

SCENARIO 4 - CLOSING THE GAP

The Batman and his allies continue to close down Falcone's business in an attempt to force the crimelord to surface. But the Roman has plenty of stooges and corrupt cops standing between him and justice for now.

CREWS

The Batman Crew: The Batman, Lt. Gordon, Officer Martinez, GCPD Officer 1, GCPD Officer 2

Organized Crime Crew: The Penguin, Detective Kenzie, The Twin 1, The Twin 2, Mafia Thug, Bouncer 1, Bouncer 2

SETUP

Use a 36" board, and again set up in any way suitable for your terrain much like scenario 3. As the Batman is present, feel free to include some terrain that will make good use of his Batclaw, however do not restrict the movement of the remaining models too much.

Determine Deployment Initiative as before, and set up **2 light sources each**. Then, do the same with **Sewer Markers**, abiding by the same rules for placement. Next, each player divides their crew into two groups of models, as evenly as possible. The player with deployment initiative takes one group of their models and places it in one of the deployment zones as shown in the accompanying diagram. Their opponent places ones of their model groups next in the opposite deployment zone. Then the first player deploys their remaining models, followed by the last models in the second player's crew.



Each player shuffles the entire objective card deck for their crew and adds the character objective cards for **The Batman** and **the Penguin** into their respective decks.

ADDITIONAL MAIN RULES

Sewers

In addition to Street lamps, Sewer markers are also placed before the game begins. See p. 45 of the online rulebook for details on how they effect gameplay.

Objective Cards

Scenario 3 demonstrated a small hand of objective cards and how they could be scored. This scenario uses the entire deck for each crew. Read the remaining section on objective cards, starting on p.37 to familiarise yourself with drawing your hand, playing resources and discarding a card during the Recount phase.

Inspire

Every crew has a "Boss" to lead it. In this scenario, The Penguin is the Boss of the Organized Crime crew, and Lt. Gordon is the Boss of the Batman crew (due to The Batman's Shadows Agent special trait). The Boss receives the special "Inspire" ability- see p.42 of the online rulebook for details on this very helpful ability.

Black Money

The Organized Crime crew has a special ability to raise additional funding for equipment that it can purchase throughout the game. See the relevant card accompanying the Organized Crime crew deck for details. This is optional, however, and if both players wish then it can be left until scenario 5.

Duration

The game lasts until the end of Round 4.

Objective

The winner is the player with the most Victory points by the end of Round 4.

Hints and tips

- This scenario is designed to teach new players the way that objective decks work and can be cycled with the use of resources, as well as the use of resources and crew-specific rules (Black money).
- Inspire is now used so be sure to make use of that.
- If you are very confident with your knowledge of the game mechanics, then feel free to skip this scenario and head straight for scenario 5.