

MARVEL

ARMADILLO
ANTONIO RODRIGUEZ

TUNNELING AMBUSH

Instead of moving Armadillo normally, you may choose a non-water space within 4 spaces of Armadillo and no higher than 1 level above his height or 3 levels below his base. If there is a figure on that space, you may move that figure 1 space, ignoring leaving engagement attacks. Place Armadillo on the chosen space and roll an unblockable attack die against each figure adjacent to Armadillo. Armadillo rolls 2 fewer attack dice on any turn that he chooses to use Tunneling Ambush.

ROADKILL SLAMMER
SPECIAL ATTACK

Range Special. Attack 5.
Instead of moving and attacking normally, you may move Armadillo up to 4 spaces in a straight line. While moving this way, Armadillo may move through all figures and does not take leaving engagement attacks. After moving, roll attack dice once for all figures Armadillo moved through. Figures without the Super Strength special power roll 1 fewer defense die when defending against this special attack.

IMPENETRABLE SKIN

When Armadillo defends against a normal or special attack, if at least one shield is rolled, the most wounds Armadillo can take from this attack is one.



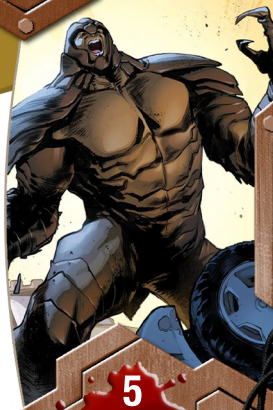
MUTATE

UNIQUE HERO

CRIMINAL

RELENTLESS

LARGE **6**



5
LIFE

MOVE **6**

RANGE **1**

ATTACK **5**

DEFENSE **5**

210
POINTS

