SEARCH & DESTROY

2
3

🔁 / III / ✦ An enemy model suffers at least 2 hits during an Attack action where a friendly model performs at least 2 Efforts.

⚡1 Play when a friendly model uses a Venom Dose, it gains ◄4.

Death solves all problems — no man, no problem.

BVO001 - v01

2
3

SEARCH & DESTROY

/III/✦ An enemy model suffers at least 2 hits during an Attack action where a friendly model performs at least 2 Efforts.

⚡1 Play when a friendly model uses a Venom Dose, it gains ◄4.

Death solves all problems — no man, no problem.

© & ™ BATMAN. (s20)　　　BVO001 - v01　　　© KNIGHT MODELS

2
3

SEARCH & DESTROY

🔸/Ⅲ/✦ An enemy model suffers at least 2 hits during an Attack action where a friendly model performs at least 2 Efforts.

⚡1 Play when a friendly model uses a Venom Dose, it gains ◀4.

Death solves all problems — no man, no problem.

BVO001 - v01

2 / **2**

HARDPOINT

🏆 / **III** / ✦   A friendly model within 8" of another friendly model with the Veteran trait blocks at least 2 successful hits.

⚡ **0**   A friendly model in contact with a friendly Suspect or making a move within 4", may remove that Suspect to gain 1 Venom Dose.

Oh yes, I was wondering what would break first, your spirit or your body?

© & ™ BATMAN. (s20)   BVO002 - v01   © KNIGHT MODELS

2 / **2**

HARDPOINT

🏴/III/✦ A friendly model within 8" of another friendly model with the Veteran trait blocks at least 2 successful hits.

⚡0 A friendly model in contact with a friendly Suspect or making a move within 4", may remove that Suspect to gain 1 Venom Dose.

Oh yes, I was wondering what would break first, your spirit or your body?

© & ™ BATMAN. (s20)   BVO002 - v01   © KNIGHT MODELS

3 / **2**

GROUND WAR

⚙ / IV / ☉ You have at least 2 friendly models (not suffering KO) within 4" of the same Scenery element that's within 8" (or inside) the opponent's deployment zone.

⚡**1** Target friendly Suspect is considered also an Advantage Position until the end of the round. Friendly models within 4" of it benefit from Cover.

In the absence of a plan, move toward the sound of gunfire and kill everything.

BVO003 - v01

3 **2**

GROUND WAR

⚙️ / IV / ☉ You have at least 2 friendly models (not suffering KO) within 4″ of the same Scenery element that's within 8″ (or inside) the opponent's deployment zone.

⚡1 Target friendly Suspect is considered also an Advantage Position until the end of the round. Friendly models within 4″ of it benefit from Cover.

In the absence of a plan, move toward the sound of gunfire and kill everything.

© & ™ BATMAN. (s20)   BVO003 - v01   © KNIGHT MODELS

2
3

⚠️ | Ⅲ | ◈ *Play when a friendly model places a Suspect within 4" of a Scenery element that is within 4" of an enemy model, roll 1D6. Place a numeric counter with a value equal to the roll on the Suspect. Reduce the value by 1 at the end of each subsequent model's activation.*

Score when the counter is reduced to 0.

⚡**1** Enemy Suspects within 2" of a target friendly model with the Veteran trait are not considered friendly to the opponent until the end of the round.

The death of one man is a tragedy. The death of millions is a statistic.

INVASION

BVO004 - v01

2
3

⚠️ | **III** | ◆ *Play when a friendly model places a Suspect within 4" of a Scenery element that is within 4" of an enemy model, roll 1D6. Place a numeric counter with a value equal to the roll on the Suspect. Reduce the value by 1 at the end of each subsequent model's activation.*

Score when the counter is reduced to 0.

⚡**1** Enemy Suspects within 2" of a target friendly model with the Veteran trait are not considered friendly to the opponent until the end of the round.

The death of one man is a tragedy. The death of millions is a statistic.

INVASION

BVO004 - v01

2
3

⚠️ | **III** | ◈

Play when a friendly model places a Suspect within 4" of a Scenery element that is within 4" of an enemy model, roll 1D6. Place a numeric counter with a value equal to the roll on the Suspect. Reduce the value by 1 at the end of each subsequent model's activation.

Score when the counter is reduced to 0.

⚡**1** Enemy Suspects within 2" of a target friendly model with the Veteran trait are not considered friendly to the opponent until the end of the round.

———— 🦇 ————

The death of one man is a tragedy. The death of millions is a statistic.

INVASION

BVO004 - v01

3 / 3

DOMINATION

⚠ | I | 🕐 *Place an Event marker in contact with an enemy model. Any model may Manipulate it to move it 4".*

At the end of the round you have more friendly models than enemy models within 4" of the marker.

Remove this marker at the end of the round.

⚡1 Move a Suspect or Drone marker 4". Can only be played at the start of an activation.

© & ™ BATMAN. (s20)   BVO0005 - v01   © KNIGHT MODELS

3

3

DOMINATION

⚠ | I | 🕐 *Place an Event marker in contact with an enemy model. Any model may Manipulate it to move it 4".*

At the end of the round you have more friendly models than enemy models within 4" of the marker.

Remove this marker at the end of the round.

⚡1 Move a Suspect or Drone marker 4". Can only be played at the start of an activation.

© & ™ BATMAN. (s20) BVO0005 - v01 © KNIGHT MODELS

DOMINATION

3

3

⚠ | I | ⏱ *Place an Event marker in contact with an enemy model. Any model may Manipulate it to move it 4".*

At the end of the round you have more friendly models than enemy models within 4" of the marker.

Remove this marker at the end of the round.

⚡1 Move a Suspect or Drone marker 4". Can only be played at the start of an activation.

© & ™ BATMAN. (s20)   BVO0005 - v01   © KNIGHT MODELS

2
2

FREE-FOR-ALL

⚙ / III / ◷ Have more friendly models than enemy models (not suffering KO) within 4" of the center of the Gaming Area.

⚡ **2** Until the end of the round, friendly models may use a Dose without spending it.

Lead me, follow me, or get the hell out of my way.

© & ™ BATMAN. (s20)　　　BVO0006 - v01　　　© KNIGHT MODELS

2
2

FREE-FOR-ALL

⚙ / Ⅲ / ◔ Have more friendly models than enemy models (not suffering KO) within 4" of the center of the Gaming Area.

⚡2 Until the end of the round, friendly models may use a Dose without spending it.

Lead me, follow me, or get the hell out of my way.

© & ™ BATMAN. (s20)　　　BVO0006 - v01　　　© KNIGHT MODELS

2 / **2**

BLACK OPS

⚙ / **III** / ✦   A friendly model places a Suspect within 8" of an enemy model that cannot draw LoS to the friendly model or the Suspect.

⚡**0**   Target friendly Suspect is treated as a Sewer marker this activation.

All warfare is based on deception.

2 **2**

BLACK OPS

⚙ / III / ✦ A friendly model places a Suspect within 8" of an enemy model that cannot draw LoS to the friendly model or the Suspect.

⚡ 0 Target friendly Suspect is treated as a Sewer marker this activation.

All warfare is based on deception.

© & ™ BATMAN. (s20)　　BVO0007 - v01　　© KNIGHT MODELS

3 ②

GLOBAL OFFENSIVE

⚒/III/◔ Have more friendly models with the Veteran trait in play than there are enemy Suspects.

⚡1 A friendly model that suffers KO, is moved 4" directly towards the nearest friendly model with the Veteran trait.

In war, you win or lose, live or die — and the difference is just an eyelash.

© & ™ BATMAN. (s20)   BVO0008 - v01   © KNIGHT MODELS

3 **2**

GLOBAL OFFENSIVE

Have more friendly models with the Veteran trait in play than there are enemy Suspects.

1 A friendly model that suffers KO, is moved 4" directly towards the nearest friendly model with the Veteran trait.

In war, you win or lose, live or die — and the difference is just an eyelash.

BVO0008 - v01

2 / **1**

⚙ / **III** / ◆

Target up to 2 enemy Suspects. Roll 1D3+2. Place a numeric counter with a value equal to the roll on each targeted Suspect. Reduce the counters value by 1 at the end of each subsequent model's activation.

Score if any of that Suspects remain in play when the counter is reduced to 0.

⚡ **2**

Place a friendly Drone marker within 4" of an enemy Suspect and 8" of a friendly Suspect. When a friendly model attacks a model within 4" of a Drone, that models gain +1 to Attack dice rolls. A player may not have more than 1 Drone in play.

There are only two types of enemies: those that have been hacked, and those that will be.

CYBER ATTACK