



## CATMAN

THOMAS BLAKE

### BIG GAME TRACKER

At the start of the game, you may choose one opponent's Unique or Event Hero to be Catman's Prey. When a numbered Order Marker is revealed on the Prey's card, you may immediately move Catman up to 3 spaces. When moving with Big Game Tracker, Catman is never attacked when leaving engagements. If Catman attacks his Prey, he may attack his Prey one additional time.

### OUTLAW MOTIVATOR

After revealing an Order Marker on this card and taking a turn with Catman, if he inflicted one or more wounds with his normal attack this turn, you may take an immediate turn with any other Outlaw Hero you control within clear sight of Catman.

### A COWARD'S REWARD

Catman rolls one additional die against figures leaving an engagement with him.



HUMAN

UNIQUE HERO

OUTLAW

CUNNING

MEDIUM

5

9

LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 2

170