



## COLOSSAL BOY

GIM ALLON

### COLOSSAL ATTACK

When attacking with Colossal Boy's normal attack you may either:

- Add 1 to his range when attacking a figure whose base is no more than 6 levels higher than his height or 6 levels lower than his base, or
- Choose one other figure adjacent to the defending figure to be affected by this attack. Roll attack dice once for both affected figures. Defending figures roll defense dice separately.

### GIANT DEFENSE

When rolling defense dice against a normal attack from a figure that is not Huge, if you roll at least one shield, the most wounds Colossal Boy can take from this attack is one.



METAHUMAN

UNIQUE HERO

LEGIONNAIRE

TENACIOUS

HUGE 8

4

LIFE

MOVE 6

RANGE 1

ATTACK 5

DEFENSE 6

175

POINTS

