

EPISODE 4



Joker's Favor

An everyman schmo named Charlie Collins insults the wrong supervillain on the road, leaving the terrified loser at the beck and call of the Joker. Two years later, Joker cashes in with Collins, who desperately tries to alert Batman to his master's evil scheme.



BATTLE 4:1

JOKER'S FAVOR: ACT I

The Joker has planned an explosive treat for the Peregrinator's Club of Gotham. Charlie Collins, playing a doorman as a favor to Joker, greets Harley Quinn, who delivers an amazing cake laced with a special batch of Joker Toxin. The toxin renders all the guests completely paralyzed but aware of their impending doom!

The heroes must defuse or dispose of the bomb before it's curtains for everyone!

RULES

The time bomb has a complexity level of 5 and a stack of 5 tick tokens.

The heroes must investigate the cake for clues to an antidote before rescuing the bystanders.

VILLAIN STRENGTHS

FOCUS: 4

BATTLE HAND: 5

OBJECTIVES

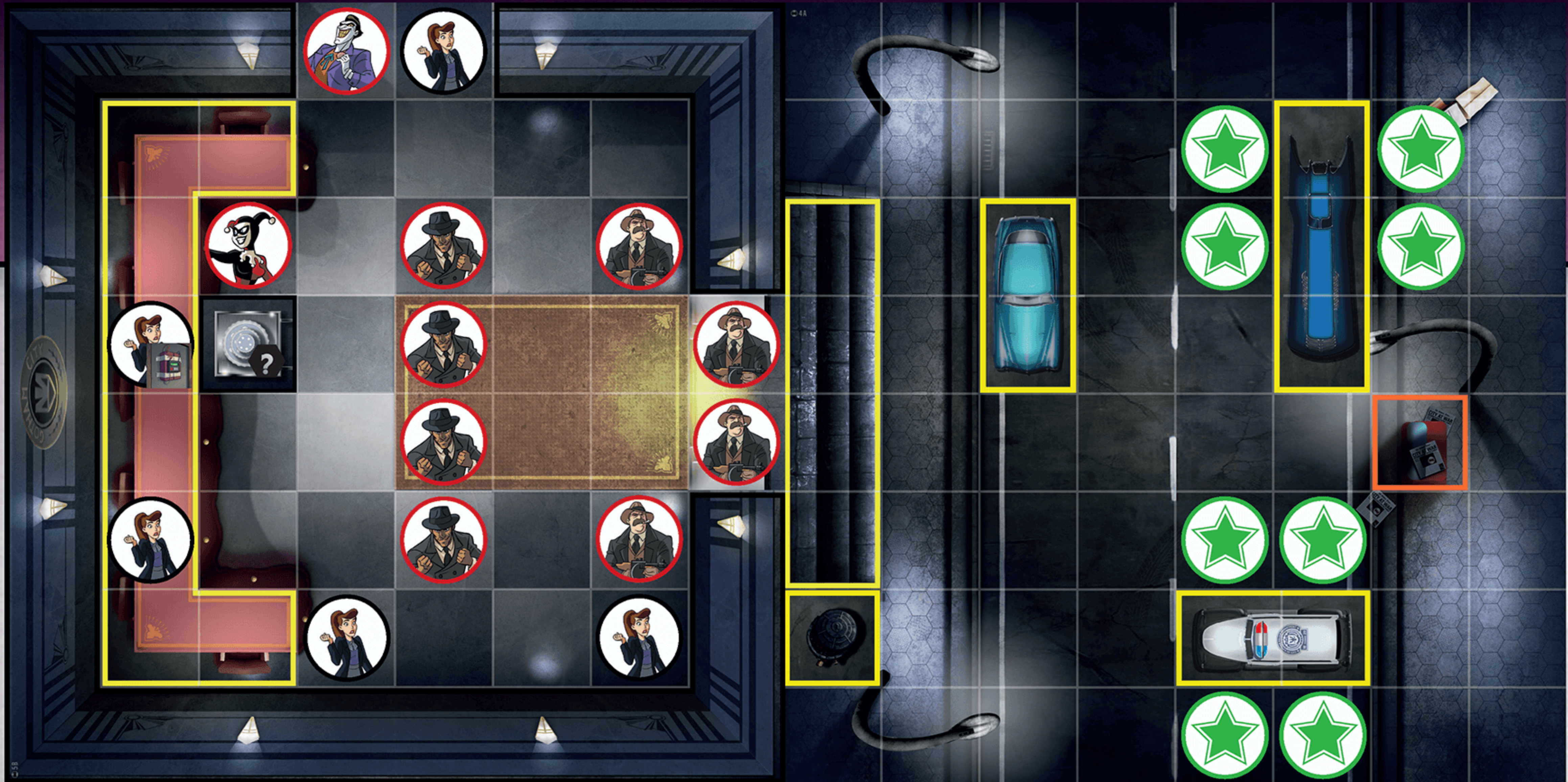
HEROES: The heroes win if they defuse the bomb and rescue the bystanders.

VILLAINS: The villain wins if the bomb explodes or if any hero receives a KO token.

VICTORY

HEROES: The bomb is defused but the Joker is nowhere to be seen. He must have slipped out the back! He's not getting away this time!

VILLAINS: At the last minute the heroes manage to throw the bomb out of the building, saving the guests. There's no time to rest, the Joker is on the run!



COMPONENTS

- 1x Batmobile
- 1x Police Car
- 1x Garbage Can
- 1x Cake
- 1x Bomb
- 5x Tick
- 1x Bomb Tile
- 4x Wire Fail
- 1x Wire Success
- 5x Bystander
- 1x Car
- 1x Objective Token

INITIATIVE

- 4x Hero
- 1x Enforcer
- 1x Hired Gun
- 1x Harley Quinn
- 1x The Joker

VILLAIN



THE JOKER
LEADER

DECKS

B

TOTAL FIGURES

1



HARLEY QUINN
LEADER

R

1



ENFORCER
MINION

R/B

4



HIRED GUN
MINION

R/B

4



BATTLE 4:2

JOKER'S FAVOR: ACT II

The Joker is making his getaway through the side alley! To ensure escape, his hired goons have grabbed some innocent bystanders to buy their boss some time.

First, save the bystanders. Then, nab the clown!

RULES

Each Hired Gun is holding a bystander hostage.

The door on tile 8A requires a Focus check with a difficulty of 3 to open.

VILLAIN STRENGTHS

FOCUS: 4

BATTLE HAND: 5

OBJECTIVES

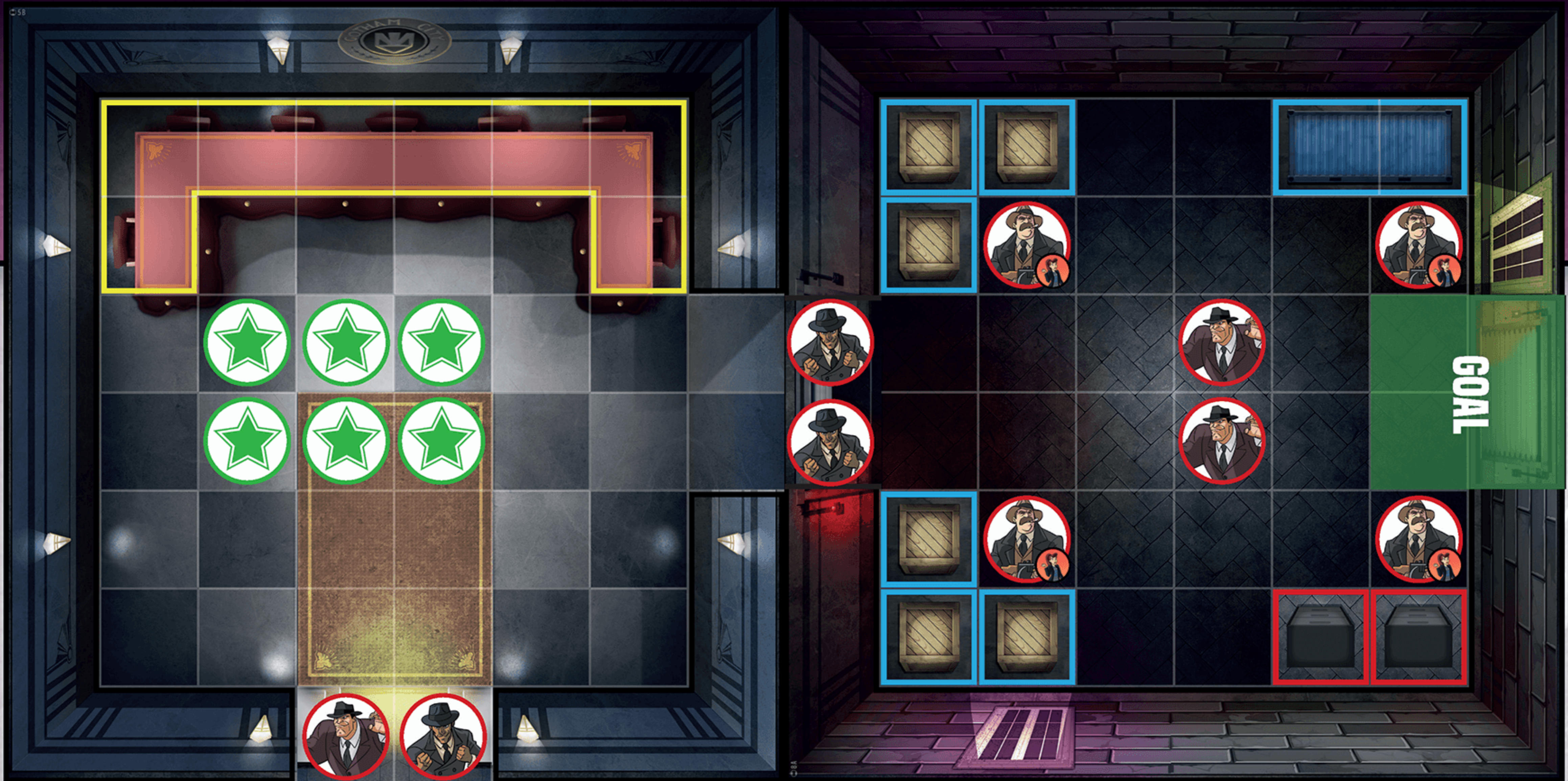
HEROES: The heroes win if they reach the goal zone and all 4 bystanders have been released.

VILLAINS: The villain wins if the heroes have not completed their objective by the end of round 4 or if any hero receives a KO token.

VICTORY

HEROES: The bystanders are free, and the goons are out cold. Let's move it, before the Joker escapes.

VILLAINS: The Joker knows the heroes are hot on his tail and tries to make sure they go out with a bang! Increase the complexity of the bomb by 1 for the next battle.



COMPONENTS

- 6x Crate
- 1x Container
- 2x Filing Cabinet
- 2x Door
- 4x Hostage

INITIATIVE

- 4x Hero
- 1x Enforcer
- 1x Hired Gun

VILLAIN



ENFORCER
MINION

DECKS

R/B

TOTAL FIGURES

3



HIRED GUN
MINION

R/B

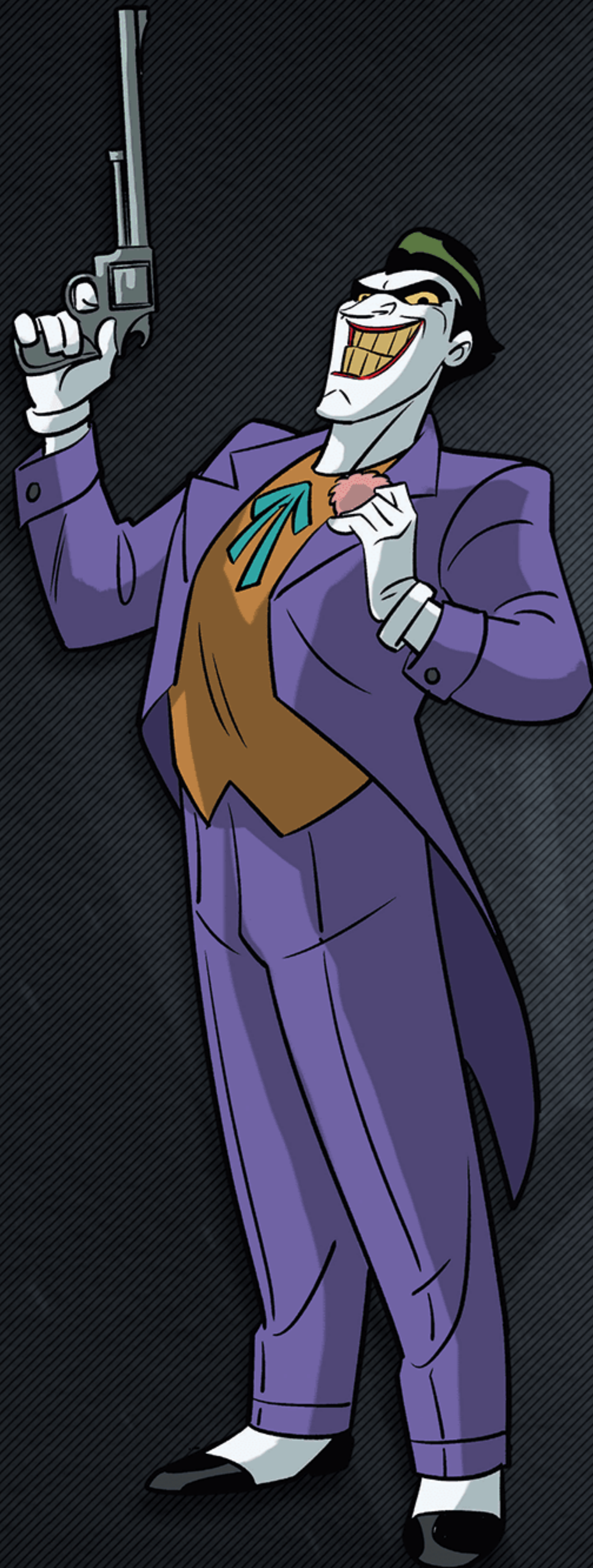
4



CRUSHER
MINION

R/B

3



BATTLE 4:3

JOKER'S FAVOR: ACT III

The Joker is making a break for the alley, but Charlie, a bystander who's been pushed to the edge has snatched one of Joker's time bombs!

The clock is ticking. It's time to wipe the smile off the fiendish jester's face and defuse this last explosive

RULES

The time bomb has a complexity level of 5 and a stack of 4 tick tokens.

VILLAIN STRENGTHS

FOCUS: 4

BATTLE HAND: 6

OBJECTIVES

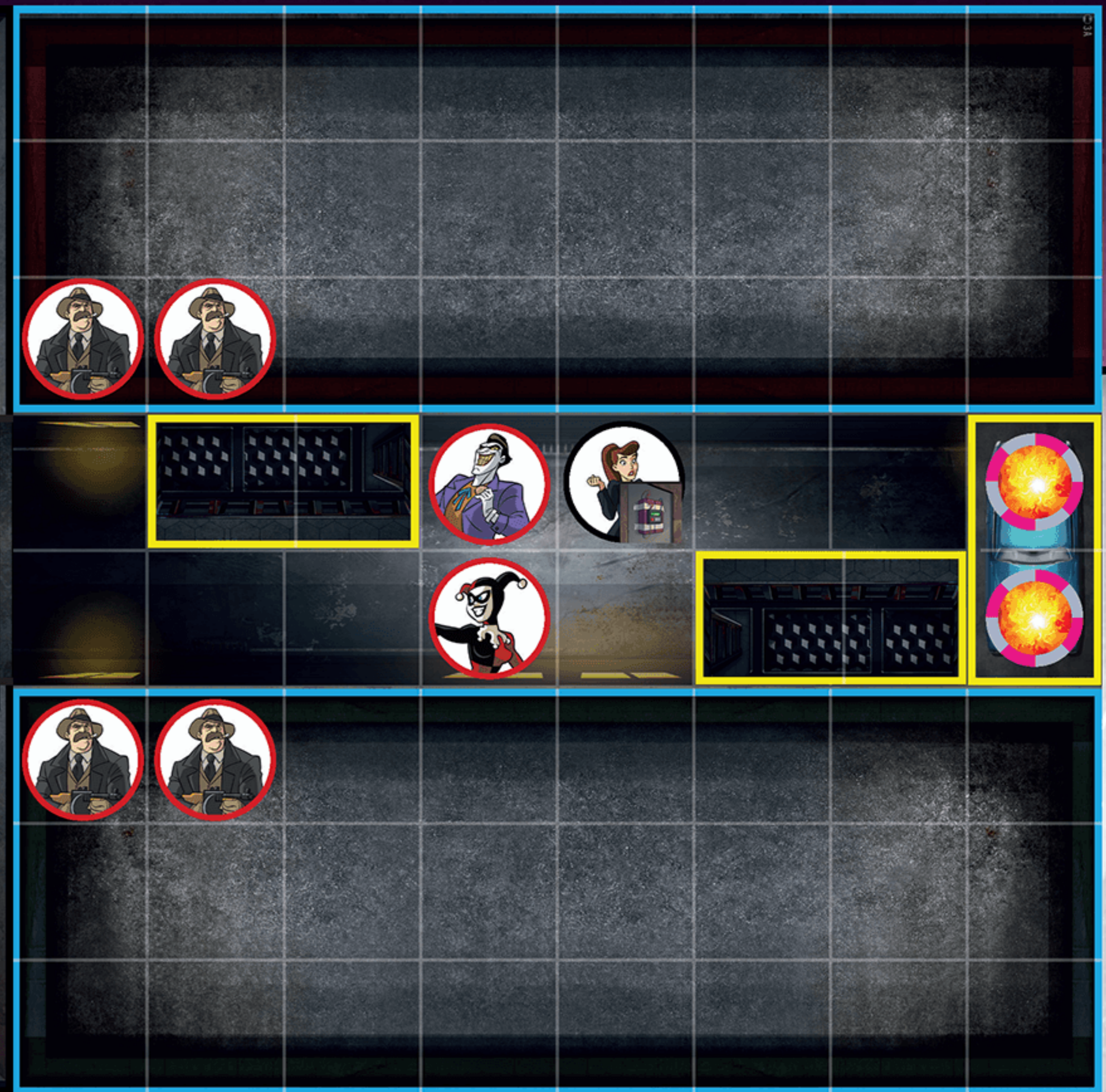
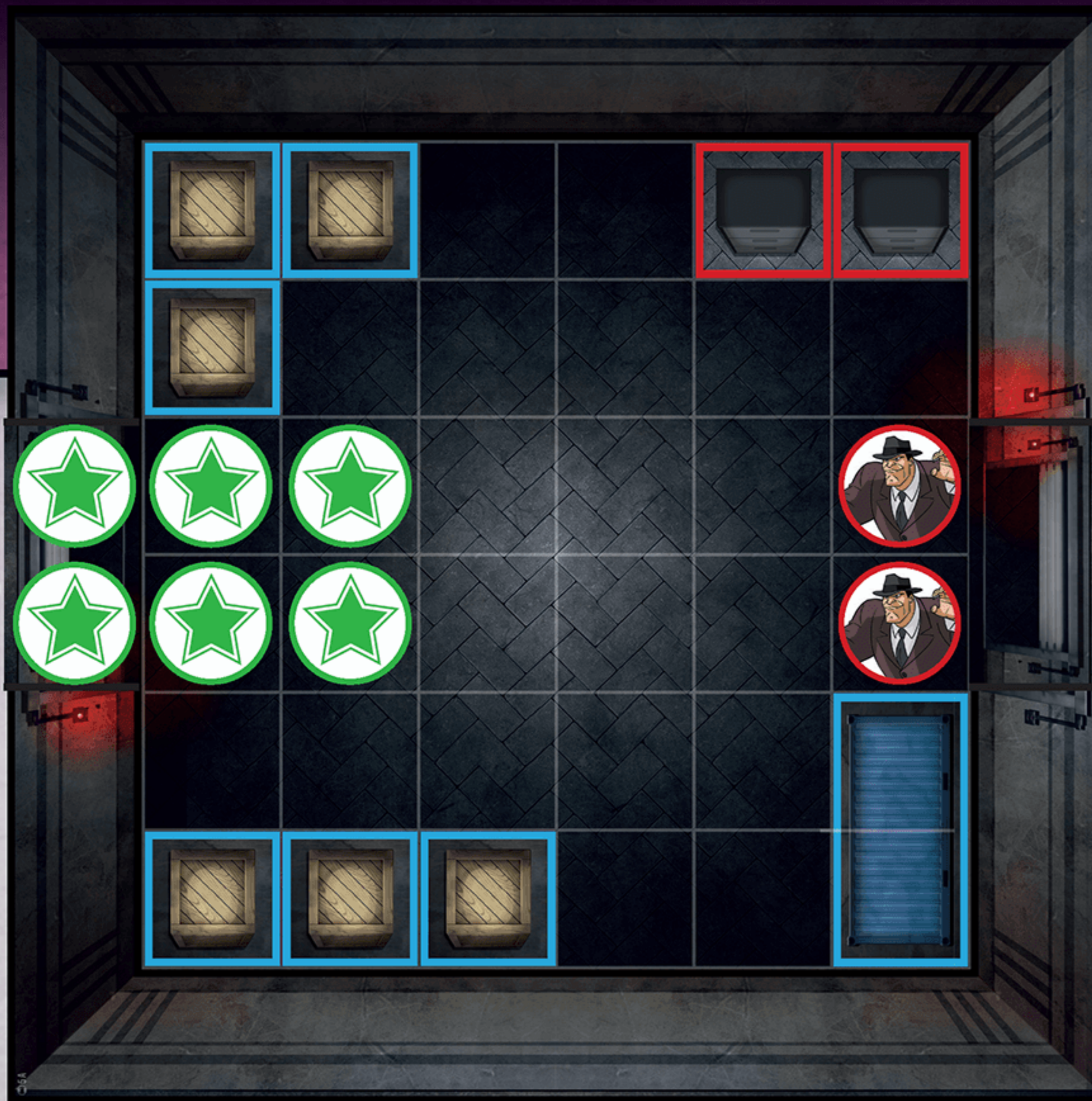
HEROES: The heroes win if they defuse the bomb and KO Joker and Harley.

VILLAINS: The villain wins if the bomb explodes or if any hero receives a KO token.

VICTORY

HEROES: Maniacal laughter is heard down the streets of Gotham from the back of a police van. It just goes to show, you don't owe Joker any favors.

VILLAINS: The Joker has escaped! As the heroes dust themselves off, they hear his maniacal laugh fade into the night. At least you don't owe Joker any more favors.



COMPONENTS

- 6x Crate
- 1x Container
- 2x Filing Cabinet
- 2x Door
- 2x Fire Escape
- 1x Car
- 2x Fire
- 1x Bomb
- 1x Bomb Tile
- 4x Wire Fail
- 1x Wire Success
- 4x Tick
- 1x Bystander

INITIATIVE

- 4x Hero
- 1x Hired Gun
- 1x Crusher
- 1x Harley Quinn
- 1x The Joker

VILLAIN

	DECKS	TOTAL FIGURES
THE JOKER LEADER	R/B	1
HARLEY QUINN LEADER	R/B	1
CRUSHER MINION	R/B	2
HIRED GUN MINION	R/B	4