

## SCENARIO 3 - TAKING IT TO THE STREETS

Chief Mackenzie Bock, stung by the Batman's accusations of corruption, and disgusted by the corruption apparent in the leaked recording provided by Lt. Gordon, has mobilised a group of GCPD officers and headed straight to a mob hangout, looking to close down at least one part of the city from criminal rule.



### CREWS

**The Batman Crew:** Chief Mackenzie, GCPD Mounted Cop, Officer Martinez, GCPD Officer 1, GCPD Officer 2

**Organized Crime Crew:** The Penguin, Mafia Thug, Bouncer 1, Bouncer 2, Bouncer 3

In addition, look through the objective decks for both crews and pull out 1 copy of each of the following cards:

**The Batman Deck:** *Snitch, Comb Through Everything, Get Them Off The Streets, Secure The Perimeter*

**Organized Crime Deck:** *Pinched Mobster, Recovering the Juice, Message Job, The Program*

### SETUP

Use a 36" square board, and set out any terrain as works for your collection. Despite the scenario's title, Chief Mackenzie could be looking to break mob influence at a dockyard, a drugs factory or a disused park as much as an urban neighbourhood. The picture supplied is very much an example.

Once the table is laid out, each side rolls a die to determine who has the **deployment initiative**. The winner places a light source on the board, then their opponent does and this alternates until each player has placed 2 light sources each. The Batman crew player then places a 3<sup>rd</sup> light source, as per Chief Mackenzie's *Public Resources* trait. No light source may be placed within 8" of another, and must be at least 2" from any board edge.



The player with deployment initiative then picks a 12" square corner of the board to be their deployment zone, and may deploy their models anywhere within this area. Their opponent takes the opposite corner to be their deployment zone, and deploys their models. Take care to see which models on either side possess traits which effect their deployment.

Finally, each side takes the four objective cards relating to their crew and uses these as their objective hand for the game.

## ADDITIONAL MAIN RULES

### Streetlamps (or other light sources)

These are introduced now to add further nuance to the Night rules. Rules for these can be found on p.45 of the rulebook.

### Objective Cards

The objective cards are the most important aspect relating to this scenario. As a potentially overwhelming amount of information is contained upon them, however, this scenario focuses on only certain parts of the card. From the descriptions on p.38 of the rulebook, for the purposes of this scenario concentrate only on the parts of the card labelled as Name, Objectives (text in the main yellow box), When to Play, When to score, and Victory Points. Do not worry about the text in the white boxes underneath, and do not follow any rules pertaining to drawing cards from the objective deck in this scenario.

Read the section on p.40 regarding playing a card as an objective. The cards selected for this scenario have been chosen to be used in a variety of phases and in different conditions.

### Duration

The game continues until the end of a Round in which one crew has scored all 4 of their objective cards, or until the end of Round 4.

### Scenario-specific rules

In the event that a card is played and fails to score for some reason, then it is placed in a discard pile near the game area and automatically re-drawn at the beginning of the next Round. This overrides the normal manner of playing cards then drawing immediately from the deck.

### Objective

Each crew must attempt to score the objective cards within their hand. If at the end of a Round, one crew has scored all of their objective cards, then that crew wins. At the end of Round 4, the crew that has scored the most Victory Points according to the objective cards that they have scored wins. Any other result is a draw.

### Hints and tips

- This scenario attempts to train new players in how the objective cards work, how they are played and how they can be stopped.
- Look out for traits that are specifically used in conjunction with some of the objective cards.
- For veteran players trying out this scenario, please note that only the objective portion of the cards is in use. Resources will be looked into later, as well as Black Money. The Inspire rule is also not used in this scenario.
- If desired, please feel free to change the objective cards used, and the deployment zones.

