

CAPTAIN BOOMERANG
DIGGER HARKNESS



UNIQUE HERO
HUMAN
CRIMINAL
BELLIGERENT
MEDIUM 5



ROGUES

GRAVITY BOOMERANG 12

Before Captain Boomerang's normal move action, you may choose a figure within 5 clear spaces and roll a d20. On a 12+, the chosen figure cannot move this turn. If the chosen figure rolls a d20 this turn, you may subtract 3 from the roll.

RAZOR BOOMERANG SPECIAL ATTACK

Range 4. Attack 3.

After using this special attack action, you may choose up to 3 figures within 2 spaces of the original placement of the defender that are in clear sight of Captain Boomerang. Roll a d20 once for each chosen figure. On a 17+, inflict 1 wound on that figure.

RETURNING BOOMERANG

After Captain Boomerang's attack action, if he inflicted no wounds, you may choose 1 non-adjacent figure Captain Boomerang attacked and roll 1 damage die against it.

