

BATMAN™

The Animated Series



SHADOW OF THE BAT



GAME DESIGN BY
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ADVENTURES
UNIVERSAL GAME SYSTEM

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SHADOW OF THE BAT

In *Batman: The Animated Series Adventures*, up to 4 players swing into action as heroes from Gotham City, battling against either another player controlling the villains (competitive mode) or the game itself (cooperative mode). Both modes play out events of episodes from the animated series, remixing the plot with new hero combinations, unique skills, and powerful gadgets! Want to put your heroes into new challenges? Use the guide in the back of this book to create your own battles and setups!

OVERVIEW

In each game, you'll play a battle that has a unique setup and rules from the Episode Guide. Each battle has special victory conditions for heroes and villains, depending on the plot of the episode. After players select a team of heroes and their character specific skill cards, you'll play a series of rounds until either the heroes or villains emerge triumphant!

Each hero comes with 3 dice that are rolled at the start of the round. Hero players then arrange these dice – sharing one set of symbols with the player on their left, and another with the player on their right. On a hero's turn, they use their dice to take actions, as well as potentially activating their unique skills and powerful gadgets.

In Competitive Mode, after each hero's turn, the villain takes a turn, playing villain ability cards to activate their figures on the map.

In Cooperative Mode, players create an initiative deck by combining the initiative cards for each hero and villain type in the selected battle. As cards are drawn from the initiative deck, the figures on those cards activate, taking turns and spending actions.



Riddle me this! You see without seeing. To you, darkness is as clear as daylight. What are you? Blind as a bat, of course.

If you had trouble with that simple riddle, you will undoubtedly require assistance as you read through this rulebook. I have littered question boxes throughout to add further information and examples when required.

COMPONENTS

40 Plastic Miniatures

23 Dice

- 15 Hero-Specific Action Dice
- 8 Battle Dice

6 Snap-On Bases

4 Reference Sheets

8 Double-Sided Map Tiles

1 Round Tracker Bookmark

1 Rulebook

2 Episode Guides

190 Standard Cards

- 35 Hero Skill Cards
- 82 Villain Ability Cards
- 5 Ally Cards
- 23 Initiative Cards
- 45 Gadget Cards

23 Oversized Cards

- 8 Hero Character Sheets
- 13 Villain Character Sheets
- 2 Time Bomb Sheets

376 Punch-Out Tokens

86 Status Tokens

- 16 KO/Stun
- 16 Entangle 1/3
- 14 Firing/Under Fire
- 8 Cold/Free Fall

- 8 Unaware/Fear Toxin

- 8 Cover/Crouch
- 8 SmileX Early/Late
- 8 Hostage

170 Other Tokens

- 64 Wounds
- 30 Focus
- 1 Vault Tile/VR World Tile
- 1 Round Marker
- 1 Two-Face Coin
- 48 Dice Placeholder Tokens
- 12 Tick/Time Bomb
- 2 Wire Success
- 10 Wire Fail
- 1 Solo Character Sheet Extension

33 Prop Terrain Tokens

- 2 Crate/Neutral Terrain
- 2 Crate/Blocking Terrain
- 4 Filing Cabinet/Trash Can
- 2 Blue Container/Dumpster
- 2 White Container/Dumpster
- 1 Floor Safe Open/Closed
- 1 Table and Chairs
- 4 Fire Escape/Bench
- 1 Desk/Bridge
- 1 Cake/Canisters
- 1 Police/Truck
- 1 Police/Gold Car
- 1 Grey Car/Blue Car
- 1 Van/Freeze Truck

- 1 Batmobile/Semi Truck
- 1 Raven/Raven Broken
- 1 Riddler Box Open/Closed

49 Elemental Terrain Tokens

- 2 Large Icy/Fire Terrain
- 4 Medium Icy/Fire Terrain
- 8 Small Icy/Fire Terrain
- 3 Ice Barricade/Fire Wall
- 16 Smoke/Fire Terrain
- 16 Caltrop/Icy Terrain

20 Door/Entrance Tokens

- 1 Safe Door Open/Closed
- 6 Art Deco Door Open/Closed
- 2 Roller Door Open/Closed
- 2 Glass Door Open/Closed
- 5 Large Broken Wall
- 4 Small Broken Wall
- 4 Skylight Up/Down
- 1 Large Staircase Up/Down
- 1 Small Staircase Up/Down

18 Objective Tokens

- 3 Blue Objectives
- 3 Purple Objectives
- 3 Red Objectives
- 3 Orange Objectives
- 1 Fire Extinguisher/Utility Belt
- 1 Diamond/Canister
- 4 Explosive



MINIATURE TRAY REFERENCE



COMPONENTS OVERVIEW



EPISODE GUIDES

These episode guides contain all the different battles that may be fought throughout the game.



PLASTIC MINIATURES

Each plastic figure represents a hero, villain, or bystander character on the map.



SNAP-ON BASES

Each hero figure has a snap-on base to help identify them on the map during play.



MAP TILES

The map tiles set the scene for each episode. Each tile is unique.



HERO SHEETS

Each hero has their own unique sheet with attributes and special abilities.



HERO SKILL CARDS

Each hero has their own set of skill cards that grant powerful abilities. The hero player selects a number of these cards to take to battle.



GADGET CARDS

Gadget Cards are single-use abilities that heroes with the Utility Belt trait may take into battle.



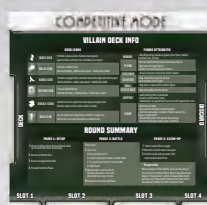
ACTION DICE

Each hero has their own set of custom Action dice. These dice dictate which actions are available to a hero on their turn.



DICE PLACEHOLDER TOKENS

Dice placeholder tokens represent the dice a hero is sharing with the heroes on either side of them.



VILLAIN PLAYER BOARD

The villain player board helps the villain player organize their play area or assists the heroes in managing the villains in cooperative mode.



VILLAIN SHEETS

Each villain has a unique double-sided villain sheet, featuring attributes and a special ability unique to that villain for competitive and cooperative play.



VILLAIN ABILITY CARDS

Villain ability cards determine how the villain player takes their turn.

Each card contains action symbols and special rules that allow the villain player to activate different figures.



BATTLE DICE

These dice are used by players to resolve strikes, defense, and some special actions.



WOUND TOKENS

Wound tokens track each character's wounds. The yellow 3 side counts as 3 wounds, while the side reverse counts as 1 wound.



FOCUS TOKENS

Focus tokens represent how much Focus a player has at any time. Focus may be spent to reroll dice or activate skills and abilities.



ALLY CARDS

Certain battles add ally cards that provide unique advantages for either the hero or villain players.



INITIATIVE CARDS

In Cooperative Mode, initiative cards dictate the flow of battle, determining the turn order for heroes and AI-controlled villains.



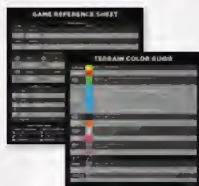
VICTORY BOOKMARK

This bookmark is used to keep track of rounds and the players' progress in the episode guide.



ROUND MARKER

This marker is used on the victory bookmark to mark each round.



REFERENCE SHEETS

The reference sheets are handy, quick guides for all of the key rules.



STATUS TOKENS

There are many status changing elements that can affect heroes, villains, and bystanders.

See Status Effects, pg 40, and Terrain Actions, pg 23, for rules.



ELEMENTAL TERRAIN TOKENS

These tokens represent elemental effects on the map tiles by either adding a square elemental token during the setup or adding a round elemental token during the battle.

See Terrain Types, pg 36, for rules.



TIME BOMB / TICK TOKENS

These tokens represent a time bomb and the rounds it takes for it to tick down.



BOMB SHEETS

This tile represents the workings of a time bomb that is ticking down.



WIRE TOKENS

These tokens represent wires that need to be cut to disarm a time bomb.



OBJECTIVE TOKENS

Objective tokens represent special goals for the hero or villain in some battles.



TWO-FACE COIN

This silver coin is required for decision-making when using Two-Face. Its two sides are unscarred and scarred.



PROP/TERRAIN TOKENS

These tokens represent physical objects present on the map tiles by either adding to or replacing the tile's existing elements.

See Terrain Types, pg 36, for rules.



DOOR AND BROKEN WALL TOKENS

These tokens represent doors that can be opened and blocking terrain that has been destroyed on the map.

See Terrain Types, pg 36, for rules.

CARD ANATOMY

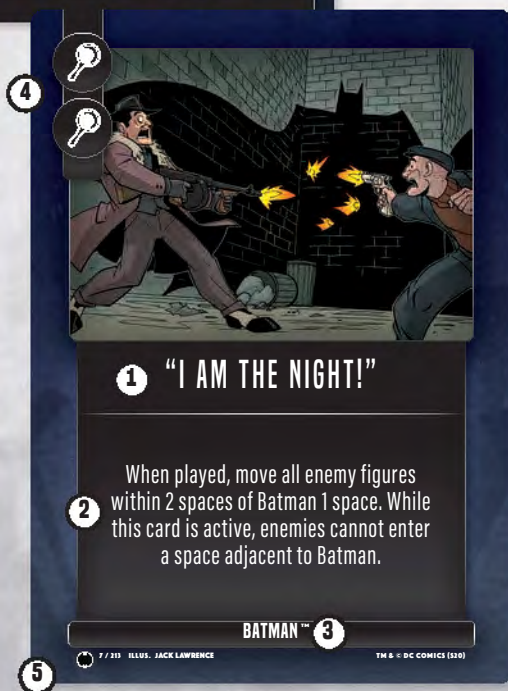
HERO SHEETS

- | | | |
|-----------------------------|---------------------|--|
| 1. Character Name | 6. Move Attribute | 11. Life Attribute |
| 2. Character Traits | 7. Attack Attribute | 12. Awakening Attribute |
| 3. Faction Logo | 8. Defend Attribute | 13. Character Specific Action Dice Icons |
| 4. Ability Name | 9. Skill Attribute | 14. Card Reference |
| 5. Character Ability Effect | 10. Focus Attribute | |



HERO SKILL CARDS

1. Name
2. Effect
3. Associated Character Name
4. Cost To Play
5. Card Reference



GADGET CARDS

1. Gadget Name
2. Gadget Ability Text
3. Card Reference

Gadgets are optional cards used by certain heroes with utility belts. They often help with solving specific problems in certain scenarios. See page 21 for Gadget rules.



ALLY CARDS

1. Character Name
2. Ally Type
3. Ally Ability
4. Card Reference



Allies are used in specific scenarios and occasionally by Hero skills. They are usually placed during battle setup and modify the rules or give the heroes or villains a special ability for that battle.

SETTING UP THE GAME

1. Select a battle from the episode guide. For your first two battles, we recommend that you play episode 1, then 2.

2. Choose whether you are playing Competitive Mode, where one player controls the villain and their minions, or Cooperative Mode, where all players play together against the game. Further details are provided later for Competitive and Cooperative villain setup.

Place the reference sheet for your chosen mode next to the map so that all players can see it and continue setting up.

3. Assemble the map by placing the map tiles and any tokens as indicated in the battle description.

4. Place villain figures on the map in the indicated spaces.

5. Players should review the map and any special rules for the battle to make sure everyone understands their goal(s).

6. The chosen battle may suggest which heroes to use, or players may select their own.

Select your heroes. A total of 4 heroes are used no matter how many hero players there are. Split the heroes up among up to 4 hero players as you see fit.

If there is only one hero player and they wish to play as Batman instead of a team of heroes, see The Dark Knight Mode on page 33.



- The hero's hero sheet
- The hero's Action dice
- The hero's figure
- A snap-on base for the hero
- Focus tokens equal to the hero's Focus attribute.
- All of the hero's skill cards.

7. Some battles give suggested skill and gadget cards, or players may select their own.

For each hero, the controlling player chooses a number of that hero's skill cards equal to their Skill attribute, returning unchosen skills to the game box. Heroes with the Utility Belt trait may substitute 1 skill card for 4 gadget cards of their choice.

If any Constant skills  are chosen, place them face up next to their hero sheet. All other chosen skill cards form that hero's hand, and are kept hidden from the villain.

8. The hero players place their figures in the green starred hero start area as indicated in the battle description, 1 figure per space, arranged however they like.

9. Put the Battle dice, KO tokens, dice placeholder tokens, and Wound and Focus tokens near the play area.

10. Next, set up the villain's required cards:

- If you're playing Competitive Mode, go to page 12.
- If you're playing Cooperative Mode, go to page 14.



COMPETITIVE MODE VILLAIN PLAYER SETUP

In Competitive Mode, a player takes on the role of the villain and uses a deck of ability cards to control the villains' figures in order to defeat the heroes.

If you would rather the heroes fight against the game and AI-controlled villains, skip this section and go page 14.

VILLAIN COMPONENTS

At the start of each battle, the villain receives:

- The villain figures listed in the battle description
- The villain sheets for each villain type listed in the battle description. (Make sure to use the side without the target and range attribute on the bottom right of the villain sheet, this side is for cooperative mode only!)
- Focus tokens equal to the villain Focus listed in the battle description
- An additional competitive villain reference sheet for them to track played cards with.
- The villain deck

BUILDING THE VILLAIN DECK

The villain deck determines how the villain player controls the villains and their minions. This deck varies for every battle.

To build the villain deck, first put in the 10 gray villain ability cards. These are always the deck's foundation. Next, check the Villain Deck listing for the battle. You will see colored letters next to each villain used in the battle. These colored letters represent the cards you will be adding to the villain deck, with each colored letter indicating a group of 3 cards.



For example, if *The Joker* is pictured and has a red R and a blue B listed, you will add his set of red and set of blue cards to the villain deck. Those cards will have *The Joker* listed in their Character name box.

After building the villain deck, shuffle it and the villain player draws cards from it equal to the hand size specified in the battle description.

See page 27 for further instruction on playing as the villain in Competitive Mode.

COMPETITIVE MODE VILLAIN PLAYAREA LAYOUT EXAMPLE



COMPETITIVE MODE COMPONENTS

COMPETITIVE MODE VILLAIN SHEET

1. Character Name

2. Character Traits

3. Faction Logo

4. Ability Name

5. Character Ability
6. Move Attribute

7. Attack Attribute

8. Defend Attribute

9. Life Attribute
10. Awakening Attribute
(Villain Leaders Only)

11. Card Reference

1

3

AA

THE JOKER™

ARKHAM ASYLUM • LEADER • IMMUNE

2

6

7

8

9

10

4

5

4 CLOWN PRINCE OF CRIME

You may discard the remainder of your hand before drawing new cards at the end of your turn. When you do this, you may also choose to remove 1 of the discarded cards from the deck for the rest of the battle.

11

THE JOKER™

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ILLUS. SEAN GALLOWAY

"They sure don't make straight jackets like they used to. I should know."

VILLAIN ABILITY CARDS

1. Ability Card Name

2. Ability Card Effect

3. Character Name

4. Number of Figures Activated (Minions only)

5. Action Icons

6. Additional Figure Activation Type

7. Additional Figure Activation Action Icons

8. Ability Color Group (red or blue)

9. Card Reference

1

8

GET THE JUMP ON HIM!

2

While Active:

After any figure completes an action, you may discard this card from the queue to immediately have an Enforcer spend 2 wild action icons.

3

4 2X - ENFORCER

5

6 ANY 1

7

9

110 / 210

ILLUS. CHRIS FENOGGIO

TM & © DC COMICS (2020)

COOPERATIVE MODE VILLAIN SETUP

In Cooperative Mode, players play against the game, rather than a player. The villain and their minions attack the heroes based on actions decided by game rules. This mode also decides turn order using initiative cards.

If you would rather fight against another player controlling the villains, go to the previous page.

SETUP

Take all the hero and villain initiative cards indicated in the battle description and shuffle them together to form the **initiative deck**. This deck is used to decide the turn order each round.

Then, lay out all coop villain components:

- Villain figures in the battle description
- Place each villain figure type's AI villain sheets next to the play area. (Make sure to use the side with the target and range attribute on the bottom right of the villain sheet.)

OTHER NOTES

When playing cooperative mode, be sure that the villain sheets are visible to all players. The villains' figures should also be accessible, as the players will be moving them according to their AI and abilities.

See page 28 for further instruction on playing against the AI villains in cooperative mode.



USING THE CORRECT COMPONENTS

Competitive and Co-op Modes use different sets of materials! You will only use initiative cards in co-op, and you will only use villain ability cards in competitive mode.

Most important of all, make sure you're using the correct side of the villain sheets!

COOPERATIVE MODE VILLAIN PLAY LAYOUT EXAMPLE

THE JOKER

BARBARIC ACTRESS • UNARMED • MURDER



CLOWN PRINCE OF CRIME

At the start of his turn, all enemy figures within 5 spaces of the Joker in his line of sight roll 1d6 twice.

If the result is a 6, the Joker moves 1 figure.

If the result is a 1-5, the Joker removes 1 enemy figure.

If the Joker is disabled it's a losing figure.

If the Joker can track against an enemy figure after making a move action, his range attribute changes to 10 for the rest of his turn.

If the result of his turn, the Joker inflicts all relevant enemy figures (including bystanders) with Critical.

HARLEY QUINN

BARBARIC ACTRESS • UNARMED



AT YOUR SERVICE

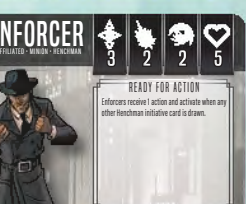
While Harley has her 4th enemy figure within 5 spaces of her, a friendly figure within 5 spaces of her is attacked. She moves to to enjoy a space adjacent to that figure, opening all non-Blocking ranges and breaking.

If a friendly figure is attacked while adjacent to Harley, that tile is redirected to her instead.

Each time Harley is attacked, other sounds are dead, she immediately removes 1 sound and activates.

ENFORCER

UNAFFILIATED • MURDER • PENICMAN



READY FOR ACTION

Enforcers receive 1 action and activate when at any other Resistance indicator card or draws.

HURED GUN

UNAFFILIATED • MURDER • PENICMAN



PIN 'EM DOWN

If a Hired Gun makes 2 attack actions on their turn against a single enemy figure, that figure is now under fire.

Hired Guns may not put adjacent figures under fire.

Under Fire: Place a firing token on the attacking figure and the matching token on the figure on the defending figure. The defending figure may not move toward attacker and if they end their turn under fire, their life is instantly reduced to 0.

[illegible]

COOPERATIVE MODE COMPONENTS

COOPERATIVE MODE VILLAIN SHEET

- | | | |
|---------------------------------------|----------------------|------------------------|
| 1. Character Name | 5. Character Ability | 10. Targeting Priority |
| 2. Character Traits | 6. Move Attribute | 11. Attack Type |
| 3. Faction Logo | 7. Hit Attribute | 12. Card Reference |
| 4. Character Version/
Ability Name | 8. Block Attribute | |
| | 9. Life Attribute | |

The Joker Villain Sheet is a purple card featuring a cartoon illustration of The Joker in a purple suit and orange vest, holding a revolver. The card includes the following components:

- 1** Character Name: **THE JOKER™**
- 2** Character Traits: **ARKHAM ASYLUM - LEADER - IMMUNE**
- 3** Faction Logo: **AA**
- 4** Character Version/Ability Name: **CLOWN PRINCE OF CRIME**
- 5** Character Ability:

At the start of his turn, all enemy figures within 2 spaces of The Joker in his line of sight roll 1 Battle die.

If the result is a hit, that figure loses 1 Focus.

If the result is a block, that figure receives a SmileX token.

If the result is a double hit, nothing happens.

If The Joker can't reach optimal strike range after making a move action, his range attribute changes to 5 for the rest of his turn.

At the end of his turn, The Joker infects all adjacent enemy figures (including bystanders) with SmileX.
- 6** Move Attribute: **3**
- 7** Hit Attribute: **3**
- 8** Block Attribute: **3**
- 9** Life Attribute: **16**
- 10** Targeting Priority: **10**
- 11** Attack Type: **11**
- 12** Card Reference: **12**

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126 / 213 ILLUS. SEAN GALLOWAY

INITIATIVE CARDS

1. Character Name
2. Character Version/Ability Name
3. Card Reference

Robin Initiative Card is a red card featuring a cartoon illustration of Robin in a yellow and green suit, striking a heroic pose. The card includes the following components:

- 1** Character Name: **ROBIN™**
- 2** Character Version/Ability Name: **BOY WONDER**
- 3** Card Reference: **3**

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129 / 213 ILLUS. SEAN GALLOWAY

THE BASICS

This section goes over gameplay fundamentals that both hero and villain players have to know.

ACTIONS

Actions are used by figures to move, attack, and perform other feats in the game.

In competitive mode, heroes take actions by spending the icons on their Action dice, and the villain player takes actions by playing ability cards and spending the icons listed on them from their villain deck.

In cooperative mode, heroes take actions by spending the icons on their Action dice, and the AI-controlled villain takes actions according to their villain sheets and the AI rules.

FOCUS

Focus is available to both the heroes and the villain. Focus may be spent after any die roll to reroll some or all of the dice rolled (except awakening rolls). However, no dice roll may be rerolled more than once.

The villain player starts each battle with the amount of Focus indicated in the battle description and regains 1 Focus at the end of each round. The villain player may never exceed their starting Focus.

Heroes start each battle with the amount of Focus indicated on their hero sheet. However, they only regain Focus when they roll a bat icon on their Action dice (pg 20) or via a skill or ability. A hero may never exceed their starting Focus.

In Cooperative Mode, the villain does not have Focus.

HERO AND VILLAIN CHARACTER ABILITIES

Each hero and villain has an ability on their character sheet. These abilities are available for the hero or villain to use at different times during the battle. If a hero or villain leader is knocked down or there are no figures of their type on the board, the ability is no longer active and may not be activated until the figure stands back up or a figure is placed on the board (unless stated otherwise).

WOUNDS AND LIFE

When unblocked hits are dealt to a character, they suffer wounds equal to that amount. For minions, place wounds next to them on the map to indicate the wounds they've suffered.

For heroes and villain leaders, place wounds on their character sheets.

When something refers to a character's life, that's their base Life attribute minus the wounds they've taken.

Once a character has suffered wounds equal to or greater than their base Life attribute, that character is **knocked down**. A figure can't have more wounds than their Life attribute.

Heroes and villains can recover life in a number of ways, such as rolling bat icons at the start of a round (pg 20) or through card abilities. When a character recovers Life, remove wounds from them.

KNOCKED DOWN FIGURES, AWAKENING, AND KO TOKENS

When a hero or player-controlled villain leader has taken wounds equal to their Life attribute, they are knocked down; lay the figure on its side in the space it occupies. For heroes, return any active skill cards to the player's hand.

KNOCKED DOWN IS NOT ALWAYS KO'ED

Remember, when a hero or a villain leader in competitive is knocked down, it is not immediately KO'ed. Battles' victory conditions generally refer to KO'ing figures, so make sure you're checking for awakening before declaring victory (or defeat).



When a player-controlled minion or support is knocked down, it is KO'ed; remove it from the map and return it to the figure pool. When any AI-controlled villain figure is knocked down, it is KO'ed; remove it from the map.

A figure that is knocked down cannot be attacked, nor can it be the target of any skills (unless otherwise stated). Characters may move through, but may not end their move on, spaces occupied by knocked down figures.

In addition, a figure that is knocked down doesn't force enemies to break away, count when calculating awakening or prevent a figure taking a special action. They may not perform any actions, use gadgets or skills, and may not use their character ability.



AWAKENING HEROES

If a hero is knocked down, on their next turn they roll Battle dice equal to their Defend attribute, modified by:

- +1 die per defend icon on their Action dice
- +1 die per adjacent friendly support hero
- +2 dice per adjacent non-knocked down hero
- -3 dice per adjacent non-knocked down villain leader
- -1 die per adjacent villain minion

Focus may not be spent to reroll hero awakening rolls.

The hero removes wounds equal to the hits rolled on the Battle dice and stands up if their Life minus remaining wounds is equal to or greater than their Awaken attribute (the number below their Life attribute). The awakened figure may now continue their turn as normal without penalty.

If they have not regained enough Life to stand up yet, place a KO token on their hero sheet. The hero forfeits their turn and will have to attempt to awaken again on their next turn.

TOTAL PARTY KILL / LOSING THE GAME

In every battle, regardless of other win conditions, if all heroes are knocked down at the same time, the villain wins immediately.

AWAKENING PLAYER-CONTROLLED VILLAIN LEADERS

If a player-controlled villain leader is knocked down, the next time that villain is activated (including desperation), they roll Battle dice equal to their Defend attribute, modified by:

- +1 die per defend icon on active villain ability cards for their figure
- +1 die per adjacent villain minion
- +3 dice per adjacent non-knocked down villain leader
- -2 dice per adjacent non-knocked down hero
- -1 die per adjacent support hero

Focus may not be spent to reroll villain awakening rolls.

Awakening a villain works the same way as awakening a hero, **however, if a knocked down villain leader does not activate for a full round, they automatically receive a KO token.**

CAN'T FOCUS WHEN AWAKENING

Remember, awakening rolls are one of the few times you cannot spend Focus to reroll as either the hero or the villain.



PLAYING THE GAME: EACH ROUND

Every round consists of three phases:

- Dice Phase
- Action Phase
- Clean-up Phase

In the Dice Phase, heroes roll their Action dice. In the Action Phase, heroes and villains move and attack one another. In the Clean-up Phase (once each hero has taken a turn, and the villain has taken all their turns), any end of round effects trigger, the round marker moves, and the round ends.

TRACKING ROUNDS

As well as saving your place in the episode guide, the victory bookmark is used to track rounds. Place a round tracking token on the first space of the bookmark at the start of the battle. During the Clean-up phase, move the token to the next space.

DICE PHASE

ROLLING ACTION DICE

At the start of each round, players roll Action dice for each hero they control. If a player doesn't like their roll for a hero, they may spend 1 of that hero's Focus tokens to reroll some or all of that hero's Action dice. All Action dice rerolls must be made before the first hero takes their turn. After rolling, players arrange their Action dice in a row in front of them, in any order they choose.



IMPORTANT: Do not pick up or reroll Action dice once the first hero has started their turn for the round. Unless a card or ability says otherwise, the order of Action dice cannot be changed for the duration of the round.



SHARING ACTION DICE

Heroes strategize and fight as a team. In addition to using their own Action dice, heroes may use the rightmost die of the hero to their left and the leftmost die of the hero to their right. This typically gives each hero a total of 5 actions to spend on their turn.

Once all Action dice have been arranged, each hero takes 2 dice placeholder tokens with action icons matching the rightmost die of the hero to their left and the leftmost die of the hero to their right.

A rolled bat icon is rotated before sharing dice.

ACTION PHASE

Depending on if you are playing **Competitive Mode** (pg 27) or **Cooperative Mode** (pg 28), the turn order in the round will differ.

TURN ORDER

Competitive: Beginning with the heroes, heroes and villains alternate turns—until all 4 heroes have each taken 1 turn, and the villain player has taken 4 turns. Hero players decide amongst themselves which unused hero takes their turn.

Cooperative: A new initiative card is drawn for each turn. If it's a hero, they take their turn. If it's a villain, all figures of that villain activate. Once all initiative cards have been revealed and all heroes and villains have taken turns, the initiative deck is reshuffled.

HERO TURNS: ACTION DICE

On a hero's turn, they may spend their Action dice in any order, resolving each action as they go. The effects of each action are described under "Player-Controlled Actions and Icons" (pg 20). To mark Action dice as spent, slide them forward, separating the spent/exhausted dice from the yet-to-be spent/unexhausted dice.

Once a hero finishes taking actions and using Skills and Gadgets (either because they've run out of dice or because they do not wish to perform any further actions), their turn is over. Then:

Competitive: The villain takes their turn.

Cooperative: A new initiative card is drawn.

HERO TURNS: PLAYING SKILL CARDS

During a hero's turn, they may also use one of their skill cards they chose at the start of the battle. Using a skill may require a hero to spend Focus, Life, and/or some of their Action dice for the turn. See "Hero Skills" (pg 21) for more information.



Remember, a hero's skill card remains active until the start of the hero's next turn, then returns to their hand (unless the hero is knocked down, then the card is returned immediately). You do not return active skill cards to your hand during the Clean-up phase.

VILLAIN TURNS (COMPETITIVE)

In Competitive Mode, the villain plays a single Villain Ability card from their hand, activating one or more villain figures. For further detail, see Being the Villain (pg 27). Once each figure has completed their activations, the hero players decide which hero takes their turn next.

VILLAIN TURNS (COOPERATIVE)

In Cooperative Mode, when a villain's initiative card is drawn, all figures of that villain activate. Each one moves and/or attacks according to their targeting priorities. For further detail, see Fighting the Villain (pg 28). Once all have activated, the next initiative card is revealed.

SPECIAL ACTIONS

In certain battles, heroes and villains have access to Special Actions that allow them to interact with other figures and the map in various ways. The Episode Guide will detail which Special Actions are used in a battle.

For a full list of Special Actions, see pg 44.

TERRAIN MOVES

Both heroes and villains can perform terrain moves to traverse the battlefield and interact with various types of terrain. (pg 23)

CLEAN-UP PHASE

At this point, any end-of-round effects trigger from statuses, character abilities, skills, or battle rules. The Villain regains 1 Focus. The round tracker is moved, and a new round begins.

PLAYER-CONTROLLED ACTIONS AND ICONS

Hero players perform actions by spending the icons on their Action dice, while the villain player performs actions by spending the icons on their played villain ability cards. In either case, the dice or cards provide the player with 1 or more action icons. When these action icons are spent, they allow the player to perform actions.



For each move icon spent, a character receives move points equal to the Move attribute listed on their hero or villain sheet. Move points are used to move around the map. If a character performs a different action of any sort before using all of the move points received from spending move icons, the remaining move points are lost. See “Movement” (pg 22) for more information.



For each melee icon spent, a character may choose an enemy figure adjacent to them (diagonal enemies count as adjacent) and make a melee strike against that figure. See “Melee Strikes” (pg 24) for more information.



For each ranged icon spent, a character may choose a non-adjacent enemy figure to make a ranged strike against. The enemy figure must be within line of sight of the attacking figure. See “Ranged Strikes” (pg 25) for more information.



Unlike other icons, these are never spent for actions. Instead, the character receives a +1 bonus to their Defend attribute as long as the Defend icon remains in play (i.e., until the Action die is rerolled or the villain ability card is discarded from play).



This is a combination of a melee, ranged, or move icon and a Defend icon. It provides a +1 bonus to the character’s Defend attribute just like the Defend icon, but it also allows the character to perform the appropriate action (and may be combined with normal move/

melee/ranged icons when doing so, as described below). The +1 bonus to Defend does not go away even when the other icon is spent.



Rolling a bat icon on an Action die is special and represents a hero marshaling their inner strength. When a hero rolls a bat icon (after any Action dice rerolls have been made), that hero:

- Rolls 1 Battle die and removes 1 wound for each hit rolled.
- Regains 1 Focus (not to exceed their starting Focus for the battle)
- Turns the Action die to any other side of their choice.



Received by Support Heroes and found on Villain Ability cards. Wild action icons may be used as a single move, melee, or ranged icon. Wild actions icons can never be used as Defend icons.

COMBINING AND DIVIDING UP ACTION ICONS

A character may spend multiple icons of the same type on a single action in order to boost that action’s effects, such as using all their available melee icons on a single melee strike. A character may also spend only part of an Action die’s icons on an action, such as if a character has a double melee icon available on a die or card, they may choose to spend only 1 of those melee icons on an action. If they do this, the icon that is not used is lost. In other words, multiple icons may be combined, but characters cannot “make change” from a single icon.

EXAMPLE 1: Batman spends a double melee icon from 1 Action die and a single melee icon from another Action die to perform a melee strike. He has spent a total of 3 melee icons on the melee strike and marks both dice as spent.

EXAMPLE 2: Batman only has 1 Action die left for the turn, a double melee. He wants to split it up to make 2 separate melee strikes with 1 melee icon each. However, this is not allowed, and he is forced to make a single melee strike using the double melee icon on his Action die.

HERO SKILL CARDS AND GADGETS

Each hero has several skill cards that their player chooses for them at the start of the battle. Unless otherwise specified, each turn a hero may use 1 of their skill cards.

To do so, the hero must spend the action icons, Focus, and/or Life indicated on the top of the skill card (some skills have no cost). The hero then performs the skill as described on the card.

The skill card remains face up in front of the hero's player sheet until the start of their next turn. While the card is face up, it is still active (which matters for a number of skill abilities) and also serves as a reminder that the hero has already used a skill this turn (i.e., they have reached their active skill limit). Once a hero's next turn comes, the skill card returns to the player's hand, unless otherwise stated.

IMPORTANT: If a hero is ever knocked down, if that hero has a skill card currently active, that card is immediately returned to the player's hand (unless stated otherwise).



Remember, a hero may only use the skill cards that their player chose at the start of the battle. Unchosen skill cards cannot be used unless a game effect says otherwise. Additionally, skills may only be activated once per turn regardless of the hero's ability to pay the cost again (unless stated otherwise).

ATTACK/HIT +X

Some skills and abilities allow a character to make an Attack/Hit +X strike. The character may make a melee or ranged strike, adding X Battle dice to their roll (or X to their Hit value, in the case of AI-controlled villains).

If the skill or ability requires the character to spend action icons in order to receive a bonus (usually indicated in parentheses), they do so when paying the cost of the skill or ability. Icons left over on dice spent to pay the ability's cost may be used toward matching bonuses.

CONSTANT SKILLS

Some skills cards have the constant icon .

These skills are always active (even if knocked down) and never count as your 1 skill per turn.

SINGLE USE SKILLS

Some skills have the single use icon .

At the beginning of the player's next turn after they are used, remove them from the game instead of returning them to the player's hand.

INSTANT SKILLS

Some skills have the instant icon .

Heroes may play these cards at a specific time stated on the card — often, during the a villain turn. These cards do not always count as your 1 skill per turn.

GADGETS

Heroes that have the Utility Belt trait may bring gadget cards into battle. For a hero to bring gadgets, the player must bring 1 less skill card into battle than usual, swapping the skill card for 4 gadgets.

A hero may play any number of gadgets in addition to their 1 skill card per turn. Once a gadget is played, it is discarded and removed from the battle.



EXAMPLE: Batman has a skill of 4 on his character sheet. Therefore Batman can bring in 4 skill cards; or 3 skill cards and 4 gadget cards.

MOVEMENT

When a character performs a move action by spending 1 or more move icons, they receive move points equal to their Move attribute for each move icon spent. These points are then used to move around the map.

Normally, it costs 1 move point to move 1 space on the map, and diagonal movement is allowed, even if squeezing diagonally between two obstacles. Characters cannot enter a space containing another figure. They may move through knocked down figures, but not end their turn on the same space as a knocked down figure.

FREE AND FORCED MOVEMENT

Effects that give characters free moves or force them to move still follow movement rules, including terrain rules. Some free movement will count spaces, rather than move points, ignoring restrictions such as breaking away.

INTERRUPTED MOVEMENT

If a character performs any other action (such as making a melee strike), then any remaining move points are lost. This means that a character cannot move, attack, and then move again, unless they spend another move icon after making the attack.

BREAKING AWAY FROM ENEMIES

If a hero or villain is adjacent to any enemy figures (even diagonally) when attempting to move to another space, they must spend 1 extra move point for each adjacent enemy to break away. Thus, Batman is next to 2 Enforcers, it costs him 3 move points to move 1 space (1 point for the actual move, plus 1 extra move point per adjacent enemy). Characters do not have to break away from knocked down, stunned or entangled enemy figures.

EFFECTS OF TERRAIN ON MOVEMENT

Blocking terrain cannot be moved into at all. In addition, other types of terrain may:

- Increase the move point cost to enter a space (slow terrain)
- Prevent a character from ending their move in a space (unstable terrain)
- Deal wounds to a character that enters a space (harmful terrain)

See “Glossary: Terrain” (pg 36).



EXAMPLE 1: Batman spends 2 move icons and has a Move attribute of 3, so he has 6 move points. He spends 5 to move adjacent to an enemy figure (paying 1 additional move point for each space of slow terrain entered), then makes a melee strike. As soon as Batman makes the melee strike, his remaining move point is lost.



EXAMPLE 2: After making an unsuccessful strike against the enemy figure, Batman decides to spend another move icon to move to safety. Batman receives 3 more move points and may use these to move again but must pay 1 additional move point to break away from the adjacent enemy figure, on top of the additional to move into slow terrain. All 3 move points are spent moving the 1 space.

TERRAIN MOVES



Terrain moves are actions that allow characters to traverse the map and defend themselves in certain situations. **Any player-controlled hero or villain may use these by spending two Move Icons (not move points!)** Terrain moves are not considered movement actions, even when they move a figure. You may do multiple terrain moves in a turn, as long as you have the appropriate amount of available Actions and Move Icons.



LEAP

EFFECT: Move your figure up to 3 spaces in a straight line, ending on a space without a figure. While leaping, ignore all figures, break away, and terrain, except you may not move through blocking terrain or move from low terrain to elevated terrain. Other figures do not draw line of sight to you while you are leaping.

You may use leap to move over bottomless terrain and from elevated terrain to another elevated terrain. You are still affected by terrain in your ending space as normal.

SPECIFIC TERRAIN ACTIONS

CLIMB

EFFECT: A figure may use this action to move from a space of low terrain to an adjacent, empty space of elevated terrain (or vice versa). Ignore breakaway while climbing. When climbing from elevated terrain to low terrain, figures do not receive wounds from falling.



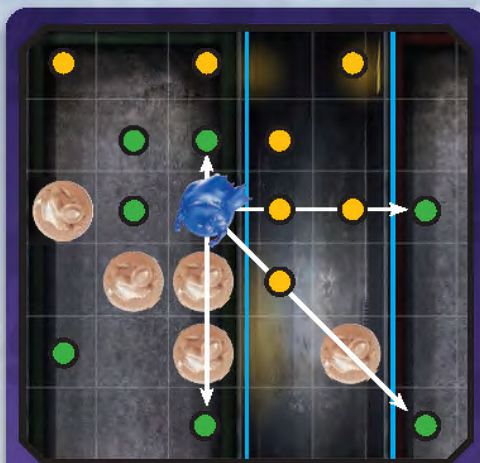
CROUCH

EFFECT: While adjacent to a car, dumpster, bench or desk, a figure may use this action to crouch. Place a Crouch token next to the figure. Until the figure begins a new action, line of sight may not be drawn to this figure through the object it's crouching behind.



TAKE COVER

EFFECT: While on or adjacent to a space of covered terrain, a figure may use this action to take cover. Place a Take Cover token next to the figure. Until the figure leaves the space in which it has taken cover, it receives Defend +2. This stacks with the normal Defend +1 bonus from standing in covered terrain.



EXAMPLE 1: Batman pays 2 move icons to perform the leap terrain move. He may now move safely (ignoring breakaway) in a straight line to any of the green marked spaces. Batman could move to any yellow marked space, but this will result in him suffering falling wounds from 4 Battle dice.



COMBAT: MELEE STRIKES

When a character makes a melee strike by spending 1 or more melee icons, the controlling player chooses an enemy figure adjacent to the character as the target (enemies that are diagonal to the character count as adjacent, but enemies on a different elevation do not). The player then rolls Battle dice equal to the character's Attack attribute plus the number of melee icons spent on the strike.

However many hits are left are then applied to the target as wounds (see "Wounds and Health," pg 16).

**BATMAN**
BAT FAMILY - UTILITY BELT



3

2

3

4

4

3

PREPARED





EXAMPLE: If Batman spends 3 melee icons to make a melee strike, he will roll 5 Battle dice (since his Attack attribute is 2). The hits from the strike are added up as indicated in the box below.

ROLL	ATTACK	DEFEND
	+1 HIT	+0 BLOCKS
	+2 HIT	+0 BLOCKS
	+0 HIT	+1 BLOCKS

DEFENSE ROLL

The targeted figure then makes a defense roll to try to reduce the number of wounds they will suffer. The defending player rolls Battle dice equal to the target's Defend attribute plus the number of Defend icons they currently have in play, whether from Action dice or villain ability cards. The hits from the strike are reduced by 1 for each rolled block icon on the Battle dice (down to a minimum of 0).







EXAMPLE 1: Batman rolls a total of 5 hits on his melee strike, and the Enforcer rolls 2 blocks on his defense roll, so the Enforcer suffers 3 wounds.





EXAMPLE 2: Batman rolls a total of 2 hits on his melee strike, and the Enforcer rolls 3 blocks on his defense roll, so the Enforcer suffers no wounds.

SPENDING FOCUS ON A STRIKE OR DEFENSE ROLL

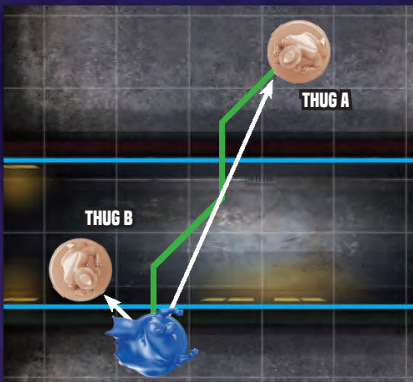
As with other die rolls, players may spend 1 of their character's Focus tokens to reroll some or all of that character's Battle dice when making a strike or defense roll.

Dice rolls cannot be rerolled more than once. If a skill or ability allows a hero or villain to reroll their battle dice for free, this is counted as their Focus reroll (unless stated otherwise).

The attacker must decide whether or not to reroll their strike before the defender makes their defense roll.

COMBAT: RANGED STRIKES

When a character makes a ranged strike by spending 1 or more ranged icons, the controlling player chooses an enemy figure that isn't adjacent to their character (not even diagonally) and is within line of sight (see "Line of Sight," pg 34) as the target. Knocked down characters cannot be targeted by ranged strikes. A ranged strike is exactly the same as a melee strike, including the defense roll and the ability to spend Focus, except that the strike must be made in a straight line (pg 35), and it gets weaker the farther away the target is from the attacker. If the target is more than 2 spaces away from the attacker (calculated by the shortest route possible), then the strike's hits are reduced by 1 for every space beyond the second space. It's very difficult to hit enemies that are too far away.



EXAMPLE 1: Batman potentially has 2 different targets for a ranged strike. Target A is an Enforcer that is 4 spaces away. If Batman makes a ranged strike against this Enforcer, the strike's hits will be reduced by 2 (i.e., the total range minus 2). Batman would still roll the same number of Battle dice when making the strike, but he would subtract 2 from the hits before the enemy figure had a chance to defend.

Batman's second option, target B, is another Enforcer 1 space away in low terrain. Because Batman is in elevated terrain, he is considered to be non-adjacent to the Enforcer; therefore, he may make a ranged strike following standard range strike rules. No additional penalties apply.



EXAMPLE 2: Batman targets an Enforcer 2 spaces away in elevated terrain. Because Batman is attacking from low terrain into elevated terrain the targeted Enforcer is considered to be an additional 2 spaces away. As a result, 2 hit icons from Batman's roll are subtracted before the defense roll is made.

GOING ON THE DEFENSIVE

Each time a hero suffers 1 or more wounds from an attack and is not knocked down, they may choose to go on the defensive by turning 1 or more of their Action dice to a side showing a Defend icon and nothing else. If the hero's Action dice do not have such a side, use dice placeholder tokens to indicate it. A hero may only change their personal Action dice, not dice that other heroes have shared with them. However, if a hero chooses to rotate dice that are shared with other heroes, those heroes must change their received dice as well.





BEING THE VILLAIN (COMPETITIVE MODE)

In Competitive Mode, a player takes on the role of the villain.

After each hero's turn, the villain player takes a turn by playing 1 villain ability card from their hand and placing it into slot 1 of their sheet. At the end of their turn, the villain player draws until they have as many cards in hand as specified in the battle description. If the villain deck runs out of cards, shuffle the discard pile to become the villain deck. Play continues with the hero players.

USING VILLAIN ABILITY CARDS

The bottom of each villain ability card indicates which type of villain figure it activates, this includes how many figures it activates, which action icons each of the activated figures receives, and if any additional figures can be activated.

If an ability card activates multiple figures, the villain player may activate them in any order, but must complete each figure's entire activation before moving on to the next figure.

IMPORTANT: The villain player may only activate a given figure once per turn. So, if a *Hired Gun* was activated with the ranged strike from a "Be Careful" card, he could not be activated again with the additional any 1 figure activations.



ADDITIONAL FIGURE ACTIVATIONS

Some villain ability cards also have the option to activate additional villain figures. Cards that activate additional figures will have two sets of action icons at the bottom of the card instead of just the one for the named character. Additional figure actions always have a number of figures they can activate and a number of action icons, which are in most cases wild action icons .

ACTIVE VILLAIN CARDS & THE QUEUE

Villain ability cards are played in front of the villain player on the villain player sheet. The villain may only ever have a maximum of 4 cards active at a time — sometimes referred to as "The Queue".

Each time a new card is played, all cards in the queue move 1 space to the right, making room for the new card. If there are already 4 cards, the card that moves from slot 4 is placed in the discard pile, and ceases to be active.

SPECIAL ABILITIES

Villain ability cards may also have one or more special abilities listed on them, which are separate from the figures they activate.

- **When Played:** This ability occurs immediately when the card is played, before any of the action icons on it may be spent.
- **When Discarded:** This ability occurs immediately when the card is discarded.
- **This Turn:** Once played, this ability is active until the villain's turn ends.
- **While Active:** This ability is active from the moment the card is played until it is discarded
- **Instant:** This is played from the villain player's hand at a specific time — often, they can be played during the hero turn. These cards generally are not placed in the queue.

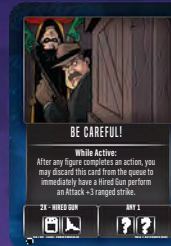
Note: If a card is played for its instant effect and it has action icons listed on it, regardless if the card is placed into the queue or not the icons on the card may not be spent (unless specified otherwise).

Instant cards with action icons can still be played into the queue on the villain players turn but the instant effect will not trigger.

DEFEND ICONS

Some villain ability cards have Defend icons on them. While active, these cards add a bonus to the Defend attribute of that villain type equal to the number of Defend icons on the card. This affects all figures of that villain type, not just those activated by the card.

EXAMPLE: If a *Hired Gun* card activates 2 *Hired Guns* and has 1 Defend icon on it, all *Hired Guns* in play receive a +1 bonus to the Defend attribute while the card is active.



DESPERATION ACTIVATION

If the villain player desperately needs to activate a certain villain figure, they may play a villain ability card facedown in desperation.

This enables the villain player to activate any 1 figure they control with 2 action icons and discard as many cards as they wish from their hand.

FIGHTING THE VILLAIN (COOPERATIVE MODE)

In Cooperative Mode, the hero players fight against the game itself, and the villain figures move and attack based on artificial intelligence (AI) rules.

The turn order in this mode also differs from Competitive Mode, instead using a deck of initiative cards which determines when each character gets their turn.

When a villain initiative card is drawn, ALL figures of that villain type activate. Figures do not activate if there are not targets in their **shared line of sight** (they or another AI villain cannot draw line of sight to a target).

If all figures of a figure type have been KO'ed do not remove their initiative card. Simply skip over their turn as there are no figures to activate.

LEADERS AND MINIONS

Leader and minion figure traits (pg 39) play a major role in cooperative mode.

Leader figures receive 3 actions when their initiative card is drawn and they activate, compared to minion figures receiving 2 actions per activation.

When any figure's health reaches zero, they are KO'ed and removed from the board. Awakening rules don't apply.

TARGETING PRIORITY

Each AI villain has preferred targets denoted by the targeting priority icon at the bottom of their villain sheet. These determine which target that figure prefers to move toward and attack.

When comparing hero attributes for targeting priority, always use the current attribute, including any modifiers (rather than the base attribute). If there is a tie, the players choose which hero will be targeted.

If a figure doesn't have a specific attribute (support heroes), it is considered 0 for targeting purposes.

The types of preferred targets are:



Highest/Lowest Remaining Life



Highest/Lowest Focus



Highest/Lowest Skill Attribute

Villains never target knocked down figures and only activate if there's a target in their **shared line of sight** (they or another AI villain can draw line of sight to a target).

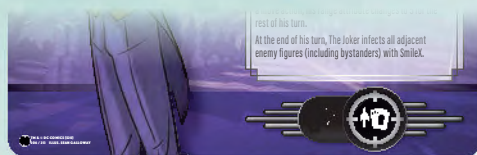
CHARACTER ABILITIES

Similar to player-controlled heroes and villains, Cooperative Mode villains each have at least 1 character ability on their villain sheet.

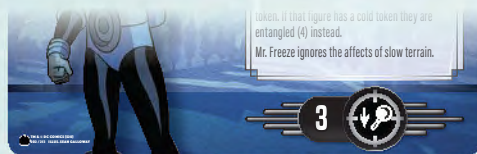
Character abilities can come into effect at any time, so make sure all players are familiar with how these abilities are activated.

ATTACK RANGE ATTRIBUTE AND ATTACK TYPE

Each AI villain has an attack range attribute, either melee or ranged, which determines the distance strikes can be made from:



AI villains with a melee attack attribute may only target enemy figures adjacent to them (1 space away).



AI villains with a number as their attack range attribute may target enemy figures up to that many spaces away (before suffering penalty) that they have line of sight to.

STRIKE RANGE

A figure's strike range is an important attribute when determining which player's figure they're going to attack.

OPTIMAL STRIKE RANGE:

A ranged figure is within optimal strike range if they have line of sight to their target and are able to make an attack action **that does not suffer a penalty**.

STRIKE RANGE:

A ranged figure is within strike range if they have line of sight to their target and are able to make an attack action that suffers a penalty to hits for being too far away.

Melee figures within line of sight and adjacent to their target are considered to be within optimal strike range.

1. VILLAIN ACTIVATION ORDER

When activating AI villains, each figure must complete its entire activation/turn (i.e., use all of its actions) before the next figure has their activation/turn, unless otherwise stated.

When determining a target, each AI villain checks if they have a hero within optimal strike range that matches their targeting priority (their “preferred target.”) If they do, the AI villain will attack. If they don’t, the AI villain checks if there are any other figures within optimal strike range and attacks them instead.

1. AI villain figures within optimal strike range of their preferred targets always activate first, starting with figures that are adjacent to their target (if there is more than 1 adjacent AI villain, the players choose the order they are activated).
2. Once all figures within optimal strike range of preferred targets have completed their actions, other figures in optimal strike range of a target activate, starting with those closest to their targets.
3. AI villains without a target in optimal strike range move towards their preferred target if they can reach optimal strike range. If there isn’t a hero that matches targeting priority, it moves towards putting another target within optimal strike range.

2. STATUS CHECKING AI VILLAINS

Before a figure activates, always make sure to resolve any statuses or terrain obstructions, which usually costs the figure’s actions.

- Stunned: If the figure is stunned, spend 1 Action to remove a Stun token. Repeat until the figure is no longer stunned.
- Entangled: If the figure is entangled, spend 1 Action to attack the entanglement (pg 41). Repeat until the figure is free.
- Harmful Terrain: If the figure is standing in harmful terrain, spend either 1 Action to move the figure to safety, or 2 Actions to leap (pg 23) if normal movement would still put the figure in harmful terrain.

3. ATTACKING

When an AI villain figure is within optimal strike range of a hero, they make a strike action.

If a ranged AI figure has moved and is not within optimal strike range of any heroes, it makes a ranged strike at the hero closest to it, which may suffer a distance penalty.

AI strikes are the same as player controlled strikes, except that no Battle dice are rolled. Instead, the AI villain figure deals hits equal to the Hit attribute on their character sheet (minus any hits due to a ranged strike suffering a penalty for distance). The targeted hero rolls to defend as normal.

After making a strike action, if an AI figure has any actions left, it will either attack again (if it is still within optimal strike range of a hero) or it will move towards its next target (if it hasn’t already moved this activation/turn).

Keep in mind that a figure’s target may change as the result of a strike (e.g., if the figure is adjacent to 2 heroes and its targeting priority is Highest Life).

4. MOVEMENT

Each AI villain figure may only make 1 move action per activation. The figure has move points equal to its movement attribute.

AI figures spend all their move points as efficiently as possible to move toward their preferred target in their shared line of sight. End a figure’s move action when it both:

- Is in optimal strike range of any target
- Is not preventing other activated figures from entering (optimal) strike range.

If an AI figure’s line of sight to a hero is broken during a move action, they are still considered to “remember” where the hero was until the end of that figure’s turn.

5. ENDING ACTIVATION

When a figure has spent all of its Actions, or if it has moved once and attacked all possible targets, its activation is over and you move on to activating the next figure.

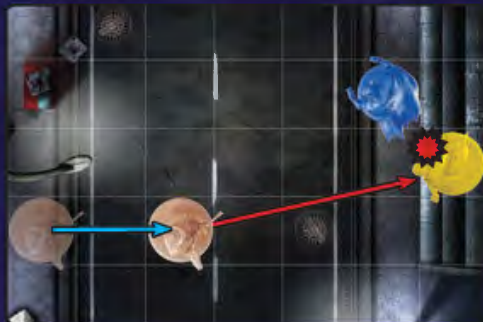
Status effects and other abilities that trigger at the end of a figure’s activation happen here, such as Free Fall loss for the heroes (pg 41).



EXAMPLE 1: A Hired Gun is adjacent to Batman and has both Robin and Batgirl 1 space away. The Hired Gun will stay where he is, spending his actions to attack Robin following targeting priority (in this instance Robin has more life) as he is in optimal strike range.



EXAMPLE 2: A Hired Gun has Batgirl and Gordon within optimal strike range. Because the Hired Gun's attack range is up to his attack range attribute, he spends his first action attacking Batgirl. After the first attack, Gordon's life is now more than Batgirl's, so the Hired Gun now changes his target to Gordon for the second attack action.



EXAMPLE 3: At the start of his activation, the Hired Gun is not within optimal strike range of any hero. He first checks if he can reach optimal strike range of a figure that he targets, which he does (in this case it's Batgirl). The Hired Gun then makes a move action spending 2 move points, placing himself in optimal strike range and then spends his second action attacking Batgirl.

CLIMBING

AI villain figures may spend 1 action to use the climb terrain move. AI figures will never take normal moves from elevated to low terrain that would cause falling damage. Climb is not considered to be a move action and is only used if the targeted hero is in line of sight (but not within strike range) and on a different terrain level (elevated/low) from the AI villain figure.

LEAPING

AI villain figures may spend 2 actions to use the leap terrain move. Leap is not considered to be a move action and is only used if an AI villain figure finds themselves either in a space of harmful terrain and a move action would result in moving into another space of harmful terrain or their only possible move action or target is through a space of harmful terrain.

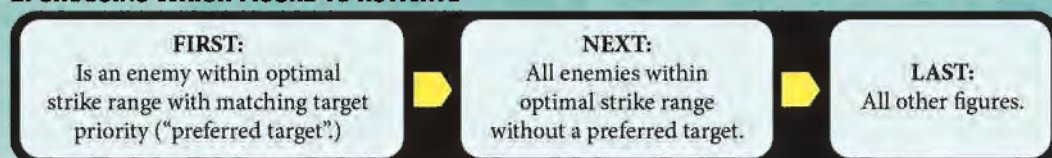
DEFENDING

AI villain figures do not roll Battle dice when defending against attacks. Instead, the figure blocks hits equal to the Block attribute on their character sheet.

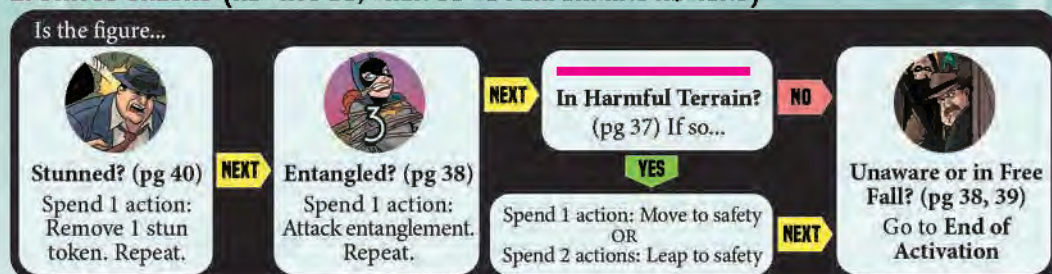
Any unblocked hits will cause the figure to suffer wounds (see "Wounds," pg 16).

If an AI-controlled figure is holding a hostage, the hostage is freed after the first time the villain figure would suffer a wound (see status "Hostage," pg 42).

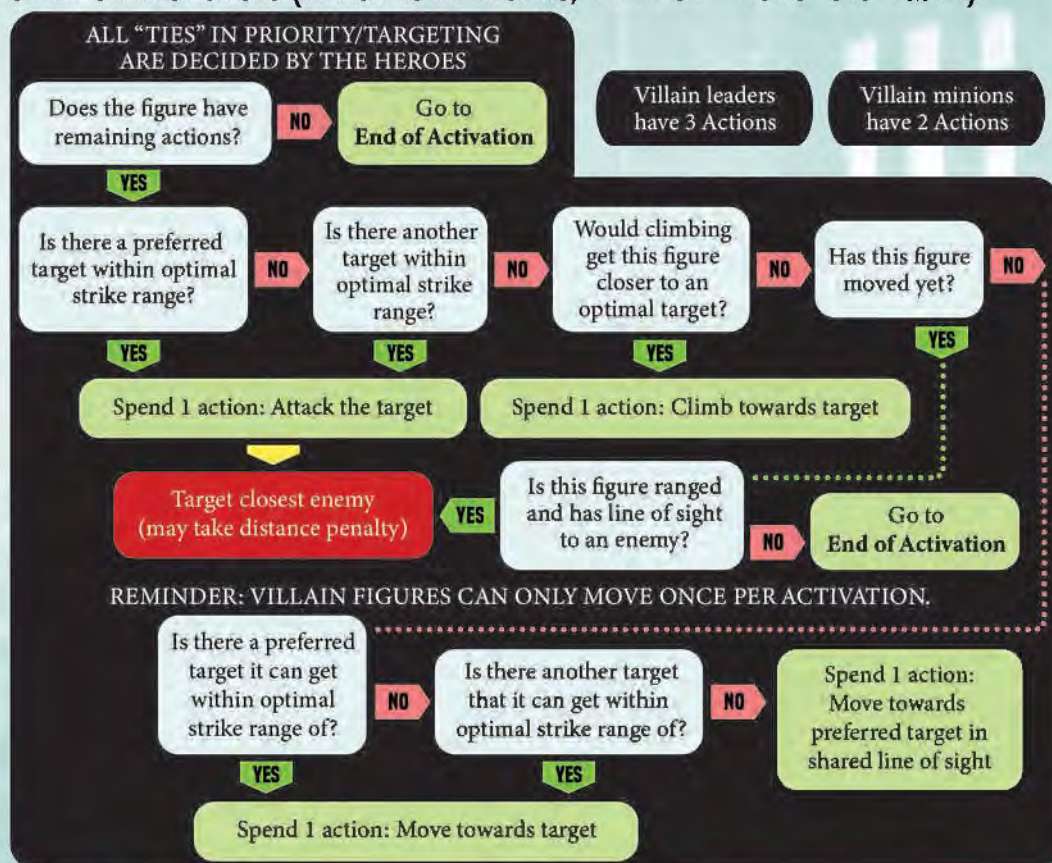
1. CHOOSING WHICH FIGURE TO ACTIVATE



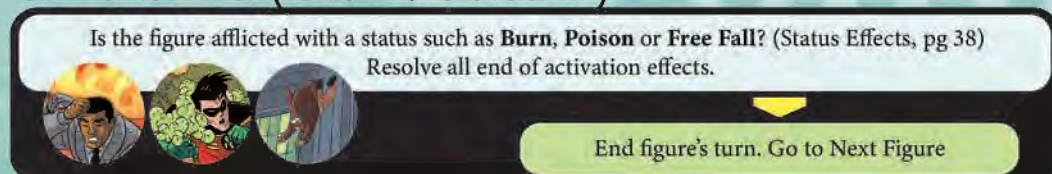
2. STATUS CHECKS (ALWAYS DO, THEN GO TO PERFORMING ACTIONS)



3. PERFORMING ACTIONS (ATTACKING AND MOVING, REPEAT UNTIL NO ACTIONS REMAIN)



5. END OF ACTIVATION (NO MORE ACTIONS TO SPEND)



THE DARK KNIGHT MODE

In *Batman The Animated Series Adventures*, players also have the opportunity to play a solo adventure as Batman against a cooperative villain or to go head-to-head as Batman versus a villain player.

HERO SETUP

Instead of setting up a team of 4 heroes, place the Solo Character Sheet Extension token on top of the Batman: The Dark Knight character sheet.

Bonuses listed on the token are for the base attributes (excluding awakening).

In addition to his other skills, Batman gains the “I’m Batman” skill card.

“I’M BATMAN” SKILL:

- The Hero may perform special actions on themselves.
- At the start of each round, regain 1 Focus.



HERO GAMEPLAY

At the start of each round, the hero rolls their 3 Action dice and assigns them between the 3 slots on the “Dark Knight” sheet.

Slot 1: The icon on the Action die placed into this slot is doubled, take a matching dice placeholder token from the supply.

Slot 2: If Batman chooses to use the Prepared ability, the die is placed into this slot.

Slot 3: The remaining Action die is placed into this slot. This slot has no special effects.

In addition to their dice, on each turn, the hero receives 1 wild action icon. Unlike other wild action icons, the hero may also use this as a defend icon.



COMPETITIVE MODE

When playing The Dark Knight in Competitive Mode, use the round sequence detailed below:

- Hero - Player may spend all of their action icons.
- Villain - Player plays 1 card.
- Hero - Player unexhausts all their Action dice, return any active skill cards to their hand and takes another turn. They may choose a different wild action icon.
- Villain - Player plays 1 card.
- Hero - Player unexhausts all their Action dice, return any active skill cards to their hand and takes another turn. They may choose a different wild action icon.
- Villain - Player plays 1 card.
- End of round.

Note: Even though there is less turns per round, the villain players queue remains at 4 cards long.

COOPERATIVE MODE

When playing The Dark Knight in Cooperative Mode, the turn structure and setup remains mostly the same with the following changes.

In addition to Batman's normal initiative card, shuffle in the 2 "Batman: The Dark Knight" initiative cards, for a total of 3 hero initiative cards.

At the start of each hero turn after the first, the hero unexhausts all their Action dice, return any active skill cards to their hand, and takes another turn. They may choose a different wild action icon on each of their turns.



EXAMPLE:

Batman has used the Prepared ability and selected the (2x range icon), this die becomes his center die and is placed into slot 2.

He then rolls the remaining Action dice and receives (2x range) and (melee/def). Batman places the (2x range) into slot 1, this duplicates the (2x range) and takes a placeholder from the supply. The remaining die (melee/def) goes into slot 3.

Batman then takes a move placeholder token as his wild action icon as he has no movement for his next turn.

LINE OF SIGHT

Line of sight is everything a figure can see. There is no limit to how far line of sight may be drawn unless it is broken by terrain or special effect.

A figure has direct line of sight to its target if a straight line from the figure's space to the target space can be drawn without crossing any terrain that blocks line of sight. Figures do not block line of

sight unless they are giant, in which case the space they occupy counts as blocking terrain (for purposes of determining line of sight only).

A figure has shared line of sight as long as a friendly figure has direct line of sight to the target. Shared line of sight is only used for Cooperative Mode villain figure activation.

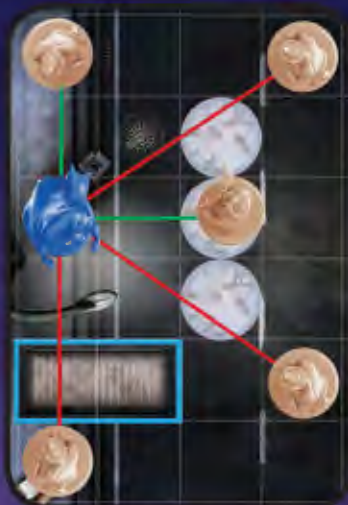
EXAMPLE 1:

- Line of sight may be drawn through friendly figures.
- Line of sight may be drawn through enemy figures.
- While target is crouching, line of sight may not be drawn through the object they are crouching behind.



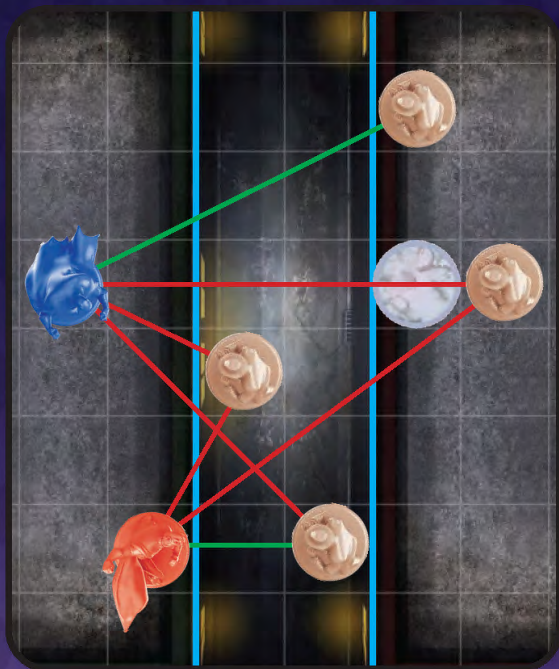
EXAMPLE 2:

- Line of sight may not be drawn through blocking or elevated terrain.
- Line of sight may be drawn into a space of obscuring terrain, but not through a space of obscuring terrain.



EXAMPLE 3:

- Line of sight may be drawn from elevated terrain to elevated terrain, unless line of sight is broken by other means (blocking terrain, elevated terrain, giant figure, obscuring terrain).
- Line of sight may be drawn from low terrain to low terrain, unless line of sight is broken by other means (blocking terrain, elevated terrain, giant figure, obscuring terrain).
- Line of sight may be drawn from elevated terrain to low terrain, unless line of sight passes through a space of elevated terrain first or it is broken by other means (blocking terrain, giant figure, obscuring terrain).
- Line of sight may be drawn from low terrain into elevated terrain, but not through a space of elevated terrain, unless line of sight is broken by other means (blocking terrain, giant figure, obscuring terrain).



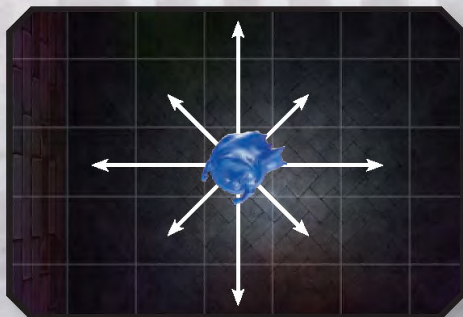
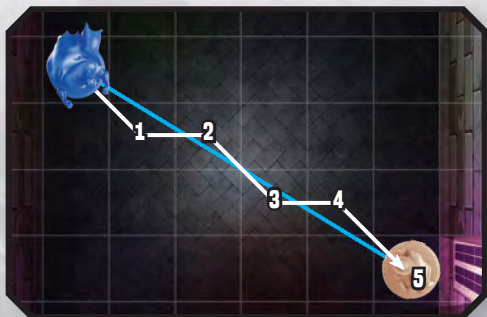
STRAIGHT LINES

Straight Lines - Line of Sight / Ranged Strikes:

When measuring a ranged strike, a straight line is a line from the center of 1 space to the center of another space. The distance is always determined by the shortest possible route between the 2 spaces.

Straight Lines - Movement:

When a straight line is required for movement it is considered to be orthogonal or diagonal movement only (like a queen in chess).



GLOSSARY: TERRAIN

TERRAIN TYPES

The different terrain types can be found on map tiles and tokens, and can affect figures' movement, line of sight, and character attributes. Each space within an enclosed line for a terrain type count as a space of that terrain. Terrain with two colors in its border counts as spaces of both terrain types.

PROP TOKENS

Tokens or spaces that represent physical objects on the map with terrain rules are prop tokens. These include but are not limited to cars, crates, trash cans, benches and dumpsters.



ELEMENTAL TERRAIN TOKENS

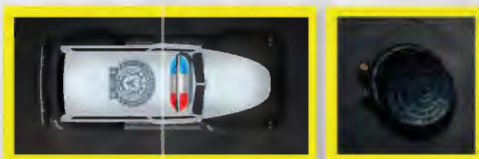
Elemental terrain tokens represent elemental effects on the map tiles by either adding a square elemental token during the setup or when adding a round elemental to the map token during the battle. These include but are not limited to fire, ice and smoke.



SLOW TERRAIN

EFFECT: It costs 1 additional move point to enter each space of slow terrain.

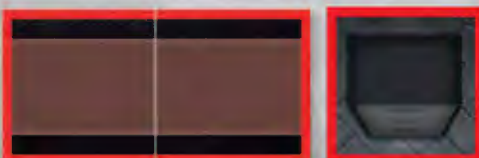
LINE OF SIGHT: Unaffected



ROUGH TERRAIN

EFFECT: A figure that enters a space of rough terrain immediately ends its current move action and loses any remaining move points. This does not prevent the figure from starting a new move action. It merely ends the current move action.

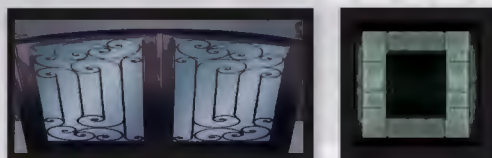
LINE OF SIGHT: Unaffected



BLOCKING TERRAIN

EFFECT: Figures may not enter blocking terrain.

LINE OF SIGHT: Figures may not draw line of sight into or through blocking terrain.



COVERED TERRAIN

EFFECT: Figures on a space of covered terrain receive Defend +1 and are considered to be 1 additional space away when targeted by ranged strikes.

LINE OF SIGHT: Unaffected

ELEVATED TERRAIN

EFFECT: Elevated terrain is not considered adjacent to low (non-elevated) terrain, except for moving when figures use the climb terrain move.

Figures on spaces of elevated terrain are considered to be 2 additional spaces away when targeted by ranged strikes from figures in spaces of low terrain.

Figures making a ranged strike from elevated terrain to low terrain suffer no additional penalty (standard ranged strike rules apply).

FALLING: A figure that moves from elevated terrain to low terrain receives wounds equal to the hits rolled on 4 Battle dice. These wounds may be defended against as normal.

Figures do not receive wounds from falling when moving into a space that contains a trash heap, a dumpster, fire escape, or staircase.

LINE OF SIGHT:

- Elevated Terrain to Elevated Terrain: Unaffected.
- Low terrain to low terrain through elevated terrain: No line of sight
- Elevated Terrain to Low Terrain: Figures in elevated terrain may draw line of sight into low terrain, but not through a space of elevated terrain into a space of low terrain.
- Low Terrain to Elevated Terrain: Figures in low terrain may draw line of sight into elevated terrain, but not through a space of elevated terrain into another space of elevated terrain.



UNSTABLE TERRAIN

EFFECT: Figures may move through a space of unstable terrain, but they cannot end a move action on one. If a figure would be forced to end its move on unstable terrain, that figure stops in a space just before the unstable terrain.

LINE OF SIGHT: Unaffected



OBSCURING TERRAIN

EFFECT: Figures on a space of obscuring terrain do not need to be broken away from, do not affect adjacent figures that are awakening and do not prevent enemy figures from making special actions.

When making a strike into or out of obscuring terrain, roll half as many dice (rounded up). When an AI figure makes a strike into or out of obscuring terrain, halve their hit attribute (rounded up). This does not stack.

For example, if a figure makes a strike out of obscuring terrain AND into obscuring terrain, you still only roll half as many dice, not 1/4 as many dice.

LINE OF SIGHT: Figures may draw line of sight into, but not through, obscuring terrain.



Shown: Smoke token and Fire Space

HARMFUL TERRAIN

EFFECT: Each time a figure enters a space of harmful terrain, it suffers 1 unblockable wound. At the end of its turn, if a figure starts and ends in the same space of harmful terrain and did not move, it suffers 1 unblockable wound. In addition, at the end of the round, all player controlled villain figures in harmful terrain suffer 1 unblockable wound.

LINE OF SIGHT: Unaffected



Shown: Caltrops token and Fire token

BOTTOMLESS TERRAIN

EFFECT: A figure that enters bottomless terrain receives the Free Fall status token (page 39). If a Free Falling figure begins and ends their turn in bottomless terrain, the heroes instantly lose the battle.

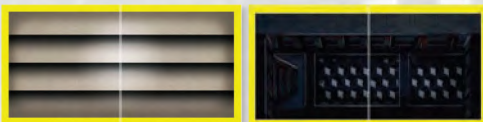
Non-flying villain figures may not voluntarily move into bottomless terrain unless using a skill, ability or gadget.

LINE OF SIGHT: Unaffected

FIRE ESCAPES/STAIRCASES

EFFECT: Fire escapes and staircases are slow terrain and are considered to be adjacent to both low and elevated terrain. You do not take falling wounds moving from elevated terrain to a fire escape or staircase.

LINE OF SIGHT: Unaffected



DOORS

EFFECT: While closed, doors are blocking terrain. While open, doors are empty spaces.

To indicate that a door is open, flip the door token to its open side. A door cannot be closed again once opened.

Heroes adjacent to a closed door may open it by performing a Focus check against the difficulty indicated in the battle description (see "Focus Checks," pg 44).

Heroes and villains may break open a door by making a melee and ranged strikes against it. Rolling hits in a single strike equal to the door's Focus check difficulty +3 will open it.

Doors with no difficulty listed in the battle description may not be opened.

LINE OF SIGHT: While closed, doors are blocking terrain. While open, doors are empty spaces.





SKYLIGHTS

Skylights are terrain features that allow figures to move from one map tile to another. Each skylight is a pair of tokens, a top and a bottom, each representing 4 spaces.

For figures moving and drawing line of sight between the two map tiles, the 12 spaces adjacent to the top skylight token are treated as elevated terrain that are next to all 4 spaces of the bottom skylight token, which is low terrain.

This means that a figure may move between the skylight tokens by taking a climb action, or by using a grapple gun or similar gadget or skill. Otherwise, if you move from the top token to the bottom token you suffer wounds from falling (see “Elevated Terrain,” pg 36).

If a figure ends its move on the top token it automatically falls to the bottom token. Place the figure in any of the 4 unoccupied bottom spaces and it suffers wounds from falling (see “Elevated Terrain,” pg 36).

If there are no available spaces to move to when climbing or falling, the figure moves 1 additional space for free as if they were leaping (see “Leap,” pg 23).

LINE OF SIGHT: Line of sight can only be drawn from figures that are adjacent to the top skylight token to figures that are on the bottom skylight token and vice-versa. Otherwise there is no line of sight between the tiles.

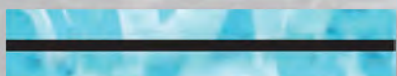
TERRAIN TYPES—LINES

Lines are terrain features that go between spaces, but don’t enclose spaces. Use the standard terrain rules if lines enclose a space or spaces. Terrain line’s effects apply when a figure moves over the line or draws line of sight through it.

— BLOCKING LINES

EFFECT: Figures may not cross blocking lines.

LINE OF SIGHT: Figures may not draw line of sight through blocking lines.



— SLOW LINES

EFFECT: Figures must pay 1 additional move point to cross a slow line.

LINE OF SIGHT: Unaffected



— CLIMBABLE LINES

EFFECT: Figures may only cross a climbable line if they perform the climb terrain move.

LINE OF SIGHT: Unaffected



— OBSCURING LINES

EFFECT: Obscuring lines do not affect movement.

LINE OF SIGHT: Figures may not draw line of sight through obscuring lines.



— HARMFUL LINES

EFFECT: Each time a figure passes through a harmful line, it suffers 1 unblockable hit.

LINE OF SIGHT: Unaffected



GLOSSARY: CHARACTER TRAITS

All characters have supplemental traits in addition to their basic attributes. Traits are listed under a character's name on their sheet.

LEADER

Leader figures are unique and generally only one of this character will be involved in each battle. During competitive play, leaders can be knocked down and may attempt to awaken. In cooperative play, leaders are KO'ed and removed from the map when they take wounds equal to their life. Leaders are granted 3 actions per activation in cooperative play.

MINIONS

Minions are not unique and are KO'ed and removed from the map when they take wounds equal to their life. Minions are granted 2 actions per activation in cooperative play.

IMMUNE

Immune figures cannot gain status tokens from poisons and gases.

This includes Fear Toxin, SmilesX, Knockout Gas, and Poison.

FLYING

Flying figures do not need to break away from enemy figures, may move through (but not end a move action on) figures, and ignore non-blocking terrain effects.

HENCHMAN

Henchman figures are subordinates that may receive bonuses from certain leader figures.

CREATURE

Creature figures may not perform special actions and do not share line of sight.

UTILITY BELT

Figures with the Utility Belt trait, before the start of the battle, may trade 1 skill card (and only 1) for 4 gadget cards.

FACTION

Beyond being a hero or villain, each character belongs to a faction. Some figures have abilities that only affect a particular faction, and some battles give bonuses to particular factions.

SMALL

Small figures may share a space with another figure.

GIANT

Giant figures take up more than 1 space on the map.

When targeting a giant figure, a straight line may be drawn to the center of any of the spaces the giant figure occupies, not the center of the figure itself.

Giant figures may not be moved by another character's skill or ability (unless specified otherwise).

No figures may draw line of sight through a giant figure.

When a figure is calculating break away from a giant figure, the cost is the number of the giant figure's spaces that the breaking away figure is adjacent to.

TERRAIN EFFECTS:

Giant figures are affected by a terrain types' effect as long as at least 1 space they occupy is of that type.

SUPPORT

Sometimes, even a hero needs a little help.

Support heroes are setup in an adjacent space to their commander at the start of a battle.

Support figures act on their commander's turn and do not use or share action dice.

Each support receives 2 wild actions of their commander's that can be used as Move, Melee Strike, or Ranged Strike. Some commanders have a limit on how many supports they can control on each turn.

A support's commander can use their focus to reroll their dice rolls.

Supports do not awaken.

MACHINE

Machine figures are not affected by obscuring terrain.

GLOSSARY: STATUS EFFECTS

Both heroes and villains can receive status effects. These effects range in nature and severity, some with game-ending consequences.

When a figure receives a status effect, place the corresponding token next to them on the map.



STATUS: ENTANGLE

DESCRIPTION: When a figure is entangled, it may not perform any actions except trying to break free; it may not be moved with gadgets or abilities; and it no longer affects other figures' awakening or break away.

When a figure becomes entangled, give it Entangle counters that add up to the number specified by whatever caused the Entanglement.

PLAYER-CONTROLLED FIGURE EFFECT:

- Can only spend attack actions to weaken or break entanglement (either ranged or melee icons can be used in any combination).
- Each hit reduces the entanglement by 1.
- Friendly figures may also target friendly entangled figures to break entanglements.

AI-CONTROLLED FIGURE EFFECT:

- May not activate normally while entangled.
- Spend attack actions to weaken or break entanglement.
- Each hit reduces the entanglement by 1.

BYSTANDER EFFECT:

- May not be rescued or taken hostage.



STATUS: UNAWARE

- **DESCRIPTION:** Some battles feature unaware figures. These figures cannot be activated until they become aware. Figures become aware if attacked or as indicated in the battle description.



STATUS: STUN

DESCRIPTION: Stunned figures can't perform Actions or use Skills or Gadgets and must spend Action Icons to snap out of their stupor. A figure may have multiple stun tokens and while stunned no longer affect other figures' awakening or break away.

Stunned figures must spend actions to remove stuns before taking any other actions. To remove, a figure must spend 1 non-defend icon per stun token.



FIRING



UNDER FIRE

STATUS: UNDER FIRE

DESCRIPTION: When a figure comes under fire thanks to an ability, place an under fire token next to the defending figure and a matching-color firing token next to the attacking figure. This represents that the figure under fire has a hail of gunfire hitting the ground all around them.

If the firing figure becomes entangled or stunned, loses line of sight to the under fire figure at the end of an action, or if the under fire figure moves out of optimal strike range in cooperative mode, remove both under fire and firing tokens.

PLAYER OR AI-CONTROLLED FIGURE EFFECT:

- Place firing token on the attacking figure.
- Place the matching firing token on the defending figure.
- Defending figure may not move toward attacker
- If defending figure ends their turn under fire, their life is instantly reduced to 0.

BYSTANDER EFFECT: N/A



STATUS: FREE FALL

DESCRIPTION: A non-flying figure that enters bottomless terrain (pg 37) receives a free fall status token. A figure in free fall may not move, leap, or attack.

If a figure in free fall begins and ends their turn in bottomless terrain, the heroes instantly lose the battle. *(Heroes would never let anyone fall to their deaths, even their enemies).*

Figures in bottomless terrain may be rescued by a number of abilities and gadgets. If a figure leaves bottomless terrain, remove the Free Fall status from them.

PLAYER-CONTROLLED FIGURE EFFECT:

- May not move, leap, or attack while in free fall.
- Villains may not move into bottomless terrain by choice.

AI-CONTROLLED FIGURE EFFECT:

- Cannot move, leap, or attack while in free fall.
- Will not move into bottomless terrain by choice or by taking a move action.

BYSTANDER EFFECT:

- Follows base free fall rules.



EARLY



LATE

STATUS: SMILEX (GAS)

DESCRIPTION: A figure may become infected with SmileX by a number of abilities. When this happens, the affected figure receives a SmileX token, early side up. The figure type determines the effect of SmileX, and it always triggers at the end of a round.

At the end of the round, if the SmileX token started the round in play, flip it over to its late side.

PLAYER OR AI-CONTROLLED FIGURE EFFECT:

- When the SmileX token flips to the late side, the figure receives 1 unblockable wound.
- If the SmileX token is already on its late side at the end of the round, the figure's Life is reduced to 0.
- Can be removed with Inoculate.

BYSTANDER EFFECT:

- If the SmileX token is already on its late side at the end of the round, the bystander succumbs to the SmileX toxin, and the heroes immediately lose the battle.
- Can be removed with Inoculate.





STATUS: COLD

DESCRIPTION: When a figure receives a cold token, their Move attribute is reduced by 1.

Remove the cold token at the end of the affected figure's next turn.



STATUS: FEAR TOXIN (GAS)

DESCRIPTION: A figure may become infected with fear toxin by a number of Scarecrow's abilities. When this happens, the affected figure receives a fear toxin token. Fear Toxin cripples heroes and makes affected bystanders fear the heroes.

PLAYER OR AI-CONTROLLED FIGURE EFFECT:

- Suffer -1 Move, Attack/Hit, and Defend/Block.
- Can be removed with Inoculate.

BYSTANDER EFFECT:

- Can be removed with Inoculate.
- Heroes may not attack bystanders, even if bystanders attack them.
- Bystanders receive Attack +1.
- **Cooperative:** Bystanders receive 2 actions, and activate whenever a Henchman initiative card is drawn. They have attack type melee, and target the lowest health figure.
- **Competitive:** Villain player may control affected bystanders.



STATUS: HOSTAGE

DESCRIPTION: Bystanders are the perfect meat-shields for the villains.

A figure may only hold one hostage at a time. They receive a bystander hostage token and the following attribute changes: Move -1 and Defend/Block +2.

If a figure holding a bystander becomes stunned or entangled, they instantly release the hostage, and they are considered rescued.

PLAYER-CONTROLLED FIGURE EFFECT:

At any time, this figure may release their hostage to cancel all wounds being dealt to them by a single attack. At that point, the bystander flees the map to safety and is considered rescued.

If the figure is knocked down or KO'ed while holding a hostage, that player removes the Hostage token and places a bystander figure adjacent to it.

AI-CONTROLLED FIGURE EFFECT: The first time this figure would take wounds from an attack, release their hostage to cancel all wounds from that attack. At that point, the bystander flees the map to safety.

GLOSSARY: ARKHAM ASYLUM STATUS EFFECTS

These status effects can be found in the expansion, Batman: The Animated Series - Arkham Asylum.

Again, both heroes and villains can receive these status effects, with some of them inflicting wounds and one taking control of the figure itself.



STATUS: POISON

DESCRIPTION: Figures may become poisoned from various effects during the battle. A figure may have multiple poison tokens. At the end of a poisoned figure's turn; that figure suffers unblockable wounds equal to the hits rolled on one battle die, then removes one poison token.

If a figure has not activated for an entire round, at the end of the round resolve their poison tokens as if it was the end of the poisoned figure's turn. Poison tokens may also be removed by the Inoculate special action.



STATUS: BURN

DESCRIPTION: A figure may only have one burn token. At the end of a burned figure's turn they suffer one unblockable wound, then remove the burn token. If a figure has not activated for an entire round, at the end of the round resolve their burn token as if it was the end of that figure's turn.



STATUS: MIND CONTROL

DESCRIPTION: Figures placed under mind control may be activated and controlled by the character who gave them this status. The only way to remove a mind control token is to attack it. Mind control tokens have Defense 0 and 2 Life.

PLAYER-CONTROLLED VILLAIN EFFECT: Mind controlled villains may be activated more than once per turn.

PLAYER-CONTROLLED HERO EFFECT: Mind controlled Heroes activate as normal on their turn, but may also be activated by the character that placed them under mind control, as described on that figure's character card.

AI CONTROLLED FIGURE EFFECT: Figures with a mind control token will activate when the figure that placed them under control has their initiative card drawn. Each mind controlled Minion, Support, or Bystander figure receives 1 wild action and a mind controlled Hero receives 2 wild actions. If a figure doesn't have a targeting priority, it targets the closest hero.

BYSTANDER EFFECT: Mind controlled bystanders use the stats on the bystander character card and may be activated by the character that placed them under mind control, as described on that figure's character card.

GLOSSARY: SPECIAL ACTIONS

SPECIAL ACTIONS

Certain actions are not shown on the dice—these are often situational and, in some cases, restricted to either heroes or villains.

To perform a special action, the hero or villain must spend 1 action with at least 1 non-defend icon on it.

Special actions may only be taken while adjacent to the action's target but not adjacent to any enemy figures. You may be adjacent to enemy figures if they are in obscuring terrain.

Some scenarios have unique special actions, while others use the standard set listed here.

Rolls made for special actions may be rerolled with focus.

FOCUS AND SKILL CHECKS

Focus checks and Skill checks are used for opening doors and performing other battle specific tasks.

When making a Focus or Skill check, the character must roll battle dice equal to their Focus or Skill attribute. If the number of hits meets or exceeds the difficulty set in the battle description, the character succeeds. If the total number of hits is fewer than the difficulty of the Focus or Skill check, the character fails.

INOCULATE

Inoculate is used to cure figures infected with gases and poisons. A figure may never inoculate themselves; they must have another figure inoculate them.

When inoculating, roll 1 Battle die. If it hits, remove all gas effects (Fear Toxin, SmileX) and poison from the target. If the result is a block, the inoculation fails.

INTERROGATE

Some enemy figures have important information that requires some convincing for them to relinquish. You may still take the interrogate special action when adjacent to enemy figures.

To interrogate an enemy figure, a character must perform a Focus check while adjacent to the enemy figure. The difficulty of the Focus check is the remaining Life of the enemy figure + a difficulty set in the battle description.

INVESTIGATE

To collect the clues, evidence, and bombs (pg 45) found in some battles, you sometimes must perform a special action while standing adjacent to them.

BYSTANDERS

In general, bystanders are considered friendly figures by the heroes, and are considered neither friendly or enemy figures by the villains. Bystanders cannot be attacked by either side.

Bystanders can gain some status effects. Check the status effect glossary (pg 40-43) for details on how status effects work on bystanders.

Many scenarios feature neutral bystanders for the players to rescue with the rescue bystander action. Some scenarios will also allow villains to take bystanders hostage and gain the "Hostage" status effect (pg 42).

RESCUE BYSTANDER

Heroes may rescue a bystander as a special action as long as the bystander does not have a status effect or an un-defused bomb on them. When a bystander is rescued, remove that figure from the map.

TAKE HOSTAGE

Villain figures may take an adjacent bystander hostage as a special action as long as the bystander does not have a status effect or an un-defused bomb on them.

When a bystander is taken hostage, remove that figure from the map, the villain figure that took the hostage receives a hostage token.

CARRYING ITEMS

Some battles feature items that can be carried. Only items specified in a battle description can be picked up.

PICKING UP ITEMS

Figures on or adjacent to items may pick them up as a special action.

HANDING OFF CARRIED ITEMS

Figures may hand off a carried item to an adjacent friendly figure by taking a special action.

DROPPING CARRIED ITEMS

A figure may drop a carried item in the space it occupies, or an adjacent space as a special action.

If a figure carrying an item is knocked down or KO'ed, place the item in the space that figure occupied.



TIME BOMB



TICK

TIME BOMBS

Some battles feature ticking Time Bombs that one side must defuse before they explode.

All Time Bombs have wires that may be cut, but only 1 is correct.

If the Time Bomb ever runs out of ticks, it's game over and the bomb explodes!

At the end of each round the Time Bomb ticks down and removes one tick. To make matters worse: each incorrect wire cut removes an additional tick.

SETTING UP THE BOMB

The bomb is represented by a bomb token on the board, shown in the battle description, as well as a Time Bomb sheet that sits beside the map.

Take the Time Bomb sheet and place it by the map, then shuffle and place the wire tokens face down onto the spaces marked on the sheet. Place ticks on the sheet as specified in the battle description.

DEFUSING A BOMB

To defuse the bomb, figures must cut the correct wire on the Time Bomb sheet by taking a special action while adjacent to the bomb.



Select a wire token on the sheet and flip it to reveal success or failure.



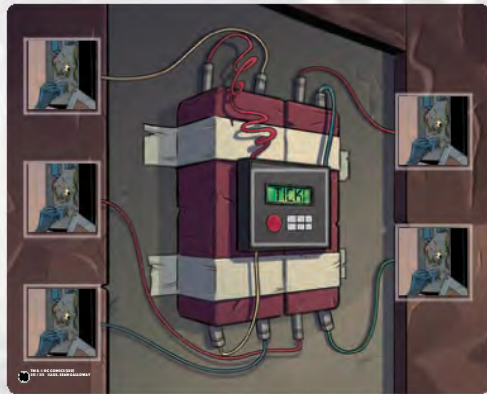
If the flipped wire is a success the bomb is defused — no further actions are required.



If the flipped wire is a fail, the bomb ticks down and you must remove 1 tick token.

INVESTIGATING A BOMB

While adjacent to the bomb, figures may also take the Investigate special action to inspect a wire token. When a figure investigates a wire token they may check if the wire is a success or fail and then place it back on the bomb sheet face down. Investigating a wire does not cause the bomb to tick down.



EXPLOSIVES

The villain player may take a special action to place an explosive onto any adjacent space on the map.

At the end of the round, if an explosive started the round on the map it explodes.

If the explosive was placed onto a non-blocking space all figures adjacent to that space suffer 4 Battle dice of hits that may be defended against as usual.

If the explosive was placed onto a blocking space, replace the explosive with a broken wall token. If the blocking space was a door, open it.

Hero figures may defuse an explosive by taking a special action. Only explosives placed in non-blocking terrain may be defused.

FREQUENTLY ASKED QUESTIONS

WHAT HAPPENS IF I RUN OUT OF A TOKEN I NEED TO PLAY?

Tokens in the box are not intended to be a limited supply for gameplay. While we hope you don't run out, use other tokens included as substitutes if necessary.

IF AN EFFECT MAKES A FIGURE MOVE "ONE SPACE FOR FREE" IS THAT AFFECTED BY BREAKAWAY, SLOW TERRAIN OR SIMILAR EFFECTS?

Effects that move figures a number of spaces count spaces, not move points, so they are not affected by breakaway or slow terrain. However, the effects of Unstable, Elevated, and Blocking terrain still apply.

IS A FIGURE KO'ED AND REMOVED FROM BATTLE AS SOON AS THEY'RE KNOCKED DOWN?

If you're playing a hero or villain, no, you can make an Awakening roll to pick yourself up. Villain minions are always KO'ed and removed when their health hits 0. Villain leaders are automatically KO'ed in cooperative mode. See the awakening rules for more. (pg 16)

CAN HEROES PICKUP BYSTANDERS WITH A GRAPPLE GUN?

Yes, and this is a helpful strategy in many battles.

DO INSTANT VILLAIN CARDS GO INTO THE VILLAINS PLAYED CARD QUEUE?

Yes, unless otherwise stated.

IS IT POSSIBLE TO ADJUST THE DIFFICULTY OF A BATTLE? WE'RE HAVING TROUBLE WITH AN EPISODE.

Yes. If you're having trouble with a battle, try adjusting the difficulty by allowing for extra KO Tokens or an extra turn in the round. Or, try one of the variants on the next page!

ARE SUPPORT HEROES, LIKE BEAT COPS, SET UP ON HERO START SPACES, AND WHAT IF I HAVE MORE THAN 6 HERO FIGURES?

Support heroes are setup on any space adjacent to their commander, they do not need to be on the start spaces (pg 39). The 6 start spaces are there to give you options for your 4 main heroes.

CUSTOM EPISODES

CAN I CREATE MY OWN EPISODES?

Players are encouraged to modify or create their own episodes after first playing through the missions in the episode guide. When creating your own battle, here are some considerations:

HERO COUNT - Our battles all include 4 heroes so that they support all player counts, but your custom battles can use any number of heroes 1-4.

LEADERS AND MINIONS - A good foundation to start with is 1 villain leader and 1 minion type for every 2 heroes.

HERO OBJECTIVES - Objectives are used to change the pressure of an episode. Each episode needs at least 1 objective for the heroes and for the villains.

Defusing Time Bombs, Rescuing Bystanders, and KO'ing villain leaders all can add pressure to a scenario for the heroes.

VILLAIN OBJECTIVES -

For scenarios without a specific villain objective, we recommend "Heroes receive 2 KO tokens".

You can also try timers based on number of rounds, stealing an important item, or something new of your own invention!

The most important thing is to play the episode — if it's too easy for the heroes, add villain figures or increase the objective difficulty. If the battle is too difficult for the heroes, reduce the villain figure count or the difficulty of the objectives.

VARIANTS

ADD ALLIES TO ADJUST DIFFICULTY

If players want to adjust the difficulty of a battle, they can add an ally for either the heroes or the villains. Green allies make the hero side of a battle stronger, while red allies enhance the villains.

ADD INITIATIVE CARDS TO ADJUST DIFFICULTY

If players want to make a battle more difficult, they can add an additional initiative cards for the minions. Each minion type has 2 initiative cards in the box.

AWAKENING AI CONTROLLED VILLAIN LEADERS

Normally, in Cooperative Mode, villain leaders do not awaken. However, if players want a challenge, they may use awakening rules for AI-controlled villain leaders.

When a villain leader is knocked down, place it on its side. Each time the villain leader's initiative card is drawn, it regains Life equal to its Block attribute. Once its Life equals half of its Life attribute (rounded up), it stands up and takes its turn without penalty. Each time its initiative card is drawn and it does NOT regain enough Life to stand up yet, place a KO token on its villain sheet. Any KO tokens received remain on its villain sheet even after awakening.

RULE PRIORITY AND TIMING

Rules found within this book can be broken by effects found in episode guides and cards.

The priority for these is as follows from lowest to highest:

1. Rulebook
2. Battle Description
3. Character Sheet
 - a. Attacker
 - b. Defender

4. Ability/Skill Card

- a. Attacker
- b. Defender
- c. Instant

If a rule or resolution cannot be found, always resolve the conflict with the perceived worst possible outcome towards winning the scenario.

MIXING WITH ADVENTURES SYSTEM GAMES

If you want to mix Batman: The Animated Series characters into other IDW Adventures System games — you can create amazing crossovers.

COMBINING HEROES

All the dice-sharing characters (usually the heroes) from each Adventures System game are fully cross compatible with every other Adventures System game.

When playing a battle from another game, make sure to use the main system rules for that battle.

For example, some Adventures System games have rules for throwing small objects. If you played as Catwoman in a game with those rules, she could throw an object no problem, but in Batman: The Animated Series Adventures, she cannot.

COMBINING VILLAINS

Cooperative mode villains are completely cross compatible within the Adventures System.

However some other Adventures System games spawn minions at the end of each round, due to this their Life and Defend attributes are generally less.

Competitive mode villains are currently not able to be crossed over with older games within the Adventures System. But be on the look out for expansions that may update this.

ADDITIONAL NOTES

For thematic reasons, different Adventures System games sometimes use different icons or terminology for something with a different name or icon in this rulebook. In general if something functions the same way you should treat them as the same thing.

For example in some Adventures System games movement icons are represented by a skateboard icon rather than a boot.

