



BRUCE WAYNE

DARK KNIGHT RISES

You may draft one other Bruce Wayne figure that is not an Industrialist. Start with this Bruce Wayne on the battlefield. At the end of any round, if this Bruce Wayne is on the battlefield and unengaged, you may place him on this card. At the start of the round after this Bruce Wayne has been destroyed or placed on this card by this special power, you may place the other Bruce Wayne figure on an empty shadow space or on an empty space next to any figure you control.



HUMAN

UNIQUE HERO

INDUSTRIALIST

CHARMING

MEDIUM

5

WAYNE INDUSTRIES

Start the game with 3 black Investment Markers and one Utility Equipment Glyph on this card. Immediately after you roll the 20-sided die for a special power on the Army Card of an Engineer, Sidekick, or Vigilante you control or for a Utility Equipment Glyph a figure you control is equipped with, you may remove an Investment Marker from this card to add 2 to the roll.

GENTLEMAN'S GENTLEMAN

After revealing an Order Marker on this card, before taking a turn with Bruce Wayne, you may first take a turn with one Unique Butler Hero you control. You may not take any additional turns with other figures you control.



4

LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 4

100

POINTS

