



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

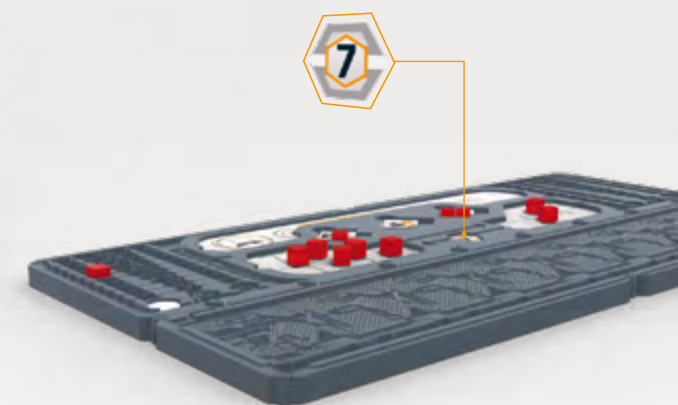
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UNDER THE EYE OF ASCALON

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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!

3rd1st2nd4th

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
TANKINACTIVE
AWAKENED
TALON5
1st HERO
BATWOMAN2nd HERO
SPOILER3rd HERO
ORPHAN4th HERO
CLAYFACE

1 7 REINFORCEMENT POINTS

2 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.

3 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 token 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.



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.

ALL ON CREDIT

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

5

1st HERO

BATWOMAN

2nd HERO

SPOILER

SHORT BATON

ROBIN

LONG BATON

10

7

2

4

5

6

7

8

WARN

WARNING

GUARDS

BRUTES

RA'S AL GHUL

PRISONERS

DEATHSTROKE

THUGS

x4 MINIATURES

x4 MINIATURES

x1 MINIATURE

x4 MINIATURES

x4 MINIATURES

x1 MINIATURE

x4 MINIATURES

3rd HERO

ORPHAN

4th HERO

CLAYFACE

1

7 REINFORCEMENT POINTS

2

7 REINFORCEMENT POINTS + RESURRECTION:

3

7 REINFORCEMENT POINTS + UNLEASH THE MERCENARY:

LAZARUS PIT:

BROKEN WALL:

INFECTING THE SERVERS:

NEUTRALIZING THE SERVERS:

ACTIVATING THE SECURITY SYSTEMS:

UNLOCKING THE VAULT:



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.



- 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.
- 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 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.

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



CREDITS

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



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characters and elements
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