

PLUNDER
JARED MORILLO

C-6

HUMAN

UNIQUE HERO

ROGUE

PROFESSIONAL

MEDIUM 5

BOUNTY HUNTER
At the start of the game, choose an opponent's Unique Hero to be Plunder's Bounty. Plunder rolls an additional die when attacking or defending against his bounty.

TRIGGER MAN
After attacking a non-adjacent figure with Plunder's normal attack, if you did not reveal an Order Marker on this card this turn, he may attack one additional time.

ACROBATIC LEAP 6
Plunder may use his Acrobatic Leap at any point before or during his normal move. Each time you Leap, you must first subtract 2 from Plunder's movement. His Leap has a move of 2. While leaping, Plunder has the Flying special power, but may not move up or down more than 6 levels in a single leap, and will not take any leaving engagement attacks.

4
LIFE

MOVE 5

RANGE 7

ATTACK 3

DEFENSE 4

165
POINTS