



BATMAN
BRUCE WAYNE

BAT-FAMILY MOVEMENT

After revealing an Order Marker on the card of a Vigilante you control and before taking a turn with that Vigilante, you may choose another Sidekick or Vigilante you control. The chosen Sidekick or Vigilante may move or use their Bat-Grapple special power or glyph. The chosen figure may not move again this player turn.

I AM THE NIGHT

Batman is never attacked when leaving an engagement. All enemy figures within 5 clear sight spaces of Batman subtract 1 from their Defense numbers when attacked by a Sidekick or Vigilante you control.

BATARANG FLURRY 15

Instead of attacking, you may choose a figure within 5 clear sight spaces of Batman and roll the 20-sided die. On a roll of 15 or higher, the chosen figure receives 1 wound. After using Batarang Flurry, you may use it two additional times.



HUMAN

UNIQUE HERO

VIGILANTE

DRIVEN

MEDIUM 5

5
LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 6

270

POINTS