



**GLYPH OF UTILITY:
BAT CREDIT CARD**
(BUY OUT)

EQUIPMENT GLYPH

When this glyph comes into play, place two black Investment Markers on this card. If an opponent would remove one or more Investment Markers from any Army Card, you may first remove one Investment Marker from this card. If you do, that opponent may not remove any Investment Markers from that card this turn. Before taking a turn with this figure, you may move one Investment Marker from this card to this figure's Army Card. Only one Investment Marker may be removed from any Bat Credit Card per round.



Custom Expansion
BATMAN FOREVER

