



THE RIDDLER
EDWARD NASHTON

PERILOUS PUZZLE
At the start of the game, choose an opponent's Unique Hero and a number between 3 and 7 to be the Answer. Secretly write down the Answer. At the end of round X, even if Riddler is destroyed, you must reveal the Answer and roll X unblockable attack dice against the chosen Hero, where X is equal to the chosen number.

DROPPING HINTS
When a figure you control would be destroyed by an enemy Unique Hero's adjacent attack, that opponent may choose not to place any wounds and instead choose a Unique Hero they control and a number between 3 and 7 to be their Guess. If their Guess is the same as the Answer, you must reveal the Answer and immediately remove it from the game.

GENIUS ESCAPE
When the Riddler rolls defense dice against an opponent's normal attack:

- if at least 2 shields are rolled, the Riddler takes no damage and may immediately move up to 2 spaces. He will not take any leaving engagement attacks.
- if at least 2 skulls were rolled and the attacking figure is within 5 clear sight spaces of the Riddler, it receives one wound.

You may choose which effect to use first.

4 LIFE

| | |
|---------|---|
| MOVE | 5 |
| RANGE | 1 |
| ATTACK | 3 |
| DEFENSE | 4 |

160 POINTS

6-6

HUMAN

UNIQUE HERO

MISFIT

INSANE

MEDIUM 5