



# ROBIN

DAMIAN WAYNE

**BAT BRAT**  
After revealing an Order Marker on a Vigilante card you control and taking a turn with that Vigilante, if Robin is within 6 clear sight spaces of that Vigilante, you may take an immediate turn with Robin. You may not take any additional turns with other figures you control. Whenever Robin destroys a figure with his normal attack while within 6 clear sight spaces of any Vigilante you control, your turn ends and you must immediately place Robin on an empty space in your Start Zone. When Robin is placed in your Start Zone, he will not take any leaving engagement attacks.

**DEADLY SHOT**  
When attacking with Robin, each skull rolled counts as one additional hit.

**BAT-GRAPPLE 3**  
Instead of his normal move, Robin may move up to 3 spaces with Bat-Grapple. When moving with Bat-Grapple, Robin has the Flying special power, but may not move up or down more than 30 levels in a single grapple, and will not take any leaving engagement attacks.



3

LIFE

MOVE	6
RANGE	5
ATTACK	2
DEFENSE	4

80

POINTS

HUMAN

UNIQUE HERO

SIDEKICK

SPOILED

MEDIUM 4

