



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

