



ABE SAPIEN

WATER STRENGTH 1

Abe Sapien does not stop his movement when entering a water space. Add 1 die to Abe Sapien's attack and defense while he is on a water space.

SUBMERGE 12

If Abe Sapien is attacked while on a water space, you may roll the 20-sided die. If you roll 12 or higher, Abe Sapien takes no damage and you may place him on any unoccupied water space within 5 spaces of Abe Sapien that is no more than 3 levels above or below Abe Sapien's base. If Abe Sapien is placed adjacent to the attacking figure, you may roll an unblockable attack die against that figure. Abe Sapien does not take any leaving engagement attacks when moving with Submerge.

SWIFT SHOT SPECIAL ATTACK

Range 5. Attack 3.

Instead of moving and attacking normally with Abe Sapien, you may move Abe Sapien up to 3 spaces. Abe Sapien may attack with this special attack at any point before, during, or after this move as long as Abe Sapien is on a space where he could end his movement. If Abe Sapien is engaged when he begins this move, he will not take any leaving engagement attacks.



AMPHIBIAN

UNIQUE HERO

INVESTIGATOR

ANALYTICAL

MEDIUM 5

4 LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

150 POINTS