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HEROCLIX

PRINT & PLAY

**BATMAN CLASSIC TV
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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BE PREPARED (Super Senses)



Discover Your Fiendish Plot - and Foil It Batman can use Outwit and Perplex.



I FIND YOU ODIIOUS, ABHORRENT, AND EGREGIOUS (Close Combat Expert)

REAL NAME: Bruce Wayne



BIFF! BAM! POW! When Batman makes a close combat attack, all attack rolls of double 3, 4, 5, or 6 are critical hits.



WE HAVEN'T ONE MOMENT TO LOSE! (Charge)



YOU CAN'T ESCAPE BATMAN THAT EASY! EASILY, ROBIN. (Plasticity)



LOOK OUT, ROBIN! (Sidestep)



WE'LL HURL OUR BATARANGS! (Precision Strike)



A Batman Tool For Every Occasion When Batman is targeted by an attack, choose a color of a standard power the attacker can use. Batman can use the defense power of the chosen color until your next turn.

POINT VALUE: 100/50/45





CAPITALISTS LIKE MYSELF WHO CARRY LARGE SUMS OF MONEY OFTEN CARRY SUCH CONTRIVANCES (Outwit)



LUCKY PUNCH, I GUESS (Close Combat Expert)



The Commissioner Called, Let's Go! When another friendly character is given a move action, after actions resolve, you may give Bruce Wayne a move action as a free action.



BOSS SAYS WE CAN'T LOSE WAYNE (Plasticity)



Alter Ego: **To The Batman Pole!** Give Bruce Wayne a free action when he has no action tokens and replace him with #001 Batman on his orange starting line.



Sometimes, it Seems Like I'm a Professional Hostage for Ransom When an opposing character not on its starting click would deal damage to Bruce Wayne with an attack, you may ignore all of that damage. If you do, the attacker immediately heals that much damage.



I HAVE THE STRANGEST FEELING THAT I AM ABOUT TO BE UTTERLY AND MADLY CARRIED AWAY! (Willpower)

REAL NAME: Bruce Wayne

POINT VALUE: 45





Holy _____, **Batman!** Give Robin a free action and choose an opposing character within 6 squares and line of fire. Choose a power action, a close combat action, or a ranged combat action. If the chosen character is given that type of action during its next turn, that character immediately modifies its combat values by -1 for that turn if not already modified by this effect and you may remove an action token from Robin.



HOLY ALMOST! (Combat Reflexes)



HOLY DIVERSIONARY TACTICS!
(Energy Shield/Deflection)



HOLY HURRICANE! (Close Combat Expert)



HOLY CAFFEINE! (Support)



You May Capture Me, But I Always Escape!



BIFF! BAM! POW! When Robin makes a close combat attack, all attack rolls of double 3, 4, 5, or 6 are critical hits.



HOLY STAMPEDE! (Charge)



HOLY AGILITY! (Leap/Climb)



HOLY ENCORE! (Flurry)

REAL NAME: Dick Grayson

POINT VALUE: **50/25/25**





DC COMICS
DICK GRAYSON
 Batman Family, Celebrity, Gotham City



Dick, Follow Me... When a friendly character named Batman or Bruce Wayne is given a move action, after actions resolve, you may give Dick Grayson a move action as a free action.



STOP FOLLOWING ME! (Plasticity)



Alter Ego: **To The Batman Pole!** Give Dick Grayson a free action when he has no action tokens and replace him with  #003 Robin on his orange starting line.



THAT KID? HE'S HARMLESS... (Exploit Weakness)



LUCKY PUNCH AGAIN! (Close Combat Expert)

REAL NAME: Dick Grayson

POINT VALUE: 25





I'M NOT JUST PUSSYFOOTING AROUND THIS TIME (Blades/Claws/Fangs)



NOT EVEN A HELLO, HOW ARE YOU? (Super Senses)



CAN I FRESHEN UP A LITTLE BIT WITH MAKE-UP? (Combat Reflexes)



Elaborate Deathtrap Give Catwoman a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

Escape Deathtrap At the beginning of your turn, roll 2d6. Catwoman rolls a d6 and adds her Bonus (maximum Bonus 8). If Catwoman is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.



Giant Magnifying Glasses Catwoman can use the Elaborate Deathtrap ability and the Bonus is equal to the number of different colored powers showing on her and the target's dials.



KITANYA IRENYA TITANA KARENKA ALISOV (Stealth)



NOW, LET'S SEE IF CATAPHRENIC REALLY WORKS (Mind Control)



A BIT OF WHIMSY ESCAPES ME AT THE MOMENT, BATMAN (Leap/Climb)



Tinkerbell the Tiger: EEE-YOW! When Catwoman resolves a close combat action, place an EEE-YOW! token on this card. Give Catwoman a power action if no friendly Tinkerbell the Tiger token is on the map and remove an EEE-YOW! token to place a Tinkerbell the Tiger token adjacent to Catwoman. That token is a bystander token as described on the back of this card.

POINT VALUE: 60






HASTA LA VISTA, PARDNERS! (Willpower)



FELLA ONLY NEEDS ONE GUN, ANDY, IF HE KNOWS HOW TO USE IT PROPER (Ranged Combat Expert)







Elaborate Deathtrap Give Shame a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

Escape Deathtrap At the beginning of your turn, roll 2d6. Shame rolls a d6 and adds his  Bonus (maximum Bonus 8). If Shame is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.



Solo Showdown at High Noon Shame can use the Elaborate Deathtrap ability and the Bonus is equal to the number of characters on the map.



Tank Escape From Jail Shame can use Running Shot. When he does, until your next turn he can use   Invulnerability, and modifies his damage by +1. Then, at the end of the turn, roll a d6. On a result of  - , deal Shame 1 unavoidable damage.



PURDY SOON I'M GONNA SHOOT THIS LITTLE SIX-SHOOTER O' MINE (Running Shot)



WE'RE JUST DOING A LITTLE PLAY ACTIN' FOR THE TEEVEE (Sidestep)



Pistol Whip: BAM! When Shame resolves a ranged combat action, place a BAM! token on this card. Give Shame a free action to remove a BAM! token and make a close combat attack.




WE GOT 'EM OUTNUMBERED (Precision Strike)

POINT VALUE: 65





Elaborate Deathtrap Give Egghead a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

Escape Deathtrap At the beginning of your turn, roll 2d6. Egghead rolls a d6 and adds his  Bonus (maximum Bonus 8). If Egghead is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.



Electro-Thought Vacuum Egghead can use the Elaborate Deathtrap ability and the Bonus is equal to the total number of distinct keywords possessed by the opposing characters on the map.



NEVER MIND THE PASTRAMI; CHIEF O'HARA WOULD LIKE HALF A DOZEN EGGS (Mind Control)



Eggcellent Attempt, Batman: CRRACK! When Egghead resolves a move action, place a CRRACK! token on this card. Give Egghead a free action and remove a CRRACK! token to use Probability Control until your next turn.



EGGSHELL WHITE (Energy Shield/Deflection)



The Smartest Villain in Gotham City Egghead can use Outwit and Perplex, but when he does, he can't target characters that can use Outwit or Perplex.



I HAVE A PATENT ON SLIMY TRICKS
(Exploit Weakness)

POINT VALUE: 55






I AM THE PRINCE OF PUZZLERS, THE COUNT OF CONUNDRUMS, THE KING OF CRIME! (Perplex)



Elaborate Deathtrap Give The Riddler a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

Escape Deathtrap At the beginning of your turn, roll 2d6. The Riddler rolls a d6 and adds his  Bonus (maximum Bonus 8). If The Riddler is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.



RIDDLE
ME THIS

DC COMICS
THE RIDDLER
United Underworld



Giant Fans Will Spin You to Death The Riddler can use the Elaborate Deathtrap ability and the Bonus is equal to the last digit of the target character's point value. If the last digit is 0, the bonus is equal to 4.



Riddle Me This Give The Riddler a free action and choose a KO'd character and secretly turn its dial to any click other than #1 and tell your opponent the click number. Your opponent must guess the color of a power showing on that click. Reveal that dial on that click number. If there is a power and your opponent didn't guess correctly, modify The Riddler's combat values by +1 this turn and return that dial to a KO click.



What Kind of People are Always in a Hurry? The Riddler can use Super Senses and adds 1 to his result for each character that moved this turn, maximum result 6. If the d6 roll is a , he does not evade the attack.



I AM A MAN OF FEW WORDS, BUT A MAN OF MANY RIDDLES (Probability Control)

POINT VALUE: 60





GET THEM! (Combat Reflexes)




PURRRRRRRRRR! (Super Senses)



Hiding in the Ladies' Dressing Room, Close your Eyes: RAKKK! When Catwoman resolves a move action, place a RAKKK! token on this card. Give Catwoman a free action and remove a RAKKK! token. Catwoman can use Perplex until your next turn but may only use it to modify an attack value by -2.



Elaborate Deathtrap Give Catwoman a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

Escape Deathtrap At the beginning of your turn, roll 2d6. Catwoman rolls a d6 and adds her  Bonus (maximum Bonus 8). If Catwoman is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.



Yarn-Cutting Machine Catwoman can use the Elaborate Deathtrap ability, and when a character on this card uses the Escape Deathtrap ability, roll a d6. The Bonus is equal to 9 minus the result.



IN THE ADORABLE FURR! (Charge)



I HEREBY REMIT MYSELF TO YOUR MUSCULAR CUSTODY (Plasticity)



SORRY, QUEENY, BUT I'M ANTI-SOCIAL (Leap/Climb)



THE NEXT SOUND YOU HEAR WILL BE AN AUTOMATIC PATTERN-CUTTER WITH TEETH OF STEEL (Blades/Claws/Fangs)




I'M PLEASED TO SAY EVERYTHING IS GOING EXACTLY AS SCHEDULED (Precision Strike)

POINT VALUE: 60





Elaborate Deathtrap Give Mr. Freeze a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

Escape Deathtrap At the beginning of your turn, roll 2d6. Mr. Freeze rolls a d6 and adds his  Bonus (maximum Bonus 8). If Mr. Freeze is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.



Human Frosty Freezies Mr. Freeze can use the Elaborate Deathtrap ability and the Bonus is equal to the total number of action tokens on all opposing characters.



I WANTED TO TOY WITH YOU A LITTLE LONGER (Sidestep)



No Ordinary Guns, Please Mr. Freeze and other friendly characters within 4 squares can use Incapacitate and have a minimum range value of 4. All characters within 4 squares can't make ranged attacks unless they use Incapacitate. This power can't be countered or ignored.



HOW DOES IT FEEL TO FREEZE TO DEATH? (Barrier)



Freezing Chill: FWOOSH! When Mr. Freeze uses Incapacitate and hits, after actions resolve place a FWOOSH! token on this card. When he uses Incapacitate and hits, hit characters are dealt damage equal to the number of FWOOSH! tokens on this card.

POINT VALUE: 50






OF COURSE, THIS IS NOT THE REAL HATFIELD RUBY! (Perplex)



Elaborate Deathtrap Give The Mad Hatter a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

Escape Deathtrap At the beginning of your turn, roll 2d6. The Mad Hatter rolls a d6 and adds his  Bonus (maximum Bonus 8). If The Mad Hatter is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.



Super Fast Hardening Plaster The Mad Hatter can use the Elaborate Deathtrap ability and the Bonus is equal to the highest click number showing among opposing characters.



Instant Mesmerizing Device: ZZZZT! When The Mad Hatter resolves a move action, place a ZZZZT! token on this card. Give Mad Hatter a free action and remove a ZZZZT! token to use Mind Control normally this turn. You may choose to remove 2 tokens to use it as a free action instead.



My Hats Make Me Superior When compared from a common surface; if the highest point of The Mad Hatter's sculpt is above the highest point of the sculpt of any character he targets with an attack, modify Mad Hatter's attack value by +3.



RADIOACTIVE DUST SPRAYER (Pulse Wave)



I CAN'T REST UNTIL I HUNT DOWN MY HATWEARING JURY! (Willpower)

POINT VALUE: 45





I DELIGHT IN THE DEVIOS, I OBIATE THE OBVIOUS (Outwit)



Instant Henchmen - Just Add Water! Give The Penguin a power action and place a Dehydrated Henchmen token in an adjacent square. That token becomes a bystander token as described on the back of this card. If The Penguin occupies water terrain, place two Dehydrated Henchmen tokens instead.



Elaborate Deathtrap Give The Penguin a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

Escape Deathtrap At the beginning of your turn, roll 2d6. The Penguin rolls a d6 and adds his Bonus (maximum Bonus 8). If The Penguin is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.



THE PENGUIN

DC COMICS
Politician, United Underworld



Ice Block Over Acid Pit The Penguin can use the Elaborate Deathtrap ability and the Bonus is equal to double the printed damage value of the character using the Escape Deathtrap ability.



I'M SORRY, BUT I MUST FLY; I'M VERY BUSY (Running Shot)



REMEMBER, NO POLITICS; ISSUES CONFUSE PEOPLE (Sidestep)



Multiple Umbrella Attack: ZZZZZWAP! When The Penguin resolves a ranged combat action, place a ZZZZZWAP! token on this card. Give The Penguin a free action and remove a ZZZZZWAP! token to choose a standard attack power. The Penguin can use that power this turn.



MY FINE FEATHERED FINKS! (Mastermind)


POINT VALUE: 75



DC COMICS™



Elaborate Deathtrap Give The Bookworm a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

Escape Deathtrap At the beginning of your turn, roll 2d6. The Bookworm rolls a d6 and adds his  Bonus (maximum Bonus 8). If The Bookworm is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.



The Bell Tolls For Thee The Bookworm can use the Elaborate Deathtrap ability and the Bonus is equal to the number of the current hour in the 12-hour system.



I'm Never Far From My Bookcase of Secrets The Bookcase begins the game attached to The Bookworm at no cost. Give The Bookworm a power action and place the The Bookcase anywhere on the map. Give The Bookworm a power action, place him in The Bookcase's square, and then attach The Bookcase to his base.



YOU WOULDN'T HIT A MAN WITH GLASSES
(Super Senses)



You Know Every Plot, But Can't Write Your Own The Bookworm can use Outwit, but only to counter a power or combat ability that another character on your force can also use.



HIROJIWA'S ART OF THE ATTACK, PAGE 14, PARAGRAPH 2 (Close Combat Expert)

POINT VALUE: 45





THIS IS A PROMISE; THIS IS A PLEDGE; THIS IS A RECORDING (Perplex)



Elaborate Deathtrap Give King Tut a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

Escape Deathtrap At the beginning of your turn, roll 2d6. King Tut rolls a d6 and adds his Bonus (maximum Bonus 8). If King Tut is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.



DC COMICS
KING TUT

Ruler, Scientist, United Underworld



Theban Pebble Torture King Tut can use the Elaborate Deathtrap ability, and when a character on this card uses the Escape Deathtrap ability, roll 4d6. The Bonus is equal to half the result.



LET'S MAKE TRACKS! (Sidestep)



Gotham City is the New Thebes At the beginning of your first turn, place a Sphinx marker in a square of clear terrain; it is hindering terrain and remains on the map until the end of the game, even if this power is lost. While King Tut is within 6 squares of that marker, modify his combat values by +1.



MUMMY WRAPPINGS (Toughness)



IT ISN'T THAT I LOVE YOU ANY LESS, BATMAN. SIMPLY THAT I LOVE ME MORE (Mastermind)



CURSE OF THE MUMMY (Probability Control)

POINT VALUE: 65





COME, MY COMIC
 COHORTS IN CRIME!
 (Combat Reflexes)



NEVER AGAIN WILL BATMAN
 HAVE THE ADVANTAGE
 OVER ME (Willpower)



HE WHO LAUGHS LAST,
 LAUGHS GOOD (Perplex)




A JOKE A DAY KEEPS THE
 GLOOM AWAY! (Probability Control)

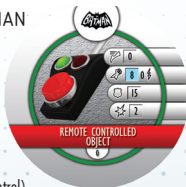


CAREFUL YOU DON'T GET CAUGHT BY A RED
 HERRING, BATMAN! (Outwit)



Elaborate Deathtrap Give The Joker a power action to make a close combat attack that deals no damage. Once per game, immediately place a hit character on this character's card. A character on this card can use the Escape Deathtrap ability.

Escape Deathtrap At the beginning of your turn, roll 2d6. The Joker rolls a d6 and adds his  Bonus (maximum Bonus 8). If The Joker is friendly, not on the map, or if your result is higher, place this character in your starting area or adjacent to a friendly character. Otherwise, deal this character damage equal to the difference (maximum 5) and when dealt this damage, this character can use its defense powers.



Zodiac Meteorite The Joker can use the Elaborate Deathtrap ability and the Bonus is equal to the number of the current month or the defense value of the character using the Escape Deathtrap ability minus 12, whichever is higher.



Joy Buzzer: ZAP!!! When The Joker resolves a move action, place a ZAP!!! token on this card. Before The Joker makes a close combat attack, you may remove one ZAP!!! token to modify his damage value by +1 and have the attack deal penetrating damage.



HE WHO LAUGHS AND RUNS AWAY, LIVES TO
 LAUGH ANOTHER DAY! (Sidestep)



Plunder By Remote Control Give The Joker a free action and choose an unheld object within 8 squares. For this turn, that object becomes a friendly bystander token as described on the back of this card. When KO'd or at the end of your turn, it becomes an object again and is placed in the square it last occupied.





HAVE A SNEEZE ON ME, BATMAN! (Poison)

POINT VALUE: 75





Chaotic Fistfight The Dynamic Duo can use Energy Shield/Deflection. When The Dynamic Duo misses with a close combat attack, after actions resolve, roll a d6 for each other adjacent opposing character in any order you choose. On the first result of  - , The Dynamic Duo can use the Duo Attack ability as a free action, but may only target that character.



The Bigger They Are, Robin... The Dynamic Duo can use Super Senses. When The Dynamic Duo is targeted by an attack, increase The Dynamic Duo's defense value by the attacker's printed damage value. This power can't be countered or ignored.



FORTUNATELY WE'RE IN TIP-TOP CONDITION! (Toughness)



LET'S OUTWIT HIM, BATMAN! LET'S REFUSE TO BITE! (Outwit)



THE TRUE CRIMEFIGHTER ALWAYS CARRIES EVERYTHING HE NEEDS IN HIS UTILITY BELT, ROBIN (Close Combat Expert)



ANOTHER TRAP. AND I INTEND TO WALK RIGHT INTO IT (Perplex)

Qualifying Name	OR	Qualifying Real Name
Batman		Bruce Wayne
Robin		Dick Grayson



DC COMICS
THE DYNAMIC DUO
Batman Family, Detective, Gotham City, Martial Artist,
Pilot, Police






Don't Be Alarmed, We're Here On Official Business  



BIFF! BAM! POW! When The Dynamic Duo makes a close combat attack, all attack rolls of double 3, 4, 5, or 6 are critical hits.



Batman Vehicles - Batcycle, Batcopter, Batboat At the beginning of your turn, if The Dynamic Duo occupies your starting area, you may choose  or  or . If you do, The Dynamic Duo possesses that combat symbol until they take damage. Each may be chosen only once per game.



OKAY, BATMAN; LET'S DELIVER THE PUNCHLINE! (Charge)



WE'VE GOT TO HAVE ROOM TO THROW OUR BATARANGS WHEN THE CROOKS COME IN FOR THE LOOT! (Quake)

POINT VALUE: **150/100**

