

**MARVEL**

**COLOSSUS**  
PIOTR RASPUTIN

**FASTBALL SPECIAL**

Instead of attacking, you may choose an adjacent, unengaged, small or medium figure you control. Throw the chosen figure by placing it on any empty space within 5 spaces of Colossus. If the chosen figure has the Healing Factor X special power, you may place it on any empty space within 7 spaces of Colossus. Fastball Special may only be used if the thrown figure can be placed in clear sight of Colossus and adjacent to an enemy figure that is not adjacent to Colossus. After placing the figure, immediately choose one enemy figure adjacent to the thrown figure and roll the 20-sided die. If you roll 1, the thrown figure receives one wound. If you roll 11 or higher, the chosen enemy figure receives one wound.

**STEEL SKIN**

When rolling defense dice against a normal attack, Colossus always adds one automatic shield to whatever is rolled. Colossus never rolls for molten lava damage or lava field damage.



**MUTANT**

**UNIQUE HERO**

**PROTECTOR**

**DISCIPLINED**

**MEDIUM**

**5**



**6**

**LIFE**

**MOVE 5**

**RANGE 1**

**ATTACK 6**

**DEFENSE 6**

**260**

POINTS

