



DC
COMICS™

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HEROCLIX

PRINT & PLAY

**BATMAN
CHARACTER CARDS**

Original Text

PRINTING INSTRUCTIONS

1. From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (*File>Print or Ctrl/Cmd+P*).
2. Under *Pages to Print>Pages* input the pages you would like to print. (See *Table of Contents*)
3. Under *Page Sizing & Handling>Size* select *Actual size*.
4. Under *Page Sizing & Handling>Multiple>Pages per sheet* select *Custom* and enter *1 by 2*.
5. Under *Page Sizing & Handling>Multiple>Orientation* select *Landscape*.
6. If you want a crisp black border around each card as a cutting guide, click the checkbox next to *Print page border* (under *Page Sizing & Handling>Multiple*).
7. Click *OK*.

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SUPERIOR TRAINING (Combat Reflexes)



SUPERIOR TECH (Toughness)



I'LL FIND THE FLAW (Exploit Weakness)



MASTER OF MANY MARTIAL ARTS
(Close Combat Expert)

REAL NAME: Bruce Wayne
SIGNIFICANT APPEARANCE: *Batman* #1 (2011)



DC COMICS
BATMAN

Batman Family, Detective, Gotham City, Martial Artist



Rescuer



Carry You To Safety When Batman uses the Carry ability, he can't make an attack during that action.



LEAP INTO THE FRAY (Charge)



MULTIPLE TARGETS (Flurry)



TEAR GAS (Smoke Cloud)



NERVE PINCH (Incapacitate)



POINT VALUE: 86





ENOUGH MONEY TO BUILD ANYTHING (Barrier)



SHREWD BUSINESSMAN (Outwit)

202c

**Hush In Disguise** Bruce Wayne can use Blades/Claws/
Fangs, Poison, and has ~~⚡~~.ALWAYS SOMEONE ELSE TO TAKE THE FALL
(Mastermind)

NOT WHO YOU THINK I AM (Shape Change)

REAL NAME: Bruce Wayne

SIGNIFICANT APPEARANCE: *Batman #2* (2011)

202a



NOT EASILY CORNERED (Plasticity)

**Millions to Buy Anything or Anyone** Bruce Wayne
can use Telekinesis but cannot use it to make attacks with objects.

HIDDEN TRAINING (Combat Reflexes)



MONEY TALKS (Perplex)

202b



HIDDEN SAFE ROOM (Phasing/Teleport)



NOT SO HELPLESS (Incapacitate)

POINT VALUE: 50





MAYBE IT WILL WORK THIS TIME (Willpower)



ALWAYS SHOOT FIRST (Ranged Combat Expert)



DC COMICS
HIRED GOON

Gotham Underworld



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.



These Goons Are A Dime a Dozen When Hired Goon reaches a countdown click, stop turning the dial and remove Hired Goon from the map. When Hired Goon is not on the map, turn dial once to the right at the start of your turn. When a non-countdown click is revealed return Hired Goon to the map in your starting area. When the Boss is KO'd, all countdown clicks become KO clicks. Victory points are awarded for this character when he is KO'd or each time the red line is crossed.



HIDDEN (Stealth)



DOGPILE ON THE GOOD GUY (Plasticity)



TIME FOR SOME FISTICUFFS (Combat Reflexes)

POINT VALUE: 40





FINDING THE FLAW (Exploit Weakness)



FRIEND OR FOE? (Shape Change)



CHANGING ALLEGIANCES (Perplex)

REAL NAME: Selina Kyle
SIGNIFICANT APPEARANCE: *Catwoman* #1 (2011)



DC COMICS
CATWOMAN

Batman Family, Birds of Prey, Gotham City Sirens



Star Crossed Lovers When Catwoman is adjacent to a character named Batman, both characters can use Support (but only to target each other).



INTO THE FRAY (Charge)



I GO WHERE I PLEASE (Leap/Climb)



Can't Help Myself During the beginning of your turn, if Catwoman is adjacent to a relic or any character with a relic on its character card, remove that relic from the game.



THIS CAT HAS CLAWS (Blades/Claws/Fangs)



CAT'S SPEED (Super Senses)



POINT VALUE: 75





BULLETPROOF VEST (Toughness)



I WON'T REST (Willpower)



HELP OTHERS WHERE I CAN (Enhancement)



BUDDING DETECTIVE (Outwit)

REAL NAME: Dick Grayson
SIGNIFICANT APPEARANCE: *Nightwing* #1 (2011)



DC COMICS
NIGHTWING

Batman Family, Blüdhaven, Detective, Police



Familiar Terrain 



Trained Acrobat Nightwing can use Combat Reflexes



INTO THE FRAY (Charge)



HANDCUFFS (Plasticity)



ROOFTOP TO ROOFTOP (Leap/Climb)



TASER (Incapacitate)



POINT VALUE: 85



DC
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BODY ARMOR (Toughness)



WELL TRAINED (Combat Reflexes)



I DO THINGS MY OWN WAY (Perplex)



I'M NOT THE GOOD GUY (Exploit Weakness)

REAL NAME: Tim Drake

SIGNIFICANT APPEARANCE: *Teen Titans* #1 (2011)



DC COMICS
RED ROBIN

Batman Family, Detective, Gotham City, Outsiders



Black Ops Red Robin can use Running Shot and Stealth.



BREAKING ROY OUT (Leap/Climb)



FIGHTING THE FIGHT (Charge)



GRENADES (Energy Explosion)



LEARNED THIS FROM "DAD" (Smoke Cloud)



KNEECAPPING (Incapacitate)



POINT VALUE: 105





NEED MY MEDS... (Poison)



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



...AND A COUPLE OF GOONS (Mastermind)



NOT THAT I CAN'T TAKE A HIT... (Toughness)



...OR GIVE ONE (Exploit Weakness)



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



...THEN THINGS GET INTERESTING
(Ranged Combat Expert)

REAL NAME: Unknown

SIGNIFICANT APPEARANCE: *Batman* #680 (2008)



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.



So Unpredictable The Joker can use Probability Control but only during your turn.



I WAS IN MY CELL (Stealth)



NO, I WAS BREAKING OUT (Charge)



I WENT TO THE WATERFRONT (Leap/Climb)



POINT VALUE: 125



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UNPREDICTABLE LIKE MY PUDDIN' (Perplex)



GIANT HAMMER (Close Combat Expert)

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



DC COMICS
HARLEY QUINN
Arkham Asylum, Gotham City Sirens, Secret Six



My Puddin' Harley Quinn can use Poison if a character named Joker or The Joker is on your force.



SHHHH! WE'RE SNEAKIN'! (Stealth)



PSYCHOLOGIST (Mind Control)



EXPLODY THINGS! (Energy Explosion)



NICE TRY, DORK KNIGHT (Super Senses)



ANYTHING FOR YOU, MISTAH J (Willpower)



POINT VALUE: 79





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



I'LL WALK AGAIN (Regeneration)



FIND A WAY TO WIN... (Outwit)



...EVEN IF IT'S UNSAVORY (Exploit Weakness)

REAL NAME: Barbara Gordon
SIGNIFICANT APPEARANCE: *Batgirl* #1 (2011)



DC COMICS
BATGIRL

Batman Family, Birds of Prey, Detective, Gotham City

25
pts.



Mysterious Ally Batgirl possesses the Justice League keyword.



OVER THE ROOFTOPS... (Charge)



...OR UP THEM (Leap/Climb)



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



Explosive Batarangs Batgirl can use Energy Explosion as if she had ⚡.



ARMORED COSTUME (Toughness)



POINT VALUE: 88/25




DC COMICS
TWO-FACE

Arkham Asylum, Gotham Underworld

 210b



Dual-Personality: **Two-Face** Two-Face can use the Batman Enemy and Underworld team abilities. At the beginning of your turn, roll a d6. On a result of 1-3, replace this character with  #210a Two-Face on the current click number minus 6.



HIDE MY FACE (Stealth)



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)

POINT VALUE: 70




DC COMICS
TWO-FACE

Gotham City, Police, Politician

 210a



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.



LEADING THE FIGHT (Charge)



RUNNING FOR GOTHAM'S SOUL (Incapacitate)



WHATEVER IT TAKES (Willpower)



CHARISMATIC D.A. (Leadership)



WHOSE SIDE AM I ON? (Perplex)



LAST DITCH EFFORT (Outwit)

POINT VALUE: 70

