

Start the game with 3 water tiles on this card. Instead of attacking, you may remove a water tile from this card and place it on either the space Hydro-Man occupies or any empty land space within 3 spaces of Hydro-Man, if the water tile fits normally onto that space.

WATER TUNNEL

(C3C)

MUTATE

THIEF

GREEDY

UNIQUE HERO

MEDIUM 5

If Hydro-Man ends his normal movement on a water space, you may immediately place him on any empty same-level water space within 5 spaces. When Hydro-Man starts to Water Tunnel, he will not take any leaving engagement attacks.

TIDAL WAVE SPECIAL ATTACK

Range Special. Attack 4. Hydro-Man may only use this special attack while on a water space. Choose up to 4 spaces in a straight line from Hydro-Man. All figures on or within 1 space of the chosen spaces are affected by this special attack. Hydro-Man and all Huge figures are not affected by this special attack. Each figure rolls defense dice separately. You may place each affected figure that receives

one or more wounds from this special attack on an empty space up to 3 spaces from its original placement. A figure moved by this special attack never takes leaving engagement attacks and cannot be placed closer to Hydro-Man than its original placement.



