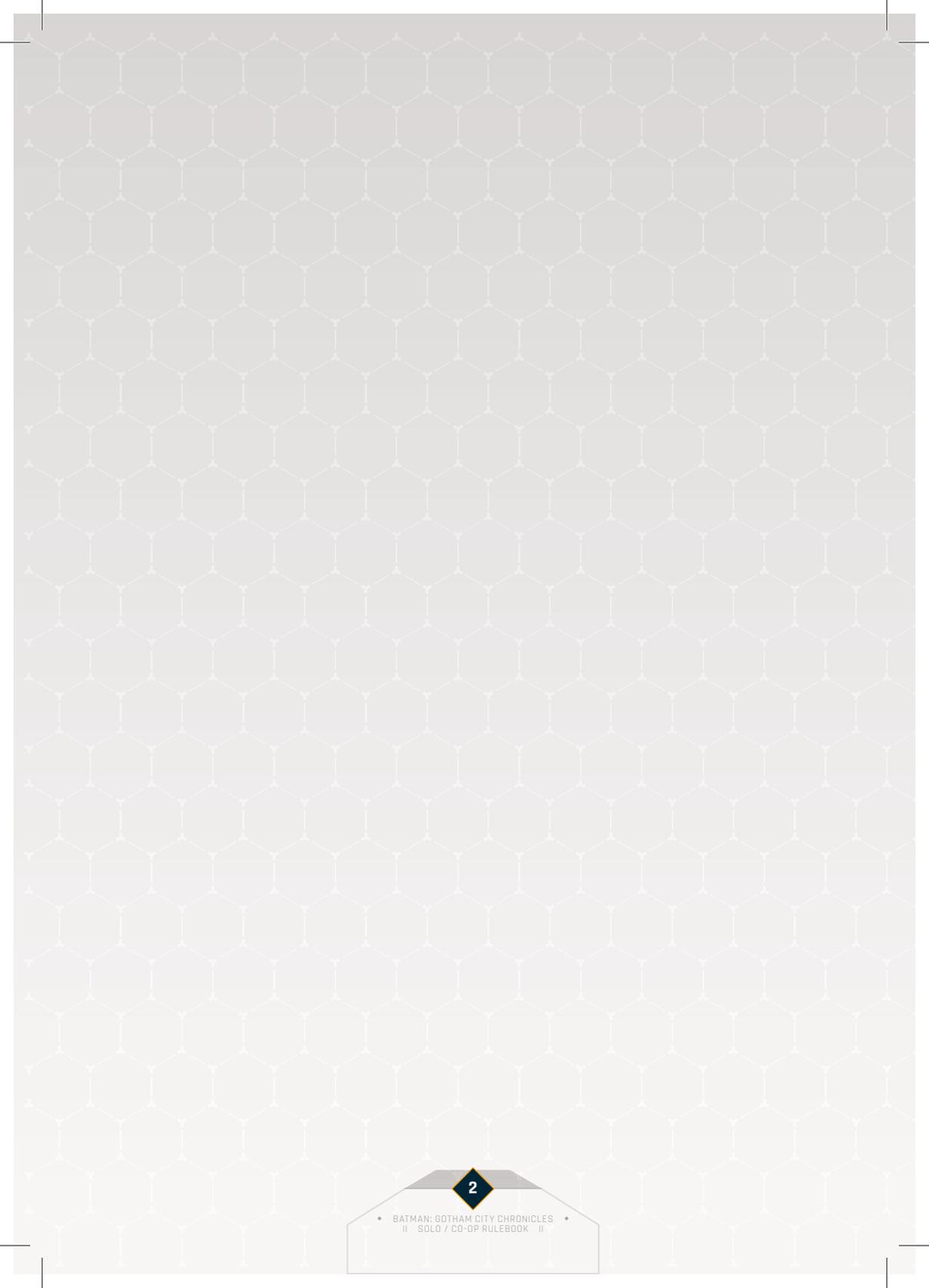




SOLO / CO-OP
RULEBOOK





This book contains the details on how to play Batman: Gotham City Chronicles as a solo or cooperative game against an automated Villain player. Any rules in this book are in addition to any rules from the main Rulebook or Missions Booklet. Therefore, you must know how to play the regular multiplayer game before learning the Solo / Co-op mode.

If any rules contradict each other, the following priority hierarchy is applied (before the list of things from the main game):

- 1• **TASKS** 2• **MISSION SHEET** 3• **THIS RULEBOOK**

SUMMARY

I • GAME COMPONENTS	4	IX • OTHER RULES	13
II • GAME SETUP	5	• Move towards Hero	13
III • TERMINOLOGY	6	• Hero tiebreaker	13
IV • GOLDEN RULE	6	• AI movement	13
V • MISSION STRUCTURE	6	X • RESOLVING A LEADER ACTIVATION CARD	14
• Heroes' turn	6	XI • LEADER TASKS	15
• Villain's turn	7	XII • EVENT WARNING TILE	18
VI • ATTACK	9	• Reinforcements	18
• Using Skills when attacking	9	XIII • AI REROLLS	19
• Miniatures with multiple Attacks	9	• AI Rerolls and direct damage	19
• Completed Task	9	XIV • WAYNE MANOR EXPANSION • ELEVATOR	20
VII • ADVANCE	10	XV • CUSTOMIZING THE DIFFICULTY	21
• Completed Task	10	XVI • APPENDIX – SKILLS & TRAITS	23
VIII • PROTECT	11		
• Miniature does not move	11		
• Miniature does move	11		
• Completed Task	11		

I GAME COMPONENTS

120 AI CARDS
48 TILE ACTIVATION CARDS + 72 LEADER ACTIVATION CARDS



52 MISSION SHEETS
ONE PER MISSION



x2 RECOVERY VALUE TILES
VALUE 7 & 9



x6 REINFORCEMENT TOKENS
NUMBERED 1 TO 6



x1 6-SIDED DIE
REFERRED TO AS A D6



4

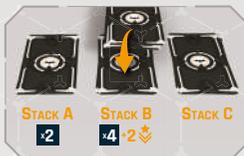
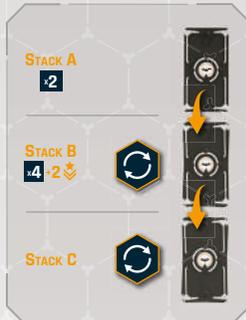


GAME SETUP

1 • Choose a Mission and set it up as in a normal game. You can choose any of the available Missions.

2 • Find the Mission sheet for the chosen Mission and place it nearby.

3 • Create the AI deck as follows:



a • Separate the AI cards into Tile Activation cards and Leader Activation cards.

b • Take the Tile Activation cards required for the current Mission (as shown on the Mission sheet). Return the rest to the box.

c • Shuffle the chosen Tile Activation cards and place 2 of them at random face down into a stack (Stack A) and another 4 at random face down into another stack (Stack B). Place the rest of them in a third stack (Stack C).

d • Take the Leader Activation cards for each Leader in the Mission and place them face down on top of Stack B. Return any unused Leader Activation cards to the box.

NOTE: If a Mission has 3 or more Leader Activation cards, only place 2 of them (at random) on Stack B. Place the rest face down onto Stack C.

e • Shuffle Stack B and place it below Stack A. Then shuffle Stack C and place it below Stack B.

You should now have an AI deck consisting of the following:

- ▶ **STACK A:** Two random Tile Activation cards
- ▶ **STACK B:** Four random Tile Activation cards and 1 or 2 Leader Activation cards
- ▶ **STACK C:** Any remaining Tile Activation cards and Leader Activation cards

4 • Replace the Reinforcement tokens on the Map with the numbered ones according to the Mission sheet.

5 • Choose which difficulty options you want to use in the game and adjust the setup accordingly (see page 21)

III TERMINOLOGY

The Solo / Co-op game uses some terminology in addition to that of the multiplayer game.

LEADER: A miniature with its own Leader Activation card for the Mission.

HERO: All uses of the term Hero in this rulebook also refer to any non-Hero miniature controlled by the Hero players (i.e., a valid target for the Villain miniatures). Exception: The Batmobile is not classed as a Hero.

MINION: All non-Leader Villain miniatures.

CLOSEST: Some rules refer to the "closest" Hero / Area / Objective / etc. Closest is defined as the fewest Move Points required to move to the target.

IV GOLDEN RULE

If you are ever required to make a decision on behalf of the AI and it is not covered by the rules or on the Mission sheet, choose the

option which is the best for the Villain, selecting randomly if all options are equally good for the Villain.

V MISSION STRUCTURE

The overall structure of the Solo / Co-op game remains the same as a normal game with sides taking it in turns within a round. The changes to the rules are as follows:

A HEROES' TURN

Similar to the multiplayer game, the AI is limited to what it can do during the Heroes' turn:



DEFENSE



MISFORTUNE SKILL



COUNTERATTACK SKILL



RETALIATION SKILL

DEFENSE

For Minions, the AI will spend 1 Energy cube in Defense if the number of Attack Successes is exactly 1 more than the Automatic Defense of the Minion (i.e., if rolling 1 Defense Success would prevent the miniature from suffering Wounds).

For Leaders, the AI will spend 1 Energy cube if the number of Attack Successes is greater than the Automatic Defense of the Leader.



For example, Batman performs a Melee Attack on the Brute with Shotgun (which has 2 Automatic Defense). If Batman gains 3 Attack Successes, the AI will try to Defend. If Batman gained 4 or more Attack Successes, the AI will not try to Defend.

MISFORTUNE

The AI will use the Misfortune Skill at every opportunity. If Successes are good for the Heroes, it will always force a Reroll of the die with the most Successes, while if Successes are bad for the Heroes it will force Rerolls of blanks only. If tied, it will choose a die in the following order:



For example, Batman is performing a Melee Attack on a Brute with Chains in the same Area as Scarecrow (who has level 2 Misfortune). Batman rolls 2 Orange dice and 1 Yellow die for the Attack and gets the results shown.

The AI uses his first Misfortune Reroll on the Orange die with 2 Successes. It is Rerolled, but rolls 2 Successes again. The AI uses his second Misfortune Reroll on the same die again (Misfortune Rerolls can Reroll the same die more than once). If the first Reroll of the Orange die resulted in a blank, the AI would have used its second Reroll on the Yellow die.

COUNTERATTACK / RETALIATION

The AI will use these Skills at every opportunity following the normal rules.

B VILLAIN'S TURN

The Villain's turn follows the same 4 steps as the multiplayer game.

- 1 MOVE SPENT ENERGY CUBES
- 2 TRIGGER THE START OF THE VILLAIN'S TURN EFFECTS
- 3 ACTIVATE 0, 1, OR 2 TILES
- 4 TRIGGER THE END OF THE VILLAIN'S TURN EFFECTS

Steps 1, 2, and 4 are unaffected.

In Step 3, reveal the top card of the AI deck and resolve its effects. This card determines which tiles the AI activates.

If the revealed card is a Tile Activation card, resolve it as described below. If it is a Leader Activation card, follow the rules on page 14.

After doing so, place the card face up on the discard pile next to the deck (unless instructed otherwise).

RESOLVING A TILE ACTIVATION CARD

The Tile Activation card indicates the two tiles that the AI will try to activate. First, check the icon at the top of the left column. It indicates either a position in the River (1, 2, 3, or 4), or the Leader icon.



- 1 If the icon is a position in the River, the AI spends
- 2 Energy cubes corresponding to that position and then
- 3 resolves that column. If the AI does not
- 4 have enough Energy cubes to activate the first tile, skip to the second column.

- If the tile it would activate is Neutralized, move that tile to the end of the River (at no cost). Then, activate the tile that now occupies the position indicated by the card.

★ If the icon is the Leader icon, the AI activates the non-neutralized Leader tile in the lowest position of the River at no cost in Energy cubes.

NOTES: The AI only gets to activate the Leader tile for free if the column depicts the Leader icon; if the Leader tile was activated because it was in the position indicated by the icon, the AI would pay to activate the tile as normal.

- ▶ If there are no Leader tiles in the River, or if all Leader tiles in the River are Neutralized, ignore this activation.

After resolving the left column, resolve the right column in a similar way, skipping the activation if the icon depicts a position in the River and the AI does not have enough Energy cubes to activate the tile.

NOTE: It is possible, though unlikely, that the AI could skip both tile activations.

Once it has been determined which tile is activated, move it to the end of the River as normal. If the activated tile was the Event Warning tile, refer to the rules on page 18. Otherwise, activate each miniature shown on the activated tile, starting from the top left Area on the Map and going in "Reading Order" (left to right, top to bottom). If two or more miniatures currently being activated are in the same Area, you choose the order in which they are activated.

When a miniature is activated, use the Task icons in the column of the AI card to determine which Task the miniature performs. The miniature will perform at most 1 Task, and will only perform a Task if it is able to complete it. To identify which Task it will perform, first assess whether the miniature is able to complete the top Task in the column; if it is able to, carry out that Task in full, and once it has completed it, the miniature's activation is over. If it cannot complete it, ignore that Task and assess whether the miniature is able to complete the next Task in the column instead, and so on, continuing in the same way down the column until the miniature has either completed 1 Task or it has been determined that the miniature is unable to complete any of the Tasks in the column.

The Tasks shown on Tile Activation cards are as follows:



Each Task details the conditions under which it is completed. Refer to the "Completed Task" sections of each Task's rules for details. If it is unable to complete any of the Tasks in the column, the miniature will instead Move towards the closest Hero (see Move Towards Hero on page 13).

Once it has completed 1 Task (or moved towards the closest Hero), the miniature's activation is over.



For example, the Tile activation card has "1" in the left column indicating that the first tile in the River should be activated; the Brutes with Chains are in the first position in the River and are therefore activated first. When each Brute is activated, they first try to Attack, then they try to Advance, and finally they try to Protect. If they cannot complete any of those Tasks, they move towards the nearest Hero instead.



The miniature currently being activated attempts to Attack a Hero.

If the miniature is able to perform both Melee Attacks and Ranged Attacks, refer to the Attack type icon on the bottom of the Tile Activation card to determine which Attack it will try to use first. If it cannot perform that type of Attack, it will choose the other.



For example, the Character tiles shown above has both a Melee Attack and a Ranged Attack. The bottom of the current Tile Activation card indicates they will use their Melee Attack for this activation if able. In the event that they could not use their Melee Attack they would use their Ranged Attack instead.

First, check to see if the miniature is able to perform an Attack without having to move first.

A miniature will not move before attacking if it:

- ▶ is already in the same Area as a Hero; or
- ▶ is in reach of a Hero and has the Reach Skill; or
- ▶ has Line of Sight to a Hero and is performing a Ranged Attack.

NOTE: A miniature in the same Area as a Hero will not move out of the Area, even if performing a Ranged Attack with a Hinderer Modifier.

If the miniature is unable to perform an Attack without moving, do the following:

MELEE ATTACK: The miniature will move towards the closest Hero and perform a Melee Attack (using Reach if able), spending a maximum of 1 Energy cube for additional movement if required. [See page 13 for the full rules on AI movement.](#)

RANGED ATTACK: The miniature will move the shortest Distance possible to reach an Area where it has Line of Sight to one or more Heroes. If more than one valid Area is the same Distance from the miniature's current position, the moving miniature favors an Area where it will benefit from an Elevation

bonus if possible. If there is more than one valid Area with elevation, choose at random.

If the miniature has a choice of which Hero to attack, [use the Hero Tiebreaker rules on page 13.](#)

USING SKILLS WHEN ATTACKING

The AI will attempt to use all relevant Skills when attacking including Berserk, Burst, Circular Strike, Combo, Electricity, Immobilization, Martial Arts, Marksman, Point Blank, Poison, and Sneak Attack.

When determining targets for the Burst and Combo Skills, [use the Hero Tiebreaker rules on page 13.](#)

The Frost, Flame, and Toxic Gas Skills are applied only if the Heroes would be affected at the time the Skill is used, even if there are Villain miniatures that would also be affected.

MINIATURES WITH MULTIPLE ATTACKS

If the attacking miniature has multiple Attack options, refer to the number in the hexagon below the Attack type icon on the bottom of the Tile Activation card.



For example, the Character tile shown above has two options for a Melee Attack. The bottom of the current Tile Activation card indicates they will use the first one (which provides 1 Yellow die and 1 Black die to the dice pool, each with 1 Free Reroll).

COMPLETED TASK

The Attack Task is only completed if the activating miniature was able to perform an Attack.

**VII**

• ADVANCE

The activating miniature moves towards the closest Villain Objective that the miniature is able to try and advance and attempts to advance it, spending a maximum of 1 Energy cube for additional movement if required. See page 13 for the full rules on AI movement.

The Villain Objectives for each Mission are listed on the Mission sheet.

If there are two or more Villain Objectives closest to the activating miniature, select the one with the fewest Heroes in the same Area as the Villain Objective. If still tied, break any remaining ties randomly.

COMPLETED TASK

The Advance Task is only completed if the activating miniature was able to attempt to advance a Villain Objective.

The Advance Task is not completed if any of the following are true:

- ▶ There is no Villain Objective at the start of the miniature's activation.
- ▶ The activating miniature cannot reach a Villain Objective.
- ▶ The activating miniature is unable to advance the Objective because they do not possess the correct Characteristic.

For example, in the Icy Welcome Mission, the Villain Objectives are to set up the Cryogenic Devices which requires a Complex Thought Action. If all of the Computer miniatures have been removed from the Map, or the activating miniature cannot reach one of them, or the activating miniature cannot perform Complex Thought Actions, the Task is not completed.



The activating miniature tries to protect one of the active Hero Objectives, making it harder for the Heroes to complete their Mission.

The Hero Objectives for each Mission are listed on the Mission sheet. A Hero Objective starts as active and becomes inactive if the Heroes can no longer interact with that Objective in order to win the Mission. An inactive Hero Objective is ignored for the purposes of the Protect Task.

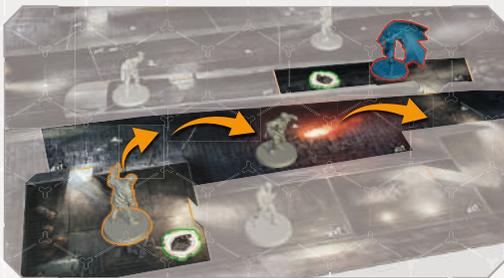
For example, in the Good Cops / Bad Cops Mission, the Heroes need to retrieve one of the Briefcases. Once they have done this, the other Briefcase becomes an inactive Objective.

First, determine whether the activating miniature moves:

MINIATURE DOES NOT MOVE

If the miniature is already located in the same Area as, or an Adjacent Area to an active Hero Objective, do not move the miniature.

Exception: If the miniature cannot perform an Attack from its current position, but, by moving, the miniature can move to an Area with, or an Area Adjacent to, an active Hero Objective, and then perform an Attack on a Hero miniature, it does so.



For example, the Thug with Firearm is currently in an Area with an unprimed Bomb (an active Hero Objective) but is unable to Attack from its current position. However, the Thug could move 3 Areas to an Area Adjacent to another active Hero Objective (the unprimed Bomb in the subway car) and then Attack Batman, so it does.

MINIATURE DOES MOVE

If the miniature is not in the same Area as, or an Adjacent area to a Hero Objective, follow the options below until a valid option is reached and then resolve that option.

The miniature moves to:

- ▶ An Area containing an active Hero Objective where there are 1 or more Heroes in that Area.
- ▶ An Area Adjacent to an active Hero Objective where there are 1 or more Heroes in that Area.
- ▶ An Area containing an active Hero Objective.
- ▶ An Area Adjacent to the closest active Hero Objective.

See page 13 for the full rules on AI movement, remembering that the activating miniature will spend a maximum of 1 Energy cube when moving, if required.

If there are two or more Hero Objectives that the miniature can reach (or get Adjacent to), select the one with the fewest Villain miniatures in the same Area as the Hero Objective. If still tied, select the closest one. If still tied, break any remaining ties randomly.

For example, a member of the Riddler's Gang is resolving the Protect Task. He has a First Movement Bonus of 2 and the Parkour 1 Skill.



The Minion moves to the Area containing Batman, spending 1 Energy cube for a total of 3 Move Points (Option **A**, an Area containing a Hero Objective containing 1 or more Heroes).

If Batman was not there, the Minion would move to the Area with Nightwing, again, spending 1 Energy cube (Option **B**, an Area Adjacent to a Hero Objective containing 1 or more Heroes).

If neither Batman or Nightwing were there, the Minion will choose Option **C**, an Area containing a Hero Objective. There are two Hero Objectives it can reach by using 3 Move Points, but it moves onto the truck as it is the one with the fewest Villain miniatures in its Area. If there were no Villain miniatures in either of the two Areas it could reach, it would choose the closest one.

MINIATURE ATTACKS IF ABLE

Whether the miniature moves or not, it then performs an Attack if able.

- ▶ For a Melee Attack, they target a Hero in their Area.
- ▶ For a Ranged Attack, they target the closest Hero they have Line of Sight to.

If the miniature did not perform an Attack, and is now in the same Area as a Villain Objective that they are able to advance, they attempt to do so.

For example, in the Mission "To Sink a City", Bomb tokens are both Hero and Villain Objectives. Therefore if a Thug with Crowbar is resolving a Protect Task, but there is no Hero in or Adjacent to an Area with a Bomb token, the Thug moves to a Bomb token and then, because it is also a Villain Objective and they have not performed an Attack, the Thug then attempts to advance it.

COMPLETED TASK

The Protect Task is only completed if the activating miniature ends its activation in an Area containing a valid Hero Objective, or an Area Adjacent to a valid Hero Objective.

The Protect Task is not completed if any of the following are true:

There are no valid Hero Objectives.

The activating miniature cannot reach a Hero Objective (or an Adjacent Area).



MOVE TOWARDS HERO

If the miniature is unable to complete any of the Tasks on the AI card, they move towards the closest Hero, getting as close as they can. If two or more Heroes are the closest, break ties as per the rules on Hero Tiebreaker below.

Unlike most other movement, the AI will not spend an Energy cube in this situation, even if doing so would bring them closer to their target.

HERO TIEBREAKER

In any situation where the AI has a choice of which Hero to target, use the text at the top of the current AI card to decide which Hero to target. If more than one Hero meets this condition, choose between those Heroes randomly.

CLOSEST TO AN OBJECTIVE

AI MOVEMENT

The AI may perform movement with a miniature during resolution of any of the Tasks. The rules for AI movement are the same no matter which Task is being resolved.

When moving, a miniature always takes the shortest valid route to its target Area. This is defined by the fewest Move Points required to reach that Area. Additional Move Point costs such as Difficult Terrain, Climb / Jump levels and Hindering Modifiers apply as usual.

The miniature's Skills and Traits also apply as usual, such as Mobility, Parkour, Elusive and Fly. A miniature will use their Wall Breaker Skill if using it makes the new route shorter.

When moving, if a miniature could reach its target or gain Line of Sight by spending 1 Energy cube, the AI does so (provided they do not exceed their Movement Exertion limit). A miniature will never spend more than 1 Energy cube on a single movement.

AI miniatures never enter an Area with Dangerous Terrain unless they are immune to its effects.

AI miniatures never perform a Drop as part of their movement.

DREDGING THE RIVER & DEMOBILIZATION

The AI does not Dredge the River or Demobilize a tile unless the Mission sheet specifically states otherwise.

X

RESOLVING A LEADER ACTIVATION CARD

If the AI card drawn is a Leader Activation card, the AI activates the Leader whose name appears at the top of the card. Move the corresponding tile in the lowest numbered position of the River to the end. This activation does not cost the AI any Energy cubes. The Leader then resolves two Tasks.

Roll a d6 and resolve the Task corresponding to the number rolled on the Leader Activation card.

If the Leader cannot complete the Task depicted (the details for each Task list the circumstances in which the Task is ignored), proceed to the next numbered Task on the card (looping from 6 to 1 if needed). Continue this process until one of the Tasks is completed.

Once the Leader has completed their first Task, resolve the next numbered Task on the card after the one just completed (looping from 6 to 1 if needed). If the Leader cannot complete the Task depicted, proceed to the next numbered Task on the card (looping if needed). Continue this process until a second Task is completed.



If the Task icon has a number depicted below it, the relevance of that number is described in the details of that Task below.

Tasks for Leaders may “break” the normal rules of the game. Ensure that they are carried out as described below. This may mean that a Villain moves more than they are normally allowed to, performs more actions than they normally can, etc.

If the Leader has been Neutralized, resolve the Restore Task as the Leader’s first Task. Then, roll d6 to determine the second Task.



For example, the Joker is activated, and the d6 roll is a 3, indicating the Leader tries to resolve the Manipulate / Thought Task. Since there are no Villain Objectives on the Map that can be advanced using a Complex Manipulation / Thought, this Task is ignored, so the Ranged Attack Task (number 4) is resolved instead. Assuming the Joker is able to resolve that, the next Task they try to resolve is Task 5: Hit & Run.

XI

LEADER TASKS

When resolving Tasks on a Leader Activation card, the AI may use as many additional Energy cubes as required to reach their target Area (up to the normal limit on the Command Post).

Minatures cannot be moved into or through Areas with Dangerous Terrain, or if movement would cause the Area to be Over-Occupied. If this would happen, select the next closest legal target instead.

If the Leader is unable to reach the target Area of the Task it is attempting, ignore this Task and attempt to resolve the next Task in numeric order. If the AI is unable to resolve any of the Tasks shown on the card, it performs Move Towards Hero as its first Task (see page 13). For its second Task, the Leader attempts to perform the Task rolled on the d6. If the Leader is unable to reach the target Area to perform its second Task, it performs Move Towards Hero instead.



ATTACK: MELEE

Move the Leader to the Area of the closest Hero. If two or more Heroes are the closest, use the Hero Tiebreaker rules. Then, the Leader performs a Melee Attack on the Hero. If the Leader has two Melee Attack options, roll a d6 and add the number of Heroes in the Leader's Area. If the result is 5 or less, use the first first option. If the result is 6 or more, use the second option.



ATTACK: MELEE / RANGED

Roll a d6:

- ▶ **1-3** Resolve the Melee Task (see above).
- ▶ **4-6** Resolve the Ranged Task (see below).



ATTACK: POINT BLANK

Move the Leader to the Area of the closest Hero. If two or more Heroes are the closest, use the Hero Tiebreaker rules. Then, the Leader performs a Ranged Attack on the Hero using their Point Blank Skill to reroll a dice that has 0 Successes. If the Leader has two Ranged Attack options, roll a d6 and add the number of Heroes in the Leader's Area. If the result is 5 or less, use the first first option. If the result is 6 or more, use the second option.



ATTACK: RANGED

Move the Leader to an area that has Line of Sight of the Hero that is the closest to the Villain's current area. If two or more Heroes are the closest, use the Hero Tiebreaker rules to determine which one is the target. If there are multiple Areas that the Villain has Line of Sight from, choose one with Elevation bonus if possible. If still tied, choose at random. Then, perform a Ranged Attack on the Hero. If the Leader has two Ranged Attack options, roll a d6 and add the number of Heroes that the Leader has Line of Sight to. If the result is 5 or less, use the first first option. If the result is 6 or more, use the second option.



ATTACK: REACH MELEE (x)

Move the Leader to an Area at a distance of X to the closest Hero from which the Villain can perform a Melee Attack with the Reach Skill. If two or more Heroes are the closest, use the Hero Tiebreaker rules. If multiple Areas are available, choose the one containing the most Villain minatures. If still tied, choose at random. Then, the Leader performs a Melee Attack on the Hero, using their Reach Skill. If the Leader has two Melee Attack options, roll a d6 and add the number of Heroes capable of being targeted by the Leader's Attack. If the result is 5 or less, use the first first option. If the result is 6 or more, use the second option.



ATTACK: SNIPE

Move the Leader the shortest distance to gain Line of Sight to a Hero and be at a higher Elevation level. If tied for choice of target, use the Hero Tiebreaker rules. If tied for closest Area to gain Line of Sight and be at a higher Elevation level, choose at random. Then, perform a Ranged Attack on the Hero, gaining the additional Yellow die for Elevation bonus.

If the Leader has two Ranged Attack options, roll a d6 and add the number of Heroes that the Leader has Line of Sight to. If the result is 5 or less, use the first first option. If the result is 6 or more, use the second option.



BLAST

Move the Leader to an Area Adjacent to the Hero who has the fewest Villain miniatures in their Area. If tied for choice of Hero, use the Hero Tiebreaker rules. If there is more than one possible Area, choose the one with the fewest Villain miniatures in it. If still tied, choose at random. Then, the Leader performs the Blast Skill with a value of X as shown on the Character tile, affecting their own Area, and the Area with the Hero they moved Adjacent to.



ESCORT (x)

Move X Minions closest to this Leader into this Leader's Area. Break ties in favor of Minions whose tiles are in the highest numbered positions in the River. Each activated Minion will spend a maximum of 1 Energy cube to move if required.



GRENADE

Move the Leader to an Area Adjacent to the closest Hero. If tied for closest Hero, use the Hero Tiebreaker rules. If tied for choice of Area, choose at random. Then, the Leader resolves the Grenade Skill.



HIT & RUN (x)

Move the Leader to an Area with the closest Hero. If two or more Heroes are the closest, use the Hero Tiebreaker rules. Then, the Leader performs a Melee Attack against the Hero. After resolving the Attack, the Leader gains X Move Points which are used to move away from the Hero. You choose where, applying the Golden Rule (see page 6).



MANIPULATE

Move the Leader to the Area with the closest Villain Objective that requires a Complex Manipulation to advance it. If two or more Objectives are closest, choose at random. Then, the Leader performs a Complex Manipulation on that Objective. If there are multiple options, choose one at random.

NOTE: This Task is ignored if there are no Villain Objectives that require Complex Manipulation.



MANIPULATE / THOUGHT

Move the Leader to the Area with the closest Villain Objective that requires a Complex Manipulation/Thought to advance it. If two or more Objectives are closest, choose at random. Then, the Leader performs a Complex Manipulation/Thought on that Objective. If there are multiple options, choose one at random.

NOTE: This Task is ignored if there are no Villain Objectives that require Complex Manipulation/Thought.



ORDER (x)

Move X Minions into the Area of the Hero that is closest to this Leader, selecting the Minions that are closest to the Hero. If two or more Heroes are the closest to the Leader, use the Hero Tiebreaker rules. If there is a choice of Minions, choose the ones whose tiles are in the highest numbered positions of the River. Then, each Minion who just moved performs an Attack on the Hero. Each activated Minion will spend a maximum of 1 Energy cube to move if required.

If a Minion is capable of performing both Ranged and Melee Attacks, or it has more than one type of Ranged or Melee Attack, select one at random using the d6.

If a Minion is unable to reach the Area containing the Hero then it moves as close to the Hero as possible, and performs an Attack on the Hero, if able. If there are fewer than X Minions on the Map, move as many as possible.



PROTECT

Follow the same rules as the Protect Task on the Tile Activation card (see page 11).

NOTE: This Task is ignored if there is no active Hero Objective on the Map.



RESTORE

If the Leader has been Neutralized, return their miniature to the Map following the Reinforcement rules in this book (see page 18). Set their Life Points to half of their original value.

If the Leader has not been Neutralized, reset their Life Points back to the original value.

NOTE: This Task is ignored if the Leader's Life Points are already at their original value.



SNEAK ATTACK (x)

Move the Leader to an Area with a Hero where the total Menace Indexes of miniatures allied to the Leader exceeds the total Menace Indexes of enemy miniatures. If tied, use the Hero Tiebreaker rules. Then, the Leader performs an Attack (Melee or Ranged) using their Sneak Attack Skill.

NOTE: This Task is ignored if there are no valid Areas on the Map that meet the requirement for the Sneak Attack Skill to be used.



STUN

The Hero miniature closest to the Leader is placed on its side. If two or more Heroes are the closest, use the Hero Tiebreaker rules. If a Hero is on its side, stand it back up at the start of its next activation/turn. For that activation/turn, their First Movement Bonus is reduced to zero.

NOTE: Heroes controlled by a Character tile are stood back up at the start of their next activation. Heroes with Bat-Tablets are stood back up at the start of their next turn only if they choose an Active Stance.



THOUGHT

Move the Leader to the Area with the closest Villain Objective that requires a Complex Thought to advance it. If two or more Objectives are closest, choose at random. Then, the Leader performs a Complex Thought on that Objective. If there are multiple options, choose one at random.

NOTE: This Task is ignored if there are no Villain Objectives that require Complex Thought.

XII EVENT WARNING TILE

When the AI activates the Event Warning tile, refer to the Mission sheet to see if there are any specific rules regarding Events and which Event option to select if there are multiple choices. Otherwise select an Event at random.

NOTE: If activating the Event Warning tile would have no impact on the game state (e.g. there are no valid Events or no Reinforcement points to spend), move the Event Warning tile to the end of the River without paying for its activation and without activating the tile. Instead, activate the tile that now occupies the position indicated on the AI card, paying the corresponding Energy cost.

REINFORCEMENTS

When spending Reinforcement points, the AI will prioritize miniatures whose tile is in the lowest numbered position of the River. For each Reinforcement point the AI is unable to spend, move 1 Energy cube from its Fatigue zone to its Reserve Zone, if able.



For example, the AI activates the Event Warning tile and has 3 Reinforcement points to spend. The Character pool contains two Brutes with Shotguns and two Brutes with Chains. The Brutes with Shotguns are lower in the River, so one of them is selected, leaving 1 Reinforcement point, not enough to select a second miniature. Therefore, the AI recovers 1 Energy cube instead.

After selecting a miniature to Reinforce, determine where to place it before selecting the next miniature.

To determine where a miniature comes into play from Reinforcement, roll a d6. Place the miniature in the Area whose Reinforcement token matches the number rolled.

If the number rolled exceeds the highest numbered Reinforcement token on the Map, place the miniature on a Reinforcement Area closest to the Hero as determined by the text at the top of the Tile Activation card (see [Hero Tiebreaker](#)).

If the placement of a miniature would cause an Area to be Over-Occupied, roll again to choose another Reinforcement Area. If all available Reinforcement Areas would be Over-Occupied by its placement, place the miniature in an Area Adjacent to the originally rolled Reinforcement Area. If there is more than one, decide randomly.

XIII AI REROLLS

The rules for when the AI will perform Rerolls apply at any time the Villain player would normally roll the dice (even though it is the Hero players who are physically rolling the dice).

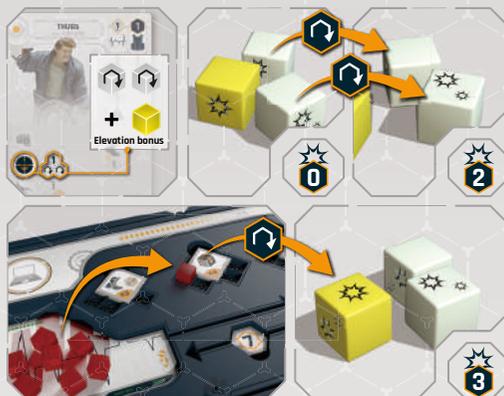
The AI will Reroll dice from Free Rerolls, the Luck Skill, and the Support Skill.

The AI will also pay for up to 1 Reroll during each miniature's activation, up to the normal limit of spending Energy cubes.

The AI will never pay to Reroll a die in Defense, but may still get other Rerolls in Defense from other sources.

The AI will never perform a paid Reroll for Complex Manipulations or Complex Thoughts if there is no possibility of succeeding.

The AI will only ever Reroll a blank. If it has more than one option for which die to Reroll, it will choose a die in the following order:



For example, A Thug with Firearm attacks a Hero and rolls 2 White dice and 1 Yellow die (for Elevation). Three blanks are rolled! The Thug gets a free Reroll of each of the White dice, getting one blank and one showing 2 Successes. The AI uses its one paid Reroll, spending 1 Energy cube and Rerolling the Yellow die, rolling 1 Success. Their Attack results in a total of 3 Successes.

AI REROLLS AND DIRECT DAMAGE

Whenever the AI rolls Yellow dice as a result of receiving Wounds from Explosions, the Scream Skill, and Dangerous Terrain, the AI will first use any Free Rerolls to Reroll dice showing 2 Successes if able, followed by dice showing 1 Success.

Then, if a Minion is affected, the AI will then perform 1 paid Reroll if exactly 1 Yellow die shows either 1 or 2 Successes and all other Yellow dice are blank (rerolling the Yellow die showing the Successes).

Or, if a Leader is affected, the AI will perform 1 paid Reroll of the Yellow die showing the most Successes.



XIV

WAYNE MANOR EXPANSION · ELEVATOR

The different levels in Wayne Manor are not different elevations. When moving between levels use the following rules:

Villain miniatures can move the Elevator to multiple levels on a single turn. The Elevator tile moves to the last level visited that turn.

If a Villain cannot reach a Villain or Hero Objective, as there is not an objective on their current level, they will move to the Elevator.

Villains do not need to perform an Automatic Manipulation to call or move the Elevator.

A Villain miniature takes the shortest route to the Elevator Shaft and then selects a different level. Place the miniature in the Area directly Adjacent to the Elevator Shaft on that level.

When selecting a level to move the miniature to, refer to the Mission sheet. If there are multiple options, choose at random.

If the miniature cannot reach the Elevator Shaft Area, move them as close as possible, spending 1 Energy cube to move 1 additional Area, if able.

Heroes may leave / enter the Elevator on the Villain's turn during steps 4-5 of the Elevator movement steps as normal. However, AI miniatures do not leave / enter the Elevator during the Hero's turn.

XV

CUSTOMIZING THE DIFFICULTY



The variant rules on page 58 of the main Rulebook list the options for adjusting the difficulty of the game. Any or all of the variant rules for making the game easier for the Heroes can be used. Instead of the variant rules for making the game harder for the Heroes on page 58, use one or more of the options below. We recommend only using options 3 to 10 in conjunction with both options 1 and 2.

NO.	NAME	DESCRIPTION	VICTORY POINTS (VP)
1	INCREASED RECOVERY VALUE	During Game Setup, replace the Recovery Value tile with one of a higher value (either 2 points higher, or even 4 or 6 higher).	10 VP FOR EACH INCREASE ABOVE THE LEVEL SHOWN IN THE MISSION BOOKLET (e.g. increase in Recovery Value from 5 to 9 would gain 20 VP)
2	MORE ENERGY	During Game Setup, add 1 or more Energy cubes to the Reserve Zone of the Command Post up to a maximum of 15 Energy Cubes in total.	2 VP PER ENERGY CUBE ADDED.
3	WHAT ARE THEY MADE OF?	Leaders gain an additional free Orange die when defending against Attacks from Heroes.	8 VP
4	AUTOMATED EVENT WARNING TILE	When the Event Warning tile reaches position 1 in the River, it is automatically activated. This does not cost the AI an Energy cube and does not count as one of the AI's tile activations for its turn.	4 VP
5	MORE REINFORCEMENTS	Whenever the Villain gains Reinforcement Points, they gain 2 more.	4 VP
6	CONTINUOUS REINFORCEMENTS	During the "Trigger the Start of the Villain's Turn Effects" step, roll a Red die, which cannot be Rerolled. The Villain immediately gains Reinforcement points equal to the number of Successes rolled.	10 VP

NO.	NAME	DESCRIPTION	VICTORY POINTS (VP)
7	THREE ACTIVATIONS	After resolving both columns of a Tile activation card, choose one of the columns at random and perform a third activation with that column, paying the Energy cube cost.	12 VP
8	THEY JUST WON'T STAY DOWN!	Increase the Villain Leader's Life Points by 1 or more.	1 VP PER LIFE POINT ADDED PER LEADER.
9	RUNNING OUT OF TIME!	Complete the Mission in fewer rounds than shown in the Mission Booklet. NOTE: <i>This only applies to Core Box Missions and not Missions in the expansions.</i>	15 VP PER ROUND
10	FALLING FROM THE SKIES	All Minions and Leaders may perform Drops from any Elevation level but do not roll for, or suffer, Wounds.	4 VP

IF YOU MANAGE TO BEAT THE AI, CALCULATE YOUR SCORE AS FOLLOWS:

- ▶ Gain 1 VP for each Energy cube in each Hero's Reserve Zone.
- ▶ Lose 1 VP for each Energy cube in each Hero's Wound Zone.
- ▶ Gain VP based on the difficulty options selected.
- ▶ Lose 5 VP for each Hero using the variant rule that they recover 1 additional Energy cube per turn.
- ▶ Lose 1 VP for each Hero using the variant rule that allows resting Heroes to perform a Movement action.
- ▶ Lose 1 VP for each Hero using the variant that allows Move Points granted from a Hero's First Movement Bonus to be retained at the end of the Movement action.
- ▶ Lose 5 VP for each Hero using the variant rule which allows a Hero to add 1 Success per game.

TOTAL SCORE	RESULT
Less than Zero	NOVICE
1 - 25	INTERMEDIATE
26 - 50	AVERAGE
51 - 75	ABOVE AVERAGE
76 - 100	HARD
101 - 125	IMPOSSIBLE
126+	YOU'RE BATMAN!

THE FOLLOWING SKILLS & TRAITS WORK AS NORMAL:

Movement:



Elusive



Mobility



Parkour

Melee Attacks:



Berserk



Counter-attack



Martial Arts



Reach

Ranged Attacks:



Marksman



Point Blank



Retaliation

Attack Modifiers:



Electricity



Immobilization



Poison



Sneak Attack

Defense:



Bodyguard



Impenetrable Defense



Protected



Untouchable

Manipulation:



Blast



Grenade



Lock Picking



Munitions Specialist

Thought:



Hacking



Investigation

Miscellaneous:



Horror



Imaginary Friend



Luck



Misfortune



Nerves of Steel



Regeneration



Support

Traits:



Fly



Gas Immunity



Harmless



Reduced Mobility

THE FOLLOWING SKILLS & TRAITS REQUIRE SOME CHANGES:



Circular Strike



Combo



Burst

If the miniature Neutralizes an enemy, choose another target at random.



Flame



Frost



Toxic Gas

These Skills are applied only if the Heroes would be affected at the time the Skill is used, even if there are Villain miniatures that would also be affected.



Wall Breaker

The miniature will use this Skill if it reduces the Move Point cost for them to reach their destination.



Attraction



Shackle



Smoke Grenade



Tactician



Multiple Personalities

Where applicable, use of these is described on the Mission sheet.



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BATMAN
and all related
characters
and elements
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