



MARVEL

MACH-1
ABNER JENKINS

SUPPORT FIRE 16

If an opponent's unengaged figure moves adjacent to a figure you control within 5 clear sight spaces of MACH-1, you may roll the 20-sided die. If you roll 16 or higher, the opponent's figure receives a wound. MACH-1 may not use Support Fire 16 if he is engaged.

DIVERSIONARY FIRE
SPECIAL ATTACK

Range 5. Attack 3.
Immediately after rolling attack dice for this special attack against an opponent's figure, if MACH-1 rolls at least one skull, you may move MACH-1 or another figure you control within 5 spaces of MACH-1 up to 2 spaces. Figures moved by this special attack never take leaving engagement attacks from the defending figure. After attacking with this special attack, MACH-1 may attack 1 additional time.

EVASIVE FLYING

When MACH-1 starts to fly, he will not take any leaving engagement attacks. When MACH-1 rolls defense dice against an attack from a non-adjacent figure without the Flying or Stealth Flying special power, 1 shield will block all damage, and you may immediately move MACH-1 one space for each shield rolled.



HUMAN

UNIQUE HERO

CHARLATAN

REPENTANT

MEDIUM

5

4
LIFE

MOVE **6**

RANGE **1**

ATTACK **5**

DEFENSE **5**

200
POINTS