

Disney

COMICS

JACK-JACK PARR

6

6

SUPERHUMAN

UNIQUE HERO

TRICKSTER

ENTHUSIASTIC

SMALL 2

BABYSITTING DUTY

At the start of the game, choose a Unique Superhuman Hero you control to be Jack-Jack's Babysitter. For the rest of the game, if his Babysitter is not within 3 clear sight spaces of him, subtract 2 from his Babysitter's Defense number. Before taking a turn with his Babysitter, take a turn with Jack-Jack. After moving with his Babysitter, if he was adjacent to his Babysitter at any point before or during his Babysitter's movement, you may place Jack-Jack on any unoccupied space adjacent to his Babysitter. Jack-Jack is never attacked when leaving engagements.

SUPER BABY

Before taking a turn with Jack-Jack, roll the 20-sided die. For this turn, if you roll:

- 3-5, add 4 to his Range number;
- 6-8, add 1 automatic skull to whatever is rolled when he attacks and he does not have to roll for Molten Lava damage;
- 9-11, instead of moving normally, choose an empty space exactly 5 spaces from Jack-Jack. Place him on the chosen space;
- 12-14, he may attack 2 additional times, and may move up to 3 spaces after each attack;
- 15-17, instead of attacking, roll 1 unblockable attack die against all adjacent figures without the Lava Resistant special power; or
- 18 or higher, when he attacks, all blanks rolled count as unblockable hits on the defending figure.



2

LIFE

MOVE 3

RANGE 1

ATTACK 2

DEFENSE 4

15

POINTS

