

ROBOMI

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

