



## BOMB QUEEN

### ENERGY BOMBS SPECIAL ATTACK

Range 4, Attack 4

Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. Bomb Queen only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Destructible objects roll 1 fewer defense die against this special attack. Bomb Queen cannot be affected by this special attack. When Bomb Queen attacks with this special attack, she may attack one additional time.

### DEMORALIZING SADISM

When attacking or defending against Bomb Queen, figures roll one fewer die if Bomb Queen has destroyed one or more of her friendly figures this round.

### ROCKET JUMP

Instead of moving and attacking with Bomb Queen, roll an unblockable attack die against all figures adjacent to her, then you may move Bomb Queen up to 6 spaces. When moving with Rocket Jump, Bomb Queen has the Flying special power and will not take any leaving engagement attacks.



CLONE

UNIQUE HERO

ANTAGONIST

SADISTIC

MEDIUM **5**



MOVE **5**

RANGE **1**

ATTACK **5**

DEFENSE **5**

**200**  
POINTS