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JUSTICE LEAGUE DARK

 **KNIGHT MODELS™**





MAGIC AND THE SUPERNATURAL

The DC universe is one populated by superhumans, aliens, extradimensional warriors and genetically enhanced monsters. Many display god-like powers; some are literal gods. And yet, standing apart from all, there is another breed of super-powered being – those for whom the spirit realm is as tangible as the world of mortals; for whom demons are very real threats; and for whom the rules of the physical world can be bent to their will. Some call these practitioners of the arcane arts ‘sorcerers’, ‘wizards’, or ‘witches’. Others call them by their true name: the homo magi.

ZAZANINA

HOMO MAGI

Since the dawn of mankind, there have been those amongst mortals who have possessed strange and uncanny abilities. They may treat with spirits, read fortunes, see into the future, manipulate the skeins of fate, summon or banish demons, and even raise the dead from their graves. In some cultures, these strange men and women are seen as blessed; in others, they are feared and despised, sometimes hunted to near-extinction, such as in the infamous witch trials of Salem. One thing they all share in common, despite outward appearances, is that they are not entirely human. They are the homo magi, and every one of them possesses some trait that allows them to manipulate supernatural forces, and to wield what can only be described as magic!

According to Doctor Mist, the homo magi originated on the fabled island of Atlantis – a place steeped in ‘wild magic’. It was exposure to these energies that led to the people of Atlantis undergoing a gradual, evolutionary process, ultimately leading to them becoming masters of supernatural forces. When Atlantis fell, many homo magi used their powers to escape their fate, and were scattered across the globe, where they settled amongst other civilizations. Such is the efficacy of the homo magi bloodlines, however, that every descendent of these refugees has some talent for magic even to this day.





OTHER PRACTITIONERS

Not all practitioners of magic are homo-magi, however. Some, such as Kid Devil and Raven, have demonic blood running through their veins, allowing them to tap into the flow of magical energy as easily as any homo magi. Others are part Fae – possessing the abilities of the fairies of legend. Normal humans, too, can become sorcerers through the use of occult artefacts, such as Doctor Fate’s helmet, or Vixen’s Tantu totem. Creatures such as Swamp Thing are created from elemental magic – the same supernatural forces that reanimated Solomon Grundy. Finally, some magic users are not mortal at all, but divine in origin – magic is the secret of the powers of Wonder Woman, Circe, Ares and other gods of old.

LIMITATIONS

Some magic users are more powerful than others, and are thus able to resist the spells of their foes more easily or with greater difficulty. Some sorcerers specialise in counter-spells, wards and protective charms over offensive spells. But magical power, while devastating in the hands of a skilled practitioner, is still a fickle energy, subject to various constraints. For instance, cold iron has traditionally been used by myriad cultures to disrupt the flow of magical energy, and to slay fae beings. The mysterious Nth metal, too, has anti-magic properties, making it much sought-after by those who count demons and wizards amongst their foes.

MAGIC TRAITS

To represent the various forms of magic user in the Batman Miniature Game, these models will possess one or more of the magic-related traits below.

Where a model is entitled to use magical powers or spells, the traits will specify the type.

DEMON

Damage rolls against this model suffer a -1 penalty. In addition, this model does not reduce its number of Action Counters as it accumulates Damage markers.

DEMON'S CURSE

At the beginning of the Take the Lead phase, if there are no other models in contact, roll 2D6 for this model and add the results together. On a result of 11+, place a friendly Etrigan model within 4" of this model, in a position in which its volume will fit, then remove this model from play. For each friendly model removed as a Casualty in the game so far, add +2 to the result.

DISTORT MAGIC (IMC)

Choose any point on the tabletop within 4" of this model. Until the end of the round, this model can cast spells as though it was located at that point.

DIVINATION

This model can use Divination Spells. In addition, once per game the model can reroll one die – you don't need to accept the second result, and instead may choose between both.

DIVINE MAGIC

This model can use Divine Magic Spells. In addition, once per game this model can spend 1 Magic Point (MP) during its activation to remove 1 Damage marker from its Character Card.

ECTOKINESIS

This model can use Ectokinesis Spells. In addition, once per game this model can spend 1 MP during its activation to reroll its roll to Hit and to Damage against models with the Incorporeal trait.



ELDRITCH

This model can use Eldritch Spells. In addition, once per game during its activation, the model gains +1 to its Attack value until the end of the round.

EXORCISM

This model can use Exorcism Spells. In addition, once per game during its activation but before casting any spell this model can spend 1 MP during its activation to add +1 to the result of all Magical tests until the end of the round.

GREEN MAGIC

This model can use Green Spells. In addition, once per game this model can spend 1 MP to remove (★★) Damage from its Character Card.

GHOST

This model has the Incorporeal and Invulnerability /1 traits, which remain active without paying the Action Counter cost.

HOMO MAGI

This model gains +1 Willpower when taking a Magical test.

MAGICAL POWER: X

This trait represents the character's magical aptitude and their ability to manipulate magical forces. All models with this trait can use Elemental Spells.

The value 'X' is the number of Magic Points (MP) the model can spend during a round. Each spell costs a number of Magic Points to cast. At the Beginning of the Raise the Plan phase, the model gains a number of MPs equal to X. At the end Recovery phase, all unspent MPs are lost.

MEDITATION (2SC)

The model gains 2 Magic Points until the end of the round. These points can exceed the maximum that a model can generate and spend as detailed by the Magical Power trait.



NECROMANCY

This model can use Necromancy Spells. In addition, once per game during its activation this model can spend 2 MPs to inflict (♠) Damage to another model in contact, and then remove 1 Damage from itself.

OCCULTISM

This model can use Occultism Spells. In addition, once per game during its activation, the model gains +1 to its Defense value until the end of the round.

POSSESSION (25C)

Target a non-vehicle model within 4" without the Bot trait. The target must take a Willpower roll with a -2 Willpower penalty. If it fails the roll, the target becomes Possessed! Remove this model (the 'Possessor' hereafter) from play – it cannot be activated while this trait is in effect, and it does not count for the purposes of Passes.

However, the Possessed model is now controlled by you, rather than its own player. Treat it as a member of the Possessor's crew (if this activation takes place in the following round, the model's Action Counters are also allocated by you in the Raise the Plan phase). At the end of its activation, the Possessed model must take another Willpower roll (again with a -2 Willpower penalty) or continue being possessed. If the Possessed model passes the Willpower roll, the possession ends – see below. Alternatively, at the end of the Possessed model's activation, immediately before the Willpower roll is taken, the Possessor may choose to end the possession.

When the possession ends, return the Possessor to play by placing it within 4" of the Possessed model. The Possessor cannot be activated this round; the model that was Possessed returns immediately to the control of its owning player.

If the Possessed model becomes KO or Casualty while possessed, then the possession ends as described above. However, as soon as the Possessor is placed on the board, assign (♠♠) Damage to its Character Card.

THE DEVIL YOU KNOW

When this model casts a spell, it may apply any Failure result to a friendly model instead of itself.

VAMPIRE

This model gains +3" to its basic movement distance, and does not suffer Impaired movement. Also, if this model inflicts any Damage as part of a Grab attack against a non-vehicle model, it may immediately remove one Damage marker from its Character Card. This bonus does not apply if the target of the Grab is a vehicle, or if it has the Bot or Undead traits. Finally, at the end of each Recount phase, remove one Damage marker from this model's card.



NEW ACTION: CAST SPELL

Models can spend Magic Power counters to try to cast spells during its activation. There is no limit on how many different spells a model can cast, as long as it can pay the requisite cost in MPs.

SPELLS

Each spell can only be used once per round unless specified otherwise. A model can only cast a spell if it has the related Trait (for example, Constantine has the Exorcism Trait, so he can cast any spell from the Exorcism Spell list).

MAGIC DAMAGE

All Damage inflicted by a spell has the Magic weapon special rule.

NEW EQUIPMENT

This piece of equipment can be purchased by Henchmen of any crew:

0-1 Rare Nth Medallion (\$150): The Difficulty of spells cast against this model and all other models within 4" is increased by +4. This equipment cannot be affected by the *Broken Equipment* rule.



THE CAST SPELL SEQUENCE

- Pay the cost of the spell in MPs.
- Take a Magical test.
- If successful, continue to next step. If not, resolve the Failure result in the spell description.
- Select Target (If any).
- Resolve the spell.

THE MAGICAL TEST

In order to perform the Cast Spell action, or to use various magic Traits and abilities, a model must first pass a Magical test.

To take a Magical test, you must roll 2d6 and add the character's Willpower value. Compare the result with the Difficulty rating of the spell. If the result equals or beats the Difficulty, the spell is successful, and you may apply its effects. If not, you must apply the Failure result to the casting model, and the action then immediately ends.

THE SPELLS

Here you will find the full list of spells for the Batman Miniature Game, divided by type.

DIVINATION

The ability to gaze into the future, to sense incoming danger and thwart enemy plans.



ZATANNA

GUIDED HANDS (3 MP)

Difficulty: 13

Failure: (★) Damage.

Target a friendly non-vehicle model within 8" and line of sight. Target model gains 1 AC (this AC may take the number of assigned Action Counters above the normal maximum). In addition, the model gains a +1 bonus to Hit rolls until the end of the round.

PRECOGNITION (2 MP)

Difficulty: 14

Failure: -1 Defense until the end of the round.

Target a non-vehicle model within 4" and line of sight. Target model may reroll one single roll during its next activation.

DIVINE MAGIC

The ability to commune with the gods, beseeching them for aid.

MAGIC LIGHT (2 MP)

Difficulty: 12

Failure: Suffer the Blind effect.

Target a model within 8". The target, and an area within 4" of it, are under the effect of Light until the end of the round.

POWER HEAL (4 MP)

Difficulty: 15

Failure: (★) Damage.

Once per game. Target a non-vehicle model within 4", and remove up to 4 Damage markers from its Character Card. During a round in which a model recovers from KO using this ability it will not have an activation or be able to generate any counters.



ECTOKINESIS

The ability to draw upon the power of the spirit realm, and walk between worlds.

ETHEREAL FORM (4 MP)

Difficulty: 15

Failure: -1 Defense until end of the round.

Until the end of the round, this model is immune to Stun Damage. The model can move 'through' other models and scenery as though they weren't there, but cannot end its move over another model or inside solid scenery.

ETHEREAL CHARGE (2 MP)

Difficulty: 11

Failure: (★★) Damage.

This spell must be cast before the model moves during its activation. This model, during its Movement Action, must move in a straight line, it can move through other models, but cannot end its move on another model. All models that the charging model contacts during this movement receive an automatic close combat Hit (this hit cannot be blocked), with a Strength value of 3+ and Damage (♣). At the end of the Movement Action, this model can attack normally.



ELDRITCH

The ability to harness the flux of magical energy for attack or defense.

FORCE FIELD (2MP)

Difficulty: 11

Failure: (●●) Damage.

Until the end of the round, whenever this model suffers (●) Damage, it is immediately changed to (★) Damage.

ELDRITCH BOLT (X MP)

Difficulty: 10 + target's Defense.

Failure: X (★) Damage.

When casting this spell, the model must choose how many MPs to spend (up to 4). Target a model within 4" and LoS. The target receives X (●) Damage, where X is the number of MPs spent.



EXORCISM

The ability to commune with spirits, and to banish demons.

EXORCISE SOUL (2 MP)

Difficulty: 8+ target's Defense.

Failure: (♠) Damage.

Target an enemy Model within 8" and line of sight who has the Incorporeal, Ghost, Vampire, Undead, Demon and/or Entity Traits. The target receives (♠♠) Damage, and must pass an Endurance roll or lose up to 2 Action Counters.

ARCANE PROTECTION (2 MP)

Difficulty: 13

Failure: (★) Damage.

This model gains +1 to its Defense value and cannot be the target of any spell. Both effects last until the end of the round.



NECROMANCY

The ability to raise the dead, and necrotize the living.

BLACK PAIN (2 MP)

Difficulty: 14

Failure: -1 to Attack and Defense until the end of the round.

Target up to 2 enemy non-vehicle models within 8" and line of sight.

Target models must pass an Endurance roll or receive (★★★) Damage and lose 1 Willpower until the end of the next Raise the Plan phase.

RESURRECTION (3 MP)

Difficulty: 9 + target's Endurance.

Failure: (●●●) Damage.

One use per game. Choose a friendly non-vehicle model that has been made a Casualty earlier in the game. Return that model to play within 4" of the caster, in a position in which its volume will fit. The resurrected model has a number of (●) markers equal to its Endurance -2. The model can do nothing this round, but can be activated as normal in the next round. That model retains all the equipment, traits and ammo it had when it was made a Casualty. However, if the model is made a Casualty and/or KO again, it awards its VPs to the opponent for a second time.



OCCULTISM

The ability to draw upon dark powers to perform powerful rituals.

BLACK SHADOWS (2 MP)

Difficulty: 11

Failure: (♠) Damage.

Move this model up to 6". For the remainder of the round, this model cannot be the target of an Attack or Trait unless the attacker (or the trait's user) is within 2".

CURSE (2 MP)

Difficulty: 13

Failure: -1 to all dice rolls until the end of the round.

Target a non-vehicle model within 8" and line of sight. Target model's Movement, Attack and Defense values are reduced by -1 until the end of the round. In addition, the target model cannot spend SC this round.



GREEN

The ability to bend the forces of nature to one's bidding.

GREEN WINGS (3 MP)

Difficulty: 12

Failure: None

This model gains the Hover and the Flying High rules until the end of the round.

GREEN STRENGTH (1 MP)

Difficulty: 11

Failure: (♦) Damage.

Until the end of the round, this model gains the Claws trait and adds +1 to its Damage rolls.

ELEMENTAL

The natural ability of all spellcasters to manipulate magical energies.

MAGICAL HEALING (1 MP)

Difficulty: 12

Failure: Lose 1 Action Counter.

Target non-vehicle model within 8" and line of sight removes 1 Damage marker from its Character Card.

During a round in which a model recovers from KO using this ability it will not have an activation or be able to generate any counters.

MAGIC BOLT (2 MP)

Difficulty: 9 + target's Defense.

Failure: None.

Target model within 8" and line of sight receives (☹☹) Damage.

RESTORATION (1 MP)

Difficulty: 11

Failure: None

Target friendly model within 8" and line of sight removes all active Effects.





PERSONAL SPELLS

FLAME BOLT (2 MP) (CONSTANTINE ONLY)

Difficulty: 9+ target's

Defense.

Failure: None.

Target model within 10" and line of sight receives (♦♦) Damage and one Fire marker.

REVIVAL (5MP) (SWAMP THING ONLY)

Difficulty: 15

Failure: (♦♦) Damage.

Once per game. The first time this model is removed from play as a Casualty after successfully casting this spell, at the beginning of the next Take the Lead phase, place it in your deployment zone, treat the model as a brand new member of the crew, removing all tokens from its Character Card, and losing any purchased equipment it originally had, and any traits it may have gained during the game. If the model is made a Casualty and/or KO again, it awards its VPs to the opponent for a second time.



**TROPELET (4 MP)
(ZATANNA ONLY)**

Difficulty: 15

Failure: (◆) Damage.

Once per game. This model may be placed up to 16" from her starting position.

**FARSEER (1 MP)
(RAVEN ONLY)**

Difficulty: 13

Failure: -1 Defense until the end of the round.

This model may reroll up to two rolls during its next activation.

**PROTECTION FROM EVIL (1 MP)
(JASON BLOOD ONLY)**

Difficulty: 13

Failure: Lose 1 Action Counter.

Enemy Models cannot end any move within 4" of this model.