



# BATMAN MINIATURE GAME

## INTRODUCTION

*Before you start, please take some time to familiarise yourself with some basic rules that will be used in every game and scenario in this document. All of the following listed sections will be needed in the first scenario, but others not listed here will be introduced later. Please feel free to replay scenarios as many times as necessary, and introduce new rules at a pace of your choosing. The order presented here is a suggestion.*

### **FIRST STEPS** (online rulebook, Page 10):

If you are new to miniature gaming in general, please read this section of the rules as it provides some useful guidance broadly relevant to all such game systems.

#### **The Character cards:**

From the online rulebook, see the section starting on page 14 and look at Basic Skills.

#### **Basic Rules:**

Line of Sight (p.17), Contact (p.18) are both useful to understand on your first time playing.

### **SEQUENCE OF PLAY**

The Game is structured into four 'rounds', or turns, each broken down into four 'phases'. Players follow the phases below, in order. When both players have completed the sequence, a new round will begin with phase 1. Here are the phases in order, with what you need to know about them going into the first scenario.

#### **1. Take The Lead**

The players determine the order in which they will proceed during the rest of the round. Each player rolls one die and the one with the highest score has the 'initiative'. In the event of a tie in this roll, the initiative is won by the player who did not have it in the previous round. In the first round, continue to roll until there is a clear winner.

#### **2. Raise The Plan**

Each player takes 4 Audacity tokens, and distributes these amongst their models. A model cannot have more than one of these tokens, and so in the first scenario each player will need to discard one Audacity token. In larger games with more than 4 models per side, those with Audacity will be able to perform more actions than those without, and so only having limited tokens will force you as a player to choose which models you will be prioritising that turn.

#### **3. Execute the Plan**

Players activate their models one at a time, beginning with the player with initiative. In scenario 1, each model will be able to make a move action, and an attack action, in the order that they choose. Play continues until all models that can activate have done so.

#### **4. Recount**

In this phase, both players check to see if they have won the game. If not, then proceed into another game round unless the end of turn 4 is reached. In later scenarios, the Recount phase will be used to recover damage and models from being Knocked Out (KO'ed), as well as to use some character traits and score objective cards, but for now we do not have to worry about this.



## ACTIONS

Read the section on Movement and Attack actions. These may be the most complex so far, but they will become very familiar with use. Make sure to read up on the difference between ranged and melee attacks, and how Effort can be used in melee. For movement, it is suggested that you ignore the sections on climbing, jumping and falling. Just know that those sections are there for later scenarios should the need arise!

As the scenarios progress, further rules will be introduced. These are to be added to those already used in prior scenarios.

## SCENARIO 1 - TRIGGER FINGERS

*"It didn't used to be like this. For years, we got report of a break-in and found some of Falcone's guys there, they'd just let us waltz right out of there without a problem. But something, something these days has them spooked, twitchy. When we hit the lights in that warehouse, they went straight for their guns and we had no choice."*

– testimony from GCPD officer, name redacted, Batman Investigation, Year 1.

### Crews

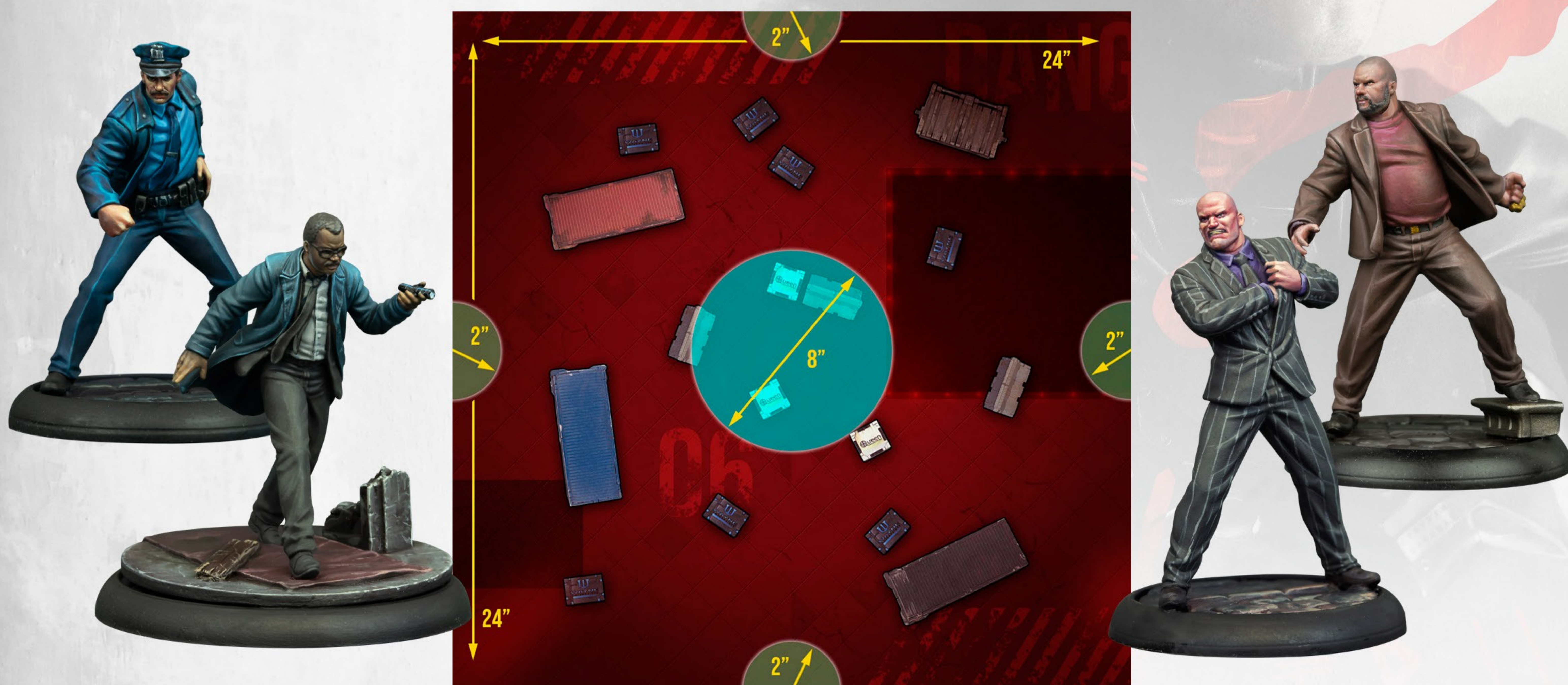
For this first scenario, use the following models:

**Batman Crew:** Lt. Gordon, Officer Martinez, GCPD Officer 1

**Organised Crime Crew:** Mafia Thug, Bouncer 1, Bouncer 3

### Setup

The board should be approximately 24" square. It represents the interior of a warehouse, so any crates/ containers are appropriate. Some terrain should block LoS altogether, however feel free to experiment. Picture shown is an example.



The Organised Crime Crew models set up first. 1 model must be placed within 2" of the centre of the board. The other two must be placed at least 8" away from this model, and each other.

Then the Batman Crew models are placed within 2" of the middle of a board edge of their choosing.

### Duration

The game continues until the end of Round 4, or until the end of any Round in which one crew has no models remaining.

### Objective

The player who has KO'ed/removed from play the most enemy models is the winner. If both players have removed the same number of models the the result is a draw.

### Hints and Tips

If you have played this scenario before, then replay it but introduce the rules for character traits, Recovery and Special Actions. This should further demonstrate the difference between being Knocked Out and being Removed from the playing area as a casualty, as well as how some models can arrest others.