

MARVEL

COLOSSUS
PIOTR RASPUTIN

PROTECTIVE FURY

Before attacking with Colossus, you may choose one other Unique Mutant or Rebel Hero you control within 4 clear sight spaces of Colossus. After Colossus attacks, he may attack one additional time for each Wound Marker on the chosen figure's Army Card, up to a maximum of three additional attacks in a single turn.

CARELESS HASTE

Anytime Colossus moves through a friendly figure, you must immediately roll one unblockable attack die against that figure.

STEEL BODY

When rolling defense dice, roll one additional die for each skull rolled by the attacking figure; if that attack is a normal attack, add one automatic shield to whatever is rolled. Colossus never rolls for molten lava damage or lava field damage.



- MUTANT
- UNIQUE HERO
- REBEL
- DEVOTED
- MEDIUM 6

6
LIFE

MOVE	5
RANGE	1
ATTACK	5
DEFENSE	2

315
POINTS

