

**BATMAN**  
BRUCE WAYNE

**HUMAN**

**UNIQUE HERO**

**INTERLOPER**

**DRIVEN**

**MEDIUM** **5**

**ESSENTIAL UTILITIES**  
At the start of the game, place the Glyphs of Utility: Bat-Grapple and Utility: Bat Shuriken on this card. Batman can equip a Utility Equipment Glyph even if there is another Utility Equipment Glyph on this card, up to a maximum of 2. Batman cannot lose these glyphs by receiving wounds unless he is destroyed.

**OUTSIDERS OPERATIONS PROTOCOL**  
After revealing a numbered Order Marker on this card, instead of taking a turn with Batman, you may choose up to two Unique Interloper Heroes you control, at least one of which has not been chosen for this special power previously this round. Take a turn with each chosen Hero. Batman may be one of the chosen Heroes.

**MISSION PREP**  
Once per player turn, before rolling attack or defense dice for a figure you control, you may reveal an Order Marker on this card. For the rest of that player turn, you may add 1 to the Attack and Defense numbers of all figures you control.

**4**  
**LIFE**

|                |          |
|----------------|----------|
| <b>MOVE</b>    | <b>6</b> |
| <b>RANGE</b>   | <b>1</b> |
| <b>ATTACK</b>  | <b>5</b> |
| <b>DEFENSE</b> | <b>5</b> |

**220**  
**POINTS**