



BATWOMAN

KATHERINE KANE

UTILITY BELT 2

At the start of the game, after Order Markers are placed and before initiative is rolled, you may place up to two Utility Equipment Glyphs of different types on this card. Batwoman can equip a Utility Equipment Glyph even if there are other Utility Equipment Glyphs on this card, up to a maximum of 2. Batwoman cannot lose these glyphs by receiving wounds unless she is destroyed.

SURGICAL STRIKE

If Batwoman inflicts at least one wound on an adjacent figure with her normal attack, the defending figure receives one additional wound.

BULLETPROOF SUIT

If a non-adjacent figure targets Batwoman for an attack and rolls 2 or fewer skulls, you may ignore that attack.



HUMAN

UNIQUE HERO

VIGILANTE

DISCIPLINED

MEDIUM 5

4
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 5

180
POINTS