



RULEBOOK



PATENT NUMBER 0000-B

BATMOBILE

Submitted by:
Wayne Industries

TECH SPECIFICATIONS

Acceleration: 0-60 in 3.7 seconds

Max Speed: 310 MPH with booster

Engine: Jet Turbine

Fuel: High octane; gasoline paraffin mixture

Torque: 1550 lbf.ft at 95% ROS

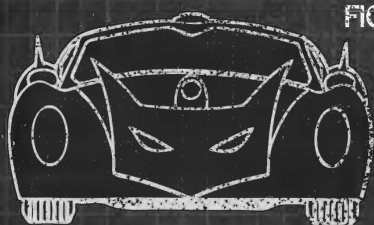


FIG. 1

FRONT VIEW

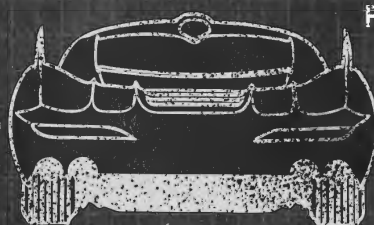


FIG. 2

REAR VIEW

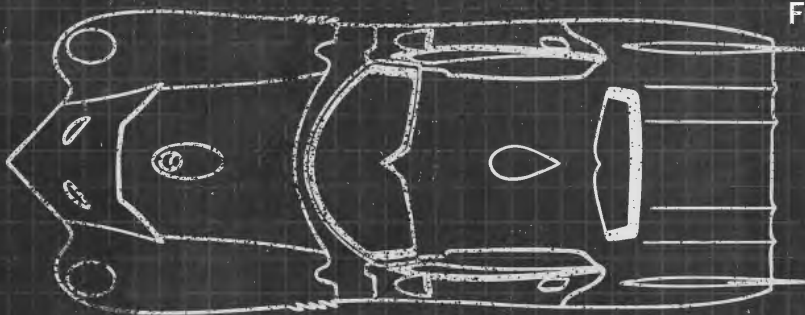


FIG. 3

TOP VIEW




FIG. 4

AERO BAT FINS

EXTENDING BAT-RAM

ALLOY RIMS



With a mechanical buzz the lift springs to life, revealing the jet-black sheen of the Batmobile. The Dark Knight releases the remote and strides toward his vehicle ...

As the ramp rises, robotic arms adjust and install myriad components, creating a custom loadout suited to the mission at hand. Tonight, Batman requires speed and firepower, and he shall have it. In a matter of minutes, the patented Wayne Tech instruments have made the Batmobile the fastest vehicle on the streets and loaded it with more firepower than a tank. In the blink of an eye, it clears the cave exit, speeding toward Gotham City. Onboard scanners track and assess all available information relating to the night's illegal activities. Before Batman is even sure of the nature of the crime, the car is on its way to the scene...

Along the way, enemies give chase. They throw everything they can at this unstoppable black juggernaut—rams, bullets, missiles... but it is useless. The high-tech defenses absorb every fruitless strike, and weapon systems counter and neutralize all threats.

The Batmobile screeches to a stop beneath the ominous shadow of an abandoned warehouse. The engine stops, but the onboard computer remains active.

At the push of a button, a missile launcher slides from the back of the vehicle and locks in place. A second to aim, the flip of a switch, and the façade of the building explodes in a cloud of concrete dust and debris.

The roof snaps open and the Dark Knight is propelled skyward. He disappears into the brooding murk, but the car remains, silent and waiting for the next command.

THE BATMOBILE

The Batmobile expansion allows you to play with the Batmobile in certain missions of **Batman: Gotham City Chronicles**. This expansion allows you to play a mission from the **Arkham Asylum** expansion, another from **Wayne Manor**, and a last one from the base box.

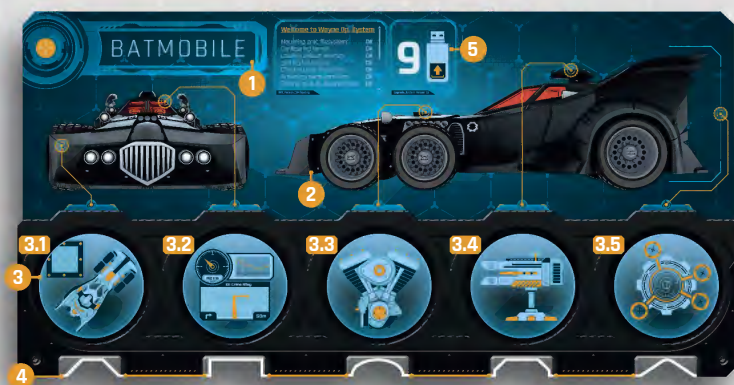
- I ♦ **BATMOBILE'S RULES** P.4
- II ♦ **COMPONENTS' DESCRIPTION** P.6

I BATMOBILE'S RULES

A THE BATMOBILE

The Batmobile can only be used in certain missions. In the game, the Batmobile is considered a character, except it is played with a Batmobile board rather than a character tile.

The Batmobile board is assembled during mission setup. Different components are allocated to each of the component spaces to create a unique version for that mission.



1 • NAME

2 • ARTWORK

3 • COMPONENTS CLASSES

3.1 • ARMOR

3.2 • ON-BOARD COMPUTER

3.3 • ENGINE

3.4 • WEAPON

3.5 • ACCESSORIES

4 • COMPONENT SLOTS : Each class of component is paired with a specific slot shape, corresponding to a component space.

5 • TOTAL MAXIMUM LEVELS OF BATMOBILE'S COMPONENTS



- 1 • COMPONENT SLOT
- 2 • COMPONENT LEVEL
- 3 • COMPONENT EFFECT

B ASSEMBLY OF THE BATMOBILE

The controller of the Batmobile is indicated by the special rules of the missions.

During mission setup, before the heroes choose their bat-gadgets, the controller of the Batmobile must assemble it by choosing the different components from the available options.

To do so, the hero must select one component for each component class. The following restrictions apply:

- ▶ Each component class can only accommodate a component for which the component slot corresponds.
- ▶ At the end of assembly, there must not be any empty component slot.
- ▶ The total of the component levels chosen must not exceed the total maximum levels of Batmobile's components.

Once the Batmobile has been assembled, the controller of the Batmobile places its miniature on its starting space as indicated on the mission setup diagram.

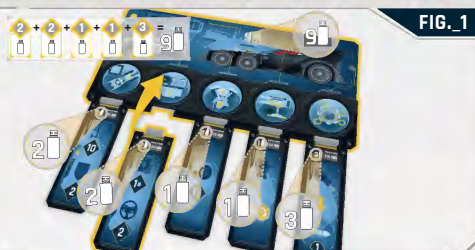


FIG. 1 • Assembly of the Batmobile.

C BATMOBILE'S USE

The controller of the Batmobile can perform actions that are specific to vehicles. These are called vehicle actions.

These vehicle actions are given by certain components or by the mission's special rules.

During actions, the controller of the Batmobile cannot perform paid rerolls.

During Batmobile defenses, its controller ignores the Spend Energy Cubes and Create the Dice Pool steps.

The size of the Batmobile is equal to the occupation limit of its area.



COMPONENTS' DESCRIPTION

There are different classes of components: Armor, On-board computer, Engine, Weapon and Accessories.



ARMOR

The Batmobile's armor corresponds to its automatic defense level. This value indicates the number of automatic successes allocated during the defense steps.

The armor also indicates its life points. After having selected the armor, its controller places the life points token of the Batmobile on the corresponding space of the turn track.



The Batmobile's life point token is a generic token from the base box.



ON-BOARD COMPUTER

The on-board computer allows vehicle actions to be carried out.

Level 1 : Allows the controller of the Batmobile to activate it once per turn. To do so, they perform an automatic thought. It allows them to immediately perform **one vehicle action** with the Batmobile.

Level 2 : Allows the controller of the Batmobile to activate it once per turn. To do so, they perform an automatic thought. It allows them to immediately perform **two vehicle actions** with the Batmobile.

Level 3 : Allows the controller of the Batmobile to activate it once per turn. To do so, they perform an automatic thought ignoring the Spend Energy Cubes step. It allows them to immediately perform **two vehicle actions** with the Batmobile.



ENGINE

The engine allows the Batmobile to perform a movement at the cost of one **vehicle action**.

During a Batmobile movement, carry out the following steps :

- ▶ 1- Its controller removes the Batmobile from the board. It will later be placed in another of the Batmobile areas during the next Trigger the Start of the Heroes' Turn Effects step. The Batmobile areas are indicated on the mission setup diagram.
- ▶ 2- Immediately after it is placed back on the board, the Batmobile pushes back all the miniatures in its area.

Pushing back miniatures :

When the Batmobile pushes back miniatures, all the miniatures present in its area must be moved to an adjacent area chosen by the owners of the miniatures. The hero player moves their miniatures first.

When the miniatures are pushed back, the occupation limit of an area must be respected. If all the adjacent areas are fully occupied for a pushed miniature, it is immediately neutralized.

Level 1 : The normal Batmobile movement rule applies.

Level 2 : The normal Batmobile movement rule applies except that each miniature pushed back by the Batmobile rolls 2 yellow dices. They then suffer a number of wounds equal to the successes obtained.

Level 3 : The normal Batmobile movement rule applies with the following exceptions :

- ▶ The Batmobile is immediately placed into play after having been removed from the board,
- ▶ Each miniature pushed back by the Batmobile rolls 2 yellow dices. They then suffer a number of wounds equal to the successes obtained.



WEAPON

The weapon allows the Batmobile to perform ranged attacks at the cost of one **vehicle action**. To do so, its controller follows the rules of a Character Ranged Attack action with the following exceptions:

- ▶ During the Create the Dice Pool step, the weapon level determines the dice characteristics used for the attack,
- ▶ The level of the weapon determines the abilities that can be used.

Level 1 : rifle - orange with reroll + orange with reroll.

Level 2 : machine gun - red + orange + the burst skill level 1.

Level 3 : railgun - red + red + red + the electricity skill level 2.

ACCESSORIES

A Batmobile with accessories has certain bonuses.

Level 1 : Electrified car body – the Batmobile gains the counterattack skill level 2. Moreover, when it performs a counterattack, the Batmobile has the electricity skill level 2 for the duration of the counterattack.

Level 2 : Bat-Gadgets chest – all the heroes increase the value of their utility-belt by 1. Heroes without a utility-belt value gain one with a value of 1.

Level 3 : Laser designator – when a miniature from the heroes' side performs a ranged attack which targets a miniature in the line of sight of the Batmobile, the miniature gains the marksman skill level 1 for the duration of the action.



MONOLITH



BATMAN
and all related
characters
and elements
TM & © DC
Comics (s19).

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