



LEAGUE OF ASSASSINS



CAMPAIGN RULES

The League of Assassins expansion invites players to assume the roles of key members of the Al Ghul eco-terrorist family over the course of a narrative campaign consisting of three missions. These rules take priority over the core box rulebook.

The missions should be played in order. During some of these missions, game components will be set aside. If the campaign is not played all in one sitting, players should make a note of these items.

Each victory and defeat will directly impact subsequent missions.

During the last mission of the campaign, the villain may have the opportunity to use the Man-Bat commandos. In this case, use one of the two tiles provided in this expansion and their corresponding miniature: Man-Bat (included in the villain core box).

BLOOD TIES



"Finally, the time has come to bring the citizens of Gotham City to their knees. But not only this city! Soon the entire world will meet their new masters! When our organization emerges from the shadows, all will bow before the coming of a new age. Talia, my daughter, I have summoned Lady Shiva; with your combined efforts it will be all too easy to trap Bruce Wayne and my grandson. Take their blood! Their DNA is crucial to our plans."

"How do you plan to trap them, father?"



"You and Lady Shiva will take hostages in two different locations in the city. Batman and Damian will be forced to split up and divide their efforts. That is how you will trap them! In the meantime, I will go to the Langstrom lab and secure the chemicals needed to engineer our new weapon—an elite force of Man-Bat commandos! Once the genes have been isolated and the components mixed, we will create an army of the ultimate soldiers. They shall transcend humanity. They shall know no fear. Their strength and thirst for blood will overwhelm any who stand against us. With this force, we will wipe Gotham City off of the world map."

MISSIONS

HERITAGE AND LEGACY

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GENERATIONAL CONFLICT

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FAMILIAL BREAKDOWN

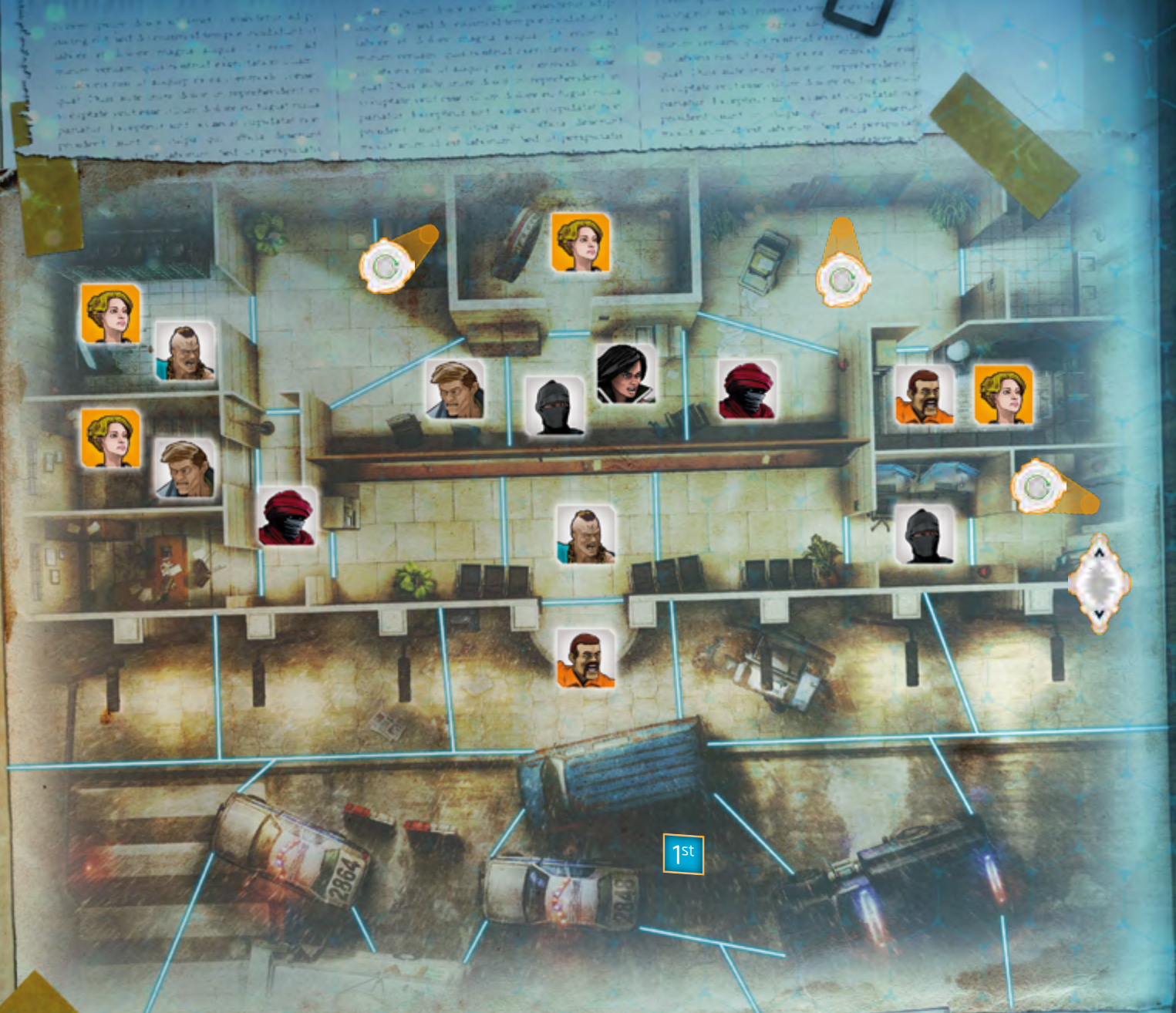
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My daughter, and you, Lady Shiva, all is proceeding as planned. Neither Batman nor Damian could resist the cries of Gotham City's wretches. As predicted, these virtuous fools have split up and spread out in an attempt to save everyone. They're moving quickly; now is the time to start your show! If they escape this trap, they will pay in blood. Each drop will be used to engineer the most fearsome warriors this city has ever known.

2nd

3rd



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 hostages are safe and sound - 6 hostages have been freed

VICTORY CONDITIONS

- ◆ HEROES: the hostages are safe and sound - 6 hostages have been freed. The villain retrieves the collected DNA samples
- ◆ VILLAIN: the hostages are still being held captive and the heroes still have much to do - fewer than 6 hostages have been freed. The villain retrieves the collected DNA samples





1 **3 REINFORCEMENT POINTS** on the subway station board
+3 REINFORCEMENT POINTS on the bank board.

HOSTAGES: the hostages are represented by the Bystanders' and Citizens' miniatures.

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

COLLECTING DNA: a villain's character in the same area as Batman or Robin (Damian Wayne) can collect a sample of their DNA. To do so, they perform a complex manipulation of difficulty 3. The hindering based on the enemy's menace index is not taken into account for this action. If successful, an energy cube is removed from the hero's wound zone and placed next to the command post. If the hero does not have cubes in their wound zone, they suffer a wound and the cube is removed. This action can only be performed once per turn on each of these heroes. At the end of the game, the energy cubes that have been "collected" in this way are replaced by generic tokens that will be used during the last mission of the campaign.

FREEING THE HOSTAGES: a hero in a hostage's area can free them. To do so, they perform a complex manipula-

tion of difficulty 3. If successful, the hostage is freed and its miniature is removed from the board.

NO TIME TO LOSE: if the heroes win this mission, they gain the "edge" of being hot on Ra's Al Ghul's trail. The villain is taken off-guard, and the cost of the villain's activations in the first turn of the next mission are increased by 1.

If the villain wins this mission, the heroes will have to redouble their efforts in order to save the remaining hostages and arrive in time to prevent Ra's Al Ghul from finding what he is looking for. Each hero begins the next mission by transferring 2 energy cubes from their fatigue zone to their wound zone.



GENERATIONAL CONFLICT

Father, I hope you made it to the Langstrom laboratory. We held them back as long as we could, but they're on their way! Have you located the necessary chemicals? We must get them out quickly. Once we have the components, we can execute the final phase of your plan.



END-GAME CONDITIONS

- at the end of villain turn 7, the game ends - the current step is Check End-game Conditions 1 of turn 7
- the villain has stolen enough chemical components - the villain has retrieved 6 chemical components

VICTORY CONDITIONS

HEROES: the heroes have retrieved the components of Langstrom's formula in order to create a serum - the heroes retrieve the serum tokens at the end of the game (see special rule "retrieving the formula")

VILLAIN: the villain has stolen all the necessary chemical components to execute their plan - the villain retrieves the chemical components at the end of the game (see special rule "retrieving a chemical component"), that will be used to create the Man-Bat Commando

1st HERO
BATMAN

2nd HERO
ROBIN

3rd HERO
BATGIRL

1 5 REINFORCEMENT POINTS

NO TIME TO LOSE:

- if the heroes lost the previous mission, they each suffer 2 wounds during setup.
- if the heroes won the previous mission, the cost of the villain's activations in the first turn are increased by 1.

RETRIEVING THE FORMULA: a hero in the same area as a computer can retrieve a part of Doctor Langstrom's formula. To do so, they perform a complex thought of difficulty 6. The hacking skill is taken into account. If successful, a part of the formula is retrieved and the hero places the computer next to their hero board. At the end of the game, the computers that have been set aside in this way are replaced by generic tokens called "serum". The heroes will be able to use them during the last mission of the campaign.

RETRIEVING A CHEMICAL COMPONENT: a villain's character in the same area as a Chemical Component can retrieve it. To do so, they perform a complex manipulation of difficulty 3. If successful, the villain retrieves the chemical component and puts it aside. These tokens will be used during the last mission of the campaign to create the Man-Bat Commando.



FAMILIAL BREAKDOWN

It is finished. The formula is ready! Our soldiers now carry syringes filled with the Langstrom mutagen. It is time for the final phase of my plan. Arm yourselves with explosives. At dawn, Gotham City will fall. I have no doubt Batman and my misguided grandson will try to intervene, but they will be punished for their indiscretions. Let them come. Let them know pain before they are forced to watch their city crumble.



END-GAME CONDITIONS

- at the end of hero turn 7, the game ends - the current step is Check End-game Conditions 2 of turn 7
- the heroes have prevented the destruction of the city - 4 bombs have been neutralized

VICTORY CONDITIONS

- HEROES:** the city has not been destroyed - fewer than 2 bomb miniatures are on the board
- VILLAIN:** the city will pay for the crimes of its inhabitants and be reduced to ashes - 2 or more bomb miniatures are on the board

2

1st HERO

BATMAN

MEDKIT

2nd HERO

ROBIN

3rd HERO

BATGIRL

1

2

3

4

5

6

7

11

5

0

THUGS

ASSASSINS

BRUTES

ASSASSINS

x4 MINIATURES

x1 MINIATURE

x4 MINIATURES

x3 MINIATURES

x4 MINIATURES

x1 MINIATURE

WARN

WARNING

1 4 REINFORCEMENT POINTS

LEADER

LIEUTENANT

A-TEAM: during setup, the villain must select their leader and lieutenant. The two options are: Ra's Al Ghul (Demon's Head) accompanied by his lieutenant Lady Shiva OR Talia Al Ghul accompanied by her lieutenant The Heretic.

MAN-BAT COMMANDOS: during setup, the villain counts the number of DNA samples collected during the first mission of this campaign and adds the number of chemical components stolen during the second mission. This total indicates the villain's score:

- Fewer than 6: the villain cannot use the Man-Bat Commandos for this mission.
- Between 7 and 10: the Man-Bat Commando Proto tile is placed next to their command post. It is on the villain's side.
- 11 or more: the Man-Bat Commando Ultra tile is placed next to their command post. It is on the villain's side.

MUTATION: at the end of the Upkeep Villain phase, if the villain has a Man-Bat Commando tile and its miniature is not already on the board, they can replace one of their miniatures in play (henchman or elite) with the Man-Bat Commando miniature.

ACTIVATING THE MAN-BAT COMMANDO: during the Trigger the Start of the Villain's Turn Effects phase, if the villain

has a Man-Bat Commando tile, they can activate it for free. The tile is not part of the river and its activation does not count toward the maximum number of activations per turn. The villain can spend cubes for the Man-Bat Commando's movement, defense and rerolls.

USING THE SERUM: if the heroes have serum tokens (earned during the previous mission of this campaign), they can use them during their turn. After discarding a serum token, the Man-Bat Commando receives the antidote and is immediately neutralized.

PRIMING THE BOMBS: a villain's character in the same area as a bomb token can prime it. To do so, they perform a complex manipulation of difficulty 3. The munitions specialist skill is taken into account. If successful, the bomb is primed. To indicate this, the villain replaces the bomb token with a bomb miniature.

NEUTRALIZING THE BOMBS: a hero in the same area as a bomb token or miniature can neutralize it. To do so, they perform a complex manipulation of difficulty 5. The munitions specialist skill is taken into account. If successful, the bomb is neutralized and is removed from the board.

4

1

?

SERUM

MEDKIT

5

10

01

05

10

15

20

25

30

35

40

45

50

55

60

65

70

75

80

85

90

95

100

[VERSUS POWERS]



THE HERETIC

FURY OF THE CLONE

The Heretic channels his rage and unleashes a devastating blow.

SPECIAL EVENT

The villain immediately performs a character activation with The Heretic. They only carry out a melee attack. For this attack, The Heretic benefits from the berserk skill level 2.

OR *The Heretic immediately performs a movement.*

SPECIAL EVENT

The villain immediately performs a character activation with The Heretic. They only carry out their First Movement Step.



LADY SHIVA

FATALITY

This highly-trained assassin always hits her target.

SPECIAL EVENT

The villain immediately performs a character activation with Lady Shiva. To do so, they follow the Activate a Character Controlled by a Tile steps with the following exceptions:

- ▶ Lady Shiva can perform her First Movement Step but not the second.
- ▶ During the Declare an Action Other than Movement step, the villain can only declare a melee attack with 2 orange dice. For this attack, Lady Shiva benefits from the poison skill level 2.



RA'S AL GHUL (DEMON'S HEAD)

INDOCTRINATION

Ra's Al Ghul always keeps his faithful assassins by his side.

PERMANENT

At the end of the Leader Selection step, the villain replaces the event tile in their river with the Assassins tile. They then place 2 Assassins miniatures in Ra's Al Ghul's area.



TALIA AL GHUL

BODYGUARD

Talia always moves under the protection of her bodyguard.

PERMANENT

At the end of the Leader Selection step, the villain replaces the event tile in their river with the Assassins with rifle tile. They then place 3 Assassins with rifle miniatures in Talia Al Ghul's area.