



**ROBIN**  
TIM DRAKE

**TEEN LEADER**

At the start of the round, you may reveal an "X" Order Marker on this card. After revealing an Order Marker on any other Titan or Sidekick you control in clear sight of Robin, before taking a turn with that figure, if there is a revealed "X" Order Marker on this card, you may take a turn with Robin. You may not take any additional turns with other figures you control.



**HUMAN**

**UNIQUE HERO**

**SIDEKICK**

**ANALYTICAL**

**MEDIUM**

**4**

**TACTICAL DEDUCTION**

Once per round, after an enemy figure within 4 clear sight spaces of Robin rolls attack dice, you may subtract one skull from whatever is rolled.

**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.



**4**

**LIFE**

**MOVE 6**

**RANGE 4**

**ATTACK 3**

**DEFENSE 4**

**150**

**POINTS**