



**RED HOOD**  
JASON TODD



HUMAN

UNIQUE HERO

OUTLAW

VENGEFUL

MEDIUM

5

**BLAZING GUNS**  
**SPECIAL ATTACK**  
Range 4, Attack 3.  
After attacking with this special attack, if you did not roll 2 or more blanks, you may attack again. You may continue attacking until you roll 2 or more blanks in a single attack, to a maximum of 4 attacks per turn.

**EVADE AND COUNTER**  
When rolling defense dice against an opponent's figure within 5 clear sight spaces, if you roll at least as many shields as the attacker rolls skulls, Red Hood may immediately move up to 2 spaces using his Acrobatic Leap special power and if the attack was a normal attack, the attacking figure receives one wound.

**ACROBATIC LEAP 6**  
Red Hood may use his Acrobatic Leap at any point before or during his normal move. Each time you Leap, you must first subtract 2 from Red Hood's movement. His Leap has a move of 2. While leaping, Red Hood has the Flying special power, but may not move up or down more than 6 levels in a single leap, and will not take any leaving engagement attacks.



**4**  
**LIFE**

**MOVE**5

**RANGE**5

**ATTACK**4

**DEFENSE**5

**180**  
POINTS

