

## **Gotham War Dice - League of Assassins vs Birds of Prey**

Ra's Al Ghul - Roll a die, with a result of 5 or more everyone loses one of agility. Roll 3 dice for every 6 deal damage to all heroes. Place a ninja token on the plans.

Ninja Rules: Def 3+. (As long as the ninjas are not defeated in the plans, the plans where there are ninjas cannot be deactivated, the ninjas have 1 resistance, so when they are successful they are eliminated, the ninjas do not attack, to attack a ninja throw the yellow die instead of earning your belt or hero effects.)

Talia Al Ghul - Heroes lose 1 white die, if a villain plan has more X than O heroes lose 2 white dice instead of 1.

Lady Shiva - This round when Lady Shiva attacks does 2 damage instead of 1. If there is at least one die in Ra's Al Ghul all heroes lose 1 agility.

David Cain - If villains do not activate plans this round, heroes cannot deactivate plans for this round.

Villains plan:

Ra's Al Ghul: By means of a toxin Ra's Al Ghul aims to control all the inhabitants of the city, before nightfall when everyone lights up, the toxin will be activated and everyone will be permanently paralyzed.

Talia: Talia will use Lazarus' well to revive several fallen villains, with the help of these he will attack the Black Gate prison and liberate several agents from the League of Assassins, their objective being to eliminate various personalities from the city.

Lady Shiva: In the underworld, Black Mask has put a price on Commissioner's head Gordon, Lady Shiva and her ninjas seek to get the reward by eliminating Gordon and anyone who gets in their way.

David Cain: Seeking to upgrade his status within the league, David Cain will hijack a cruise ship and assassinate several personalities who go on that cruise, thus sending the message, "The League of Assassins has no mercy on anyone."

Black Canary: When Black Canary attacks and rolls 1, for every 1 he deals damage to the villain who has the least resistance.

Huntress: At the end of Huntress's turn if she deactivated the plan assigned with number 6, deal 2 damage to the villain who has the most resistance.

Lady BlackHawk: Choose a villain, if 2 or more black dice are assigned to that villain the next round, deal 1 damage to that villain.

Barbara gordon: If you damage a villain with 4+ defense this round, win an extra die.

If there are no dice in the villain plans, David Cain can roll the effects die like a black die, reducing his ATK value by -2 until the end of the round.

Translation by Sergi Sánchez

Roll a die, with a result of 5 or more everyone loses one of agility. Roll 3 dice for every 6 deal damage to all heroes. Place a ninja token on the plans.

**RA'S AL GHUL**  
DEF 5+  
ATK 4+

**Villains Plan:**  
By means of a toxin Ra's Al Ghul aims to control all the inhabitants of the city, before nightfall when everyone lights up, the toxin will be activated and everyone will be permanently paralyzed.

1 4

Heroes lose 1 white die, if a villain plan has more X than 0 heroes lose 2 white dice instead of 1.

**TALIA AL GHUL**  
ATK 4+  
DEF 4+

**Villains Plan:**  
Talial will use Lazarus' well to revive several fallen villains, with the help of these he will attack the Black Gate prison and liberate several agents from the League of Assassins, their objective being to eliminate various personalities from the city.

2 2

**LADY SHIVA**  
ATK 4+  
DEF 4+

This round when Lady Shiva attacks does 2 damage instead of 1. If there is at least one die in Ra's Al Ghul all heroes lose 1 agility.

**Villains Plan:**  
In the underworld, Black Mask has put a price on Commissioner's head Gordon, Lady Shiva and her ninjas seek to get the reward by eliminating Gordon and anyone who gets in their way.

2 3

If villains do not activate plans this round, heroes cannot deactivate plans for this round.

**DAVID CAIN**  
ATK 5+  
DEF 3+

**Villains Plan:**  
Seeking to upgrade his status within the league, David Cain will hijack a cruise ship and assassinate several personalities who go on that cruise, thus sending the message, "The League of Assassins has no mercy on anyone."

1 3

**BATGIRL (BARBARA GORDON)**  
4+  
AGILITY 1-5, 6-10

+1 -1 RR + +■

ARMOR 1 1 1 2 3  
RESISTANCE

If you damage a villain with 4+ defense this round, win an extra die.

**HUNTRESS**  
5+  
AGILITY 1-5, 6-10

+1 -1 RR + +■

ARMOR 1 2 2 2 2  
RESISTANCE

At the end of Huntress's turn if she deactivated the plan assigned with number 6, deal 2 damage to the villain who has the most resistance.

**LADY BLACKHAWK**  
5+  
AGILITY 1-5, 6-10

+1 -1 RR + +■

ARMOR 1 1 2 2 3  
RESISTANCE

Choose a villain, if 2 or more black dice are assigned to that villain the next round, deal 1 damage to that villain.

**BLACK CANARY**  
4+  
AGILITY 1-5, 6-10

+1 -1 RR + +■

ARMOR 1 2 2 2 3  
RESISTANCE

When Black Canary attacks and rolls 1, for every 1 he deals damage to the villain who has the least resistance.



Ninja Tokens: Only 6, if the 6 are finished no more tokens are placed, when a ninja token is removed it returns to the token pool.

Stick them to a button or a hard base, the ninja tiles are placed in the box marked with



Gotham War Dice - League of Assassins vs Birds of Prey