

**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**

<b>MOVE</b>	<b>6</b>
<b>RANGE</b>	<b>5</b>
<b>ATTACK</b>	<b>3</b>
<b>DEFENSE</b>	<b>5</b>

**190**  
POINTS

4  
LIFE

MOVE	6
RANGE	5
ATTACK	3
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190  
POINTS