

**MARVEL**

**PUCK**

EUGENE MILTON JUDD

**BOUNCING PUCK**

When counting spaces for Puck's movement, elevation changes of up to 3 levels count as one space. You may ignore Puck's height of 3 when climbing. Puck may move through all figures and does not take leaving engagement attacks. After moving normally, you may place any small or medium enemy figures Puck moved through on any empty space within one space of their original placement and choose one of those figures. Roll an unblockable attack die against the chosen figure. Figures placed by Bouncing Puck will not take any leaving engagement attacks but will take any falling damage that may apply.

**WHIRLWIND ASSAULT**

Puck may attack any or all figures adjacent to him. Roll each attack separately.

**CARTWHEEL DEFENSE**

When Puck rolls defense dice against an opponent's attack, two shields will block all damage. For each shield rolled, you may immediately move Puck one space up to 3 levels up or down.



MUTATE

UNIQUE HERO

OPERATIVE

STALWART

MEDIUM 3



5 LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 5

230 POINTS