



BOMB QUEEN

**ENERGY BOMBS
SPECIAL ATTACK**

Range 4, Attack 4

Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. Bomb Queen only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Destructible objects roll 1 fewer defense die against this special attack. Bomb Queen cannot be affected by this special attack. When Bomb Queen attacks with this special attack, she may attack one additional time.

DEMORALIZING SADISM

When attacking or defending against Bomb Queen, figures roll one fewer die if Bomb Queen has destroyed one or more of her friendly figures this round.

ROCKET JUMP

Instead of moving and attacking with Bomb Queen, roll an unblockable attack die against all figures adjacent to her, then you may move Bomb Queen up to 6 spaces. When moving with Rocket Jump, Bomb Queen has the Flying special power and will not take any leaving engagement attacks.



CLONE

UNIQUE HERO

ANTAGONIST

SADISTIC

MEDIUM 5

5
LIFE

MOVE 5

RANGE 1

ATTACK 5

DEFENSE 5

200
POINTS

