



# BEAST BOY

GAR LOGAN

**CARRY**  
Before moving this Beast Boy, you may choose an unengaged friendly small or medium figure adjacent to this Beast Boy. After you move this Beast Boy, place the chosen figure adjacent to this Beast Boy.

**PTEROSAUR**

**UNIQUE HERO**

**TITAN**

**WILD**

**LARGE 4**

**EVASIVE FLYING**  
When this Beast Boy starts to fly, he will not take any leaving engagement attacks. When this Beast Boy rolls defense dice against an attack from a non-adjacent figure without the Flying or Stealth Flying special power, 1 shield will block all damage, and you may immediately move this Beast Boy one space for each shield rolled.

**1 LIFE**

<b>MOVE</b>	<b>6</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>4</b>
<b>DEFENSE</b>	<b>4</b>

**40 POINTS**



