



BANE

KNIGHTFALL

After revealing an Order Marker on this card and instead of taking a turn with Bane, you may choose an enemy Hero. Roll the 20-sided die a number of times equal to the chosen Hero's remaining Life number, to a maximum of 4. Add 2 to your roll if the chosen Hero is Driven. For each roll of 11 or higher, you may take a turn with a Crime Lord, Criminal, Misfit, or Psychopath figure you control in which they may target only the chosen enemy Hero when attacking. You may not take a turn with the same figure more than once, or any additional turns with any other figures you control.

ONE MORE HIT

After an Order Marker is revealed on any Army Card, you may reveal an "X" Order Marker on this card. If you do, for the remainder of the round add 2 to Bane's Life, Attack, and Defense numbers, and at the end of this round, Bane is destroyed.

POUNDING FISTS

Figures without the Super Strength special power roll 1 fewer defense die against Bane's normal attack. If Bane inflicts one or more wounds with his normal attack, he may attack the same figure one additional time.



HUMAN

UNIQUE HERO

ANTAGONIST

DRIVEN

MEDIUM 5



6

LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 5

250

POINTS