

ROBIN
JASON TODD

HUMAN

UNIQUE HERO

SIDEKICK

BRASH

MEDIUM 4

REBEL VIGILANTE SIDEKICK
After revealing an Order Marker on the Army Card of a Vigilante you control, you must immediately roll the 20-sided die. If you roll 6 or lower, before taking a turn with that Vigilante, you must take an immediate turn with Robin. If you roll 7 or higher, after taking a turn with that Vigilante, you may take an immediate turn with Robin. If Robin takes a turn with this special power, you may not take any additional turns with other figures you control other than that Vigilante.

RECKLESS ENGAGEMENT
If Robin is not adjacent to any friendly figures and is engaged with at least one enemy figure, add 1 die to his normal attack and subtract 1 die from his defense.

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 5

RANGE 5

ATTACK 3

DEFENSE 4

70

POINTS