



**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