



RED ROBIN

TIM DRAKE

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. Red Robin cannot lose this glyph by receiving wounds unless he is destroyed.



HUMAN

UNIQUE HERO

TITAN

DRIVEN

MEDIUM

4

ATTACK PLAN

Before a figure you control attacks with a normal attack, you may reveal and remove a numbered Order Marker on this card and add one automatic skull to that attack.

BO STAFF

After moving and before attacking with a normal attack against an adjacent figure, you may subtract any number of Red Robin's attack dice from your roll, to a minimum of 1 attack die. If you do, you may attack one additional time for each die subtracted.

4
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

160
POINTS