



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