

BATMAN
BRUCE WAYNE

HUMAN

UNIQUE HERO

CHAMPION

DRIVEN

MEDIUM **5**

AT THE READY
Start the game with a Glyph of Bat-Grapple on this card. Batman cannot lose this glyph by receiving wounds unless he is destroyed. Instead of moving normally with a friendly Unique Hero, Batman may move or use his Bat-Grapple. Once per round, after using At the Ready, Batman may attack a figure engaged with that Hero.

ASSESS WEAKNESS 11
Before moving with Batman, you may choose a figure within 2 clear sight spaces and roll the 20-sided die. If you roll 11 or higher and Batman attacks the chosen figure with his normal attack this turn, it subtracts 3 from its Defense number, or 6 from its Defense number if it is a destructible object.

NERVE PUNCH
When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. If Batman inflicts one or more wounds on an adjacent Unique Hero with a normal attack, you may immediately remove one unrevealed Order Marker at random from the defending figure's Army Card.

4
LIFE

MOVE	6
RANGE	5
ATTACK	3
DEFENSE	5

190
POINTS