

DC

NIGHTWING
DICK GRAYSON

UTILITY BELT 1
At the start of the game, after Order Markers are placed and before initiative is rolled, you may place one Utility Equipment Glyph of your choice on this card. Nightwing cannot lose this glyph by receiving wounds unless he is destroyed.

HUMAN

UNIQUE HERO

VIGILANTE

DETERMINED

MEDIUM 5

SHOCK BATONS
When Nightwing attacks an adjacent figure without the Electrically Charged special power, that figure rolls one fewer defense die for every 2 skulls rolled by Nightwing, up to a maximum of 2 fewer dice. When Nightwing attacks an adjacent figure, he may attack one additional time.

NIMBLE MIND, NIMBLE BODY
Order Markers can never be moved to or from Nightwing's card by opponents' special powers. Nightwing may move through all figures, and never takes falling damage or leaving engagement attacks.
After rolling defense dice, for each shield rolled you may immediately move Nightwing one space up to 6 levels up or down.

4 LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 5

200 POINTS