



# BATMAN

THE DARK KNIGHT RETURNS

THE GAME

## Book 2 Rules




Players: 1 • Ages: 14+ • Playtime: 90min / Book



## Setup


**Important!** Make sure to follow all steps for “End of Book Cleanup” on pg. 22 of the core rulebook before setting up this Book.

### 1. Rest and Recover:



- Recover **5 total points** on your **damage tracks**. Distribute these points however you like between **grit** , **health** , and **sanity** .
- Upgrade** any 1 empty **action space** on the map (write “x2” on it).
- Refill all **goal cards** you’ve completed that have slots for **Bat-Signal** tokens.

### 2. Prepare Cards:



- Place new **boss card (Mutant Leader)** in boss slot with boss dice on top.
- Place new **enemy tokens card** in enemies slot.
- Place new **ally card (Robin)** in ally slot (next to **Gordon**).
- Place new **Batman card** in **Batman** slot.
- Place 3 new **goal cards** in open goal slots.
- Place **Batcycle vehicle card** at **Wayne Manor**, with figure on top.
- Place **Bat-Tank vehicle card** under “**Bat-Tank**” goal card, with figure nearby.
- Place new **round sequence card** and **story card** (Part 1 faceup) where you can reference them.


**3. Prepare Action Deck:** Shuffle the **Standard action cards** (marked with ) together with the **Book 2** action cards. Place this deck facedown on the **action deck** area on the board.

### 4. Prepare GCPD Track:

- Write “**8**” in the “Adversaries per Round” box.
- Randomize and place **8 GCPD I**  and **8 GCPD II**  tokens on the track (as described on rulebook pg. 5).
- Flip all GCPD tokens **faceup**.

### 5. Map Setup:

- Place **Robin** at Bowery .
- Place **Mutant Leader** at the Dump .

**6. Place Clues:** Flip the **5 clues** marked with a  facedown and randomize them. Place 1 clue at **Gotham Harbor**, 1 clue at **Amusement Mile**, and 1 clue in **each region** (at a location of your choice that doesn’t already have a clue). Place each clue in the **center** of its location, as if it were a **boss figure**.

## Story: We Will Taste Gotham’s Blood

Everyone needs allies, even you. **Carrie Kelley** joins you as your new **Robin** to help take on the **Mutant Gang**. You’ll need to use **Robin**, your experience, and your wits to survive and take down the terrifying **Mutant Leader**!

### Your Investigation

Your goal is to hit the **Mutant Gang** as hard as you can and draw out the **Mutant Leader**.

### Fighting Strongholds

In this Book, **clue tokens** represent **Mutant Gang strongholds** that you must **fight** and **destroy**. You may start a fight with a stronghold during your **Fight and Sneak** step, if you are in an **empty action space** or on a **mutant** token at the stronghold’s location. (If you are on a press, cop, or riot token, you must defeat or sneak past before attacking the stronghold.)

Once you’ve started a fight with a stronghold, follow the normal steps to resolve it. Each stronghold rolls **2 mutant dice**, plus **1 mutant die** per mutant or riot in its location or an adjacent location.



To **destroy** a stronghold, you must successfully remove **all enemy dice** during a fight with it. When you destroy a stronghold, **reveal** its clue token and discard it to the game box.

### Adding Mutants

Members of the **Mutant Gang** **fiercely protect** their strongholds. When you add new **mutants** to the map during the “Add Adversaries” step of your turn, **ignore** the district or region on the GCPD token. Instead, for each mutant you add, choose **any stronghold** and place the mutant in an empty action space that is **as close as possible** to the stronghold (by shortest route). If there are multiple empty action spaces that are all closest, you may **choose** which one to place the mutant on.





**Batman** must add 2 Mutants this turn. He adds the first at the stronghold in Crime Alley.



Since Crime Alley is now full, the closest empty action space is at an adjacent location. **Batman** places the 2nd Mutant there.

**Important!** Mutants added to the map by *event cards* or other special effects do **not** follow the above rule, and should be placed normally in the indicated location, district, or region.

### First Encounter

If you reveal a clue token with the **Mutant Leader** on it, he **attacks!** Move the **Mutant Leader** to your location and **immediately** resolve a **boss fight** with him.

At the start of the fight, write “3 HP” in the boss HP hex. Follow all normal rules for boss fights and all special rules on the **Mutant Leader**’s card. You **must** continue this fight until either the **Mutant Leader** has 0 HP or you die – you may **not** choose to end the fight while the **Mutant Leader** has HP remaining.

If the **Mutant Leader** has 0 HP at the end of a fight round, you force him to retreat. Move him back to the Dump and erase his HP. Then continue your assault on the Mutant Gang while he recovers and prepares for a rematch.

**Important!** After the **Mutant Leader** returns to the Dump, he’s once again hidden and can’t be attacked directly. You must continue attacking strongholds to **discover** his hideout.

### Discovering Mutant Leader

When you have destroyed 4 strongholds, move the **Mutant Leader** to the location with the **final stronghold** and discard the clue token there to the game box (without revealing it). Then flip the **story card** to **Part 2**.

## Batman™: The War Goes On

### Movement

If you **end your move** at a location that is **adjacent** to the location where you **started your move**, and you are **not** on an enemy token during your “Use Action Space” step, you may use the action space you occupy **AND** another **empty action space** at your location (if there is one).

### Fights

See “*Enemies*” section.

## Robin™: A New Ally

**Robin** can sneak around the map to distract and delay members of the **Mutant Gang**, or she can accompany you and assist in fights.

### Ally Movement

While **on the map**, **Robin** can use her movement to either move onto your **Batman** card, or move to **any other location**.

While on your **Batman** card, **Robin** can use her movement to move to **any location** on the map.

**Robin** does not use **paths** when moving, and can always move to any location regardless of distance or obstructions.

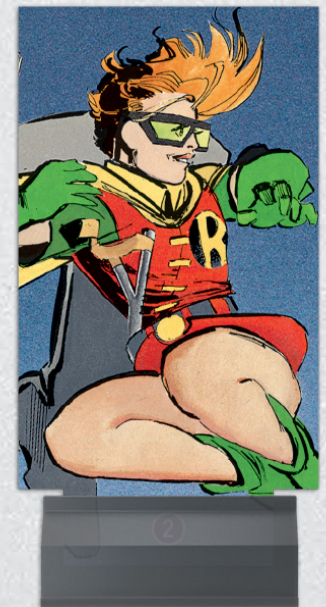
### Ally Action: Undercover

If **Robin** is **on the map**, you may remove **1 mutant** at her location. (She can’t use this action if she is on your **Batman** card.)

### Ally Action: Assist Batman

If **Robin** is on your **Batman** card, you may add her **ally dice** to each fight roll you make this turn. (She can’t assist you if she is on the map.)

**Robin** starts with **1 ally die**, but may unlock others over the course of your playthrough. While assisting, she rolls **all** dice she has unlocked. Between fights, store all of **Robin**’s unlocked ally dice on her card.



**Tip:** **Robin**’s starting die (with Black text) has several **Flip** faces to help improve your rolls.



## Vehicles

### Batcycle™

You can acquire the **Batcycle** by visiting **Wayne Manor**. Once you've acquired it, you may use it **once per Book**, at any time **except during a fight**.

When you use the **Batcycle**, place **Robin** on your **Batman** card (if she is not there already), then immediately move to **any location**. Place the **Batcycle** on any **empty action space** in the location you left.

Once you've placed the **Batcycle**, **adversaries** can't be added or moved to the action space it occupies, and **riots** can't start at that location.

At the **end of each Book**, if the **Batcycle** is on the map, return its card and figure to **Wayne Manor**.

### Bat-Tank™

You can acquire the **Bat-Tank** by completing the "**Bat-Tank**" goal card. Once you've acquired it, you may use it **once per Book**, at any time **except during a fight**.

When you use the **Bat-Tank**, draw a **path** from your location to a new location that has no destroyed action spaces. Remove all **adversaries** at both locations (do not remove riots). **Move** your figure along the drawn path to the new location and land on an **empty action space** there of your choice. Immediately use the action on your space. Then place the **Bat-Tank** on another action space of your choice in the same location, and **destroy** the remaining unoccupied action space in your location.



**In Book 2** only, when you use the **Bat-Tank**, you may reveal and destroy **1 stronghold** clue token at either end of the **Bat-Tank's** path. (If you reveal the **Mutant Leader**, he moves to your location and fights you, even if the stronghold you destroyed is not in the location you moved to.)

Once you've placed the **Bat-Tank**, **adversaries** can't be added or moved to the action space it occupies, and **riots** can't start at that location.

At the **end of each Book**, if the **Bat-Tank** is on the map, return its card and figure to **Wayne Manor**. In future Books, it can be acquired from **Wayne Manor** like other vehicles.

## Enemies

### Cops

**Special:** After fighting **cops**, if you **defeated** at least 1 cop, you **must add 1 press** to an empty action space in or adjacent to your location. If all spaces at your location and all adjacent locations are occupied by a figure/token or are destroyed, do not add any press.

	After resolving <b>Blocks</b> , take <b>1 damage</b> that must be applied to your <b>lowest damage track</b> . If several tracks are tied for lowest, you may choose which of them to reduce.
	Counts as a <b>Block</b> .

### Mutants

**Special:** After fighting mutants, if you **defeated** at least 1 mutant, you **may remove 1 press** in or adjacent to your location.

	Counts as a <b>Miss</b> .
--	---------------------------

### Riots

**Special:** (none)

	After resolving <b>Blocks</b> , take <b>1 damage</b> that must be applied to your <b>lowest damage track</b> . If several tracks are tied for lowest, you may choose which of them to reduce.
	Counts as a <b>Miss</b> .
	Counts as a <b>Miss</b> .

### Mutant Leader

*The leader of the notorious **Mutant Gang** is spoiling for a fight.*

#### Special Abilities

**First Encounter:** If you are attacked by **Mutant Leader** while investigating, he has 3 HP. In your final battle with him, he has 5 HP.

**Berserk:** In the **first round** of each fight, **Mutant Leader** automatically **Blocks** 1 of your Pows.

**You Slow, Man!:** Resolve **Mutant Leader's** Kill results before Blocks. Each Kill changes 1 of your **Blocks** to a miss. Each time one of your Blocks is changed, you take **2 damage** (unblockable).

**Come Out, Coward:** Each -2 **Mutant Leader** rolls deals 2 unblockable health damage.



BATMAN and all related characters and elements © & ™ DC Comics.  
WB SHIELD: © & ™ WBEI. (s21)

© 2021 Cryptozoic Entertainment.  
25351 Commercentre Dr. Suite 250 Lake Forest, CA 92630. All rights reserved.

cryptozoic.com Made in China.