

GAMMA 2

RED RIBBON ARMY



UNIQUE HERO
ROBOT
CHALLENGER
QUIRKY
MEDIUM 5



GAMMA 2 & 1

After Gamma 2's ordered activation, you may activate *Gamma 1*. Whenever *Gamma 1* takes 1+ wounds, you may have Gamma 2 take any of those wounds instead.

GAMMA FIGHTING POSE

After Gamma 2's attack phase, he may maneuver 2 spaces with Stealth. Then, if he is not adjacent to any enemies, you may place 1 Gamma Marker on this card, to a max of 2. During combat, you may remove 1 Gamma Marker from this card to reroll all dice.

CORE BREAKER

Instead of Gamma 2's move through attack phases, you may choose a figure within 6 clear spaces. Roll X damage dice against the chosen figure, where X equals the number of spaces Gamma 2 is from the chosen figure. After using this ability, defeat Gamma 2.

SHONEN JUMP • Inorganic

