



BATMAN
TERRY MCGINNIS

STEALTH MODE

Batman can move through all figures and is never attacked when leaving an engagement. If there are no revealed Order Markers on this card, Batman cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.

TACTICAL COMLINK

After moving and before attacking, you may reveal the X Order Marker on this card to either add 1 to Batman's attack number this turn, or add 4 to Batman's range number for this turn.

BAT GLIDE

After attacking or defending against an opponent's figure without the Flying special power, you may immediately move Batman up to 4 spaces.



HUMAN

UNIQUE HERO

VIGILANTE

TRICKY

MEDIUM

5

4

LIFE

MOVE

6

RANGE

1

ATTACK

4

DEFENSE

4

150

POINTS