

**ROPMI**

## BLACK RANGER

ZACK TAYLOR

### MIGHTY MORPHIN POWER RANGERS

While there is a revealed Order Marker on this card, figures you control within 5 clear sight spaces of Black Ranger that are Unique Ranger Heroes or vehicles those Heroes are driving add 1 to their Attack and Defense numbers and to any 20-sided die rolled for a special power on their card.



HUMAN

UNIQUE HERO

RANGER

BOLD

MEDIUM **5**

### BLACK POWER AXE SPECIAL ATTACK

Range 1. Attack 4.

Choose a figure to attack. Any figures engaged with Black Ranger and adjacent to the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. If Black Ranger did not move normally this turn, all blanks rolled count as additional skulls.

### COMBAT FLIP 12

After moving normally, attacking, or defending with Black Ranger, he may use Combat Flip. Combat Flip has a move of 2. When moving with Combat Flip, Black Ranger has the Flying special power, but may not move up or down more than 12 levels in a single flip. When using Combat Flip, Black Ranger will not take any leaving engagement attacks.



**5**  
LIFE

MOVE	5
RANGE	5
ATTACK	4
DEFENSE	5

**220**  
POINTS