

# Batman : Quick Reference v 1.3

## Prepare the Game

- **Game Board and Scenery:** Perform an initiative roll.
- **Urban Furniture:** Each player in initiative order places 2 Street Lamps are placed no closer than 8 inches of each other and 2 inches of any board edge. Repeat this process with 2 Sewer Markers.
- **Deployment Zones:** Player with initiative gathers all Encounter cards, shuffles and draws one to determine the deployment.
- **Events (Optional):** The player with the initiative collects all the Event cards face down in a deck, shuffles them, and draws a card. This card adds a special rule to the scenario, which remains in effect for the entire course of the game.
- **Objective Cards:** Each player now draws their hand of four Objective cards from their Objective deck. Once this is done, players can Discard any number of cards from their hand, and draw that same number of cards until they have four in their hand again.
- **Choose Plot Cards (Optional):** each player now looks at their Plot cards and chooses one to be their 'active' card. The remaining cards are shuffled, and placed face down to form the player's Plot deck.
- **Deploy Crews:** The players should now divide their crews into two groups, with an equal number of models in each group (or as evenly as possible if the crew contains an odd number of models). Players then alternate turns deploying groups in their available zone starting with the player with initiative.

## Sequence of Play

Each round is broken down into four phases:	
1.	<b>Take the Lead:</b> Both players roll a D6 and add any modifiers to the dice roll. Unspent pass markers from the previous round add +1 cumulative to the roll. The winner gains initiative. If there is a tie, the player who did not have initiative gains it.
2.	<b>Raise the Plan:</b> Each player takes 4 Audacity markers and places them on four of their models. Models must be eligible to activate.
3.	<b>Execute the Plan:</b> Players take turns activating models, beginning with the player who has the initiative. <i>(Pass: the player with the fewest models earns pass markers equal to as many times as the difference between the crew sizes.)</i>
4.	<b>Recount: 1.)</b> Activate any traits that must be used at the <b>start</b> of the Recount phase, with the player who went first going first. <b>2.)</b> Discard Spent Resource cards and recover spent resource tokens <b>3.)</b> Score objective cards that specify they should be reviewed at the end of the round whose requirements have been fulfilled. <b>4.)</b> Perform skill rolls on models that have acquired status effects to see how they are resolved. <b>5.)</b> All models still in play that are not KO should now eliminate a stun damage from their character cards. Models that are KO may attempt recovery. <b>6.)</b> Discard one objective card (optional), shuffle your deck, and draw up to your hand size of 4 cards.

## Skill Rolls and Effort

- **Skill Roll:** To take a skill roll, simply roll a number of dice equal to the model's Special skill. Then choose two of the dice, and compare their combined result with the specified skill (such as Willpower, for example). If the sum of the two dice is equal to or less than the skill value then the test is passed.
- **Effort:** A model can make an Effort when attacking or defending in melee. To make an Effort, a model receives a number of stun markers up to their Effort limit. All models have an effort limit of 3. Effort limit is reduced by one for every 3  markers on the model. A defender must spend effort before the attacker. By spending effort a model can do:
  - Add one attack die per stun marker
  - Remove one attack die per stun marker from the enemy's attack
  - Perform a special rule that requires Effort as payment of the rule or trait.
  - Force a target to roll one less die than usual when a special ability requires a dice roll to a minimum of a D6.

## Activate a Model

- When a model is activated, it can perform one of the following actions:
  - Movement Action
  - Tactical Action (Attack or Manipulate)
  - Special Action (denoted by  icon)

If the model has an Audacity counter on it at the beginning of its activation then it can perform all three actions.

## Movement Actions

- **Basic Movement Distance:** Movement value printed on the card
- **Impaired Movement:** When moving through difficult ground or suffering from an effect that causes impaired movement. A model with Impaired Movement reduces its basic move by -4 inches. Impaired movement is cumulative, so multiple causes of impaired movement stack.
- **Jumping:** If a model's movement is blocked by a gap of more than 1 inch it may continue its movement by jumping. Immediately apply Impaired Movement to the model. If the model still has enough movement to complete this movement, then place the model on the other side of the gap.
- **Climbing:** Immediately apply Impaired Movement to the model. Then measure both vertically and horizontally to the desired position. If the model can reach a suitable endpoint without exceeding its basic move distance, move it to the new position. If the model cannot reach the new position, but you wish to climb anyway, the model automatically falls.
- **Falling:** When a model falls, remove the model and place it on the next lowest level as closely aligned to the position from which it fell as possible.
  - If the distance travelled is less than the model's basic move distance (but apply impaired movement if there is another effect such as climbing) it suffers no damage.
  - If the distance travelled is greater than the model's basic move distance it will suffer two blood damage
  - If the distance travelled is at least double the model's basic move distance, remove the model from the game as a casualty.

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## Attack Actions

### Melee Attack

- **Melee Attack:** Roll a number of D6 equal to the model's Attacks skill value plus one D6 of a different color (the Strength Die). Each attack die that scores equal to or greater than the target's Defense is a hit. (\* **Outnumbered models:** -1 to Defence per model outnumbering. Close combat only).
- **The Defense Roll:** The target of a melee attack may attempt to defend itself by rolling a number of dice equal to its Defense skill. Each die result that scores equal to or greater than the attacker's Attack Skill is a hit.
- **Strength Die:** The Strength die cannot be removed unless there is a rule that specifically requires it.

### Ranged Attack

- **Ranged Attack:** A model must be armed with one range weapon and meet the following criteria:
  - Target is in Line of Site
  - Weapon must have at least 1 ammo remaining
  - Attacking model must not be in base contact with a non-KO enemy

Normal Line of sight = 12". Lampposts illuminate an area of 4" from the centre of the lamppost's base.

If those criteria are met, select one weapon from those available and roll a number of dice equal to the weapon's RoF value. In addition, roll an additional D6 of a different color (the Strength Dice). Roll the dice. Each attack die that scores equal to or greater than the target's Defense is a hit.

**Modifiers:** The following modifiers adjust the weapons RoF value before generating dice for the attack pool:

- Move before attacking: -2
- Out of Effective Range: -1
- Cover: -1
- Firing Blind (no LOS): -2
- Enemy is Dodging (enemy must spend an effort): -1

For Ranged Attacks the Strength die is always removed first.

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## Damage

Any hit that is successful and is not blocked will cause damage based on the weapon's profile.

- **Stun Damage:** Stun damage is represented as a ★. A model that sustains ★ damage equal to their Willpower value will become Knocked Out.
- **Blood Damage:** Blood damage is represented as a 🩸. A model that receives 🩸 damage equal to their Endurance value is removed from the table as a casualty.
- **Critical Damage (CRT):** When performing an attack if the Strength Dice scores a natural result of a 6 you have scored a critical hit. In addition to the normal damage, the model is Knocked Down on a critical unless the model has another CRT effect. If this

is the case, the model may choose which effect to apply.

- **Knocked Down:** Knocked down models cannot attack, defend, make efforts, and cannot use any trait that requires an Action or Effort to activate until it Stands Up. Knocked Down models suffer -1 to their Defense value.

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## Suspect Markers

- **Place Suspect Markers:** By performing a Manipulate action, a model can place a Suspect marker in contact. Suspect markers are points of interest on the tabletop, such as clues, or strategic positions. You cannot place a Suspect marker inside or within 2" of your own deployment zones, or within 4" of another friendly Suspect markers.
- **Note:** A player cannot have more than 8 Suspect markers into the gaming area at the same time.
- **Reveal Suspect Markers:** An enemy Suspect marker can be removed from the gaming area by a model in contact, using the Manipulate action. This action is called Reveal.

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## Objective Deck

- **Objective Types:** Objective types represented in the game:

- Protection 
- Threat 
- Violence 
- Control 

- **Discard:** If an effect asks you to discard an Objective Card, choose a card from your hand and place it on the bottom of the Objective deck (face down).
- **Remove:** If an effect asks you to remove an Objective card, remove the card from play completely – it cannot be used for the rest of the game.
- **Use as Objective:** If the card is played from the hand as an Objective, place it next to the board, face up. If the Objective requirements are met, the card is left face up in a separate pile called Accomplished Objectives.

During a model's activation (yours, or an opponent's), you can play a single card as a Resource and a single card as an Objective. Outside the Execute the Plan phase, you may play as many cards as you like. The only exception is that you may never play more than one Objective card with the same Name simultaneously.

- **Use as Resource:** In order to play a card from your hand as a Resource, you must be able to pay its Cost in Resource Points. Once a Resource has been resolved, place the card face up in a separate pile, called Spent Resources.
  - Each player has 3 Resource Tokens (points) that are refreshed in the recount phase.
- **Drawing Resource Cards:** Each time a player discards an objective card for any reason the player immediately draws a new objective card. If for any reason you have more than 4 objective cards you must discard down to 4 objective cards.