



BATMAN
BRUCE WAYNE

EVASIVE STRIKE 15

If Batman is attacked by an opponent's figure within 5 clear sight spaces and at least 1 skull is rolled, roll the 20-sided die. If you roll 15 or higher, Batman takes no damage and the attacking figure receives one wound.



HUMAN

UNIQUE HERO

VIGILANTE

DRIVEN

MEDIUM

5

BAT-GRAPPLE 3

Instead of his normal move, Batman may move up to 3 spaces with Bat-Grapple. When moving with Bat-Grapple, Batman has the Flying special power, but may not move up or down more than 30 levels in a single grapple, and will not take any leaving engagement attacks.

BATARANG SPECIAL ATTACK

Range 5, Attack 3.

When Batman attacks with his Batarang Special Attack, he may attack 2 additional times. He cannot attack the same figure more than once.

4

LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

200

POINTS