



**THE BATMOBILE**   
VEHICLE DESTRUCTIBLE OBJECT

**MOBILE LEAGUE SUPPORT**

At the start of the game, place 1 blue Justice League Marker on this card for each Unique Champion Hero you control, to a maximum of 2. If the Batmobile's driver has the identity of Bruce Wayne, before attacking with the Batmobile you may choose a Unique Hero you control without a Justice League Marker on its card and move one from this card to the chosen figure's card. If you do, enemy figures adjacent to at least one of your figures roll 2 fewer defense dice for the rest of this player turn.



**FULL COVER**

**UNIQUE VEHICLE**

**OCCUPANCY 2**

**LARGE 3**

**ALL-TERRAIN VEHICLE**

The Batmobile does not have to stop its movement when entering water spaces, only counts Slippery Ice and Heavy Snow as 1 space when moving, does not count a space for the first level when moving up levels of height, and may move through all unoccupied destructible objects. After moving, roll one unblockable attack die against each destructible object it moved through.

**RAIL GUN SPECIAL ATTACK**

Range 6. Attack 2 + Special.  
Once per round, choose a non-adjacent figure to attack. Roll X additional attack dice, where X is the minimum number of spaces between the Batmobile and the chosen figure.



**5 LIFE**

**MOVE 6**

**RANGE 4**

**ATTACK 5**

**DEFENSE 6**

**250**

POINTS