



5-PLAYER

BATMAN:

GOTHAM KNIGHTS

Anticipating a major threat to Gotham City, Batman takes the bold step of creating an independent special force to provide him with extra fighting power. Batwoman, with her military experience, takes command of the unit, supervising and directing the young heroes who fight alongside her. Spoiler, Orphan, Red Robin (Tim Drake) and even Clayface are now under her leadership, creating an additional shield against the city's growing criminal activity.



5-PLAYER EXPANSION

This expansion contains 3 five player missions set in the unique world of "Batman: Gotham Knights". Up to four players can now assume the roles of Batwoman and her vigilante group.

- ① During these missions you will be using the additional Bat-tablet and Clayface's hero screen included in this expansion. You will find Clayface's miniature in the villain's core box.
- ② During these missions, the villain player uses the 7-point recovery token supplied in their command post.

MISSIONS

THE AWAKENING OF THE TALONS

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ALL ON CREDIT

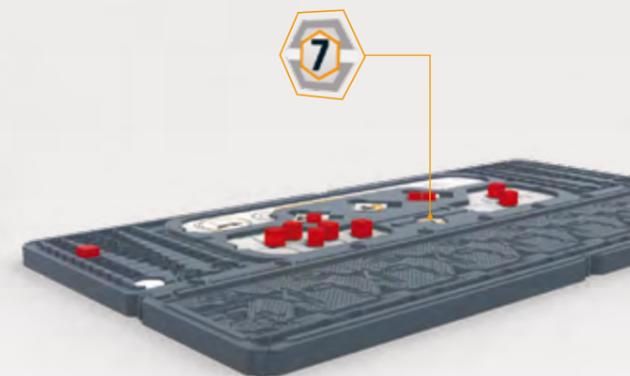
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UNDER THE EYE OF ASCALON

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①



②

THE AWAKENING OF THE TALONS

Drone surveillance has spotted the Court of Owls setting up a base in an abandoned subway station. It looks like they're installing Talon incubation tanks. You must neutralize these tanks before the Talons awaken and get to work. We've both seen what damage they're capable of. Approach with caution; it appears Orphan is assisting them. Your team needs to end this threat - now!



2nd

4th

END-GAME CONDITIONS

- at the end of hero Turn 8, the game ends - the current step is Check End-game Conditions 1 of turn 8
- the incubation tanks have been destroyed - 5 tanks have been destroyed

VICTORY CONDITIONS

- HEROES: the Talons are stopped - less than 2 awakened Talons are on the board
- VILLAIN: overcoming them is impossible! The Talons will descend upon the city and cleanse it - at least 2 awakened Talons are on the board

INCUBATION TANK



INACTIVE AWAKENED TALON

5
1st HERO
BATWOMAN

2nd HERO
SPOILER

3rd HERO
ORPHAN

4th HERO
CLAYFACE



- 7 REINFORCEMENT POINTS
- 7 REINFORCEMENT POINTS + RESURRECTION: this event can only be used if Talon's tile is in the river. The villain stands the Talon miniature upright and returns the corresponding tile in the river to its un-neutralized side face up. The Talon's LP marker is then placed at 3. Talon is no longer neutralized.
- 7 REINFORCEMENT POINTS + THE HUNT CONTINUES: the villain immediately performs a character activation with Talon.

TALON: when Talon is neutralized, the villain places the miniature on its side in the area instead of removing it from the board. The Talon tile is still neutralized. His size and menace are no longer taken into account.

NEUTRALIZING THE INCUBATION TANKS: a hero in the same area as an Incubation Tank or Awakened Talon can destroy the tank. To do so, they perform a complex manipulation of difficulty 5. The munitions specialist skill is taken into account. If successful, the tank is destroyed, and the token is removed from the board.

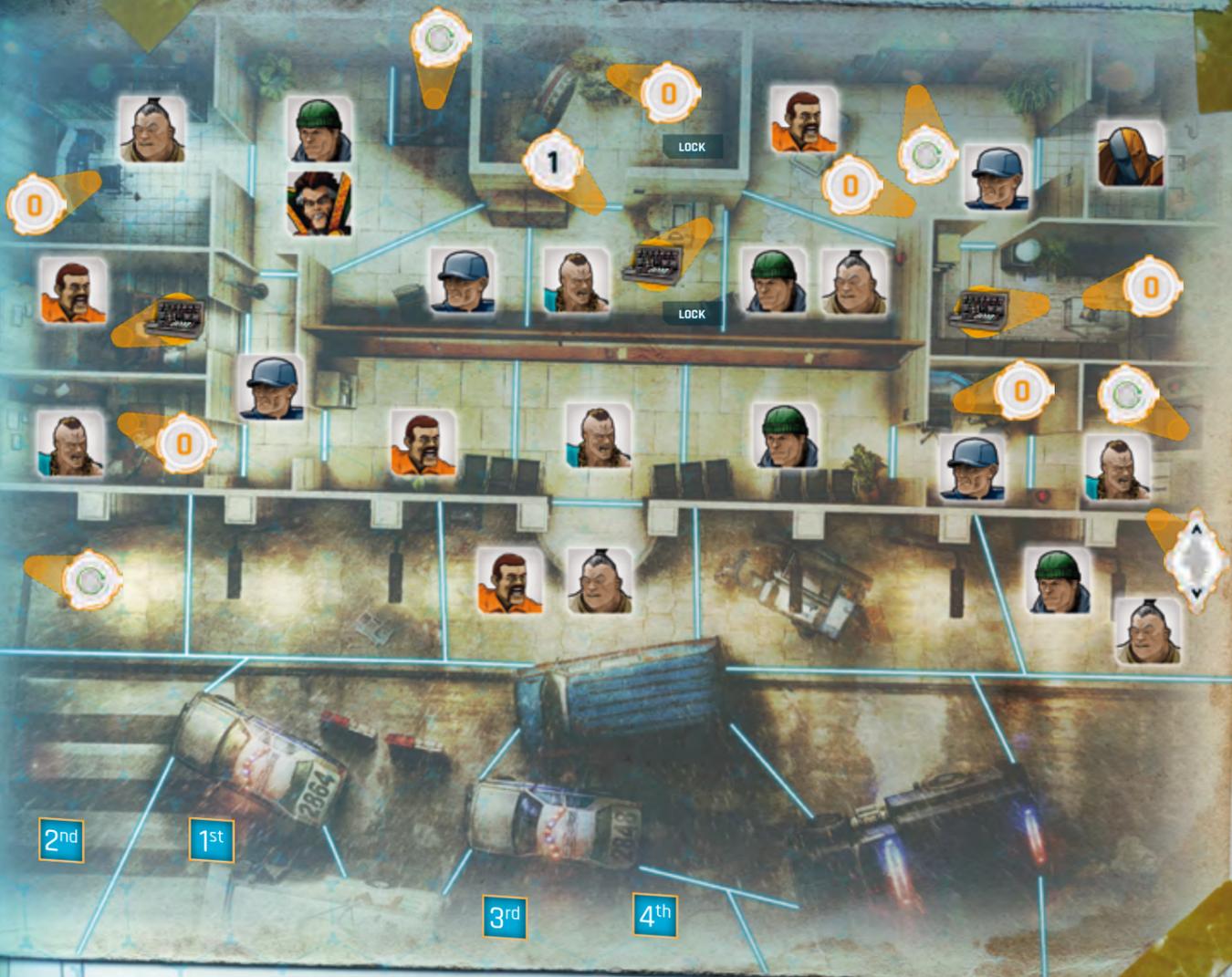
ACTIVE TALON: a hero entering the area of an Awakened Talon immediately suffers an attack with a red die. The villain can spend energy cubes to reroll.

WAKING A TALON: a villain's character in the same area as an Inactive Incubation Tank can wake the Talon contained within. To do so, they perform a complex manipulation of difficulty 3. If successful, the Talon wakes up. To indicate this, the villain flips the token over to Awakened Talon face up.



ALL ON CREDIT

Ra's Al Ghul has enlisted Deathstroke and they've stormed the Gotham City Bank. According to the latest data, they've uploaded a super virus into the bank's network. With the bank's and account holders' funds wiped out, Gotham's economy will become extremely volatile. One spark and Gotham City will explode into chaos. We must destroy the bank's servers, halt the spread of the virus, and stop "the Demon's Head" in his tracks.



END-GAME CONDITIONS

- at the end of hero Turn 7, the game ends - the current step is Check End-game Conditions 1 of turn 7
- the computer virus has not spread - only 1 computer server remains on the board

VICTORY CONDITIONS

- HEROES:** the computer virus has not spread - fewer than 2 infected computer servers are on the board
- VILLAIN:** the computer virus has spread - at least 2 infected computer servers are on the board



1st HERO

2nd HERO

3rd HERO

4th HERO

7 REINFORCEMENT POINTS

7 REINFORCEMENT POINTS + RESURRECTION: this event can only be used if Ra's Al Ghul's tile is in the river. The villain stands the Ra's Al Ghul miniature upright and returns the corresponding tile in the river to its un-neutralized side face up. Ra's Al Ghul's LP marker is then placed at 5. He is no longer neutralized.

7 REINFORCEMENT POINTS + UNLEASH THE MERCENARY: the villain immediately performs a character activation with Deathstroke.

LAZARUS PIT: when Ra's Al Ghul is neutralized, the villain places the miniature on its side in the area instead of removing it from the board. The Ra's Al Ghul tile is still neutralized. His size and menace are no longer taken into account.

BROKEN WALL: during setup, the villain places a broken wall token on the wall of the bank as shown on the setup diagram.

INFECTING THE SERVERS: a villain's character in the same area as an Uninfected Computer Server can infect it. To do so, they perform a complex manipulation or thought of difficulty 3. If successful, the server is infected. To indicate this, the villain flips the Computer Server token over to the Infected side face up.

NEUTRALIZING THE SERVERS: a hero in the same area as a Computer Server token can neutralize it to prevent the virus from spreading. To do so, they perform a complex thought of difficulty 4. If successful, the server is neutralized and the token is removed from the board.

ACTIVATING THE SECURITY SYSTEMS: a villain's character in the same area as a Security System can hijack it. To do so, they perform a complex thought of difficulty 3. If successful, the villain removes the security system from the board then chooses one of the following effects that has not already been used during the current game:

- Locking the vault:** the vault closes. The villain flips the Open Door token over to the Closed side to indicate that the vault is now closed.
- Alarm:** deafening alarms ring inside the bank, confusing the heroes. The recovery values of the heroes are reduced by 1 for their next activation.
- Corrupted guards:** corrupted guards arrive to neutralize the heroes. The villain gains 1 reinforcement point to use immediately with a Guard miniature. Then, after the current tile activation is finished, they perform a character activation with each character of the Guards tile.

UNLOCKING THE VAULT: a hero in an area marked with a lock can unlock the vault if its door is closed. To do so, they perform a complex thought of difficulty 4. The hacking skill is taken into account. If successful, the vault is unlocked and the Door token is removed.

UNDER THE EYE OF ASCALON

The Order of St Dumas have devised a process to create an army of Azrael assassins. It seems they have an elixir that not only improves their physical strength, but effectively brainwashes them, too. Now, training and indoctrinating them take hours, not years. Overseeing the entire operation is Ascalon, a highly sophisticated A.I. programmed to clean the facility if it detects intruders. Get in there and install those bypass modules. That will allow the Batcomputer to override and disable the operation. Needless to say, you must use extreme caution.



COMPUTER SYSTEM

OUT OF CONTROL: 0

UNDER-CONTROL: 1

NANOMACHINE CONTROLLERS: 3

END-GAME CONDITIONS

- at the end of hero Turn 8, the game ends - the current step is Check End-game Conditions 1 of turn 8
- the Batcomputer has gained control of the plant - 5 computer systems are under the control of the Batcomputer

VICTORY CONDITIONS

- HEROES:** the Batcomputer has gained control of the plant - 5 computer systems are controlled by the Batcomputer
- VILLAIN:** the plant is still under the control of Ascalon - fewer than 5 computer systems are controlled by the Batcomputer

8

1st HERO

BATWOMAN

2nd HERO

SPOILER

SHORT BATON

ROBIN

LONG BATON

3rd HERO

ORPHAN

4th HERO

CLAYFACE

1 3 REINFORCEMENT POINTS +
ASCALON:INTRUSION_PROTOCOL\APOCALYPSE 8:7:
 Ascalon triggers the plant security system - Divine fire level. The villain distributes 2 flame tokens between one or two areas of their choice.

2 3 REINFORCEMENT POINTS +
ASCALON:INTRUSION_PROTOCOL\APOCALYPSE 9:2:
 Ascalon triggers the plant security system - Breath of the Angels - choking incense level. The villain distributes 2 gas tokens between one or two areas of their choice.

3 3 REINFORCEMENT POINTS +
ASCALON:INTRUSION_PROTOCOL\APOCALYPSE 9:4:
 Ascalon triggers the plant security system - Drones - seek and destroy level. The villain performs a character activation with each Drone with turret.

ASCALON'S INTRUSION PROTOCOL: the villain cannot perform the same event twice in a row.

CLONE ARMY: Azrael (St Dumas Angel) is placed next to the villain's command post at the beginning of the game. It is considered to be on the villain's side.

At the end of the Upkeep Villain step, if Azrael (St Dumas Angel) is not active, the villain must spend an energy cube to place him in a reinforcement area.

During the Trigger the Start of the Villain's Turn Effects, the villain performs a character activation with Azrael (St Dumas Angel). The villain can spend cubes for the movement, defense and reroll of Azrael (St Dumas Angel).

PLACING A BYPASS BOX: a hero in the same area as an Out-of-control Computer System token can place a bypass box so the Batcomputer can take over control of the system. To do so, they perform a complex thought of difficulty 4. If successful, the computer system is under-control of the Batcomputer and the token is flipped over to its other side.

NANOMACHINE CONTROLLER: a villain's character in the same area as a nanomachine controller can send an adrenaline overload to Azrael if he has not already received one during the current turn. To do so, they perform a complex manipulation of difficulty 3. If successful, once the current character activation is finished, the villain performs a character activation with Azrael, St Dumas Angel.



CREDITS

GAME AUTHOR: Frédéric Henry.

ARTWORKS: David Finch, Anthony Jean, Milan Nikolic, Georges Clarenko, David Demaret, Alex Maleev, Stéphane Roux, Arnaud Boudairon, Tomeu Morey, Sandra H. Archer, Joe Lee & June Chung.

LEAD SCULPTOR: Arnaud Boudairon.

SCULPTORS: Aragorn Marks, Edgar Ramos, Edgar Skomorovski & Irek Zielinski.

Many thanks to the members of the www.THE-OVERLORD.com community for their feedback!



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