

TEAMS IN GOTHAM

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Teams represent an exciting new addition to the Batman Miniature Game, and are a way of creating themed crews that represent the more famous (and infamous) groups of heroes and villains in the DC universe.

Teams are custom crews that are created using their own rules instead of those found in the Configuring Your Crew section of the Batman Miniature Game rulebook. In addition, Teams have some unique special rules, like exclusive Strategies, Equipment or characters to hire.

CONFIGURING A TEAM

First, you must choose which team you wish to create. On the following pages, you will find rules for several new teams: the Suicide Squad, Bat-Family, The Society, and Team Arrow. Models from a team often don't have a particular affiliation, or don't seem to have affiliations that work with other members, but don't worry! The following guidelines, combined with the list of playable characters in appropriate Recruitment Tables, will make it clear which models you may include in your custom crew.

Once you have chosen your team, use the following rules to configure it:

- You must select a model to be the Team's Boss. This model doesn't need to have the Leader or Sidekick Rank – s/he can also be a Free Agent. See your team's Recruitment Table for the full list of characters who can be recruited as your team's Boss.

- Who is the Boss in a Team?

1. If there is a model with Boss? Always present, they MUST be the Boss, regardless of a rank.
2. If there is no Boss? Always model present, a model with the Leader rank must be the Boss.
3. If there is no Boss? Always or Leader model present, a model with the Sidekick rank must be the Boss.
4. If none of the above are present, a Free Agent must be the Boss.

- If a Model whose Boss? status is listed as 'Always' is included in the Team, they MUST be the Boss. This model's Inspire affects all other friendly models within range regardless of their rank.

- You may hire any number of Leaders, Free Agents and/or Sidekicks in your Team, ignoring the usual limits.

- Reputation and Funding (\$) for a team work exactly as described in the Batman Miniature Game rulebook.

- All the models in a team must be listed on the appropriate Recruitment Table, or have the Team's trait (for example, a model with the Suicide Squad trait listed on its character card may join a Suicide Squad team, even if it is not listed on the Recruitment Table).

- You may never hire Henchmen in a Team unless s/he has the Team's trait or is listed on the team's Recruitment table.

- Teams follow the normal rules for Equipment, except that it can be purchased by any model of the Team unless stated otherwise.

- Each model can add up to 6 Objective/2 Plot card that shares an Affiliation with it. You can mix Objective and Plot cards of different Affiliation in this way, but you must apply the rest of the usual rules (like the maximum of the deck).

- Teams are fully compatible with the *Batmatch* rules.

Is a Team the same as a Crew? Yes and no. When the rules refer to a Crew, this includes Teams. However, ignore any and all traits that affect Crew composition when building a team, such as Arrogant or Affinity. The only traits that affect a Team's composition are those allowing models to join a Team, such as Harley Quinn's Suicide Squad Member trait or another trait that specifically says you can include a model inside a Team, or increase your Funding. In-game traits such as Mastermind and Strategist still take effect. The exception to this is the Objectives? Puzzles Everywhere!!! trait, which is ignored.



The Suicide Squad offers players a unique opportunity to field a team of backstabbing super-villains and reluctant heroes, hell-bent not only on getting the job done, but also looking out for number one! These models bring chaos and unpredictability to the Batman Miniature Game, resulting in new tactical challenges for you and your opponents.

TABLE 3A: SUICIDE SQUAD RECRUITMENT TABLE

Character	Recruit as Boss?
Black Manta	Yes
Captain Boomerang	Yes
Deadshot	Yes
Deathstroke	Yes
Diablo	No
The Riddler	No
Gorilla Grodd	No
Harley Quinn	Yes
Killer Frost	No
King Shark	No
Rick Flag	Yes
Joker's Daughter*	No
Katana	No
Enchantress	No
Killer Croc	No
Slipknot	No
Reverse Flash	Yes
Black Orchid	No
Electrocutioner	No
Poison Ivy	No
Bronze Tiger	No

*Note: If you recruit this model, ignore her aversion rule.

SPECIAL RULES

All Suicide Squad Teams are subject to the following new special rules, representing the risks and unique benefits of bringing together such a volatile gang of heroes and villains.

Special Trait: Suicide Squad Member

This model can be hired in a Suicide Squad Team configured using the team rules, exactly as if s/he was listed in Table 3a, above.

Suicide Mission

During their missions, Task Force X is constantly monitored by ARGUS, to ensure that they do not deviate from the plan or try to escape. The Suicide Squad is under great pressure during undercover missions thanks to the cranial bombs implanted in each member of the team.

At the end of each round (after Casualty Recount and victory conditions have been checked), the player with the Suicide Squad Team must have earned a minimum number of Victory Points (including any behind a Plot Card), detailed in Table 3b, below, or ARGUS will activate one of the squad's cranial bombs at random!

The minimum number of Victory Points you require depends of the Reputation limit of game being played. To determinate which model in the Suicide Squad dies, you should randomize between the remaining models in your squad, using dice, tokens or whatever method you prefer. However, ARGUS will not jeopardize the mission – your crew's Boss is exempt from execution, and his/her cranial bomb will not be activated.

The model whose bomb is detonated is instantly removed from play as a casualty. However, when a cranial bomb is detonated, all models in the Team gain +1 Willpower in the next round.

Game Round	VPs Needed (150 Rep)	VPs Needed (151 to 350 Rep)	VPs Needed (351+Rep)
1	2 VP	6 VP	10 VP
2	4 VP	10 VP	16 VP
3	8 VP	14 VP	24 VP
4	12 VP	20 VP	32 VP

TABLE 3B: MINIMUM VICTORY POINTS REQUIRED

Unlimited Funds

The Suicide Squad Team’s funding is increased by \$50 for each 100 Reputation of the crew or part thereof.

We’re Partners, For Now...

The Suicide Squad often brings together mortal enemies, or is formed from groups of rival villains who make an uneasy – and very temporary – alliance. Once per round a friendly model can be activated immediately after another model by spending a Special Action. Neither of these models may be the Boss, and both models must have the Free Agent rank. This means that, provided you have enough models remaining in the Suicide Squad Team, you may activate two consecutive models without your opponent receiving an activation.

SUICIDE SQUAD EQUIPMENT

The Suicide Squad has access to unique equipment thanks to the logistical support afforded them by ARGUS. The following items represent the equipment list available to Suicide Squad Teams.

0-1 Aerial Locator System* (\$200): Once per game at the start of the round, before determining who takes the lead, you can target one model currently in play. For the remainder of the round the target is illuminated, as if affected by a Lantern. Note that unlike the Lantern or Lamppost rules, only the target model is illuminated, not other models within 4”. NB. The rules governing line of sight apply as normal.

0-2 Airborne Deployment* (\$300): Select a model in your Suicide Squad crew before the game starts. This model is not deployed at the beginning of the game, but is instead held in reserve. At the beginning of the second round or any subsequent round, before determining who takes the lead, deploy the model in contact with any board edge, as long as the model’s base physically fits in the new position. The model may act normally in the round it arrives.

0-1 Magazine (\$300): +1 to Ammunition for one weapon.

** These items cannot be cancelled by other game effects, such as ‘Broken Equipment’.*



Though Batman is a renowned loner, over the years he has worked with many allies, friends and protégés. Now, the Bat-Family is a loose confederation of like-minded heroes and assistants who operate in and around Gotham. Though they often act alone, in times of great need each of them knows they can depend on the others to come to their aid.

TABLE 5: BAT-FAMILY RECRUITMENT TABLE

Character	Recruit as Boss?
Bruce Wayne	Always
Dick Grayson	Yes
Barbara Gordon	Yes
Basil Karlo	No
Jason Todd*	Yes
Huntress	No
Catwoman	No
Damian Wayne	No
Jean Paul Valley	No
Batwoman	Yes

*Only if the model have the Brave and the Bold affiliation.
 NB: Models with Name: Bruce Wayne may only be hired in this Team if they have the Affiliate: Brave and the Bold.

SPECIAL RULES

All Bat-Family Teams are subject to the following new special rules.

Special Trait: Bat-Family Member

This model can be hired in a Bat-Family Team configured using the Team rules, exactly as if s/he was listed in Table 5, above.

The Bat Code

All models in this team convert all the damage they inflict from **♥** to **★**.

Bat-Training

All models included in this Team gain the Boy Wonder trait .

Enhanced Gadgets

Once per game, one friendly model that use the Batclaw/Grapple Gun trait in a previous activation can use it again during a consecutive activation.

Synchronicity

All the models included in this Team gain the Teamwork 1 (ALL) trait. Also, once per game, you may choose who takes the lead without having to roll a die.

BAT-FAMILY EQUIPMENT

The following items represent the equipment list available to Bat-Family Teams:

0-1 Reconnaissance (\$300): Model gains the Undercover rule.

0-1 Magazine (\$300): +1 to Ammunition for one weapon.

0-2 Handcuffs (\$300): Model gains the Arrest rule.

In addition, when including a model with Name: Bruce Wayne you can use the following equipment:

0-1 Upgraded Batsuit (\$100) (Can only be purchased by Bruce Wayne): Model gains +1 Endurance.

0-1 Martial Arts Training (\$100+2 Rep Points) (Can only be purchased by Sidekicks or Free Agents): Model gains the Martial Artist rule.

0-1 Mentor (\$200+3 Rep Points) (Can only be purchased by Sidekicks or Free Agents): Model gains the Hidden Boss rule.



Team Arrow is a vigilante team dedicated to fighting criminals in Starling City. Operating from the Green Arrow's 'Arrowcave', the team has been through several iterations, culminating in a wide network of heroes and operatives ready to answer the call at any time.

Character	Recruit as Boss?
Oliver Queen	Always
Diggle	Yes
Huntress	No
Katana	No
Flash	Yes
Cisco Ramon	Yes
Harrison Wells	No
Hawkgirl	No
Hawkman	No
Heatwave	No
Captain Cold	No
Malcom Merlyn	No
Deathstroke	No
John Constantine	No
Killer Frost	No
Black Canary	Yes

TABLE 7: TEAM ARROW RECRUITMENT TABLE

SPECIAL RULES

All Team Arrow Teams are subject to the following new special rules.

Special Trait: Team Arrow Member

This model can be hired in a Team Arrow Team configured using the team rules, exactly as if s/he was listed in Table 7, above.

Perfect Planning...

This team deploys after the opposing crew is deployed, but before models with traits like Undercover and Hidden. In addition, once per round, during an enemy model's activation, you may spend a Pass to reallocate an Audacity marker from a friendly unactivated model to another friendly unactivated model.

...Bad Choices

This Team can't make more than two Pass on Activation consecutively.

Technological Support

After deployment but before the first Take the Lead phase, choose a friendly model. That model gains one of the benefits provided by the Multitask trait. Models with the Adaptable trait, Speedster trait, Attack 5, or Defense 5 cannot choose the Fighter option. Models that already have Multitask cannot benefit from Multitask a second time.

TEAM ARROW EQUIPMENT

The following items represent the equipment list available to Team Arrow Teams:

0-1 Tactical Gloves (\$50): Only can be taken by Oliver Queen, gains Reinforced Gloves rule.

0-2 Magazine (\$250): +1 to Ammunition for one weapon.

0-1 Red Dot (\$300): One of the model's weapons gains the Red Dot rule.



The Teen Titans were originally formed from a group of young sidekicks, trying to escape the shadow of their illustrious mentors. They represent a diverse crew of heroes, both metahuman and vigilante, who work together as a well-oiled team and an extended family.

TABLE 8: TEEN TITANS RECRUITMENT TABLE

Character	Recruit as Boss?
Dick Grayson	Always
Barbara Gordon	Yes
Cyborg	Yes
Damien Wayne	No
Hawk	No
Dove	No
Raven	No
Starfire	No
Beast Boy	No
Wonder Girl	Yes
Jason Todd*	No

*Only if the model have the Brave and the Bold affiliation.

SPECIAL RULES

The following special rules are used by Teen Titans Team.

Special Trait: Team Titans Member

This model can be hired in a Teen Titans Team configured using the team rules, exactly as if s/he was listed in Table 8, above.

Cooperative Fight Plan

Models in a Teen Titans Team gain the Resilient trait while they are within 4” of two or more friendly models.

Everything to Prove

All models included in this Team gain the Survivor trait.

Pack

For every two models in this Team, you may spend an additional 30 Reputation above the limit.

Youngsters

For all of their successes, the Teen Titans are known for their youth, inexperience and enthusiasm. Their veteran members hold the team together, and the younger members must follow their lead in order to succeed.

At the start of every Raise the Plan phase, your opponent receives 4 Inexperience Penalty points. These points must be spent at the start of this Raise the Plan phase, before any other rules are applied – any points not spent are lost. For each model in the Teen Titans team with the Sidekick or Leader Rank, the number of Inexperience Penalty points is reduced by 1.

Inexperience Penalty points: For each point spent, target one enemy model from the Teen Titans Team, and that model loses 1 dice from 1 roll this round. You choose the roll. The same model may not be targeted more than once per Round.

TEEN TITANS EQUIPMENT

The following items represent the equipment list available to Teen Titans Teams:

0-1 Moment of Glory (\$350): Once per game, at the start of the Raise the Plan phase of any round, you may use the Moment of Glory. This model gains the Living Legend trait until the end of the round.

0-2 Handcuffs (\$400): Model gains the Arrest rule.

0-1 Magazine (\$300): +1 to Ammunition for one weapon.



Traumatized and downtrodden, the Doom Patrol are a super-powered group of outcasts and misfits, which makes them just about ideal to investigate the weirdest phenomena in existence.

TABLE 9: DOOM PATROL RECRUITMENT TABLE

Character	Recruit as Boss?
The Chief	Always
Robotman	Yes
Negative Man	No
Elasti-Girl	No
Crazy Jane	No
Beast Boy	No

SPECIAL RULES

The following special rules are used by Doom Patrol Team.

Special Trait: Doom Patrol Member

This model can be hired in a Doom Patrol Team configured using the team rules, exactly as if s/he was listed in Table 9, above.

I Never Asked for This

You cannot play Objective and Resource cards during a friendly models activation in any round that they score a natural double-1 for any roll. Ignore this rule if a friendly Robotman model is within 8" of that model.

Losing Control

If a friendly model named below scores a natural double-2 any time during the round, immediately apply the listed effects:

- **Beast Boy:** Any Active upgrade card this model has becomes Disabled.
- **Crazy Jane:** Immediately draw a new Personalities card. This card replaces the existing one.
- **Elasti-Girl:** Lose the Stretching trait until her next activation.
- **Negative Man:** Cannot use the Minor Explosions Weapon and the Radioactive Soul-Self trait for the remainder of the round (if it is active, its effect ends immediately).
- **Robotman:** This model cannot take more actions this round unless it first spends an Action.

Leading the Way

When a friendly Robotman or The Chief model is in play and not KO, you can discard X Objective cards from your Accomplished Objectives pile during that model's activations to buy Doom Patrol-specific Rules (where X is the Cost of the Rule), and apply it immediately. When using this rule, the cost of Resignation Rule is reduced by 1 point if used by The Chief, and the cost of Situation Controlled Rule is reduced by 1 point if used by Robotman. The same Rule cannot be played more than once per round.

Strange Things Happen

At the end of any activation where a model scores a natural double 6, you may place a Strange Things Happen marker (is a Suspect marker also in every way) within 6" of that model. Once per round, each of your models may take a Willpower roll while in contact with one of these markers. Any model within 4" of these markers with a Willpower value of 5 or less suffers the Scared effect. No more than 5 of these markers may be in play at the same time.

DOOM PATROL EQUIPMENT

The following items represent the equipment list available to Doom Patrol Teams:

0-1 Only the Result Matters (\$300): Model gains the Expendable trait. This equipment may be taken only when a model with Alias: The Chief is included in the crew.

0-1 Handcuffs (\$400): Model gains the Arrest rule.

0-1 Experimental Treatment (\$400): Model gains the Ferocious and Dodge traits.

0-1 Backpack (\$300): Model gains the Backpack rule.

0-1 Weapons System Upgrade (\$500)(Can only be purchased by Robotman): Gains the following ranged weapon:

Hidden Cannons				S. Range / Firearm / Assault:2
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DOOM PATROL RULES

The following rules are unique to Doom Patrol.

I Need Support: Value 2, Phase ?

As soon as a friendly model completes its activation, you can move another friendly model up to 4" towards that model.

Resignation: Value 2, Phase ?

Once per game, choose one model: that model ignores the I Never Asked for This rule this round.

Situation Controlled: Value 2, Phase ?

Once per game, choose one model: that model ignores the Losing the Control rule this round.

Intensified Problems: Value 2, Phase A

The Strange Things Happens rule is also triggered by a natural double 5 this round. When this Strategy is employed by the Leading the Way rule, its cost is increased by 1.

Under Pressure: Value 3, Phase ?

Target friendly model gains the Living Legend rule until the end of the round.



The Watchmen have often found themselves on both sides of the law, their unconventional methods bringing them fame and notoriety in equal measure. But when they find themselves embroiled in a global conspiracy, they are finally forced to ask themselves: who really does watch the Watchmen?

TABLE 10: WATCHMEN RECRUITMENT TABLE

Character	Recruit as Boss?
Ozymandias	Always
The Comedian	Yes
Nite Owl	Yes
Silk Spectre II	No
Rorschach	No

Bubastis

If your team contains an Ozymandias model, you can recruit a friendly Bubastis model for free as if he were listed in the Watchmen Recruitment Table.

SPECIAL RULES

The following special rules are used by Watchmen Team.

Special Trait: Watchmen Member

This model can be hired in a Watchmen Team configured using the team rules, exactly as if s/he was listed in Table 10, above.

Vigilante Resources

This model can assign Equipment cards during Phase A of the game instead of Crew configuration.

Who watches the Watchmen?

Each round, you can ignore up to one enemy rule that targets a friendly model. If you use this rule, the targeted model suffers the Enervating 1 effect. If the targeted model is a friendly Ozymandias, or a model within 4" of Ozymandias, no AC is lost.

WATCHMEN EQUIPMENT

The following items represent the Equipment list available to Watchmen Teams. This equipment pieces cannot be denied by any rule, also, each model can only purchase up to one equipment piece, except the Grapple Gun equipment, that can be purchased along with other equipment pieces:

0-1 Flamethrower (\$0) (Can only be purchased by The Comedian): Replace the Machine Gun with the following weapon:

Flamethrower	 ★	1 	3 	Expansive / Mechanical / Fire
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0-1 Maniac (\$0) (Can only be purchased by The Comedian): When this model declares an attack, enemy models within 8" suffers the Scared effect.

0-1 Grapple Gun (\$0) (Can only be purchased by Rorschach or Nite Owl): Model gains the Grapple Gun trait.

0-1 Bubastis (\$0) (Can only be purchased by Ozymandias): You cannot include the Bubastis model in your crew. Instead, this model can reroll failed Block rolls, **add 1  to each hit** and enemy models within 2" suffer -1 Attack and -1 Defense during when targeting or targeted by this model. Can only be purchased by Ozymandias.

0-1 Lightning Reflexes (\$0) (Can only be purchased by Ozymandias): This model may perform Effort to reroll attack dice at cost of 1 Effort per die rerolled (ignoring the Effort limit). In addition, target enemies with a lower Movement value than this model must pass a Willpower roll or cannot make Efforts against this model's Attacks until the end of the round.

0-1 Archie Support (\$0) (Can only be purchased by Nite Owl): This model loses the Archie trait. This model by spending a Special Action can call for Archie support: place an Explosive template within 8" and line of sight of this model. All models affected suffer Damage  ★ and the Fire effect with a Strength die of 3+. Can only be purchased by Nite Owl.

0-1 Cooperative Fighting (\$0) (Can only be purchased by Nite Owl): Friendly models that make a Close Combat attack against an enemy in contact with this model gain +1 to hit.

0-1 You're Locked in Here with Me! (\$0) (Can only be purchased by Rorschach): This model gains the Takedown and Intimidate traits.

0-1 Rorschach's Journal (\$0) (Can only be purchased by Rorschach): When a model becomes KO or is removed as a casualty **within 10" of this model**, you may first place a friendly Suspect marker in contact with it (ignoring the minimum distance between suspect markers). This model may remove 1 friendly Suspect marker within 4" during its activation perform an extra move of 4". In addition, when a friendly model within 4" of a friendly Suspect marker scores an Objective card, you may remove that marker to draw an additional Objective card.

0-1 Reckless (\$0) (Can only be purchased by Silk Spectre II): Model gains the Reinforced Gloves trait.

0-1 Daughter of Jupiter (\$0) (Can only be purchased by Silk Spectre II): When this model stays within 2" of a friendly Suspect marker, enemy models cannot reveal it.



Hailing from an alternate universe where Bruce Wayne became ‘Jokerized’ by a virulent nanotoxin, the Batman Who Laughs is a dark parody of Gotham’s greatest defender. With his corrupted Robins and even a Jokerized Commissioner Gordon by his side, the Batman Who Laughs travels the Multiverse to destroy all that is good and pure in the name of Barbatos, the Bat-God.

TABLE 10: THE BATMAN WHO LAUGHS RECRUITMENT TABLE

Character	Recruit as Boss?
The Batman Who Laughs	Always
Damian Who Laughs	No
Robin Who Laughs	No
The Commissioner	No

SPECIAL RULES

The following special rules are used by The Batman Who Laughs Team.

Freed

When an enemy Free Agent or a Henchman model with a Rep cost higher than 25 would be removed as a Casualty within 8” of a friendly The Batman Who Laughs model, you may place a new friendly model with the He Freed Me trait in contact before removing the model. You may not have more than 4 models with this trait in play at the same time.

When an enemy Sidekick or Leader model would be removed as a Casualty within 8” of a friendly The Batman Who Laughs model, you may place a new friendly model (not recruited to your Crew) with the Dark Influence trait in contact before removing the model.

Twisted Mind

This team may choose Objective and Plot cards of  and  affiliation as if the models have those affiliations.

THE BATMAN WHO LAUGHS EQUIPMENT

The following items represent the Equipment list available to The Batman Who Laughs Teams. These items cannot be denied by any rule. Each model can only purchase up to one item of Equipment:

0-1 Hunter (\$0): When this model attacks an enemy that has already activated this round, it gains +1 bonus to its attack dice rolls when performing Melee Attacks..

0-1 Bar (\$0): Model gains the Death Pack trait.

0-1 Darkness (\$0): Models within 4” are always considered as affected by the Cover rule.

0-1 No Limits (\$0): When this model makes Efforts it may suffer  damage instead of .