

MARVEL

A-BOMB
RICK JONES

CAMOUFLAGE

If A-Bomb is not engaged, he cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.

SUPER LEAP 50

Instead of his normal move, A-Bomb may move up to 10 spaces with Super Leap. When moving with Super Leap, A-Bomb has the Flying special power, but may not move up or down more than 50 levels in a single leap. A-Bomb rolls 3 fewer attack dice on any turn that he chooses to Super Leap.

SMASH LANDING

After moving with Super Leap, instead of attacking, you may roll an unblockable attack die against each figure within 2 spaces of A-Bomb whose base is not more than 3 levels above or below A-Bomb's base. Place each figure that received a wound from this special power on an empty space within 1 space of its original placement. Placed figures never take any leaving engagement attacks and non-flying figures moved lower can receive any falling damage that may apply.



GAMMA MUTATE

UNIQUE HERO

CREATURE

UNSTABLE

MEDIUM 5



7
LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 5

370
POINTS