

SCENARIO 2 - DROPS AT THE PICK-UP

"Hey Vengeance! You think you can come after my money, huh!?"
- The Penguin

CREWS

For this first scenario, use the following models:

Batman Crew: Batman, Catwoman, Lt. Gordon.

Organised Crime Crew: The Penguin, The Twin 1, The Twin 2, Detective Kenzie, Bouncer 2.

SETUP

Use a 36" square board for this scenario, which is the standard size for the Batman Miniatures Game. The layout should represent the exterior of the recycling plant, where the Penguin has been manufacturing narcotics known as Drops. Crates, warehouse buildings and cars are all typical, but make use of your collection. Refer to the picture supplied as reference only of one of several setups. In terms of scenery blocking LoS, also bear in mind that *The Night* rule is in effect so even the least stealthy models cannot be seen over 12" away. Try to avoid placing too much terrain that is inaccessible to models without Batclaws!



The Organised Crime crew sets up, deploying all of its models within 8" of a table edge of its choosing. The Batman crew then deploys on the opposite side of the table, again within 8" of the board edge, with the exception that 1 model may be placed anywhere on the board, out of line of sight of any opposing models. These deployment rules override any traits affecting deployment present on character cards. The 8" table edge zones represent deployment zones for the purposes of restricting the placement of suspect markers throughout the game.

ADDITIONAL MAIN RULES

The Night

It is always dark in Gotham City. Unless superseded by a trait or exception, Line of Sight is restricted so that it cannot be drawn from a model to anything more than 12" away.

Passing on Activation

This can be found on p.22 of the online rulebook, and will be useful now that both sides start with different numbers of models.

Tactical Actions

The attack action from Scenario 1 is one of two types of Tactical Action in the Batman Miniature Game. The other type of Tactical Action is Manipulate. See Manipulate actions on p.35 of the online rulebook, paying particular attention to placing and revealing suspect markers, as these will be very important to this scenario.

Special Actions

A Special Action is a third type of action that a model can perform during its activation. A Special Action will be listed in the model's traits and will often have a bat-symbol printed next to it. Some models may not have a Special Action listed, and some will have multiple, of which they must choose one to perform if allowed.

Audacity

Distribute Audacity counters as in scenario 1. However, in this scenario The Organised Crime player has 5 models at the start, and so will need to decide which 4 will benefit. A model with Audacity will be able to perform 1 each of Movement, Tactical, and Special Actions, while a model without can only perform 1 action during its activation.

Extra Actions

See p.36 of the online rulebook for details on extra actions.

Skill Rolls

See p.19 of the online rulebook for details on these. They will factor into some special traits (see below) as well as Endurance rolls made when trying to recover KO'ed models.

Special traits

As a continuation of the character cards, beneath a model's weapons you will no doubt have seen a list of words. These are known as special traits, and represent additional skills or equipment a character may have. Some require a Special Action to be used as described above, however others are 'passive' and a model can always use them without spending an action.

Recovery

At the start of the Recount phase (the 4th phase of a Round, after all models are activated), each model that is on the board and not KO'ed may remove a single stun damage marker (not blood drop damage) from their character card. In addition, you may try to recover KO'ed models. See p.36 of the online rulebook for full details.

SCENARIO-SPECIFIC RULES

Keep track of how many suspect markers belonging to the opposing side each crew reveals during the course of the game. Detective Kenzie has a loot bag which should be represented by a counter on his character card. If Detective Kenzie is KO'ed, or removed as a casualty, the model doing so takes the counter and places it on their character card.

Duration

The game ends at the end of Round 4

Objective

At the end of the game, each crew earns 2 Victory Points (Vps) for each suspect marker in play. Also, keep track of the number of enemy suspect markers revealed- each crew will score 1 VP for each enemy suspect marker they have revealed over the course of the game. If the Organised Crime crew removes The Batman as a casualty, then the Organised Crime crew wins immediately! Finally, if Catwoman finishes the game with the loot bag counter, and is not KO'ed or removed as a casualty, the the Batman Crew scores 3 Vps. The winner is the player with the most Vps.

Hints and tips

- This game will attempt to show the decision between placing suspect markers and making attack actions. Most models cannot do both, as your tactical action can either be a manipulate or an attack action.
- Take a little time to familiarise yourself with the traits on your models. Many on both sides will be applicable to this scenario, however you can disregard any that say they relate to deployment or objective cards. These will be used later!
- Bear in mind that you cannot place suspect markers inside or within 2" of your own deployment zone. If you want to place them and score points, you must dare to put them in harm's way!
- For veteran players trying this scenario out, bear in mind that the Inspire rule is not yet to be introduced.

