

MARVEL

STRONG GUY
GUIDO CAROSELLA

KINETIC REDIRECTION

If Strong Guy would receive 1 or more wounds from a normal attack, roll the 20-sided die. If you roll 1-11, place Wound Markers normally. If you roll 12 or higher, you may immediately move Strong Guy up to 4 spaces. After this move, you may choose one figure adjacent to Strong Guy. The chosen figure receives any wounds Strong Guy would have received from that attack. If Strong Guy does not end his Kinetic Redirection move adjacent to a figure, place Wound Markers normally. When Strong Guy moves using Kinetic Redirection, he will take any leaving engagement attacks.



MUTANT

UNIQUE HERO

BRUISER

JOCULAR

MEDIUM

5

5
LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 6

215
POINTS

