

DC

BATMAN
BRUCE WAYNE

UTILITY BELT 3
At the start of the game, after Order Markers are placed and before initiative is rolled, you may place up to three Utility Equipment Glyphs of different types on this card. Batman can equip a Utility Equipment Glyph even if there are other Utility Equipment Glyphs on this card, up to a maximum of 3. Batman cannot lose these glyphs by receiving wounds unless he is destroyed.

SHADOW STRIKE 15
If Batman is attacked by any opponent's figure in clear sight and at least 1 skull is rolled, roll the 20-sided die, adding 1 to the roll if Batman is occupying a Shadow Tile. If you roll 1-14, roll defense normally. If you roll 15 or higher, Batman takes no damage, and may immediately move up to 3 spaces or move with the Glyph of Utility: Bat-Grapple if he is equipped with it. If Batman ends this movement within 5 clear sight spaces of the attacking figure, the attacking figure receives one wound. When Batman moves with Shadow Strike 15, he never takes leaving engagement attacks.

4 LIFE

MOVE	6
RANGE	1
ATTACK	5
DEFENSE	5

250 POINTS

HUMAN
UNIQUE HERO
VIGILANTE
DRIVEN
MEDIUM 5