



NIGHTWING

CHRIS KENT

NIGHTWING'S AVATAR

After revealing an Order Marker on this card and instead of either moving or attacking with Nightwing, you may either move or attack with a figure with the Flamebird's Avatar special power. When Nightwing would be affected by a glyph or special power, you may ignore his species of Kryptonian.



KRYPTONIAN

UNIQUE HERO

CHAMPION

RESOLUTE

MEDIUM

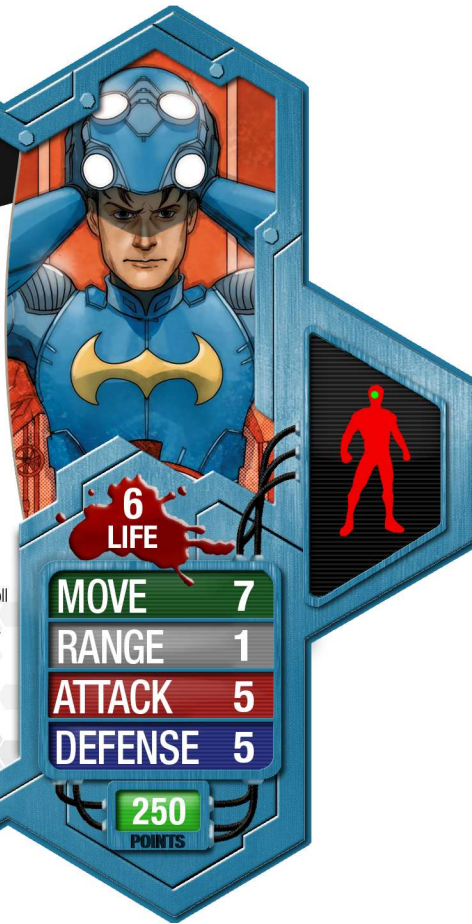
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SHADOW TELEKINETICS 15

Once per turn, after moving or before attacking with Nightwing, you may choose a figure within 4 clear sight spaces of Nightwing and roll the 20-sided die, adding 1 to the roll for each shadow tile within 2 spaces of Nightwing to a maximum of +4. If you roll a 15 or higher, inflict one wound on that figure. If you roll a 20 or higher, you may also remove one unrevealed Order Marker from that figure's card.

KRYPTONIAN DEFENSE

When rolling defense dice against a normal attack from a figure that is not a Kryptonian, if at least one shield is rolled, all blanks rolled count as extra shields.



6

LIFE

MOVE 7

RANGE 1

ATTACK 5

DEFENSE 5

250

POINTS