



ROBIN
DICK GRAYSON

VIGILANTE SIDEKICK

After revealing an Order Marker on the Army Card of a Vigilante 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, and you may not take any additional turns with other figures you control. If Robin is adjacent to that Vigilante when attacking an adjacent figure this turn, add 1 die to his attack.

DARING DECOY

Figures engaged with Robin can only attack figures that have the Daring Decoy special power.

ACROBATIC MANEUVER

When Robin rolls defense dice against an opponent's attack, one shield will block all damage. For each shield rolled, you may immediately move Robin one space up to 6 levels up or down. When Robin moves using Acrobatic Maneuver, he will not take any falling damage or leaving engagement attacks.



HUMAN

UNIQUE HERO

SIDEKICK

DARING

MEDIUM 4

3
LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 3

100
POINTS