



WAYNE MANOR



"I've decided to be honest with you...

Since the death of my parents, I have rebuilt my life as best as I could. Often at the price of great sacrifice and suffering. Thank you, Alfred, for your unwavering support and for helping to make me the man I am today.

All of this has allowed me to be reborn and meet him. When I put on his costume to become a shadow in the darkness. I sometimes get lost, but up until now I have always been able to return to the light, leaving him behind me. But today, I'm doubtful...

Am I truly doing good? Or am I just like them? Was I wrong to adopt you? Have I robbed you of your childhood?..

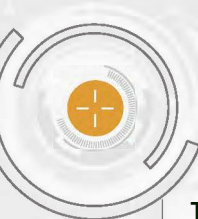
All these questions that haunt me remain unanswered. These fears are the cross that I bear, that push me to clean the city that rises from the filth. Sometimes I wonder, Jason, if your extreme ways are not the answer. And whether I was wrong to want to bring you back to the light, my son.

These are his thoughts, and they terrify me! I dare to hope that I will never betray my up-bringing. But he's making my job more and more difficult. By taking up his cape, I have the impression more and more that he is taking me over.

Try to remember our values. They have made you what you are and what you must strive to stay. Never make the choice to kill. Remember that this choice is too easy. By not doing so you will be able to escape his hold over you. If I'm telling you all this today, it is because I no longer feel the strength to put on his costume. I would like to appoint my successor as Batman...

No... I cannot inflict that on them. After all, it was me that brought him to Gotham. I alone must shoulder this burden.

Computer! Delete this message! Prepare the costume and the Batmobile! We have work to do."



WAYNE MANOR

This expansion is dedicated to heroes. The players will confront each other in the Wayne Manor as well as the various Batcaves hidden throughout Gotham City.

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A CRIME ALLEY

On the reverse side of the Wayne Manor Board, you will find the night version of Crime Alley. This board can be used for any missions using the Crime Alley board.

B BATCAVE

The Batcaves make their appearance in this expansion. The different Batcaves consist of one or more levels. Each of these levels is represented by an independent board. The only way to move from one Batcave board to another is to use the elevator.

C ELEVATOR

Some missions in this expansion use the elevator as a means of moving from one board to another. The elevator rules are used if the elevator is included in the mission setup.

Elevator: it is represented by a tile. The setup of the mission being played determines its position on the board. The elevator can only be placed on the board's elevator shafts. The elevator is a normal area. Movements can be made and clear lines of sight determined as usual.

Elevator shafts: they are indicated in this booklet by red areas. The white arrow indicates the elevator's orientation when it is on this space.

Elevator's entrance area: they are indicated in the game boards rules.

Calling the elevator: the elevator can be moved once per turn for each side by respecting the following rules.

If the elevator has not already been moved during the side's turn, a miniature in an **elevator's entrance area** can move the elevator towards an elevator shaft, called the target space. To do so, they can:

- Perform an **automatic manipulation**. In this case, the **elevator is moved to the elevator shaft of the board where the miniature can be found**.

OR

- Perform a **complex thought of difficulty 3**. The hacking skill is taken into account. If successful, the elevator is moved to the **chosen elevator shafts**.

If the elevator has not already been moved during the side's turn, a miniature in the **elevator area** can move the elevator towards an elevator shaft, called the target space. To do so, they perform an **automatic manipulation**. In this case, the **elevator is moved** to the elevator shaft of their choice.

Elevator movement steps:

1. **Miniatures of the side currently playing** can **leave** it. To do so, their controller takes each leaving miniature and puts them in the elevator's entrance area.
2. **Miniatures of the side currently playing** can **enter** it. To do so, their controller takes each entering miniature and puts them in the elevator.
3. The player who moves the elevator takes the elevator tile as well as all the miniatures and tokens on it. They then move it to the target space, placing the elevator tile in the orientation indicated in this booklet.
4. **Miniatures of the side currently playing** can **leave** the elevator; then **the miniatures of the side not currently playing** can **leave** it as well.
5. **Miniatures of the side currently playing** can **enter** the elevator; then **the miniatures of the side not currently playing** can **enter** it as well.

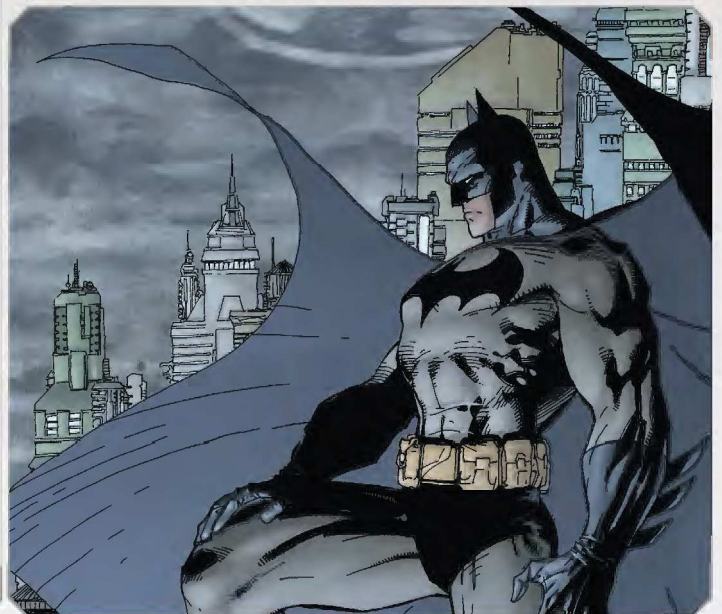




FIG. 1 • Red Robin performs an automatic manipulation to send the elevator to the Trophy room.



FIG. 2 • Red Robin cannot leave the elevator as the elevator's entrance area is fully occupied.

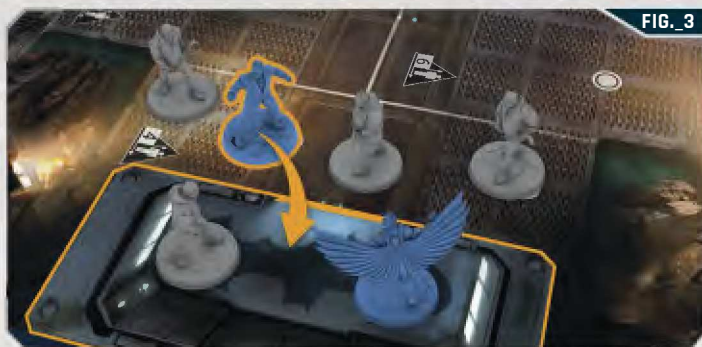


FIG. 3 • Bruce Wayne enters the elevator.

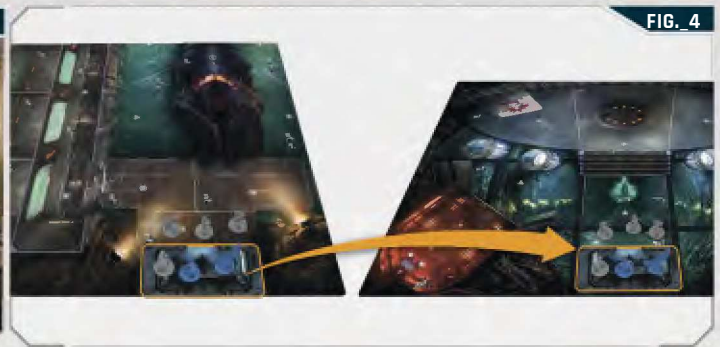


FIG. 4 • The elevator containing all the miniatures is moved to the elevator shaft in the Trophy room.



FIG. 5 • Red Robin does not want to leave the elevator; however, Bruce Wayne leaves.



FIG. 6 • The Brute with firearm (1) enters the elevator, then the Thug with crowbar (2) leaves it.

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MONOLITH