



**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