

**MARVEL**

**JOE FIXIT**  
BRUCE BANNER

**MACHINE GUN SPECIAL ATTACK**  
Range 5, Attack 3.

If Joe Fixit's Machine Gun Special Attack inflicts a wound, he may attack again with his Machine Gun Special Attack. Joe Fixit may continue attacking with his Machine Gun Special Attack until he does not inflict a wound. He may not attack the same figure more than once.



**GAMMA MUTATE**

**UNIQUE HERO**

**ENFORCER**

**DEGENERATE**

**MEDIUM**

**6**

**BOUNCED**

Whenever Joe Fixit is attacked with a normal attack from an adjacent figure and takes no damage, you may choose up to X empty spaces in a straight line from the attacking figure and place the attacking figure on any of the chosen spaces. X is the number of excess shields rolled. A figure moved by Bounced cannot be placed adjacent to Joe Fixit, never takes any leaving engagement attacks, and can receive any falling damage that may apply.

**SUPER LEAP 50**

Instead of his normal move, Joe Fixit may move up to 10 spaces with Super Leap. When moving with Super Leap, Joe Fixit has the Flying special power, but may not move up or down more than 50 levels in a single leap. Joe Fixit rolls 3 fewer attack dice on any turn that he chooses to Super Leap.



**7**  
**LIFE**

**MOVE 5**

**RANGE 1**

**ATTACK 7**

**DEFENSE 6**

**310**

POINTS