

The Battle for Gotham

Batman Miniature Game Campaign

Heroes and villains wage war for the control of Gotham's Streets. Territory is won and lost while all around the innocent suffer. Who will take control of Gotham in this brutal campaign.

The Rules:

The campaign uses the rules from the new Arkham Knight Campaign Book. The campaign takes place in Gotham City, throughout the campaign all rules for fighting in Gotham City apply as per the Flarrow expansion. Factions fight to control the various areas of Gotham City outlined on the campaign map.

Each player chooses a faction and begins with one territory of their choice. Roll a D6 the highest picks first, re-roll ties.

Each campaign turn roll for initiative. The player with the highest roll gets to select an area to attack first; the player with the lowest roll will be the defender. The location chosen must be adjacent to the gangs existing territory. Repeat this process until there are no players remaining without a game.

If a territory is under control of another player they are automatically the defender.

The board is then laid out and should reflect where possible the area being contested. The attacker chooses scenario. The winner of the game adds the territory to the area they control.

Some territories have special rules associated with them, these are detailed below.

Territory Bonuses:

ACE Chemicals (Otisburg): The rumoured location of where an unknown man fell into the chemical vat and became the Joker... The crew that holds this territory gets x1 free Venom or Titan Dose. If you lose the territory access to the Dose is also lost.

Amusement Mile (Amusement Mile): The rumoured location of the Jokers lair. All models with affiliation Joker gain +1WP while defending this territory.

Arkham Asylum (Arkham Island): The controlling crew may hire an Asylum Inmate or Prison Guard (Policeman/woman) with a maximum of 20 Rep for free (you must still pay the funding as per recruiting new models from the campaign book).

Blackgate Prison (Blackgate Isle): Any crew with access to Blackgate Prisoners may hire 1 x Prisoner with a maximum of 20 Rep for free (you must still pay the funding as per recruiting new models from the campaign book).

CADMUS (Diamond District): The controlling crew gets access to 1 WayneTech upgrade, if the territory is lost; the item is also lost.

Crime Alley (Crime Alley): All models with the Criminal rule gain +1WP while in this territory.

Gotham Hospital (Gotham Proper - Upper): The controlling player may re-roll the injury rolls at the end of a game.

Gotham Police Station (Old Gotham): The Bat Signal is located on the roof of the GCPD. This is the only territory that the Bat Signal Objective may be used. The points for the signal are reversed 3pts for off and 1pt for on,

starts the game turned on) and it deploys on top of the GCPD building which is placed in the defender's deployment zone as a bonus objective. The signal may still only be used by Law or Batman forces. While defending GCPD the leader of a Law force gains +1WP for the duration of the game.

Iceberg Lounge (Tricorner): The Penguin gains +1WP while defending this territory and may re-roll 1 end of game roll for adding additional funding.

Little Italy (Little Italy): All Organised Crime affiliated models have +1WP while defending this territory.

Port Adams (Gotham Docks): The owner of this territory may roll an additional dice for any variable funding rolls at the end of the game and choose the best result, they may also add 1 to the final result..

Robinson Park (Robinson Park): Robinson Park used to be the pride of Gotham, then Ivy moved in... The vegetation has gone wild and taken over, this location used the Park board, the trees follow the plant rules and will attack any model that comes within 15cm. *Wild Tree: WP4, Str 4+, Atk 3, Def 2, End 4, Spec 3, Branch ★★. The trees will use the maximum attacks possible each round. Once they receive 4 damage they stop fighting. If Ivy is present the trees will not attack her or her crew.*

S.T.A.R Labs (City Hall District): The controlling crew gets access to 1 WayneTech upgrade, if the territory is lost the item is also lost.

St. Luke's Hospital (Gotham Proper – Lower): The controlling player may re-roll the injury rolls at the end of a game.

Wayne Manor (Bristol County): If the player using the Batman faction is in control of Wayne Manor they may use Alfred at no reputation cost. If Wayne Manor is lost then access to Alfred is also lost. Controlling Wayne Manor is the only way to use Alfred in this campaign. While defending Wayne Manor Batman gains +1WP for the duration of the game.

Wayne Tower (Old Gotham): The controlling crew gets access to 1 WayneTech upgrade, if the territory is lost the item is also lost.

There Can Be Only One:

Each unique character can only be used once – i.e. there is only 1 Green Arrow, Harley Quinn etc. Once they have been hired they are not available to other players. Henchmen that are unique are still limited to one per crew but may be purchased by multiple crews – ie there is more than one SWAT Officer with an MP5 in Gotham.

Chance Encounters:

Gotham isn't just the home of the Batman, there are a number of criminal organisations who are looking to take control of the city as well as a police force trying its best.

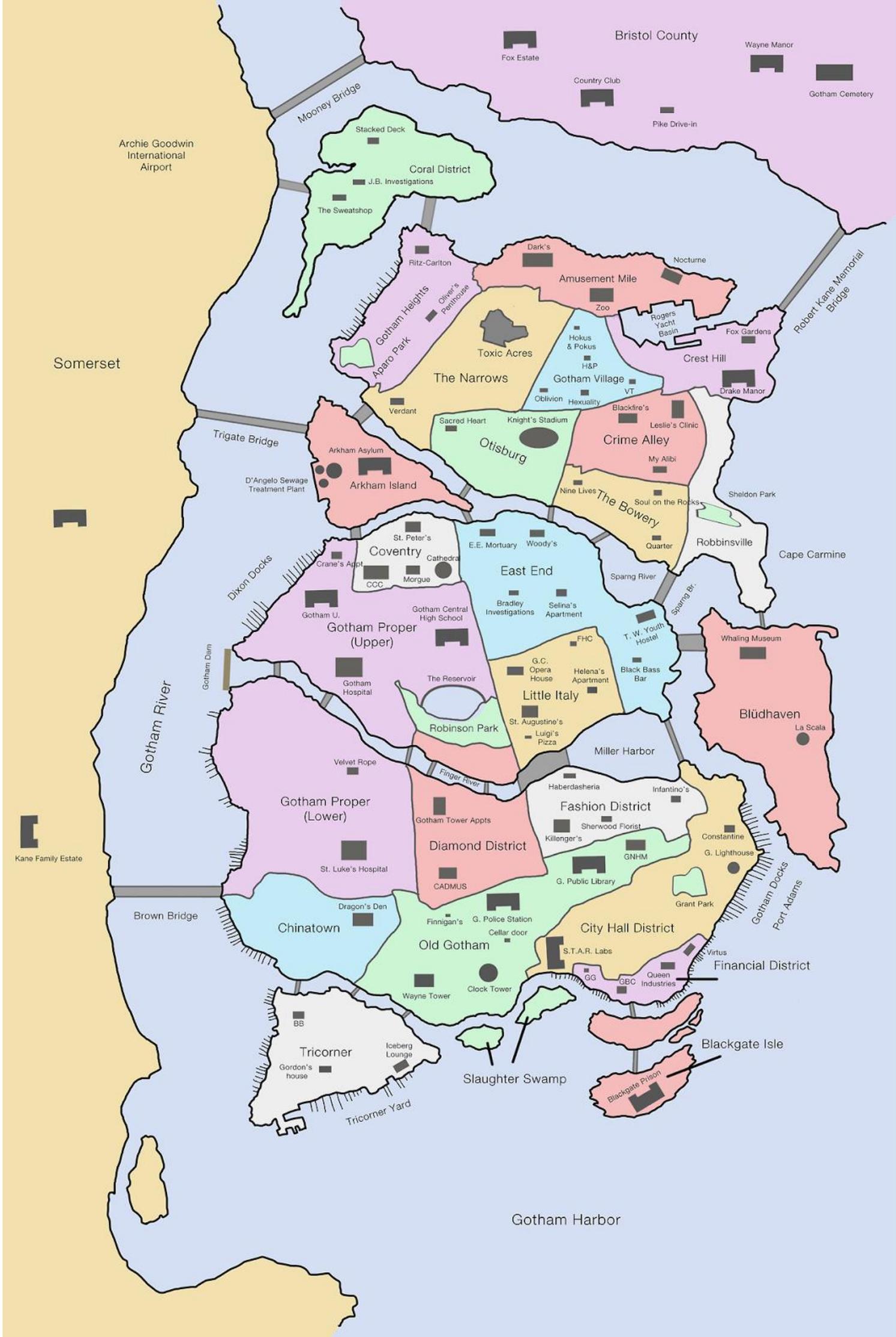
To represent this at the beginning of each take the lead phase, roll a D6. On the roll of a 1 the clash between the crews has drawn the attention of another faction.

1-4 – Criminals (100 Rep / \$500 of Henchmen from any/no faction)

5 – Police (100 Rep / \$500 of Law Forces Henchmen, if a Law, Arrow or Batman affiliated crew is involved treat the result as a 1-4 instead)

6 – Bat Family (150 Rep / \$500 of Batman aligned Leaders, Sidekicks or Free Agents, if a Law, Arrow or Batman affiliated crew is involved treat the result as a 1-4 instead)

The new models should be controlled by a neutral player and will enter from a random table edge and should move to engage the nearest model.



Bristol County

Wayne Manor

Fox Estate

Country Club

Pike Drive-in

Gotham Cemetery

Archie Goodwin International Airport

Mooney Bridge

Stacked Deck

Coral District

J.B. Investigations

The Sweatshop

Somerset

Ritz-Carlton

Gotham Heights

Oliver's Penthouse

Dark's

Amusement Mile

Nocturne

Zoo

Hokus & Pokus

H&P

Oblivion

Huxuality

VT

Rogers Yacht Basin

Fox Gardens

Drake Manor

Robert Kane Memorial Bridge

Toxic Acres

The Narrows

Verdant

Sacred Heart

Knight's Stadium

Otisburg

Blackfire's

Leslie's Clinic

My Alibi

Nino Lives

The Bowery

Soul on the Rocks

Quarter

Sheldon Park

Trigate Bridge

Arkham Asylum

Arkham Island

D'Angelo Sewage Treatment Plant



Dixon Docks

St. Peter's

Crane's Appt.

Cathedral

CCC

Morgue

Gotham U.

Gotham Central High School

Gotham Hospital

The Reservoir

Robinson Park

Velvet Rope

Gotham Tower Apts

St. Luke's Hospital

CADMUS

Dragon's Den

Finnigan's

G. Police Station

Cellar door

Wayne Tower

Clock Tower

E.E. Mortuary

Woody's

Bradley Investigations

Selina's Apartment

FHC

G.C. Opera House

Helena's Apartment

St. Augustine's

Luigi's Pizza

Miller Harbor

Haberdasheria

Infantino's

Sherwood Florist

Killenger's

GNHM

G. Public Library

S.T.A.R. Labs

GG

GBC

Queen Industries

Virtus

Robbinsville

Cape Carmine

Whaling Museum

Blüdhaven

La Scala

Miller Harbor

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Gotham River

Gotham Dam

Dixon Docks

Gotham U.

Gotham Central High School

Gotham Hospital

The Reservoir

Robinson Park

Velvet Rope

Gotham Tower Apts

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Cellar door

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GG

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Queen Industries

Virtus

Brown Bridge

Kane Family Estate



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