



CATWOMAN
SELINA KYLE

STRAY 13

If Catwoman is attacked and at least 1 skull is rolled, roll the 20-sided die to Stray 13. If you roll 1-12, roll defense dice normally. If you roll 13 or higher, Catwoman takes no damage and may immediately move up to 4 spaces. During her Straying move, Catwoman is never attacked when leaving an engagement. Catwoman can Stray only if she ends her Straying move not adjacent to any enemy figures.

EXPERT CLIMBING

When moving up levels of height to move onto a space with Catwoman, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Catwoman's height of 4 when climbing. Catwoman never takes falling damage or major falling damage.

WHIP LASH SPECIAL ATTACK

Range 2. Attack 4.
Choose a non-adjacent small or medium figure whose base is not higher or lower than 3 levels from Catwoman's base. Catwoman may continue attacking with her Whip Lash Special Attack until the chosen figure no longer receives any wounds. Catwoman cannot attack more than four times in a single turn.



HUMAN
UNIQUE HERO
THIEF
TRICKY
MEDIUM 4



9 LIFE

MOVE 6
RANGE 1
ATTACK 3
DEFENSE 2

145 POINTS