



ROBIN
BAT FAMILY • UTILITY BELT

4	↑↓
1	★
3	▢
3	▢
3	▢
9	⌚

BOY WONDER

At the start of the round, after rolling Action dice, Robin may add 1 additional non-defend icon of the same type to 1 Action die (not dice shared to him). If this die is shared with another hero, that hero also receives the bonus icon.





BATMAN
BAT FAMILY • UTILITY BELT

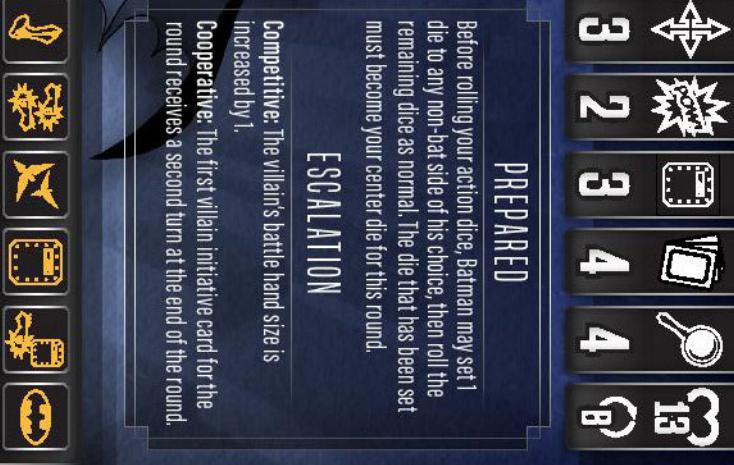
3	↑↓
2	★
3	▢
4	▢
4	▢
8	⌚

PREPARED

Before rolling your action dice, Batman may set 1 die to any non-hat side of his choice, then roll the remaining dice as normal. The die that has been set must become your center die for this round.

ESCALATION

Competitive: The villain's battle hard size is increased by 1.
Cooperative: The first villain initiative card for the round receives a second turn at the end of the round.





JIM GORDON
GOTHAM CITY POLICE DEPT.

3	↑↓
1	★
2	▢
4	▢
3	▢
9	⌚

POLICE COMMISSIONER

Gordon receives the Commanding Officer skill card in addition to his other skill cards. This card doesn't count towards Gordon's skill card limit and remains active even when he is knocked down.



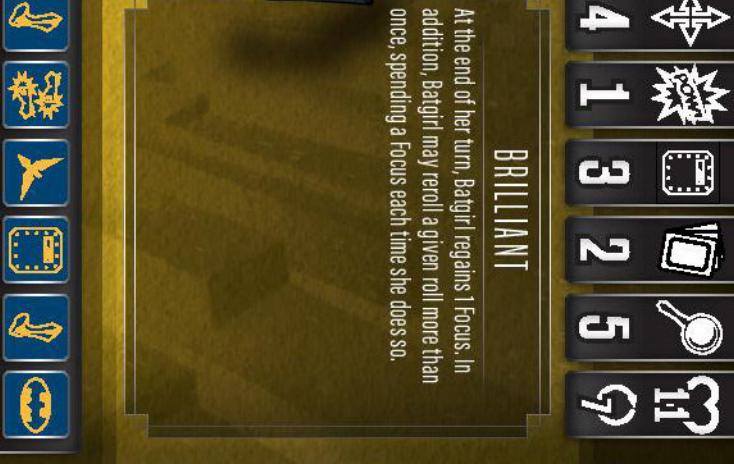


BATGIRL
BAT FAMILY • UTILITY BELT

4	↑↓
1	★
3	▢
2	▢
5	▢
11	⌚

BRILLIANT

At the end of her turn, Batgirl regains 1 Focus. In addition, Batgirl may reroll a given roll more than once, spending a Focus each time she does so.





CATWOMAN

UNAFFILIATED



BYSTANDER

UNAFFILIATED



VULNERABLE

If a bystander is rescued or taken hostage, remove them from the map and place them on the character sheet of the figure that removed them from the map.



BEAT COP

GOTHAM CITY POLICE DEPT.



ISIS

UNAFFILIATED · MINION · CREATURE · SMALL



MEOW

Isis acts during Catwoman's turn and doesn't use or benefit from her action dice. Instead, Isis receives 2 Move icons each turn. Isis does not need to break away and may share a space with another figure. Isis cannot attack or be attacked and enemy figures sharing a space with Isis receive Attack/Hit -1 and Defense Block -1.

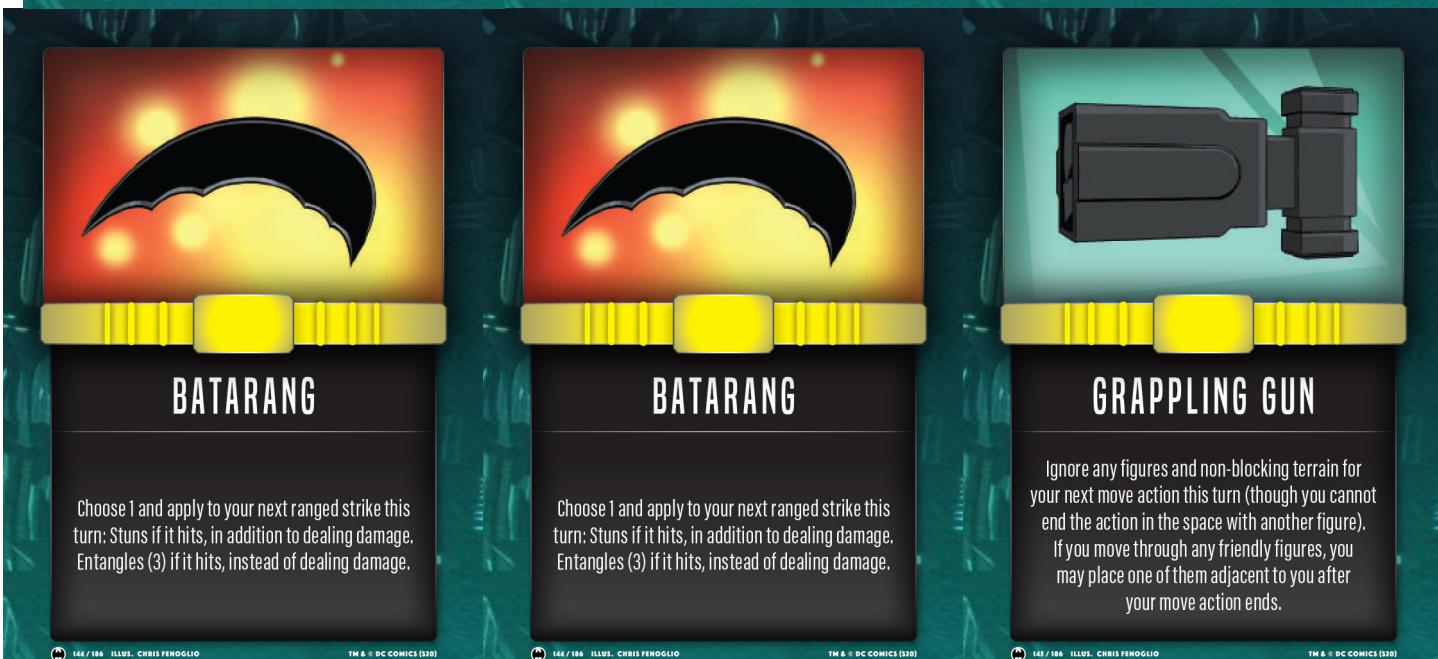
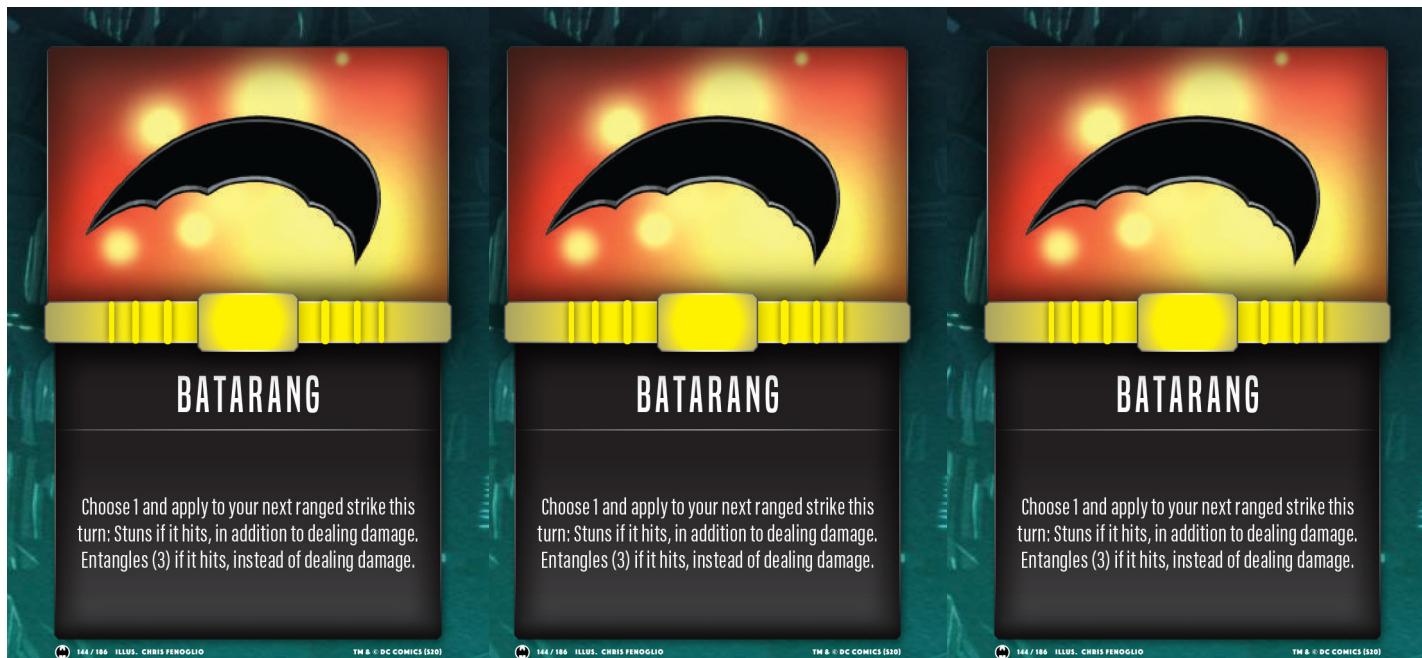


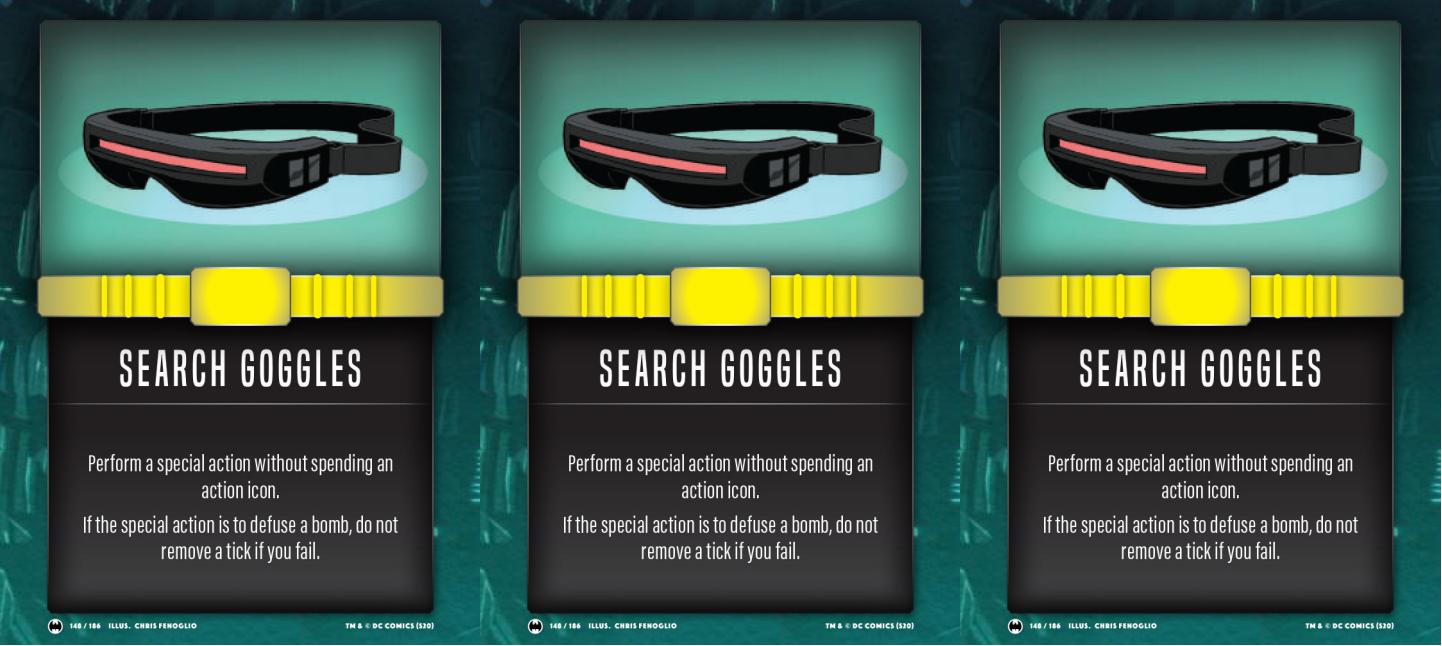
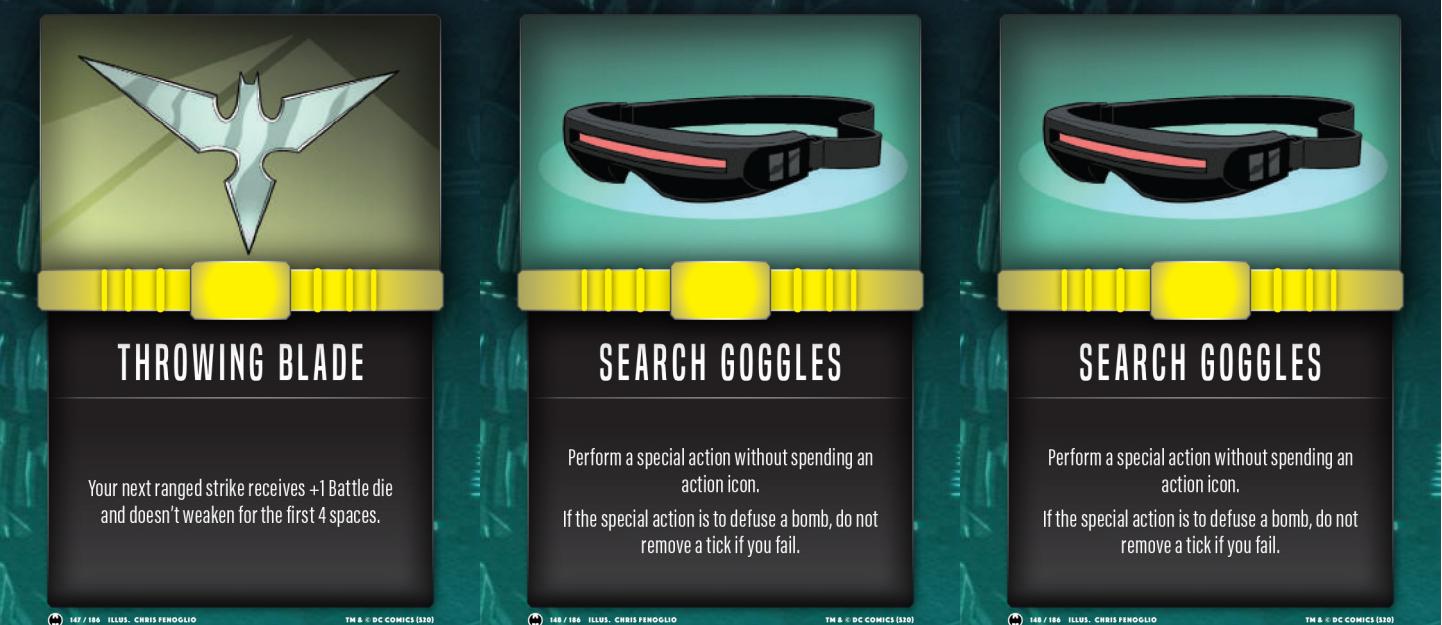
GOTHAM CITY POLICE FORCE

A Beat Cop may act during their commanding officer's turn, but does not use or benefit from their Action Dice.

Instead, each Beat Cop receives 2 active action icons of their choice.

Each Beat Cop may be assigned different non-defense action icons and their commanding officer may spend their Focus to reroll a Beat Cop's rolls.





CALTROPS

Choose up to 3 spaces that are within 2 spaces of you and that you have line of sight to. Place a caltrop token on each of those spaces. Once a figure is wounded by a caltrop token, remove it from the map.

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CALTROPS

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SMOKE BOMBS

Choose up to 4 spaces that are within 3 spaces of you and that you have line of sight to. Place a smoke token on each of those spaces. Remove the smoke tokens at the start of your next turn.

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SMOKE BOMBS

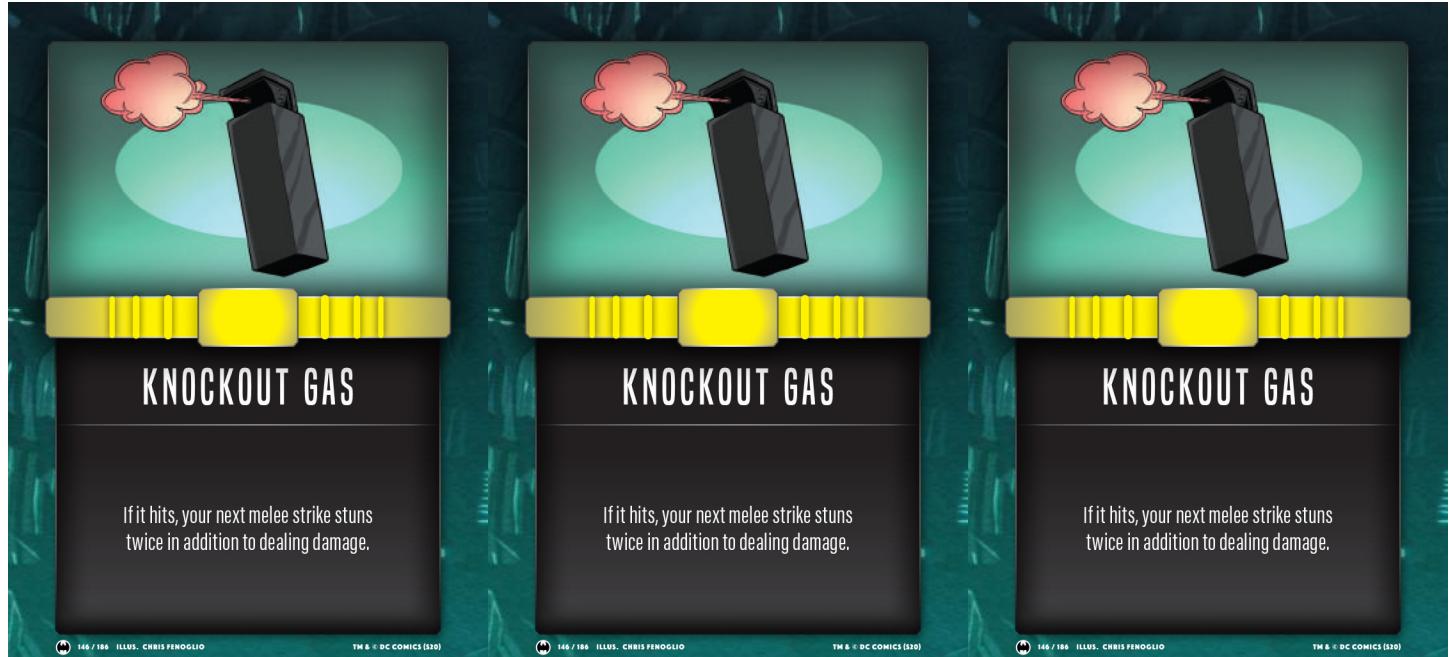
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DRIVEN BY THE PAST

Roll 3 Battle dice. Batman regains Life equal to the number of hits you roll, and then he regains all of his Focus. Then, discard this card. Driven by the Past may be used only once per battle.

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JUDO THROW

Batman chooses a villain figure adjacent to himself and moves it to another empty space adjacent to him. Batman then makes an Attack +1 melee strike against that figure. If it hits, this strike stuns.

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ELEVATED TAKEDOWN

Batman leaps up to 3 spaces in a straight line, then makes an Attack +2 melee strike. Any dice of falling damage that he would take during this move are added to the attack instead.

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WORLD'S GREATEST DETECTIVE

During this mission, Batman receives Focus +1 and 2 extra gadget cards.

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A LIFETIME OF TRAINING

Choose Attack, Defend, or Move. While this card is active, Batman receives +2 to the attribute you choose and +1 to the other two. At the start of Batman's next turn, discard this card. A Lifetime of Training may be used only once per battle.

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"I AM THE NIGHT!"

When played, move by 1 space all enemy figures that are within 2 spaces of Batman. While this card is active, enemy figures cannot enter a space adjacent to Batman.

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COMMANDING OFFICER

Gordon adds the Beat Cop hero sheet to the play area and 2 Beat Cop figures to the battle. During the Setup Phase, each Beat Cop is placed into a free space adjacent to Gordon. On his turn, Gordon may select and command any 2 Beat Cops on the map.

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OLD-FASHIONED LEGWORK

Gordon may investigate 1 clue or rescue 1 bystander adjacent to him for free at the end of his turn. If he does, he regains 1 Focus.

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KEEN MARKSMANSHIP

While this card is active, Gordon's ranged strikes do not weaken for the first 4 spaces. In addition, he may re-roll his Battle dice for free once per ranged strike.

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GO GET THEM!

Gordon chooses one of his followers and rolls 1 die. That follower regains Life equal to the hits rolled. In addition, one of Gordon's followers receives 1 extra action icon of his choice this turn.

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SLING

Robin's ranged strikes do not weaken for the first 4 spaces. Also, when Robin places tokens on the map with a gadget, he may place them up to 1 extra space away.

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SMART MOUTH

When a hero adjacent to Robin is wounded, Robin may redirect some or all of the wounds to himself. Afterward, Robin regains 1 Focus.

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BIRD OF PREY

Each time Batgirl knocks down or KO's an enemy figure, she regains life equal to the number of hits rolled on 1 Battle die.

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INGENUITY

If Batgirl takes this skill card, she also takes 1 full set of gadgets. These gadgets may only be activated with the Ingenuity skill card. Batgirl may spend 1 Focus to activate 1 gadget. Once played, this gadget is not discarded; instead, it returns to Batgirl's hand. The same gadget may not be used 2 turns in a row.

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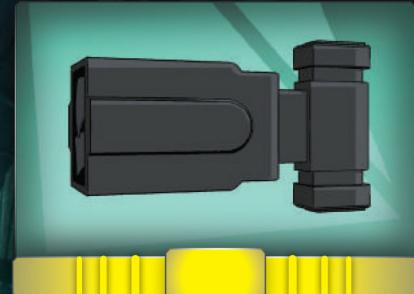


COMMISSIONER'S DAUGHTER

Use only when there are no enemies adjacent to Batgirl. Batgirl may investigate 1 clue or attempt to defuse a bomb adjacent to her for free. If Batgirl fails to defuse the bomb, there is no penalty.

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GRAPPLING GUN

Ignore any figures and non-blocking terrain for your next move action this turn (though you cannot end the action in the space with another figure). If you move through any friendly figures, you may place one of them adjacent to you after your move action ends.

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