

**BEAST BOY**  
GAR LOGAN

DOLPHIN

UNIQUE HERO

TITAN

PLAYFUL

MEDIUM 3

**MARINE LIFE 2**  
This Beast Boy must stop his movement when entering a land space, and does not stop his movement when entering a water space. Add 2 dice to this Beast Boy's attack and defense while he is on a water space.

**SWIMMING PARTNER**  
Friendly figures do not stop their movement when entering a water space within 1 space of this Beast Boy.

**ECHOLOCATION**  
Once per player turn, if this Beast Boy is on a water space when an opponent's figure ends its movement within 3 spaces of this Beast Boy, you may immediately move this Beast Boy or any friendly figure within 3 spaces of this Beast Boy up to 3 spaces. Figures moved this way will not take leaving engagement attacks.

1  
LIFE

MOVE 6

RANGE 1

ATTACK 1

DEFENSE 1

30  
POINTS