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Game:	**BATMAN: GOTHAM CITY CHRONICLES**
Publisher:	**Monolith Games (2019)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

BATMAN
GOTHAM CITY CHRONICLES

SETUP

Set up the board, tokens, scenery and miniatures as indicated by the scenario. The villain takes their tiles and sets them up in their command post. The hero players take hero boards and choose any required equipment and/or bat-gadget cards. All players set up their energy cubes allotment.

The distance between 2 areas is measured by counting the minimum number of moves that separates them (not the move cost). There can never be a negative value in the game. Any result that would be negative is considered equal to 0.

GAME ROUND SEQUENCE

A. Upkeep

ADVANCE THE TURN MARKER The side with initiative moves the turn marker forward 1 space on the turn track.

TRIGGER UPKEEP PHASE EFFECTS Resolve any effects specified in the mission that trigger at this time. If several happen simultaneously, the side with initiative chooses the order.

B. Turn of the side with initiative

The mission indicates which side first has initiative (blue for heroes, grey for the villain).

C. Check end game conditions 1

The mission describes the end game conditions. If at least 1 of these is fulfilled, the game immediately ends and the winner is determined. If not, the turn continues.

D. Turn of the side without initiative

E. Check end game conditions 2

The mission describes the end game conditions. If at least 1 of these is fulfilled, the game immediately ends and the winner is determined. If not, the turn continues with a new turn.

HERO TURN

1. UPKEEP HERO START OF TURN
Move all energy cubes spent by heroes during the villain's turn to those heroes' fatigue zones.

2. TRIGGER START OF HERO TURN EFFECTS
Resolve any effects that trigger at the start of the hero turn. If several happen simultaneously, the heroes choose the order.

3. DECLARE HERO STANCE
Each hero must choose their stance: **active** or **resting**. A neutralized hero *must* choose the resting stance.

Active stance: Place your stance marker *active hero* side faceup, then move the number of energy cubes indicated from your fatigue zone to your reserve zone. If there are not enough cubes in the fatigue zone, move the rest from wound zone to fatigue zone.

Resting stance: Place your stance marker *resting hero* side faceup, then move the number of energy cubes indicated on the marker as above. **A resting hero can only perform free actions, rerolls and defenses.**

4. CHOOSE ACTING HERO
The hero players decide who will be the first **acting hero** from among those who wish to perform actions. This hero carries out the Hero Actions step. If no heroes are active, or none wish to perform an action, skip to the Trigger End of Hero Turn Effects step.

5. HERO ACTIONS
The acting hero declares which of the 5 actions they wish to perform and then carries out that action.

Then, if at least 1 active hero still wishes to perform action(s), the heroes return to the previous step. If none of the active heroes want to perform an action, continue to the next step.

6. TRIGGER END OF HERO TURN EFFECTS
Resolve any effects that trigger at the end of the hero turn. If several happen simultaneously, the heroes choose the order.

7. UPKEEP HERO END OF TURN
Move all energy cubes spent by the heroes during their turn to those heroes' fatigue zones.

HERO ACTIONS

Melee attack

1. Declare a melee attack: The hero declaring the melee attack is the **attacker**.

2. Declare the target (defender): If unable to declare a target, the attack ends immediately. The defender must be in the same area as the attacker, or in an adjacent area the attacker would over-occupy and to which they have LOS.

3. Spend energy cubes: Move the number of energy cubes you wish to spend (min 1) from your reserve zone to your melee attack action space. You cannot spend energy cubes to the melee attack action space if you would exceed its exertion limit (if the limit has been reached, the action ends).

4. Create the dice pool: Take as many dice (your melee attack characteristic specifies the color) as the amount of cubes spent.

5. Add weapon bonuses if using a melee attack weapon card.

6. Roll your dice pool.

7. Rerolls: You may attempt to improve the result by rerolling.

8. Total successes: Melee attacks are not affected by hindering.

9. Defending and wounds: The defender must defend themselves, and then apply any wounds.

Ranged attack

1. Declare a ranged attack: The hero declaring the ranged attack is the **attacker**. You can only perform a ranged attack if you are carrying a ranged weapon you can use.

2. Declare the target (defender): You must have LOS to the defender. There is LOS between 2 areas if an imaginary straight line can be drawn between their LOS markers without crossing walls, promontories or an area with an elevation higher than the 2 areas. Between 2 areas of different elevation levels, the LOS must also not cross an area with an elevation level equal to the higher level of the 2 areas. Note that LOS can begin or end on a promontory without being blocked.

There is also LOS if the areas are adjacent and separated by an orange area boundary, or if they have at least 1 letter in common around their LOS markers.

A miniature always has LOS to its own area, and LOS is not blocked by miniatures.

3. Spend energy cubes: Move the number of energy cubes you wish to spend (min 1) from your reserve zone to your ranged attack action space. You cannot spend energy cubes to the ranged attack action space if you would exceed its exertion limit (if the limit has been reached, the action ends).

4. Create the dice pool: Take as many dice (your ranged attack characteristic specifies the color) as the amount of cubes spent.

5. Add weapon bonuses from the ranged attack weapon card you used. If you target a defender in an area at a lower elevation, add an extra yellow die **elevation bonus** to your dice pool.

6. Roll your dice pool.

7. Rerolls: You may attempt to improve the result by rerolling.

8. Total successes: Ranged attacks are affected by hindering, so subtract the hindering index from the number of successes.

9. Defending and wounds: The defender must defend themselves, and then apply any wounds.

Manipulation

COMPLEX MANIPULATION

1. Declare a complex manipulation: You may only throw a piece of equipment, or perform complex manipulations specified by the mission or in your skills description.

2. Spend energy cubes: Move the number of energy cubes you wish to spend (min 1) from your reserve zone to your manipulation action space. You cannot spend energy cubes to the manipulation action space if you would exceed its exertion limit (if the limit has been reached, the action ends).

3. Create the dice pool: Take as many dice (your manipulation characteristic specifies the color) as the amount of cubes spent.

4. Add tool card bonuses: You constantly benefit from these bonuses.

5. Roll your dice pool.

6. Rerolls: You may attempt to improve the result by rerolling.

7. Total successes: Complex manipulations are affected by hindering, so the hindering index must be subtracted from the number of successes. Compare the result to the action's difficulty level. If the result is equal to or higher, you succeed and continue to the next step. If the result is lower, you fail.

8. Apply the complex manipulation.

AUTOMATIC MANIPULATION

1. Declare an automatic manipulation: You may only give a piece of equipment, take a piece of equipment, pick up a piece of equipment, or perform automatic manipulations specified by the mission or in your skills description.

2. Spend 1 energy cube: Move 1 energy cube from your reserve zone to your manipulation action space. If the exertion limit has already been reached, the action ends.

3. Apply the automatic manipulation: An automatic manipulation is always a success, and is not affected by hindering.

Thought

Complex thought works in the same way as complex manipulation. **Automatic thought** works in the same way as automatic manipulation.

Movement

1. Declare a movement.

2. Create the move point (MP) pool: The MP pool equals 0 plus bonuses from skills, traits and special rules.

3. Add MP bonus for the first movement: If this movement action is the first of your turn for this miniature, add your MP bonus to the MP pool.

4. Choose move type: The area where your miniature is located is the start area. Choose the destination area. You cannot enter an area if you would over-occupy it. A **simple move** crosses a white or orange area boundary from one area to an adjacent area. A **special move** is indicated in the board rules by a fall, jump, or climb icon, and is always associated with a level.

Calculate the move cost:

Simple move: 1 MP + hindering index of start area + total level of difficult terrain in the start area.

Special move:
Fall: 1 MP + hindering index of start area + total level of difficult terrain in start area.

Jump: 1 MP + jump level + hindering index of start area + total level of difficult terrain in start area.

Climb: 1 MP + climb level + hindering index of start area + total level of difficult terrain in start area.

5. Spend energy cubes: If the move cost is higher than the MP pool, you must spend energy cubes to the movement space to buy the missing MPs. Each spent cube gives you as many MPs as your movement characteristic: add these to your MP pool. If the exertion limit of the movement space has been reached or if you cannot buy the missing MPs, skip to the End Move step. You cannot spend energy cubes on the movement space if you would exceed its exertion limit.

If the move cost is equal or lower than the MP pool, proceed to the next step.

6. Spend MPs: Subtract the cost of the move from the MP pool.

7. Move the miniature to the destination area.

8. Apply the effects of the destination area: If the miniature performs a fall, roll the same number of yellow dice as the level of the fall and then suffer wounds equal to the number of successes.

9. End move: If you wish to perform another move during this movement action, return to the Choose Move Type step. If not, or you cannot move again, continue to the End Movement step.

10. End movement: Reduce the MP pool to 0; you lose all unused MPs and your movement ends.

VILLAIN TURN

1. UPKEEP VILLAIN
Move all energy cubes not in your fatigue or reserve zones to your fatigue zone. Move a number of energy cubes from your fatigue zone to your reserve zone equal to the mission's **recovery value**.

2. TRIGGER START OF VILLAIN TURN EFFECTS
Resolve any effects that trigger at the start of the villain turn. If several happen simultaneously, choose the order.

3. ACTIVATE THE FIRST TILE
You may activate 0-2 tiles per turn. If you activate at least 1 tile, continue; otherwise skip to the Trigger End of Villain Turn Effects step.

Choose a tile to activate in the river and spend its **activation cost** (the number above the tile on the track) by moving that number of energy cubes from your reserve zone to your fatigue zone. Move the activated tile to the end of the river to the right, and slide the remaining tiles to the left.

If you have chosen a **character tile**, activate any number of the tile's characters (or none, if you wish). Each of the characters controlled by the tile can be activated once, and you must finish the activation of a character before you move on to the next active character.

Each character has the option to **move**, then the option to **carry out an action** (melee attack, ranged attack, manipulation, or thought), then another option to **move**.

A character only gets the MP bonus the *first* time they move, and once they stop, they lose any remaining MP bonus. You must spend energy cubes to move further (up to the exertion limit).

A character may repeat their action as long as they have not exceeded their multiplier value.

If you chose the **event tile**, you gain a number of reinforcement points and must carry out the mission-specific events.

4. ACTIVATE THE SECOND TILE
If you wish to activate a second tile, repeat the steps specified above. If not, skip to the Trigger End of Villain Turn Effects step.

5. TRIGGER END OF VILLAIN TURN EFFECTS
Resolve any effects that trigger at the end of the villain turn. If several happen simultaneously, the villain chooses the order.

DEFENSE

1. Declare a defense.

2. Spend energy cubes: Move a number of energy cubes from your reserve zone to your defense space (min 0): this is your defense intensity. You cannot spend energy cubes to the defense space if you would exceed its exertion limit (if the limit has been reached, move directly to the Add the Automatic Defense Dice step).

3. Create the dice pool: Take as many dice (your defense characteristic specifies the color) as the amount of cubes spent.

4. Add the automatic defense dice.

5. Roll the dice pool.

6. Rerolls: You may attempt to improve the result by rerolling.

7. Total successes: Add any automatic defense successes. Defense is not affected by hindering.

8. Determine the number of wounds: Subtract the number of defense successes from the number of attacker successes. The result is the number of wounds suffered by the defender.

REROLLS

1. Declare a reroll.

2. Free rerolls: You may reroll 1 die of the specified color for every reroll icon (of the same color) you have. A die can be rerolled for free only once. You can use the free rerolls available to you; then roll the dice of the free reroll.

3. Declare any paid rerolls: You may pay to carry out additional rerolls. Choose 1 or more of the dice from the rolled dice pool (these can come from the free rerolls carried out in the previous step). If you do not want to reroll, end the rerolls.

4. Spend energy cubes: Move as many energy cubes as the number of dice you wish to reroll to the reroll space. You cannot spend energy cubes on the reroll space if you would exceed its exertion limit (if the limit has been reached, the reroll ends).

5. Roll the chosen dice: Decide if you will continue to carry out rerolls. If yes, return to the Declare Any Paid Rerolls step. If no, end the rerolls.

HINDERING

If a miniature performs a move, calculate the **hindering index** based on the size indexes of the other miniatures present in the area the miniature is leaving:

Hindering index (min 0) = Total size index of enemy miniatures – Total size index of allied miniatures.

If a miniature performs a ranged attack, a complex manipulation, or a complex thought, calculate the **hindering index** based on the menace indexes of the other miniatures present in the action area:

Hindering index (min 0) = Total menace index of enemy miniatures – Total menace index of allied miniatures.

In both cases, **do not include the miniature performing the action in the calculation**.

THE RIVER

REINFORCEMENT

As soon as the villain gains **reinforcement points**, they must be spent.

A miniature with a reinforcement cost on its tile can be returned to the game as a **reinforcement** if the villain spends the indicated reinforcement points.

Take the miniature from the character pool and place it in any of the reinforcement areas indicated in the mission by this token.

A reinforced character must not over-occupy the area they are placed in. If a character must come into play in an area that it would over-occupy, it is placed in an adjacent area that it does not over-occupy. If the adjacent areas are all over-occupied, the character does not come into play.

Unspent reinforcement points are lost.

When a miniature of a neutralized (facedown) tile is brought back into play, flip the tile faceup.

The **character pool** represents the miniatures the villain can use as reinforcements. Unless otherwise indicated, the pool of characters of a tile is 0. However, a mission may specify that miniatures should be placed in this pool during setup.

DREDGING THE RIVER

Dredging the river is not an action and does not count as activating a tile. At any moment during their turn, the villain can dredge the river by removing 1 or more neutralized tiles and placing them back in the box at a cost of **2 energy cubes per tile**.

These cubes are removed from the game and must be taken from the villain's fatigue zone. If there are not enough cubes in that zone, the villain can remove cubes from their spaces, then from their reserve zone. There is no limit to the number of neutralized tiles that can be removed from the river as long as the villain has enough energy cubes to do so. The miniatures of a tile thus removed cannot be brought back into play, even during reinforcement.

DEMOBILIZATION

Demobilization is not an action and does not count as activating a tile. **Once per game, during their turn, the villain can demobilize an elite or henchman character tile.** Dredge the river of this tile as though it was neutralized and remove all the miniatures under its control from the board.

EQUIPMENT

ENCUMBRANCE

Your **encumbrance total** is the total of the encumbrance values of the equipment you are carrying, and determines your MP bonus. It cannot exceed your maximum encumbrance value.

You can benefit from a skill only while your encumbrance total is lower than the encumbrance limit of the skill.

PICKING UP EQUIPMENT

Picking up equipment is an **automatic manipulation**. You can only pick up equipment if it is in your area and your maximum encumbrance value is not exceeded when it is picked up.

During the Apply the Automatic Manipulation step, place the picked-up equipment next to your hero board.

GIVING EQUIPMENT

Giving equipment is an **automatic manipulation**. Only the hero who gives the equipment spends an energy cube.

To give equipment, the receiving hero must accept the equipment, both heroes must be in the same area, and the equipment must not cause the maximum encumbrance value of the hero receiving it to be exceeded.

During the Apply the Automatic Manipulation step, the hero receiving the equipment places it next to their hero board.

TAKING EQUIPMENT

Taking equipment is an **automatic manipulation**. Only the hero receiving the equipment spends an energy cube.

To take equipment, the hero carrying the equipment must agree to give it, both heroes must be in the same area, and the equipment must not cause the maximum encumbrance value of the hero taking it to be exceeded.

During the Apply the Automatic Manipulation step, the hero who takes the equipment card places it next to their hero board.

THROWING EQUIPMENT

Throwing equipment is a **complex manipulation**. To perform this action, you must have LOS to the target area.

During the Declare a Complex Manipulation step, calculate the difficulty level of the throw: this is equal to the distance from your area to the target area.

During the Calculate the Number of Successes step, subtract the encumbrance value of the thrown equipment as well as any possible hindering index from the number of successes obtained.

During the Apply the Complex Manipulation step, compare the number of successes to the difficulty level of the throw: if the number of successes is equal to or higher than the difficulty level, place the equipment in the target area. If the number of successes is lower, place the equipment at a distance equal to the obtained number of successes, along the LOS towards the target area.

DROPPING EQUIPMENT

Dropping equipment is not an action and does not require any energy cubes to be spent. You can drop equipment at any time. Place the card in your area.

BAT-GADGET CARDS

During mission setup, heroes with a **utility belt** can choose their bat-gadgets from all the bat-gadgets available in the game. The total of your bat-gadget sizes cannot exceed your utility belt's size.

A bat-gadget is not included in your encumbrance total value. You cannot pick up, give, take, throw or drop a bat-gadget.

WOUNDS

When a hero is wounded, move the same number of energy cubes as wounds suffered into their wound zone. These are first taken from their fatigue zone, then from their spaces, and finally from their reserve zone. A hero is **neutralized** when all their energy cubes are in their wound zone.

When a character with several life points is wounded, the cube used as the life point marker is moved down the same number of spaces in the command post as wounds suffered. If the cube reaches 0, the character is neutralized. When a character with only 1 life point is wounded, they are neutralized.

Neutralized heroes can no longer perform actions. They must choose a resting stance and their skills are no longer taken into account for this turn.

Neutralized characters are removed from the board and placed in the character pool. When all the characters of a tile have been removed from the board, the tile is neutralized. Remove it, slide the remaining tiles to the left, then replace it neutralized side faceup at the end of the river on the right.

OTHER EFFECTS

DISSIPATION

The triangular dissipation tokens have temporary effects then dissipate. During the Trigger Start of Turn Effects step of the side of the player who placed the token, if the token is **active** side faceup, it is turned facedown with the **dissipating** side visible; and if the token is **dissipating** side faceup, it is removed.

EXPLOSION

An explosion is an effect always associated with a level and a target area determined by a skill or a special rule.

If the targeted area is not dangerous terrain, it becomes dangerous terrain whose level is equal to that of the explosion.

If the targeted area is dangerous terrain, its level is increased by the level of the explosion.

After having applied the wounds linked to the temporary increase of the total level of the dangerous terrain, the total level of dangerous terrain reverts to its initial value.

GAME BOARDS

AREAS

Areas on the board are defined by these boundaries:

White boundaries allow LOS and simple moves.

Orange boundaries allow LOS and simple moves. The two areas separated share LOS.

Special areas are indicated in the board rules, but are not marked. They allow LOS but prevent simple moves.

Walls are indicated in the board rules, but are not marked. They block LOS and prevent simple moves.

Two areas are adjacent if they are separated by a white or orange area boundary.

An area's level of elevation is indicated in the board rules.

Some areas have LOS markers to facilitate checking LOS.

A **promontory** is a high area defined in the board rules that is accessible only be a special move and blocks LOS between 2 areas, regardless of their elevation level. However, LOS can begin or end on a promontory without being blocked.

TERRAIN

Difficult terrain is always associated with a level. Calculate the total level of difficult terrain by adding together the different levels of difficult terrain in the area. Some skills or special rules add levels of difficulty to terrain by using tokens.

A miniature leaving a difficult terrain area must add the total level to the move cost.

Dangerous terrain can wound miniatures that enter it. Calculate the total level of dangerous terrain by adding together the different levels of dangerous terrain in the area. Some skills or special rules add levels of danger to terrain by using tokens.

A miniature entering dangerous terrain area must roll a number of yellow dice equal to the total level and suffer a number of wounds equal to the total number of successes.

If terrain *becomes* dangerous, a miniature present in the area must immediately roll dice as above.

If the total level of the dangerous terrain *increases*, a miniature present in the area must immediately roll the same number of yellow dice as the increase in level and suffer a number of wounds equal to the successes.

OVER-OCCUPATION

The total of the size indexes of the miniatures present in an area can never exceed the area's occupation limit.

Check to see if an area is over-occupied by totalling the size indexes of all the miniatures in the area and adding the size index of the miniature wishing to move into the area.

If this total is greater than the area's occupation limit, the miniature **over-occupies** it. If a miniature must come into play in an area that it over-occupies, place it in an adjacent area that it does not over-occupy. If the adjacent areas are all over-occupied, the miniature does not come into play.

BATMAN
GOTHAM CITY CHRONICLES

SKILLS

AMBIDEXTERITY
Use two weapons of the same type simultaneously during your attacks (and add both their bonuses). Their encumbrance or size must be lower or equal to [X].

ATTRACTION
At the cost of an automatic manipulation, you may attract a miniature you share LOS with and draw it into your area. The target must be at a lower or equal distance than [X] and their size index must be lower or equal to yours. The target must not over-occupy your area.

BLAST
At the cost of an automatic manipulation, you may trigger a level [X] explosion in your area and in an adjacent area in LOS. You are not wounded by this explosion.

BERSERK
Increase the strength of your melee attacks by adding [X] white dice to each of them. If you are a hero, you must have at least half your energy cubes in your wound zone. If you are a character, you must have lost at least half your life points.

BODYGUARD
Increase by [X] automatic successes the defense of allied miniatures in your area. No other miniature can be using the bodyguard skill against the attack.

BURST
After having neutralized an enemy with a ranged attack, you can use your remaining successes on [X] other miniatures you have LOS to.

CIRCULAR STRIKE
After having neutralized an enemy with a melee attack, you can use your remaining successes on [X] other miniatures.

COMBO
When you neutralize a miniature during a melee attack, you gain a free melee attack of [X] dice corresponding to your characteristic, without any weapon bonuses, against another miniature.

COUNTERATTACK
After a melee attack has been resolved against you, you can perform a free melee attack upon the attacker with [X] yellow dice, without any weapon bonuses.

CRY
Once per turn you may trigger a level [X] explosion in your area and in an adjacent area in LOS.

ELECTRICITY
If you exceed your opponent's defense, inflict [X] automatic wounds before the attack's wounds are inflicted. Remaining wounds are then applied as usual.

ELITE COMMAND
Allows you to control friendly elite units. Choose an elite level tile from your side and [X] miniatures. The character tile must not already be in the river or already selected as part of another command skill.

These friendly miniatures start the mission in your area, and you can activate them by performing an automatic thought action. Each energy cube spent on defense, reroll, or move for the friendly miniatures is moved to your thought action space.

You may take command of as many elite level character tiles as the number of times you have this skill.

ELUSIVE
Ignore [X] enemy size indexes when moving.

FLAME
During an attack or after an explosion, you can place [X] flame tokens on the area of the attack or the explosion. Each token adds 1 level of dangerous terrain to its area. You are immune to this effect.

FROST
During an attack or after an explosion, you can freeze the terrain by placing [X] frost tokens on the area of the attack or the explosion. Each token adds 1 level of difficult terrain to its area. You are immune to this effect.

GRENADE
Trigger a level [X] explosion in a targeted area by performing a complex manipulation with a difficulty equal to the distance between your area and the targeted area. In case of failure, the level [X] explosion is triggered in an area located at a distance equal to the number of successes obtained, along the LOS.

HACKING
Gives you [X] automatic successes during certain thought actions indicated by the mission.

HENCHMAN COMMAND
This skill works in the same way as the Elite command skill, replacing the term 'elite' with 'henchman'.

HORROR
Increase by [X] the move point cost for enemy miniatures wishing to enter the area you are in.

IMAGINARY FRIEND
At the end of the mission setup, choose an unused miniature and place it in your area as your 'imaginary friend'. It moves with you at no cost, has a size and menace index of 0, and is considered a miniature that does not belong to any side, cannot be targeted, and does not have any life points.

As long as your imaginary friend is present on the board, you have an additional yellow die for your actions.

An opponent in your area may neutralise your imaginary friend by performing a complex thought of difficulty [X].

IMMOBILIZATION
After an attack or an explosion that inflicts at least [X] wounds, you may lay down the wounded miniature. To stand back up, they must spend their Move Point Bonus for the First Movement.

IMPENETRABLE DEFENSE
Add [X] automatic defense successes against melee attacks.

INVESTIGATION
Add [X] automatic successes during certain thought actions indicated by the mission.

LOCK PICKING
Add [X] automatic successes during certain manipulation actions indicated by the mission.

LUCK
Gives you [X] free rerolls. The same die can be rerolled several times.

MARKSMAN
Add [X] automatic successes during a ranged attack if you have obtained at least 1 success.

MARTIAL ARTS
Add [X] automatic successes during a melee attack if you have obtained at least 1 success.

MISFORTUNE
Force an enemy in your area to reroll [X] dice of your choice (choose after free rerolls).

MOBILITY
Ignore [X] difficult terrain levels when moving.

MUNITIONS SPECIALIST
Add [X] automatic successes during certain manipulation actions indicated by the mission.

NERVES OF STEEL
Ignore [X] enemy menace indexes when performing ranged attacks, manipulations, or thoughts.

PARKOUR
Ignore [X] jump or climb levels when performing a special move, and [X] wounds caused by a fall.

POINT BLANK
Gives you [X] free rerolls during a ranged attack targeting a miniature in your area. The same die can be rerolled several times.

POISON
If you exceed your opponent's defense, inflict [X] automatic wounds before the attack's wounds are inflicted. Remaining wounds are then applied as usual.

PROTECTED
If you are accompanied by at least [X] allied miniatures without this skill, you cannot be declared the target of an attack.

PUSHING LIMITS
Once per turn, you may wound yourself to perform actions. Suffer [X] wounds; for each of those wounds, energy cubes moved to the wound zone are considered to have been spent on the current action space, regardless of its exertion limit.

REACH
You may target a miniature not present in your area for a melee attack if you have LOS and are at a distance lower or equal to [X].

REGENERATION
If you are a hero, during the Declare Heroes' Stance step, move [X] energy cubes from your wound zone to your fatigue zone.

If you are a character, at the start of your activation, recover [X] life points. A character cannot have more life points than their initial life point count.

RETALIATION
After a ranged attack has been resolved against you, you can perform a free ranged attack upon the attacker with [X] yellow dice (you do not benefit from any weapon or elevation bonuses). To use this skill, you must have a ranged weapon.

SACRIFICE
Declare the use of this skill during the Create the Dice Pool step of an attack in which you are neither attacker or defender.

Subtract [X] successes from the attack targeting an ally miniature in your area and suffer that many wounds (you cannot defend). The remaining successes are applied as usual to the defender.

SHACKLE
If you successfully perform a melee attack, place [X] shackle tokens on the defender. No wounds are inflicted by the attack. The number of successes obtained by the shackled miniature when performing attacks, thoughts, manipulations or defenses are reduced by [X].

Shackle tokens can be removed if the affected miniature (or another ally in the same area) succeeds in a complex manipulation of difficulty [X]. The *Lock Picking* skill can be used for this manipulation.

SMOKE GRENADE
After having triggered an explosion, you may place [X] smoke grenade tokens in the area. During a ranged attack, the attacker must count the number of smoke grenade tokens on the areas their LOS crosses (start and target areas included) and subtract it from the number of the attack's successes.

SNEAK ATTACK
Add [X] automatic successes during attacks in your area, if the total menace indexes of allies is equal to or higher than the total menace indexes of the enemies.

SUPPORT
Provide [X] free rerolls to all allied miniatures in your area. The same die may be rerolled more than once.

TACTICIAN
Perform an automatic thought to immediately grant [X] free move points to an allied miniature that hasn't been the target of this effect this turn. If the miniature is a character, they also get their Move Point Bonus for the First Movement.

TOXIC GAS
During an attack or after an explosion, you can place [X] gas tokens on the area of the attack or the explosion. Each token adds 1 level of dangerous terrain to its area. You are immune to this effect.

UNTOUCHABLE
Add [X] automatic defense successes against ranged attacks.

WALL BREAKER
Move through a level [X] or lower wall, then put a **broken wall token** on it. The cost of this movement is raised by 2. The two areas become adjacent, LOS can be drawn between them, and movement is possible.

TRAITS

FLY
You move by flying, ignoring hindering and difficult terrain and extra costs and effects of special moves.

GAS IMMUNITY
You ignore wounds caused by gas tokens.

HARMLESS
You have a weak constitution. During an attack, wounds you inflict are reduced to 0.

MORAL CODE
You cannot use lethal items.

REDUCED MOBILITY
You have has limited mobility. You cannot perform special moves (climb, jump and fall).

BATMAN
GOTHAM CITY CHRONICLES

SKILLS

ATTACK

POISON / ELECTRICITY
If you exceed your opponent's defense, inflict [X] automatic wounds before the attack's wounds are inflicted. Remaining wounds are then applied as usual.

SNEAK ATTACK
Add [X] automatic successes during attacks in your area, if the total menace indexes of allies is equal to or higher than the total menace indexes of the enemies.

MELEE ATTACK

BERSERK
Increase the strength of your melee attacks by adding [X] white dice to each of them. If you are a hero, you must have at least half your energy cubes in your wound zone. If you are a character, you must have lost at least half your life points.

CIRCULAR STRIKE
After having neutralized an enemy with a melee attack, you can use your remaining successes on [X] other miniatures.

COMBO
When you neutralize a miniature during a melee attack, you gain a free melee attack of [X] dice corresponding to your characteristic, without any weapon bonuses, against another miniature.

COUNTERATTACK
After a melee attack has been resolved against you, you can perform a free melee attack upon the attacker with [X] yellow dice, without any weapon bonuses.

MARTIAL ARTS
Add [X] automatic successes during a melee attack if you have obtained at least 1 success.

REACH
You may target a miniature not present in your area for a melee attack if you have LOS and are at a distance lower or equal to [X].

SHACKLE
If you successfully perform a melee attack, place [X] shackle tokens on the defender. No wounds are inflicted by the attack. The number of successes obtained by the shackled miniature when performing attacks, thoughts, manipulations or defenses are reduced by [X].

Shackle tokens can be removed if the affected miniature (or another allied miniature in the same area) successfully performs a complex manipulation of difficulty [X]. The *Lock Picking* skill can be used for this manipulation.

RANGED ATTACK

BURST
After having neutralized an enemy with a ranged attack, you can use your remaining successes on [X] other miniatures you have LOS to.

MARKSMAN
Add [X] automatic successes during a ranged attack if you have obtained at least 1 success.

POINT BLANK
Gives you [X] free rerolls during a ranged attack targeting a miniature in your area. The same die can be rerolled several times.

RETALIATION
After a ranged attack has been resolved against you, you can perform a free ranged attack upon the attacker with [X] yellow dice (you do not benefit from any weapon or elevation bonuses). To use this skill, you must have a ranged weapon.

MANIPULATION

ATTRACTION
At the cost of an automatic manipulation, you may attract a miniature you share LOS with and draw it into your area. The target must be at a lower or equal distance from [X] and their size index must be lower or equal to yours. The target must not over-occupy your area.

BLAST
At the cost of an automatic manipulation, you may trigger a level [X] explosion in your area and in an adjacent area in LOS. You are not wounded by this explosion.

CRY
Once per turn you may trigger a level [X] explosion in your area and in an adjacent area in LOS.

GRENADE
Trigger a level [X] explosion in a targeted area by performing a complex manipulation with a difficulty equal to the distance between your area and the targeted area. In case of failure, the level [X] explosion is triggered in an area located at a distance equal to the number of successes obtained, along the LOS.

LOCK PICKING
Add [X] automatic successes during certain manipulation actions indicated by the mission.

MUNITIONS SPECIALIST
Add [X] automatic successes during certain manipulation actions indicated by the mission.

THOUGHT

ELITE COMMAND
Allows you to control friendly elite units. Choose an elite level tile from your side and [X] miniatures. The character tile must not already be in the river or already selected as part of another command skill.

These friendly miniatures start the mission in your area, and you can activate them by performing an automatic thought action. Each energy cube spent on defense, reroll, or move for the friendly miniatures is moved to your thought action space.

You may take command of as many elite level character tiles as the number of times you have this skill.

HENCHMAN COMMAND
This skill works in the same way as the Elite command skill, replacing the term 'elite' with 'henchman'.

HACKING
Gives you [X] automatic successes during certain thought actions indicated by the mission.

INVESTIGATION
Add [X] automatic successes during certain thought actions indicated by the mission.

TACTICIAN
Perform an automatic thought to immediately grant [X] free move points to an allied miniature that hasn't been the target of this effect this turn. If the miniature is a character, they also get their Move Point Bonus for the First Movement.

DEFENSE

BODYGUARD
Increase by [X] automatic successes the defense of allied miniatures in your area. No other miniature can be using the bodyguard skill against the attack.

IMPENETRABLE DEFENSE
Add [X] automatic defense successes against melee attacks.

PROTECTED
If you are accompanied by at least [X] allied miniatures without this skill, you cannot be declared the target of an attack.

UNTOUCHABLE
Add [X] automatic defense successes against ranged attacks.

MOVEMENT

ELUSIVE
Ignore [X] enemy size indexes when moving.

IMMOBILIZATION
After an attack or an explosion that inflicts at least [X] wounds, you may lay down the wounded miniature. To stand back up, they must spend their Move Point Bonus for the First Movement.

MOBILITY
Ignore [X] difficult terrain levels when moving.

PARKOUR
Ignore [X] jump or climb levels when performing a special move, and [X] wounds caused by a fall.

WALL BREAKER
Move through a level [X] or lower wall, then put a **broken wall token** on it. The cost of this move is raised by 2. The two areas become adjacent, a LOS can be drawn between them, and movement is possible.

MISCELLANEOUS

AMBIDEXTERITY
Use two weapons of the same type simultaneously during your attacks (and add both their bonuses). Their encumbrance or size must be lower or equal to [X].

HORROR
Increase by [X] the move point cost for enemy miniatures wishing to enter the area you are in.

IMAGINARY FRIEND
At the end of the mission setup, choose an unused miniature and place it in your area as your 'imaginary friend'. It moves with you at no cost, has a size and menace index of 0, does not belong to any side, cannot be targeted, and does not have any life points. As long as your imaginary friend is present on the board, you have an additional yellow die for your actions. An opponent in your area may neutralise your imaginary friend by performing a complex thought of difficulty [X].

LUCK
Gives you [X] free rerolls. The same die can be rerolled several times.

MISFORTUNE
Force an enemy in your area to reroll [X] dice of your choice (choose after free rerolls).

NERVES OF STEEL
Ignore [X] enemy menace indexes when performing ranged attacks, manipulations, or thoughts.

PUSHING LIMITS
Once per turn, you may wound yourself to perform actions. Suffer [X] wounds; for each of them, energy cubes moved to the wound zone are considered spent on the current action space, regardless of exertion limit.

REGENERATION
If you are a hero, during the Declare Heroes' Stance step, move [X] energy cubes from your wound zone to your fatigue zone. If you are a character, at the start of your activation, recover [X] life points. A character cannot have more life points than their initial number.

SACRIFICE
Declare during the Create the Dice Pool step of an attack in which you are neither attacker or defender. Subtract [X] successes from the attack targeting an ally in your area and suffer that many wounds (no defence). Apply remaining successes as usual to the defender.

SUPPORT
Provide [X] free rerolls to all allied miniatures in your area. The same die may be rerolled more than once.

FIELD MODIFIER

FLAME / TOXIC GAS
During an attack or after an explosion, you can place [X] flame/gas tokens on the area of the attack or the explosion. Each token adds 1 level of dangerous terrain to its area. You are immune to this effect.

FROST
During an attack or after an explosion, you can freeze the terrain by placing [X] frost tokens on the area of the attack or explosion. Each adds 1 level of difficult terrain to its area. You are immune to this effect.

SMOKE GRENADE
After having triggered an explosion, you may place [X] smoke grenade tokens on the areas in the area. During a ranged attack, the attacker must count the number of smoke grenade tokens on the areas their LOS crosses (start and target areas included) and subtract it from the number of the attack's successes.

TRAITS

FLY
You move by flying, ignoring hindering and difficult terrain and extra costs and effects of special moves.

GAS IMMUNITY
You ignore wounds caused by gas tokens.

HARMLESS
You have a weak constitution. During an attack, wounds you inflict are reduced to 0.

MORAL CODE
You cannot use lethal items.

REDUCED MOBILITY
You have has limited mobility. You cannot perform special moves (climb, jump and fall).