



# THE BATMOBILE

VEHICLE DESTRUCTIBLE OBJECT



FULL COVER

UNIQUE VEHICLE

OCCUPANCY 2

LARGE 3

## MOBILE GADGETRY 1

At the start of the game, choose one of the following Utility Equipment Glyphs: the Glyph of Caltrops, the Glyph of First Aid Kit, or the Glyph of Police Scanner. Place the chosen glyph symbol-side up on this card. Any figure that enters this vehicle may equip that glyph, if possible. If that figure already has a glyph on their card, you may exchange that glyph with the glyph on this card. If the Batmobile is destroyed, place any glyph on this card on an empty space previously occupied by the Batmobile.

## NITRO BOOSTERS 3

Once per round, when moving the Batmobile, you may move it three additional spaces.

## AUTOMATED DEFENSES 15

While you control the Batmobile or a figure equipped with the Glyph of Utility: Batmobile Remote, if a figure that was not within 3 clear sight spaces of the Batmobile prior to moving ends its move within 3 clear sight spaces of the Batmobile, you may roll the 20-sided die. Add 6 to your roll if Bruce Wayne is the Batmobile's driver. If you roll 15 or higher, the figure receives 1 wound.



4 LIFE

MOVE 8

DEFENSE 6

250

POINTS

