

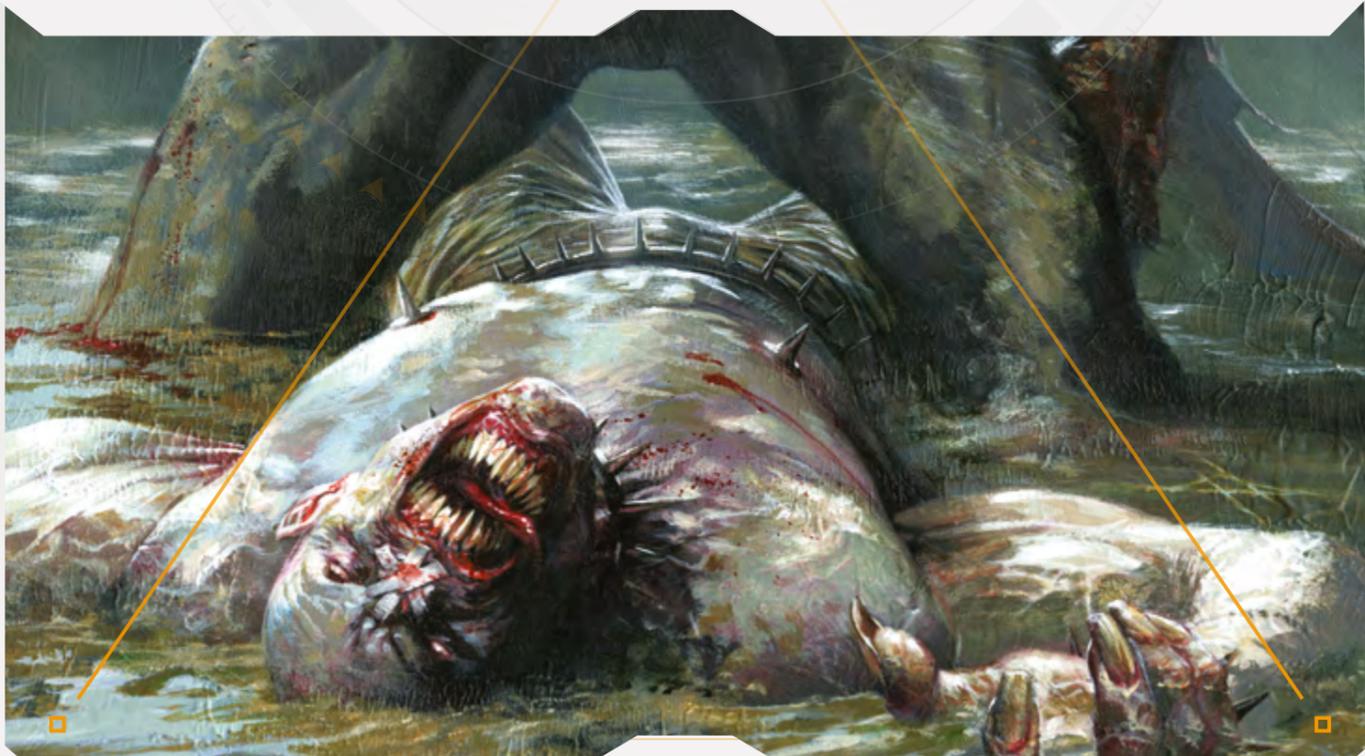


**VERSUS MODE**  
— SEASON 2 —



## VERSUS MODE / SEASON 2

- 1 **MISSIONS** P.3
- 2 **GAME BOARDS RULES** P.26



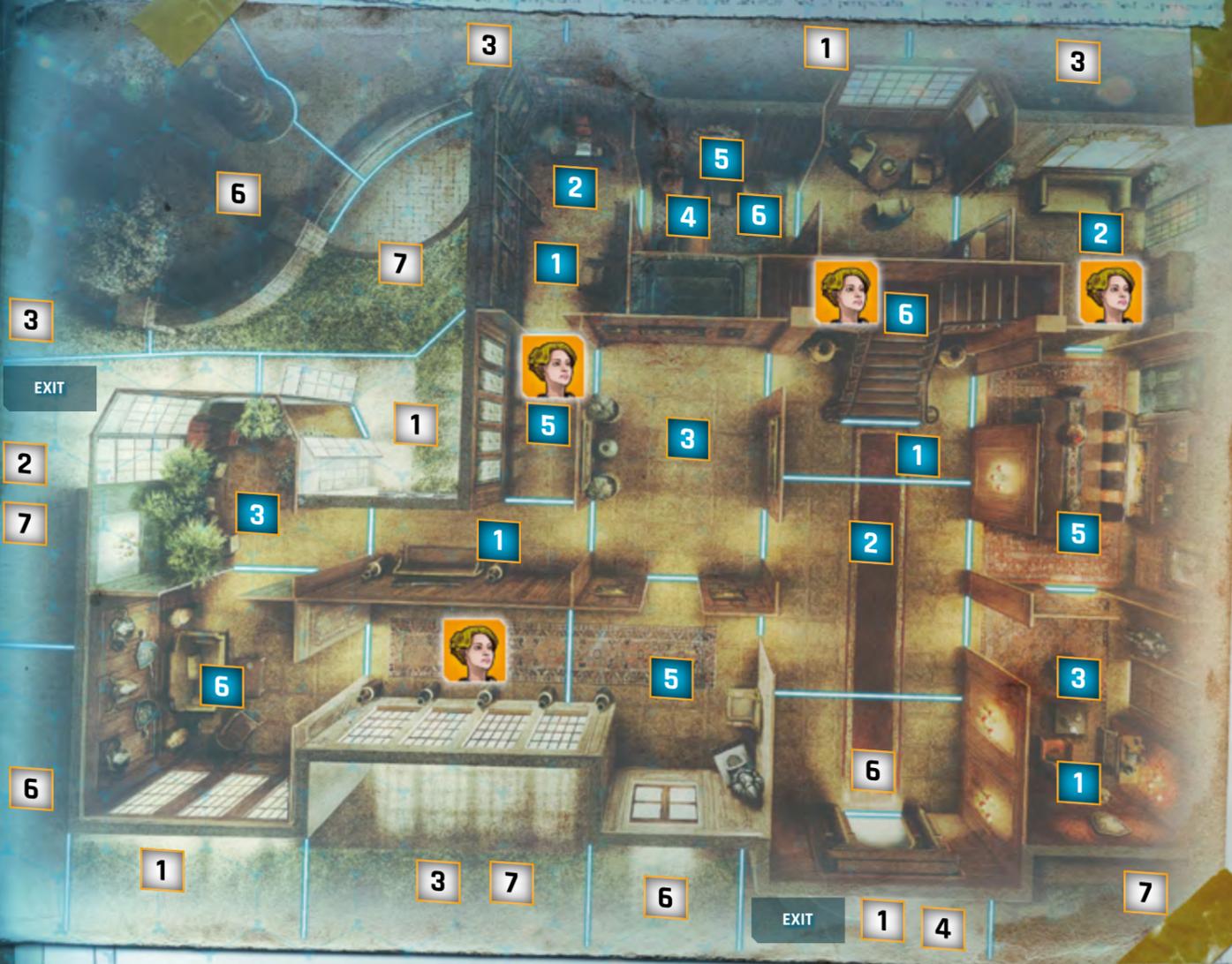
# I MISSIONS

**VERSUS MODE**

ABDUCTION	P.4
A CRAZY DAY	P.6
INSANE REBELLION	P.8
A WALK IN THE PARK	P.10
HIDE AND SEEK IN THE PARK	P.12
DIAMONDS IN THE ROUGH	P.16
DOWN	P.18
JAILHOUSE ROCK	P.20
SILENCE OF THE RATS	P.22
A NIGHT AT THE MANOR	P.24

ABDUCTION

A fundraising Gala is underway at Wayne Manor. Gotham City's wealthy elite are attending in number giving villains the opportunity to cherry pick potential hostages, ripe for ransom. The villain is onsite and eager to raise some funds of their own.



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
- ◆ enough guests have been kidnapped - only one Citizen miniature remains on the board

VICTORY CONDITIONS

- ◆ HERO: the villain has not succeeded in kidnapping the guests - there are at least 2 Citizen miniatures on the board
- ◆ VILLAIN: the villain has succeeded in kidnapping enough guests - there is only 1 Citizen miniature remaining on the board



**GUESTS:** during setup, the Citizens' tile is placed next to the villain's command post. The guests are represented by the Citizen miniatures and their tile, contained in the heroes core box. The guests are considered to be on the villain's side, under their control at gun point. Guests cannot be the target of an explosion or an attack. They ignore the effects of dangerous terrain. An area that contains a guest cannot be targeted with an explosion.

**KIDNAPPING THE GUESTS:** as soon as a guest enters an area marked "exit" on the setup diagram, they have been kidnapped. The villain removes that guest miniature from the board.

**MOVING THE GUESTS:** a villain's character in the same area as a guest can force them to move. To do so, they perform an automatic thought. In this case, the villain immediately performs a character activation with the guest, following the

Activate a Character Controlled by a Tile steps but with the following exceptions:  
 - the guest can only perform their first movement step.  
 - energy cubes cannot be spent to buy additional move points.

A CRAZY DAY

Evil now controls Arkham Asylum! The ones in charge are intent on releasing as many inmates as possible and spreading chaos throughout the streets of Gotham City. Your Mission: stop this vile exodus and keep our city safe!

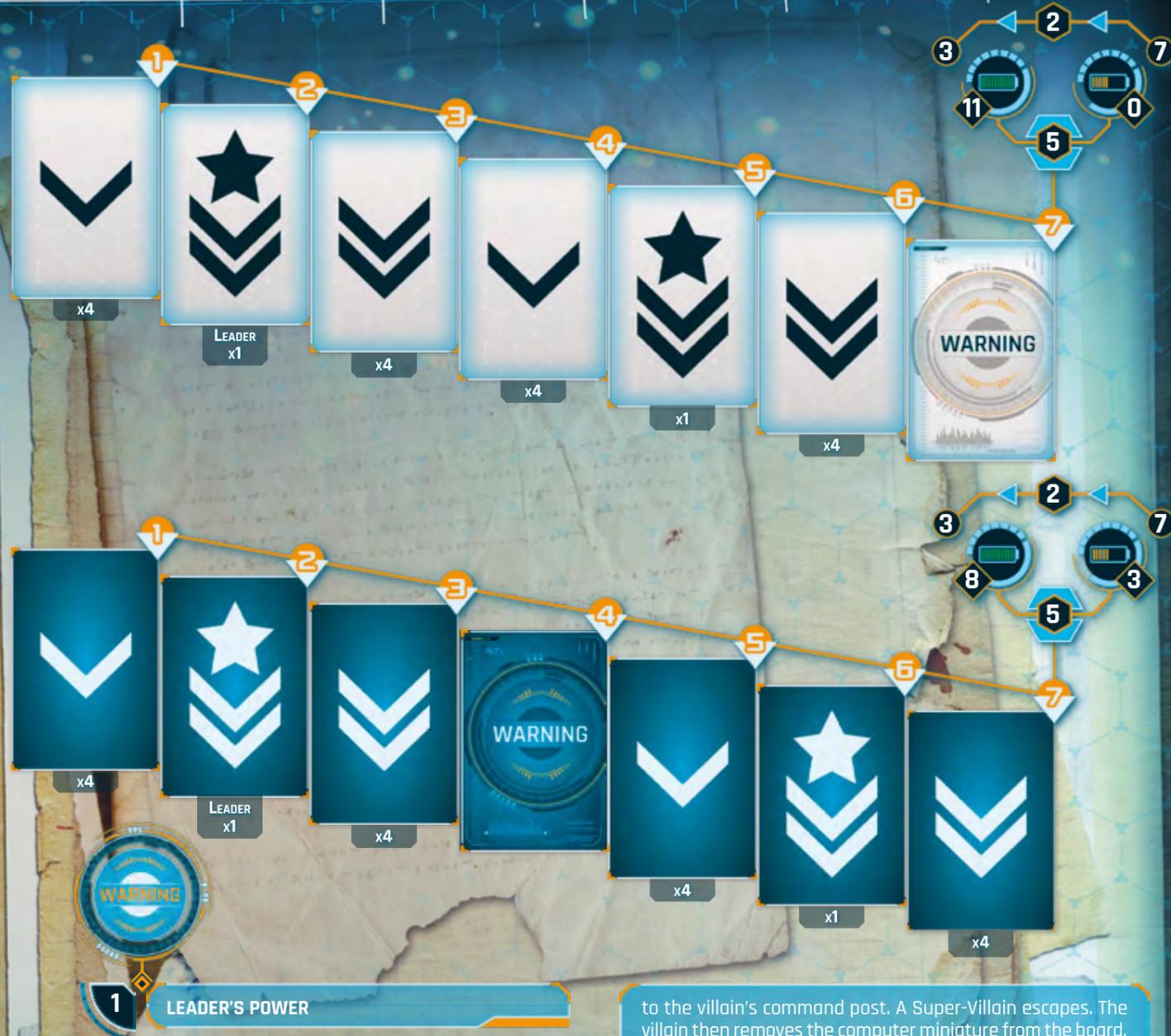


END-GAME CONDITIONS

- 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 succeeded in releasing enough Super-Villains - at least 7 Super-Villains have been released from their cells

VICTORY CONDITIONS

- HERO:** the hero has succeeded in preventing the villain releasing too many Super-Villains - 4 or more closed cell tokens remain on the board
- VILLAIN:** the hero has not succeeded in preventing the Super-Villains from escaping - at least 7 closed cell tokens are next to the villain's command post



**CLOSED CELL:** an area in which there is a closed cell token is inaccessible. As soon as a closed cell token is removed, the area becomes accessible.

**OPENING THE CELLS (MANUALLY):** a villain's character in an area marked «opening control» on the setup diagram can open the closed cells adjacent to that area. To do so, they perform a complex manipulation of difficulty 3. The lock picking skill is taken into account. If successful, the cells open. The adjacent closed cell token(s) are removed from the board and placed next to the villain's command post. For each closed cell token removed in this way, a Super-Villain escapes.

**OPENING THE CELLS (REMOTELY):** a villain's character in the same area as a computer can remotely open a cell. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, a cell is opened. A closed cell token is removed from the board and placed next

to the villain's command post. A Super-Villain escapes. The villain then removes the computer miniature from the board.

**BLOCKING REMOTE OPENING:** a hero's character in the same area as a computer can deactivate it. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, the computer is deactivated. The computer is removed from the board.

**EXPLOSIVES:** the attackers have brought an explosive charge with them. A henchman or an elite character can be activated once during the game as if they possessed the wall breaker skill level 2.

**INSANE REBELLION**

The inmates of Arkham Asylum have launched an unprecedented revolt. Violent and mentally ill criminals have overrun the guards and are spreading chaos throughout the facility. As the heroes arrive to help put a stop to the madness, the guards must reclaim control of the asylum and rein in these rioting inmates.

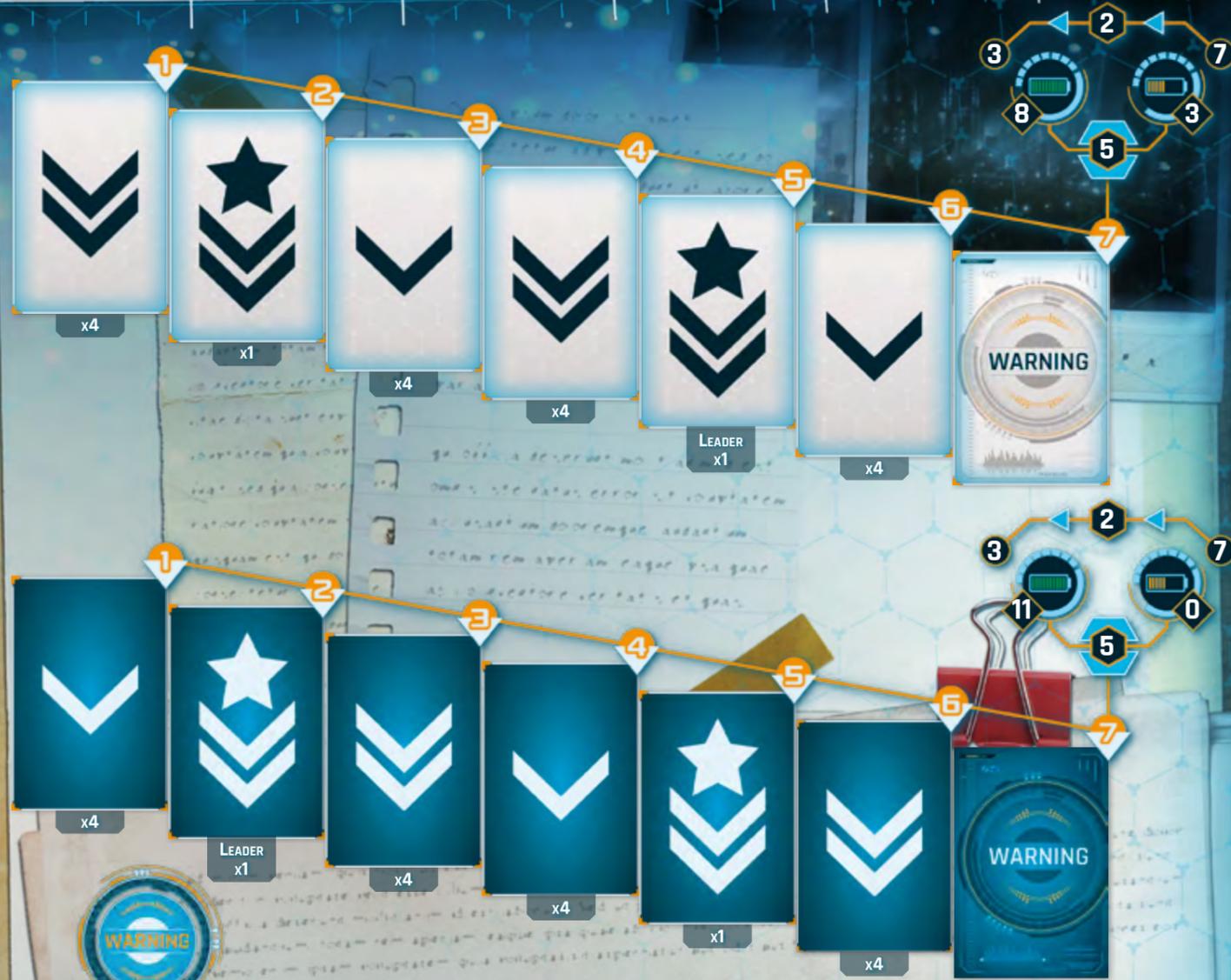


**END-GAME CONDITIONS**

- at the end of hero Turn 6, the game ends - the current step is Check End-game Conditions 1 of turn 6
- enough sectors have been regained - at least 5 Cell block tokens are «reclaimed» face up

**VICTORY CONDITIONS**

- HERO:** enough of the cell blocks have been regained - at least 5 Cell block tokens are «reclaimed» face up
- VILLAIN:** the asylum is still under the control of its patients- fewer than 5 Cell block tokens are «reclaimed» face up



**LEADER'S POWER**

**CUSTODIAL STAFF:** during setup, the hero places the Guards tile, contained in the heroes core box, next to their command post. The Guards are on the hero's side. At the beginning of every hero turn, the hero can perform the following actions in the following order:

- bring a Guard miniature into play in the area of a reclaimed Cell block token.
- activate a Guard miniature.

**REVOLTING PATIENTS:** during setup, the villain places the Crazy inmates tile, contained in the Arkham Asylum expansion, next to their command post. The Crazy inmates are on the villain's side. At the beginning of every villain turn, the villain can perform the following actions in the following order:

- bring a Crazy inmate miniature into play in the area of a rioting Cell block token.
- activate a Crazy inmate miniature.

**GUARDS AND PATIENTS:** players may not spend energy cubes for movement, defense or rerolls for Guards or Crazy inmates.

**SECTORS:** a sector is a set of areas highlighted on the setup diagram. At the beginning of the game, a rioting Cell block token is found in each sector.

**REGAINING CONTROL OF THE ASYLUM:** during the Trigger the End of the Hero's Turn Effects step, the hero checks whether there are more hero characters than villain characters in each sector whose Cell block token is rioting side up. If this is the case, they regain control of the sector and the hero flips the Cell block token over to reclaimed side up.

**GALVANIZED:** at the end of the hero's turn, if at least one sector has been reclaimed, all of the hero's characters present in each reclaimed sector gain a movement point which must be used immediately.



A WALK IN THE PARK

The villain has repurposed an old amusement park, turning it into a deathtrap. Any unfortunate visitors who enter these gates will only find games of pain and suffering. The hero must do everything in their power to destroy this abominable place and prevent it from opening to the public. Unfortunately, the villain's lookouts have spotted the hero and their forces approaching. All available henchmen have been sent to intercept those who would spoil their fun.

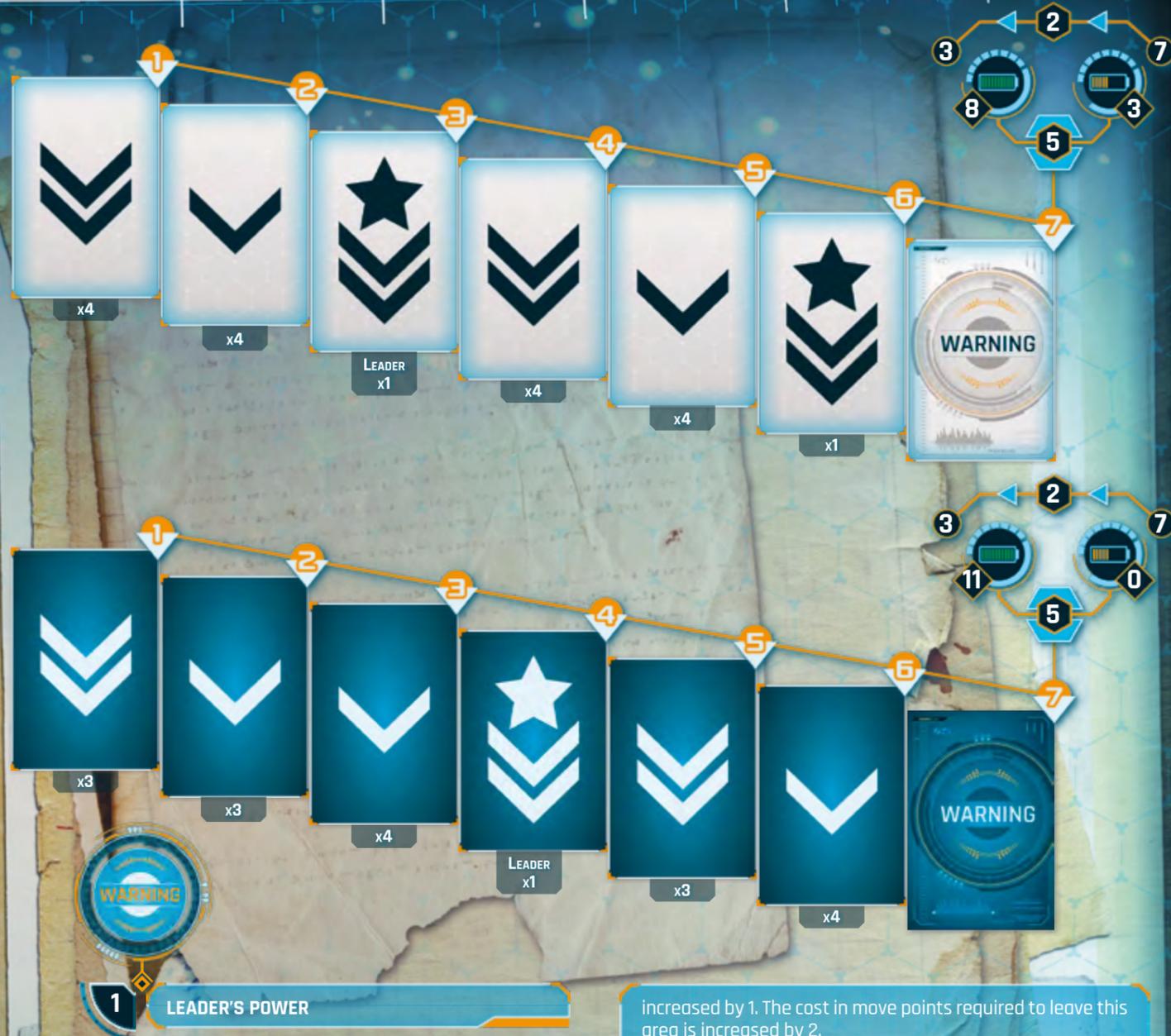


END-GAME CONDITIONS

- at the end of villain Turn 7, the game ends - the current step is Check End-game Conditions 2 of turn 7
- the villain has neutralized enough bombs - 4 bombs have been defused

VICTORY CONDITIONS

- HERO: the hero has managed to destroy the park - at least 2 bomb miniatures are on the board
- VILLAIN: the villain has prevented the destruction of their amusement park - fewer than 2 bomb miniatures are on the board



**DEFUSING A BOMB:** a villain's character in the same area as a bomb token or a bomb miniature can defuse the bomb. To do so, they perform a complex manipulation of difficulty 3. The munitions specialist skill is taken into account. If successful, the bomb is defused. The bomb token or miniature is removed from the board.

**PRIMING A BOMB:** a hero's character in the same area as a bomb token can prime the bomb. 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 hero replaces the bomb token with a bomb miniature.

**HALL OF MIRRORS:** a character in this area is considered isolated. They cannot be targeted by attacks or explosions. The skills of allies and enemies are ignored. The difficulty of complex manipulations that a character performs in this area is

increased by 1. The cost in move points required to leave this area is increased by 2.

**KNIFE THROWING ROOM:** the Knife throwing room is a scene of pure horror. A character who moves towards this area must treat it as containing an enemy character with the horror skill level 1.

**HIDE AND SEEK IN THE PARK**

Four prominent Gotham City politicians have been kidnapped. One has managed to keep their cell phone hidden, meaning they can be tracked and located. It seems the villain is keeping them in an old, seemingly abandoned amusement park, and the hero must assemble a team and storm the site. Finding the park will be easy, but finding the prisoners among the dilapidated decor and rusted rides will not, especially with the villain's forces skulking in the shadows.



**OBJECTIVE**



**OBJECTIVE**



**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 hero has freed enough of the politicians - 3 politicians have been set free

**VICTORY CONDITIONS**

- HERO:** the hero has succeeded in saving the politicians - 3 politicians have been set free
- VILLAIN:** the villain has prevented the politicians from being saved - fewer than 3 politicians have been set free



**1 LEADER'S POWER**

**OBJECTIVE:** at the beginning of the game, the villain randomly places all the objective tokens in the different areas as indicated on the setup diagram. For this mission, the objective token represents either a Politician or Wasted Time.

**SEARCH:** a hero's character in the same area as an objective token can search. To do so, they perform a complex manipulation of difficulty 2. If successful, the hero flips the token and applies the effect:

- If it is a Politician token, the hero has succeeded in finding them and in helping them escape. The token is placed next to their command post to indicate that a politician has been set free.
- If it is a Wasted Time token, the hero's efforts have been in vain and their search has turned up nothing. The token is placed on the tile of the character that has just performed the manipulation. This character's next activation will cost them one additional energy cube. The token is removed from the tile when it is activated.

**RELEASING A CAGED POLITICIAN:** a hero's character in the same area as the Citizen miniature can release them. To do so, they perform a complex manipulation of difficulty 3. The lock picking skill is taken into account. If successful, the politician is freed and is helped to escape. The hero places the miniature next to their command post to indicate that a politician has been set free.

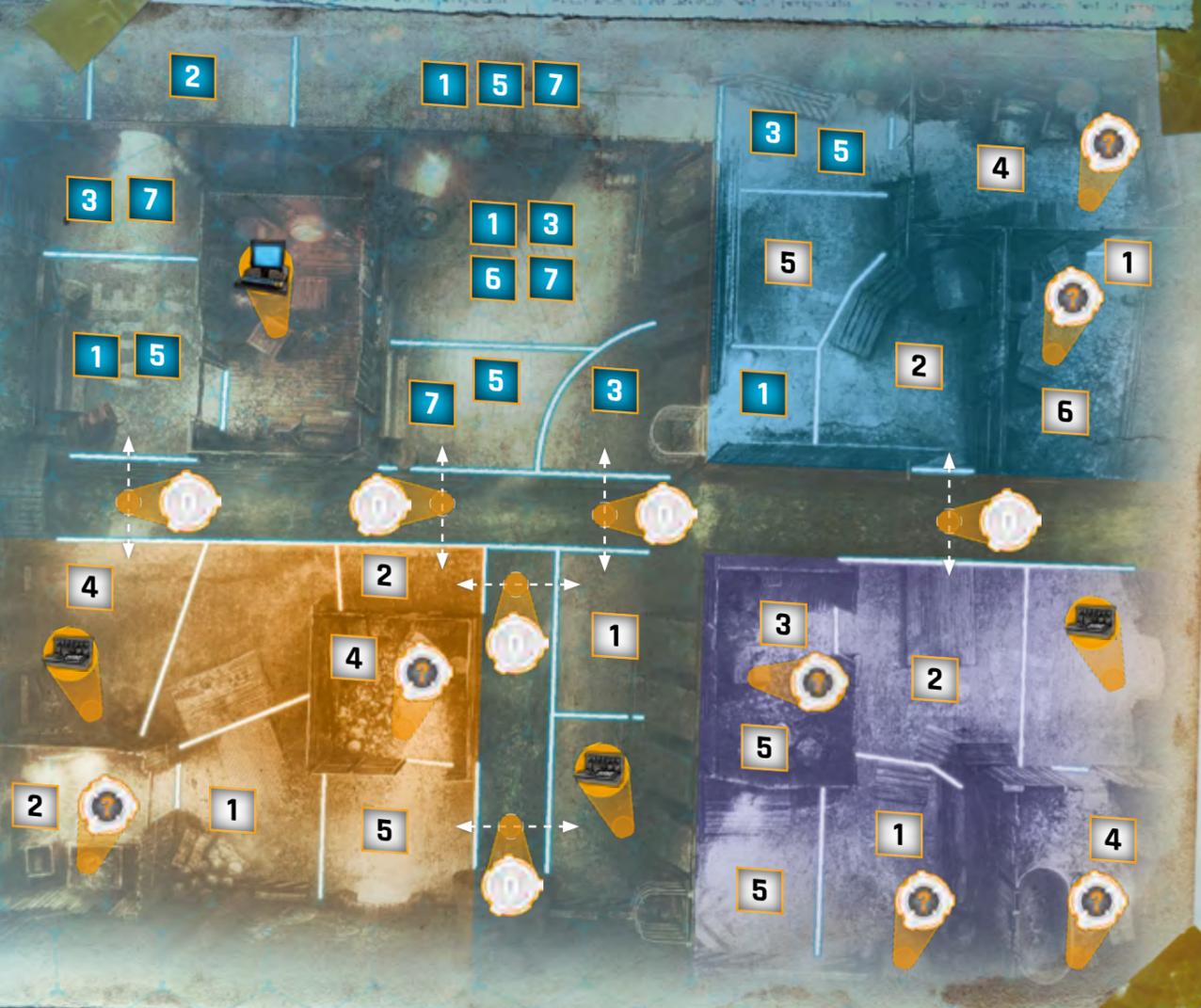
**HIDE AND SEEK:** a villain's character in the same area as an objective token can move it. To do so, they perform a complex manipulation of difficulty 2. If successful, the villain looks at the face down side of the token and may exchange it with another on the board, but they may not look at the bottom face of the one they switch with.





DIAMONDS IN THE ROUGH

After discovering a break-in at the central bank of Gotham City, GCPD officers are investigating what seems to be a hideout in the sewers beneath. Here, they hope to uncover clues that can lead them to the villain's new base of operations, which, in all likelihood, is where the stolen jewels have been stashed. The villain, of course, has no intention of allowing investigators to work in peace.



LEADER'S POWER

**SCATTERING CLUES:** during setup and after having looked at each Clue, the villain places the Clue tokens, face down, in the areas indicated on the setup diagram. The villain can only place one "useless" Clue token per set of areas highlighted on the diagram.

**DISCOVERING CLUES:** a hero's character in the same area as a Clue token can search to find a clue. To do so, they perform a complex thought of difficulty 3. The investigation skill is taken into account. If successful, the token is flipped. If it is "useless" it is discarded. If it is "useful," the hero places the token next to their command post to indicate they have found a clue.

**HACKING THE COMPUTER:** a hero's character in the same area as the computer can hack it to find a clue. To do so, they perform a complex thought of difficulty 4. The hacking skill is taken into account. If successful, the computer is hacked. The hero places the computer miniature next to their command post to indicate they have found a clue.

**FLOOD THE AREA:** a villain's character in the same area as a floodgate can open it to flood this section of the sewers. To do so, they perform a complex manipulation of difficulty 3. If successful, the floodgate opens and the villain removes it from the board.

**ALWAYS ON THE MOVE:** during the Trigger the End of the Hero's Turn Effects step, if the tile in position 1 of the hero's river is a character tile, the hero player must activate all the characters controlled by this tile. They only carry out their first movement step.

**WALKWAY:** at any time, a player can permanently remove an energy cube from their fatigue zone in order to flip a Walkway token constructed side up. Two areas linked by a Constructed Walkway token are considered as being adjacent for any movement actions. The areas linked by walkways are indicated with arrows on the setup diagram.

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
- if 3 floodgates are open at the end of hero Turn 7, the game ends - there are no floodgates left on the board and the current step is Check End-game Conditions 1 of turn 7
- the hero has discovered enough clues - the hero has 4 Clues

VICTORY CONDITIONS

- HERO: the hero has discovered enough clues - the hero has 4 Clues
- VILLAIN: the hero has not discovered enough clues - the hero has fewer than 4 Clues



There's a new drug on the streets of Gotham City, and it's taking a deadly toll. The hero has tracked the source to the squalid slums where pushers are all too happy to find new customers. By interrogating the addicts who haunt this dark side of town, the hero may just find the lab where the drug is manufactured. This won't be easy, however. The wretches of the slums have seen, time and again, what happens to those who talk and they would prefer to keep their mouths shut.



1 LEADER'S POWER

**LABORATORY:** during setup, the villain places the Laboratory tokens, face down, in the areas indicated on the setup diagram (after looking at them). The Entrance token determines the laboratory's entrance. Next, the villain installs the laboratory board next to the game board.

**INTIMIDATING THE INHABITANTS:** a villain's character in the same area as an Inhabitant token with its 'Neutral' side up can intimidate the inhabitant and keep them quiet. To do so, they perform a complex thought of difficulty 3. If successful, the token is turned over to show its 'Intimidated' side.

**QUESTIONING THE INHABITANTS:** a hero's character in the same area as an Inhabitant token can question them about the entrance of the laboratory. To do so, they perform a complex thought of difficulty 2 for a Neutral Inhabitant or difficulty 3 for an Intimidated Inhabitant. The investigation

skill is taken into account. If successful, the hero removes the token from the board and places it next to their command post to indicate they have obtained a lab location clue.

**LABORATORY'S ENTRANCE:** as soon as the hero has obtained 3 lab location clues, the villain reveals the three Laboratory tokens.

**ENTERING AND LEAVING THE LABORATORY:** if the three Laboratory tokens are revealed, a character can move from the area of the Entrance token to the laboratory, and vice versa, by performing a simple move.

**DESTROY THE LABORATORY:** a hero's character in the laboratory can place explosives to destroy it. To do so, they perform a complex manipulation of difficulty 3. The munition specialist skill is taken into account. If successful, the laboratory is destroyed.

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 laboratory is destroyed

VICTORY CONDITIONS

- HERO: the laboratory is destroyed
- VILLAIN: the laboratory is not destroyed

LABORATORY

ENTRANCE

LABORATORY

BAIT

INHABITANT

NEUTRAL

INTIMIDATED



**JAILHOUSE ROCK**

It looks like a villain will finally pay for their crimes. A mountain of evidence has been gathered and the case is strong. The main perpetrator has been detained, pending their imminent trial, but the villain continues to scheme even when the odds are so drastically stacked against them. They have sent a crew to destroy the evidence and release their most capable and valuable henchman. And to be thorough, they have also sent a second team to clean up the scene before the GCPD arrives.



**END-GAME CONDITIONS**

- at the end of villain Turn 7, the game ends - the current step is Check End-game Conditions 2 of turn 7
- the villain has released their sidekick and destroyed enough evidence - the lieutenant is released from the prison cell and fewer than 2 Evidence tokens remain on the board

**VICTORY CONDITIONS**

- HERO:** the evidence remains safe and hidden - the trial will go ahead - at least 2 Hidden Evidence tokens are on the board **AND/OR** the lieutenant is not released from the prison cell
- VILLAIN:** the villain destroyed the evidence and released their sidekick - the lieutenant is released from the prison cell and fewer than 2 Hidden Evidence tokens remain on the board



**LEADER'S POWER**

**SIDEKICK:** during Team Composition, the villain selects a lieutenant level character tile from the villain side to be their lieutenant. They place the miniature in the area marked prison cell and place its tile as well as its life points marker next to their command post. At the beginning of the game and as long as the lieutenant is not released, the area of the prison cell is inaccessible. No line of sight can be drawn towards this area and the miniature in it cannot be targeted by attacks or explosions.

**PICKING THE PRISON CELL DOOR TO RELEASE THE SIDEKICK:** a villain's character in the area adjacent to the prison cell may perform a complex manipulation of difficulty 3 to force the lock. The lockpicking skill is taken into account. If successful, the lieutenant is released from the prison cell. The villain immediately puts the lieutenant's tile in position 1 of their river and the lieutenant's life points marker on their command post.

**HACKING THE SYSTEM TO FREE THE SIDEKICK:** a villain's character in the area marked "computer server" can perform a complex thought of difficulty 3 to remotely open the prison cell door. The hacking skill is taken into account. If successful, the lieutenant is released from the prison cell. The villain immediately puts the lieutenant's tile in position 1 of their river and the lieutenant's life points marker on their command post.

**DESTROY THE EVIDENCE:** a villain's character in the same area as an Evidence token can destroy it. To do so, they perform a complex manipulation or a complex thought of difficulty 3. If successful, the evidence is destroyed and the token is removed from the board.

**HIDE THE EVIDENCE:** a hero's character in the same area as a Visible Evidence token may hide it. To do so, they perform a complex manipulation or a complex thought of difficulty 3. If successful, the evidence is hidden. The hero turns the Evidence token over to show its 'Hidden' side.



SILENCE OF THE RATS

The old adage is true: there's no honor among thieves. All it takes to topple a criminal empire is for a few thugs to turn into rats, and that's exactly what's about to happen. A handful of former henchmen sit in the police station, waiting to testify in exchange for freedom. The villain can't let this happen. The police have gathered and recorded evidence, but just like digital data, minds can be erased. As their former partners in crime break their way into the station, these loose-tongued witnesses come to realize that minds may be manipulated, truth is subject to change, and safety is but an illusion.



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
- if the jammers are deactivated at the end of villain Turn 6, the game ends - there are fewer than 2 jammers left on the board and the current step is Check End-game Conditions 1 of turn 6
- Too much data has been modified for the trial to take place - there are fewer than 2 witnesses **AND/OR** databases left on the board

VICTORY CONDITIONS

- HERO:** enough data remains untampered with to conduct the trial successfully - there are at least 2 witnesses **AND/OR** databases left on the board
- VILLAIN:** too much data has been modified for the trial to take place - there are fewer than 2 witnesses **AND/OR** databases left on the board



LEADER'S POWER

**WITNESSES:** Citizens miniatures represent the witnesses. They are considered as being on the heroes' side. They cannot be targeted by explosions or attacks. An explosion cannot be triggered in their area. They ignore the effects of dangerous terrain.

**INJECTION:** a villain's character in the same area as a witness can inject them with a decoction to modify their memory. To do so, they perform a complex manipulation of difficulty 3. If successful, the witness has been injected and loses their memory. The witness is immediately removed from the board.

**MODIFYING COMPUTER DATA:** a villain's character in the same area as a database can modify it. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, the database is modified. The database is immediately removed from the board.

**SCRAMBLED COMMUNICATIONS:** Jammers have been placed in the police station and it is impossible to call for help. A hero's character in the same area as a Jammer token can destroy it. To do so, they perform a complex thought of difficulty 3. The hacking skill is taken into account. If successful, the jammer is destroyed and the token is removed from the board. When 4 jammers have been destroyed, heroes can call allies for backup. In this case the game ends sooner.



**A NIGHT AT THE MANOR**

In a matter of hours, the Wayne Museum will open its doors to the public. This is the perfect opportunity for Gotham City's most prominent billionaire to auction off some choice relics and raise money for the poor. But among these ancient treasures are artifacts of strange and unpredictable power. The villain—ever the opportunist—has caught wind of this event and intends to lay claim to choice items without donating a dime. They have already laid their plans and will soon make their move to steal as many artifacts as possible so they may exploit them to nefarious ends.



**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 the artifacts from Wayne Manor - the villain has 4 artifacts

**VICTORY CONDITIONS**

- HERO:** the hero has stopped the villain from plundering Wayne Manor - the villain has fewer than 4 artifacts
- VILLAIN:** the villain has stolen the artifacts from Wayne Manor - the villain has 4 artifacts



The double tile must be selected BEFORE selecting the Leader tile.



**LEADER'S POWER**

**SWARMS OF BATS:** during setup, the hero places the Bats tile next to their command post and the 4 miniatures in their character pool. The Bats are ally characters for the hero's side. When a Bats miniature is neutralized, it is removed from the game. No player may spend energy cubes during the Bats' defense steps. The Bats cannot be activated. A hero's character in the same area as an Artifact token without a Bats miniature can interfere with the surroundings by making use of the bats. To do so, they perform a complex thought of difficulty 3. If successful, they take a Bats miniature from the character pool and place it in this zone. Only one Bats miniature can be placed per turn.

**THE WAYNE FAMILY ARTIFACTS:** during setup, the villain shuffles the 5 Artifact tokens and places them face down (without looking at them) on the locations indicated on the setup diagram.

**STEALING AN ARTIFACT:** a villain's character that does not have an Artifact token on at least one of their tiles, in the same area as an Artifact token can steal it. To do so, they

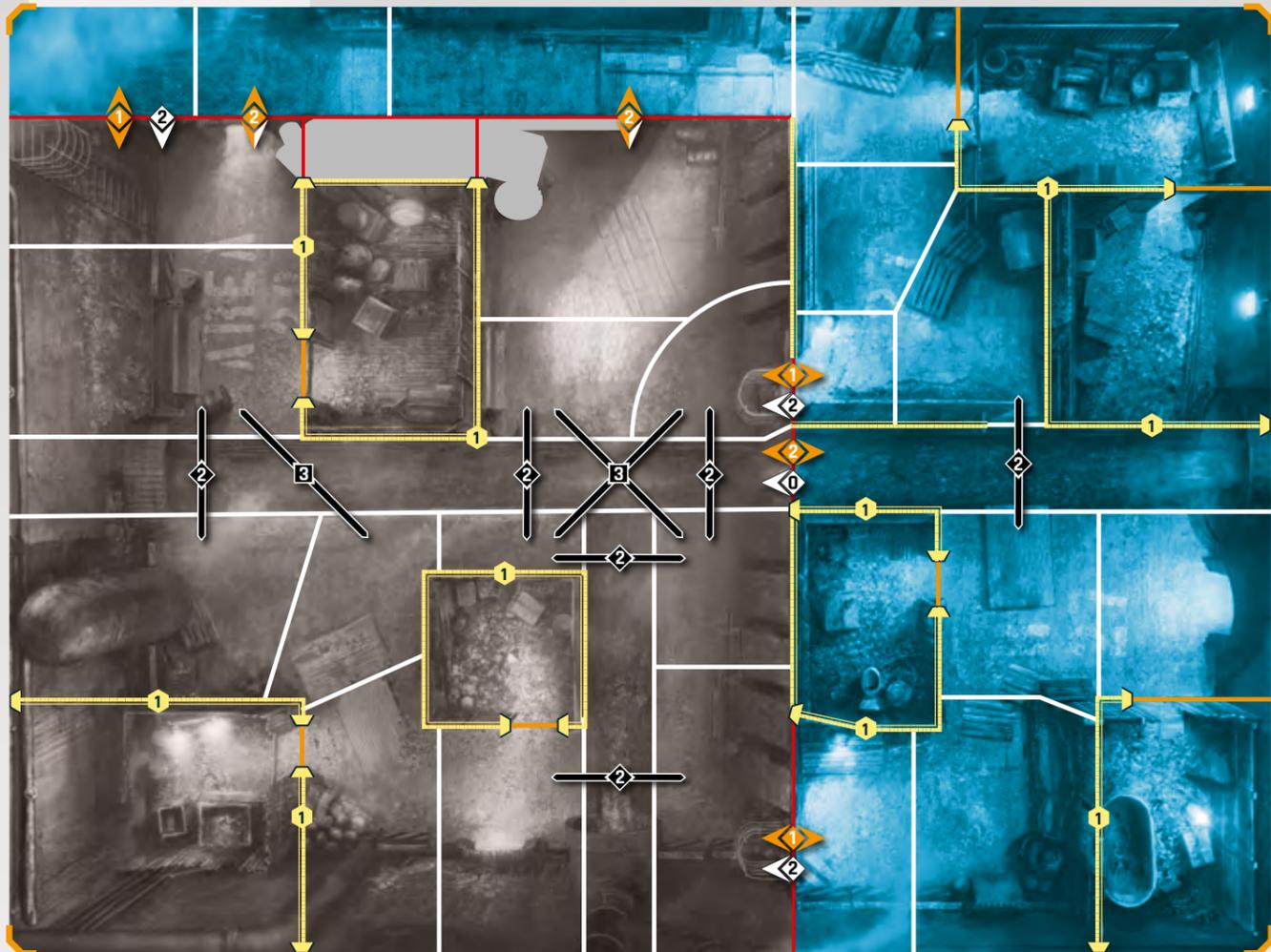
perform a complex manipulation or a complex thought of difficulty 3. If successful, they have stolen an artifact and the token is placed face up on one of their tiles that does not already have one.

**ARTIFACT:** a tile on which an Artifact token is placed cannot be demobilized. When a tile with an Artifact token on it is neutralized, the token stays on the tile. If the tile is dredged, its token is still counted in the victory conditions of this mission. Each Artifact token has a different effect on the tile it is placed upon.

- Garuda's Talons. The characters of the affected tile have their Move Point Bonus for the First Movement reduced by 1.
- Belphegor's Scepter. The activation cost of the affected tile is increased by 1.
- Scales of Eons. No effect.
- Thousand night's Thurible. The activation cost of the affected tile is decreased by 1, to a minimum of 1.
- Mask of Serenity. Energy cubes spent for rerolls of characters of this tile are directly placed in the fatigue zone. Thus, they do not saturate the reroll space.

- 1 > SEWERS
- 2 > GCPD

## 1 > SEWERS



### ELEVATION LEVELS

- Elevation level 0
- Elevation level 2

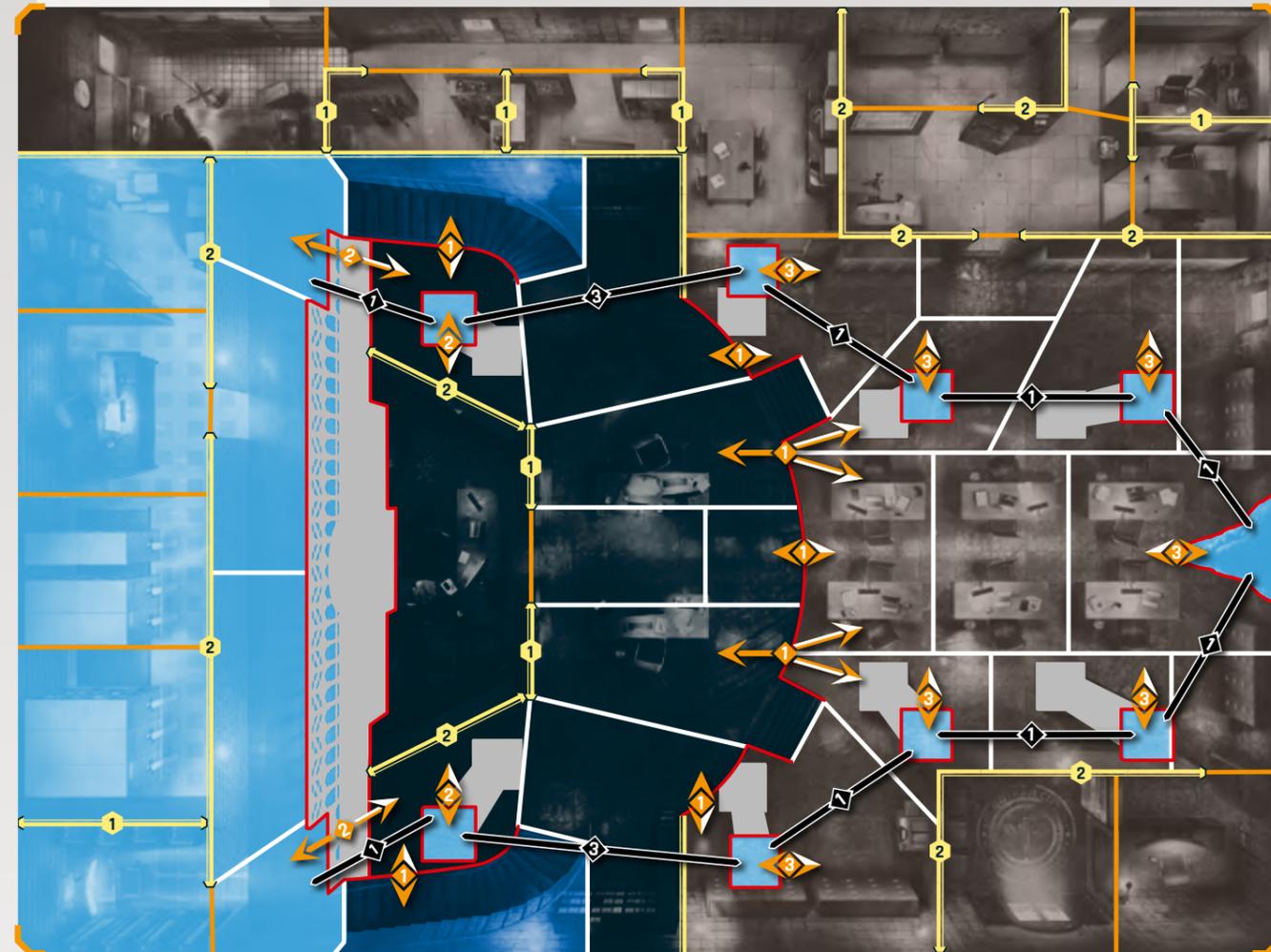
### AREA BOUNDARIES

- Orange area boundaries
- White area boundaries
- Special area boundaries
- Wall
- Level X wall

### SPECIAL MOVES

- A level X jump can be performed between those two areas following the arrows' direction.
- A level X climb can be performed between those two areas following the arrows' direction.
- A level X fall can be performed between those two areas following the arrow's direction.
- A level X climbs and falls can be performed between those two areas. The climb can be performed in either direction, up or down. The fall can be performed following the white arrow's direction.

## 2 > GCPD



### ELEVATION LEVELS

- Elevation level 0
- Elevation level 1
- Elevation level 2
- Elevation level 3

### AREA BOUNDARIES

- Orange area boundaries
- White area boundaries
- Special area boundaries
- Wall
- Level X wall

### SPECIAL MOVES

- A level X jump can be performed between those two areas following the arrows' direction.
- A level X climbs and falls can be performed between those two areas. The climb can be performed in either direction, up or down. The fall can be performed following the white arrow's direction.

## CREDITS

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