



MISTER INCREDIBLE

ROBERT PARR

SUPER GRAPPLING

After moving and before attacking, you may switch Mister Incredible and any small, medium, or large figure he is engaged with. Switched figures never take leaving engagement attacks.


RECKLESS PROPERTY DAMAGE

After moving, attacking, or using the Super Grappling special power, you must use Reckless Property Damage. Choose an Android or destructible object that Mister Incredible moved adjacent to, placed a figure adjacent to, or attacked a figure adjacent to and roll an unblockable attack die against that Android or destructible object.

HEROIC DUTY

If a friendly figure without this special power that is within 3 spaces of Mister Incredible would roll defense dice against a normal, non-adjacent attack, instead you must choose a figure you control with this special power to move adjacent to that friendly figure if it is able to. The chosen figure must roll defense and take any resulting wounds from the attack instead of the friendly figure. When Mister Incredible uses Heroic Duty, he will take all leaving engagement attacks.



-  SUPERHUMAN
- UNIQUE HERO
- CHAMPION
- RECKLESS
- LARGE **5**

7
LIFE

| | |
|---------|---|
| MOVE | 5 |
| RANGE | 1 |
| ATTACK | 7 |
| DEFENSE | 7 |

340
POINTS

