



# MAN-BAT

KIRK LANGSTROM

**FIGHTING FOR CONTROL**  
Before taking a turn with Man-Bat, if there is at least one figure adjacent to him, you must roll the 20-sided die. Subtract 2 from your roll for each Wound Marker on this card. If you roll 2 or lower, Man-Bat cannot move and must attack each adjacent figure exactly 1 time this turn with his normal attack.



METAHUMAN

UNIQUE HERO

CREATURE

UNSTABLE

MEDIUM 5

**CLAW CARRY**  
After moving and before attacking with Man-Bat, you may choose a small or medium figure Man-Bat passed over this turn. Place the chosen figure adjacent to Man-Bat, and you may roll one unblockable attack die against the chosen figure. When the chosen figure is moved by Claw Carry, it will not take any leaving engagement attacks.

**EVASIVE FLYING**  
When Man-Bat starts to fly, he will not take any leaving engagement attacks. When Man-Bat rolls defense dice against an attack from a non-adjacent figure without the Flying or Stealth Flying special power, 1 shield will block all damage, and you may immediately move Man-Bat one space for each shield rolled.



6

LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 4

170

POINTS

