



BATGIRL
BARBARA GORDON

VIGILANTE RIVALRY
When taking a turn with Batgirl, if there are at least two Order Markers on the cards of other Vigilantes or Sidekicks you control, add 2 to her Range number and 1 to her Attack number.

RECKLESS ADVANCE
If Batgirl attacks an adjacent figure that she was not engaged with at the start of the turn, add 1 automatic skull to whatever is rolled. During this attack, all excess shields from the defending figure count as unblockable hits inflicted on Batgirl by that figure.

BAT-GRAPPLE 3
Instead of her normal move, Batgirl may move up to 3 spaces with Bat-Grapple. When moving with Bat-Grapple, Batgirl has the Flying special power, but may not move up or down more than 30 levels in a single grapple, and will not take any leaving engagement attacks.



- HUMAN
- UNIQUE HERO
- VIGILANTE
- BRASH
- MEDIUM 5

4 LIFE

MOVE	6
RANGE	3
ATTACK	3
DEFENSE	4

130 POINTS