

Arkham City Royale

A Batman demonstration game for the Leicester All Scars

4 players, 150 rep/\$500 crew each. Strategies are not used. Each crew will place 1 sewer and 1 lampost each prior to deploying in the 20cm corners of the board.

Game uses 1 of each standard objective (Loot, Ammo, Titan and Riddle) each placed on the centre point of each edge of the central 30cm square. These cannot be moved during the game but may be claimed by any crew and worth the standard points.

There is also a special fifth objective in the centre of the board – the flag. The flag may be claimed by any crew and may be moved by spending 1MC while controlling it – However, models carrying the flag cannot make run or bat-claw moves. A crew in possession of this objective at the end of the game (not each round) earns 5 VP's.

No crew will need to roll for running away.

Each crew will place a differently coloured dice in the Take the Lead bag. At the start of each round one player will draw the dice out in order to determine that rounds order of play. At the end of the round all four dice are returned to the bag ready for the next draw.

The game lasts for 6 rounds.

The crew with the highest VP total at the end of the game wins.

