

MARVEL

BATROC THE LEAPER

GEORGES BATROC

LEAPING KICK

If Batroc The Leaper moved with his Stealth Leap special power and attacks a figure he was not adjacent to at the beginning of his turn, add 1 automatic skull to whatever is rolled.

SAVATE DEFENSE

When Batroc The Leaper rolls defense dice against a normal attack from an adjacent figure, two or more shields will block all damage. If he rolls three or more shields, you may immediately move Batroc The Leaper with his Stealth Leap special power.

STEALTH LEAP 10

Instead of his normal move, Batroc The Leaper may move up to 3 spaces with Stealth Leap. When moving with Stealth Leap, Batroc The Leaper has the Flying special power, but may not move up or down more than 10 levels in a single leap, and will not take any leaving engagement attacks when he starts to leap.



HUMAN

UNIQUE HERO

MERCENARY

ARROGANT

MEDIUM

5



4
LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 5

130

POINTS

