WILL BATMAN AND HIS ALLIES SAVE GOTHAM CITY ?
After helping the twelve most fearsome Super-villains of Blackgate Penitentiary and Arkham Asylum to escape, the Joker and his cronies have come up with 10 scenarios in which they destroy Gotham City and bring about a reign of chaos. You can choose to play either the heroes or the villains during the game. If there are 3, 5 or 7 participants, one person will play 2 characters from the same team (heroes or villains), as shown in the table below :

Nb of players	Heroes	Villains
2	1	1
3 - 4	2	2
5 - 6	3	3
7 - 8	4	4

AIM OF THE GAME

For the villains : Carry out the « villain » mission of the scenario chosen at the start of the game, then escape to the getaway location without being stopped.
For the heroes : Carry out the « hero » mission of the scenario chosen at the start of the game and stop the villains from getting away.
The winner is the player with the most victory points at the end of the game.

SETTING UP THE GAME

Choose to play a hero or a villain during the game, and take the corresponding character file and counter.

Next take your Life Points (LP) tokens, and put them on your character file.
Now pick up the cards in your hand to start the game. You begin the game according to your character. Your « attack », « defence », « equipment » and « bonus » cards are indicated in your character file.

Your character will improve throughout the game thanks to the cards and LP they will find.

Place the « attack », « defence », « bonus », « equipment », and «location», «hero», and «villain» cards around the board in 7 pre-shuffled piles. Now choose one of the scenarios and read it to the other players. The conditions for victory will be different for the heroes and villains, depending on the scenario which is chosen.

CHARACTER FILE EXPLANATION:

Number of life points (LP) at the begining of the game

Attack strength (Number of attack dice)

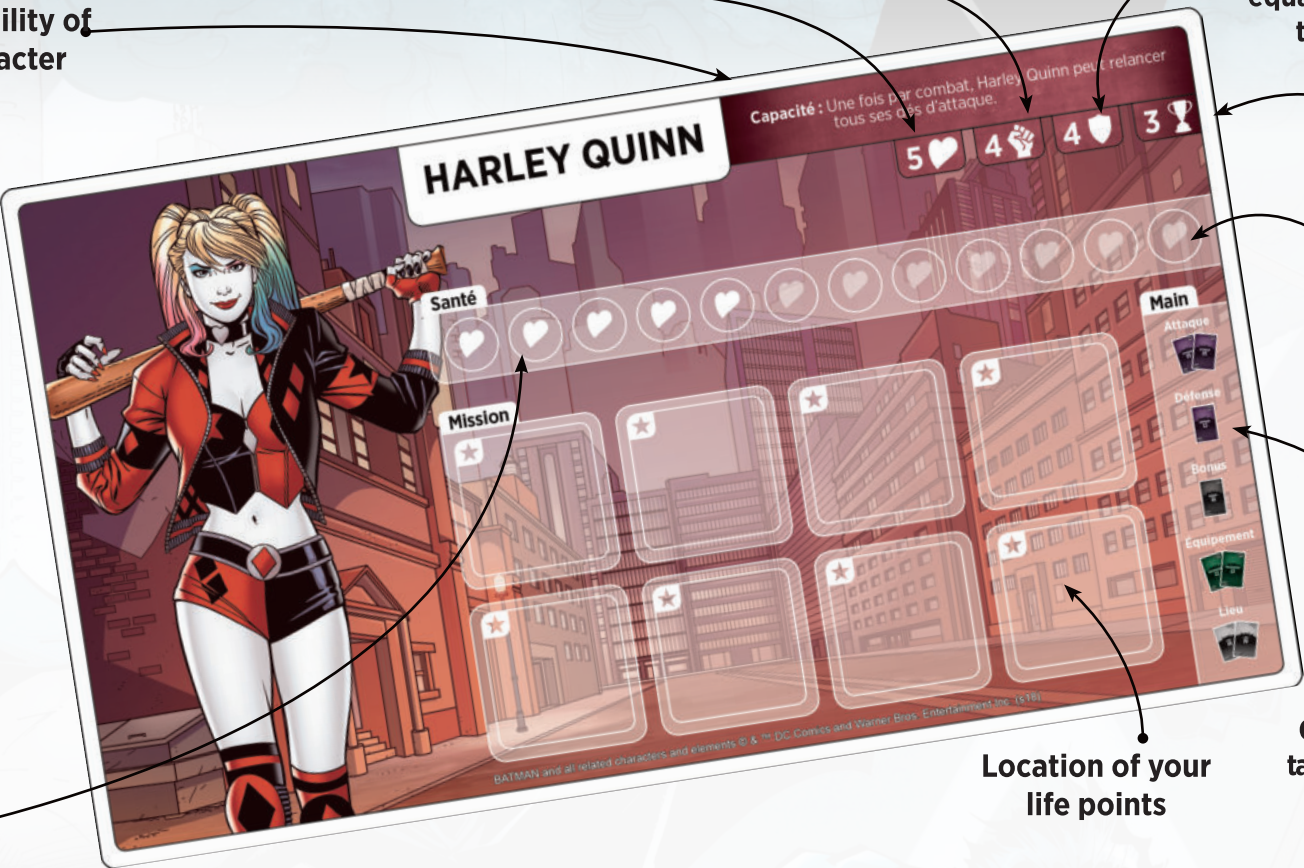**Resistance level (The result of a die must be greater than or equal to this number to reach you)**

Special ability of the character

Capacité : Une fois par combat, Harley Quinn peut relancer tous ses dés d'attaque.

HARLEY QUINN

5 ♥   4 ✊   4 🛡   3 🏆

Santé

Mission

Main
Attaque
Défense
Bonus
Équipement
Lieu

Victory points

Location of your life points

♥

Location of your life points

Cards you have to take at the begining of the game

BATMAN and all related characters and elements © & ™ DC Comics and Warner Bros. Entertainment Inc. (s18)

As explained in each scenario, the heroes place their hero tokens face down on the playing board (only villains will be able to reveal them during the game).

The villains do the same.

You are not allowed to block a mission token with a police roadblock or a barricade that could stop the enemy from getting to a token during the game.

Details of the other tokens to be positioned for each team other than the mission tokens for the scenario :

Number of players	Mission tokens				
2	mission tokens are different colours	4	1	1	1
3-4		6	1	1	2
5-6		8	2	2	2
7-8		10	2	2	2

FOR EXAMPLE: When there are 3 players, the solo player will play 2 characters from their side. The hero team positions 6 combat tokens, one ambush token, 1 roadblock token, and 2 arrest tokens on the board. The villain team positions 6 combat tokens, 1 evil trick token, 1 barricade token, and 2 explosive mine tokens on the board.

HOW TO PLAY

Once the tokens are in place, everyone picks-up a « location » card and puts their counter on the corresponding location (the card is then put randomly back in to the « location » pile).
Now take the number of « location » cards indicated in your character file. These « location » cards earn you victory points when you get to the locations. One of the villains starts, then a hero plays second, then a villain...

MOVING

Throw the 2 dice and move forwards the same number of squares in the same direction.

When you land on the following squares :

1) « LOCATION » : If you have the location card that matches the location, the card's content can be applied to the game.
Keep it once it has been used to count up your victory points at the end of the game. If you don't have the corresponding location card, there is a number of LP shown on the playing board. Collect them and place them on your character file. You can have a maximum of 12 LP. It is now the next player's turn.

2) « EQUIPMENT » : Pick up an « equipment » card from the pile. These cards are used to attack the opponent when it's your turn. They have a range of several squares, so you can use them without necessarily being on the same square as the player you are attacking. Once used, put the card back at the bottom of the « equipment » pile.

Marteau d'
Harley Quinn

2 cases

Le marteau d'Harley Quinn
vous permet d'enlever 3 PV
à votre adversaire (carte ou
joueur). Aucune défense n'est
possible.

3) « BONUS » : Pick up a card from the « bonus » pile. These cards are either to be played immediately, or to be kept and played at the start of your turn. Once used, put the card to the bottom of the « Bonus » pile.

4) « ATTACK » : Pick up a card from the « attack » pile.
These cards must be played during your turn and before your attack. Once used, put the card back at the bottom of the « attack » pile.

Jet de batarang

3 cases   À jouer avant l'attaque

Le jet de batarang vous
permet de relancer tous vos
dés lors d'une attaque.

5) « DEFENCE » : Pick up a card from the « defence » pile. These cards must be played before throwing your defence dice when responding to an attack. Once used, put the card back at the bottom of the « defence » pile.

6) « VEHICLE » : You can go to another « Vehicle » square on the playing board and continue your move without using up extra moves.
The vehicle is different for villains and heroes. You can only use your team vehicle.

7) « CONTAINING A TOKEN » : If the token was positioned by your own team at the start of the game, then nothing happens, you don't have to stop and the token stays where it is. If the token was positioned by the opposing team at the start of the game, this is what you have to do after turning it over:

If there is a token on your way

- IF THE TOKEN HAS THE PICTOGRAM ★
take it and put it on your character file. These are the tokens you will need to carry out your mission in the chosen scenario, and they bring you victory points (indicated at the top right of the token).

- IF THE TOKEN HAS THE PICTOGRAM □
SIf it is a mission token (a token with the colour of the mission) you will be able to come back to activate it (villain) or disarm it (heroes) once you have the matching « 5 point star ». If you already have that, collect the « square » token. This « square » token brings you the highest number of victory points it is possible to get in the game. If it's a barricade or a police roadblock, your character can't pass through the square (whichever side you are on). Once revealed, these tokens stay face up on the square for the remainder of the game.

- IF THE TOKEN HAS THE PICTOGRAM ✳
If the token shows the « 12 point star », a combat begins. Take a « villain » or « hero » card from the opposite team and fight the character. When the token is an « evil trick » or an « ambush », pick up 2 cards to combat. Once the enemies have been vanquished, take the tokens off of the playing board and keep the cards to count up your victory points at the end of the game.

- IF THE TOKEN HAS THE PICTOGRAM ▧
If the token shows the « trap » pictogram, whether it's an explosive mine or a violent arrest it takes effect immediately, you lose the 2 LP indicated on the token. These tokens are taken off of the playing board and you take off 2 LP from your player file.

GOLDEN RULE:

You can come back on your steps during your next turn. When you cross an enemy player you must stop on their square and finish your move. You attack them once and your turn ends. You can also choose to stop on a « location » square without rolling the exact number and play the location card you have in hand, or collect the LP indicated on the square, in which case your move also ends.

When you come across an opponent's token, you turn it over. If it is a police roadblock or a barricade your move ends and you must find a different route on your next go. However, if it is a combat token, you do the combat and then continue your move on to the next token or another square, but you cannot reveal more than 2 tokens per go.

For example, your dice roll allows you to move 9 squares. You move 3 squares and land on an opponent's token, you turn it over, and it's a combat. You win and have 6 moves left. Two squares later there is another token from the other side, you turn it over, and it's an explosive mine. Thus you lose 2 LP which you take away from your character file. You have 4 moves left and Wayne Manor is 3 squares away, you don't have the location card but you go there to collect 4 LP which you place on your character file. Your turn ends and it's the other side's turn to play.

2 TYPES OF COMBAT

1) COMBAT AGAINST ANOTHER PLAYER

When you are on the same square as your opponent, you have to fight. The attacker is the last one to arrive on the square. The player being attacked can defend themselves but they can only counter attack when it is their turn.

The attacker's turn finishes once they have used up to 3 cards and thrown the dice once. The defender will choose what to do after, when it's their turn. At any time during a combat (against another player, or a hero or villain card), the attacker can use their « attack », « defence », « equipment » and « bonus » cards, by following the instructions on the card. If the defender is another player, they can also use their « defence » and « bonus » cards for protection.

You can use a maximum of three cards per combat. (Amongst your « attack », « defence », « equipment » or « bonus » cards).

Attack : Throw the number of attack dice indicated on your character file ( ). Compare the result of each dice with the resistance of your enemy. They will be affected by each dice with a higher number on it than their resistance. For example, if you throw 4 attack dice and the enemy has a resistance level of 3, you affect them with every dice showing a number equal to or above 3.

DEFENCE:
The defender can try to dodge these attacks by throwing the dice that have affected them (the dice rolled with a number above their resistance). For every dice roll of 1, 2, 3 the attacked player loses 1 LP and for 4, 5 and 6 they dodge the attack and don't lose any LP.

GOLDEN RULE:
If a hero or villain loses all their LP during a combat (except when the mission has been carried out), they are not eliminated but they must throw away all their « bonus », « equipment », « attack » and « defence » cards, only keeping their « location » cards and victory points (mission tokens and vanquished « hero » or « villain » cards). They will be repositioned in the game in a location picked out of the location card pile at random, with the elements indicated on the « location » card. For example, you just lost all your LP, so you put all your cards back and then pick up Wayne Manor, thus you gain 3 LP and pick up 2 Equipment cards, as indicated. When a player has 2 characters on the board and one of their characters is vanquished, this character is permanently eliminated and the opposing team collects the victory points left behind.

When you turn over a token with the ✳ villain or hero pictogram, pick up a card and enter into combat with the enemy.

If the token is : evil trick, or violent arrest you have to fight twice, so pick up two « enemy » cards and enter combat with them. Once vanquished, keep the cards for the victory points.

Attack : Throw the number of attack dice indicated on your character file. Compare the result of each dice with your enemy's resistance level. They will lose 1 LP per dice with a higher or equal score to their resistance.

For example, if you throw your attack dice and the enemy has a resistance of 4, you will make them lose 1 LP for every dice roll of 4 or more.

The villain or policeman uses the ability indicated on their card to make you lose LP.

You can use your cards at any time during the combat. Repeat your attacks until your enemy is vanquished.

Once you have eliminated your opponent, keep the corresponding card so you can count the victory points at the end of the game. You can't use defence moves during the combat.
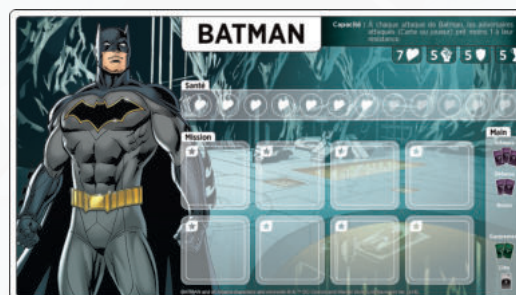
You attack Deathstroke who has a resistance level of 5. So you must roll 5 or 6 per dice to make him lose 1 LP.

You are Batman, your special ability enables you to knock 1 off of the resistance level of your opponent during each attack. So you only need to roll 4, 5, or 6 to make Deathstroke lose 1 LP.

Deathstroke's ability enables him to make his opponent lose 3 LP straight away and 2 LP for the following attacks, if he is not eliminated. So before attacking you lose 3 LP which you take off of your character file, leaving you with 4 LP out of the 7 LP you started with. Next you throw your 5 attack dice and the results are for example 1, 1, 3, 4 and 6. So you make him lose 2 LP of the 5 LP he started with. Deathstroke only has 3 LP left, he uses his special ability again and you lose 2 LP after your 1st attack. You are almost out of life with 3 LP out of 7, so you decide to use your « defence » super first aid kit to get back 5 LP. Next you decide to use the Harley Quinn hammer « equipment » card which makes your opponent lose 3 LP.

Deathstroke therefore loses the combat.

You collect the vanquished enemy card which will count towards your victory points at the end of the game. You put the 2 used « equipment » and « defence » cards to the bottoms of their respective piles.
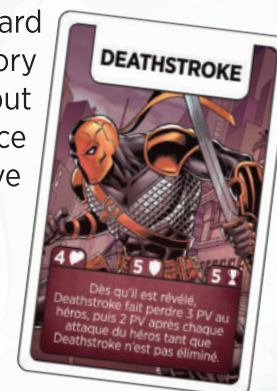
END OF THE GAME

To finish a game, one of the two sides must complete their mission as described in the chosen scenario.

- **The heroes** have to stop the villains by making them lose all their LP, and collect victory points from villains that have been stopped.
- **The villains** have to get away by going to the location indicated by a location card which is picked up once the mission has been completed by the heroes. As soon as the villains get to this location the game stops and the players count up their points to decide the winner. If the villains eliminate a hero after the mission has been completed they collect all of the victory points from the vanquished hero.

Port Adams

2 🏆

Rendez-vous dans ce lieu, gagnez 2 PV et piochez 1 carte Bonus et 1 carte équipement.

At the end of the game, the player with the most victory points wins.

For mission 3: Set off an Atomic Bomb, in the event of the villains setting it off, the game ends there and the players count up their victory points.

COUNT UP THE VICTORY POINTS AT THE END

Add : the victory points of the enemy « hero » or « villain » cards won during combats. 🏆

Add the victory points on the « location » cards visited during the game.

Add the victory points from the ☐ mission cards(s) collected during the game.

Add the victory points from the ★ tokens collected (used or not), towards getting (« square ») tokens for the mission.

For the heroes : add the victory points of the « villains » stopped during the final combat and at the end of the game (after the mission was completed).

For the villains : add the victory points of the location picked up at the end of the mission if you managed to get away at the end of the game without being stopped by the heroes, and add the victory points of the « heroes » you vanquished at the end of the game (after the mission was completed).

Heroes tokens		Héros	Embuscade	Barrage de police	Arrestation musclée
Villains tokens		Vilain	Guet-apens	Barricade	Mine explosive
Players Number					
2	mission tokens are different colours	4	1	1	1
3-4		6	1	1	2
5-6		8	2	2	2
7-8		10	2	2	2

FOR EXAMPLE:

When there are 3 players, the solo player will play 2 characters from their side. The hero team positions 6 combat tokens, one ambush token, 1 roadblock token, and 2 arrest tokens on the board.

And the villain team positions 6 combat tokens, 1 evil trick token, 1 barricade token, and 2 explosive mine tokens on the board.

Time : 30 minutes

With Poison Ivy's help, the villains have created two fearsome poisons that they are going to diffuse into the air using 2 new machines. Nightwing arrived with just enough time to steal the 2 machines and to discover that the villains had also developed 2 molecules which could destroy each of the 2 poisons, but he wasn't able to get them before he fled the scene.

Setting up the game

There must be a space of at least 3 squares between tokens on the same side when setting up the board.

For this mission, take the green mission tokens seen here, and add the other tokens to the playing board, according to the number of players.

Details of the tokens to position for each team:

Number of players	Mission Tokens				
2	mission tokens are different colours	4	1	1	1
3-4		6	1	1	2
5-6		8	2	2	2
7-8		10	2	2	2

The heroes place the tokens with the following back on the boards.
During the game the villains will turn them over.

The villains place the tokens with the following back on the boards.
During the game the heroes will turn them over.

Hero mission

Find the 2 poisons and the 2 molecules that will destroy each of the poisons, and have been hidden in Gotham city. Then get to the poisons with the 2 molecules to destroy them. Keep the poison tokens on your character file once you have taken the molecule tokens to them. Then go and stop the villains by making them lose all their LP.

tokens placed by the villains

Villain mission

Find the 2 machines, then get to each poison with a diffusion machine before the heroes reveal the poison tokens. Then make your escape. (See End of the game).

tokens placed by the heroes

End of the game

As soon as the two poisons have been diffused or neutralised, the villains each pick up a location card which they show to the other players. They must then get away by going to the location indicated before the heroes stop them. (2 location cards if 2 villains are playing...). To stop the villain, the hero must make them lose all their LP.

Detailed explanation of Scenario 1

There are 5 players and you have chosen scenario 1. One of the 2 sides will be playing 2 against 3, so one player on the side with less players
will play 2 characters during the game. One of the players reads the scenario, and victory conditions for heroes and villains.
For scenario 1, the mission tokens to be taken for the game are the green ones below:

The villains position the following mission tokens with an evil back

They position the 2 molecules that the heroes will need to find and complete the mission face down on the board. They also position the 2 poisons. Once the poisons have been revealed by the heroes, the villains will have to get to them before the heroes to collect the poison tokens and diffuse them into the air. As soon as the 2 poisons have been collected by the villains or heroes, the villains each pick up a location card and will have to get away before the heroes stop them.

At the end of the game the side with the most victory points wins the game.

As there are 5 players in the game, the villains place 8 villain tokens face down on the playing board as well as the green mission tokens, 2 evil trick tokens, 2 barricade tokens, and 2 explosive mine tokens (see table). These tokens have the same backs as the mission tokens, so villains should place them cleverly on the board to give themselves a better chance of winning the game. During the game they won't be allowed to turn over tokens from their own side.

The heroes position the following tokens with the hero back.

They position the 2 machines that the villains need to find and diffuse the poison and complete their mission.
As there are 5 players in the game, the heroes will position 8 hero tokens face down on the board as well as the green tokens, 2 ambush tokens, 2 police roadblocks, and 2 violent arrests.
These tokens have the same backs as the mission cards, so heroes should place them cleverly on the board to give themselves a better chance of winning the game.
During the game they won't be allowed to turn over tokens from their own side.

IMPORTANT : each machine and each molecule can only be used once per game, once used keep them to count up the victory points at the end. Then add the other victory points you have won during the game. (See : counting the victory points at the end of the game).
Hence the game is a race against the clock in which each side has to be the fastest to carry out their mission and get the most victory points.

The winner is always the one with the most victory points at the end of the game.

Scenario 2 : Find the 3 Bombs

With the Joker's help, the mob have placed 3 bombs in three locations in Gotham City and are threatening to set them off. Luckily, Batman has just stopped the villain who had the 3 detonators in his bag. The police have spread them out in 3 different locations in the city, it is up to the heroes now to find the 3 deactivation kits and neutralise the bombs that Harley Quinn has hidden in Gotham City.

Setting up the game

See P9 Details of the number of tokens to position per team according to the number of players. There must be a minimum space of 4 squares between tokens on the same team when setting up the board.

For this mission take the dark blue mission tokens seen below and add the other tokens from the P2 table to the boards according to the number of players.

The heroes place the tokens with the following back on the board :
During the game the villains will turn them over.

The villains place the tokens with the following back on the boards :
During the game the heroes will turn them over.

Hero mission

Find out where the 3 deactivation kits and the bombs are hidden, and go to each squares where the 3 bombs are with the right kits to deactivate them. Then stop the villains by making them lose all their LP. Set up the 3 bombs and kits as for mission 1

tokens placed by the villains

Villain mission

Find the 3 detonators hidden in Gotham City by the police and once the heroes have revealed the bombs, go to each square with a bomb on it and blow them up with the detonators. Flee in the getaway car parked in the place indicated on the location card you picked up.
Set up the 3 bombs and detonators as for mission 1

tokens placed by the heroes

End of the game

As soon as the bombs have exploded or been neutralised, each villain picks up a location card they show to the other players. They must then get away by going to the location indicated before the heroes stop them. (2 location cards if 2 villains are playing...).
To stop the villain, the hero must make them lose all their LP.

IMPORTANT : each deactivation kit and each detonator can only be used once per game, once used, keep them to count towards your victory points at the end of the game. Then add the other victory points you have won during the game.
(See : counting the victory points at the end of the game).
The winner is always the one with the most victory points at the end of the game.

Scenario 3 : Set off an Atomic Bomb

Bane and ten or so members of the League of Shadows have got their hands on one of Wayne Enterprise's mini-atomic bombs, but they don't yet have the nuclear fuel or the 2 initiation keys to set it off, because the heroes still have them. The media has alerted the population, but the Government is stopping citizens from leaving the city. The villains have managed to generate 3 emergency stop codes for the bomb, which they have concealed somewhere in Gotham city.

Setting up the game

See P9 Details of the number of tokens to position per team according to the number of players. There must be a minimum space of 5 squares between tokens on the same team when setting up the board.
For this mission take the sky blue mission tokens seen below and add the other tokens from the P9 table to the boards according to the number of players.

The heroes place the tokens with the following back on the board :
During the game the villains will turn them over.

The villains place the tokens with the following back on the boards :
During the game the heroes will turn them over.

Hero mission

you have to find the 3 emergency stop codes for the bomb which the mob have hidden in Gotham city, then get to the square with the atomic bomb and the 3 codes, to disarm it. Then stop the villains by making them lose all their LP.
Set up the tokens as for mission 1.

tokens placed by the heroes

Villain mission

you must find the fuel and the 2 initiation keys then get to the square with the atomic bomb and set it off. The game ends if the villains set off the atomic bomb. The winner is the one with the most victory points.
Set up the tokens as for mission 1

Jetons placés par les Héros

End of the game

As soon as the atomic bomb has been neutralised by the heroes, each villain picks up a location card they show to the other players. They must then get away by going to the location indicated before the heroes stop them. (2 location cards if 2 villains are playing…).
To stop the villain, the hero must make them lose all their LP.
IMPORTANT: Once the atomic bomb has been neutralised or disarmed, the stop codes, the fuel, and the initiation keys which have been used count towards your victory points at the end of the game. Then add the other victory points you have won during the game. (See : counting the victory points at the end of the game). Hence the game is a race against the clock in which each side has to be the fastest to carry out their mission and get the most victory points.
The winner is always the one with the most victory points at the end of the game.

Scenario 4 : Recover Stolen Objects on Both Sides

Batman has a habit of collecting the favourite objects of villains he has sent to Blackgate Penitentiary or Akham Asylum. He keeps them in his Batcave. Ra's al Ghul knows it, and with the help of Deathstroke, they've managed to steal 3 objects from Batman at Wayne Manor, and have also kidnapped Alfred while he was sleeping. The stolen objects are the keys to Wayne Manor, Bruce Wayne's telephone, and the keys to the Batmobile. Unfortunately for them, Batman had already anticipated that they would try to steal back their precious villain trophies and has hidden them in Gotham City.

Setting up the game

See P9 Details of the number of tokens to position per team according to the number of players. There must be a minimum space of 5 squares between tokens on the same team left when setting up the board.

For this mission take the purple mission tokens seen below and add the other tokens from the P9 table to the boards according to the number of players.

The heroes place the tokens with the following back on the board :
During the game the villains will turn them over.

The villains place the tokens with the following back on the boards :
During the game the heroes will turn them over.

Hero mission

Find the 3 objects stolen from the Manor, save Alfred, then stop the villains by making them lose all their LP.
Set up the tokens as for mission 1

tokens placed by the villains

Villain mission

You must find the 4 trophies hidden by Batman in Gotham City. Flee in the getaway car indicated on the location card you picked up. Set up the tokens as for mission 1

tokens placed by the heroes

End of the game

as soon as the 4 objects have been found by one side, each villain picks up a location card they show to the other players. They must then get away by going to the location indicated before the heroes stop them. (2 location cards if 2 villains are playing...). To stop the villain, the hero must make them lose all their LP.

IMPORTANT: Count up your victory points with the ⭐ tokens you found on the board during the game. Then add the other victory points you won during the game. (See : counting the victory points at the end of the game).
The winner is always the one with the most victory points at the end of the game.

Time : 45 minutes

With the help of his mob, the Penguin is following the Joker's plan to take over power in Gotham City. The 3 most influential people of the city have been kidnapped. These individuals are well-known to all citizens in Gotham City. The Joker is trying to get the most secret information about the city from them, so that he can stand at municipal elections and become the new mayor of Gotham City. The Riddler wasn't keen on this plan and gave Batman an opportunity to save the 3 kidnapped individuals. To do so, he has hidden 3 clues in the city which indicate where they are.

Setting up the game

See P9 Details of the number of tokens to position per team according to the number of players. There must be a minimum space of 3 squares between tokens on the same team left when setting up the board.

For this mission take the red mission tokens seen below and add the other tokens from the P9 table to the boards according to the number of players.

The heroes place the tokens with the following back on the board :
During the game the villains will turn them over.

The villains place the tokens with the following back on the boards :
During the game the heroes will turn them over.

Hero mission

Find the hostages and confront the mob. Then stop the villains by making them lose all their LP. Set up the tokens as for mission 1

tokens placed by the villains

Villain mission

The Joker is furious with The Riddler. Find the clues which indicate the whereabouts of the mayor, the attorney and the commissioner. Escape on your motorbike to the place on the location card you picked up. (See End of game). Set up the tokens as for mission 1

tokens placed by the heroes

End of the game

As soon as the 3 ★ tokens have been found by one of the 2 sides, each villain picks up a location card they must show to the other players. They must then get away by going to the location indicated before the heroes stop them. (2 location cards if 2 villains are playing...). To stop the villain, the heroes must make them lose all their LP.

IMPORTANT: Count up your victory points from the ★ tokens you found on the board during the game. Next add the other victory points you won during the game with your hero or villain cards, and location cards. (See : counting the victory points at the end of the game).
The winner is always the one with the most victory points at the end of the game.

Two-Face has found 2 medical documents which unveil Batman and Nightwing's true identities. Only two mob journalists have agreed to reveal this confidential information. Batgirl has managed to identify and stop these two journalists and the police have put them in a safe location in the city.

Setting up the game

See P9 Details of the number of tokens to position per team according to the number of players. There must be a minimum space of 5 squares between tokens on the same team when setting up the board.
For this mission take the black mission tokens seen below and add the other tokens from the P9 table to the boards according to the number of players.

The heroes place the tokens with the following back on the board :
During the game the villains will turn them over.

The villains place the tokens with the following back on the boards :
During the game the heroes will turn them over.

Hero mission

Find the two medical documents which unveil the heroes' identities. Then stop the villains by making them lose all their LP. Set up the tokens as for mission 1

tokens placed by the villains

Villain mission

Find the 2 journalists the police have hidden in the city. Escape on your motorbike to the location indicated on the card you picked up. (See End of the game).


tokens placed by the heroes

End of the game

As soon as the 2 ⭐ tokens have been found by one of the 2 sides, each villain picks up a location card they must show to the other players. They must then get away by going to the location indicated before the heroes stop them. (2 location cards if 2 villains are playing…). To stop the villain, the heroes must make them lose all their LP.

IMPORTANT: Count up your victory points from the ⭐ tokens you found on the board during the game. Next add the other victory points you won during the game with your hero or villain cards, and location cards. (See : counting the victory points at the end of the game).
The winner is always the one with the most victory points at the end of the game.
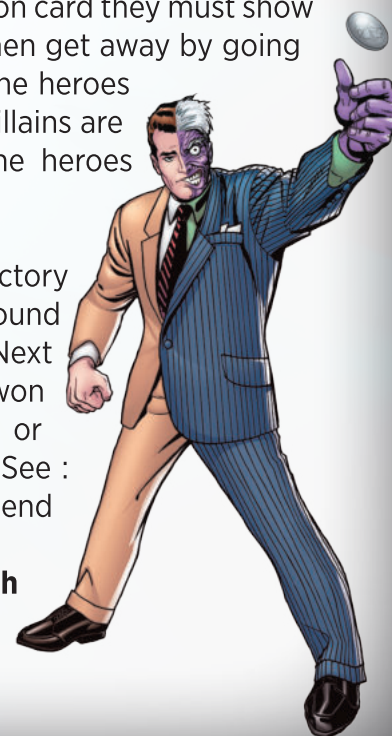
Scenario 7 : Save Christmas

Time : 60 minutes

The villains have prepared quite a special Christmas for the citizens of Gotham City. During the mayor's annual speech, the Penguin put 3 murderous Christmas presents under Christmas trees in 3 apartments in the city. Catwoman discovered this during a hold-up where she overheard the Penguin's plan. She took the opportunity to steal the detonators away from the villain in charge of the explosions.

Setting up the game

see P9 Details of the number of tokens to position per team according to the number of players. There must be a minimum space of 4 squares between tokens on the same team when setting up the board.
For this mission take the dark brown mission tokens seen below and add the other tokens from the P9 table to the boards according to the number of players.

The heroes place the tokens with the following back on the board :
During the game the villains will turn them over.

The villains place the tokens with the following back on the boards :
During the game the heroes will turn them over.

Hero mission

Find the 3 explosive presents and deactivation kits, then disarm them by landing on them. Then stop the villains by making them lose all their LP. Set up the tokens as for mission 1

tokens placed by the villains

Villain mission

On Christmas day the Penguin realises his detonators are missing. He must get his hands on them at all costs. Find the detonators and blow up the presents. Escape on your duck scooter to the place on the location card you picked up. (See End of the game). Set up the tokens as for mission 1

tokens placed by the heroes

End of the game

As soon as the mission's 3☐ tokens have been collected, each villain picks up a location card they must show to the other players. They must then get away by going to the location indicated before the heroes stop them. (2 location cards if 2 villains are playing...). To stop the villain, the heroes must make them lose all their LP.

IMPORTANT: Count up your victory points from the★ and☐ you found on the board during the game. Next add the other victory points you won during the game with your hero or villain cards, and location cards.
(See : counting the victory points at the end of the game).
The winner is always the one with the most victory points at the end of the game.

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Scenario 8 : Arkham and Blackgate Prisoner Jailbreak

Time: 1 hour

The whole mob has come together again to break a number of fearsome prisoners out of Arkham Asylum and Blackgate Penitentiary. But since the Joker's successful attempt a few months ago, the keys and maps of the prison have been changed and are being kept by the heroes in a safe location in the city. The Scarecrow knows a corrupted worker at Arkham Asylum and one at Blackgate Penitentiary, who will help them perform the jailbreak.

Setting up the game

see P9 Details of the number of tokens to position per team according to the number of players. There must be a minimum space of 3 squares between tokens on the same team left when setting up the board.
For this mission take the brown mission tokens seen below and add the other tokens from the P9 table to the boards according to the number of players.

The heroes place the tokens with the following back on the board :
During the game the villains will turn them over.

The villains place the tokens with the following back on the boards :
During the game the heroes will turn them over.

Hero mission

On her side, Batgirl needs 2 documents to prevent the jailbreak (the list of prisoners to set free, and the document specifying the date of the attack). The heroes also need to find these 2 corrupted workers and take them to the Asylum and Prison to run aground the escape plan. Finally, stop the villains by making them lose all their LP.
Set up the tokens as for mission 1

tokens placed by the villains

Villain mission

Find the 2 new maps and the 2 access keys for Blackgate Penitentiary and Arkham Asylum, then go there to help with the escape. To make the jailbreak a success, you must find the key and map to Blackgate before going there. The same goes for Arkham Asylum, you must find the map and key before going to be successful. (See End of the game).
Set up the tokens as for mission 1

tokens placed by the heroes

End of the game

As soon as one of the 2 sides have found their 4 ★ tokens, each villain picks up a location card they must show to the other players. They must then get away by going to the location indicated before the heroes stop them. (2 location cards if 2 villains are playing...). To stop the villain, the heroes must make them lose all their LP.

IMPORTANT: Count up your victory points from the ★ tokens you found on the board during the game. Next add the other victory points you won during the game with your hero or villain cards, and location cards. (See : counting the victory points at the end of the game).
The winner is always the one with the most victory points at the end of the game.

Scenario 9 : Free the Heroes

The Joker's robbery of Gotham City bank has been successful, but the loot hideaway has been found by the police. To take revenge, the Joker has sent Mr Freeze and the Riddler to kidnap inspector Gordon, Alfred and Nightwing, as bargaining chips.

Setting up the game

see P9 Details of the number of tokens to position per team according to the number of players. There must be a minimum space of 3 squares between tokens on the same team when setting up the board.
For this mission take the pink mission tokens seen below and add the other tokens from the P9 table to the boards according to the number of players.

The heroes place the tokens with the following back on the board :
During the game the villains will turn them over.

The villains place the tokens with the following back on the boards :
During the game the heroes will turn them over.

Hero mission

Find Alfred, Inspector Gordon and Nightwing. Then stop the villains by making them lose all their LP. Set up the tokens as for mission 1

tokens placed by the villains

Villain mission

You must find the money from the bank robbery, the keys to the truck, and the truck itself, to get away using the location card you pick up once you've got the 3 ⭐ tokens.

tokens placed by the heroes

End of the game

As soon as the 3 ⭐ tokens have been found by one of the 2 sides (mettre picto), each villain picks up a location card they must show to the other players. They must then get away by going to the location indicated before the heroes stop them. (2 location cards if 2 villains are playing...).
To stop the villain, the heroes must make them lose all their LP.

IMPORTANT: Count up your victory points from the ⭐tokens you found on the board during the game. Next add the other victory points you won during the game with your hero or villain cards, and location cards. (See : counting the victory points at the end of the game).
The winner is always the one with the most victory points at the end of the game.

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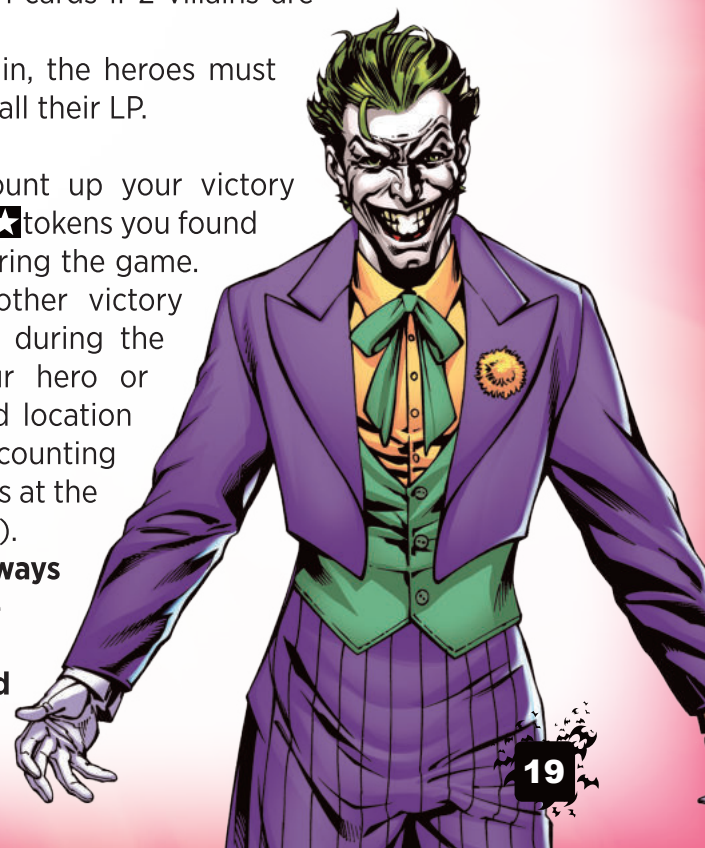
Scenario 10 : Stop Bane's Biological Weapon

Time : 30 minutes

2 of Bane's scientists have developed a biological weapon capable of creating superhumans and Bane wants to use it to create his own army. The heroes have managed to get into his base and kidnap the 2 scientists before they could inject the weapon, but they didn't have time to steal the anti-venom and anti-poison which enable Bane's venom to be destroyed.

Setting up the game

see P9 Details of the number of tokens to position per team according to the number of players. There must be a minimum space of 3 squares between tokens on the same team left when setting up the board.
For this mission take the grey mission tokens seen below and add the other tokens from the P9 table to the boards according to the number of players.

The heroes place the tokens with the following back on the board :
During the game the villains will turn them over.

The villains place the tokens with the following back on the boards :
During the game the heroes will turn them over.

Hero mission

Find the anti-venom and anti-poison and destroy Bane's venom. Then stop the villains by making them lose all their LP. Set up the tokens as for mission 1

tokens placed by the villains

Villain mission

Bane is furious, without these 2 scientists, he can't inject the weapon into his soldiers. Find the 2 scientists and take them to the square with Bane's venom to collect the token and then get away in a van situated in the location on the location card you picked up (see End of game).

tokens placed by the heroes

End of the game

As soon as one of the 2 sides has collected Bane's venom, the villains each pick up a location card that they show to the other players. They must then get away by going to the location indicated before the heroes stop them. (2 location cards if 2 villains are playing...). To stop the villain, the heroes must make them lose all their LP.
IMPORTANT: Count up your victory points from the ★ and ☐ tokens you found on the board during the game (the A tokens that have been used don't count towards the final points, only the unused A tokens count).
Next add the other victory points you won during the game with your hero or villain cards, and location cards. (See : counting the victory points at the end of the game).
The winner is always the one with the most victory points at the end of the game.