

**IDW**

**HUN**

ARNOLD JONES

**FOOT CLAN ALLIANCE**

If Hun inflicts one or more wounds on an opponent's adjacent figure with his normal attack, you may move up to X Ninja squad figures you control up to 3 spaces each. X equals the number of skulls rolled by Hun. You may not move the same figure more than once per turn.



**HUMAN**

**UNIQUE HERO**

**CRIME LORD**

**UNYIELDING**

**MEDIUM**

**6**

**PURPLE DRAGON  
BEATDOWN**

After attacking an adjacent figure with Hun's normal attack, if the defending figure is engaged with one or more Brute, Criminal, or Ninja figures you control, Hun may attack that figure one additional time. For this attack, add 1 to Hun's Attack number for each Brute, Criminal, or Ninja you control adjacent to the defending figure, up to a maximum of +2.



**5**

**LIFE**

**MOVE**

**5**

**RANGE**

**1**

**ATTACK**

**4**

**DEFENSE**

**4**

**175**

**POINTS**

