



BLACK MANTA

DAVID

WATER STRENGTH 1
Black Manta does not stop his movement when entering a water space. Add 1 die to Black Manta's attack and defense while he is on a water space.

CONCUSSIVE ENERGY BEAM
Before moving with Black Manta, you may choose a figure within 4 clear sight spaces and roll the 20-sided die. If you roll 11 or higher, place the chosen figure on any empty space within 2 spaces of its original placement and that figure subtracts 2 from its Defense number until the end of Black Manta's turn. A figure moved by this special power never takes leaving engagement attacks and cannot be placed closer to Black Manta than its original placement.

PROJECTILE ARSENAL 3
SPECIAL ATTACK
Range 4 + Special. Attack 3 + Special. When attacking with this special attack, you may:

- add 2 to the range; or
- roll 1 additional attack die; or
- choose all figures adjacent to the targeted figure to be affected. Roll attack dice once for all affected figures. Each figure rolls defense dice separately, and Black Manta cannot be affected by this special attack.

After attacking with this special attack, Black Manta may attack with it one additional time.



HUMAN

UNIQUE HERO

ANTAGONIST

VINDICTIVE

MEDIUM 5



4

LIFE

| | |
|---------|---|
| MOVE | 5 |
| RANGE | 4 |
| ATTACK | 5 |
| DEFENSE | 5 |

230

POINTS

