

**BATMAN**

4  
3  
2  
1  
0

**DUAL AXES**

0 3 4+

**I AM VENGEANCE!**  
During your Turn, you may discard Heroic Traits to perform free Power-Up Actions. Each time you perform a Power-Up Action, eliminate 1 Walker or Runner in your Zone.

**+1 ACTION**  
**I AM THE NIGHT!**  
Before performing a Move Action, you may spend 1 ⚡ to ignore Enemies. At the start of each Enemy Phase, if you are in a Zone with no Enemies, you may spend 1 ⚡ to have Enemies ignore you during this Phase.

**I AM BATMAN!**  
Each time an Extra Activation, Special Action, or Rush card is drawn, before resolving that card, you may perform 1 free Action.



**BATMAN-WHO-LAUGHS**

4  
3  
2  
1  
0

**COMBAT KNIVES**

0 2 3+

**DARK METAL VISIONS**  
At the start of each Enemy Phase, you may spend 1 ⚡ to draw 1 Spawn card and assign it to 1 Spawn Point instead of drawing a card for it this phase.

**+1 ACTION**  
**PUPPETEER**  
Once during your Turn, you may spend 1 Action to have 1 other Super Hero within Range 1 perform 1 Attack or Move Action. If you are the last Super Hero to activate each Round, perform 1 free Move Action.

**A BATMAN WHO ALWAYS WINS!**  
You may reroll misses when attacking Zones containing Zombie Heroes. Each time a Zombie Hero enters your Zone, you may perform 1 free Attack Action.



# DCEASED

## DARK NIGHTS: METAL CROSSOVER

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Print and assemble the cards in the following order:

- 1 - - - - - Fold
- 2 // // // // // Glue
- 3 ———— Cut



## BATMAN EARTH-12



4

3

2

1

0

### GODKILLER



### GODSLAYER ARMAMENTS

You have 4 Health. When attacking with Godkiller, you may reroll any misses if targeting a Zone containing Zombie Heroes.

### +1 ACTION

### ENDLESS FURY

Before attacking with Godkiller, you may discard 1 Heroic Trait to roll +2 dice. Each time you eliminate a Zombie Hero, you may spend 1 ⚡ to heal 1 Wound.

### RELENTLESS ADVANCE

After attacking with Godkiller, if no Enemies remain in your Zone, you may perform 1 free Move Action and then perform 1 free Godkiller Attack. This may trigger multiple times.



## BATMAN EARTH-44



4

3

2

1

0

### BLASTER



### ADAPTIVE WEAPONRY

Before attacking with Blaster, you may spend up to 3 ⚡ to gain the following effects. Choose 1 per ⚡ spent (up to twice each per attack): +1 Range +1 to die results

### +1 ACTION

### NO REMORSE

Each time you eliminate a Brute, gain 1 ⚡. Each time you eliminate a Zombie Hero, you may perform 1 free Power-Up Action and draw 1 Heroic Trait.

### EXTERMINATION PROTOCOL

Each time you complete a Move Action, you may perform 1 free Blaster Attack.



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## BATMAN EARTH-11



4

3

2

1

0

### TRIDENT OF POSEIDON



0 2 3+



1

2

3

### CRUSHING WAVE

Once during your Turn, you may spend 1 ⚡ to eliminate 1 Walker or Runner within Range 1.

### +1 ACTION

### TIDAL CONTROL

Once during your Turn, you may spend 2 ⚡ to select 1 Zone on the board and push all Super Heroes, Bystanders, and Enemies there to a Zone adjacent to it.

### KRAKEN'S REACH

When attacking with Trident of Poseidon, you may target any Zone on the board and replace your base dice with 1 die for each Horde Zombie in that Zone (before any bonuses). Ignore Zombie Heroes for this Attack.

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## BATMAN EARTH-11

## BATMAN EARTH-52



4

3

2

1

0

### RAPID PUNCHES



0 3 4+



1

2

3

### SUPER SPEED

Each time you perform a Move Action, you ignore Enemies and may spend up to 2 ⚡ to move that many additional Zones.

### +1 ACTION

### ACCELERATE AGING

Once during your Turn, you may spend up to 2 ⚡ to have Enemies in your Zone suffer -1 Toughness this Turn for each ⚡ spent. Then, perform 1 free Rapid Punches Attack.

### CORRUPTED SPEED FORCE

Each time you perform a Power-Up Action, you may perform 1 free Move Action. Once during your Turn, when performing a Move Action, you may spend 3 ⚡ to move into any open Zone on the board.

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## BATMAN EARTH-52

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# BATMAN EARTH-1



4  
3  
2  
1  
0

## DOOMSDAY FISTS

0 2 3+



### DOOMSDAY AUGMENTATION

You have 5 Health. Before attacking with Doomsday Fists, you may spend 1 to have Enemies suffer -1 Toughness against this Attack.

### +1 ACTION

### CHARGING DESTRUCTION

Once during your Turn, you may spend 1 to move up to 2 Zones into a Zone containing Enemies, ignoring Enemies on the way. Then, perform 1 free Doomsday Fists Attack.

### RAMPAGE

Once during your Turn, you may perform 1 free Power-Up Action. Then, perform 1 free Attack Action.



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## BATMAN EARTH-1

# BATMAN EARTH-32



4  
3  
2  
1  
0

## POWER RING

0-1 3 4+



### SUPREME WILLPOWER

Before attacking with Power Ring, you may spend 1 to gain +1 Range. Once during your Turn, you may discard 1 Heroic Trait to perform 1 free Power Ring Attack.

### +1 ACTION

### NIGHTMARE CONSTRUCTS

Before attacking with Power Ring, you may spend 1 to replace your base dice with 1 die for each Horde Zombie in the target Zone (before any bonuses). Ignore Zombie Heroes for this Attack.

### CORRUPTED BATTERY

Each time you perform a Power-Up Action, you may eliminate up to 3 Toughness worth of Enemies within Range 1.



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## BATMAN EARTH-32

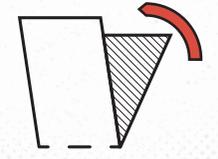
# DCEASED

## DARK NIGHTS: METAL CROSSOVER

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- 2 Glue
- 3 Cut



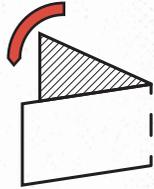
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**4**

**LOBO BATMAN**

Wounded Super Heroes can only add a maximum of +2 dice from spending  when attacking his Zone.



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**3**

**BATMAN-WHO-LAUCHS**

He is last in Target Priority. At the end of his Activation, spawn 1 "Robin" in his Zone.



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**2**

**"ROBIN"**

When he is eliminated, all Super Heroes in Line of Sight must discard 1 Heroic Trait.



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**LOBO BATMAN**



**HOOKED BATARANG**

0-1 2 3+

**LOBO PHYSIOLOGY**

You have 4 Health. Once during each Round, you may ignore 1 Wound you would suffer.

**+1 ACTION GOTCHA!**

Once during your Turn, you may spend 1  to select 1 Zombie Hero within Range 2 and pull them into your Zone. Then, perform 1 free Hooked Batarang Attack targeting your Zone.

**CZARNIAN AVENGER**

You gain +1  at the start of each Round. During each End Phase, you heal 1 Wound.



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**LOBO BATMAN**

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**BATMAN EARTH-1**

5

Each time he is eliminated, roll a die. On a 5+, he respawns on the First-Spawn Point.



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**BATMAN EARTH-12**

4

His Attacks deal 2 Wounds. When he activates, all Super-Heroes in Line of Sight lose 1.



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**BATMAN EARTH-11**

4

At the start of each Enemy Phase, push all Bystanders and Super-Heroes in Line of Sight 2 Zones towards her.



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**BATMAN EARTH-32**

3

Each time a Super-Hero performs a Power-Up Action, all Enemies in Batman Earth-32's Zone perform 1 Action.



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**BATMAN EARTH-44**

4

While within Range 2 of him, Super-Heroes cannot use Equipment cards.



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**BATMAN EARTH-52**

3

He moves 3 Zones per Move Action. Each time he enters a Zone, 1 Bystander or Super-Hero in that Zone suffers 1 Wound.



**DECEASED**

