

PRINTING INSTRUCTIONS

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SUPERIOR TRAINING (Combat Reflexes)



SUPERIOR TECH (Toughness)



I'LL FIND THE FLAW (Exploit



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RE SIGNIFICANT APPEARANCE Batman

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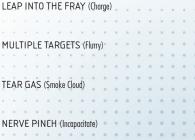














POINT



ENOUGH MONEY TO BUILD ANYTHING (Barrier)



SHREWD BUSINESSMAN (Outwit)





Hush In Disguise Bruce Wayne can use Blades/Claws/ Fangs, Poison, and has ##.



ALWAYS SOMEONE ELSE TO TAKE THE FALL

The	

NOT WHO YOU THINK I AM (Shape Change)

REAL NAME: Bruce Wayne SIGNIFICANT APPEARANCE: *Batman* #2 (2011)







IOT	EASILY	CORNERED	(Plasticity)	







HIDDEN TRAINING (Combat Reflexes)



10	NEY	TAL	KS	(Pe	rple>	()			





HIDDEN SAFE ROOM (Phasing/Teleport)

IOT SO HELPLESS (Incapo	icita

POINT VALUE: 50



DC COMICS"

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MAYBE IT WILL WORK THIS TIME (Willpower)



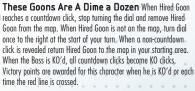
ALWAYS SHOOT FIRST (Ranged Combat Expert)



I Work For You When forces are revealed, one friendly. character is selected as the Boss. Only one Boss may be selected per force and the Boss may not possess this trait.

DC COMICS

HIRED GOON Gotham Underworld





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TIME	FOR	SOME	FISTI	CUFFS	(Combat Reflexes)	•



DC





FINDING THE FLAW (Exploit Weakness)



DC COMICS CATWOMAN Batman Family, Birds of Prey, Gotham City Sirens



FRIEND OR FOE? (Shape Change)



CHANGING AI



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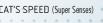


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THIS CAT HAS CLAWS (Blades,





POIN



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REAL NAME: Selina Kyle SIGNIFICANT APPEARANCE







BULLETPROOF VEST (Toughness)





WON'T REST (Willpower)



HELP OTHERS



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REAL NAME: Dick Grayson SIGNIFICANT APPEARANCE





INTO THE FRAY (Chara

HANDO







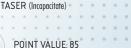






ROOFTOP TO ROOF









BODY ARMOR (Toughness)



WELL TRAINED (Combat Reflexes



DO THINGS MY OW



I'M NO GUY

REAL NAME: Tim Drake SIGNIFICANT APPEARANCE:

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DC COMICS **RED ROBIN** Batman Family, Detective, Gotham City, Outsiders

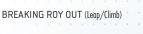


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Black Ops Red Robin can use Running Shot and Stealth

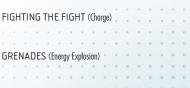


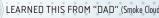














KNEECAPPING	(Incapacitate) •

POIN







NEED MY MEDS... (Poison)



AND MY SHINY THINGS ... (Blades/Claws/Fanas)

AND A COUPLE OF GOONS (Mastermind)





OR GIVE ONE (Exploit Wee





YOU'LL JUST MAKE ME MAD ... (Battle Fury



THEN THINGS GET INTEREST (Ranged Combat Expert)

REAL NAME: Unknown SIGNIFICANT APPEARANCE

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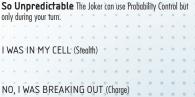
DC COMICS THE JOKER Arkham Asylum, Gotham Underworld, Injustice Gang, Injustice League, Monster



Harley's My Girl If a friendly Harley Quinn took damage from an attack since your last turn, you may give The Joker a free action. If you do, place The Joker adjacent to a character that caused Harley Quinn to take damage and target that character with a close combat attack. Harley Quinn is dealt 1 unavoidable damage. If Harley was KO'd during your opponent's last turn, The Joker's attack value becomes 12 until the end of your turn.



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F WATERERONT (Lenn /Clime

POINT VALUE: 125









UNPREDICTABLE LIKE MY PUDDIN' (Perplex)

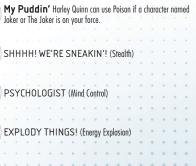


GIANT HAMMER (Close Combat Expert)



HARLEY QUINN Arkham Asylum, Gotham City Sirens, Secret Six





REAL NAME: Harleen Quinzel SIGNIFICANT APPEARANCE: *Batman* #663 (2007)



NICE TRY, DORK KNIGHT (Super Senses)



ANYTHING FOR YOU, MISTAH J (Willpower)



POIN





DC COMICS



TRAINED TO FIGHT ONE-ON-ONE (Combat Reflexes)



LL WALK AGAIN (Regeneration)





REAL NAME: Barbara Gordon SIGNIFICANT APPEARANCE

DC COMICS BATGIRL Batman Family, Birds of Prey, Detective, Gotham City



209







٥V	ER	THE	ROC	FTO	PS	(Cha	rge)



ORUP	THEM	(Leap/Climb)	



Reborn as Oracle Batgirl possesses Earthbound, Neutralized and the Justice League Team Ability.



Explosive Batarangs Botgirl con use Energy Explosion as if she had









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DC COMICS TWO-FACE Arkham Asylum, Gotham Underworld

🗭 210Ь



	Enemy and Underworld team abilities. At the I turn, roll a d6. On a result of 1-3, replace this ** #210a Two-Face on the current click nu	cha	racte	er wi	ith
	HIDE MY FACE (Stealth)		ì	:	•
	DEEP CUTS (Blades/Claws/Fangs)	•	•	•	•
	QUICK CUTS (Poison)	•	•	•	•
	NO ONE IS INNOCENT (Mastermind)	•	•	•	•
	STRENGTH TO SEE IT THROUGH (Toughness)	•	•	•	•
	BRILLIANT AND INSANE (Outwit)	•			
	COIN-FLIP (Probability Control)	•	•	•	•
1	POINT VALUE: 70	•	•		

Dual-Personality: Two-Face Two-Face can use the Batman



ũ

DC COMICS TWO-FACE Gotham City, Police, Politician



Dual-Personality: Harvey Dent Two-Face can use the Batman Ally and Police team abilities. At the beginning of your turn, roll a d6. On a result of 4-6, replace this character with + #210b Two-Face on the current click number plus 6.						
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LEADING THE FIGHT (Charge)			•	•	•	
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RUNNING FOR GOTHAM'S SOUL	(In	capo	icitat	te)	1	
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WHATEVER IT TAKES (Willpower)		÷	÷	Ĵ.		
CHARISMATIC D.A. (Leadership)						
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WHOSE SIDE AM I ON? (Perplex)	•	•	•	•		
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LAST DITCH EFFORT (Outwit)		•	•	•	•	
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POINT VALUE: 70

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