



Tinkering Paws

BOARD GAME INSERTS



Batman

Gotham City Chronicles



List of Contents

1. 6 Token Boxes
2. 4 Card Boxes
3. 1 Dice Box
4. 2 Tile Boxes
5. 2 Hero & Villain Screen Boxes
6. 2 Batmobile & Miniature Boxes
7. 13 Miniature Boxes

Important Information – Please read carefully!

Following this instruction is extremely important to prevent any damage to your miniatures. Make sure you read everything carefully.

For easier identification all boxes are marked with a code (M1, M2, etc.) on their bottom – this does not apply for inserts bought before Season 3 was released.



Token Boxes #T1 & #T2

1. Life Point Marker (Villains)
2. Life Point Marker (Heroes)
3. Activation Potential Discs (APDs)
4. Energy Cubes
5. Other Villain Tokens
6. Other Hero Tokens
7. Command Post Tokens & Turn Marker
8. Shackle Tokens (big and small ones) & Elevator Token



Token Boxes #T3, #T4 & #T5

Token Boxes #T3 & #T4 are used for Mission and Reinforcement Tokens. Sort the tokens by type. No special placement is necessary, but make sure to place tokens with many copies in bigger compartments and vice versa. Make sure to place all tokens with only one copy in the same compartment. Please note, that not all tokens will fit. Place the remaining ones in #T6 (see next page)

Token Box #T5 stores Field Modifier Tokens and Broken Wall Tokens. No special placement is necessary.



Token Boxes #T6

Token Box #T6 holds the remaining tokens (except the numbered tokens, which go into #D2) as well as the Two-Face Coin.



Hero & Villain Screen Boxes #S2 & #S3

#S2 holds the Hero Screens, while #S3 holds the Villain Screens.



Dice Box #D2

Dice Box #D2 holds the dice, blue cubes, and numbered tokens.



Tile Boxes #T13 & #T14

#T13 holds the Hero Tiles, #T14 the Villain Tiles. The Bystander Tiles are placed in the Hero Box.

Both boxes contain one bigger compartment to store the oversized tiles.



Batmobile Boxes #BM1 & #BM2

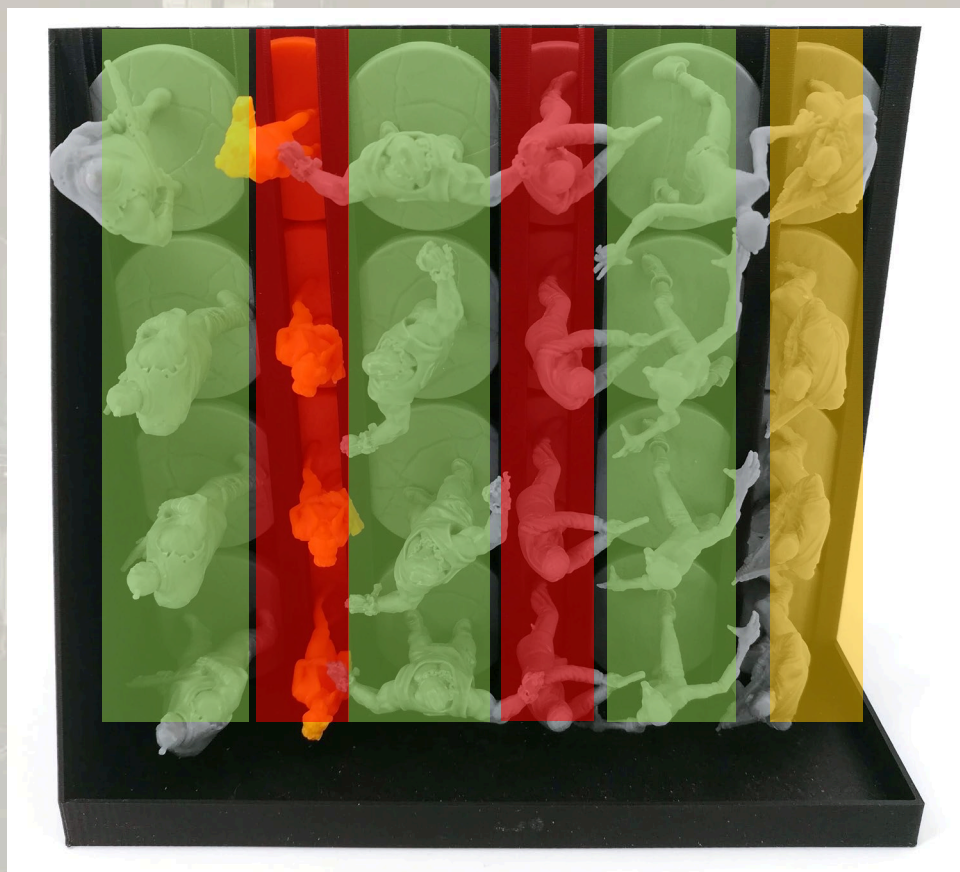
The Batmobile Box has three slots where the wheels are placed. Insert the Batmobile with care.

The Miniature Box takes care of two (or more if necessary) miniatures that do not fit in any of the boxes. Place the bigger “Batman: Dark Knight”-base and Etrigan (Season 2 – Picking Zone) here. Also place the 3D accessories here.

Important Information – Please read carefully! – Part 1

The following pages describe the boxes that store miniatures. Make sure to follow the instruction to prevent damage to your miniatures.

Most boxes have three different kinds of slots. Three big slots (green), two small slots (red) and one medium slot (orange).



This instruction will show you how to place all miniatures dividing them by season and expansion they come from. However, there are countless possibilities to place miniatures and you might find it more convenient to store miniatures in a different way.

Always make sure that they fit easily in the slots! If they do not fit, do not use force. Check if they have a bended base, otherwise search a different slot.

Important Information – Please read carefully! – Part 2

Some miniatures are bigger than the box they are placed in. They might be taller or wider. There is a special box that takes care of most of the tall miniatures. We will highlight miniatures that are especially tall or wide on the following pages, but we might miss some of them. When placing boxes in the game box, always make sure there is no collision. If some miniatures are bigger than their box, place the box adjacent to another box to prevent collision.

If you want to deviate from this instruction, always go for the tallest and widest miniatures first. Try placing the tallest ones in the orange or red slots (see previous page). Next, try to fill the red slots – only some of the miniatures will fit there.

The boxes can hold a few more miniatures than included in the board game. So do not worry if you are not able to store four miniatures in every slot.

The next pages will show pictures of all boxes. Please note that some miniatures will seem to not fit on their box because of the viewing angle.

IMPORTANT INFORMATION ABOUT SEASON 3 MINIATURES

The miniatures from Season 3 have slightly taller bases. They will only fit in Miniatures Boxes #M7, #M8 & #M9.



Miniature Box #M1.1 Side A – Hero Miniatures Core Box #1

The table shows each position in the box. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Medium	Big	Small	Big	Small	Big
Core Box					
Swat Rifle	-	Drones T.	B. Canary	Guards	GCPD Gun
Swat Rifle	Batman	Drones T.	Robin T.D.	Guards	GCPD Gun
Swat Rifle	Harvey B.	Drones T.	Batgirl	Guards	GCPD Gun
Swat Rifle	Dark Knight	Drones T.	Catwoman	Guards	GCPD Gun

Red: Oversized - Bigger than the box / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!

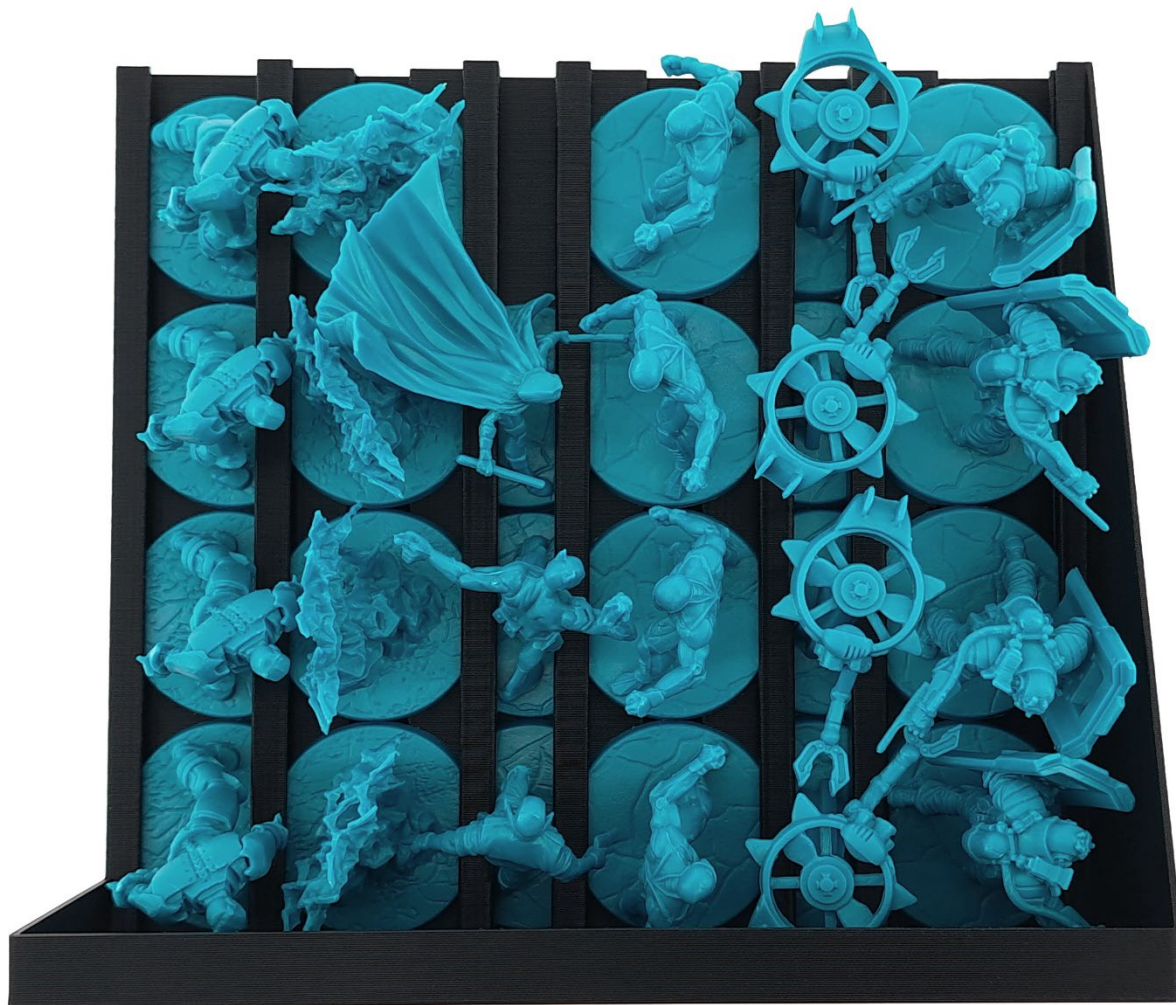


Miniature Box #M1.1 Side B – Hero Miniatures Core Box #2

The table shows each position in the box. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
Core Box					
Duke	Batwoman	Bluebird	GCPD Baton	Red Hood	Swat Case
Catwoman	R. Montoya	Nightwing	GCPD Baton	BatmanY100	Swat Case
Batman OY	Gordon	Huntress	GCPD Baton	Azrael	Swat Case
Katana	Orphan	D. Wayne	GCPD Baton	Gr. Arrow	Swat Case

Red: Oversized - Bigger than the box / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!

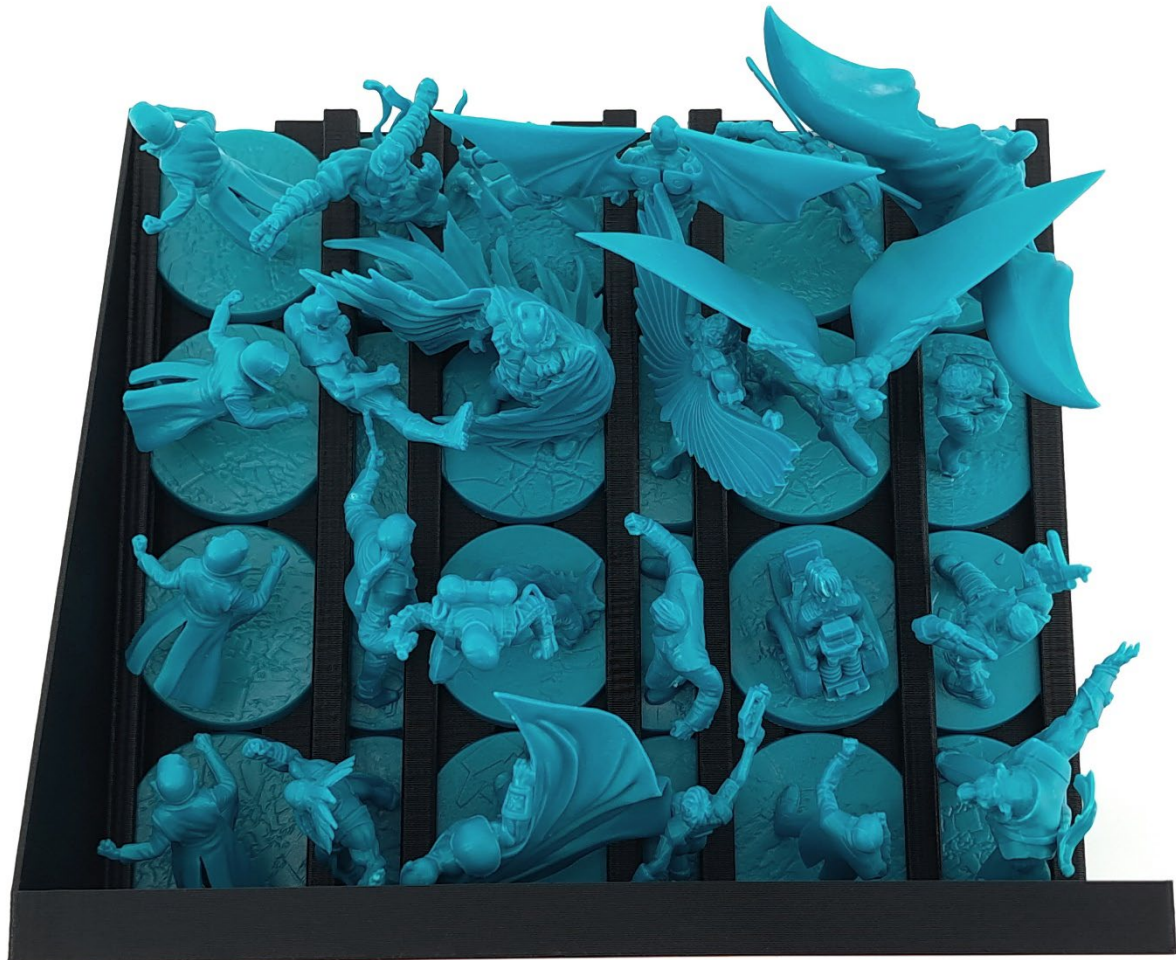


Miniature Box #M1.2 Side A – (Mostly) Season 1 Allies

The table shows each position in the box. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Medium	Big	Small	Big	Small	Big
Wayne Manor		Misc.	Versus Mode (Season 1)		
Bat Robots	Bats	-	Devgru	Drones Arm	Heavy GCPD
Bat Robots	Bats	Spoiler	Devgru	Drones Arm	Heavy GCPD
Bat Robots	Bats	BatmanN52	Devgru	Drones Arm	Heavy GCPD
Bat Robots	Bats	Red Hood	Devgru	Drones Arm	Heavy GCPD

Red: Oversized - Bigger than the box / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Miniature Box #M1.2 Side B – Wayne Manor and Season 2 Heroes

The table shows each position in the box. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
Pick. Zone	Batman Inc.		W. Manor, Picking Zone, Suicide Squad		
Gang Robin	Nightrunner	Raven Red	Batwing	B. Beyond	B. Rebirth
Gang Robin	B. Japan	B. Moscow	Red Robin	Hawfire	A. Waller
Gang Robin	El Gaucho	Dark Ranger	B. Wayne	Alfred	Rick Flag
Gang Robin	Chief MoB	The Knight	J. Pennyw.	Oracle	Br. Tiger

Red: Oversized - Bigger than the box / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Miniature Box #M1.3 Side A – Villain Miniatures Core Box #1

The table shows each position in the box. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Medium	Big	Small	Big	Small	Big
Core Box					
Thugs Fa.	C. Plant	Harley Gang	Riddler B.	Thugs Cb.	Riddler Hg.
Thugs Fa.	C. Plant	Harley Gang	Riddler B.	Thugs Cb.	Riddler Hg.
Thugs Fa.	C. Plant	Harley Gang	Riddler B.	Thugs Cb.	Riddler Hg.
Thugs Fa.	C. Plant	Harley Gang	Riddler B.	Thugs Cb.	Riddler Hg.

Red: Oversized - Bigger than the box / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!

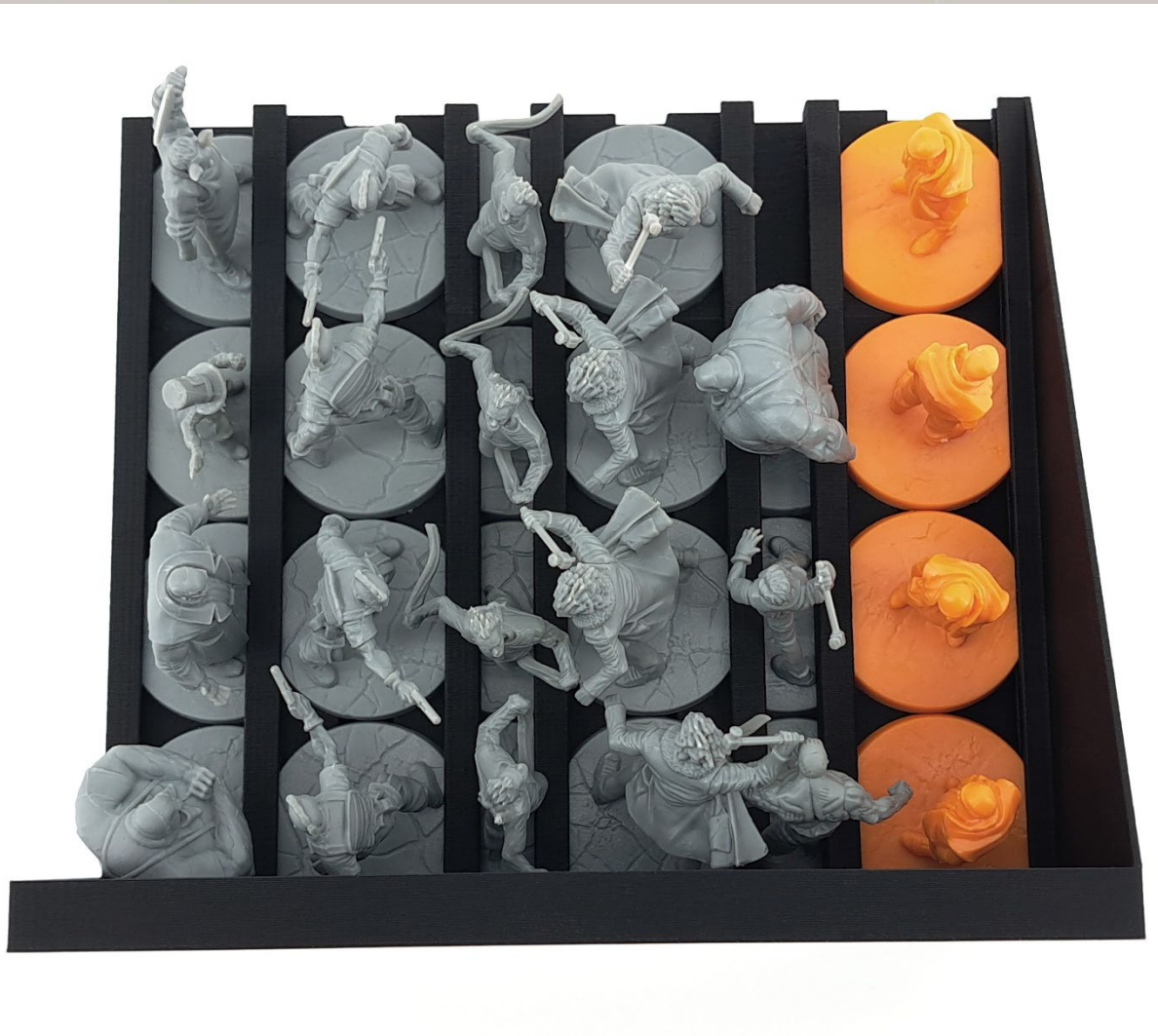


Miniature Box #M1.3 Side B – Villain Miniatures Core Box #2

The table shows each position in the box. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
Core Box					
Bud	Owl Guns	Deathstroke	Joker	Ratcatcher	Killer Moth
Lou	Owl Guns	Poison Ivy	H. Quinn #1	Hush	Bane
Wrath	Owl Guns	Firefly	H. Quinn #2	Two-Face	Orphan
Talon	Owl Guns	Ra's Al Ghul	Red Hood	Riddler	Jason Todd

Red: Oversized - Bigger than the box / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!

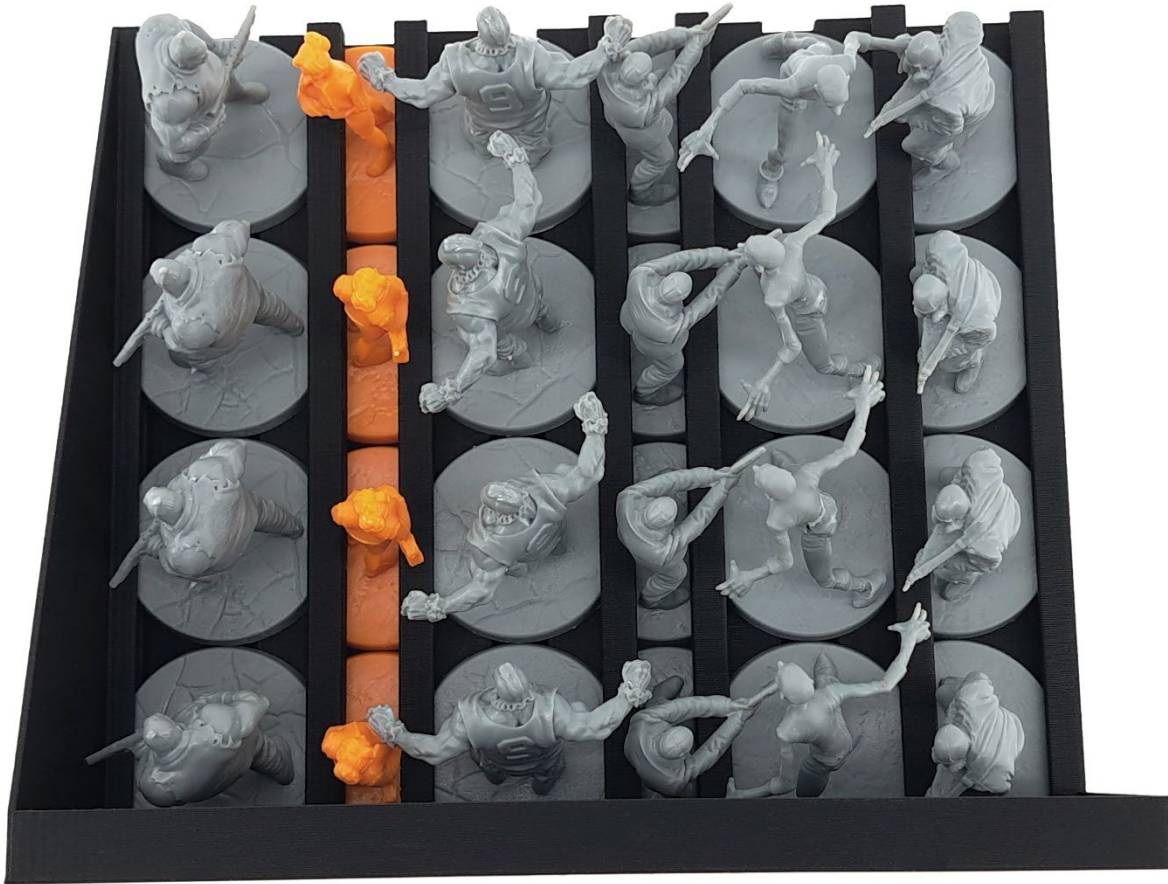


Miniature Box #M1.4 Side – Arkham Asylum & Core Box Bystanders

The table shows each position in the box. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Medium	Big	Small	Big	Small	Big
Arkham Asylum					Core Box
Prof. Pyg	J. Gang Hg.	A. Patients	J. Gang H.	-	Bystanders
Jervis Tech	J. Gang Hg.	A. Patients	J. Gang H.	Tweedledum	Bystanders
H. Strange	J. Gang Hg.	A. Patients	J. Gang H.	Joker MJ	Bystanders
Tweedledee	J. Gang Hg.	A. Patients	J. Gang H.	V. Zsasz	Bystanders

Red: Oversized - Bigger than the box / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



#M1.4 Side B – Villain Miniatures Core Box #3 & Citizens

The table shows each position in the box. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
Core Box					
Brutes Fa.	Citizens	Brutes C.	R.H. Gang	Mr B. Gang	Hazmat T.
Brutes Fa.	Citizens	Brutes C.	R.H. Gang	Mr B. Gang	Hazmat T.
Brutes Fa.	Citizens	Brutes C.	R.H. Gang	Mr B. Gang	Hazmat T.
Brutes Fa.	Citizens	Brutes C.	R.H. Gang	Mr B. Gang	Hazmat T.

Red: Oversized - Bigger than the box / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!

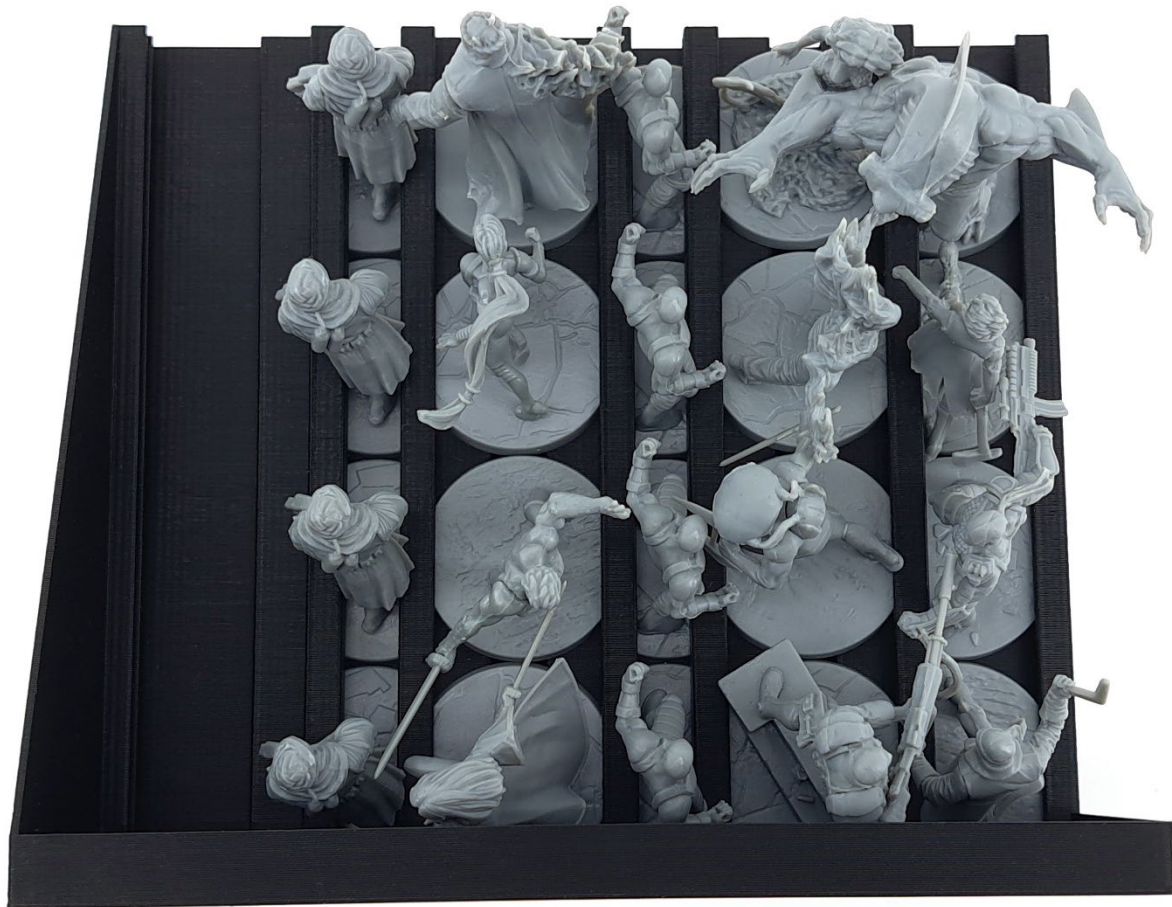


#M1.5 Side A – Penguin’s Gang (S1) and Picking Zone (S2)

The table shows each position in the box. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Medium	Big	Small	Big	Small	Big
Picking Zone			Picking Zone & Penguins Gang (S1)		
C. Falcone	KGBeast	W. Rabbit	Owlman	-	G.W. Shark
Ventril. #1	Reaper	W. Rabbit	Penguin’sG.	-	Penguin’sG.
Ventril. #2	Sheng Fang	Cluemaster	Catwoman	-	Penguin’sG.
Nobody	Amygdala	Architect	D. Blackfire	Mr. Freeze	Penguin’sG.

Red: Oversized - Bigger than the box / **Blue:** Tall - Don’t place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



#M1.5 Side B – Suicide Squad, League of Assassins & Miscellaneous

The table shows each position in the box. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
	League of Assassins			Suicide Squad	
	Assassins R.	Heretic	Assassins	P. Ivy N52	King Shark
	Assassins R.	Lady Shiva	Assassins	El Diablo	J. Daughter
	Assassins R.	Ra's Al Ghul	Assassins	Black Manta	Deathstroke
	Assassins R.	Talia al Ghul	Assassins	Deadshot	Boomerang

Red: Oversized - Bigger than the box / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Miniature Box #M2 – Oversized Miniatures & Misc

This box has only one side and has more room to store the tallest of the miniatures. Most miniatures on this box will be “Red” if placed on another box. The table shows each position in the box. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
Misc	P. Zone	Core Box	CB /PZ	Core Box	
Pyg’s Gang	G. Dragons	Owl Katana	Riddler OY	Penguin	Prisoners
Pyg’s Gang	G. Dragons	Owl Katana	Talon	Scarecrow	Prisoners
Pyg’s Gang	G. Dragons	Owl Katana	Deadshot	Scarecrow	Prisoners
Pyg’s Gang	G. Dragons	Owl Katana	Mr Freeze	Black Mask	Prisoners

Red: Oversized - Bigger than the box / **Blue:** Tall - Don’t place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Miniature Box #M3

Man-Bat must be placed exactly like shown in the picture. His left wing (red circle) will not fit on the box – but make sure his right wing does. Man-Bat and Batcow must be placed at the same time in the box.

Tusk	Batcow	Batman (Armored Suit)
Killer Croc	Man-Bat	Killer Croc
N/A	N/A	Hounds
Hounds	Hounds	Hounds

Important information:

Sometimes this box is warping over time. Therefore, the Season 3 Update Pack contains a slightly different replacement box.



Miniature Box #M4

From right to left, this box keeps the following miniatures:

1. Joker (Clayface) & Doc Death
2. 2x Carnivorous Plant Rex
3. Solomon Grundy & Bane (Venom)
4. Clayface

Make sure Clayface is placed like shown (concrete block the left).



Miniature Box #M5

This box holds the T-Rex.



Miniature Box #M6

Place Mr. Bloom and Rookie in this box. Watch out for Mr. Bloom's Finger – they are extremely fragile.



Miniature Box #M7 – (Almost all) Season 3 Villains

The table shows each position in the box. The first line shows the slot size, the second line the game box that includes the miniatures of that row.

Big	Small	Big	Small	Big	Medium
Penguin	[Mystery]	Batman Who Laughs	Ninja		Robin
Penguin	[Mystery]	Merlyn	Ninja	[Mystery]	Robin
Penguin	[Mystery]	Anarky	Ninja	Punchline	Robin
Penguin	[Mystery]	Cheshire	Ninja	Calendar Man	Robin

Red: Oversized - Bigger than the box / **Blue:** Tall - Don't place in green slot /
Place all miniatures (especially highlighted ones) like shown or be careful!



Miniature Box #M8 – Season 3 Villains & Heroes

From left to right, top to bottom, this box holds the following miniatures:

- The Drowned, [Mystery]
- Batgirl - Cassandra Cain, Redhood - Outlaws
- Ghost-Maker, Batman – Jace Fox
- Batman – Azrael, Ace



Miniature Box #M9 – Man-Bat Commandos

This box holds the Man-Bat Commandos.



Card Boxes #C3, #C4, #C5 & #C6

Each card size has its own box that holds all cards.



Component Storage #1

Place the biggest map tiles on the bottom of the box. Place some foam that came with the game on one of the short sides.



Component Storage #2

Place the Hero Boards on top.



Component Storage #3

Place the square map tiles and the smaller map tiles in the box.



Component Storage #4

Start placing the smaller boards...



Component Storage #5

... and more boards.



Component Storage #6

Add the Solo / Coop Rulebook ...



Component Storage #7

... and more foam.



Component Storage #8

Now add the last map tile and board.



Component Storage #9

Place both command posts, Token Boxes #T1 & #T2 and some foam in the game box.



Component Storage #10

Place the following boxes in the next game box:

#BM1, #BM2, #M3, #M4, #M5 & M6.



Component Storage #11

Add #M1 four times. Make sure that miniatures that are taller than their boxes are not hitting the game box and instead face somewhere with enough space.



Component Storage #12

Now add the last #M1 Miniature Box and #M2 – watch for tall miniatures!



Component Storage #13

Proceed with the Gotham City in Flames box. Place all the rulebooks (only one language!), #S3, #T3, #T4 & #T5 in it.



Component Storage #14

Place #C5, #M9 & #S2 in the game box.



Component Storage #15

Proceed with the remaining boxes: #TI3, #TI4, #C3, #C4, #C6, #M7 & #M8.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de