



## ALFRED PENNYWORTH

### FIRST AID EXPERTISE

Start the game with a Glyph of First Aid Kit on this card. Before taking a turn with a Human you control that is equipped with a Glyph of First Aid Kit, choose either that figure or an adjacent friendly Human figure, then destroy that glyph to remove up to two wounds from the chosen figure.



HUMAN

UNIQUE HERO

BUTLER

RESOLUTE

MEDIUM 5

### BATCAVE RESOURCES

Before rolling for initiative, if Alfred is in your Start Zone or occupying a vehicle named The Batmobile, you may reveal an "X" Order Marker on this card and choose one of the following for this round:

- Add 8 to your initiative roll.
- Whenever a Vigilante or Sidekick you control attacks, you may choose to reroll all dice for that attack once.
- Whenever you roll the 20-sided die for a Vigilante or Sidekick you control, you may add 2 to the roll.

Each option can only be used once per game.

### ADEPT OPERATOR

If Alfred is a vehicle's driver, add 1 to that vehicle's Move number and when rolling the 20-sided die for that vehicle, you may add 2 to your roll.



MOVE 5

RANGE 1

ATTACK 2

DEFENSE 2

100  
POINTS

