



**BATMAN**  
BRUCE WAYNE

**THE BRAVE AND THE BOLD**

At the start of the game, place 1 blue Justice League Marker on this card for each Unique Hero you control with the class of Archer, Champion, Magician, or Scientist, to a maximum of 4. After a Unique or Event Hero within clear sight of Batman rolls the 20-sided die for a special power, you may remove 1 Justice League Marker from this card to add or subtract 2 from the roll.

**LEAGUE CONTINGENCY PLAN**

When an Army Card you control has its last figure destroyed, before removing that figure from the battlefield, you may immediately remove any unrevealed Order Markers from that card and place them on any other card you control. If the destroyed figure has any Justice League Markers on its card, you may place up to X of them on any Army Cards you control, where X equals the number of Justice League Markers on this card.

**MASTER MARTIAL ARTIST**

When attacking an opponent's adjacent figure with a normal attack, add one automatic skull to whatever is rolled. When defending against a normal attack from an adjacent figure, add one automatic shield to whatever is rolled, and all excess shields count as unblockable hits on the attacking figure.



**HUMAN**

**UNIQUE HERO**

**CHAMPION**

**DRIVEN**

**MEDIUM 5**

**4**  
**LIFE**

**MOVE 6**

**RANGE 5**

**ATTACK 4**

**DEFENSE 5**

**250**  
**POINTS**