



COMMISSIONER GORDON
JAMES GORDON

BAT SIGNAL
At the start of the game, choose a Unique Vigilante Hero you control. At the start of each round that you win initiative you may immediately place the chosen Unique Vigilante Hero on any empty space within 6 clear sight spaces of Commissioner Gordon. The chosen Unique Vigilante Hero will not take any leaving engagement attacks when moved with Bat Signal.

CALL FOR BACKUP
After taking a turn with Commissioner Gordon, you may move any number of Lawmen you control up to 5 spaces each. Any Lawman moved this way must end its move adjacent to Commissioner Gordon.



HUMAN

UNIQUE HERO

LAWMAN

RESOLUTE

MEDIUM 5



3 LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 4

90 POINTS

