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# BATMAN BEGINS™ SHADOW ASSAULT™ GAME

## CONTENTS

- 1 Gameboard
- 4 Batman Playing Pieces
- 20 Ninja Playing Pieces
- 3 Green Dice
- 1 Black Die
- 5 Damage Markers

## INTRODUCTION

Ra's al Ghul, master of the League of Shadows, has sworn to destroy Gotham City! Racing through the night, Batman *seems* to appear in multiple locations at once, confusing his enemies with his speed and his stealth. But will that be enough? Can Batman stop Ra's al Ghul's ninja army before they activate their microwave cannon and wreak havoc upon the city?

## OBJECT

One player is Ra's al Ghul and controls all the ninjas; the other players control the Batman figures. Both groups have different objectives:

RA'S AL GHUL must reduce the Power Points of all 4 Batman figures to zero to win.

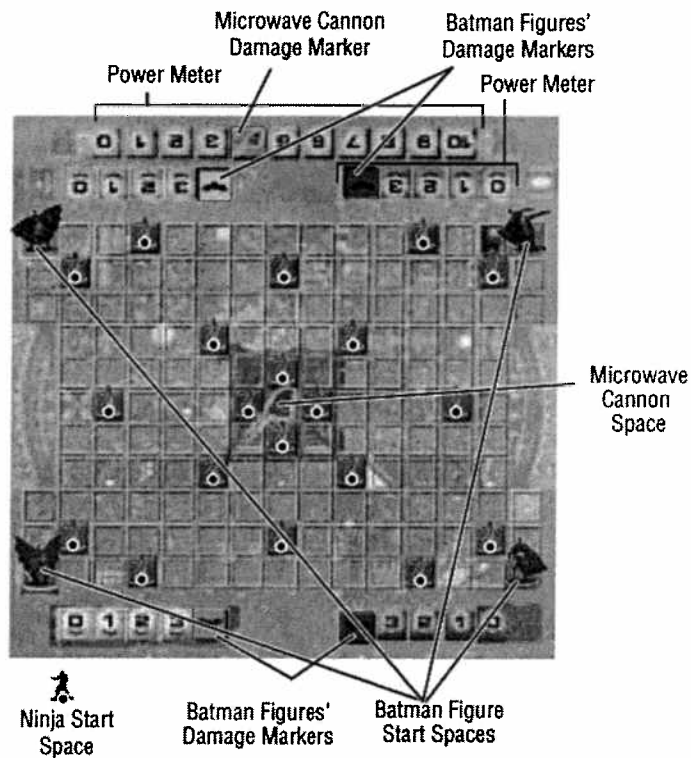
THE BATMAN PLAYERS must reduce the microwave cannon's Power Points to zero to win. (NOTE: The Batman players **do not** have to eliminate all of the ninjas)

**Power** represents a figure's fighting energy. The more you have, the stronger you are! But be careful – once it runs out, you're out of the game!

## SET-UP

1. Decide who will play Ra's al Ghul. The remaining players divide the Batman figures evenly between them. (Note: in a 4-player game, you will not be able to divide the figures evenly – one player will be Ra's al Ghul, another player will need to play 2 Batman figures, and the remaining two players each take 1.)
2. Open the game board in the center of the playing area.
3. Set one ninja playing piece on each of the dark red board spaces.
4. Place the microwave cannon's Damage Marker (the cannon) on space 4 of the big Power Meter along one side of the board.
5. Place the Batman playing pieces on their start spaces in the corners of the board. The color of each playing piece's base will match the color of its start space.
6. Place the Batman figures' Damage Markers on space 4 of their Power Meters; the color of the meter and marker match the color of the figures' start spaces.
7. Give Ra's al Ghul the 3 green dice and the Batman players the black die.

8. Ra's al Ghul goes first, and play proceeds clockwise around the table.



## POWER METERS

Each Batman figure and the microwave cannon have a Power Meter to track their current fighting level.

Whenever a Batman figure or the microwave cannon gets hit in battle, move the Damage Marker on its Power Meter to the next lowest number. If the marker reaches zero, the matching figure (or the cannon) is eliminated from the game.

Ra's al Ghul has a special ability the Batman-players don't have – he can **increase the Power level of his cannon's Power Meter**, making it harder to destroy. (see RA'S AL GHUL'S TURN).

## DEFENSE VALUE

At the beginning of **every round**, the microwave cannon, the ninjas and all empty spaces on the board have a **DEFENSE VALUE** of 2. Batman-players must roll a number greater than this Value to move into an empty space or to successfully attack ninjas or the microwave cannon.

Ra's al Ghul has another special ability the Batman-players don't have – he can **increase this Defense Value** each turn to make it more difficult for Batman to move and attack. (see RA'S AL GHUL'S TURN).

## GENERAL MOVEMENT

Batman and ninja playing pieces **cannot** move diagonally or share the same space, and they **cannot** move through the microwave cannon space.

Ninja playing pieces can move through each other, but they cannot move through the Batman playing pieces. Batman figures cannot move through each other.

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# LET'S PLAY!

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## TURN SEQUENCE

Ra's al Ghul starts each round, and play proceeds clockwise around the board.

## RA'S AL GHUL'S TURN

Ra's al Ghul's turn consists of two steps:

**STEP 1: POWER-UP PHASE.** He must choose to *either*  
**A) Increase the microwave cannon's Power Meter or to**  
**B) Increase the Defense Value.**

**STEP 2: ATTACK PHASE.** He may then **attack** any Batman figures that stand adjacent to any of his playing pieces.

## STEP 1. POWER-UP PHASE

### A. Increasing Power

If he chooses this option, Ra's al Ghul rolls all **three** green dice. Any symbol-pair rolled adds 1 point to the cannon's Power Meter – move its Damage Marker one space to the left. Three-of-a-kind adds 3 points to the meter. He cannot increase the cannon's Power beyond 10. **NOTE: Ra's al Ghul may only increase the cannon's Power Points if at least 1 of his ninjas remains on the board.**



Symbols on Green Die

If he chooses to increase the microwave cannon's Power, Ra's al Ghul will not be able to move any ninjas during that turn, and the Defense Value stays at 2.

### B. Increasing Defense Value

If Ra's al Ghul chooses this option instead, he rolls **one** green die. The number rolled reveals 3 things:

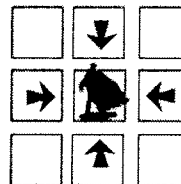
- 1) It reveals the new Defense Value of the board spaces, ninjas and the microwave cannon for that round. **NOTE: The Defense Value returns to 2 at the start of Ra's al Ghul's next turn.**
- 2) It reveals UP TO how many ninjas can move that round.
- 3) It reveals UP TO how many spaces a ninja can move that round. Ra's al Ghul should move his ninjas next to Batman figures to attack them. **(NOTE: Ra's al Ghul may elect not to move ANY ninjas)**

**Example:** Ra's al Ghul rolls a 4. During that round, each ninja, board space and the microwave cannon now have a Defense Value of 4. Additionally, Ra's al Ghul may move up to 4 different ninjas up to 4 spaces each. At the beginning of Ra's al Ghul's **next** turn, the Defense Value returns to 2.

**Once all of Ra's al Ghul's ninjas are eliminated, he can only choose this option; he must increase the Defense Value at the start of each round.**

## STEP 2. ATTACK PHASE

After increasing either the cannon's Power or the Defense Value, Ra's al Ghul may attack any Batman figure that stands adjacent to a ninja or to the microwave cannon space. **NOTE: Diagonal spaces do not count as adjacent spaces.**



Adjacent spaces may attack

### Attacking Batman Figures with Ninjas

A ninja gets one attack against **every** Batman figure it stands adjacent to; so it may be able to make multiple attacks during one turn.

Roll one green die for each ninja attack (it doesn't matter which die you roll because **all green dice are identical**). Ra's al Ghul must declare which Batman figure he is attacking before rolling any dice. If the **ninja hit symbol** is rolled, the attack is successful. Move that Batman figure's Damage Marker one space down his Power Meter.



Ninja Hit Symbol

### Attacking Batman Figures with the Microwave Cannon

Ra's al Ghul can attack any Batman figure adjacent to the microwave cannon. He makes **3 attacks** per round with the cannon by rolling all 3 green dice. If multiple Batman figures are adjacent to cannon, he must declare how many of his 3 attack dice he is rolling against which figures.