

**ROBBI**

**BLUE RANGER**  
BILLY CRANSTON

**RANGER ANALYSIS**

Before a Ranger or a vehicle that a Ranger you control is driving attacks, you may reveal an "X" Order Marker on a Ranger card you control. If you do, choose an opponent's figure that is within 5 spaces of Blue Ranger. For the remainder of this player turn, the chosen figure subtracts 1 from its Defense number.

**BLUE POWER LANCE  
SPECIAL ATTACK**

Range 2. Attack 4.  
When attacking with this special attack, Blue Ranger may re-roll up to 2 attack dice.

**COMBAT FLIP 12**

After moving normally, attacking, or defending with Blue Ranger, he may use Combat Flip. Combat Flip has a move of 2. When moving with Combat Flip, Blue 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, Blue Ranger will not take any leaving engagement attacks.



HUMAN

UNIQUE HERO

RANGER

CLEVER

MEDIUM 5

**5  
LIFE**

**MOVE 5**

**RANGE 5**

**ATTACK 4**

**DEFENSE 5**

**180  
POINTS**

