





SHOWDOWN




The first group to be deployed must only contain , , or .

This is the only way it could end.

© &™ BATMAN (s19) BTG656 - v02 © KNIGHT MODELS

CHANCE ENCOUNTER




The first group must be deployed into the A zone, and the second group must be deployed into the B zone (special Traits that modify Deployment still apply).

There could be no compromises.

© &™ BATMAN (s19) BTG657 - v02 © KNIGHT MODELS

VANGUARD





Deploy one friendly model up to 4" outside the DZ.

Just 'cause you can't see him doesn't mean he can't see you!

© &™ BATMAN (s19) BTG658 - v02 © KNIGHT MODELS

SECURE THE AREA

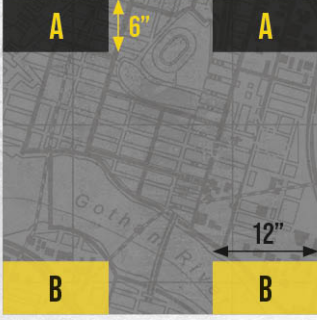


Choose one friendly . That model is not deployed normally. Instead, before rolling for Initiative in any Round, you may place the model in contact with a friendly Suspect.

They won't see me coming.

© &™ BATMAN (s19) BTG659 - v02 © KNIGHT MODELS

PLUNDER





Before deploying models, but after choosing DZ(s), each player must Set 2 Suspect markers at least 8" away from their DZ(s), and at least 8" away from each other.

Everybody wants something...

© &™ BATMAN (s19) BTG660 - v02 © KNIGHT MODELS

DUEL

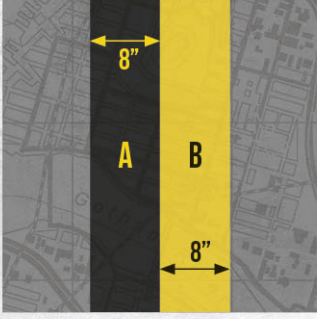


Set an Event marker on the map as shown. Only the  can be deployed within 4" of that marker. When the Deployment is finished, remove this Event marker.

The town isn't big enough for two homicidal maniacs.

© &™ BATMAN (s19) BTG661 - v02 © KNIGHT MODELS

STAND-OFF

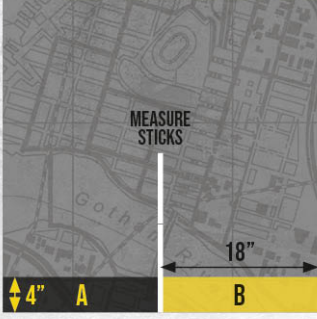


During the first Round, the Damage inflicted is ignored by the models (but is yet inflicted for the Objective cards requirements).

One false move, and it's game over.

© &™ BATMAN (s19) BTG662 - v02 © KNIGHT MODELS

TAKING SIDES

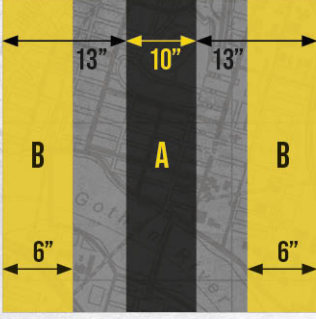


Place the 10" and the 8" measure sticks as shown in the map. For the rest of the game, those measure sticks are an impassable element. No model may Move, Place, draw LoS, or affect another model through it.

This is different. They crossed the line.

© &™ BATMAN (s19) BTG663 - v02 © KNIGHT MODELS

AMBUSH



Players do not divide their crew into groups and deploy all of their models at once.

It is time to trigger the trap.

© &™ BATMAN (s23) BEC001 - v02 © KNIGHT MODELS

HIDDEN EVIDENCES

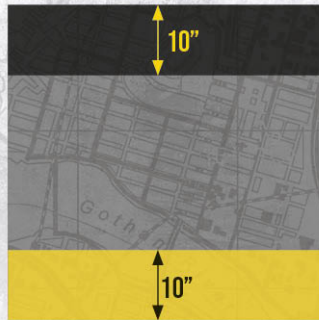


When all the players deployed all the models, starting with the player with the Initiative, each player must Set 2 friendly Suspects within 8" of an enemy model. That Suspects are also Hidden Evidences. When a model reveals a Hidden Evidences it can discard 1 Objective card from its hand.

We must unmask the truth at any cost.

© &™ BATMAN (823) BEC002 - V02 © KNIGHT MODELS

KING OF THE HILL



Set an event marker in the centre of the gaming area. The model(s) within 4" of this marker cannot benefit from the cover or night rule. At the end of the Recount phase the player with the model closest to the marker may remove 2 Damage or a Status from it.

Only the strongest survives.

© &™ BATMAN (823) BEC003 - V02 © KNIGHT MODELS

NEWS FLIES



After models are deployed, beginning with the player with Initiative, each player Sets a Suspect within 8" of the center of the Gaming Area.

There is nothing that can be hidden forever...

© &™ BATMAN (823) BEC004 - V02 © KNIGHT MODELS

CROSSFIRE

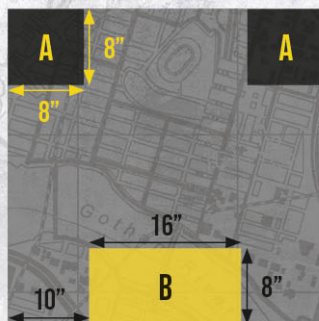


Each player must deploy at least 1 model in each of their DZ(s).

Trapped in the middle of a gunfight.

© &™ BATMAN (823) BEC005 - V02 © KNIGHT MODELS

FIGHT FOR TERRITORY

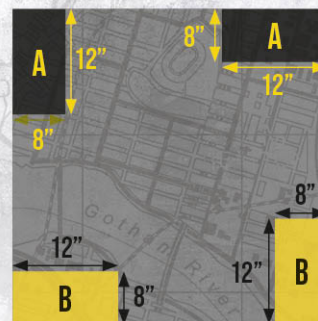


After models are deployed, beginning with the player with Initiative, each player may Move a friendly model 4".

The fight of our lives.

© &™ BATMAN (823) BEC006 - V02 © KNIGHT MODELS

DIVIDE AND CONQUER

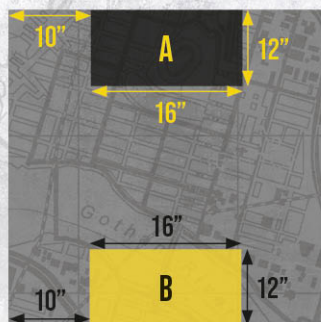


If your Crew has a 🦇 and a 🦋, they must be deployed in separate DZ.

Cut their forces in half.

© &™ BATMAN (823) BEC007 - V02 © KNIGHT MODELS

FOUNTAINS



🦇 and 🦋 must deploy within 4" from the edge of the Gaming Area (still within the DZ).

Find the perfect position.

© &™ BATMAN (823) BEC008 - V02 © KNIGHT MODELS