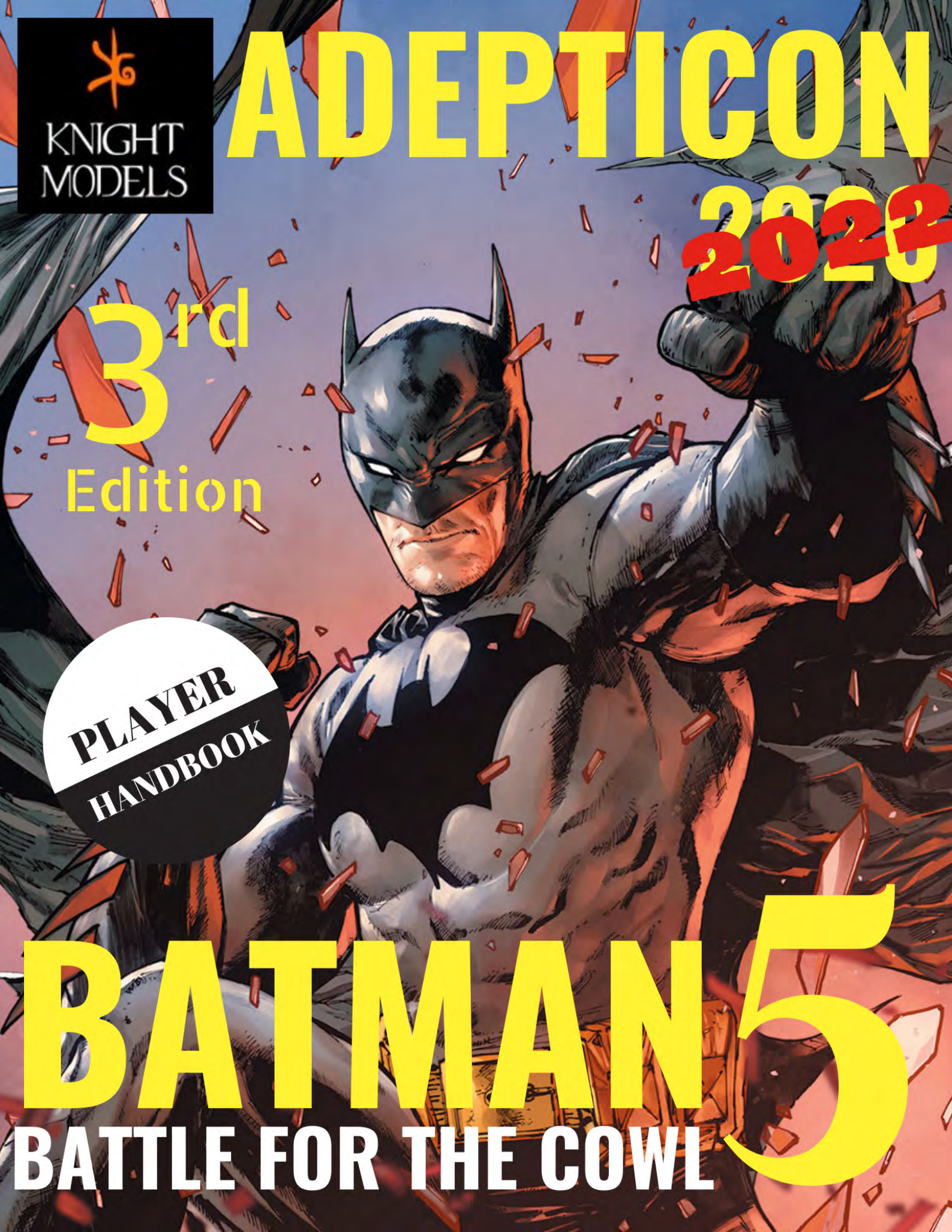
KNIGHT MODELS
ADEPTICON
2022
3rd Edition
PLAYER HANDBOOK
BATMAN 5
BATTLE FOR THE COWL

Game Design
Knight Models

Player Handbook Design
Kenneth Horton
Steffen Wifstrand

Thanks To

DC Comics
Knight Models
Adepticon
TT Combat
Multiverse Gaming
Knights of Dice

A special thanks to the Battle Badgers who have taken the time to help make this event a reality.

SCHEDULE

0800-0845
Arrival & Registration

0900-1100
Game 1

1115-1315
Game 2

1315-1415
Lunch Break

1415-1615
Game 3

1625-1825
Game 4

1830
Awards

Thank You TT Combat

TT COMBAT

Please Visit

WWW.TTcombat.com

Battle for the Cowl

Welcome to the fifth annual Battle for the Cowl, the Batman Miniatures game event to be held at Adepticon in Chicago, Illinois.

We would like to thank you for participating in the Battle for the Cowl event at Adepticon 2022.

We strive for a fun, welcoming environment. Players should do their best to be respectful towards each other, as we're all here to have a good time. If a rules question arises during a game, call on the judges (Ken and Steffen). If there is no resolution to be found, they will make an on-the-spot call that will be final in order to keep the game going. After the conclusion of a game, it is permissible to clarify or discuss the decision further.

LET'S PUT A SMILE ON THAT FACE!

Thank You Multiverse Gaming

Multiverse Gaming

— the worlds to play with —

Please Visit
Multiversegamingterrain.com

Participation

The items each player will need to participate are:

- 2 Sewer markers
- 2 lamp posts
- Objective deck
- 3 Deployment Cards
- 3 Event cards
- All models, tokens, and measuring aids you will need for the event
- 2 copies of your crew/deck roster (1 for yourself to keep score, 1 for the judge)

Registration

Registration for this event can be found on the Adepticon Website

www.adepticon.org

Location

1551 Thoreau Dr N,
Schaumburg, IL 60173

Thank you Knights of Dice

KNIGHTS OF DICE

Please Visit
www.knightsofdice.com

Battle For the Cowl

This event is 4 rounds. Players are allowed to bring 2 different lists from the same crew. Players may only bring 1 objective deck following the normal rules. The only exception is that players may only bring up to 3 different character cards (by name, not by the number of copies).

- For example, if a player brings Ra's al Ghul, Cheshire, Calendar Man, and Kite-man, they may bring the Cheshire card (3 copies), the Calendar Man Card, and Kite-man card. If that player wanted to bring the Ra's al Ghul card, one character card or set of character cards would need to be dropped.

As character-specific objective cards are not counted in your 20-card deck, they should be tied to the list you will use for a game rather than the deck itself. Therefore, players must list any character-specific objective cards on their crew roster, rather than with the rest of the objectives. That way players are able to swap out character cards depending on their list, rather than being limited to just one set of character cards.

Lists

Both crew lists you will be running for this event must be legal 350 rep, $1500 funding "Modified Standard" crews.
These lists MUST BE SUBMITTED TO STEFFEN BY SUNDAY, MARCH 20th AT 8 PM CST. No lists may be changed after this date.

These lists can be submitted to: steffen.wifstrand@gmail.com
Please use the following format for the subject line:

[PLAYER NAME] lists: 350 [CREW NAME], 250 [CREW NAME]

Please send both lists in one email only.

Additional Information

WHAT IS "MODIFIED STANDARD"?

"Modified Standard" is our 2022 tournament format.

Any model released in 2nd edition resin or in 3rd edition is allowed, with the caveat th model banned under the BATMAN MINIATURE GAME UPDATE document remains banned addition, any model that was moved to DCUMG only via the original 3rd edition announcement remains excluded from the BMG.

- https://knightmodels.com/img/cms/PDF%20DOWNLOADS/BMG/ENG/BMG3_UPDATE_ENG.pdf
- https://www.knightmodels.com/en/extra-news.html

If you have any questions, reach out to TO Steffen.

Table Facings

Table facings will not be fixed for this event. The player who chooses their deployment zone first is free to set up north/south or east/west.

Teams

The official app uses beta rules for Teams. Since the official Teams document has not yet been updated to reflect those changes, for this event we will use only the rules as found in the Teams document available for download on the Knight Models website.

Sleeves

Players must use sleeves with opaque (non-transparent) backs for their objective cards. They must all be the same color. Opaque sleeves are optional for all other cards.

STAT/OBJECTIVE/DEPLOYMENT/EVENT CARDS

Stat Cards

Players must always use the latest version of a model's card. Players are allowed to make their own cards but must submit them to the TO for approval during registration for the event in which the cards will be used. Players are allowed to use tournament cards (also called foil cards) without owning the specific card. If you use a substitute card (homemade or photocopied, for example) please submit this to the TO for approval during registration.

That said, the official app takes precedence. If a model's card is different from its card on the app, players must use the stats, traits, etc. found on the app.

The TOs understand that there are certain issues in this long transitional stage from physical to digital cards. If you have issues accessing the app or need help knowing exactly what the stats are, please let the TO know a few days prior to the first event. He will send you screenshots for your reference.

This is not ideal for this first big 3rd edition event at Adepticon, but we are striving to use the most updated, balanced, fun rules for each model. There are very few changes between a model's PDF card on www.knightmodels.com and its digital card on the app, so this should only affect a handful of models.

Objective Cards

Players are highly encouraged to use the latest version of the objective cards. These can be found in Objective Set 1 and the latest Back to Gotham set (in the case of Batman and Joker cards), as well as in both the KM app and the Azure builder.
If a player uses cards printed prior to these releases, bear in mind that you will need to use the most up-to-date versions in play. As an example, the updated Valuable Commodities resource allows the player to draw 3 cards.

Event and Deployment Cards: The Draft Format

For each event, players must choose 3 Deployment and 3 Event cards and list them on their roster sheet. During setup, the player without pre-game initiative will place their 3 Deployment cards face-up, and the player with pre-game initiative chooses to discard 1 of them. The player without pre-game initiative then picks 1 of the remaining.

STAT/OBJECTIVE/DEPLOYMENT/EVENT CARDS

Event and Deployment Cards: The Draft Format

For each event, players must choose 3 Deployment and 3 Event cards and list them on their roster sheet. During setup, the player without pre-game initiative will place their 3 Deployment cards face-up, and the player with pre-game initiative chooses to discard them. The player without pre-game initiative then picks 1 of the remaining 2 to use for game.

Example:

- **Player A rolls a 6 for pre-game initiative, and Player B rolls a 1. Player A has pre-game initiative.**
- **Player B then puts out their 3 Deployment Cards. Player A chooses to discard 1, and player B chooses which 1 of the remaining 2 to use for the game.**
- **Then, Player A puts out their 3 Event cards. Player B chooses to discard 1, and Player A chooses which 1 of the remaining 2 to use for the game.**

Banned Cards

The deployment card Duel and the event card Data Extraction are banned from the Battle for the Cowl event.

CHANGES/ERRATA/CLARIFICATIONS

Clarification: RoF reduction when shooting outside of your activation

Currently, it is not clear for how long after a model's move it will lose ranged attack di moving. After speaking with the game designer, the intention is that a model only suff the penalty to their attack dice if they move in the same activation, not in a previous activation in the same round.

Example:

- If Black Mask Thug 3 activates and moves then shoots, he would lose 2 dice for moving before shooting. If Black Mask activates later in the round and makes Black Mask Thug 3 shoot again via the Mob trait, Black Mask Thug 3 does not suffer the movement penalty to his ranged attack dice for moving in an earlier activation.

Clarification: Smoke/Blind

The rules for Blind are incorrectly worded. The penalty incurred to movement while blind should be impaired movement. Ignore references to increasing your BMD. The penalties to LoS/ranged attacks/attack rolls/defense rolls are correct.

Clarification: Calendar Man's Seasonal Criminal

Essentially, at the end of each round, Calendar Man's buff will skip by a number of steps equal to the total VP divided by 12. So he does not update his bonus every time you hit a multiple of 12 VPs, and he does update his bonus by the number of new VPs scored this round.

CONVERSIONS & PROXIES

- Players are encouraged to convert their models. The model must be clearly recognizable and must be declared by its owner prior to the start of the game to avoid confusion. Proxies are not allowed; you must use the correct model with its corresponding card.
- You are allowed to use a converted 1st or 2nd edition model to represent a resin 3rd edition model. Creativity is encouraged!

- If you're in doubt whether your model is a conversion or a proxy, please contact Steffen prior to the event and he will make a ruling.
- To represent the latest tournament cards (also referred to as foil or gold cards), players are free to use any miniature as long as it doesn't cause confusion, and as long as it is not a current 2nd edition miniature. Thus you may use converted 1st edition models, 3D printed models and third-party models.
- When using a foil card miniature in one of your lists, make sure to clearly inform your opponent.
- Please strive to use a miniature that somewhat resembles the foil card you're using. This is not a hard rule, but simply an effort to prevent in-game confusion.