



# PLASTIC MAN

Eel O'Brian

## PLASTIC WRAP

Friendly figures do not take leaving engagement attacks from opponents' figures that are engaged with Plastic Man.

## I'M RUBBER, YOU'RE GLUE

After rolling defense dice against a normal attack from a non-adjacent enemy figure, you may choose a figure within 3 clear sight spaces of Plastic Man. All excess shields rolled count as unblockable hits on the chosen figure.

## BOUNCE-N-STRETCH

While moving, Plastic Man has the Flying special power, but will not take any leaving engagement attacks. After moving, if Plastic Man does not attack this turn, he may move 4 additional spaces.



METAHUMAN

UNIQUE HERO

ADVENTURER

QUIRKY

MEDIUM

7

5  
LIFE

MOVE 4

RANGE 2

ATTACK 4

DEFENSE 6

145

POINTS

