CATGIRL
CARRIE KELLY

VIGILANTE SIDEKICK

After revealing an Order Marker on the Army Card of a Vigilante you control and taking a turn with that Vigilante, if Catgirl is within 6 clear sight spaces of that Vigilante, you may take an immediate turn with Catgirl, and you may not take any additional turns with other figures you control. If Catgirl is adjacent to that Vigilante when attacking an adjacent figure this turn, add 1 die to her attack.

ROLLER SKATES

Catgirl may add 3 to her Move number if she does not move up any levels of terrain this turn.

BATARANG CANNON

Once per turn, before a Vigilante you control attacks a figure within 4 clear sight spaces of Catgirl, you may roll the 20-sided die three times. For each roll of 16 or higher, subtract 1 die from the defending figure's defense this turn. After using Batarang Cannon, Catgirl cannot attack until you reveal your next numbered Order Marker.

HUMAN
UNIQUE HERO
SIDEKICK
EAGER
MEDIUM 4

4 LIFE

MOVE	5
RANGE	1
ATTACK	3
DEFENSE	3

60 POINTS