



2 


COMB THROUGH EVERYTHING


III  **Gut Feeling** - A friendly model Reveals an enemy Suspect.

1 **Burn 0** - When an enemy model Reveals a friendly Suspect, place a new Suspect in contact with a friendly model that is not within 4" of that enemy model.


The police were being especially thorough; nothing was left to chance.

© & ™ BATMAN. (s19) BT0001 - v02 © KNIGHT MODELS



2 


COMB THROUGH EVERYTHING


III  **Gut Feeling** - A friendly model Reveals an enemy Suspect.

1 **Burn 0** - When an enemy model Reveals a friendly Suspect, place a new Suspect in contact with a friendly model that is not within 4" of that enemy model.


The police were being especially thorough; nothing was left to chance.

© & ™ BATMAN. (s19) BT0001 - v02 © KNIGHT MODELS



2 

COMB THROUGH EVERYTHING

III  **Gut Feeling** - A friendly model Reveals an enemy Suspect.

1 **Burn 0** - When an enemy model Reveals a friendly Suspect, place a new Suspect in contact with a friendly model that is not within 4" of that enemy model.

The police were being especially thorough; nothing was left to chance.

© & ™ BATMAN. (s19) BT0001 - v02 © KNIGHT MODELS



3 

GET THEM OFF THE STREETS

III  **Gut Feeling** - A friendly model performs the Arrest Special Action within 8" of a friendly Suspect.

2 **Burn 1** - Cancel an Objective card used as a Resource. That card is discarded.

Gotham will only be safe when these maniacs are locked away.

© & ™ BATMAN. (s19) BT0002 - v02 © KNIGHT MODELS



3 

GET THEM OFF THE STREETS

III  **Gut Feeling** - A friendly model performs the Arrest Special Action within 8" of a friendly Suspect.

2 **Burn 1** - Cancel an Objective card used as a Resource. That card is discarded.

Gotham will only be safe when these maniacs are locked away.

© & ™ BATMAN. (s19) BT0002 - v02 © KNIGHT MODELS



3 

GET THEM OFF THE STREETS

III  **Gut Feeling** - A friendly model performs the Arrest Special Action within 8" of a friendly Suspect.

2 **Burn 1** - Cancel an Objective card used as a Resource. That card is discarded.

Gotham will only be safe when these maniacs are locked away.

© & ™ BATMAN. (s19) BT0002 - v02 © KNIGHT MODELS



2 

SWITCH

III  **Play when a friendly model Sets a Suspect. Until the end of the Round, that Suspect is also a Snitch marker that cannot be Revealed or removed.**

There are no enemy models within 4" of the Snitch marker.

0 **A friendly model within 4" of a friendly Suspect adds 1 die to a Defense roll.**

If anyone discovers his hidden intentions, he'll be dead by dawn...

© & ™ BATMAN. (s19) BT0003 - v02 © KNIGHT MODELS



2 

SWITCH

III  **Play when a friendly model Sets a Suspect. Until the end of the Round, that Suspect is also a Snitch marker that cannot be Revealed or removed.**

There are no enemy models within 4" of the Snitch marker.

0 **A friendly model within 4" of a friendly Suspect adds 1 die to a Defense roll.**


If anyone discovers his hidden intentions, he'll be dead by dawn...

© & ™ BATMAN. (s19) BT0003 - v02 © KNIGHT MODELS



2 

SWITCH

III  **Play when a friendly model Sets a Suspect. Until the end of the Round, that Suspect is also a Snitch marker that cannot be Revealed or removed.**

There are no enemy models within 4" of the Snitch marker.

0 **A friendly model within 4" of a friendly Suspect adds 1 die to a Defense roll.**

If anyone discovers his hidden intentions, he'll be dead by dawn...

© & ™ BATMAN. (s19) BT0003 - v02 © KNIGHT MODELS



2 **3**

SECURE THE PERIMETER

▲/IV ♦ Gut Feeling - At least 2 friendly Suspects are within 2" of an edge of the Gaming Area.
The opponent Move 2 of these Suspects 4".

⚡1 Target an enemy model within 4" of a friendly Suspect and perform a Ranged Attack with the following profile; (♠ / ♣ 1 / Firearm)

© & ™ BATMAN. (s19) BTG004 - v02 © KNIGHT MODELS



2 **3**

SECURE THE PERIMETER

▲/IV ♦ Gut Feeling - At least 2 friendly Suspects are within 2" of an edge of the Gaming Area.
The opponent Move 2 of these Suspects 4".

⚡1 Target an enemy model within 4" of a friendly Suspect and perform a Ranged Attack with the following profile; (♠ / ♣ 1 / Firearm)

© & ™ BATMAN. (s19) BTG004 - v02 © KNIGHT MODELS




2 **3**

SECURE THE PERIMETER

▲/IV ♦ Gut Feeling - At least 2 friendly Suspects are within 2" of an edge of the Gaming Area.
The opponent Move 2 of these Suspects 4".

⚡1 Target an enemy model within 4" of a friendly Suspect and perform a Ranged Attack with the following profile; (♠ / ♣ 1 / Firearm)

© & ™ BATMAN. (s19) BTG004 - v02 © KNIGHT MODELS



2 **2**


THEY WON'T SEE ME COMING

♣/III ♦ A friendly model inflicts Damage on an enemy model that did not have LoS to the attacker at the start of the attacker's activation.

⚡1 During a friendly model's activation with Rank: ♣, ♠ or ♣, it may perform a free Manipulate action.

I am the night.

© & ™ BATMAN. (s19) BTG005 - v02 © KNIGHT MODELS



2 **2**


THEY WON'T SEE ME COMING

♣/III ♦ A friendly model inflicts Damage on an enemy model that did not have LoS to the attacker at the start of the attacker's activation.

⚡1 During a friendly model's activation with Rank: ♣, ♠ or ♣, it may perform a free Manipulate action.

I am the night.

© & ™ BATMAN. (s19) BTG005 - v02 © KNIGHT MODELS



2 **3**


NON-LETHAL AMMO

▲/III ♦ A friendly model within 8" of a friendly Suspect inflicts ♠ with a Ranged Attack.
Change all inflicted ♠ to ★.

⚡0 The active friendly model can use this activation the Arrest trait as a Free action.

They might be evil, but killing them makes us just as bad as they are.

© & ™ BATMAN. (s19) BTG006 - v02 © KNIGHT MODELS



2 **3**


NON-LETHAL AMMO

▲/III ♦ A friendly model within 8" of a friendly Suspect inflicts ♠ with a Ranged Attack.
Change all inflicted ♠ to ★.

⚡0 The active friendly model can use this activation the Arrest trait as a Free action.

They might be evil, but killing them makes us just as bad as they are.

© & ™ BATMAN. (s19) BTG006 - v02 © KNIGHT MODELS



2 **3**


NON-LETHAL AMMO

▲/III ♦ A friendly model within 8" of a friendly Suspect inflicts ♠ with a Ranged Attack.
Change all inflicted ♠ to ★.

⚡0 The active friendly model can use this activation the Arrest trait as a Free action.

They might be evil, but killing them makes us just as bad as they are.

© & ™ BATMAN. (s19) BTG006 - v02 © KNIGHT MODELS



2 **2**

FINDING A SUSPECT

♣/III ♦ A friendly model with the Detective trait Reveals an enemy Suspect at least 10" away from the edge of the Gaming Area.

⚡1 Move two enemy Suspects 2D6" directly towards a friendly model with the Detective Trait.

The best way to solve the crime is to follow the train of evidence.

© & ™ BATMAN. (s19) BTG007 - v02 © KNIGHT MODELS



FINDING A SUSPECT

2 **2** **☀** **III** **◆** A friendly model with the Detective trait Reveals an enemy Suspect at least 10" away from the edge of the Gaming Area.

1 **⚡** Move two enemy Suspects 2D6" directly towards a friendly model with the Detective Trait.

The best way to solve the crime is to follow the train of evidence.

© & TM BATMAN. (619) BT0007 - v02 © KNIGHT MODELS



WAIT FOR BACKUP

2 **2** **☀** **III** **◆** Play when a friendly model with the Cop Trait Sets a Suspect. Target an edge of the Gaming Area and place a **Timer 103+2** on this card.

Score when the counter is reduced to 0 and that model is within 4" of the targeted edge not suffering KO.

2 **⚡** Choose 1 friendly model with Name: Unknown, Rank: **☠**, and the Cop Trait, that has been removed as a Casualty. Place that model in your DZ. It cannot activate this Round.

Having fallen prey to the Joker's ambush, they can only hope someone has heard their cries for help.

© & TM BATMAN. (619) BT0008 - v02 © KNIGHT MODELS



WAIT FOR BACKUP

2 **2** **☀** **III** **◆** Play when a friendly model with the Cop Trait Sets a Suspect. Target an edge of the Gaming Area and place a **Timer 103+2** on this card.

Score when the counter is reduced to 0 and that model is within 4" of the targeted edge not suffering KO.

2 **⚡** Choose 1 friendly model with Name: Unknown, Rank: **☠**, and the Cop Trait, that has been removed as a Casualty. Place that model in your DZ. It cannot activate this Round.

Having fallen prey to the Joker's ambush, they can only hope someone has heard their cries for help.

© & TM BATMAN. (619) BT0008 - v02 © KNIGHT MODELS



UNCOVERED TRUTH

3 **3** **1** **☀** **II** **◆** **Limited** • Target a friendly model. When that model Reveals an enemy Suspect, place 2 **☠** markers on this card.

Score when this card has more **☠** markers than enemy Suspects in play.

1 **⚡** **Burn 0** • The active friendly model within 8" and LoS of a friendly Suspect gains a free Manipulate action.

The world doesn't make sense until you force it to.

© & TM BATMAN. (623) BGL001 - v02 © KNIGHT MODELS



UNCOVERED TRUTH

3 **3** **1** **☀** **II** **◆** **Limited** • Target a friendly model. When that model Reveals an enemy Suspect, place 2 **☠** markers on this card.

Score when this card has more **☠** markers than enemy Suspects in play.

1 **⚡** **Burn 0** • The active friendly model within 8" and LoS of a friendly Suspect gains a free Manipulate action.

The world doesn't make sense until you force it to.

© & TM BATMAN. (623) BGL001 - v02 © KNIGHT MODELS



UNCOVERED TRUTH

3 **3** **1** **☀** **II** **◆** **Limited** • Target a friendly model. When that model Reveals an enemy Suspect, place 2 **☠** markers on this card.

Score when this card has more **☠** markers than enemy Suspects in play.

1 **⚡** **Burn 0** • The active friendly model within 8" and LoS of a friendly Suspect gains a free Manipulate action.

The world doesn't make sense until you force it to.

© & TM BATMAN. (623) BGL001 - v02 © KNIGHT MODELS



FOLLOWING THE CLUES

3 **2** **☀** **III** **◆** Target a friendly Suspect. It is also a Clue marker (place a Numeric Counter with a value equal to 4-X where X is the number of friendly scored **Uncovered Truth** Objective cards). A friendly model can Manipulate a Clue to reduce the value by 1. Then the opponent Moves it 8".

Score when the counter is reduced to 0 or an enemy removes it.

1 **⚡** The active model gains a free Reveal Manipulate action.

© & TM BATMAN. (623) LAW001 - v02 © KNIGHT MODELS



FOLLOWING THE CLUES

3 **2** **☀** **III** **◆** Target a friendly Suspect. It is also a Clue marker (place a Numeric Counter with a value equal to 4-X where X is the number of friendly scored **Uncovered Truth** Objective cards). A friendly model can Manipulate a Clue to reduce the value by 1. Then the opponent Moves it 8".

Score when the counter is reduced to 0 or an enemy removes it.

1 **⚡** The active model gains a free Reveal Manipulate action.

© & TM BATMAN. (623) LAW001 - v02 © KNIGHT MODELS



PLANTING EVIDENCE

2 **2** **☀** **III** **◆** **Gut Feeling** • A friendly model with the Cop trait and without the Incorruptible trait Sets a Suspect within 8" of an enemy model and no other friendly model has LoS to the Suspect.

1 **⚡** Look at the opponent's hand, and discard one of their cards.

© & TM BATMAN. (623) LAW002 - v02 © KNIGHT MODELS

2 **2**

PLANTING EVIDENCE

III **IV** **V** **Gut Feeling** • A friendly model with the Cop trait and without the Incorruptible trait Sets a Suspect within 8" of an enemy model and no other friendly model has LoS to the Suspect.

1 Look at the opponent's hand, and discard one of their cards.

© & TM BATMAN, (623) LAW002 - V02 © KNIGHT MODELS

2 **3**

DETECTIVE WORK

III **IV** **V** **Gut Feeling** • A friendly model with the Detective trait Sets a Suspect completely within the enemy DZ.

0 Target an enemy model without a Suspect within 4". The opponent chooses to either Set a Suspect in contact with the target or you gain 2 Resource points.

© & TM BATMAN, (623) LAW003 - V02 © KNIGHT MODELS

2 **3**

DETECTIVE WORK

III **IV** **V** **Gut Feeling** • A friendly model with the Detective trait Sets a Suspect completely within the enemy DZ.

0 Target an enemy model without a Suspect within 4". The opponent chooses to either Set a Suspect in contact with the target or you gain 2 Resource points.

© & TM BATMAN, (623) LAW003 - V02 © KNIGHT MODELS

2 **3**

DETECTIVE WORK

III **IV** **V** **Gut Feeling** • A friendly model with the Detective trait Sets a Suspect completely within the enemy DZ.

0 Target an enemy model without a Suspect within 4". The opponent chooses to either Set a Suspect in contact with the target or you gain 2 Resource points.

© & TM BATMAN, (623) LAW003 - V02 © KNIGHT MODELS

2 **3**

MONITORING

III **IV** **V** **Limited** • Play when an enemy model performs a Movement action. Place a **+** on this card when a friendly model Sets a Suspect within 8" of that enemy. Place 3 **+** instead if that friendly model has the Cop trait. Score when this card has at least 6 **+**.

1 At the end of an enemy model's activation, a friendly model gains 2 **+**.

© & TM BATMAN, (623) LAW004 - V02 © KNIGHT MODELS

2 **3**

MONITORING

III **IV** **V** **Limited** • Play when an enemy model performs a Movement action. Place a **+** on this card when a friendly model Sets a Suspect within 8" of that enemy. Place 3 **+** instead if that friendly model has the Cop trait. Score when this card has at least 6 **+**.

1 At the end of an enemy model's activation, a friendly model gains 2 **+**.

© & TM BATMAN, (623) LAW004 - V02 © KNIGHT MODELS

2 **3**

MONITORING

III **IV** **V** **Limited** • Play when an enemy model performs a Movement action. Place a **+** on this card when a friendly model Sets a Suspect within 8" of that enemy. Place 3 **+** instead if that friendly model has the Cop trait. Score when this card has at least 6 **+**.

1 At the end of an enemy model's activation, a friendly model gains 2 **+**.

© & TM BATMAN, (623) LAW004 - V02 © KNIGHT MODELS