

**DC**

**BATMAN**  
BRUCE WAYNE

**UTILITY BELT 3**  
At the start of the game, after Order Markers are placed and before initiative is rolled, you may place up to three 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 3. Batman cannot lose these glyphs by receiving wounds unless he is destroyed.

**POW!**  
When Batman attacks an adjacent figure with his normal attack and no skulls are rolled, you may count all blanks and shields rolled as hits.

**FRIEND OF THE LAW**  
Friendly Lawmen adjacent to Batman add 1 to their Defense numbers.

**6+G**

**HUMAN**

**UNIQUE HERO**

**CRIME FIGHTER**

**VALIANT**

**MEDIUM 5**

**4 LIFE**

**MOVE 6**

**RANGE 1**

**ATTACK 3**

**DEFENSE 4**

**140 POINTS**