



ANIMAL MAN

BUDDY BAKER

PISTOL SHRIMP SHOT
Animal Man may add 4 to his Range number while on a water space and does not have to stop his movement when entering water spaces.

KANGAROO BOUNCE
Instead of his normal move, Animal Man may move up to 2 spaces with Kangaroo Bounce. When moving with Kangaroo Bounce, Animal Man has the Flying special power, but may not move up or down more than 16 levels in a single bounce, and will not take any leaving engagement attacks. After attacking, if Animal Man moved with Kangaroo Bounce this turn, he may use it one additional time.

VAMPIRE BAT BITE SPECIAL ATTACK
Range 1. Attack 1.
Figures without the Super Strength special power cannot roll defense dice against this special attack. If Animal Man inflicts a wound with this special attack, you may remove a Wound Marker from this card. Destructible objects are not affected by this special attack.

COCKROACH DURABILITY
Any time Animal Man would receive enough wounds to be destroyed by a normal attack, he instead receives one wound.



4 LIFE

MOVE	5
RANGE	1
ATTACK	4
DEFENSE	4

170 POINTS

- METAHUMAN
- UNIQUE HERO
- CHAMPION
- PASSIONATE
- MEDIUM 5