

BATMAN  
BRUCE WAYNE

JUSTICE LEAGUE



UNIQUE HERO  
HUMAN  
FIGHTER  
DRIVEN  
MEDIUM 5



### AT THE READY

Instead of an ally's move phase, you may maneuver Batman up to 6 spaces, or place him on a space up to 3 spaces away and up to 30 levels up or down. If you do, once per round, Batman may then attack a figure engaged with that ally.

### ASSESS WEAKNESS 11

Before Batman's move action, you may choose a figure within 3 clear spaces and roll a d20. On an 11+, when attacked normally by Batman this turn, that figure has -3 Defense, or -6 Defense if it is a destructible object.

### NERVE PUNCH

When attacking an adjacent enemy with a normal attack, add 1 hit and, if Batman inflicts 1+ wounds on a Unique Hero this way, you may remove 1 unrevealed Order Marker from that Hero's card.

