



NIGHTWING

DICK GRAYSON

TITANS GO!

After revealing an Order Marker on this card, before taking a turn with Nightwing, you may first reveal an "X" Order Marker on this card and take a turn with up to two other Unique Titan or Sidekick Heroes you control within 6 clear sight spaces of Nightwing. You may activate the chosen Heroes in any order.



HUMAN

UNIQUE HERO

TITAN

DARING

MEDIUM

5

ESCRIMA ASSAULT

SPECIAL ATTACK

Range 1. Attack 3.

Choose up to two figures to attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately. After attacking with this special attack, Nightwing may attack with this special attack one additional time.

ACROBATIC MASTERY

Nightwing never takes falling damage and is never attacked when leaving an engagement. After rolling attack dice for a normal attack or after rolling defense dice, for each shield rolled you may immediately move Nightwing one space up to 6 levels up or down. When Nightwing rolls defense dice against an opponent's attack, one shield will block all damage.



4
LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 3

200

POINTS