



# BATMATCH RULES

MARCH 2022 V1.0

## BASIC RULES

BatMatch games will be played using the latest version of the Batman Miniature Game rules from Knight Models™, including expansions and online material such as errata, FAQs, character cards, Objective cards, Encounter cards and Event cards as well as supplemental rules contained in the BatMatch packs (if any). Content published before the 2017 cannot be used. BatMatch will have as many games as required by the number of players registered. A BatMatch event must have at least four players. Games will be between two players (1 vs 1), and played on a 36" x 36" gaming area. In order to qualify as an official BatMatch, the Organizer must request an official BatMatch pack, and must comply with all the rules contained therein.

## PLAYER'S RESPONSIBILITY

Players participating in a BatMatch must bring their own miniatures, Objective cards, Encounter cards, Event cards, the BMG app with the latest version, dice, measuring tape, markers, counters and templates needed to play. Markers can be placed on the model, but it must always be clear to the opponent which effects apply to a particular model.

## CREW LISTS

Players must bring two Crew lists from the same crew, and may only use these two lists for the duration of the BatMatch. They must comply with the Crew configuration rules from the Batman Miniature Game rulebook. The Crew must not exceed 350 Reputation points and \$1500 Funding and 20 Objective cards. Each player must provide two complete copies of their crew list - one for the event organizer, and another for their game, which their opponent may see at any time.

In addition, each player must select 3 Encounter and Event cards for each list.

# SCORES

Each game in the BatMatch uses a Victory Points (VP) system to determine a winner. The difference of VP obtained will determine the won, which will set the player's ranking.

## BatMatch Points (BP)

VP difference at the end of the game:

VP	RESULT	WIN (BP)	LOSE (BP)
0-2	Tie	3	3
3-9	Victory	5	2
10+	Total Victory	5	0

BatMatch Point scores will be registered along with the VPs obtained in each game, as the actual Victory Points tally will be used as tie-breakers. These BatMatch points will be registered in subsequent updates of the Batman Miniature Game official ranking.

## Tie-Breakers

In case of a tie in BatMatch Points, a tie-break will be determined by taking the following steps in order:

1. The player with the most accumulated VPs in all games wins.
2. If there is still a tie, the player who have the most Suspects at the end of all their games wins.
3. If there is still a tie, the player who caused the most Casualties in all their games wins (Rep cost).
4. If there is still a tie, player with less Reputation cost spent in his crew will be put forward.
5. Should the tie persist, player with less dollars spent in his crew will be put forward.
6. If the tie persist, randomize it.

## **PAINTING AND CONVERSIONS**

Knight Models™ encourages players to paint all of the miniatures in their Crew, as this enhances the gaming experience, but it is not mandatory to attend a BatMatch. Converted BMG miniatures are permitted as long as they comply with the following rules:

- The model has no recognizable registered material other than that of Knight Models™.
- Most of the converted model's volume must be composed by Knight Models™ parts. In order to avoid confusions, conversion must include iconic elements of the represented model.
- A weapon can be converted as long as the converted weapon represents the same type of weapon (a sword is a sword and not an axe, for example).
- Models must be mounted on their corresponding size base. Elements may be added to the base, provided that they do not impede measuring.
- Any converted model must be identified and declared to opponent before the beginning of the game. The BatMatch organizer, after examining the model, will have the last word on whether the model complies with these rules or not. Proxies are not allowed Alternative Character Card versions created by Knight Models™ are allowed. Special editions models made of Knight Models™ are allowed. Models that have not been released to the public by the date of the BatMatch will not be permitted, unless such models are for sale during that BatMatch.

## **SPORTSMANSHIP**

The aim of any BatMatch is to encourage fun, sportsmanlike games in the spirit of friendly cooperation and rivalry. Should any discussion with a player escalate to an uncomfortable situation, stop and call the BatMatch Organizer (or referee) so that he can evaluate the situation. The referee's ruling is final. An organizer has the authority to disqualify a player if he considers their behavior to be unsporting or unduly uncooperative.

## **PAIRING**

In the first game, pairings will be made randomly. The pairings of subsequent games will follow the 'Swiss' system, based on player rankings.

## **BYES**

Should the number of players registered be odd, the player left after first game pairings will be considered free and will receive a BYE. In subsequent games, the player in last position will be granted the BYE. If this player has already received one BYE, it will be given to the

next player that has not received it, counting from the bottom up. The player that receives the BYE will obtain 5 BatMatch Points, 10 VP, 50% Reputation cost played as Casualties (rounding up) and 4 Suspects.

## TERRAIN

We recommend the use of different size elements, from boxes and pallets to big buildings. As a minimum, try to provide the following elements (or their equivalents) on each table:

- A minimum of four buildings sized more than 6" height, 6" length and 4" width.
- Three buildings smaller than the above recommended size.
- Many small elements such as barriers, boxes, containers, cars, etc. These are only recommendations and the organizer has the last word on the table set-ups.

## BEGINNING A GAME

In BatMatch, there are a difference rule that affects the start of the game.

Instead of randomly selecting the Encounter and the Event cards, is selected in the following way.

The Player with the Initiative is the Player A, and the other Player is the Player B.

The player that takes the Initiative (player A) choose Encounter or Event. Then the other player (Player B).

Follow the next steps:

1. Player A choose Encounter or Event.
2. The selected cards are placed face up.
3. Player B ban (facing it down) one of the cards.
4. Player B takes its own Encounter or Event, the opposite of the selected by Player A.
5. The selected cards are placed face up.
6. Player A ban (facing it down) one of the cards.
7. Then, both players take it cards, and in secret select 1 of they. The selected cards are the Encounter and the Event played in the game.

A player can request to see his opponent's Crew list before the game begins. A player can request to see any Character Card before and during the game, provided that he doesn't excessively slow the game by inspecting the cards.

## RECORDING SCORES

At the end of every game, both players must write down the following information on the BatMatch sheet: name of their opponent, game score, number of VP obtained, friendly Suspects currently in the Gaming Area and points of models destroyed (reputation cost of models become Casualties). Miniatures off the Gaming Area when the game ends count as Casualties. Once this information is recorded, game results must be reported to the organizer.

## END OF THE BATMATCH

BatMatch Points determine the player's final ranking.

## NUMBER OF GAMES (RECOMMENDED)

No. OF PARTICIPANTS	No. OF GAMES
4-8	3
9-16	4
17-32	5
33+	6

## OFFICIAL BATMATCH VARIATIONS

There are different variations that can be used; divided by category. We recommend not using more than one variation per category, although they might be used.

### List Configuration Variations

**Standard** – Players may bring two different lists from the same crew/team. Players must announce which one they want to use after being paired with their opponent, but before the pre-game sequence starts. The lists will be chosen in secret and will be discovered at the same time.

**Purist** – You can only include into your Objective deck cards that are from your Affiliation, and the Objective cards related to the characters included into the list.

**One list** – One list required with a maximum of 12 models.

**Reputation Points** – Reputation points value different than standard.

**Legend** – The use of models with the Legend rank is allowed.

**Eternal** – The use of Eternal models is allowed. With this variation it is not allowed to use the Tournament Cards unless they are Eternal as well.

## Painting Variations

**Standard** – Models are not required to be painted.

**Painted** – Even if the model is unfinished, it must at least be base coated, with at least two distinct areas of color on display. Bases may be plain.

**Advanced Painting** – All parts of a model must be painted distinctly, with at least one shade and highlight on all areas. For example, hair color must be different than that of flesh or cloth. Bases must be finished. If it is not clear whether a miniature complies with these requisites or not, the organizer will have the final word.

## Number of Games Variations

**Standard** – All players must participate in an equal number of games, as described earlier, equal number of games established by the number of participants. The BatMatch goes on until there is a clear winner.

**(X) Games** – A number of games is established by the organizer, regardless of the number of participants. This variation also ends when a player has more BatMatch Points than any other player. If a tie in BatMatch Points happens, the winner is the player with more BatMatch Points and VP.4

## ADDITIONAL RULES

A BatMatch has additional rules and new scenarios that will make the games more dynamic and balanced.

You can only include 1 type of Objective card related to a character included into the crew list (you must still include all of its copies, if any).

Eternal models are considered the ones that only appears into the Batman Miniature Game app when you select that option in Settings. These models are not allowed unless the tournament is played with the Eternal variant.

Models with Legend rank can't be used.