



**BATGIRL**  
CASSANDRA CAIN

**SHADOW OF THE BAT**

After revealing an Order Marker on any Vigilante card you control and moving that Vigilante, if Batgirl is within 6 clear sight spaces of that Vigilante, you may immediately move Batgirl with her Bat-Grapple 3 special power.



HUMAN

UNIQUE HERO

SIDEKICK

DISCIPLINED

MEDIUM

5

**DEFENSIVE PREMONITION 9**

Before rolling defense dice for Batgirl, roll the 20-sided die. If you roll 9 or higher, roll 3 additional defense dice and if the attacking figure is within 3 clear sight spaces of Batgirl, count each excess shield as one unblockable hit on the attacking 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.



4  
LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 4

130

POINTS