

AMALGAM

SUPER SOLDIER CLARK KENT

HEAT VISION SPECIAL ATTACK

Range 4, Attack 2 + Special.
Choose a figure to attack and roll 2 attack dice, or 3 attack dice if the chosen figure is an Android or Destructible Object. For each skull rolled, roll one additional attack die. Continue rolling an additional attack die for each additional skull rolled until no skulls are rolled. The defending figure rolls defense normally.

MAN OF WAR

When rolling combat dice for a normal attack or defending against a normal attack, you may count all blanks rolled as either extra skulls or extra shields.

SAVIOR'S SHIELD

Once per round when a friendly figure adjacent to Super Soldier is targeted for an attack by an opponent's figure, you may switch Super Soldier and the targeted figure. After the figures are switched, the attacking figure must target and attack Super Soldier, if possible.

Super Soldier takes all leaving engagement attacks when moved with this special power, but the initially targeted figure does not.



HUMAN

UNIQUE HERO

SOLDIER

PATRIOTIC

MEDIUM 5



5 LIFE

MOVE	7
RANGE	1
ATTACK	6
DEFENSE	6

330 POINTS

