

**THE RIDDLER**  
EDWARD NASHTON

HUMAN

UNIQUE HERO

MISFIT

INSANE

MEDIUM

5

**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

MOVE5

RANGE1

ATTACK3

DEFENSE4

160

POINTS