



E. HONDA
EDMOND HONDA

SUMO HEADBUTT

After moving, if E. Honda is unengaged, instead of attacking, you may choose a non-adjacent figure within 3 spaces of E. Honda whose base is no more than 5 levels higher than his height or 5 levels lower than his base. Place E. Honda up to 2 spaces from where his movement ended and adjacent to the chosen figure. Roll the 20-sided die, adding 1 to the roll for each level E. Honda moved down this turn with this special power. If you roll 18 or higher, the chosen figure receives 2 wounds.

**HUNDRED HAND SLAP
SPECIAL ATTACK**

Range 1. Attack 3 + Special. After using this special attack, if at least one skull was rolled, you may attack again with this special attack. You may continue attacking with this special attack until you fail to roll a skull. For each attack after the first, roll a number of attack dice equal to the number of skulls rolled for the previous attack. You may attack the same or a different figure with each subsequent attack.



4
LIFE

MOVE 4

RANGE 1

ATTACK 4

DEFENSE 6

130
POINTS



HUMAN

UNIQUE HERO

WRESTLER

PROUD

MEDIUM 5