



BATMAN
DICK GRAYSON

UTILITY BELT 2

At the start of the game, after Order Markers are placed and before initiative is rolled, you may place up to two Utility Equipment Glyphs of different types on this card. Batman can equip a Utility Equipment Glyph even if there are other Utility Equipment Glyphs on this card, up to a maximum of 2. Batman cannot lose these glyphs by receiving wounds unless he is destroyed.

STRATEGIC DISCIPLINE

At the start of the round, before initiative is rolled, if one or more Order Markers are placed on this card, for the remainder of the round no unrevealed Order Markers on cards you control may be moved to any other cards.

ACROBATIC MOVEMENT

Batman never takes falling damage and is never attacked when leaving an engagement. After rolling attack dice for a normal attack or after rolling defense dice, for each shield rolled you may immediately move Batman one space up to 6 levels up or down.



HUMAN

UNIQUE HERO

VIGILANTE

DETERMINED

MEDIUM

5

4
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

170
POINTS