



BOUNCING BOY

CHARLES TAINÉ

BALLISTIC RICOCHET SPECIAL ATTACK

Range 1, Attack 4 + Special.
Bouncing Boy can only attack an opponent's figure that he was not adjacent to at the start of his turn. Figures do not gain additional defense dice for height advantage when defending against this special attack. After attacking with this special attack, you may move Bouncing Boy up to 2 spaces with his Bounce special power. Bouncing Boy never takes leaving engagement attacks when moving during this special attack. Bouncing Boy may attack two additional times, rolling 1 additional die for each subsequent attack. He may not attack the same figure more than once in a single turn.

BOUNCE

Instead of his normal move, Bouncing Boy may move up to 2 spaces with Bounce. When moving with Bounce, Bouncing Boy has the Flying special power, but may not move up or down more than 30 levels in a single bounce. After using Bounce, you may use it two additional times.



METAHUMAN

UNIQUE HERO

LEGIONNAIRE

LOYAL

MEDIUM 4



4 LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

170

POINTS