



**ROBIN**  
DICK GRAYSON

**UTILITY BELT 1**

At the start of the game, after Order Markers are placed and before initiative is rolled, you may place one Utility Equipment Glyph of your choice on this card. Robin cannot lose this glyph by receiving wounds unless he is destroyed.



HUMAN

UNIQUE HERO

CRIME FIGHTER

ENTHUSIASTIC

MEDIUM **5**

**“HOLY SMOKES, BATMAN!”**

After revealing an Order Marker on the card of a Unique Crime Fighter Hero you control and taking a turn with that Hero, if Robin is within 6 clear sight spaces of that Crime Fighter, you may take an immediate turn with Robin. During this turn Robin can only attack if the Crime Fighter you took a turn with has the Valiant personality. You may not take any additional turns.

**SOCK!**

When Robin attacks an adjacent figure with his normal attack and no skulls are rolled, you may count all shields rolled as hits.



**3**  
LIFE

**MOVE 6**

**RANGE 1**

**ATTACK 3**

**DEFENSE 4**

**60**  
POINTS