



SUPERMAN/BATMAN ROBOT
VEHICLE DESTRUCTIBLE OBJECT

MECH OF TOMORROW

Before rolling for initiative, if this vehicle is occupied, you may move it up to 4 spaces. After moving this way, add 1 to your initiative roll for each enemy figure within 4 clear sight spaces of this vehicle, to a maximum of +4.

**CAPED COMET SMASH
SPECIAL ATTACK**

Range Special. Attack 5 + Special. Once per game, instead of moving and attacking normally, move this vehicle at least 5 and no more than 10 spaces in a straight line and choose any number of figures you passed over this way to attack. If you only choose a single figure, add X dice to the attack where X equals the chosen figure's Height number, to a maximum of 10 extra dice for the attack. Roll each attack separately.

WORLD'S FINEST DEFENSE

Figures occupying this vehicle cannot be affected by special powers on glyphs or enemy figures outside this vehicle. When this vehicle is occupied by a Champion you control and would receive one or more wounds, ignore all but one of those wounds.

**4
LIFE**

MOVE 4

RANGE 1

ATTACK 6

DEFENSE 6

**250
POINTS**