

IDW

CASEY JONES
ARNOLD CASEY JONES

FIRST ASSAULT 1

When attacking with Casey Jones, if the defending figure was not adjacent to Casey at the start of this turn, Casey receives 1 additional attack die.



HUMAN

UNIQUE HERO

FIGHTER

BRASH

MEDIUM

5

RECKLESS FIGHTER

After attacking, Casey Jones may attack again. During this attack, all excess shields rolled by the defending figure count as unblockable hits inflicted on Casey Jones by that figure.

IN OVER HIS HEAD

After taking a turn with Casey Jones, if he is engaged you may take a turn with one Ninja or Fighter Hero you control. During this turn that figure may only attack a figure engaged with Casey. After using this special power, you may not take a turn with any other figures.



4
LIFE



MOVE 5

RANGE 1

ATTACK 3

DEFENSE 4

130
POINTS