
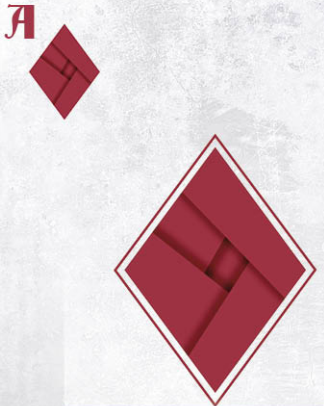
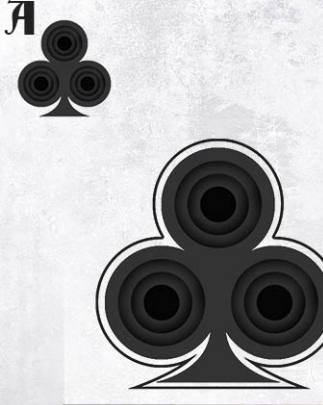
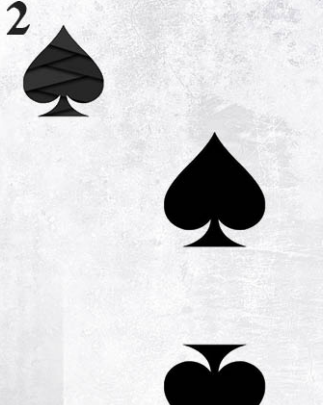

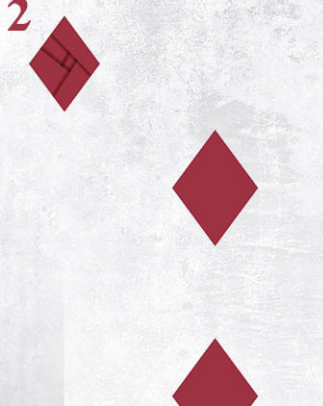
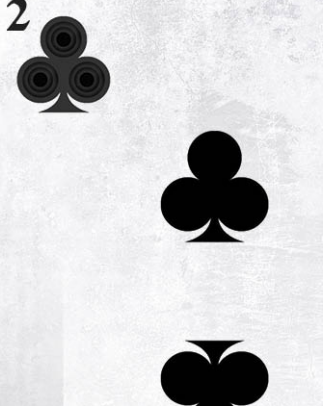
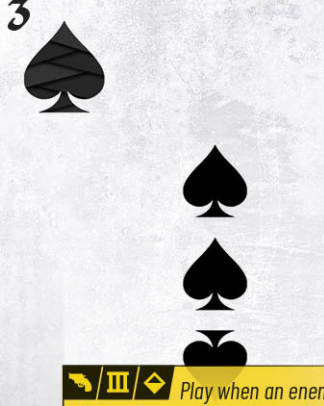
 <p><b>ACE</b></p> <p><b>0</b> <b>Burn 0</b> • Search the Objective deck for another copy of this card and shuffle. If the active friendly model is within 4" of a friendly Suspect, you may search for any card instead.</p> <p>© &amp;™ BATMAN, (s23) RFG001 - v02 © KNIGHT MODELS</p>	 <p><b>ACE</b></p> <p><b>0</b> <b>Burn 0</b> • Search the Objective deck for another copy of this card and shuffle. If the active friendly model is within 4" of a friendly Suspect, you may search for any card instead.</p> <p>© &amp;™ BATMAN, (s23) RFG002 - v02 © KNIGHT MODELS</p>	 <p><b>ACE</b></p> <p><b>0</b> <b>Burn 0</b> • Search the Objective deck for another copy of this card and shuffle. If the active friendly model is within 4" of a friendly Suspect, you may search for any card instead.</p> <p>© &amp;™ BATMAN, (s23) RFG003 - v02 © KNIGHT MODELS</p>
 <p><b>ACE</b></p> <p><b>0</b> <b>Burn 0</b> • Search the Objective deck for another copy of this card and shuffle. If the active friendly model is within 4" of a friendly Suspect, you may search for any card instead.</p> <p>© &amp;™ BATMAN, (s23) RFG004 - v02 © KNIGHT MODELS</p>	 <p><b>TWO</b></p> <p><b>0</b> After <b>Dealing</b>, replace a card with this card. Discard the replaced card.</p> <p>© &amp;™ BATMAN, (s23) RFG005 - v02 © KNIGHT MODELS</p>	 <p><b>TWO</b></p> <p><b>0</b> After <b>Dealing</b>, replace a card with this card. Discard the replaced card.</p> <p>© &amp;™ BATMAN, (s23) RFG006 - v02 © KNIGHT MODELS</p>
 <p><b>TWO</b></p> <p><b>0</b> After <b>Dealing</b>, replace a card with this card. Discard the replaced card.</p> <p>© &amp;™ BATMAN, (s23) RFG007 - v02 © KNIGHT MODELS</p>	 <p><b>TWO</b></p> <p><b>0</b> After <b>Dealing</b>, replace a card with this card. Discard the replaced card.</p> <p>© &amp;™ BATMAN, (s23) RFG008 - v02 © KNIGHT MODELS</p>	 <p><b>THREE</b></p> <p><b>0</b> <b>Decked</b> • After <b>Dealing</b>, change a card's Suit to match this card's Suit.</p> <p>© &amp;™ BATMAN, (s23) RFG009 - v02 © KNIGHT MODELS</p>

3 




**THREE**

   Play when an enemy model Sets a Suspect. Set a Treys Event marker in contact with that Suspect.

Score when that Suspect is no longer in contact with the Treys.

 **0** **Decked** - After **Dealing**, change a card's Suit to match this card's Suit.

© & ™ BATMAN, (s23) RFG010 - v02 © KNIGHT MODELS

3 





**THREE**


   Play when an enemy model Sets a Suspect. Set a Treys Event marker in contact with that Suspect.




Score when that Suspect is no longer in contact with the Treys.

 **0** **Decked** - After **Dealing**, change a card's Suit to match this card's Suit.




© & ™ BATMAN, (s23) RFG011 - v02 © KNIGHT MODELS

3 




**THREE**

   Play when an enemy model Sets a Suspect. Set a Treys Event marker in contact with that Suspect.

Score when that Suspect is no longer in contact with the Treys.

 **0** **Decked** - After **Dealing**, change a card's Suit to match this card's Suit.

© & ™ BATMAN, (s23) RFG012 - v02 © KNIGHT MODELS

4 




**FOUR**

   A friendly model Reveals an enemy Suspect.

 **1** Move 1 friendly Suspect 2D6".

© & ™ BATMAN, (s23) RFG013 - v02 © KNIGHT MODELS

4 





**FOUR**

   A friendly model Reveals an enemy Suspect.

 **1** Move 1 friendly Suspect 2D6".


© & ™ BATMAN, (s23) RFG014 - v02 © KNIGHT MODELS

4 




  
  
  



**FOUR**





   A friendly model Reveals an enemy Suspect.

 **1** Move 1 friendly Suspect 2D6".




© & ™ BATMAN, (s23) RFG015 - v02 © KNIGHT MODELS


4 



**FOUR**

   A friendly model Reveals an enemy Suspect.

 **1** Move 1 friendly Suspect 2D6".

© & ™ BATMAN, (s23) RFG016 - v02 © KNIGHT MODELS

5 




  
  
  
  


**FIVE**






   A friendly model Sets a Suspect within the opponent's DZ.

 **1** After **Dealing**, change the Suit or Numeral of a card to a Suit or Numeral of your choice.




© & ™ BATMAN, (s23) RFG017 - v02 © KNIGHT MODELS


5 



**FIVE**

   A friendly model Sets a Suspect within the opponent's DZ.

 **1** After **Dealing**, change the Suit or Numeral of a card to a Suit or Numeral of your choice.

© & ™ BATMAN, (s23) RFG018 - v02 © KNIGHT MODELS

5

**FIVE**

**Limited** • Each time a friendly model Sets a Suspect within the opponent's DZ.

**Decked** • After Dealing, change the Suit or Numeral of a card to a Suit or Numeral of your choice.

© &™ BATMAN, (s23) RFG019 - v02 © KNIGHT MODELS

5

**FIVE**

**Limited** • Each time a friendly model Sets a Suspect within the opponent's DZ.

**Decked** • After Dealing, change the Suit or Numeral of a card to a Suit or Numeral of your choice.

© &™ BATMAN, (s23) RFG020 - v02 © KNIGHT MODELS

6

**SIX**

**Limited** • Each time a friendly model Sets a Suspect within 4" of a Board Edge, place a ☹️ on this card. Score when this card has 2 ☹️.

**Decked** • When an enemy model resolves an action, target a Suspect and roll 1D6. On a result of 2+, models within 2" suffer ★♠.

© &™ BATMAN, (s23) RFG021 - v02 © KNIGHT MODELS

6

**SIX**

**Limited** • Each time a friendly model Sets a Suspect within 4" of a Board Edge, place a ☹️ on this card. Score when this card has 2 ☹️.

**Decked** • When an enemy model resolves an action, target a Suspect and roll 1D6. On a result of 2+, models within 2" suffer ★♠.

© &™ BATMAN, (s23) RFG022 - v02 © KNIGHT MODELS

6

**SIX**

**Limited** • Each time a friendly model Sets a Suspect within 4" of a Board Edge, place a ☹️ on this card. Score when this card has 2 ☹️.

**Decked** • When an enemy model resolves an action, target a Suspect and roll 1D6. On a result of 2+, models within 2" suffer ★♠.

© &™ BATMAN, (s23) RFG023 - v02 © KNIGHT MODELS

6

**SIX**

**Limited** • Each time a friendly model Sets a Suspect within 4" of a Board Edge, place a ☹️ on this card. Score when this card has 2 ☹️.

**Decked** • When an enemy model resolves an action, target a Suspect and roll 1D6. On a result of 2+, models within 2" suffer ★♠.

© &™ BATMAN, (s23) RFG024 - v02 © KNIGHT MODELS

7

**SEVEN**

**Limited** • An enemy model is removed as a Casualty.

**Burn 0** • A friendly model gains 2 Free Efforts. If that model shares a Suit with this card gain 3 Free Efforts instead.

© &™ BATMAN, (s23) RFG025 - v02 © KNIGHT MODELS

7

**SEVEN**

**Limited** • An enemy model is removed as a Casualty.

**Burn 0** • A friendly model gains 2 Free Efforts. If that model shares a Suit with this card gain 3 Free Efforts instead.

© &™ BATMAN, (s23) RFG026 - v02 © KNIGHT MODELS

7

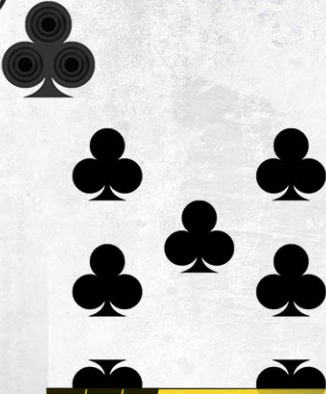
**SEVEN**

**Limited** • An enemy model is removed as a Casualty.

**Burn 0** • A friendly model gains 2 Free Efforts. If that model shares a Suit with this card gain 3 Free Efforts instead.

© &™ BATMAN, (s23) RFG027 - v02 © KNIGHT MODELS

7



**SEVEN**

**♣/♣** An enemy model is removed as a Casualty.

**⚡1** **Burn 0** • A friendly model gains 2 Free Efforts.

*If that model shares a Suit with this card gain 3 Free Efforts instead.*

© & ™ BATMAN. (623) RFG028 - v02 © KNIGHT MODELS

8



**EIGHT**


**♠/♠** Play this at the start of an enemy model's activation. Set this card in contact with that model as a Special marker.

Score if a friendly model is in contact with this card at the end of an enemy model's activation.

**⚡0** Search your Objective deck for a Seven or Nine card and add it to your hand.

© & ™ BATMAN. (623) RFG029 - v02 © KNIGHT MODELS

8



**EIGHT**

**♥/♥** Play this at the start of an enemy model's activation. Set this card in contact with that model as a Special marker.

Score if a friendly model is in contact with this card at the end of an enemy model's activation.

**⚡0** Search your Objective deck for a Seven or Nine card and add it to your hand.

© & ™ BATMAN. (623) RFG030 - v02 © KNIGHT MODELS

8



**EIGHT**

**♦/♦** Play this at the start of an enemy model's activation. Set this card in contact with that model as a Special marker.

Score if a friendly model is in contact with this card at the end of an enemy model's activation.

**⚡0** Search your Objective deck for a Seven or Nine card and add it to your hand.

© & ™ BATMAN. (623) RFG031 - v02 © KNIGHT MODELS

8



**EIGHT**

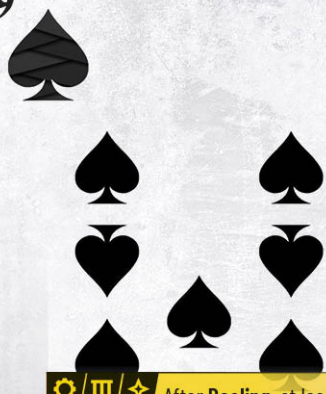
**♣/♣** Play this at the start of an enemy model's activation. Set this card in contact with that model as a Special marker.

Score if a friendly model is in contact with this card at the end of an enemy model's activation.

**⚡0** Search your Objective deck for a Seven or Nine card and add it to your hand.

© & ™ BATMAN. (623) RFG032 - v02 © KNIGHT MODELS

9



**NINE**

**♠/♠** After Dealing, at least 3 different Suits were dealt.

**⚡1** After Dealing, replace a card with this card. Discard the replaced card.

*If the model making the roll does not share a Suit with this card, reduce this card's Resource cost to 0.*

© & ™ BATMAN. (623) RFG033 - v02 © KNIGHT MODELS

9



**NINE**

**♥/♥** After Dealing, at least 3 different Suits were dealt.

**⚡1** After Dealing, replace a card with this card. Discard the replaced card.

*If the model making the roll does not share a Suit with this card, reduce this card's Resource cost to 0.*

© & ™ BATMAN. (623) RFG034 - v02 © KNIGHT MODELS

9



**NINE**

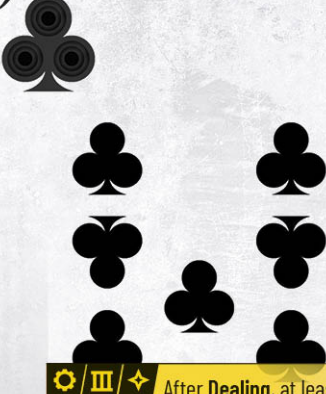
**♦/♦** After Dealing, at least 3 different Suits were dealt.

**⚡1** After Dealing, replace a card with this card. Discard the replaced card.

*If the model making the roll does not share a Suit with this card, reduce this card's Resource cost to 0.*

© & ™ BATMAN. (623) RFG035 - v02 © KNIGHT MODELS

9



**NINE**

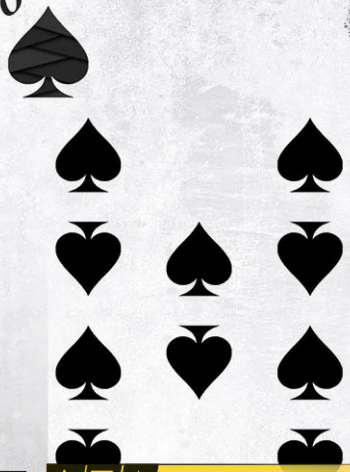
**♣/♣** After Dealing, at least 3 different Suits were dealt.

**⚡1** After Dealing, replace a card with this card. Discard the replaced card.

*If the model making the roll does not share a Suit with this card, reduce this card's Resource cost to 0.*

© & ™ BATMAN. (623) RFG036 - v02 © KNIGHT MODELS

10



TEN

▲/III/◆ A friendly model with Audacity performs an Attack and inflicts Damage.

⚡1 Move the active friendly model 4".

© & ™ BATMAN. (s23) RFG037 - v02 © KNIGHT MODELS

10



TEN

▲/III/◆ A friendly model with Audacity performs an Attack and inflicts Damage.

⚡1 Move the active friendly model 4".

© & ™ BATMAN. (s23) RFG038 - v02 © KNIGHT MODELS

10



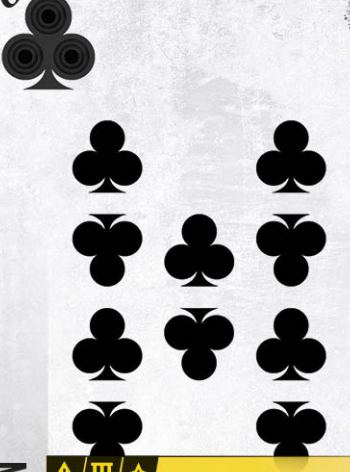
TEN

▲/III/◆ A friendly model with Audacity performs an Attack and inflicts Damage.

⚡1 Move the active friendly model 4".

© & ™ BATMAN. (s23) RFG039 - v02 © KNIGHT MODELS

10



TEN

▲/III/◆ A friendly model with Audacity performs an Attack and inflicts Damage.

⚡1 Move the active friendly model 4".

© & ™ BATMAN. (s23) RFG040 - v02 © KNIGHT MODELS

J



JACK

⚙️/III/◆ Limited • After Dealing at least 2 cards, all cards dealt share the same Suit.

⚡1 Burn 1 • Keep this card aside. After Dealing, replace a card with this card. Discard the replaced card.

© & ™ BATMAN. (s23) RFG041 - v02 © KNIGHT MODELS

J



JACK

⚙️/III/◆ Limited • After Dealing at least 2 cards, all cards dealt share the same Suit.

⚡1 Burn 1 • Keep this card aside. After Dealing, replace a card with this card. Discard the replaced card.

© & ™ BATMAN. (s23) RFG042 - v02 © KNIGHT MODELS

J



JACK

⚙️/III/◆ Limited • After Dealing at least 2 cards, all cards dealt share the same Suit.

⚡1 Burn 1 • Keep this card aside. After Dealing, replace a card with this card. Discard the replaced card.

© & ™ BATMAN. (s23) RFG043 - v02 © KNIGHT MODELS

J



JACK

⚙️/III/◆ Limited • After Dealing at least 2 cards, all cards dealt share the same Suit.

⚡1 Burn 1 • Keep this card aside. After Dealing, replace a card with this card. Discard the replaced card.

© & ™ BATMAN. (s23) RFG044 - v02 © KNIGHT MODELS

Q



QUEEN

♣️/III/◆ After Dealing, have a Run of 2.

⚡2 Burn 0 • Discard your Objective hand.

© & ™ BATMAN. (s23) RFG045 - v02 © KNIGHT MODELS



**QUEEN**

♥ III ♣ After **Dealing**, have a Run of 2.

⚡2 **Burn 0** • Discard your Objective hand.

© & ™ BATMAN, (S23) RFG046 - v02 © KNIGHT MODELS



**QUEEN**

♦ III ♣ After **Dealing**, have a Run of 2.

⚡2 **Burn 0** • Discard your Objective hand.

© & ™ BATMAN, (S23) RFG047 - v02 © KNIGHT MODELS



**QUEEN**

♣ III ♣ After **Dealing**, have a Run of 2.

⚡2 **Burn 0** • Discard your Objective hand.

© & ™ BATMAN, (S23) RFG048 - v02 © KNIGHT MODELS



**KING**

♠ III ♣ After **Dealing**, the friendly model shares a Suit with both a card dealt and another friendly model within 4".

⚡1 After **Dealing**, replace a card with this card. Discard the replaced card.

© & ™ BATMAN, (S23) RFG049 - v02 © KNIGHT MODELS



**KING**

♥ III ♣ After **Dealing**, the friendly model shares a Suit with both a card dealt and another friendly model within 4".

⚡1 After **Dealing**, replace a card with this card. Discard the replaced card.

© & ™ BATMAN, (S23) RFG050 - v02 © KNIGHT MODELS



**KING**

♦ III ♣ After **Dealing**, the friendly model shares a Suit with both a card dealt and another friendly model within 4".

⚡1 After **Dealing**, replace a card with this card. Discard the replaced card.

© & ™ BATMAN, (S23) RFG051 - v02 © KNIGHT MODELS



**KING**

♣ III ♣ After **Dealing**, the friendly model shares a Suit with both a card dealt and another friendly model within 4".

⚡1 After **Dealing**, replace a card with this card. Discard the replaced card.

© & ™ BATMAN, (S23) RFG052 - v02 © KNIGHT MODELS


## ROYAL FLUSH GANG SPECIAL RULES


### ROYAL FLUSH POKER DECK

The Royal Flush Gang deck is composed of 52 cards and cannot be changed or altered.

Each scored Objective card is worth 1VP. At the end of the Game, scored cards sharing a Suit with your recruited Boss score an additional 1VP. If your scored pile has a Run from Ace to King, score an additional 2VP.

### DEALING

This crew does not use dice when making rolls. Anytime a roll is required, instead draw and reveal that many cards from the top of your Objective deck. Use the  icon to represent the rolled value. When rerolling, Discard and redraw for that card. When drawing for an Attack action, draw and reveal for the Strength dice first.

 Draw and reveal another card and add 1 to its value.

© & ™ BATMAN, (S23) RFG053 - v02 © KNIGHT MODELS

### Objective Cards Keywords

**Burn X:** You can play this Resource by paying X Resource points to discard this card from your hand, placing it at the bottom of your Objective deck.

**Decked:** You may play this Resource as Cost 0 if there is another copy of this card in play. Discard this card.

**Limited:** Only 1 card with this name can be in play at a time.