



KNIGHT  
MODELS

**ADEPTICON**  
**2023**

**PLAYER**  
**HANDBOOK**

**BATMAN 6**  
**BATTLE FOR THE COWL**

**&**

**Streets of Gotham**

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### CODE OF CONDUCT

#### Batman the Miniature Game – Streets of Gotham

Thursday, March 23rd

- 250 rep, \$1,000 funding.
- Players may bring 2 lists, 1 deck of 20 cards (not beta cards), and a 6-card sideboard. Players must also select 3 Encounters (deployments) and 3 Events as part of their roster.
- 3 rounds. Registration starts at **10:00 AM**, with round **1 starting at 10:30 AM**.

#### Batman the Miniature Game – Battle for the Cowl

Friday, March 24th

- 350 rep, \$1,500 funding.
- Players may bring 2 lists, 1 deck of 20 cards (not beta cards), and a 6-card sideboard. Players must also select 3 Encounters (deployments) and 3 Events as part of their roster.
- 4 rounds. Registration starts at **8:30 AM**, with **round 1 starting at 9:00 AM**.

**Best Coast Pairings** will be used for pairings, scoring and results.

Download the BCP Player App from your app store to get started:

[Apple Store](#) / [Google Play Store](#)

### LIST SUBMISSION AND DEADLINES

Players DO NOT need to submit lists to the TO. Instead, lists must be submitted **via the BCP** app by **Sunday, March 19<sup>th</sup> at 10:00 PM CST**.

### FAQ

The Renegade FAQ takes effect for both these events. You can access it here: [Renegade BMG FAQ](#)

This document is currently being updated. **It will be finalized before Monday, March 13th.**

Note that the official KM FAQ **will not be used** for Adepticon 2023. The Renegade FAQ includes the KM FAQ items.

## GENERAL INFO

Players must bring two copies of their list for each event they participate in. They may be in any format, but must clearly spell out the whole list, equipment, rep costs, funding costs, and objective cards.

The events will abide by the KM "Update" document, but this tournament pack **contains its own FAQ** that will be used for all events.

### Sportsmanship and Rulings

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 judge. 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.

### 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 the special rules as found in the Teams document** available for download on the Knight Models website. Use deck lists found in the official app. Ignore the Teen Titans rule *Pack*, and use the points cost for Teen Titans in the app instead.

## 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 that any model banned under the BATMAN MINIATURE GAME UPDATE document remains banned. In 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://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 TOs Adam Russell Reeves and Steffen Wifstrand**.

## 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.

## **STAT/OBJECTIVE/DEPLOYMENT/EVENT CARDS & SLEEVES**

### **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.

We strive 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](http://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.

### **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.

### **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 2 cards to use for this game. Then the player with pre-game initiative lays out their 3 Event cards, and the player without pre-game initiative discards 1. The player with pre-game initiative then chooses 1 of the remaining 2 to use for this 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**

Only the deployment card Duel is banned from these events.

# BATMAN MINIATURE GAME: Streets of Gotham

Thursday, March 23rd

This event is 3 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 the 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 can swap out character cards depending on their list, rather than being limited to just one set of character cards.

In addition, players may bring a **sideboard** of 6 objective cards. These must follow the normal rules (must take all copies of a card, etc.). List these below your 20-card deck list. They are in addition to the 20 cards.

In the pre-game steps, when players share their rosters and deck lists with their opponents, after players determine which of their two lists they wish to play for the game, they may now switch out cards from their deck with cards from their sideboard. After switching, the **deck must be fully legal** as per the core rules.

## Lists

Both crew lists you will be running for this event must be legal 250 rep, \$1,000 funding "Modified Standard" crews.

These lists **MUST BE SUBMITTED VIA THE BCP APP BY SUNDAY, MARCH 19TH** AT 10:00 PM CST. No lists may be changed after this date.

## Scenarios

Players will draft Deployment and Event cards.

## Painting

Painting is optional but highly encouraged. There will be a prize raffled off among all fully painted crews.

## Players must bring the following:

- 2 Sewer markers
- 2 lamp posts
- Objective deck
- All models, tokens, and measuring aids you will need for the event
- Optional 1 copy of your crew/deck roster for your opponent to view. Alternatively, the BCP app can be used.

# BATMAN MINIATURE GAME: Battle for the Cowl

Friday, March 24th

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 the 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.

In addition, players may bring a **sideboard** of 6 objective cards. These must follow the normal rules (must take all copies of a card, etc.). List these below your 20-card deck list. They are in addition to the 20 cards.

In the pre-game steps, when players share their rosters and deck lists with their opponents, after players determine which of their two lists they wish to play for the game, they may now switch out cards from their deck with cards from their sideboard. After switching, the **deck must be fully legal** as per the core rules.

## Lists

Both crew lists you will be running for this event must be legal 350 rep, \$1,500 funding "Modified Standard" crews. You must include your choice of 3 deployments and 3 events in your crew list.

These lists **MUST BE SUBMITTED VIA THE BCP APP SUNDAY, MARCH 19TH** AT 10:00 PM CST. No lists may be changed after this date.

## Scenarios

Players will draft Deployment and Event cards.

## Painting

Painting is optional but highly encouraged. There will be a trophy for the best painted crew judged by the Renegade committee! There will also be a prize raffled off among all fully painted crews.

## Players must bring the following:

- 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
- Optional 1 copy of your crew/deck roster for your opponent to view. Alternatively, the BCP app can be used.

**Thursday, March 23<sup>rd</sup>: Streets of Gotham**

<b>ROUND</b>	<b>START</b>	<b>FINISH</b>	<b>NOTES</b>
Registration	10:00 AM	10:30 AM	Please register as early as possible
Round 1	10:45 AM	12:15 PM	
Lunch break	12:15 PM	1:15 PM	Please return promptly
Round 2	1:30 PM	3:00 PM	
Round 3	3:15 PM	4:45 PM	
Prizes	5:00 PM	5:15 PM	

**Friday, March 24<sup>th</sup>: Battle for The Cowl VI**

<b>ROUND</b>	<b>START</b>	<b>FINISH</b>	<b>NOTES</b>
Registration	8:30 AM	9:00	Please register as early as possible
Round 1	9:15 AM	11:15 AM	
Round 2	11:15 AM	1:15 PM	
Lunch Break	1:15 PM	2:15 PM	Please return 5 minutes early
Round 3	2:30 PM	4:30 PM	
Round 4	4:45 PM	6:45 PM	
Prizes	6:45 PM	7:00 PM	

## CODE OF CONDUCT

- Always be polite and respectful.
- Always tell the truth and never cheat.
- Arrive on time with all the things you need to play the game.
- Make a respectful, non-touching, gesture to your opponent before and after the game, such as offering a salute or air-fist bump.
- Avoid using language your opponent might find offensive.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never collude with an opponent to fix the outcome of a game.
  - Abuse of the grudges, such as losing on purpose to boost the other player, will result in penalty and/or disqualification from the event.





<b>Sideboard</b>	