



ION

DANIEL HESSLER

BIOELECTRIC MANIPULATION

Once per player turn, when combat dice are rolled for an opponent's figure within 4 clear sight spaces of Ion, you may choose up to two dice instead, if that figure is an Android, Cyborg, or has the Electrically Charged special power. All chosen dice must be rerolled once.



PSIOT

UNIQUE HERO

DISCIPLINE

ARROGANT

MEDIUM 5

TELESTATIC TELEKINETICS SPECIAL ATTACK

Range 4. Attack 4 + Special. If Ion inflicts at least one wound with this special attack, he may attack again, rolling one additional attack die. Ion may continue attacking with this special attack until he does not inflict a wound, to a maximum of three attacks per turn. Ion may target non-adjacent figures for this attack even if he is engaged, and cannot attack the same figure more than once.



4 LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 4

165 POINTS