



# COSMIC BOY

ROKK KRINN



**LEGIONNAIRE LEADERSHIP**  
After revealing an Order Marker on a Legionnaire you control and after taking a turn with that Legionnaire, if there is an unrevealed Order Marker on this card, you may take a turn with one other Legionnaire you control.

**BRAALIAN**  
**UNIQUE HERO**  
**LEGIONNAIRE**  
**VALIANT**  
**MEDIUM 5**

**MAGNETIC THROW**  
**DEFENSE 14**  
If an opponent's figure within 5 clear sight spaces of Cosmic Boy targets a figure you control for an attack, you may roll the 20-sided die. If you roll 14 or higher, that figure cannot attack this turn and you may place it on any empty space within 4 spaces of its current placement. After that opponent's figure is placed, it receives a wound. Thrown figures do not take any leaving engagement attacks.

**4 LIFE**

<b>MOVE</b>	<b>5</b>
<b>RANGE</b>	<b>5</b>
<b>ATTACK</b>	<b>5</b>
<b>DEFENSE</b>	<b>5</b>

**260 POINTS**

