



2 **4**

BOO!

▲/III/◆ A Fear card is added to your Objective deck.

⚡1 When a model takes a Willpower roll, roll 1D6 and add it to the results.

© & ™ BATMAN. (623) SCW001 - v02 © KNIGHT MODELS



2 **4**

BOO!

▲/III/◆ A Fear card is added to your Objective deck.

⚡1 When a model takes a Willpower roll, roll 1D6 and add it to the results.

© & ™ BATMAN. (623) SCW001 - v02 © KNIGHT MODELS



2 **4**

BOO!

▲/III/◆ A Fear card is added to your Objective deck.

⚡1 When a model takes a Willpower roll, roll 1D6 and add it to the results.

© & ™ BATMAN. (623) SCW001 - v02 © KNIGHT MODELS



2 **4**

BOO!

▲/III/◆ A Fear card is added to your Objective deck.

⚡1 When a model takes a Willpower roll, roll 1D6 and add it to the results.

© & ™ BATMAN. (623) SCW001 - v02 © KNIGHT MODELS



2 **4**

DEEPEST FEARS

⚙️/III/◆ A friendly model Sets a Suspect within 4" of an enemy model suffering a Status.

⚡* *Burn 0 - Exception (Scored Pile)* • The Range for the Tangible Fear and Inspire Fear traits on friendly models increase by 1".

© & ™ BATMAN. (623) SCW002 - v02 © KNIGHT MODELS



2 **4**

DEEPEST FEARS

⚙️/III/◆ A friendly model Sets a Suspect within 4" of an enemy model suffering a Status.

⚡* *Burn 0 - Exception (Scored Pile)* • The Range for the Tangible Fear and Inspire Fear traits on friendly models increase by 1".

© & ™ BATMAN. (623) SCW002 - v02 © KNIGHT MODELS




2 **4**

DEEPEST FEARS

⚙️/III/◆ A friendly model Sets a Suspect within 4" of an enemy model suffering a Status.

⚡* *Burn 0 - Exception (Scored Pile)* • The Range for the Tangible Fear and Inspire Fear traits on friendly models increase by 1".

© & ™ BATMAN. (623) SCW002 - v02 © KNIGHT MODELS



2 **4**

DEEPEST FEARS

⚙️/III/◆ A friendly model Sets a Suspect within 4" of an enemy model suffering a Status.

⚡* *Burn 0 - Exception (Scored Pile)* • The Range for the Tangible Fear and Inspire Fear traits on friendly models increase by 1".

© & ™ BATMAN. (623) SCW002 - v02 © KNIGHT MODELS



3 **3**

WHAT DO YOU FEAR?

▲/III/◆ Limited • When a Fear card is returned to the Fear pile, place a ☹️ on this card. Score when this card has 4 ☹️.

⚡0 *Burn 1* • The active model may measure LoS and Range from a friendly Suspect when using the Inspire Fear trait this activation.

© & ™ BATMAN. (623) SCW003 - v02 © KNIGHT MODELS



3 

WHAT DO YOU FEAR?

Limited • When a Fear card is returned to the Fear pile, place a  on this card.
Score when this card has 4 .

0 **Burn 1** • The active model may measure LoS and Range from a friendly Suspect when using the Inspire Fear trait this activation.

© &™ BATMAN, (623) SCW003 - v02 © KNIGHT MODELS



3 

WHAT DO YOU FEAR?

Limited • When a Fear card is returned to the Fear pile, place a  on this card.
Score when this card has 4 .

0 **Burn 1** • The active model may measure LoS and Range from a friendly Suspect when using the Inspire Fear trait this activation.

© &™ BATMAN, (623) SCW003 - v02 © KNIGHT MODELS



2 

ENDLESS TORMENT

Scared Status • An enemy model suffering the Scared Status is removed as a Casualty.

1 An enemy model within 8" and LoS of a friendly model suffers the Scared Status.

© &™ BATMAN, (623) SCW004 - v02 © KNIGHT MODELS



2 

ENDLESS TORMENT

Scared Status • An enemy model suffering the Scared Status is removed as a Casualty.

1 An enemy model within 8" and LoS of a friendly model suffers the Scared Status.

© &™ BATMAN, (623) SCW004 - v02 © KNIGHT MODELS



2 

ENDLESS TORMENT

Scared Status • An enemy model suffering the Scared Status is removed as a Casualty.

1 An enemy model within 8" and LoS of a friendly model suffers the Scared Status.

© &™ BATMAN, (623) SCW004 - v02 © KNIGHT MODELS



2 


FEAR MAKES YOU PREDICTABLE

Reveals • A friendly model Reveals an enemy Suspect within 4" of an enemy model suffering a Status.
When scored the opponent chooses one of the following: You add 2 Fear cards to your Objective deck or you search your Objective deck for a copy of this card.

1 Discard X cards from your Objective deck, where X is equal to the number of cards in your Terror pile.

© &™ BATMAN, (623) SCW005 - v02 © KNIGHT MODELS



2 

FEAR MAKES YOU PREDICTABLE

Reveals • A friendly model Reveals an enemy Suspect within 4" of an enemy model suffering a Status.
When scored the opponent chooses one of the following: You add 2 Fear cards to your Objective deck or you search your Objective deck for a copy of this card.

1 Discard X cards from your Objective deck, where X is equal to the number of cards in your Terror pile.

© &™ BATMAN, (623) SCW005 - v02 © KNIGHT MODELS



2 

FEAR MAKES YOU PREDICTABLE

Reveals • A friendly model Reveals an enemy Suspect within 4" of an enemy model suffering a Status.
When scored the opponent chooses one of the following: You add 2 Fear cards to your Objective deck or you search your Objective deck for a copy of this card.

1 Discard X cards from your Objective deck, where X is equal to the number of cards in your Terror pile.

© &™ BATMAN, (623) SCW005 - v02 © KNIGHT MODELS



2 

LIVING NIGHTMARE

True Fear • An enemy model resolves a Willpower, Attack, or Defense roll and there is still a card in your Terror pile.

1 A model with CRT (True Fear) gains True Fear on its Attack actions this activation.

© &™ BATMAN, (623) SCW006 - v02 © KNIGHT MODELS




LIVING NIGHTMARE

2 2

☀️/III/◆ An enemy model resolves a Willpower, Attack, or Defense roll and there is still a card in your Terror pile.

⚡1 A model with CRT (True Fear) gains True Fear on its Attack actions this activation.

© & ™ BATMAN, (623) SCW006 - V02 © KNIGHT MODELS



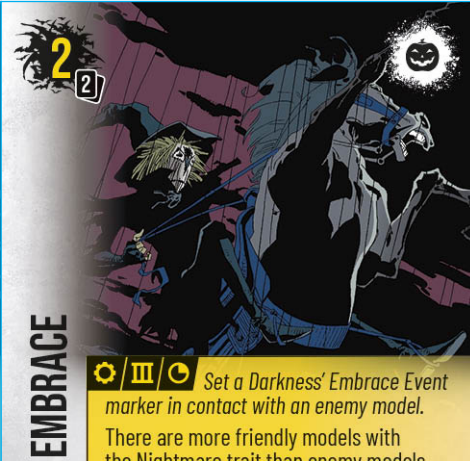
DARKNESS' EMBRACE

2 2

☀️/III/☾ Set a Darkness' Embrace Event marker in contact with an enemy model. There are more friendly models with the Nightmare trait than enemy models within 4" of the Darkness' Embrace.

⚡1 The active model removes X Damage, where X is equal to the number of enemy models suffering the Scared Status within 8" and LoS.

© & ™ BATMAN, (623) SCW007 - V02 © KNIGHT MODELS



DARKNESS' EMBRACE

2 2

☀️/III/☾ Set a Darkness' Embrace Event marker in contact with an enemy model. There are more friendly models with the Nightmare trait than enemy models within 4" of the Darkness' Embrace.

⚡1 The active model removes X Damage, where X is equal to the number of enemy models suffering the Scared Status within 8" and LoS.

© & ™ BATMAN, (623) SCW007 - V02 © KNIGHT MODELS



IT'S OK TO BE AFRAID!

3 3

☀️/III/◆ Limited • When a friendly model Sets a Suspect, target that Suspect. Score if that Suspect is still in play when you return a Fear card to the Fear pile.

⚡0 Play this Resource when a model performs a Willpower roll (before rolling). If it is affected by the Insidious trait, it must make an Effort or fail the Willpower roll by 5.

© & ™ BATMAN, (623) SCW008 - V02 © KNIGHT MODELS



IT'S OK TO BE AFRAID!

3 3

☀️/III/◆ Limited • When a friendly model Sets a Suspect, target that Suspect. Score if that Suspect is still in play when you return a Fear card to the Fear pile.

⚡0 Play this Resource when a model performs a Willpower roll (before rolling). If it is affected by the Insidious trait, it must make an Effort or fail the Willpower roll by 5.

© & ™ BATMAN, (623) SCW008 - V02 © KNIGHT MODELS



IT'S OK TO BE AFRAID!

3 3

☀️/III/◆ Limited • When a friendly model Sets a Suspect, target that Suspect. Score if that Suspect is still in play when you return a Fear card to the Fear pile.

⚡0 Play this Resource when a model performs a Willpower roll (before rolling). If it is affected by the Insidious trait, it must make an Effort or fail the Willpower roll by 5.

© & ™ BATMAN, (623) SCW008 - V02 © KNIGHT MODELS



INTOXICATED BY FEAR

2 2

☀️/III/◆ When the opponent would resolve a Fear card, they target one of your models instead.

⚡1 An enemy model within 4" of a friendly model with the Nightmare trait suffers the Terror Status.

© & ™ BATMAN, (623) SCW009 - V02 © KNIGHT MODELS



INTOXICATED BY FEAR

2 2

☀️/III/◆ When the opponent would resolve a Fear card, they target one of your models instead.

⚡1 An enemy model within 4" of a friendly model with the Nightmare trait suffers the Terror Status.

© & ™ BATMAN, (623) SCW009 - V02 © KNIGHT MODELS



THE DAWN COMES

2 2

☀️/IV/☾ Your Fear pile has fewer than 12 cards.

⚡* Burn 1 • Exception (Scored Pile) • Friendly models with the Nightmare trait gain +1 to Strength.

© & ™ BATMAN, (623) SCW010 - V02 © KNIGHT MODELS

THE DAWN COMES

2 **2**

IV/C Your Fear pile has fewer than 12 cards.

Burn 1 • Exception (Scored Pile) • Friendly models with the Nightmare trait gain +1 to Strength.

© & TM BATMAN, (623) SCW010 - V02 © KNIGHT MODELS

TEST PATIENTS

2 **3**

III/D **Limited** • Each time a friendly model with the Nightmare trait inflicts Damage with an attack, place a ☠ on this card. Score when this card has 5 ☠.

1 Move an enemy model suffering the Scared Status 4" towards a friendly model with the Psychologist trait.

© & TM BATMAN, (623) SCW011 - V02 © KNIGHT MODELS

TEST PATIENTS

2 **3**

III/D **Limited** • Each time a friendly model with the Nightmare trait inflicts Damage with an attack, place a ☠ on this card. Score when this card has 5 ☠.

1 Move an enemy model suffering the Scared Status 4" towards a friendly model with the Psychologist trait.

© & TM BATMAN, (623) SCW011 - V02 © KNIGHT MODELS

TEST PATIENTS

2 **3**

III/D **Limited** • Each time a friendly model with the Nightmare trait inflicts Damage with an attack, place a ☠ on this card. Score when this card has 5 ☠.

1 Move an enemy model suffering the Scared Status 4" towards a friendly model with the Psychologist trait.

© & TM BATMAN, (623) SCW011 - V02 © KNIGHT MODELS

SPOOKY PRESENCE

2 **3**

A/III/D A friendly model with the Criminal or Psychiatrist trait that no enemy model can see at the start of its activation Reveals an enemy Suspect.

1 **Burn 1** • Place a friendly ☠, and the Criminal or Psychiatrist trait, that has been removed as a Casualty in contact with a target friendly model with the Nightmare trait. Remove the target from the game permanently.

© & TM BATMAN, (623) SCW022 - V02 © KNIGHT MODELS

SPOOKY PRESENCE

2 **3**

A/III/D A friendly model with the Criminal or Psychiatrist trait that no enemy model can see at the start of its activation Reveals an enemy Suspect.

1 **Burn 1** • Place a friendly ☠, and the Criminal or Psychiatrist trait, that has been removed as a Casualty in contact with a target friendly model with the Nightmare trait. Remove the target from the game permanently.

© & TM BATMAN, (623) SCW022 - V02 © KNIGHT MODELS

SPOOKY PRESENCE

2 **3**

A/III/D A friendly model with the Criminal or Psychiatrist trait that no enemy model can see at the start of its activation Reveals an enemy Suspect.

1 **Burn 1** • Place a friendly ☠, and the Criminal or Psychiatrist trait, that has been removed as a Casualty in contact with a target friendly model with the Nightmare trait. Remove the target from the game permanently.

© & TM BATMAN, (623) SCW022 - V02 © KNIGHT MODELS

The Fear

If your Objective deck includes Objective cards that has Affiliation: ☠, place 12 Fear cards aside forming your Fear Pile, shuffled and face down.

When a rule instructs you to place a Fear card into your Objective deck, add the top card from your Fear Pile and shuffle your Objective deck.

When a Fear card is drawn from your Objective deck or Discarded from your hand or Objective deck, reveal it and resolve its effects. Return it to the bottom of your Fear Pile.

© & TM BATMAN, (623) SCW015 - 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.

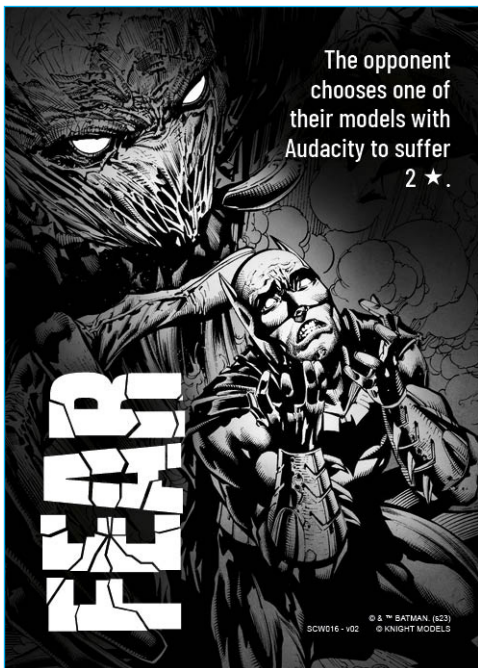
Exception (In Play): This Resource is not played in the usual way. This Resource may only be used while this card is in play as an Objective and does not go to the Spent Resources pile when used.

Exception (When Scoring): This Resource is not played in the usual way. The effect of this Resource is used when this card is scored.

Exception (Scored Pile): This Resource is not played in the usual way. The effect of this Resource applies while this card is scored.

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

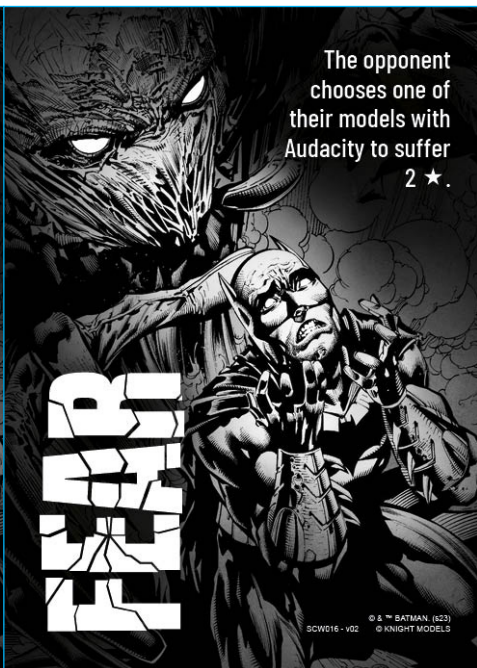
Opening: If this card is included in your Objective deck, you must put it aside before the game starts. At the end of step 4 of Prepare the Game, you must play this card as an Objective. If a card with this keyword is going to be discarded, remove it from the game instead.



The opponent chooses one of their models with Audacity to suffer 2 ★.

FEAR

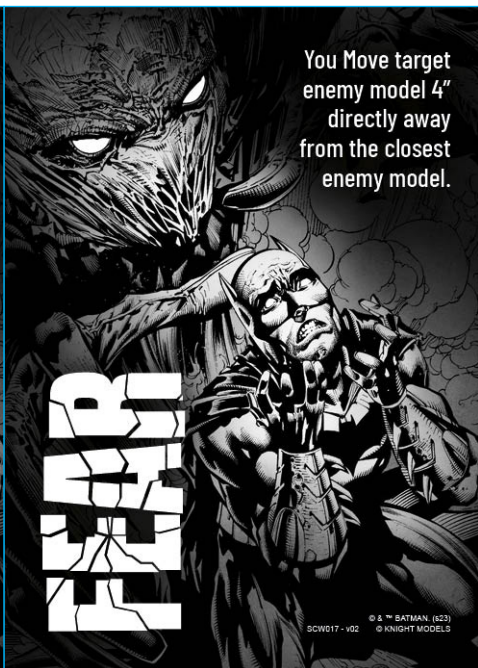
© & ™ BATMAN, (S23)
© KNIGHT MODELS
SCW016 - v02



The opponent chooses one of their models with Audacity to suffer 2 ★.

FEAR

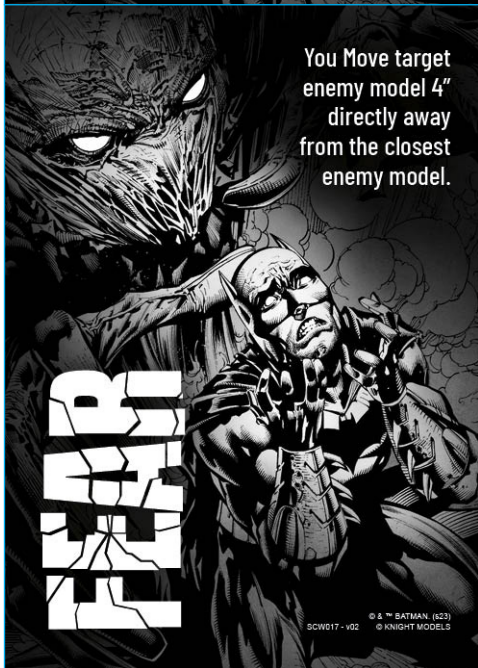
© & ™ BATMAN, (S23)
© KNIGHT MODELS
SCW016 - v02



You Move target enemy model 4" directly away from the closest enemy model.

FEAR

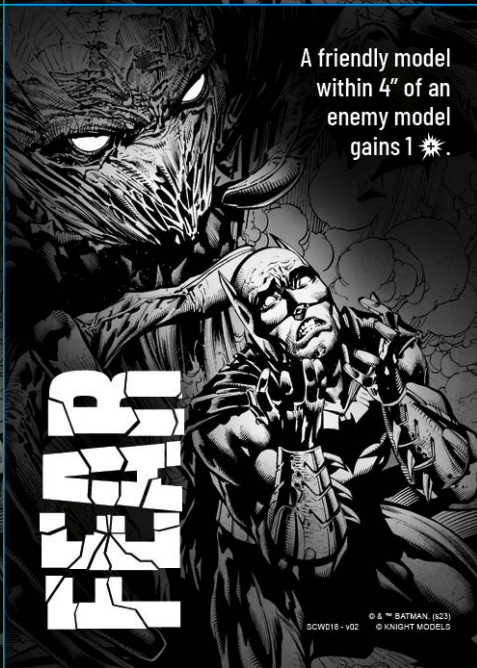
© & ™ BATMAN, (S23)
© KNIGHT MODELS
SCW017 - v02



You Move target enemy model 4" directly away from the closest enemy model.

FEAR

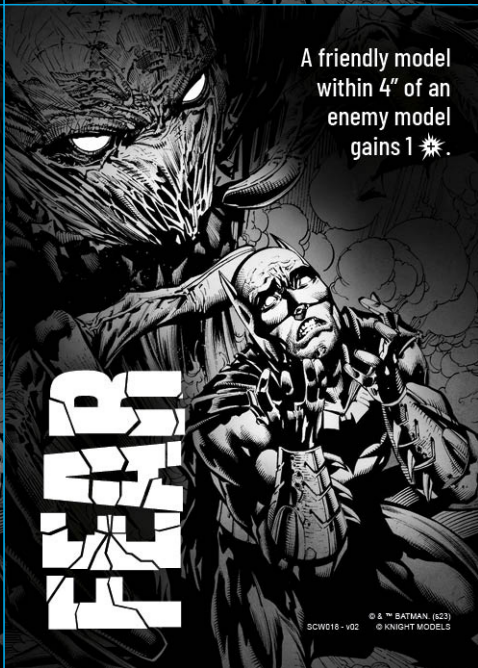
© & ™ BATMAN, (S23)
© KNIGHT MODELS
SCW017 - v02



A friendly model within 4" of an enemy model gains 1 ★.

FEAR

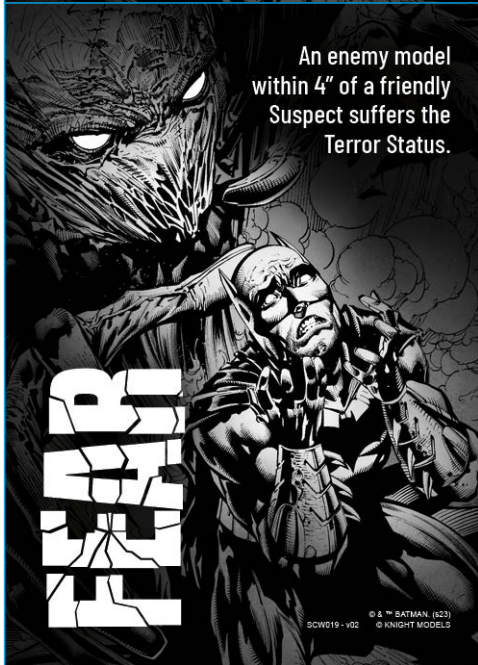
© & ™ BATMAN, (S23)
© KNIGHT MODELS
SCW018 - v02



A friendly model within 4" of an enemy model gains 1 ★.

FEAR

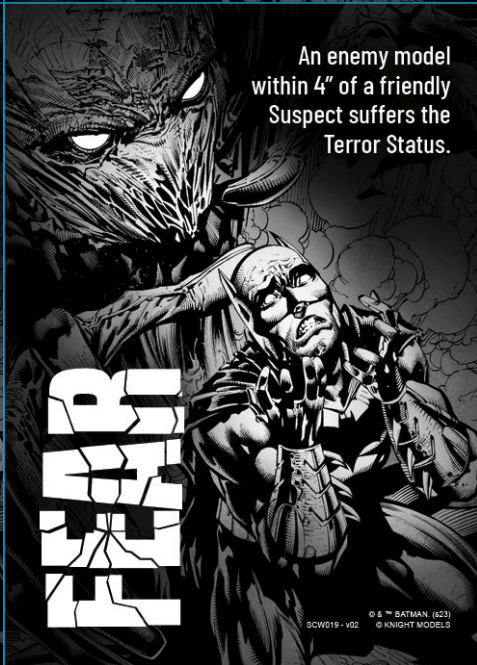
© & ™ BATMAN, (S23)
© KNIGHT MODELS
SCW018 - v02



An enemy model within 4" of a friendly Suspect suffers the Terror Status.

FEAR

© & ™ BATMAN, (S23)
© KNIGHT MODELS
SCW019 - v02



An enemy model within 4" of a friendly Suspect suffers the Terror Status.

FEAR

© & ™ BATMAN, (S23)
© KNIGHT MODELS
SCW019 - v02



Move a Suspect 4"

FEAR

© & ™ BATMAN, (S23)
© KNIGHT MODELS
SCW020 - v02

