

BATMAN MINIATURE GAME

FAQS DECEMBER 2017 V1

ERRATA/CHANGES

- **ARROW (Oliver Queen):** Gains *Master Marksman*, loses *Weapon Master*.
- **BANE (Arkham City):** Gains *Titan Berserk*.
- **BANE (Arkham Origins):** Gains 2 *Venom Dose* and *Venom Enrage*. Reputation is 93.
- **BANE DKR:** Gains *Affiliate: Bane (Leader)*. Keeps *League of Assassins Sidekick*.
- **BATMAN (Arkham Knight) and (Arkham City):** Gains *Martial Expert*; this model causes a *Critical* on a collateral result of 4, 5 or 6; not just 6.
- **BATMAN (Frank Miller):** Gains *Obstinate* and *Veteran*.
- **BLACK CANARY:** Canary Cry gains the *Sonic Trait*.
- **BORJ:** Gains *Extremely Mutated*.
- **CATMAN:** Loses *Hates: Law Forces/LexCorp*. Gains *Aversion: Lex Luthor*.
- **CATWOMAN (ALL):** Loses *Hates: Law Forces*.
- **CLAYFACE:** Gains *Hates: The Brave and the Bold/ Bane*. Can use *Trample* for 1SC, is now Can use *Charge* for 1 SC.
- **COPPERHEAD:** Gains *Undercover* and *Strength 4+*. Her weapon *Poisoned Claws* replaces its *Special Traits* to “*Sharp / Enervating:2*”
- **CREEPER PLANT (CASE:35DC068):** Its weapon *Creeper* replace its *Special Traits* to “*Handy / CRT: Paralyze*”. Gains *Minion*. Replace the *Plants Special Trait* with the *Plant* rule.
- **DEADSHOT:** Change his name to *Floyd Lawton*.
- **DEATHSTROKE (Arkham Origins):** Gains in his Rank *Militia (Sidekick)*.
- **ECHO:** Gains *Brutal* and *Lethal Blow*.
- **FLASH TV:** The *Paradox* of his *Speed Force Bolts* is 6+.
- **GORDON:** Gains the *Leader* rank in addition to the *Sidekick* rank.
- **HAWKMAN and HAWKGIRL:** Loses *Unnatural Flight*.
- **JOKER (Arkham City) and (Red Hood):** Reputation is 105. Its weapon *Poisoned Knife* changes *CRT: Poison* to *Poison*.
- **JOKER (Heath Ledger):** Reputation is 90.
- **JOKER (The Killing Joke):** Replace *Intimidate* with *Intimidation*.
- **LITTLE SPARK:** *Endurance* is 5.
- **LOBO:** Gains *Reinforced Gloves*.
- **LOTUS:** *Willpower* is 6.
- **MC GREGOR:** Gains *Weapon Master*.
- **MICHAEL SOMMERS:** His weapon lose *Medium Range*.
- **MOTTOM:** *Axe’s rules* are *Handy* and *Heavy*.
- **MR FREEZE:** His weapon gain the *Cold* rule.
- **NIGHT OWL:** *Strength* is 4+.
- **QUELLE JOSETTE:** Gains *Treacherous*.
- **PAVILLION B SUBJECT:** Gains *Fast*.



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- **PLANT (CASE:35DC068):** Gains *Minion*. *Plants Special Trait* change to *Plant*.
- **POISON IVY ARKHAM:** Reputation is 97 and her weapon *Sprinkling Spores* replace its *Special Traits* to “*Poison / Toxic: 1 / Expansive / Gas*”.
- **POISON IVY (CASE:35DC068):** Its weapon *Toxic Nails* replace its *Special Traits* to “*Handy / CRT: Paralyze*”.
- **PRISONER 01:** *Defense* is 2.
- **RA'S AL GHUL:** Replace his *Sword's Protective Trait* with the *Sharp* trait.
- **RAVAGER:** Loses the trait *Hate*.
- **RINGMASTER:** Reputation is 28.
- **ROBIN (Arkham City):** Gains *Combo: Bo*.
- **ROBIN (Damian Wayne):** Gains *Small*.
- **SCARECROW (Arkham City):** Its weapon *Drug Spray* replace its *Special Traits* to “*Poison / Enervating: 2 / Expansive / Gas*”. Its weapon *Syringe Claw* replace its *Special Traits* to “*Handy / Paralyze*”.
- **SCARECROW (Dark Knight Returns):** His weapon *Drug Spray* gains the *Gas and Poison* rules.
- **SCARECROW AK:** Gains *Discourage*.
- **SEEKER:** Its weapon *Poison Arrow* replace its *Special Traits* to “*Mechanical / Aim / Paralyze*”.
- **SICKLE:** Reputation is 67.
- **SILK SPECTRE:** *Willpower* is 6.
- **SOLOMON GRUNDY and SWAMP THING:** Gain *Supernatural*.
- **SPORE PLANT (CASE:35DC068):** Gains *Minion*. Replace *Plants Special Trait* with *Plant*.
- **WORKER:** Reputation is 21.
- **YING:** Gains *Hardened*.
- **ZSASZ:** Is a *Free Agent* and has *Willpower 6*.
- All *Henchman* from *Bane Crew (Origins)* and *Merc Set I* gain *Affiliate: League of Shadows and Mercenary*.
- Model with the Case:35DC101 (TALIA AL GHUL (COMIC)) lose *Affiliate Lexcorp* and gain *Affinity: Lex Luthor*.
- Models with the Case: 35DC005 (GOTHAM POLICE SET I), 35DC021 (GOTHAM POLICE SET II), 35DC046 (COMMISSIONER GORDON & SWAT TEAM), 35DC080 (COMMISSIONER LOEB & GOTHAM POLICE), 35DC144 (AARON CASH AND QUICK RESPONSE TEAM) gain *Cop*.
- Models with Case: 35DC097 (THE RIDDLERS BOT ARMY SET 1) gain *Minion*. Models with Bot MK1 gains *Minion*.
- All the weapons with the word “Grenade” in its name, gains the rule *Grenade*.
- Model with the *Alias Blue Penguin (Case: 35DC007)* changes to *Shield Penguin*. Model with the *Alias Clown (Case: 35DC004)* changes to *Knife Clown*. Model with the *Alias Clown (Case: 35DC018)* changes to *Shield Clown*.

MISTRANSLATIONS/DEFINITIONS

- “Tough” = “Heavy”
- “Disarray” = “Disorder”
- “Mislead” = “Distract”
- “Bengal” = “Flare”
- “Street” = “Street Guy”
- “Protective” = “Protecting”
- “Cadence” = “RoF”
- “Mechanic” = “Mechanical”
- “Climbing Shoes” = “Climbing Claws”



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KNIGHT MODELS™

BATMAN MINIATURE GAME

- “Shocked” = “Stunned”
- “Insensitive” = “Desensitized”

GENERAL MATTERS

- What Line of Sight does a model on top of a building have? What happens if there is a balustrade? Sight is downwards perpendicularly and includes seeing models in contact with the building. A balustrade blocks the Line of Sight.

VEHICLES

- *Remote Driving* indicates that *Batman* must obey all normal *Vehicle* rules while *Remote Driving*. Does this mean that only 1 Basic Movement and 1 Attack can be made between them in each round? Yes.
- If the *Batmobile* moves, can *Batman* use MC to manipulate or make actions other than Move? Yes.

VICTORY POINTS

- How many VP do *Watchmen* give? As if they were *Free Agent*.

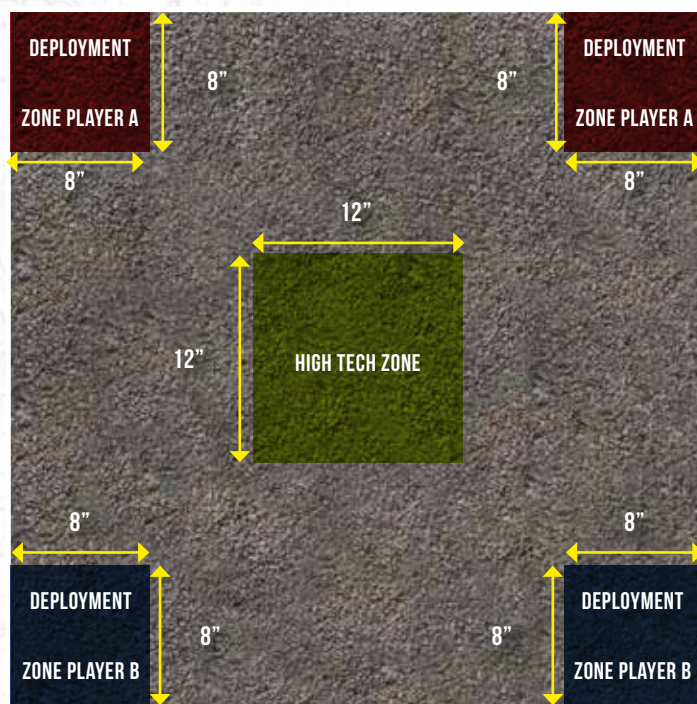
THE FLASH AND THE ARROW ERRATA AND FAQ

- Is a *Team* the same as a *Crew*? Yes and no. When the rules refer to a *Crew*, this includes *Teams*. However, ignore any and all traits that affect *Crew* composition when building a team, such as *Arrogant* or *Affinity*. The only traits that affect a *Team*'s composition are those allowing models to join a *Team*, such as *Harley Quinn's Suicide Squad Member* trait, or increase your funding. In-game traits such as *Mastermind* and *Strategist* still take effect. The exception to this is the *Objectives? Puzzles Everywhere!!!* Trait, which is ignored.

- (p141) In scenario *Hard Fight*, Deployment Map should be as follows:



- (p152) In scenario *Fight for Technology*, Deployment Map should be as follows:



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- How does the strategy Fast Advance affect the deployment zone in the scenario Infiltration? In scenarios where the deployment zone can be increased in multiple directions, increase each direction 5 cm.
- Is *The Riddler's Mech* considered a *Riddler* when it comes to inclusion in *Teams*? Yes.
- Teams are upgraded with the following bonuses:
 - Models included in a Teen Titans Team gain Teamwork/2 (ALL).
 - The Birds of Prey Team "Boss" gains +1 Willpower, rules of Leadership and Reinforced Gloves.
 - Suicide Squad Team budget will increase by 50\$ for each incomplete section of 100 Reputation points.
 - Team Secret Six "Boss" gains +2 in Endurance.

CAMPAIGN BOOK ARKHAM KNIGHT ERRATA AND FAQ

- (p34) in *Sentries* should say: "...and may not perform any action (such as a Jump) that might result in injury..."

ADDENDUM

- Who is the *Boss* in a *Team*?
 - 1. If there is a model with *Boss? Always* present, they MUST be the *Boss*, regardless of a rank.
 - 2. If there is no *Boss? Always* model present, a model with the *Leader* rank must be the *Boss*.
 - 3. If there is no *Boss? Always* or *Leader* models present, a model with the *Sidekick* rank must be the *Boss*.
 - 4. If none of the above is present, a *Free Agent* must be the *Boss*.
- A successfully cast spell that can inflict damage is considered to produce an automatic hit from a ranged attack that damages automatically (so it can produce a Ping roll, be dodged, use the Bodyguard rule ...).
- How is the final difficulty of a spell determined? If there is a possible target that imposes a penalty or a bonus to the casting of that spell, it has to be chosen as the target before casting or it can not be chosen as a target after making the roll.

• Conversion Chart:

- 4.5cm = 2"
- 10cm = 4"
- 12cm = 5"
- 15cm = 6"
- 18cm = 7"
- 20cm = 8"
- 25cm = 10"
- 30cm = 12"
- 35cm = 14"
- 40cm = 16"
- 45cm = 18"
- 50cm = 20"
- 55cm = 22"
- 60cm = 24"
- 65cm = 26"
- 70cm = 28"
- 75cm = 30"
- 80cm = 32"
- 85cm = 34"
- 90cm = 36"