



THUNDERBOLT

SUMMONED TO SERVE

Thunderbolt does not start the game on the battlefield. He must be placed onto the battlefield by a figure with the Sole Command special power.



DJINN

EVENT HERO

SPIRIT

TRICKY

MEDIUM **5**

MAGICAL DEFENSE

When Thunderbolt is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Thunderbolt can take for this attack is one.

ELECTRICALLY CHARGED

Thunderbolt rolls 1 fewer defense die when he is on a water space.



3

LIFE

MOVE **7**

RANGE **1**

ATTACK **7**

DEFENSE **7**

330

POINTS

