



MAN-BAT ASSASSINS

CLAW GRAB

While a Man-Bat Assassin is flying, you may choose one opponent's small or medium figure that he passed over this turn. At the end of that Man-Bat Assassin's move, roll one combat die. If you roll a skull, the chosen figure receives one wound, and you may place the chosen figure on an empty space adjacent to that Man-Bat Assassin. When the chosen figure is moved by Claw Grab, it will not take any leaving engagement attacks. You may not Claw Grab the same figure more than once in a turn.

EVASIVE FLYING

When a Man-Bat Assassin starts to fly, he will not take any leaving engagement attacks. When a Man-Bat Assassin rolls defense dice against an attack from a non-adjacent figure without the Flying or Stealth Flying special power, 1 shield will block all damage, and you may immediately move the defending Man-Bat Assassin one space for each shield rolled.



METAHUMAN

UNIQUE SQUAD

ASSASSINS

FEROCIOUS

MEDIUM

5



1
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 4

150
POINTS