



**WAYNE MANOR**



"I've decided to be honest with you...

Since the death of my parents, I have rebuilt my life as best as I could. Often at the price of great sacrifice and suffering. Thank you, Alfred, for your unwavering support and for helping to make me the man I am today.

All of this has allowed me to be reborn and meet him. When I put on his costume to become a shadow in the darkness. I sometimes get lost, but up until now I have always been able to return to the light, leaving him behind me. But today, I'm doubtful...

Am I truly doing good? Or am I just like them? Was I wrong to adopt you? Have I robbed you of your childhood?..

All these questions that haunt me remain unanswered. These fears are the cross that I bear, that push me to clean the city that rises from the filth. Sometimes I wonder, Jason, if your extreme ways are not the answer. And whether I was wrong to want to bring you back to the light, my son.

These are his thoughts, and they terrify me! I dare to hope that I will never betray my up-bringing. But he's making my job more and more difficult. By taking up his cape, I have the impression more and more that he is taking me over.

Try to remember our values. They have made you what you are and what you must strive to stay. Never make the choice to kill. Remember that this choice is too easy. By not doing so you will be able to escape his hold over you. If I'm telling you all this today, it is because I no longer feel the strength to put on his costume. I would like to appoint my successor as Batman...

No... I cannot inflict that on them. After all, it was me that brought him to Gotham. I alone must shoulder this burden.

Computer! Delete this message! Prepare the costume and the Batmobile! We have work to do."



## WAYNE MANOR

This expansion is dedicated to heroes. The players will confront each other in the Wayne Manor as well as the various Batcaves hidden throughout Gotham City.

- I ♦ WAYNE MANOR'S RULES ..... P.3
- II ♦ MISSIONS ..... P.5
- III ♦ GAME BOARDS RULES ..... P.29

## A CRIME ALLEY

On the reverse side of the Wayne Manor Board, you will find the night version of Crime Alley. This board can be used for any missions using the Crime Alley board.

## B BATCAVE

The Batcaves make their appearance in this expansion. The different Batcaves consist of one or more levels. Each of these levels is represented by an independent board. The only way to move from one Batcave board to another is to use the elevator.

## C ELEVATOR

Some missions in this expansion use the elevator as a means of moving from one board to another. The elevator rules are used if the elevator is included in the mission setup.

**Elevator:** it is represented by a tile. The setup of the mission being played determines its position on the board. The elevator can only be placed on the board's elevator shafts. The elevator is a normal area. Movements can be made and clear lines of sight determined as usual.

**Elevator shafts:** they are indicated in this booklet by red areas. The white arrow indicates the elevator's orientation when it is on this space.

**Elevator's entrance area:** they are indicated in the game boards rules.

**Calling the elevator:** the elevator can be moved once per turn for each side by respecting the following rules.

If the elevator has not already been moved during the side's turn, a miniature in an **elevator's entrance area** can move the elevator towards an elevator shaft, called the target space. To do so, they can:

- ▶ Perform an **automatic manipulation**. In this case, the **elevator is moved to the elevator shaft of the board where the miniature can be found**.

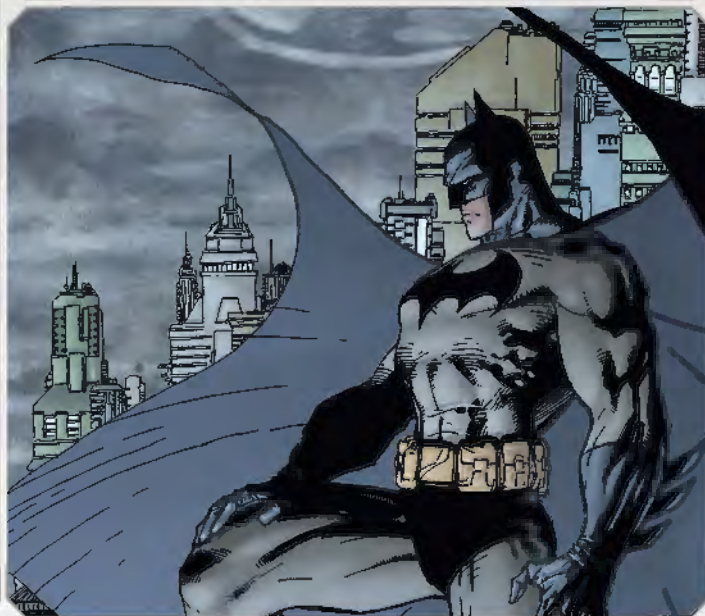
OR

- ▶ Perform a **complex thought of difficulty 3**. The hacking skill is taken into account. If successful, the elevator is moved to the **chosen elevator shafts**.

If the elevator has not already been moved during the side's turn, a miniature in the **elevator area** can move the elevator towards an elevator shaft, called the target space. To do so, they perform an **automatic manipulation**. In this case, the **elevator is moved** to the elevator shaft of their choice.

### Elevator movement steps:

1. **Miniatures of the side currently playing** can **leave** it. To do so, their controller takes each leaving miniature and puts them in the elevator's entrance area.
2. **Miniatures of the side currently playing** can **enter** it. To do so, their controller takes each entering miniature and puts them in the elevator.
3. The player who moves the elevator takes the elevator tile as well as all the miniatures and tokens on it. They then move it to the target space, placing the elevator tile in the orientation indicated in this booklet.
4. **Miniatures of the side currently playing** can **leave** the elevator; then **the miniatures of the side not currently playing** can **leave** it as well.
5. **Miniatures of the side currently playing** can **enter** the elevator; then **the miniatures of the side not currently playing** can **enter** it as well.

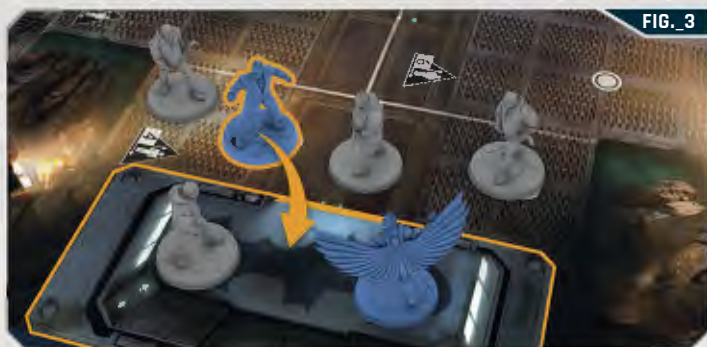




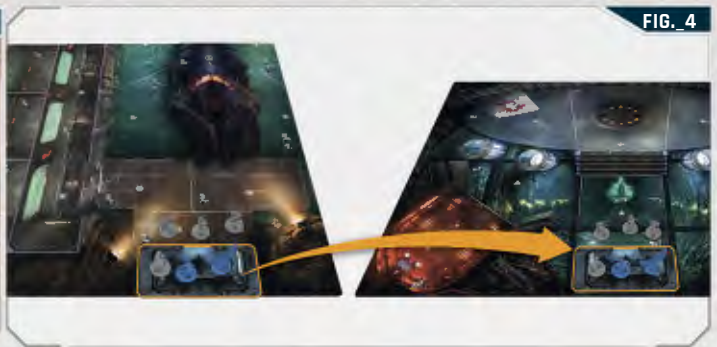
**FIG. 1** • Red Robin performs an automatic manipulation to send the elevator to the Trophy room.



**FIG. 2** • Red Robin cannot leave the elevator as the elevator's entrance area is fully occupied.



**FIG. 3** • Bruce Wayne enters the elevator.



**FIG. 4** • The elevator containing all the miniatures is moved to the elevator shaft in the Trophy room.



**FIG. 5** • Red Robin does not want to leave the elevator; however, Bruce Wayne leaves.



**FIG. 6** • The Brute with firearm (1) enters the elevator, then the Thug with crowbar (2) leaves it.



# MISSIONS



## WAYNE MANOR

**A**SSAULT ON WAYNE MANOR **P.6**

**P**ARTY CRASHERS **P.10**

**B**URGLARY AT WAYNE MANOR **P.12**

**J**UNGLE MADNESS **P.14**

**B**ATCAVE BLITZ **P.18**

**D**EMON RELICS **P.22**

## BATMOBILE

**C**HAOS IN THE BATCAVE **P.24**



## ASSAULT ON WAYNE MANOR

Master Bruce, the dastardly Court of Owls are besieging Wayne Manor! I have activated our full offensive and defensive systems protocol. I'm hoping to contain them by limiting their mobility. That way, once we've put a stop to them, we may be able to get to the source. I have also activated the cooling system, which should exploit their vulnerabilities and slow them down. It's going to get quite chilly in here, sir; might I suggest you wear your special suit?

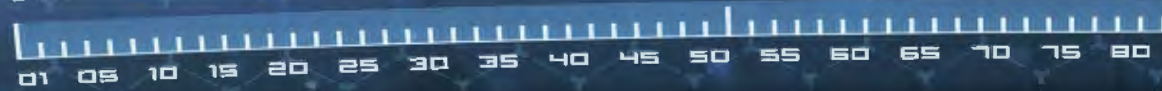


### END-GAME CONDITIONS

- at the end of villain Turn 8, the game ends - the current step is Check End-game Conditions 2 of turn 8
- the Court of Owls has erased all of Batman's evidence of their existence - the villain has achieved 3 of the 4 objectives (Release an Owl Prisoner, Erase the Data About the Court of Owls, Recover Ergot's mask, Destroy the Manor)

### VICTORY CONDITIONS

- HERO:** the hero has resisted the cold and prevented the villain from erasing evidence of the Court of Owls' existence - the hero controls Batman Thrasher Suit and the villain has achieved fewer than 3 objectives
- VILLAIN:** the hero has succumbed to the cold or the Court of Owls has erased all evidence of their existence - the hero does not control Batman Thrasher Suit **AND/OR** the villain has achieved 3 of the 4 objectives





Handwritten notes on a piece of paper, including the words "PENGUIN" and "BATMAN".



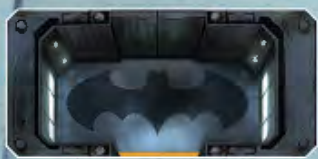
Necessary material

**T-REX**

x1 MINIATURE

**BAT-ROBOTS**

x4 MINIATURES





**1 3 REINFORCEMENT POINTS**

**2 2 REINFORCEMENT POINTS + RESURRECTION:** this event can only be used if there is at least one Talon tile in the river. When the villain performs the Resurrection event, they stand the Talon miniature upright and return the corresponding tiles in the river, unneutralized face up. They then place the Talon LP marker on 3. Talon is no longer neutralized.

**TALON:** when Talon is neutralized, the villain places the miniature on its side, in the area, instead of removing it from the board. The Talon tiles are still neutralized. Their size and menace are no longer taken into account.

**PRISONER:** during setup, the villain places a Citizen miniature on the board as indicated on the setup diagram. The Citizen miniature is treated as a simple token, not as a hero or character.

**EXTRA REINFORCEMENT TOKENS:** during setup, the villain places a reinforcement token on the 3 and a reinforcement token on the 6 of the turn track.

**OPEN THE FIRST PASSAGE:** during the Advance the Turn Marker step of turn 3, the villain moves the reinforcement token located on position 3 of the turn track to the "area 1". This

area is now considered a reinforcement area. The villain immediately gains 2 reinforcement points that they are only allowed to spend on this area to bring miniatures into play.

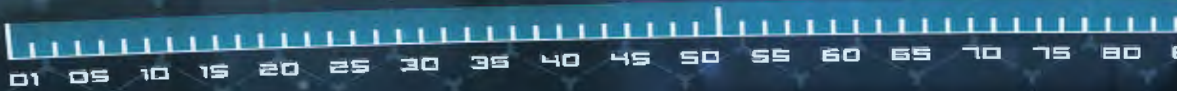
**OPEN THE SECOND PASSAGE:** during the Advance the Turn Marker step of turn 6, the villain moves the reinforcement token located on position 6 of the turn track to the "area 2". This area is now considered a reinforcement area. The villain immediately gains 2 reinforcement points that they are only allowed to spend on this area to bring miniatures into play.

**BAT-ARMOR:** during setup, the Batman Thrasher Suit hero screen is placed next to the board.



As long as Bruce Wayne is not equipped with Bat-armor, the Batman Thrasher Suit miniature is not taken into account when calculating hindering.

**T-REX ON GUARD:** if a villain's character is present on the Trophy Room board during the Trigger the End of the Heroes' Turn Effects step, the hero can immediately





perform a character activation with the T-Rex. They follow the Activate a Character Controlled by a Tile steps, with the exception that they cannot spend any energy cubes for either movement or rerolls. No player may spend energy cubes during the T-Rex defense steps. The T-Rex cannot enter the elevator.

**BAT-ROBOTS:** there cannot be more Bat-Robots on a game board than there are Bat-Robots Station tokens on that board. No player may spend energy cubes during Bat-Robots' defense steps.

**ACTIVATE THE BAT-ROBOTS:** during the Trigger the End of the Heroes' Turn Effects step, the hero can immediately perform a character activation with each of the 4 Bat-Robots. There are two situations when a Bat-Robot is activated:

- the Bat-Robot is on the board. The hero follows the Activate a Character Controlled by a Tile steps, with the exception that they cannot spend any energy cubes for either movement or rerolls. Bat-Robots cannot enter the elevator.
- the Bat-Robot is neutralized. The Bat-Robot is put back into play on the area of a Bat-Robots Station token.

**EQUIPPED WITH BAT-ARMOR:** if Bruce Wayne finishes his turn in the same area as the Batman Thrasher Suit miniature, he can equip the Bat-Armor. To do so, the hero replaces the Bruce Wayne hero screen with the Batman Thrasher Suit hero screen. They keep all their equipment cards. They then move all their energy cubes to the reserve zone.

**RELEASE AN OWL PRISONER:** a villain's character in the same area as the Lock token can hack it to open the Owl prisoner's cell. To do so, they perform a complex thought of difficulty 3. If successful, the prisoner is released. To indicate this, the villain removes the Lock token and the Citizen miniature from the board. With this, the villain has achieved an objective.

**ERASE THE DATA ABOUT THE COURT OF OWLS:** a villain's character in the same area as the computer miniature can erase the data. To do so, they perform a complex thought of difficulty 3. If successful, the data is erased. To indicate this, the villain removes the computer miniature from the board. With this, the villain has achieved an objective.

**RECOVER ERGOT'S MASK:** a villain's character in the same area as the Ergot's Mask token can recover it. To do so, they perform a complex manipulation of difficulty 3. If successful, they recover the mask. To indicate this, the villain removes the Ergot's Mask token from the board. With this, the villain has achieved an objective.

**DESTROY THE MANOR:** a villain's character in the same area as the bomb token can arm the bomb to destroy Wayne Manor. To do so, they perform a complex manipulation of difficulty 3. If successful, the bomb is armed. The villain replaces the bomb token with a bomb miniature to indicate its imminent explosion. With this, the villain has achieved an objective.



# PARTY CRASHERS



Bruce, I hate to pull you away from the party, but I've got some bad news. It seems the Riddler is among the attendees of your Wayne Enterprises ceremony. I've deduced that he's looking for the location of the Batcave, and since it's sitting right below your gala, he's getting awfully close. I've already informed the GCPD. You just have to look after your guests and throw him off the scent. Good luck and, well, sorry about your party. Perhaps hosting an event on top of the Batcave wasn't the best idea...



## END-GAME CONDITIONS

- ◆ at the end of villain Turn 6, the game ends - the current step is Check End-game Conditions 2 of turn 6
- ◆ The Riddler has discovered that the Batcave is in the basement of Wayne Manor - only 1 Clue token remains on the board

## VICTORY CONDITIONS

- ◆ HEROES: the heroes have detained the villain long enough for the police to arrive - the villain has not discovered the location of the Batcave
- ◆ VILLAIN: The Riddler has discovered that the Batcave is in the basement of Wayne Manor - the villain has discovered the location of the Batcave



4

1st HERO

BRUCE

ALFRED

ROLLING PIN

2nd HERO

JULIA

HANDGUN

HUNTRESS

CROSSBOW



1 3 REINFORCEMENT POINTS

**FIND A CLUE:** a villain's character in the same area as a Clue token can look for a clue to the location of the Batcave. To do so, they perform a **complex thought** of difficulty 3. The investigation skill is taken into account. If successful, the villain gets a clue to the location of the Batcave. To indicate this, the villain removes the Clue token from the board.

**DISCOVER THE BATCAVE:** when the villain has obtained 4 clues, they immediately discover the location of the Batcave.

**NEW WAY IN:** a villain's character in the same area as an inactive reinforcement token can force the door open to give access to their reinforcements. To do so, they perform a **complex manipulation** of difficulty 3. If successful, the villain has found a new way in. To indicate this, they turn the reinforcement token over. The area is now considered a reinforcement area.

**HOSTAGES:** the hostages are represented by Citizens miniatures. Hostages cannot be targeted with explosions or attacks. A villain's character in the same area as a hostage gets plus 1 automatic success for all defense steps.

**STRATEGIC WITHDRAWAL:** The Riddler can move the hostages. To do so, he performs a **complex thought** of difficulty 3. If successful, the villain immediately performs a character activation with a hostage located in the same area as a villain's character. During this activation, they only perform the First Movement Step of the Activate a Character Controlled by a Tile steps. Also, during this activation, they cannot spend any energy cubes to buy additional move points. For this action, they are treated as allies of the villain's side.



Alfred! Are you there?! Look out! Tusk and his henchmen are taking advantage of Bruce's absence. My guess is they're coming to loot Wayne Manor, but with these brutes, who knows what they're after. My surveillance confirms they are getting close; you don't have much time. I've contacted the GCPD, but in the meantime you're on your own. I know you can fight, but these goons aren't to be taken lightly. Be careful, old friend.



**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 stolen enough valuables - the villain has 5 Valuable Items

**VICTORY CONDITIONS**

- ◆ HERO: Alfred has detained the robbers long enough for the police to arrive - the villain has fewer than 5 Valuable Items
- ◆ VILLAIN: the robbers have managed to steal the valuables before the police arrive - the villain has 5 Valuable Items



0

1st HERO

ALFRED

ROLLING PIN



1 2 REINFORCEMENT POINTS

**PILLAGE:** a villain's character in the same area as a Valuable Items token can steal valuables from the mansion. To do so, they perform a complex manipulation of difficulty 3. If successful, the villain has stolen the valuables. They take the Valuable Items token and place it next to their command post to indicate they have it.

**INCREASE THE MANSION'S SECURITY LEVEL:** a hero in the same area as a computer token can increase the security level of the mansion. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, the security level is increased. To indicate this, the hero replaces the computer token with a computer miniature.

**DECREASE THE MANSION'S SECURITY LEVEL:** a villain's character in the same area as a computer miniature may attempt to lower the security level. To do so, they perform a complex thought of difficulty 3. If successful, the security level is decreased. To indicate this, the villain replaces the computer miniature with a computer token.

**BAT-ROBOTS:** no player can spend energy cubes during the Bat-Robots' defense steps.

**ACTIVATE THE BAT-ROBOTS:** during the Trigger the End of the Heroes' Turn Effects step, the hero can activate as many Bat-Robots as computer miniatures on the board. There are two situations when a Bat-Robot is activated:

- the Bat-Robot is on the board. The hero follows the Activate a Character Controlled by a Tile steps, with the exception that they cannot spend any energy cubes for either movement or rerolls.
- the Bat-Robot is neutralized. The Bat-Robot is put back into play on the area of the Bat-Robots Station token.

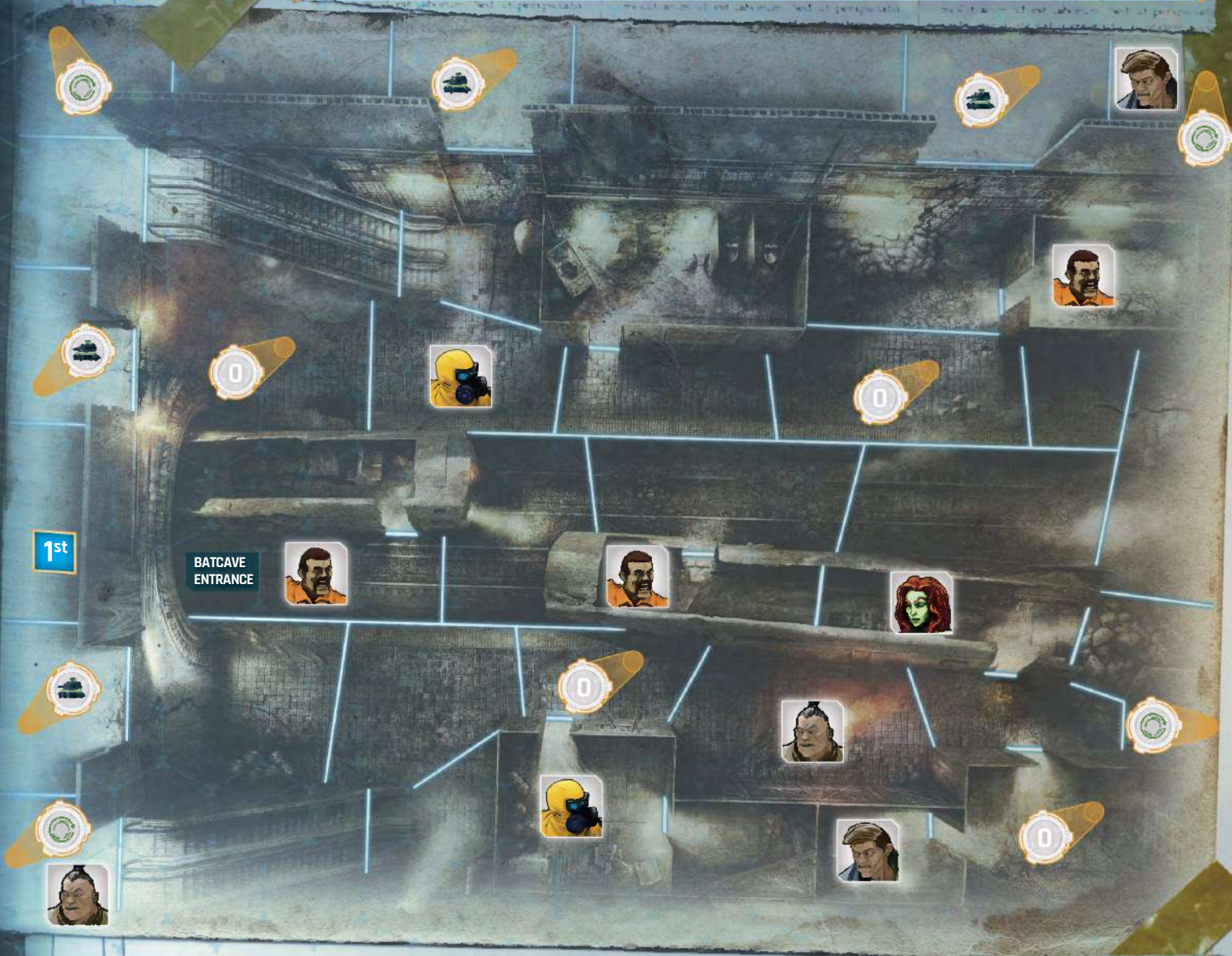
**NEW REINFORCEMENTS:** during the Trigger the Start of the Heroes' Turn Effects step of Turn 5, the villain performs the following steps:

- they turn the inactive reinforcement token over to show its active side. The area this token is in is now considered a reinforcement area.
- they immediately gain 2 reinforcement points that they can only spend on this reinforcement area to bring miniatures into play.

**ADDITIONAL ARMAMENTS:** during the Trigger the Start of the Heroes' Turn Effects step of Turn 5, the manor's security system automatically unlocks a weapons' cache in the library. The hero places the Rocket launcher card in the area marked "weapons cache".



Batwing, I need your help! Poison Ivy has tracked down the spore samples we recovered from her previous attack. I'm trapped at our hideout in the abandoned Subway Station. She's here, too, hard at work on her next project. She's installing propagation stacks to accelerate the growth of her mutant plants. If they reach maturity, these spores will unleash untold destruction. I can activate the defense turrets, but I'm going to need your help. She hasn't attacked yet, and I'm not sure what she's waiting for. Please hurry!



**END-GAME CONDITIONS**

- ◆ at the end of hero Turn 6, the game ends - the current step is Check End-game Conditions 2 of turn 6
- ◆ the heroes have destroyed enough propagation stacks - Only 1 Propagation Stack token remains on the board

**VICTORY CONDITIONS**

- ◆ HEROES: the heroes have curbed the growth of the plants - fewer than 2 Propagation Stacks are active
- ◆ VILLAIN: the heroes have not stopped the plants from growing - 2 or more Propagation Stacks are active





2nd

BATCAVE  
ENTRANCE



Necessary material





**1** **4 REINFORCEMENT POINTS + CREEPERS:** the villain immediately activates all the Carnivorous Plants. During this activation, they perform only the First Movement Step of the Activate a Character Controlled by a Tile step. For this action, the Carnivorous Plants must respect the following exceptions:

- Their Move Point Bonus for the First Movement is 2.
- During the Calculate the Move Cost step, it is always equal to 1 move point. The type of move, hindering and dangerous terrain are all ignored when calculating the cost.
- During the Apply the Effects of the Destination Area step, the Carnivorous Plants ignore wounds suffered by falls.
- The villain cannot buy move points.

**2** **0 REINFORCEMENT POINTS + FERTILIZE A PROPAGATION STACK:** if Poison Ivy is not neutralized, the villain turns an inactive Propagation Stack token active side up.  
**+ CREEPERS**

**UNNATURAL SYMBIOSIS:** if Poison Ivy is in the same area as a Propagation Stack, she can grow a Carnivorous Plant. To do so, she performs a complex thought of difficulty 3. If successful, the villain removes a Carnivorous Plant from their character pool and places it in Poison Ivy's area to indicate the plant has grown.

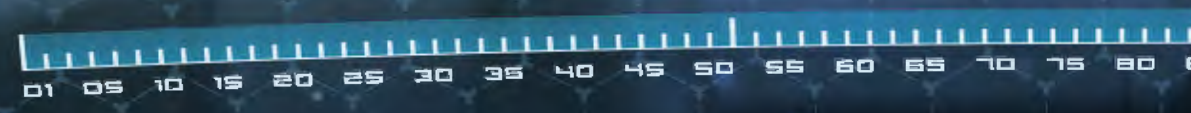
**PLANT A PROPAGATION STACK:** a villain's character in the same area as an inactive Propagation Stack token can seed the stack. To do so, they perform a complex manipulation of difficulty 3. If successful, the Propagation Stack is created, and the spores grow. To indicate this, the villain turns the Propagation Stack token active side up.

**CIRCLE OF LIFE:** immediately after a Propagation Stack token has been turned active side up, the villain can neutralize a miniature of their side, except Poison Ivy, in this token's area. They then replace it with a Carnivorous Plant from the character pool.

**DESTROY A PROPAGATION STACK:** a hero in the same area as a Propagation Stack token can destroy the Propagation Stack. To do so, they perform a complex manipulation of difficulty 5. If successful, the Propagation Stack is destroyed. To indicate this, the hero removes the Propagation Stack token from the board.

**ENTERING AND LEAVING THE BATCAVE:** a miniature in an area marked "Batcave Entrance" on the setup diagram can enter or leave the Batcave by performing a simple movement. It is then moved to the other area marked "Batcave Entrance" on the setup diagram.

**ENABLE BATCAVE DEFENSES:** if Oracle is in the same area as the computer, she can activate the Batcave's defenses





to stop the villain from escaping. To do so, she performs an automatic thought. Oracle then activates **one** Defense Turret active side up. At the end of the activation, turn the Defense Turret token inactive side up. If Oracle has the headset, she can perform this action even if she is not located in the same area as the computer.

**ACTIVATE A DEFENSE TURRET:** when a Defense Turret is activated, the hero who controls Oracle can immediately perform a ranged attack action using the Defense Turret token. For this action, the Defense Turret token is treated as a character with a ranged attack characteristic of 2 rerollable orange dice.

**DEFENSE TURRETS:** during the Upkeep Heroes' Start of Turn step, all Defense Turret tokens are turned active side up. Turret Defense tokens can be targeted with attacks or explosions. In this case, they have an automatic defense equal to 3, 1 life point, 0 size, and 0 menace. The hero cannot spend energy cubes during Defense Turrets' defense steps. When a Defense Turret is neutralized, a hero removes the token from the board and returns it to the box. Defense Turret tokens have the nerves of steel skill level 4 and the gas immunity trait.





Batman! Bane is here! He's found the Batcave! As we speak, he and his thugs are planting bombs throughout. Something is wrong with our security systems as they aren't responding to my override codes. It looks like the source of the problem is at Wayne Industries Bank—some kind of malware on their terminals is blocking all of my recovery efforts. You must get those security systems back online, while I try to contain the threat from here. Hurry, there isn't much time!



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 Batcave defenses have been reactivated, driving the villains away - only 1 computer remains on the board
- ❖ Bane's explosives have been defused and the Batcave has been saved - only 1 bomb remains on the board

**VICTORY CONDITIONS**

- ❖ HEROES: the bombs have been defused or the defenses of the Batcave have been reactivated - only 1 computer remains on the board OR only 1 bomb remains on the board
- ❖ VILLAIN: Bane's plan worked and the Batcave has been destroyed - 2 or more computers are on the board and 2 or more bombs are on the board





Necessary material

**T-REX**

x1 MINIATURE

**BAT-ROBOTS**

x3 MINIATURES

**GRONKES**

x3 MINIATURES





**1 4 REINFORCEMENT POINTS**

**2 4 REINFORCEMENT POINTS + FEAR GAS:** if Scarecrow is in play, the villain brings a fear toxin token into play on an area containing at least one villain's miniature. Each fear toxin token is treated as a gas token and increases the menace level of the area by 3 when calculating hindering. Scarecrow is immune to the effects of the fear toxin tokens.  
**+ COME TO ME, MY PENGUINS:** if The Penguin is in play, the villain can bring a Penguin's Gang miniature into play as a reinforcement on a reinforcement area.

**3 4 REINFORCEMENT POINTS + DEADLY GAS:** if The Joker is in play, the villain brings a Joker venom token into play on an area that contains at least one villain's miniature. Each Joker venom token is treated as a gas token and increases the dangerous terrain level of the area by 2. The Joker is immune to the effects of The Joker venom tokens.  
**+ INJECT VENOM:** if Bane is in play, the villain immediately activates the Bane character.

**4 4 REINFORCEMENT POINTS + DEADLY GAS:** if The Joker is in play, the villain brings a Joker venom token into play on an area that contains at least one villain's miniature. Each Joker venom token is treated as a gas token and increases the dangerous terrain level of the area by 2. The Joker is immune to the effects of Joker venom tokens.  
**+ INJECT ENHANCED VENOM:** if Bane (Venom Injected) is in play, the villain immediately activates the Bane (Venom Injected) character, and then, at the End the Character Activation step, he loses 2 life points.

**AGAINST THE ODDS:** the friendly tile for Oracle's command skill is necessarily the drones with turrets tile for this mission.

**RECOVER THE ENHANCED VENOM:** if Bane is in the same area as the Enhanced Venom token, he can retrieve it and inject it. To do so, he performs an automatic manipulation. The villain then removes the Bane tile from the river and replaces it with the Bane (Venom Injected) tile. Then they replace Bane's miniature and life point marker with those of Bane (Venom Injected).

**DEFUSE SOPHISTICATED BOMB:** a hero in the same area as a bomb can defuse it. To do so, they perform a complex thought of difficulty 6. The hacking skill is taken into account. If successful, the sophisticated bomb is defused. To indicate this, the hero removes the bomb miniature from the board.

**4**

**1st HERO**

BATMAN

BATMAN

**2nd HERO**

RED ROBIN

ROBIN

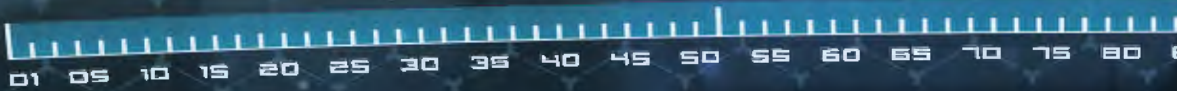
BLUE BIRD

TASER HANDGUN

**3rd HERO**

ORACLE

TRANQUILIZING GUN, PORTABLE COMPUTER



**DISABLE THE MALWARE:** a hero in the same area as a computer can clean an infected terminal of malware. To do so, they perform a complex thought of difficulty 6. The hacking skill is taken into account. If successful, the terminal has been disinfected. To indicate this, the hero removes the computer miniature from the board.

**ACTIVATE BATCAVE DEFENSES:** during the Trigger the Start of the Heroes' Turn Effects step, heroes can activate the defenses on as many levels of the Batcave as terminals that have been disinfected. A level's defenses can only be activated once per turn. When a level's defenses are activated, one of the heroes activates the Defense Turrets, Bat-Robots and T-Rex located on the Batcave board of the activated level.

**ACTIVATE BAT-ROBOTS:** when a level's defenses are activated, the hero can immediately activate a Bat-Robot miniature on the Batcave board of the activated level. For this activation, the hero follows the Activate a Character Controlled by a Tile steps, with the exception that they cannot spend any energy cubes for either movement or rerolls.

**ACTIVATE T-REX:** when a level's defenses are activated, the hero can immediately activate the T-Rex if it is on the Batcave board of the activated level. For this activation, the hero follows the Activate a Character Controlled by a Tile steps, with the exception that they cannot spend any energy cubes for either movement or rerolls. Unlike Bat Robots, the T-Rex cannot enter the elevator.

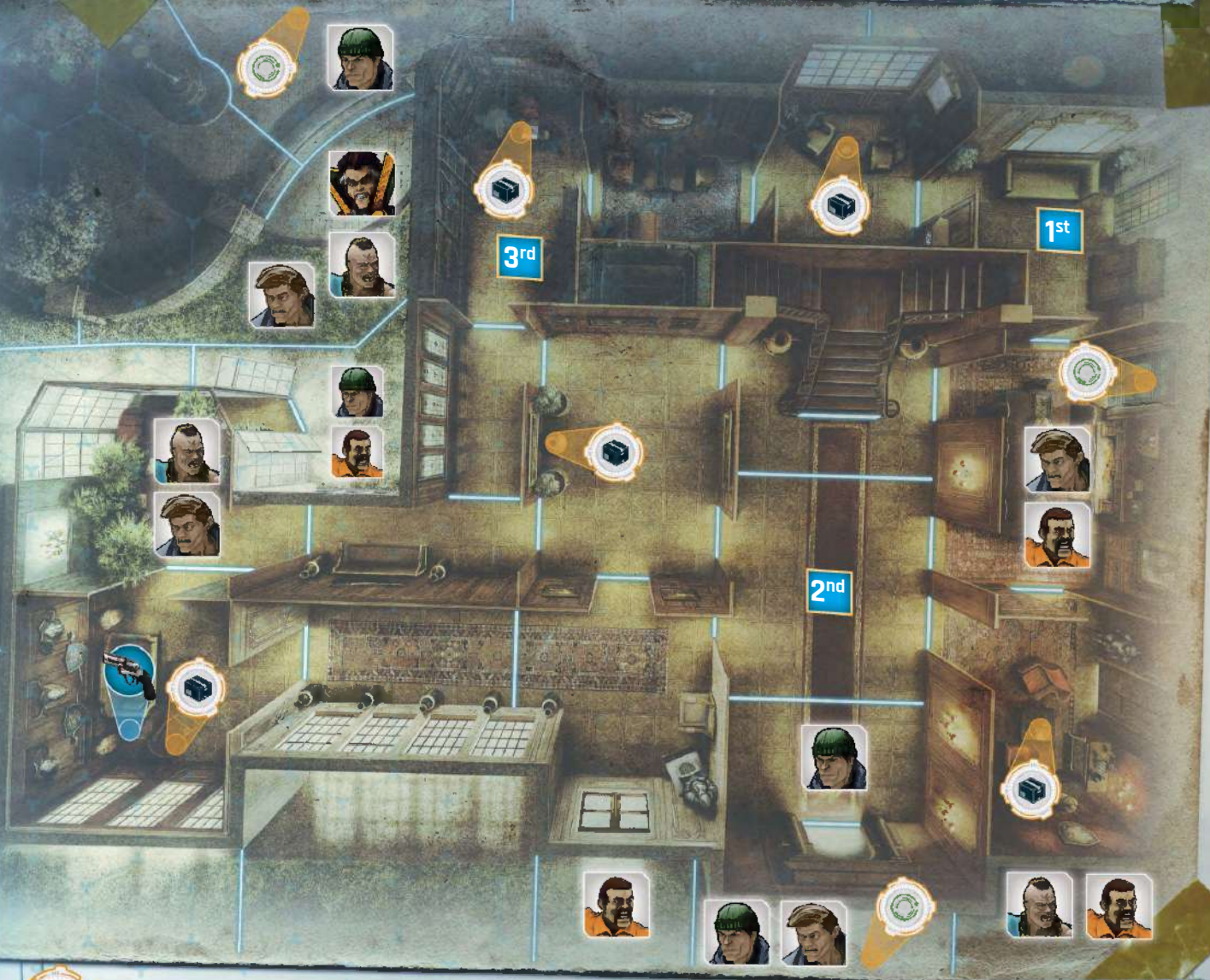
**ACTIVATE A DEFENSE TURRET:** when a level's defenses are activated, the hero can immediately carry out a ranged attack action using a Defense Turret token on the Batcave board of the activated level. For this action, the Defense Turret token is treated as a character with a ranged attack characteristic of 2 rerollable orange dice.

**BAT-ROBOTS:** no player can spend energy cubes during Bat-Robots' defense steps. Bat-Robots are treated as ally characters of the heroes' side.

**T-REX:** no player can spend energy cubes during the defense steps of the T-Rex. The T-Rex is treated as an ally character of the heroes' side.

**DEFENSE TURRETS:** Defense Turret tokens can be targeted with attacks or explosions. In this case, they have an automatic defense equal to 3, 1 life point, 0 size, and 0 menace. The hero cannot spend energy cubes during Defense Turrets' defense steps. When a Defense Turret is neutralized, a hero removes the token from the board and returns it to the box. Defense Turret tokens have the nerves of steel skill level 4 and the gas immunity trait.

Father, the moment I've been dreading has come. Grandfather has returned. Even now, he approaches—seeking to take back the relics I collected during my Year of Blood. We must stop him. For if we fail, he will become all powerful and none—not even you—will be able to stand against him!



**END-GAME CONDITIONS**

- ◆ at the end of villain Turn 6, the game ends - the current step is Check End-game Conditions 2 of turn 6
- ◆ Ra's Al Ghul has seized the demon relics and, with them, will be able to increase his power - the villain recovered 4 Relics

**VICTORY CONDITIONS**

- ◆ HEROES: the heroes prevented Ra's Al Ghul from seizing all of the relics - the villain recovered fewer than 4 Relics
- ◆ VILLAIN: Ra's Al Ghul has seized the demon relics and, with them, will be able to increase his power - the villain recovered 4 Relics

5

1st HERO

BRUCE

ULTRASONIC EMITTER

ROBIN

ULTRASONIC EMITTER

2nd HERO

JULIA

HUNTRESS

3rd HERO

ALFRED

ROLLING PIN

CATWOMAN

CLAWS



- 1 5 REINFORCEMENT POINTS
- 2 3 REINFORCEMENT POINTS + REBIRTH OF THE DEMON: this event is usable only if there is at least one Ra's Al Ghul tile in the river. When the villain plays the Rebirth of the Demon event, they place the Ra's Al Ghul miniature upright and flip the corresponding tiles to show their unneutralized side. Then they place Ra's Al Ghul's LP marker on 5. Ra's Al Ghul is no longer neutralized.

**RA'S AL GHUL:** when Ra's Al Ghul is neutralized, the villain places the miniature on its side, in the area, instead of removing it from the board. His tiles are still neutralized. His size and menace are no longer taken into account.

**DEMON RELICS:** during setup, the villain shuffles the 5 Relic tokens and places them face down (without looking at them) on the locations indicated on the setup diagram.

**RECOVER A RELIC:** a villain's character that does not have a Relic token on at least one of their tiles, in the same area as a Relic token, can recover it. To do so, they choose:

- either a complex manipulation of difficulty 3
- or a complex thought of difficulty 3.

If successful, they have recovered a Relic. To indicate this, they place the Relic token face up on one of their tiles, one that does not already have one.

**RELICS:** a tile on which a Relic token is placed cannot be demobilized or dredged from the river. When a tile with a Relic token is neutralized, it retains the Relic token. The tile on which a Relic token is placed is affected by its effect:

- **Garuda's Talons.** The characters of the affected tile have their Move Point Bonus for the First Movement reduced by 1.
- **Belphegor's Scepter.** The activation cost of the affected tile is increased by 1.
- **Scales of Eons.** No effect.
- **Thousand Night's Thurible.** The activation cost of the affected tile is decreased by 1, with a minimum of 1.
- **Mask of Serenity.** Energy cubes spent for rerolls of characters of this tile are directly placed in the fatigue zone. Thus, they do not saturate the reroll space.

**TRANSMITTER:** a hero in possession of the ultrasonic emitter in an area without a Bats miniature may, if there is at least one Bats miniature in the character pool, call on the Bats. To do so, they perform an automatic manipulation. In this case, they take a Bats miniature from the character pool and place it in the area.

**A COLONY OF BATS:** the bats are treated as ally characters of the heroes' side. When a Bats miniature is neutralized, it is returned to the box. It is not returned to the character pool.

## CHAOS IN THE BATCAVE

Master Bruce! You must turn back immediately. We've fallen for a ruse. The true threat is here, in the Batcave! The Riddler and his thugs are invading as we speak. I tried to activate security systems, but it seems they've been compromised. Alert the others! We must resume control quickly or all our best assets will be used against us!



### 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
- the heroes have managed to regain control of the Batcave - only 1 Security System token remains on the board

### VICTORY CONDITIONS

- HEROES:** the heroes have succeeded in regaining control of the Batcave - only 1 Security System token remains on the board
- VILLAIN:** the heroes have not succeeded in regaining control of the Batcave - 2 or more Security System tokens remain on the board

DEFENSE TOWER



BAT-ROBOTS STATION



SECURITY SYSTEM



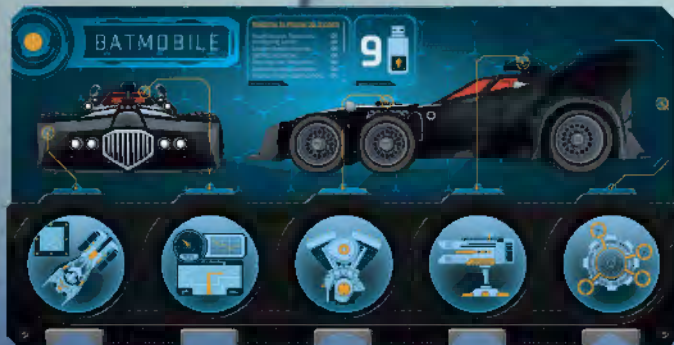
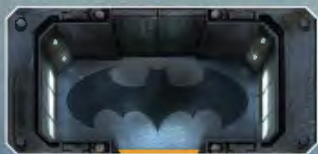
24

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





Necessary material





**1** 3 REINFORCEMENT POINTS

**2** 3 REINFORCEMENT POINTS + **BATCAVE SECURITY PROTOCOL:** the villain can activate each security system of the Batcave that they control.

**CONTROLLER OF THE BATMOBILE:** in this mission, the controller of the Batmobile is the 1<sup>st</sup> hero.

**CONTROL OF THE BATCAVE'S SECURITY SYSTEMS:** there are three Batcave security systems: the Elevator, the Defense Towers and the Bat-Robots.

At the beginning of the game, the villain has control of all security systems. The heroes will regain control as they progress as follows:

- if the heroes have **1 Security System token**, they have regained control of **the elevator** from the villain.
- if the heroes have **2 Security System tokens**, they have regained control of **the elevator and the defense towers** from the villain.
- If the heroes have **3 Security System tokens**, they have regained control of **the elevator, the defense towers, and the Bat-Robots** from the villain.

**ELEVATOR:** the elevator is moved as usual with the exception that if the heroes do not control it, they cannot perform automatic manipulations to move or call it.

When a player activates the Elevator's system, they move it.

**DEFENSE TOWERS:** the Defense Tower tokens are considered characters. They have the following characteristics:

- a ranged attack characteristic of orange with reroll + orange with reroll
- an automatic defense of 3
- 1 life point
- 0 size index and 0 menace
- the nerves of steel skill level 4 and the gas immunity trait

When a player activates the Defense Towers' system, they can activate a Defense Tower token. In this case:

- if the Defense Tower token is active side up, they perform a ranged attack.
- if the Defense Tower token is inactive side up, the player flips the token over to active side up.

Energy cubes cannot be spent by any player during the defense steps of the Defense Tower tokens. When a Defense Tower is neutralized, the villain flips it over to show its inactive side up.

**BAT-ROBOTS:** the Bat-Robots miniatures are ally characters to the side controlling the Bat-Robots' security system. When a player activates the Bat-Robots' system, they can activate a Bat-Robot:

- if the Bat-Robot is in play, they immediately perform a character activation with the Bat-Robot. If it is activated following a vehicle action, the hero ignores the Spend Energy Cubes step during movement actions.
- if the Bat-Robot is in the character pool, it is removed from the pool by the player activating it and it is placed in the same area as a Bat-Robots Station token.

Each Bat-Robot can only be activated once during each side's turn.

Energy cubes cannot be spent by any player during the defense steps of the Bat-Robots.

**REGAIN CONTROL OF THE BATCAVE:** a hero in the same area as a Security System token can regain control of it. To do so, they perform a complex thought of difficulty 6. The hacking skill is taken into account. If successful, the hero regains partial control of the Batcave. To indicate they have it, the Security System token is removed from the board and placed next to their hero board.

**HACK THE SECURITY SYSTEM:** a villain's character in the same area as a Security System token can hack into it. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, they immediately activate one of the Batcave's security systems, whether they control it or not.

**BATMOBILE UNDER REPAIR:** for this mission, the Batmobile is under repair. During the assembly of the Batmobile, its controller must choose the level 2 component for the engine. For this mission, the Batmobile cannot perform Batmobile movements.

**VEHICLE ACTION:** the Batmobile cannot perform the same vehicle action twice in the same turn.  
The different vehicle actions added by this mission are:

**Disable a Bat-Robot:**

The Batmobile hacks into a Bat-Robot in order to neutralize it. In this case, the villain rolls 1 yellow die. The Bat-Robot then suffers one wound per success obtained.

**Disable the Defense Towers:**

The Batmobile hacks into a defense tower in order to neutralize it. In this case, the villain rolls 1 yellow die. The defense tower then suffers one wound per success obtained.

**Activating the Elevator:**

If the heroes have regained control of the elevator, the Batmobile activates the Elevator's system.

**Activation of a Tower:**

If the heroes have regained control of the defense towers, the Batmobile activates the Defense Towers' system.

**Activation of a Bat-Robot:**

If the heroes have regained control of the Bat-Robots, the Batmobile activates the Bat Robots' system.



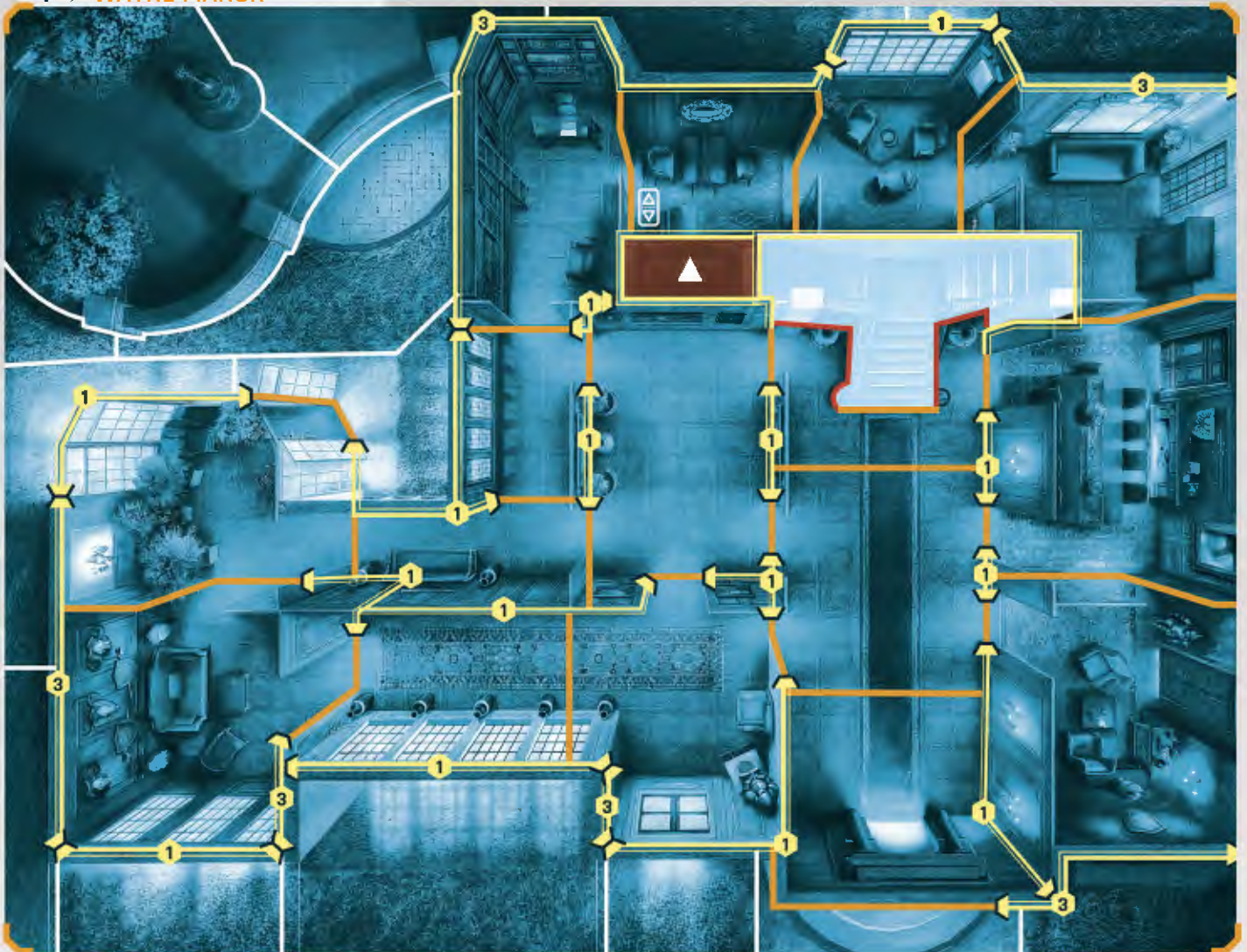


# GAME BOARDS RULES



- 1 ◇ WAYNE MANOR
- 2 ◇ BAT-COMPUTER ROOM
- 3 ◇ ARMORY
- 4 ◇ TROPHY ROOM
- 5 ◇ DOCK

## 1 ◇ WAYNE MANOR

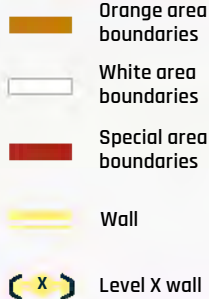


### ELEVATION LEVELS



Elevation level 1  
Elevation level 2

### AREA BOUNDARIES



Orange area boundaries  
White area boundaries  
Special area boundaries  
Wall  
Level X wall

### AREAS



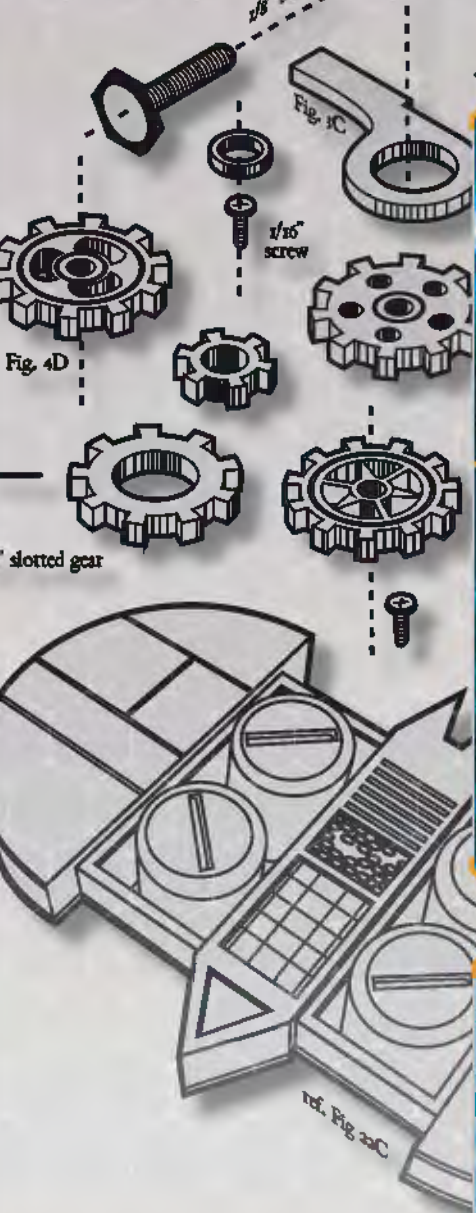
Elevator's entrance area.



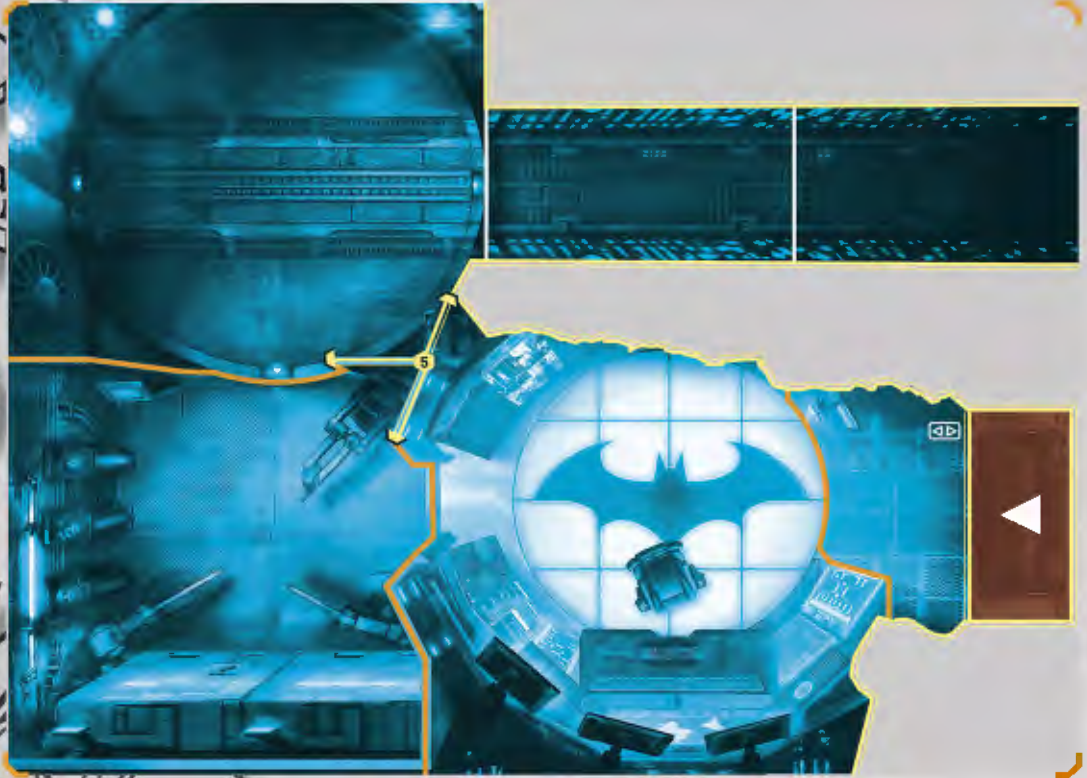
Elevator shaft



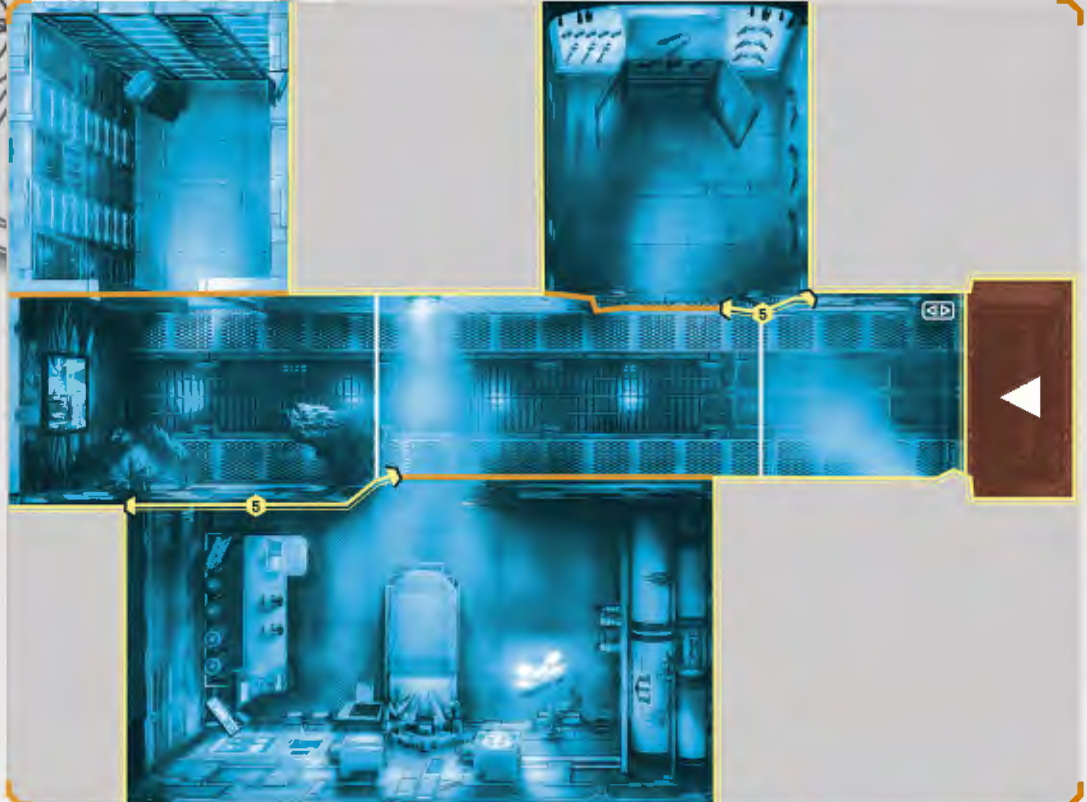
Indicates the elevator tile's orientation



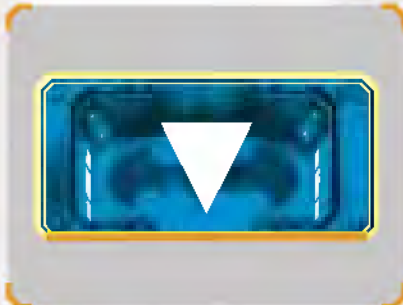
## BAT-COMPUTER ROOM



## 3 ARMORY



## ELEVATOR

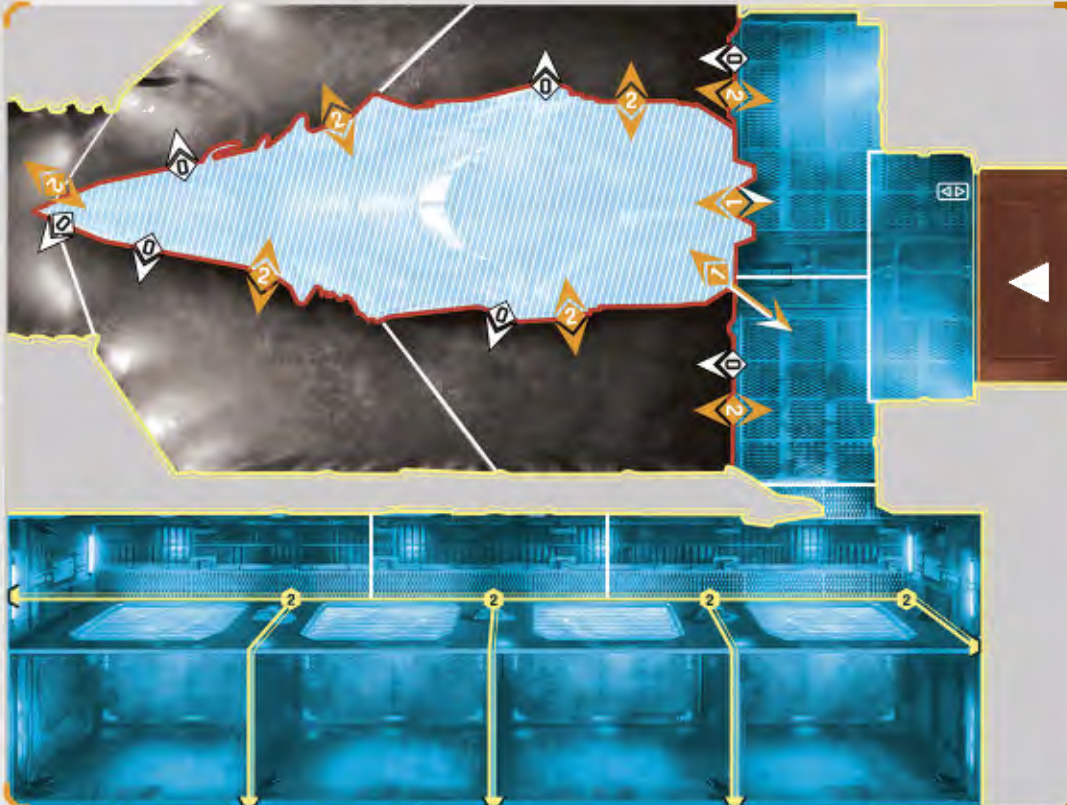
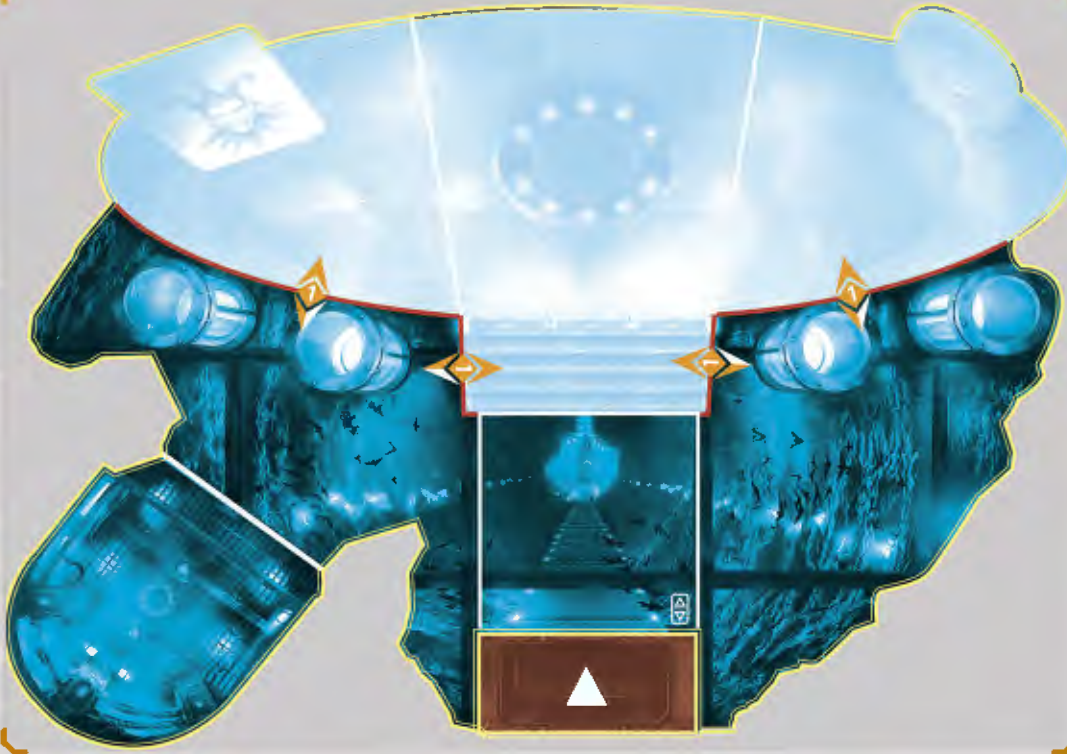


### ELEVATION LEVELS

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

### AREA BOUNDARIES

- Orange area boundaries
- White area boundaries
- Special area boundaries
- Wall
- Level X wall



## SPECIAL MOVES



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



A **level X fall** can be performed between those two areas following the arrow's direction.



A **level X climbs** and **falls** 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.

## AREAS



Elevator's entrance area.



Elevator shaft



Promontory



Indicates the elevator tile's orientation

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Many thanks to the members of the [www.THE-OVERLORD.NET](http://www.THE-OVERLORD.NET) community for their feedback!



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MONSLITH