DC

BATMAN
THE DARK KNIGHT RETURNS
THE GAME

Standalone Missions & Versus Mode

Players: 1-2 • **Ages:** 14+ • **Playtime:** 90min / Book

The Dark Knight Returns — Standalone Missions & VS Mode

Introduction

This booklet provides setup and special rules for playing each Book as a **standalone mission**, rather than as part of a full playthrough. It also includes rules for playing a full playthrough of any mission with **2 players** starting on page 12.

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Standalone Missions

When playing a standalone mission, start with a fresh game board (erase all markings from previous playthroughs), then find the chosen mission in this booklet and use the **Map Diagram, Map Setup, and Cards & Components Setup** to prepare the game board. These will tell you where to place starting tokens and figures, which cards to use, and the starting resources you'll have to complete your objectives.

Drawing Starting Paths

When setting up the map, you will need to draw several **paths** connecting locations. Each mission includes 2 **one-way paths** that must be drawn **first**. These are shown as **arrows** on the map. Make sure each one-way path you draw is marked with an **arrowhead** at the correct end to show where it is pointing.

Once you have drawn the 2 one-way paths, you may also draw **2 normal paths** connecting locations of your choice. The first path must connect **1 location in Downtown** with **1 location in Midtown**. The second must connect **1 location in Uptown** with **1 location in Midtown**. Follow all rules for drawing paths on pg. 10 in the core rulebook.

Character and Reference Cards

All standalone missions (both normal and hard versions) use the **story cards** and **round sequence card** for the corresponding Book from the standard game. All other cards used on each mission are listed in its **Components Setup** section.

Standalone missions frequently use cards from **earlier Books** (and sometimes later Books), since you can carry over rewards from previous Books during a standard playthrough.

Scoring Missions

At the end of each standalone mission (regardless of whether you won or lost), you can determine your **score** by removing all **friendly figures** (**Batman**, allies, and vehicles) from the map, and then counting the total number of **action spaces** that are **empty** and haven't been **destroyed**.

If you **won** the mission, this total is your final score. If you **lost** the Mission, divide this total in **half** to determine your final score. The highest achievable score for any mission is **105 pts**.

Share your score on social media with the hashtag **#DarkKnightReturnsCZE**!

Hard Mode

The standalone missions include a **hard mode** version for each Book. These are substantially more difficult, and should only be attempted by players who have played and are comfortable with the standard game.

Hard missions start with more enemies and give you fewer starting resources to fight them. In addition, each hard mission includes a **special rules** section that adds extra obstacles.

Alert Icons ⚠️

On any hard mission, whenever you reveal an **event card** with an **alert icon** in the corner, it indicates that you may **not** sneak during the "Fight or Sneak" step of your turn (see pg. 14 in the core rulebook).

This means that if you **end your move** at a location that has **enemy tokens**, you **must** fight the enemy you land on — you **can't** sneak past them to an empty space. (If you end your move at a location that has **no** enemy tokens, you may land on any action space and use it as normal.)

Standalone Mission — Book 1: The Dark Knight Returns (Normal)

Map Setup

Doomsday Clock	9
GCPD Adv. Round	9
Damage Tracks	9 Grit, 9 Health, 9 Sanity
Starting Tokens	16 mutants, 8 cops, 8 press, 3 riots, 8 clues
Starting Figures	Batman (Wayne Manor), Two-Face (Arkham Asylum), Gordon (Gordon's House)
Drawn Paths	Selina's Apartment → Newtown Diamond District → Robinson Park Downtown ↔ Midtown (choose locations) Uptown ↔ Midtown (choose locations)

Cards & Components Setup

|	
Boss	① Two-Face
Enemies	① Book 1 Enemy Tokens
Available Vehicles	① Remote Control Bat
Allies	① Comissioner Gordon
Cooldown	①② Cooldown
Batman	① Batman
Utility Belt	Choose 2 Standard ■ Batarangs Choose 1 Explosive / Electric / Tranquilizer ■ ■ ■ Batarang
Wayne Manor	① Batcopter ③ Batwing ④ Dark Horse
In Progress Goals	① Ultimate Training ① So Calm, So Right ② Bat-Tank
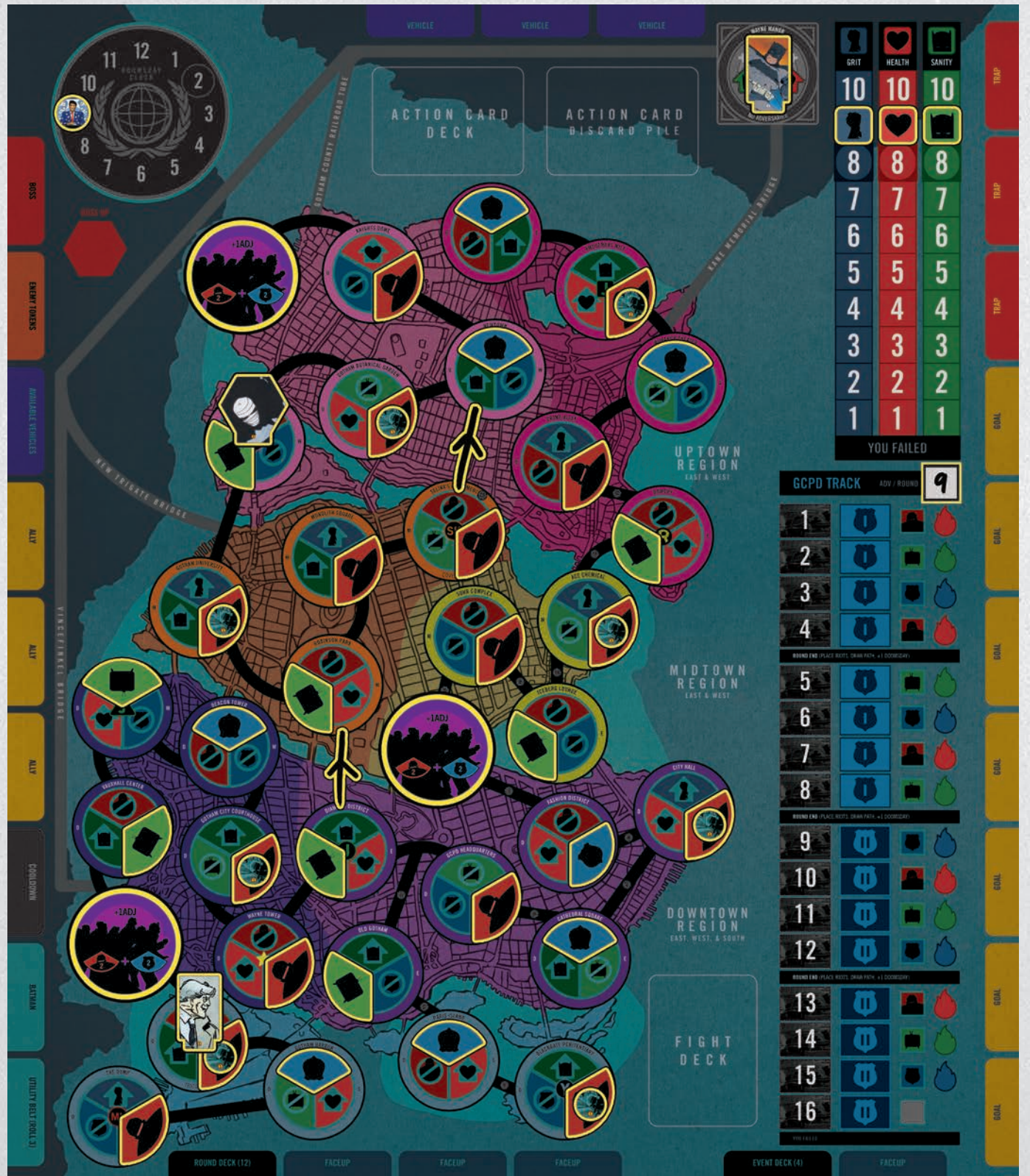
Standalone Mission — Book 1: The Dark Knight Returns (Hard)

Map Setup

Doomsday Clock	10
GCPD Adv. Round	10
Boss HP	+6
Damage Tracks	7 Grit, 7 Health, 7 Sanity
Starting Tokens	20 mutants, 11 cops, 11 press, 7 riots, 8 clues
Starting Figures	Batman (Wayne Manor), Two-Face (Arkham Asylum, Gordon (Gordon's House)
Drawn Paths	Arkham Asylum → Crime Alley
	Gotham City Courthouse → Suhr Complex
	Downtown ↔ Midtown (choose locations)
	Uptown ↔ Midtown (choose locations)

Cards & Components Setup

Boss	① Two-Face
Enemies	① Book 1 Enemy Tokens
Available Vehicles	None
Allies	① Comissioner Gordon
Cooldown	① ② Cooldown
Batman	① Batman
Utility Belt	Choose 3 Standard ■ Batarangs
Wayne Manor	① Remote Control Bat
	① Batcopter
	③ Batwing
In Progress Goals	① Prototype Batarang
	① Ultimate Training
	① So Calm, So Right
	② Bat-Tank
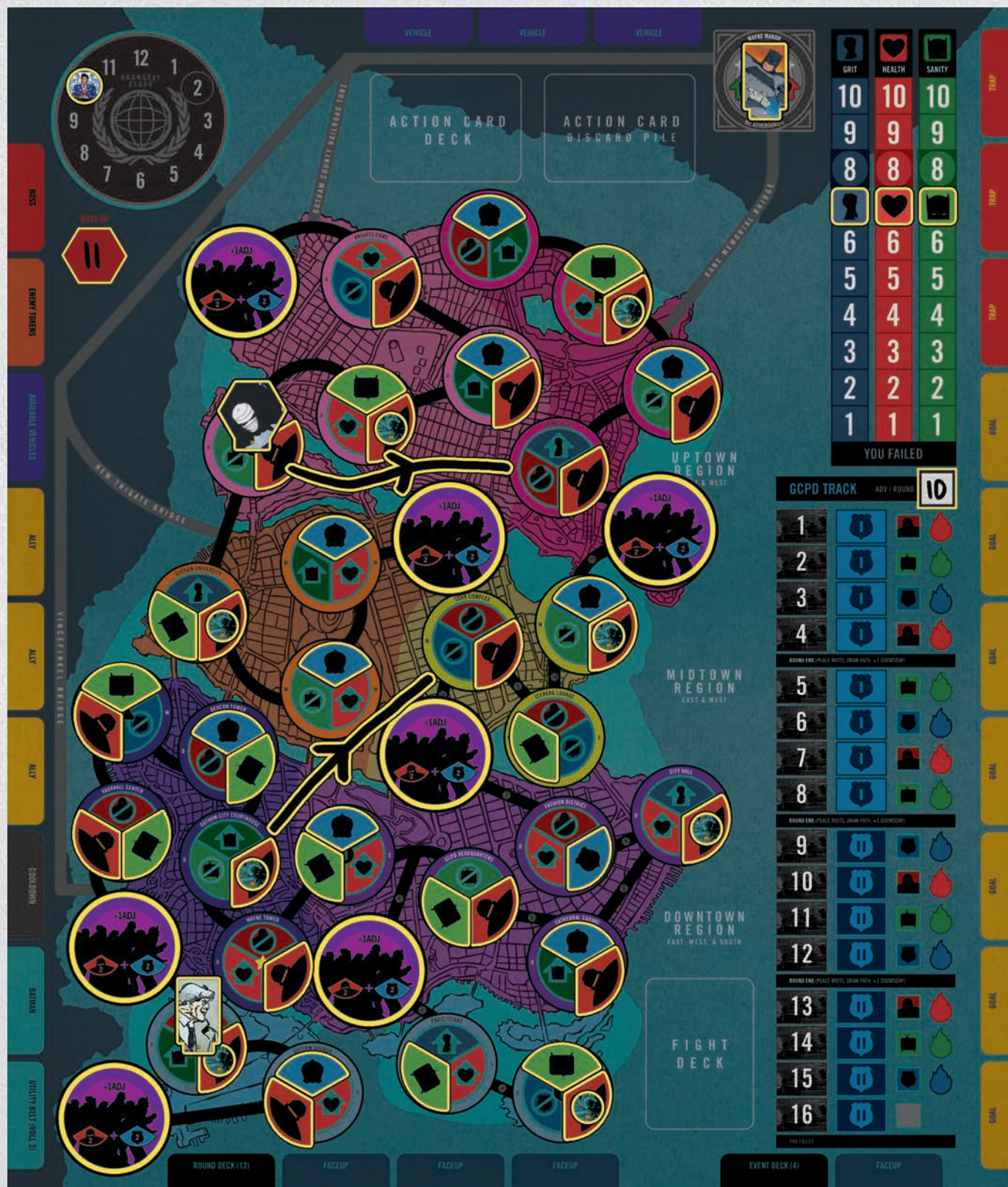
Special Rules

Alert Icons ⚠️

When you reveal an **event** with an **alert icon** in the corner, you may not sneak this turn.

Cops/Riots

Each 👓 your enemies roll deals **1 grit damage** (after resolving Blocks).

Boss

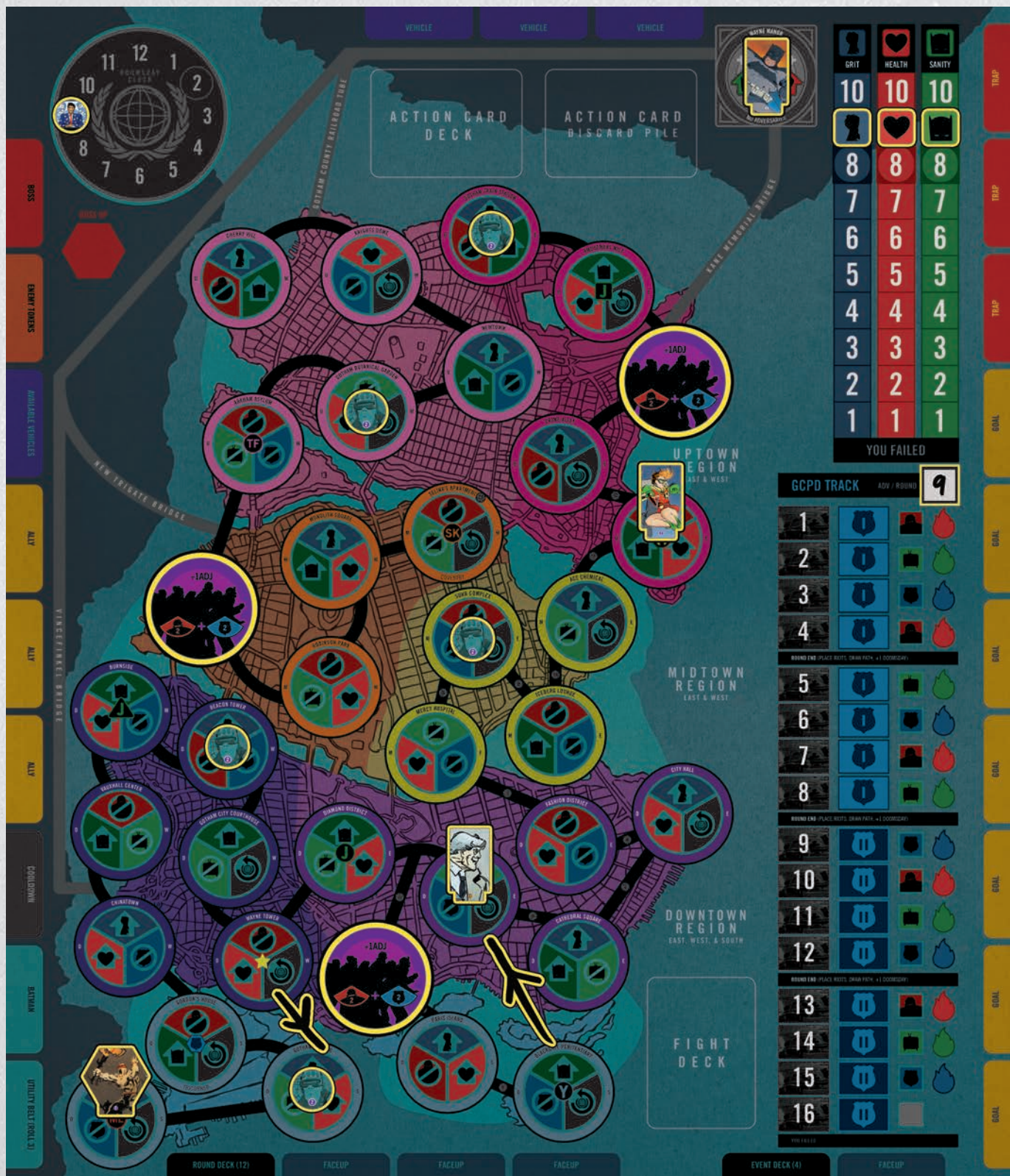Two-Face has **11 HP** (instead of 5 HP).

Map Setup

Doomsday Clock	9
GCPD Adv. Round	9
Damage Tracks	9 Grit 9 Health 9 Sanity
Starting Tokens	11 mutants, 11 press, 11 cops, 3 riots, 5 clues. Place all 33 adversaries in the box lid. One at a time, draw and place 1 random adversary on each location on the map (that does not have a riot), on an action space of your choice. Return the leftover token to the supply.
Starting Figures	Batman (Wayne Manor) Mutant Leader (The Dump) Gordon (GCPD Headquarters) Robin (Bowery)
Drawn Paths	Wayne Tower → Gotham Harbor Blackgate Penitentiary → GCPD Headquarters Downtown ↔ Midtown (choose locations) Uptown ↔ Midtown (choose locations)

Cards & Components Setup

Boss	❷ Mutant Leader
Enemies	❷ Book 2 Enemy Tokens
Available Vehicles	❷ Batcycle
Allies	❶ Comissioner Gordon ❷ Robin
Cooldown	❶ ❷ Cooldown
Batman	❷ Batman
Utility Belt	Choose 2 Standard 🔲 Batarangs Choose 1 Explosive / Electric / Tranquilizer 🟥 🔴 ⬜ Batarang
Wayne Manor	❶ Batcopter ❸ Batwing ❹ Dark Horse
In Progress Goals	❶ Ultimate Training ❷ Bat-Tank ❷ Smokebomb ❷ Crowbar

Standalone Mission — Book 2: The Dark Knight Triumphant (Hard)

Map Setup

Doomsday Clock	10
GCPD Adv. Round	9
Boss HP	+0/+4
Damage Tracks	7 Grit 7 Health 7 Sanity
Starting Tokens	17 mutants, 17 press, 17 cops, 7 riots, 5 clues. Place all 51 adversaries in the box lid. One at a time, draw and place 1 random adversary on each location that has a clue, on an action space of your choice. Then draw and place 2 random adversaries on each location that does not have a clue or riot.
Starting Figures	Batman (Wayne Manor) Mutant Leader (The Dump) Gordon (GCPD Headquarters) Robin (Bowery)
Drawn Paths	Suhr Complex → Monolith Square Mercy Hospital → Diamond District Downtown ↔ Midtown (choose locations) Uptown ↔ Midtown (choose locations)

Cards & Components Setup

Boss	② Mutant Leader
Enemies	② Book 2 Enemy Tokens
Available Vehicles	-
Allies	① Comissioner Gordon ② Robin
Cooldown	① ② Cooldown
Batman	② Batman
Utility Belt	Choose 3 Standard ▪ Batarangs
Wayne Manor	① Batcopter ❸ Batwing ❹ Dark Horse
In Progress Goals	① Ultimate Training ② Bat-Tank ② Smokebomb ② Crowbar
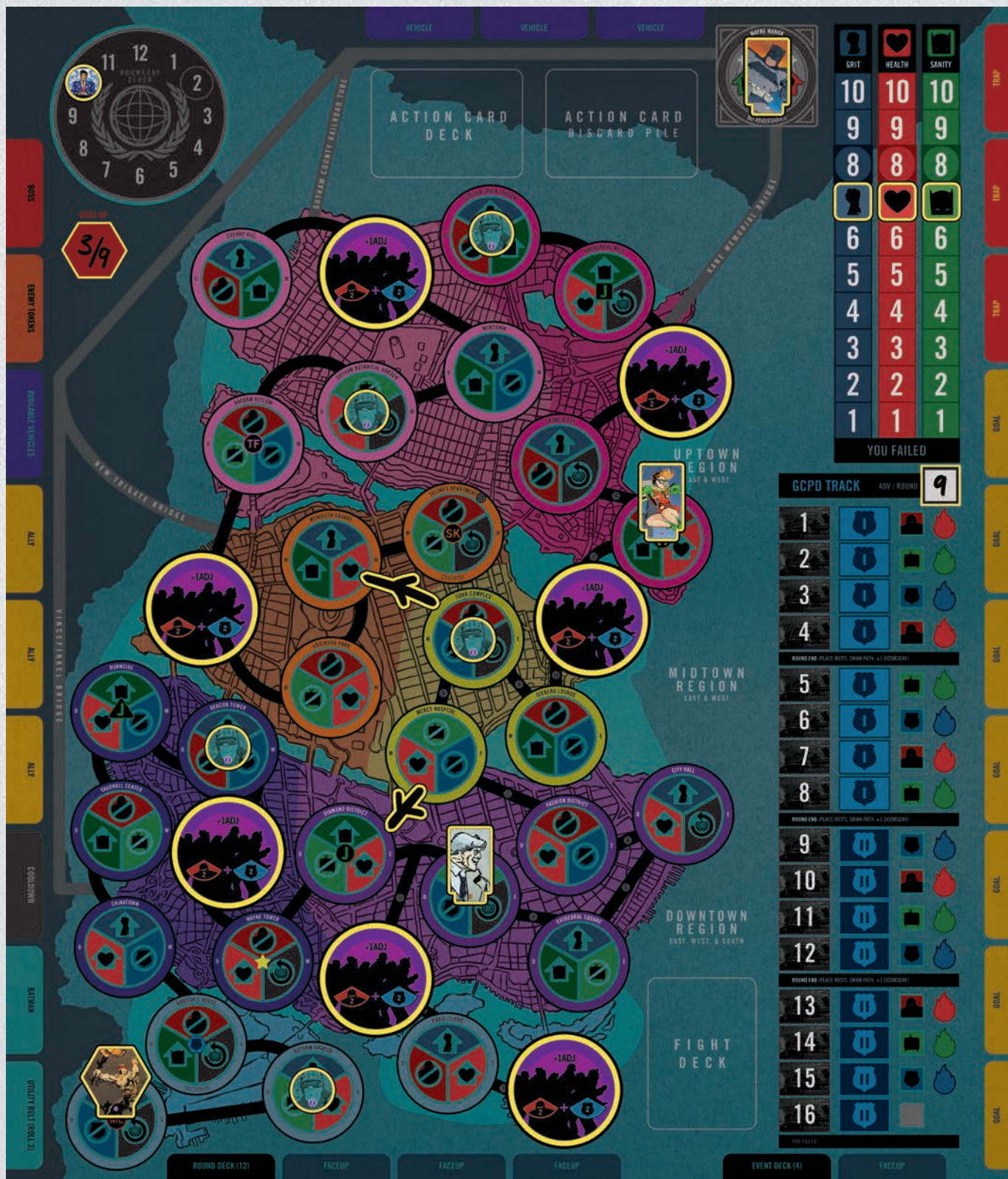
Special Rules

Alert Icons ⚠️

When you reveal an **event** with an **alert icon** in the corner, you may **not** sneak this turn.

Mutants/Riots

Every 2 🦇 your enemies roll deal **1 health damage** (after resolving Blocks).

Note: If you roll an odd number of 🦇 , the last one deals no damage.

Boss

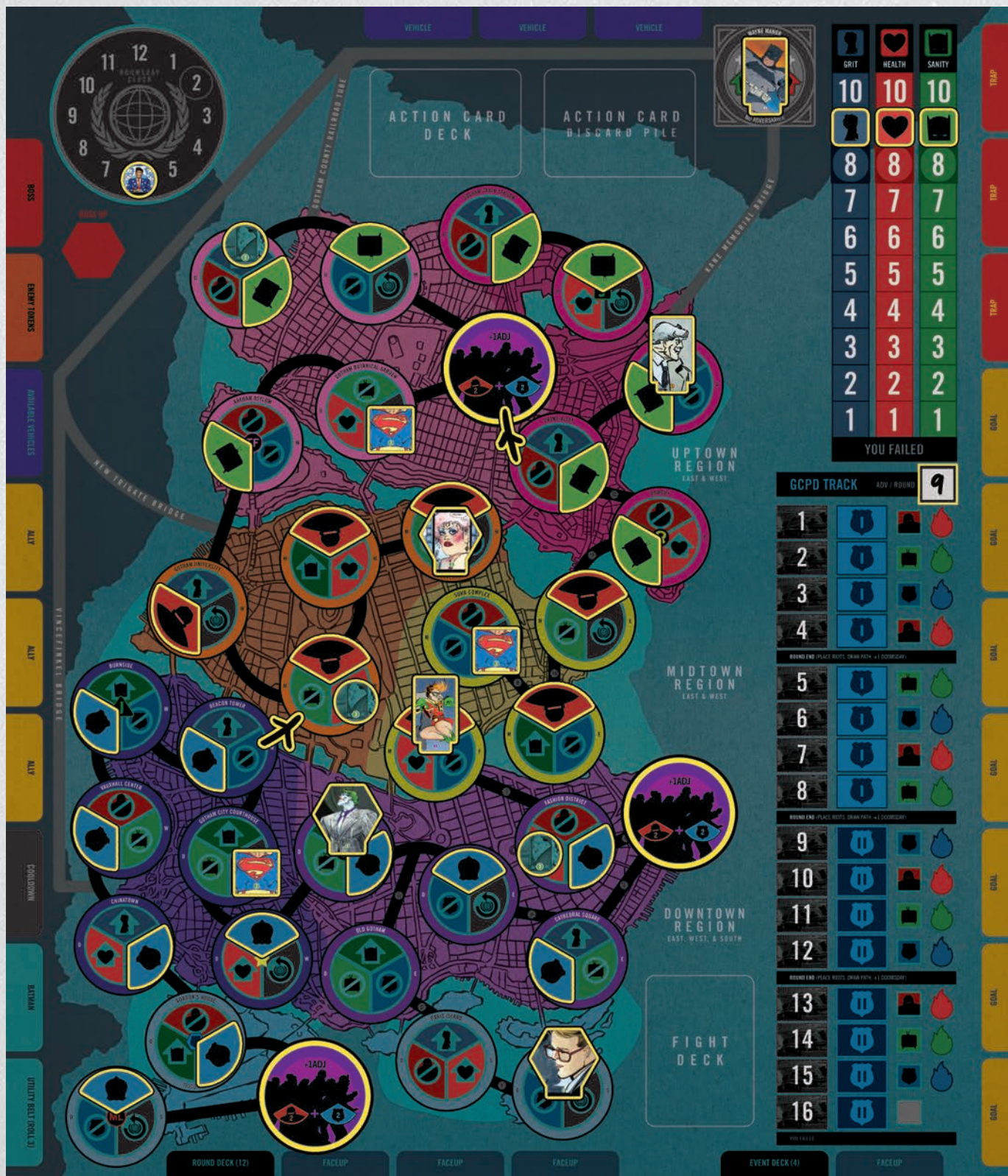Mutant Leader has **3/9 HP** (instead of 3/5 HP).

Standalone Mission — Book 3: Hunt The Dark Knight (Normal)

Map Setup

Doomsday Clock	6
GCPD Adv. Round	9
Damage Tracks	9 Grit, 9 Health, 9 Sanity
Starting Tokens	7 mutants, 11 cops, 8 press, 3 riots, 3 clues, 3 Superman tokens, 1 Selina token (under Selina figure)
Starting Figures	Batman (Wayne Manor) Joker (Diamond District) Yindel (Blackgate Penitentiary) Gordon (Monarch Theater) Robin (Mercy Hospital) Selina Kyle (Selina's Apartment)
Drawn Paths	Crime Alley → Newtown Beacon Tower → Robinson Park Downtown ↔ Midtown (choose locations) Uptown ↔ Midtown (choose locations)

Cards & Components Setup

|	
Boss	③ Joker ③ Abner, Mary, and Bobby ③ Commissioner Yindel
Enemies	③ Book 3 Enemy Tokens
Available Vehicles	③ Batwing
Allies	① Commissioner Gordon ② Robin (starts with Slingshot 🟠 die unlocked)
Cooldown	③ ④ Cooldown
Batman	③ Batman
Utility Belt	Choose 2 Standard 🟦 Batarangs Choose 1 Explosive / Electric / Tranquilizer 🟥 🟦 ⬛ Batarang
Wayne Manor	① Batcopter ① Remote Control Bat ④ Dark Horse
In Progress Goals	① Prototype Batarangs ① Ultimate Training ② Bat-Tank ③ Gas Mask ③ Disguise

Standalone Mission — Book 3: Hunt The Dark Knight (Hard)

Map Setup

Doomsday Clock	8
GCPD Adv. Round	9
Boss HP	+2
Damage Tracks	7 Grit, 7 Health, 7 Sanity
Starting Tokens	12 mutants, 12 cops, 12 press, 7 riots, 3 clues, 3 Superman tokens, 1 Selina token (under Selina figure)
Starting Figures	Batman (Wayne Manor) Joker (Diamond District) Yindel (Blackgate Penitentiary) Gordon (Monarch Theater) Robin (Mercy Hospital) Selina Kyle (Selina's Apartment)
Drawn Paths	Monolith Square → Suhr Complex Diamond District → Mercy Hospital Downtown ↔ Midtown (choose locations) Uptown ↔ Midtown (choose locations)

Cards & Components Setup

Boss	③ Joker ③ Abner, Mary, and Bobby ③ Commissioner Yindel
Enemies	③ Book 3 Enemy Tokens
Available Vehicles	-
Allies	① Commissioner Gordon ② Robin (starts with Slingshot 🔘 die unlocked)
Cooldown	③ ④ Cooldown
Batman	③ Batman
Utility Belt	Choose 3 Standard ▪ Batarangs
Wayne Manor	Shuffle all vehicles except ② Bat-Tank and draw 2 at random
In Progress Goals	① Prototype Batarangs ① Ultimate Training ② Bat-Tank ③ Gas Mask ③ Disguise
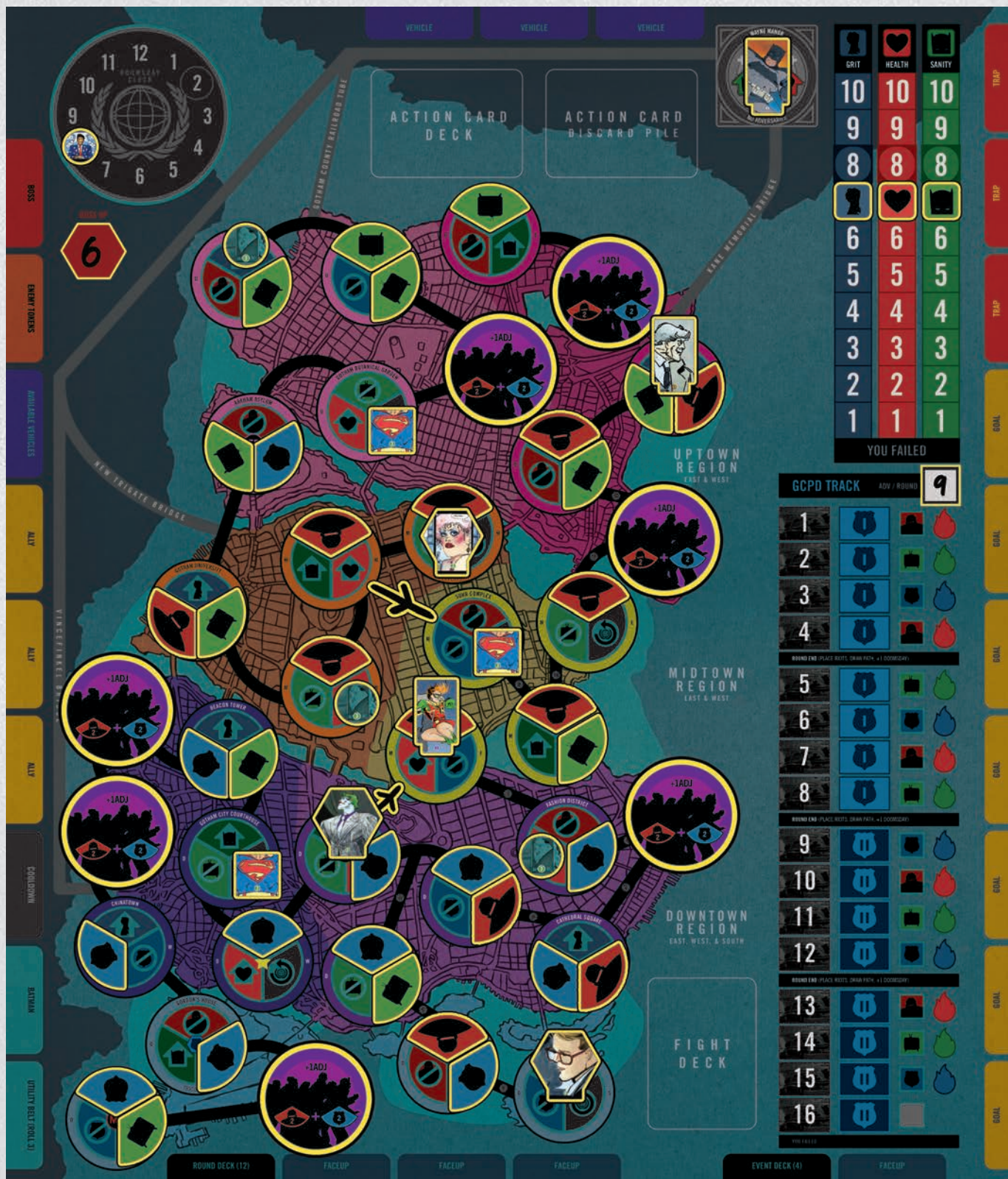
Special Rules

Alert Icons ⚠️

When you reveal an **event** with an **alert icon** in the corner, you may **not** sneak this turn.

Boss

The Joker has **6 HP** (instead of 4 HP).

Map Setup

Doomsday Clock	9
GCPD Adv. Round	9
Damage Tracks	9 Grit, 9 Health, 9 Sanity
Starting Tokens	10 mutants, 10 cops, 10 press, 3 riots, 3 clues
Starting Figures	Batman (Gotham Train Station) Superman (on boss card) Gordon (Arkham Asylum) Robin (on Batman card) Green Arrow (on his ally card)
Drawn Paths	Knights Dome → Amusement Mile Newtown → Monarch Theater Downtown ↔ Midtown (choose locations) Uptown ↔ Midtown (choose locations)

Cards & Components Setup

Boss	🔴4 Superman (starts with 1 boss die permanently removed)
Enemies	🔴4 Book 4 Enemy Tokens
Available Vehicles	🔴4 Dark Horse
Allies	🟠1 Commissioner Gordon 🔵2 Robin 🔴4 Green Arrow
Cooldown	🟢3 🔴4 Cooldown
Batman	🔴4 Batman ("Tonight We Are the Law" faceup)
Utility Belt	1 Explosive 🔴 Batarang 1 Electric 🔵 Batarang 1 Tranquilizer ⚪ Batarang
Wayne Manor	🟠1 Batcopter 🟠1 Remote Control Bat 🟢3 Batwing
In Progress Goals	🔵2 Bat-Tank 🔴4 Sonic Blaster 🔴4 Acid Spray 🔴4 Kryptonite Arrow 🔴4 Spiked Boot 🔴4 Sons of Batman
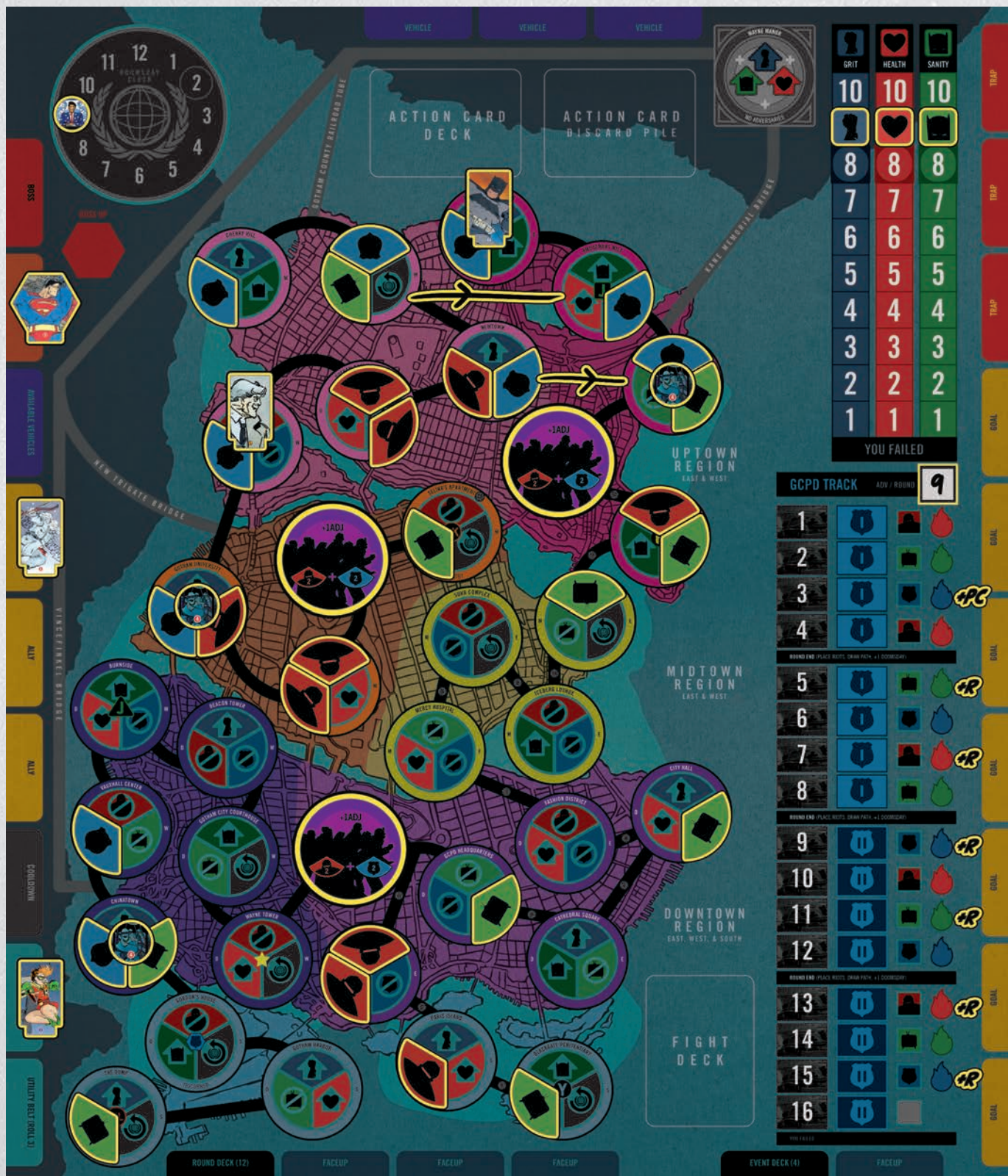
Standalone Mission — Book 4: The Dark Knight Falls (Hard)

Map Setup

Doomsday Clock	10
GCPD Adv. Round	9
Damage Tracks	7 Grit, 7 Health, 7 Sanity
Starting Tokens	14 mutants, 14 cops, 10 press, 7 riots, 3 clues,
Starting Figures	Batman (Burnside) Superman (on boss card) Gordon (Arkham Asylum) Robin (on Batman card) Green Arrow (on his ally card)
Drawn Paths	Gotham University → Burnside Wayne Tower → Vauxhall Center Downtown ↔ Midtown (choose locations) Uptown ↔ Midtown (choose locations)

Cards & Components Setup

Boss	④ Superman
Enemies	④ Book 4 Enemy Tokens
Available Vehicles	④ Dark Horse
Allies	① Commissioner Gordon ② Robin ④ Green Arrow
Cooldown	③ ④ Cooldown
Batman	④ Batman ("Tonight We Are the Law" faceup)
Utility Belt	Choose 3 Standard ■ Batarangs
Wayne Manor	Shuffle all vehicles except ② Bat-Tank and ④ Dark Horse and draw 2 at random
In Progress Goals	① Ultimate Training ② Bat-Tank ④ Sonic Blaster ④ Acid Spray ④ Kryptonite Arrow ④ Spiked Boot ④ Sons of Batman
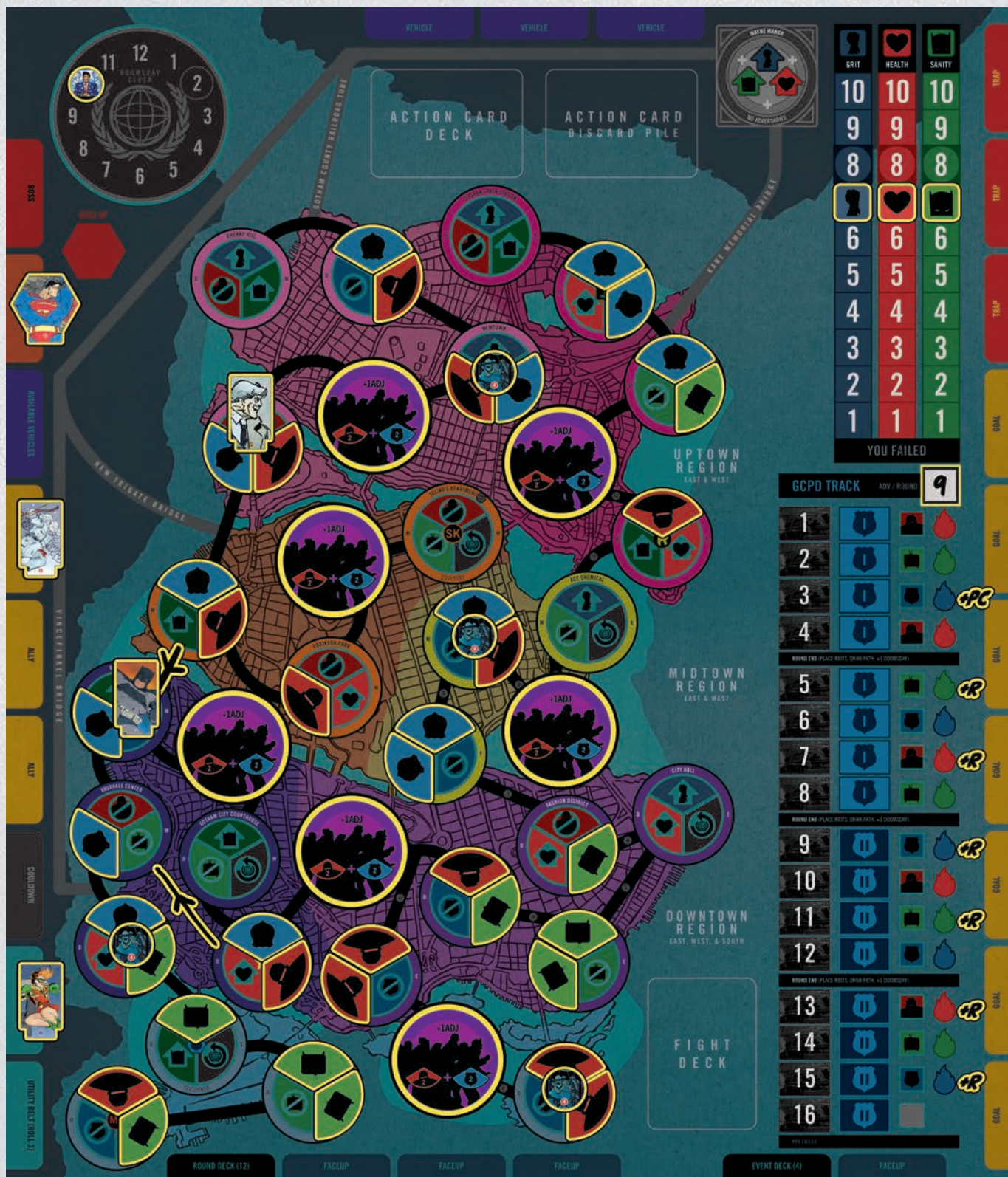
Special Rules

Alert Icons ⚠️

When you reveal an **event** with an **alert icon** in the corner, you may **not** sneak this turn.

VS Mode ⓥ

VS Mode allows **you and a friend** to battle for the fate of Gotham City. One player controls **Batman and his allies** as they try to save the city, while the other controls **adversaries, riots, and bosses** attempting to bring him down.

VS Mode can be played as a **full playthrough**, or with any **standalone mission**.

ⓥ Components

Only used in VS Mode.

- 33 enemy command cards (11 mutants, 11 press, 11 cops)
- 11 tokens
    - o 1 active player marker
    - o 8 enemy action tokens
    - o 2 bridge closure tokens
- 1 VS Mode round sequence card
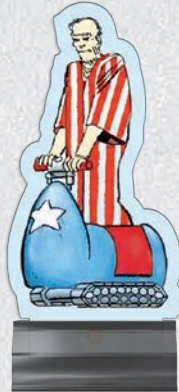
ACTIVE PLAYER MARKER

ⓥ Setup

1. **Choose Roles:** Choose a **Batman** player and an **enemies** player.

2. **Base Setup:**
    a. Choose to play either a **full game playthrough** or a specific **standalone mission** and set up the game accordingly. Make sure to orient all faceup cards so **Batman** can read them.
    b. When setting up the **GCPD track**, do **not** place any GCPD tokens on the track.

3. **Adjust Starting Stats:** If playing a **standalone mission**, set the following values on the board (regardless of which Book or difficulty you're playing):
    a. Write "9" in the box at the top of the **GCPD track**.
    b. Place **Batman's grit** 👊, **health** ❤, and **sanity** 🧠 trackers at **9**.
    c. Place the **Doomsday** tracker at **9** on the **Doomsday Clock**.

4. **Prepare Enemy Tokens:**
    a. Place all **GCPD "I"** tokens and **GCPD "II"** tokens facedown in 2 separate pools in front of the **enemies** player. Randomize the tokens in each pool so the enemies player can draw them at random.
    b. Places all **8 action tokens** in front of the enemies player, with the **ready** (colored) side up.
    c. Place the **2 bridge closure** tokens in front of the enemies player.

5. **Prepare Enemy Cards:** Separately shuffle the mutant command cards, press command cards, and cop command cards, and place each deck facedown in front of the **enemies** player. The enemies player draws **1 card** from **each deck** to make up their starting hand.

6. **Active Player:** Give **Batman** the active player marker to start.

Active Player Marker: Both players have a chance to act each turn, but there are some actions that can be taken out of turn order. The active player marker helps you keep track of whose turn it is, even when your turn is being interrupted.
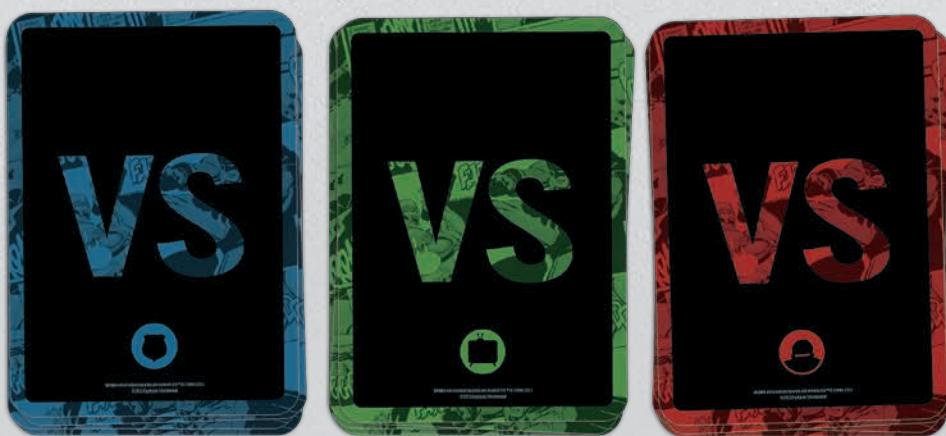
Objective

The **Batman** player controls **Batman** and his allies. He must defeat the boss and avoid the same loss conditions as in the **standard game** (see pg. 8 in the core rulebook.)

The **enemies** player commands all adversaries, riots, and bosses. If **Batman** meets any loss condition, the **enemies** player wins.

Round Sequence

Each round has the following phases:

1. **Start of Round:**
    1.1. **Choose Action Cards (Batman):** Same as standard game.
    1.2. **Shuffle Decks:** Only shuffle the fight deck.
    1.3. **Write Adversary Numbers (Batman):** Same as standard game (however, instead of determining how many adversaries will be added, this is the number of command points the enemies player will have).

2. **Turns:**
    2.1. **Choose Event (Enemies):** The enemies choose 1 event card from the deck and resolve it.
    2.2. **Choose GCPD Token (Enemies):** The enemies draw GCPD tokens from the pool and choose 1 to place on the current turn.
    2.3. **Move Batman (Batman):** Same as standard game.
    2.4. **Activate Ally (Batman):** Same as standard game.
    2.5. **Fight or Sneak (Batman):** Same as standard game.
    2.6. **Use Action Space (Batman):** Same as standard game.
    2.7. **Enemy Commands (Enemies):** The enemies use their available command points to add and move adversaries, play command cards, and set traps for Batman. (This replaces the "Add Adversaries" step.)
    2.8. **Draw 2 Command Cards (Enemies):** The enemies draw 2 new command cards from any deck(s), then pass the **active player marker** back to Batman.
    2.9. **Advance Turn Tracker:** Same as standard game.

3. **End of Round:**
    3.1. **Place Riots:** Same as standard game.
    3.2. **Draw Path (Batman):** Same as standard game.
    3.3. **Advance Doomsday:** Same as standard game.
    3.4. **Close Bridge (Enemies):** The enemies place a **bridge closure** token on a named bridge of their choice.

Depending on which Book you're playing, you may have to add additional Book-specific steps.
*Refer to the **round sequence card** for the Book you're playing.*

Enemy Steps

This section details the new steps the enemies player performs during each turn. Since **Batman's** steps are unchanged from the standard game, they are not detailed here.

Step 2.1: Choose Event

After **Batman** has taken the steps to start the round, he hands the **event deck** to the enemies player.

At the start of each turn, the enemies choose an event card and place it on the "faceup" slot next to the **event deck** slot (discarding the event that is there, if there is one). **Batman** must then resolve the event as in the base game.

Important! *Although the enemies choose the event, **Batman** must still resolve it. For example, if the event says to add enemies to locations, **Batman** chooses the locations.*

Step 2.2: Choose GCPD Token

After the event is resolved, the enemies count the number of **shield icons** 🛡 at the bottom of the event card, and draw that number of random **GCPD tokens** from the appropriate pool in front of them. During rounds 1 and 2, they draw GCPD "I" tokens, and during rounds 3 and 4 they draw GCPD "II" tokens.

Once they have chosen a token, they place it faceup on the GCPD space for the current turn. They then return the rest of the tokens they drew to the pool and re-randomize them.

> *Tip: If the text effect on an event card refers to the GCPD token, choose the token first before resolving the event's effect.*

Step 2.7: Enemy Commands

After **Batman** completes the **"Use Action Space"** step, he passes the **active player marker** to the enemies player. The enemies then spend their **command points** to perform commands.
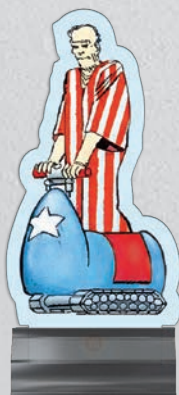
Command Points (CP)

The number of **command points** the enemies have available to use is the number **Batman** wrote in this turn's **flame** on the GCPD track (known as the "adversary number" in a standard game). Each action the enemies take costs between 1 and 4 CP. Once the enemies have used all their CP, this part of their turn is over.

Enemy Commands

Enemy commands can be performed in any order, and each command can be performed any number of times, as long as the enemies have CP remaining.

- **Play Command Card (1-4 CP):** Reveal a card from your hand and spend the CP shown in the **top left** to resolve the **primary effect** of the card. Then place the card in a discard pile next to the matching command deck.

COST

TYPE

PRIMARY EFFECT
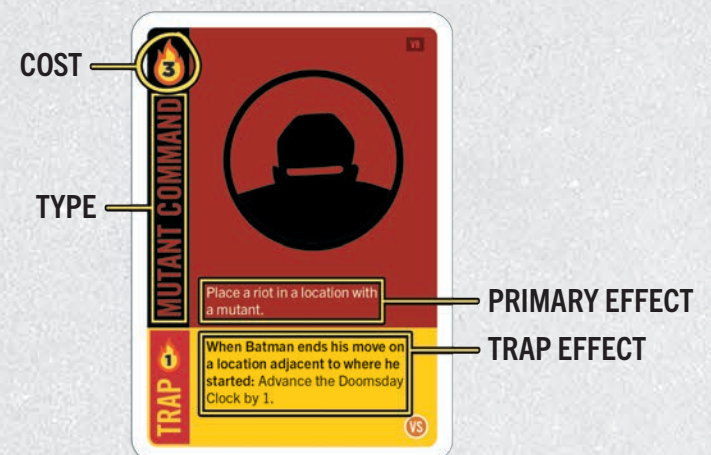
TRAP EFFECT

- **Set Trap (1 CP):** Spend 1 CP to place any card from your hand **facedown** on a **trap space** on the right side of the board. The **trap effect** of that card is now active.
- **Use Action Token (1 CP):** Spend 1 CP to use 1 **ready** action token, then flip it to the **exhausted** side.

Active Traps

Whenever **Batman** meets the **trigger condition** on an **active trap**, the enemies **may** immediately reveal and resolve the trap. Once a trap is resolved, it is placed in a discard pile next to the matching enemy command deck.

The enemies can have up to **3 active traps** at a time, and may look at any of them whenever they want. If the enemies wish to set a new trap but already have 3, they may discard an active trap of their choice.

The enemies may choose **not** to reveal a trap when **Batman** meets its trigger condition. If they decline (or forget) to resolve a trap when its condition is met, they must wait until the next time **Batman** meets the trigger condition to resolve it.

> *Important!* *It's the enemies responsibility to keep track of when traps are triggered during **Batman's** turn.*

Action Tokens

Action tokens can be used if they are on the **ready** side. Once used, they are **exhausted** (flipped to the exhausted side). You can **ready** your exhausted tokens by using the **Boss** action token.

Available action tokens:

- **Add (x3):** Add 1 adversary matching the icon on the current turn of the GCPD track to an action space of your choice in the GCPD district/region.
- **Move (x3):** Move 1 adversary matching the icon on the current turn of the GCPD track from OR to a location in the GCPD district/region.
- **Write (x1):** Permanently increase any flame number on the GCPD track by 1 (write "+1" next to the flame).
- **Boss (x1):** Move the boss figure up to **2 paths** on the map. The boss can use printed or drawn paths (not bridges). Then **ready** all of your exhausted action tokens (flip them to the **ready** side). (Note: The Boss token does not have an exhausted side, because it is always readied immediately after it is used.)

> **Important!** *The enemy player must follow all rules for adding and moving adversaries on pg. 15 of the core rulebook.*

Step 2.8: Draw 2 Command Cards

After the enemies finish performing commands, they draw 2 new **command cards**. They may choose 2 cards from the same deck (mutants, press, or cops), or from different decks.

> **Important!** *Discarded command cards are **not** reshuffled during the game. If a command deck is empty, the enemies may **not** draw from that deck for the rest of the game.*

Step 3.4: Close Bridge

At the end of each round, after **Batman** draws a new path, the enemies can **close** one of the 4 named bridges on the map by placing a **bridge closure** token on it. **Batman can't** travel through closed bridges (either during normal movement or when using action cards).

Only **2 bridges** can be closed at a time. Once both bridge closure tokens are on the map, the enemies player may instead **move** a closure token whenever they would place a new one. For example, if the enemies place bridge closures in rounds 1 and 2, then at the end of round 3 they may move 1 closure to a different bridge (or leave both where they are).

> **Important!** *Only the 4 named bridges out of Gotham can be closed. Closure tokens cannot be placed on the mainland, or on the bridge in the top left of the map that doesn't connect to Gotham.*

Fighting Batman™

During fights, the enemies roll dice for all **adversaries, riots, and bosses**.

Rerolls

After each **fight roll**, after **Batman** uses any Flips or Rerolls, the enemies may discard **command cards** from their hand to **reroll** dice. Each card they discard allows them to reroll **1 adversary or boss die** that is showing any result **except a blank face**.

They may see the result of each reroll before deciding whether to discard another card. They may discard multiple cards to reroll the **same die** multiple times. However, once they have rerolled a die, they **can't** revert to a previous roll result.

Blocks

When resolving Blocks, **Batman** resolves all Blocks first, then the enemies player resolves Blocks. For each Block the enemies roll, they may change 1 unresolved **Batman** or ally die **of their choice** to a Miss (they do not have to change Pows first).

Completing a Book (Full Playthrough Only)

If playing a full playthrough, perform the following additional cleanup steps at the end of each Book:

1. The enemies discard all enemy command cards in their hand to the appropriate decks, then shuffle the discards back into the decks.

2. The enemies **ready** all of their action tokens.

3. Remove all **bridge closure** tokens from the map.