out before the end of Turn 7 - 4 or more tiles from the same river have been neutralized before the Check End-game Conditions 2 of turn 7



VICTORY CONDITIONS

- ◆ **HERO:** the hero has defeated their opponents - the number of tiles neutralized in the villain river is more than those in the hero river
- ◆ **VILLAIN:** the villain has defeated their opponents - the number of tiles neutralized in the hero river is more than or equal to those in the villain river





1

LEADER POWER + DON'T MOURN THE DEAD: the player immediately removes a neutralized tile from their river and puts it away in the box.

2

LEADER POWER

NO ONE LEFT BEHIND: dredging the river is not possible in this mission. Demobilization is still possible.

DO OR DIE: for turns 4, 5, 6, 7 and 8, during the upkeep step of each side's turn, the player whose turn it is has an activation potential point recovery of 3 activation potential points.



From labs and universities, scientists all over Gotham City are being kidnapped. To protect highly sensitive research, those remaining have been grouped together at Ace Chemicals to ensure they may work safely. Gotham's most stalwart heroes stand watch, but the villain has come to infiltrate the facility, intent on stealing information about this top-secret weapons project.



END-GAME CONDITIONS

- ❖ at the end of villain Turn 8, the game ends - the current step is Check End-game Conditions 2 of turn 8
- ❖ the villain has managed to gather enough information - the villain has 5 or more pieces of information in their information pool

VICTORY CONDITIONS

- ❖ HERO: the villain has not gathered enough information - the villain has fewer than 5 pieces of information in their information pool
- ❖ VILLAIN: the villain has gathered enough information - the villain has 5 or more pieces of information in their information pool





1

LEADER POWER

INFORMATION POOL: the computer tokens and miniatures and the Citizens that are next to the villain command post form the villain's information pool. Each token or miniature in the villain's information pool is considered 1 piece of information.

SCIENTISTS: the Citizens are considered characters from the hero's side.

PROTECT THE BRAINS: for this mission, the hero cannot demobilize the Citizens tile in any possible way.

HACK THE INFORMATION: a villain's character in the same area as a computer token or a computer miniature can obtain information. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, the villain obtains the information. To indicate this, the computer token or computer miniature is removed from the board and placed next to the villain command post.

EXTRACT INFORMATION: a villain's character in the same area as a Citizen can extract information from them. To do so, they perform a complex thought of difficulty 3. The investigation skill is taken into account. If successful, the scientist has talked and the villain has obtained information. To indicate this, the Citizen is neutralized and its miniature is removed from the board and placed next to the villain command post.

ACTIVATE THE SECURITY PROTOCOLS: a hero's character in the same area as a computer token can activate the laboratory's security protocols. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, the protocol is activated and the heroes can prepare to confront their opponents. To indicate this, the hero replaces the computer token by a computer miniature. They transfer an activation potential disc from their unavailable activation potential zone to their available activation potential zone.



Gotham City Chronicles

DRUG IN STOCK

The villain has been overseeing the production of a new drug at a chemical processing plant. Things were running smoothly, too, but then the hero showed up. With the manufacturing in full-progress, evidence of illegal activity is everywhere. But there may just be enough time to destroy all the crucial clues before the hero can nail them dead to rights.

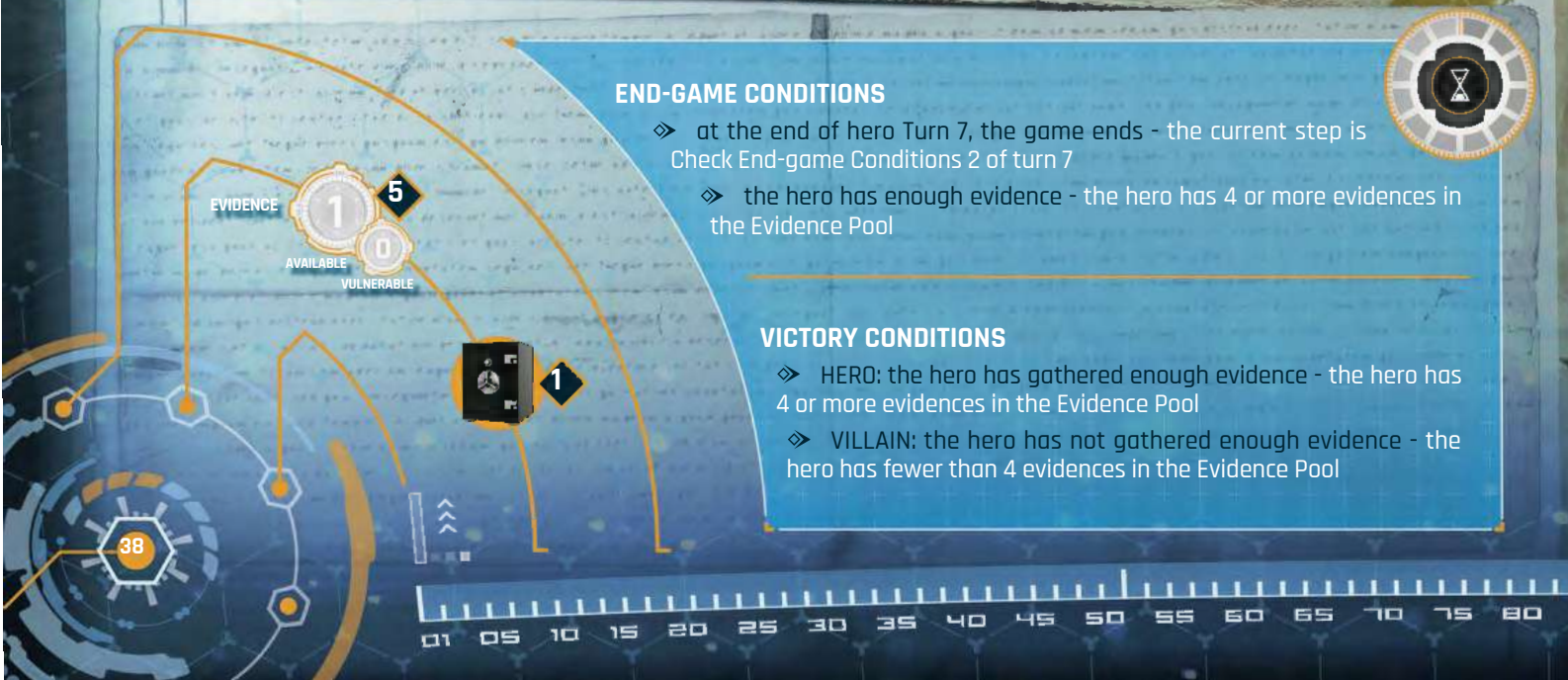


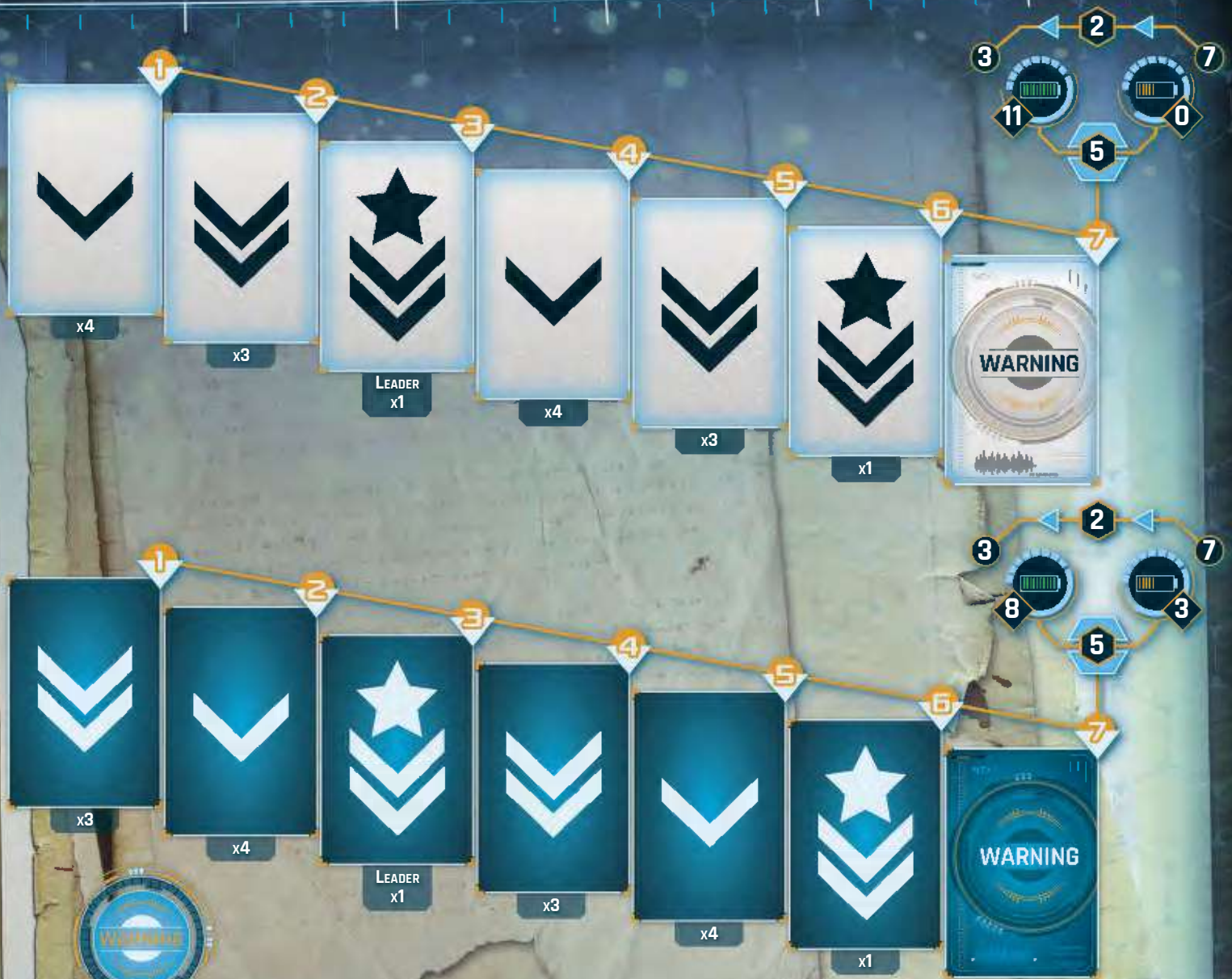
END-GAME CONDITIONS

- at the end of hero Turn 7, the game ends - the current step is Check End-game Conditions 2 of turn 7
- the hero has enough evidence - the hero has 4 or more evidences in the Evidence Pool

VICTORY CONDITIONS

- HERO: the hero has gathered enough evidence - the hero has 4 or more evidences in the Evidence Pool
- VILLAIN: the hero has not gathered enough evidence - the hero has fewer than 4 evidences in the Evidence Pool





1

LEADER POWER

PROOF POOL: the Evidence tokens and the safe miniature that are next to the hero command post form the Evidence Pool.

An Evidence token counts as one evidence and the safe miniature counts as two evidences.

DESTROY THE PROOF: a villain's character in the same area as an Available Evidence token can destroy the evidence. To do so, they perform a complex thought of difficulty 3. The investigation skill is taken into account. If successful, they start the destruction. To indicate this, the Evidence token is flipped over to show its Vulnerable Evidence side.

FIND THE PROOF: a hero's character in the same area as an Evidence token, Available or Vulnerable, can find the evidence. To do so, they perform a complex thought of difficulty 3. The investigation skill is taken into account. If successful, the hero finds the evidence. To indicate this, the Evi-

dence token is removed from the board and placed next to the hero command post.

OPEN THE SAFE: a hero's character in the same area as the safe miniature can open it. To do so, they perform a complex manipulation of difficulty 4. The lock picking skill is taken into account. If successful, the safe is opened. To indicate this, the safe miniature is removed from the board and placed next to the hero command post.

VILLAINS' ESCAPE: the arrival of reinforcements makes the villains flee empty-handed. During the Trigger the End of the Turn Effects step at the end of hero Turn 7, the hero places all the Available Evidence tokens in the Evidence Pool.

The Vulnerable Evidence tokens are removed from the board and are not placed in the Evidence Pool.

CREDITS

GAME DESIGNER: Frédéric Henry.

BOX ARTWORK: Stéphane Roux.

ARTWORKS: David Finch, Anthony Jean, Joe Lee, Alex Maleev, Stéphane Roux, Arnaud Boudoir, Tomeu Morey, Sandra H. Archer & June Chung.

BOARDMAP ARTWORK: Georges Clarenko & David Demaret.

ITEMS ARTWORK: Milan Nikolic.

LEAD SCULPTOR: Arnaud Boudoir.

SCULPTORS: Aragorn Mork, Edgor Romos, Edgor Skomorovski & Irek Zielinski.

GRAPHIC DESIGNERS: Loïg Hascoët, Vincent Jomgotchian

LAYOUT ARTISTS: Marline Guéguen, Benjamin Goupil,

Sandra Tessieres & Delphine Guerder.

SCENARIO WRITERS: Tony Berart, Manu Crochet, Yann Hériot & Frédéric Henry.

TRANSLATORS: Rebecca Sevoz & Bart Hulley.

INTRODUCTIONS: Matt John Sullivan, Yann Hériot & Manu Crochet.

CHARACTERS BIOGRAPHIES: Alex Nikolavich, Xavier Fournier & Matt John Sullivan.

PROOFREADERS: Yann Hériot, Manu Crochet, Chaz Elliott, Matt John Sullivan, Maïwenn Clémence & David Bertola.

PRODUCTION MANAGER: Tracey Fraser-Elliott.

ASSISTANTS EDITOR: Adnone Bodi & David Bertola.

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