



CATWOMAN
SELINA KYLE

SLY ARSENAL
Start the game with a Glyph of Bolas and 3 Glyphs of Caltrops on this card. Catwoman cannot lose these glyphs by receiving wounds unless she is destroyed. Catwoman is not affected by the Glyph of Caltrops.



- HUMAN
- UNIQUE HERO
- THIEF
- SLY
- MEDIUM **4**

THE BAT AND THE CAT
If there is a Bruce Wayne figure in your army, Catwoman has the class of Vigilante instead of what is listed on this card. After revealing an Order Marker on the card of a Bruce Wayne figure you control and taking a turn with that Bruce Wayne, if Catwoman is within clear sight of that Bruce Wayne, you may immediately take a turn with Catwoman, and you may not take any additional turns with other figures you control.

AGILE CLIMBING
Catwoman can move through all figures and is never attacked when leaving an engagement. When moving normally up levels of height to move onto a space with Catwoman, do not count a space for the first level. You may ignore Catwoman's height when climbing. Catwoman never takes falling damage or major falling damage.



4
LIFE

MOVE 6

RANGE 2

ATTACK 4

DEFENSE 6

170

POINTS