



**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.

**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

HUMAN  
UNIQUE HERO  
VIGILANTE  
DRIVEN  
MEDIUM 5

